

MIDTERM PROJECT REPORT

1. Game idea: from the idea of Subway Surfers. We created the game endless runner for testing the user's patience.
2. Feature:
 - a. Jump height based on the time user pressing the jump button
 - b. Score system.
 - c. High score
 - d. Gold
 - e. Trap
 - f. Power up
 - g. Difficulty scale up
3. Technique: Boundary, Animation, Object Poller
4. Resource reference:
 - a. <https://www.kenney.nl/assets/platformer-pack-redux>
 - b. [\(25\) Unity Endless Runner Tutorial - YouTube](#)