

Earth Runner

Travelling Restaurants

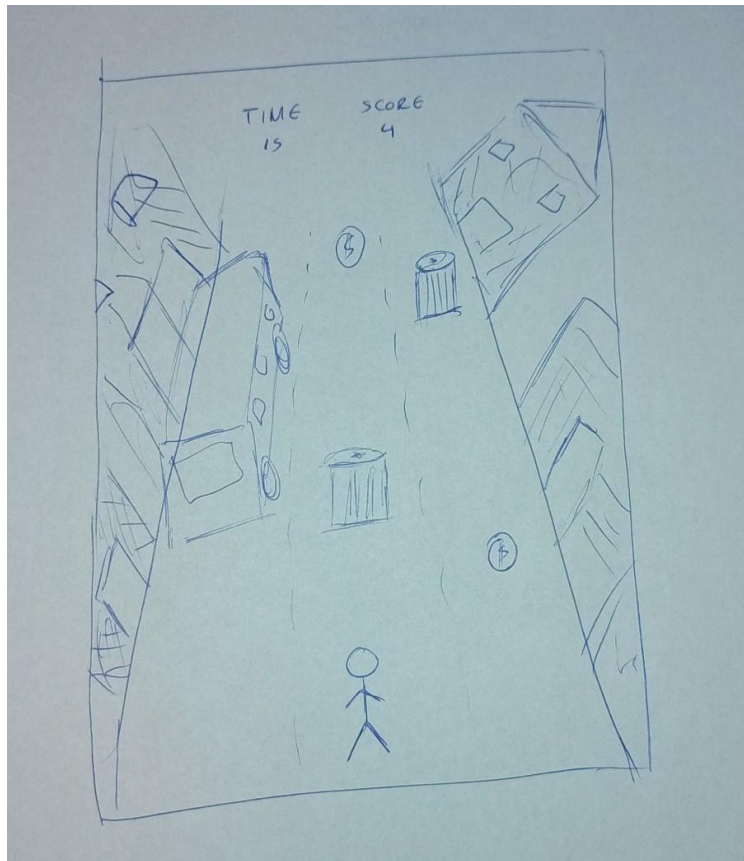
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A run for the environment

Game overview:

Run across the earth and collect coins while avoiding obstacles and garbages.

You may have some power-ups to help you or make things more challenging.



Level 1 City



Level 2 Forest



Level 3 Ocean

Game description

Core value proposition is to make familiar the users with the idea that garbages are the enemy (and we need to take care of them).

Each level has the same purpose, to collect coins to unlock the next level while avoiding obstacles and garbages.

There are several power-ups in every level that can help the user achieve the goal faster.

Game description 2

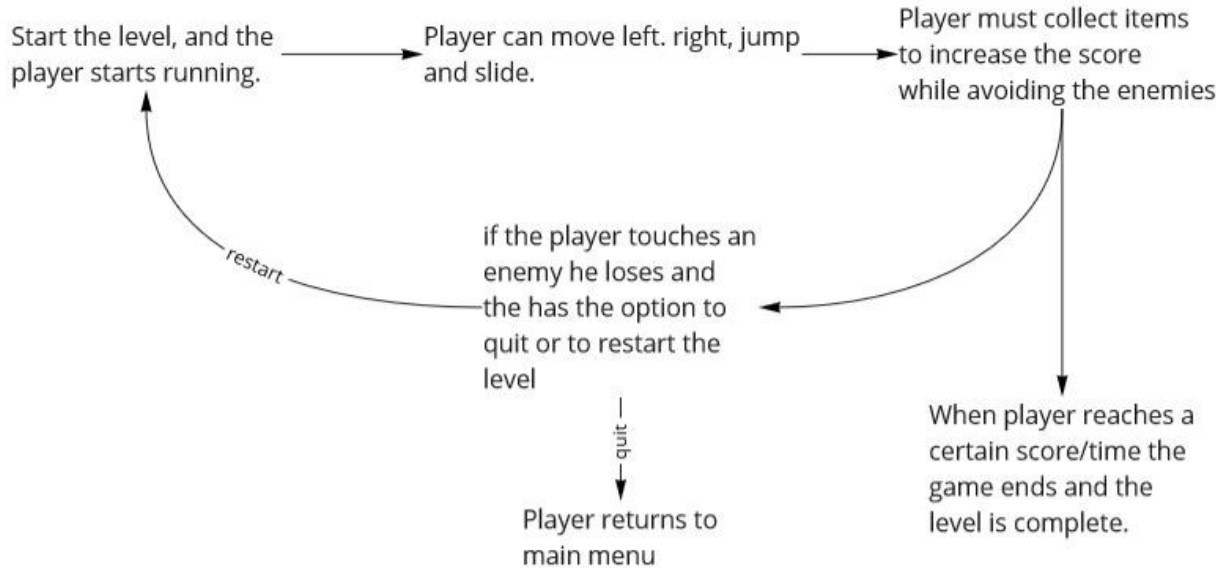
To unlock level 2, you have to collect 5 coins on level 1.

to unlock level 3, you have to collect 10 additional coins on level 2.

to finish level 3 and the game itself, you need to collect 15 additional coins on level 3.

<https://youtu.be/h4iiTiL-fmY>

The flow



Game testing

We had 2 participants that both of them liked the game and the design very much, as it was easy to navigate and play.

Although they had the same advice for the project.

Prototype overview

We managed to put all our thoughts in the prototypes, leaving nothing out.

We only improved our thoughts and made our project better.

Wizard of oz technique and hard-coded features: it is a functionable game and of course it has some hard-coded features as the background and everything we see.

But the user is in full control of the game character and its movement.