

ECO Runner



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Value proposition and game overview

Pillar 1

Sustainability is only achieved with proper balance.

Pillar 2

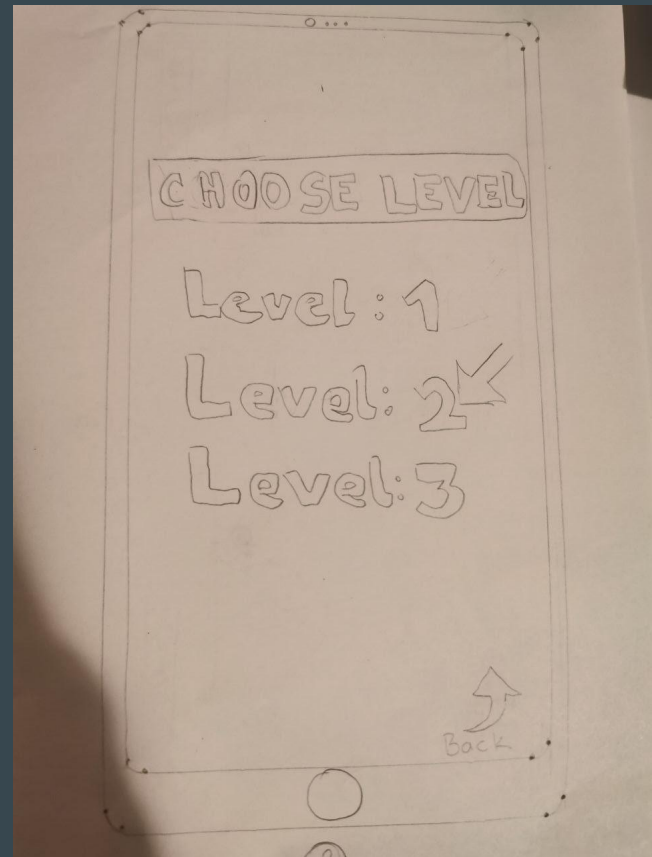
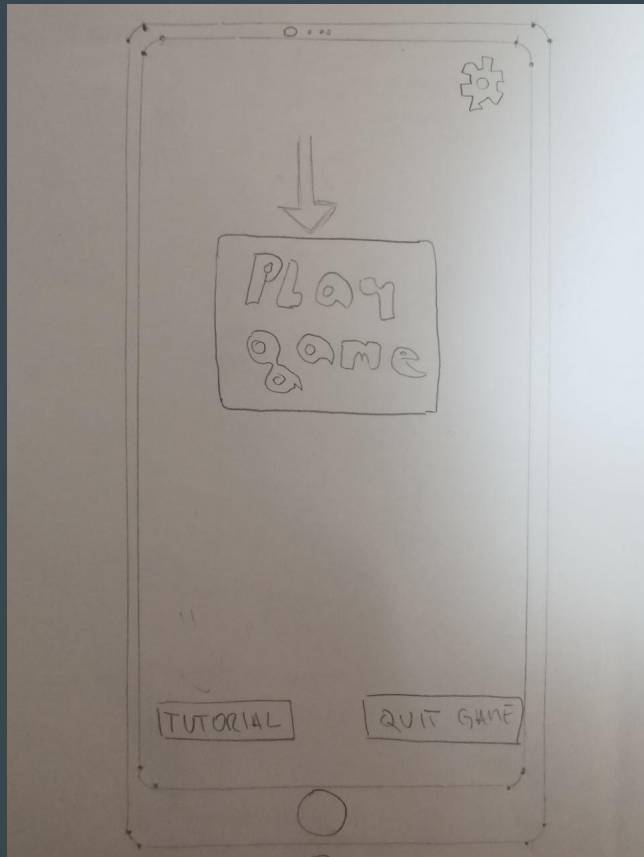
Quick decisions and timed reactions can sharpen our minds.

Pillar 3

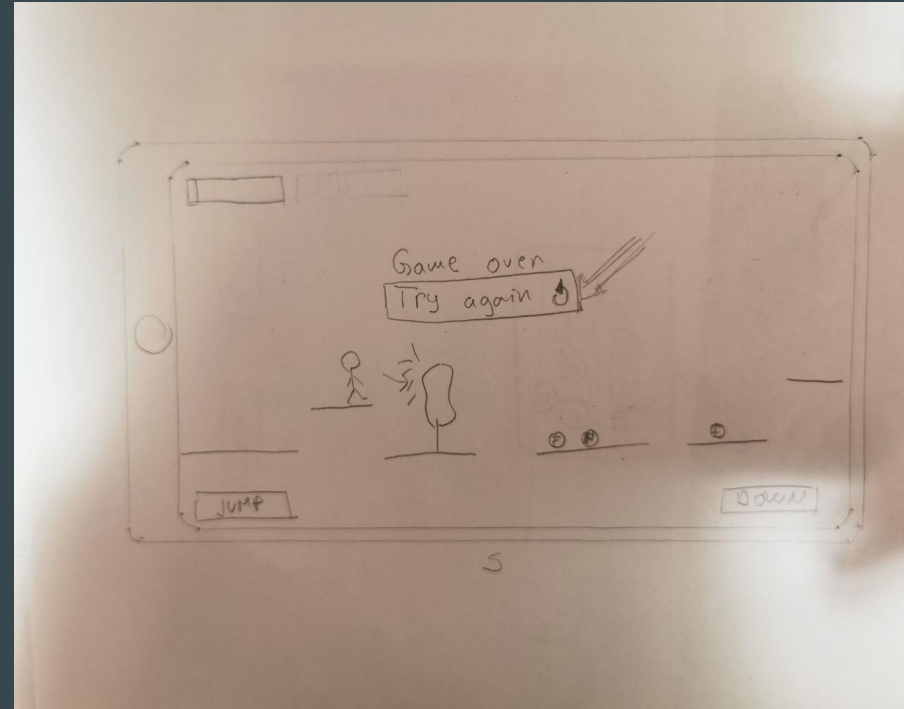
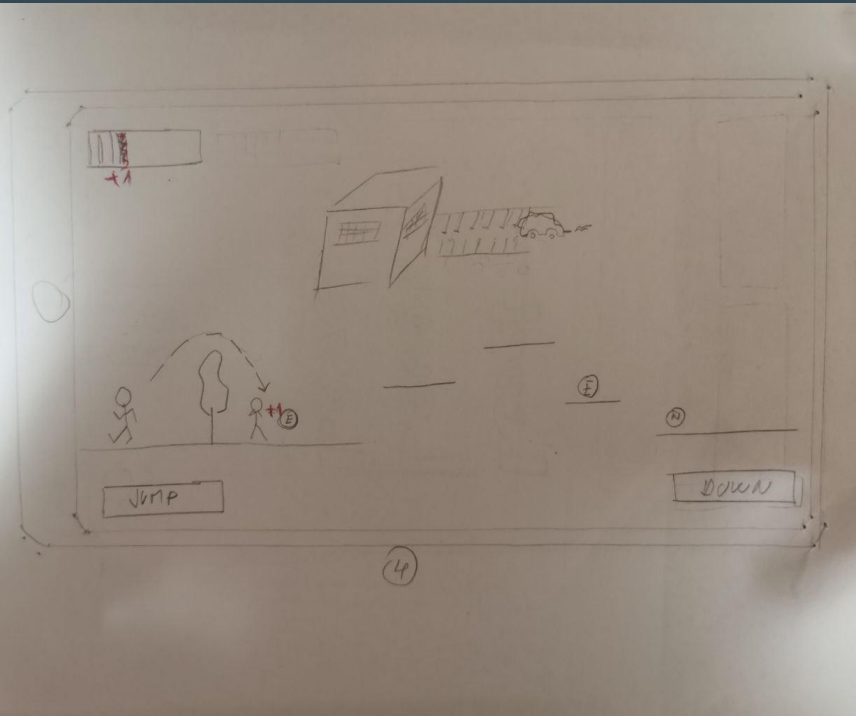
Endless runner best describes the endless evolution of mankind. It's just how far can we go.

Sketches

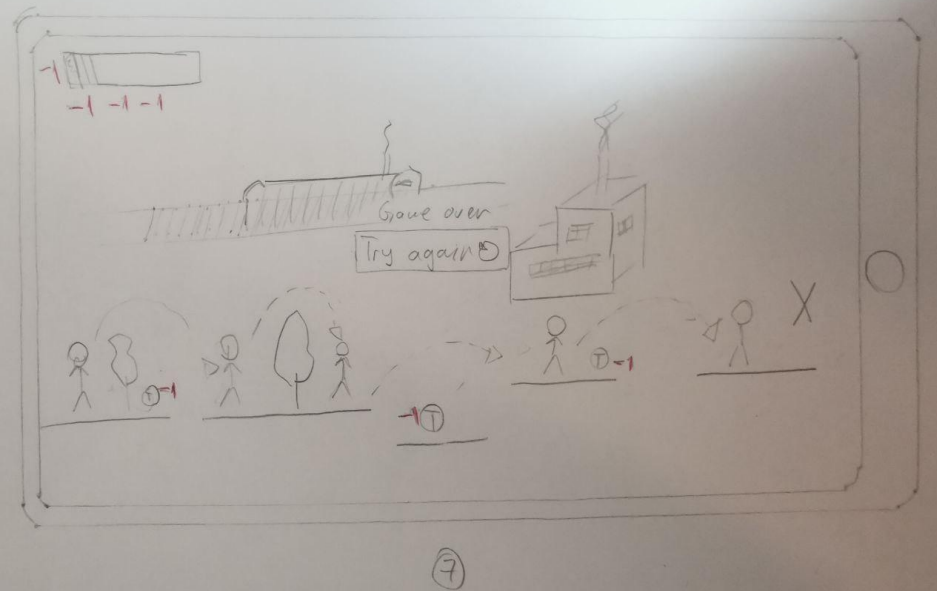
- play game
- choose level



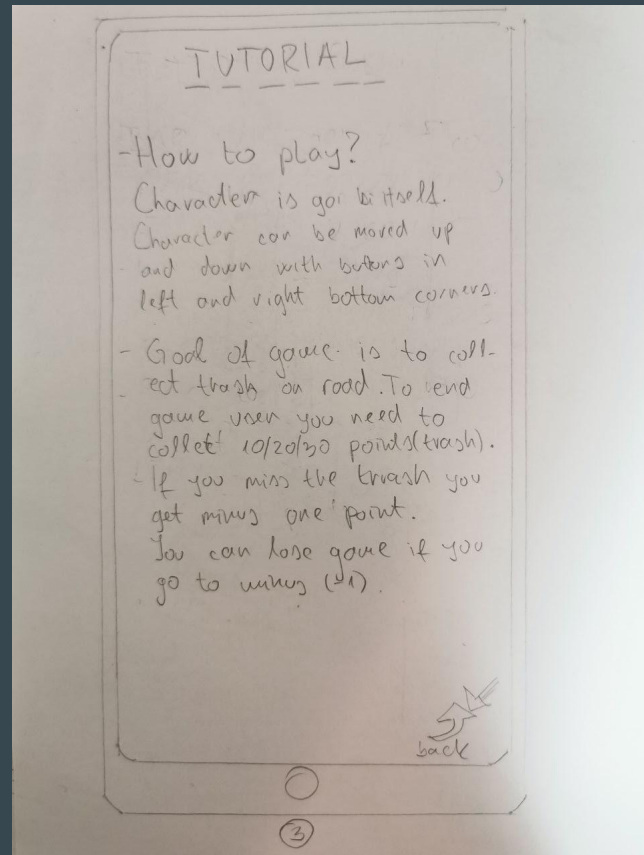
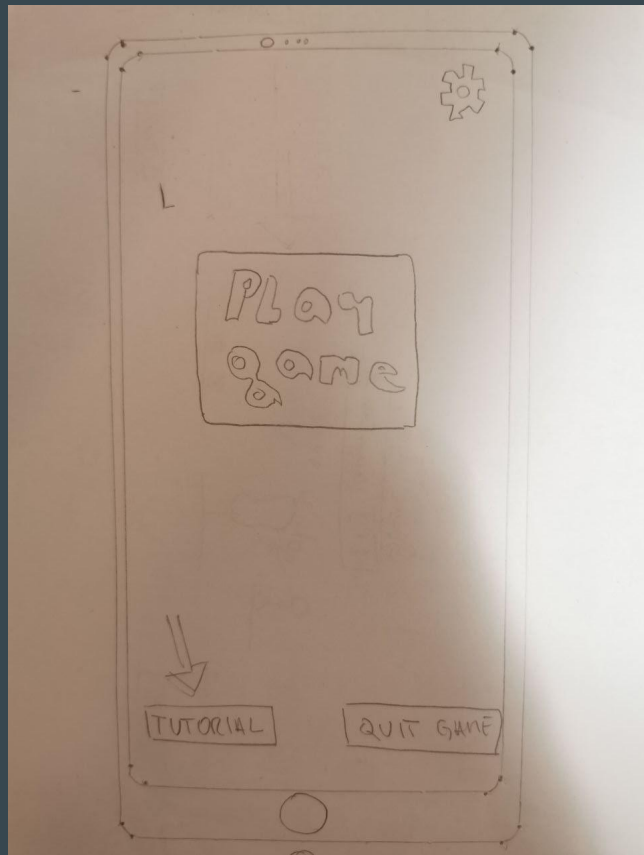
game over due hitting the tree



new game and again fail due minus points



Tutorial - game guide

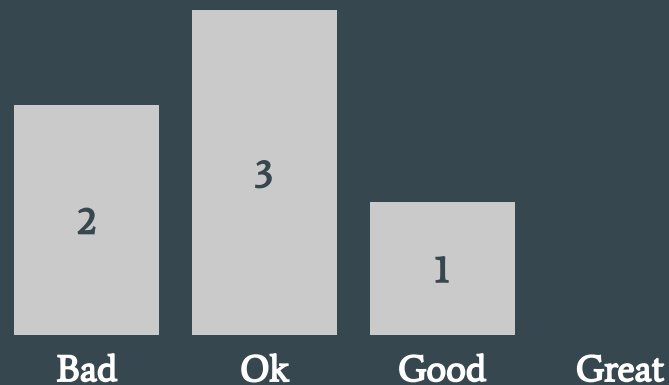


Testing phase

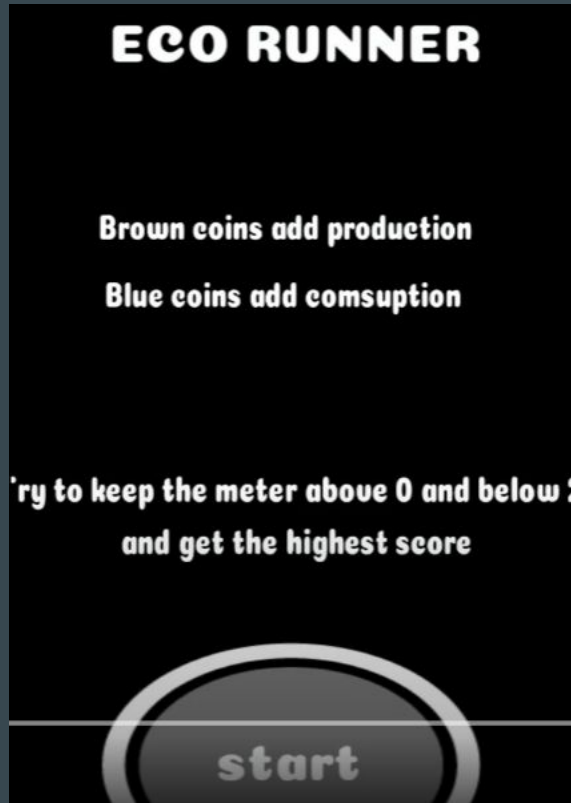
Participants: Friends/students from our faculties

Changes we made:

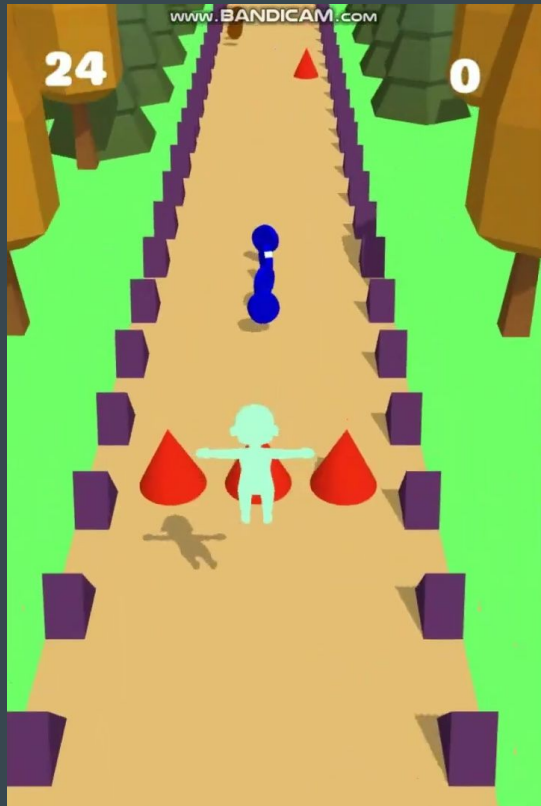
- More suited for vertical screen
- How to play was too long
- The game will benefit being 3D



Game prototype



Game prototype



Game prototype

- Full gameplay

<https://www.youtube.com/watch?v=559zUoo5cG4>

Limitations/tradeoffs

Limited graphics

due to being a mobile game

Addressing issue quite indirectly

Subtle nods to the real world problem

Simple controls limit

the complexity of our game

Limiting the diversity of the levels.

Only game speed changes.

Thanks for attention

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