Jug Run

Kobe Darko, Hank Alderoty, Isabel Kraus, and Ignacio Bernaldez
Modelling
Welcome to Jug Run!

How to play:
← → ↑ to Move
p to Pause

Collect Slices and Jackets to Stay Warm
Avoid Snow Banks and Cruisers.
Press “p” to Begin

Game Over! You Lost!

Open Controls and Click Restart to Play Again!

Congrats! You made it back home!

Open Controls and Click Restart to Play Again!

Try a different level of difficulty!
More Modelling
Lighting
Health Counter

JUG RUN

Health 0

JUG RUN

Health 100
Game Scene

- **Scene Movement**
  - Endless Runner
  - What’s actually moving
    - Object.position.z
  - Game clock & reaching the end

- **Player Movement**
  - Switching Lanes
  - Jumping
Collision

- **Object Parameters**
  - Length (along z-axis)
  - Width (along x-axis)
  - Height (along y-axis)

- **When is Collision Possible?**
  - $Z = 0$

- **checkCollision function**
  - Returns bool
  - If statements
Game Overview