Letter Run

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About Letter Run

- an open-source 2D platform game developed using Electron and Phaser framework.

- fully available offline so any users with or without internet connection can enjoy this game once acquired.

- provides players ability to control the character, and its ultimate objective is to collect all letter for the specified word, and to reach the goal as fast as possible.
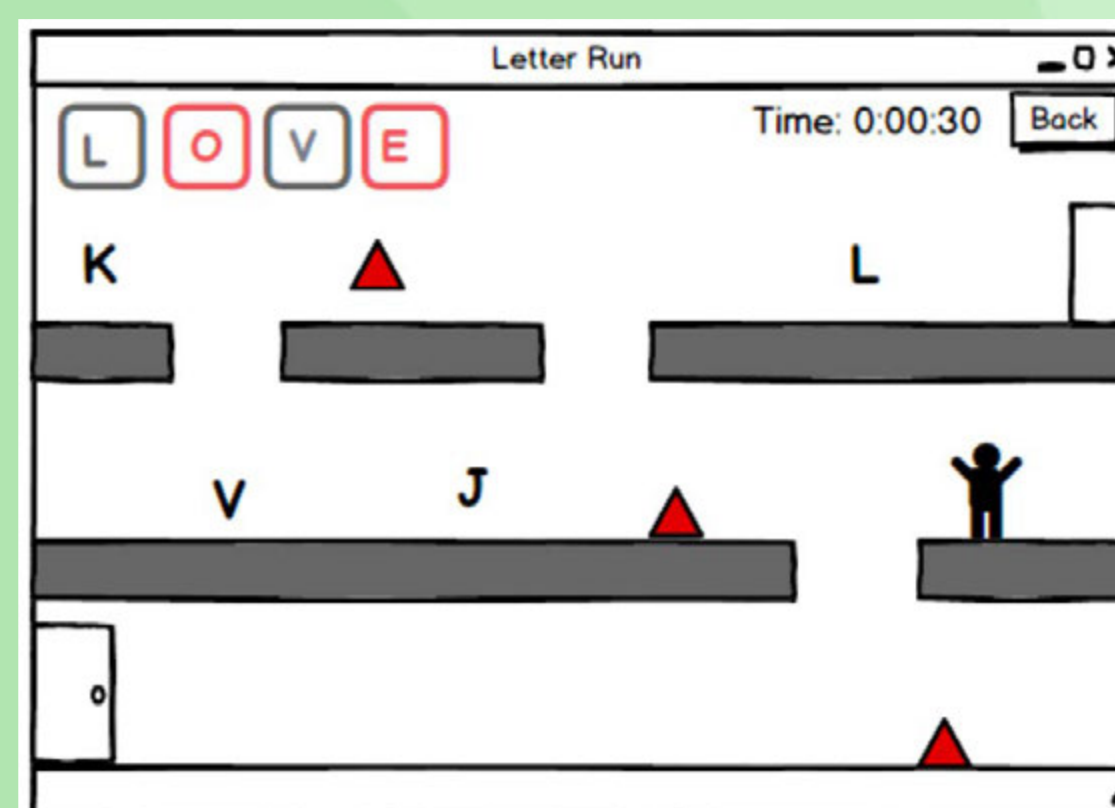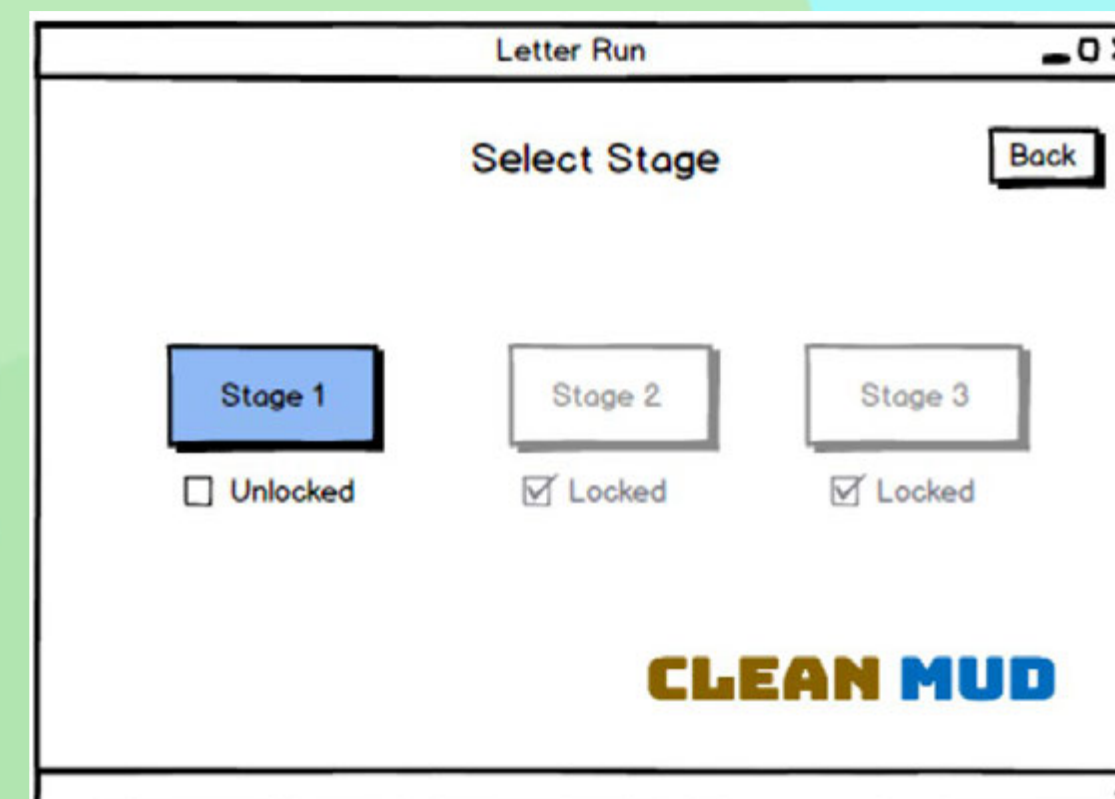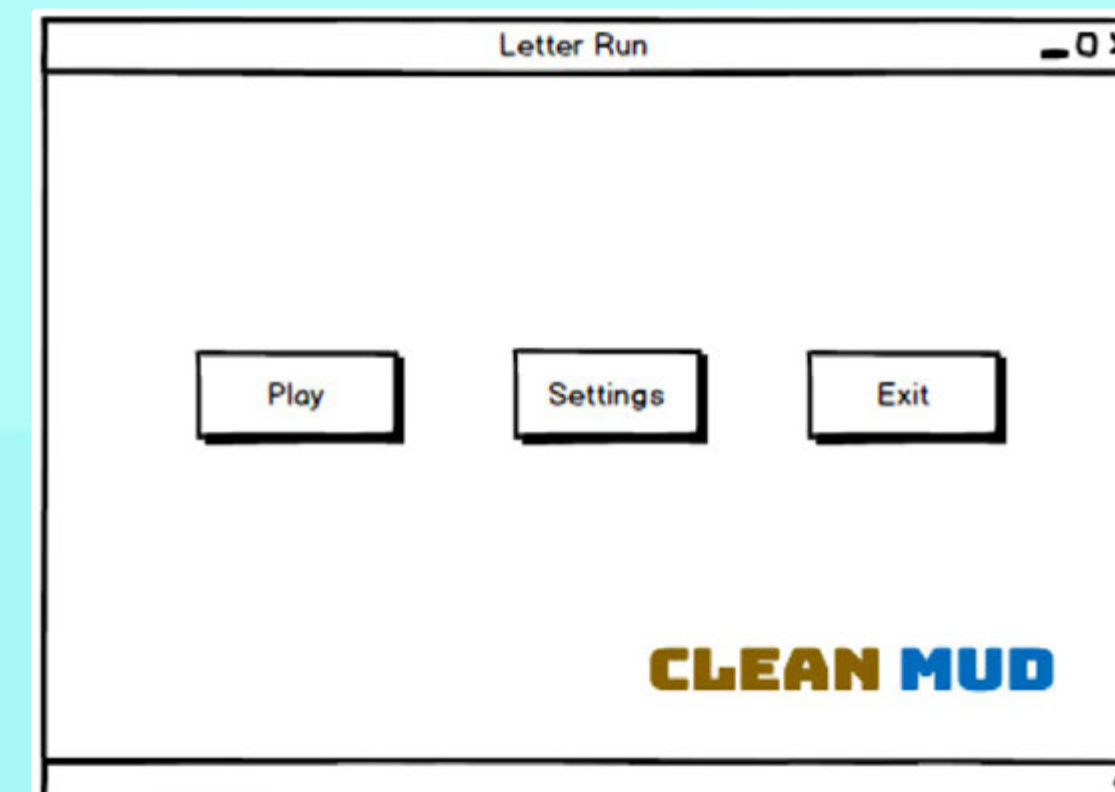
Development Procedure

Tools Used: GitHub, Basecamp, Balsamiq, Electron, Phaser

1. Create gameplay logics and front-end UI

2. Implement game mechanics

3. Add game assets.

4. Test each elements of the game

Prototype

Letter Run
Play   Settings   Exit
CLEAN MUD

Letter Run   Back
Choose Your Character!
CLEAN MUD

Letter Run   Back
Select Stage
Stage 1   Stage 2   Stage 3
☐ Unlocked   ☑ Locked   ☑ Locked
CLEAN MUD

Letter Run
L O V E   Time: 0:00:30   Back
K   L
V   J

Features

1. Family-friendly assets to entertain any casual players

2. Teach spellings of the word – being educational

3. Simplicity by nature

4. Full availability offline, requires no internet connection

5. Ability to choose different colors for character

Future Possibilities

1. Hosting Letter Run on a games website and implementing leaderboards to add a new competitive experience

2. The gameplay of Letter Run is very simple, so it has the opportunity of being implemented into a mobile game to reach a broader audience

3. Since Letter Run is a family-friendly game that emphasizes collection of letters for a word, it has possibilities of being implemented as an educational game for the children

ELECTRON   PHASER   CLEAN MUD