Cross-Country Horse Run
Hyper-Casual Mobile Game

INTRODUCTION

Cross-Country Horse Run is a 3D endless runner game developed for a Bachelor's thesis. The player has to run as far as possible with the horse and avoid obstacles in order not to lose lives and collect coins. Coins are collected by jumping over obstacles and can be used to buy more lives to continue the game. Game takes place on sandy roads between mountains, which offers players an enjoyable experience and the feeling of riding a horse in nature. There are not many similar horse themed hyper-casual or endless runner games with realistic design so Cross-Country Horse Run was made.
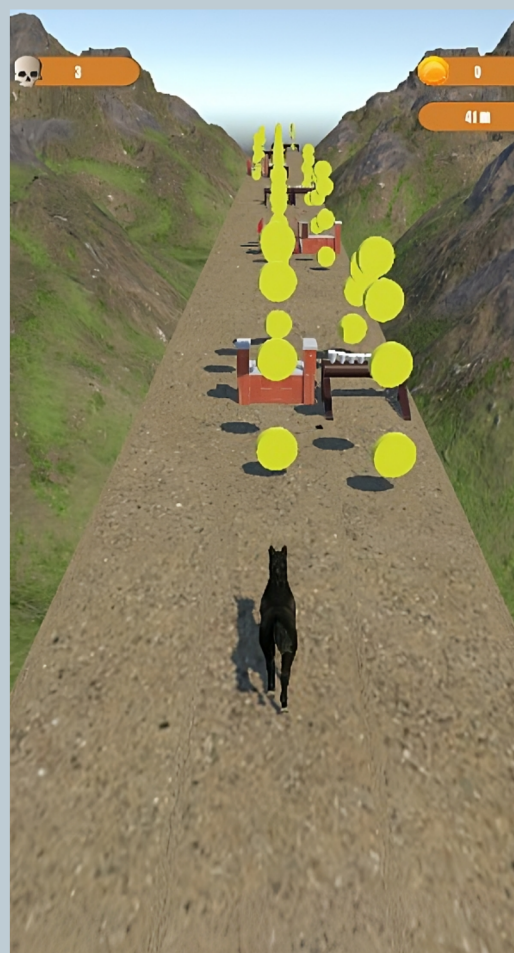
THE FEATURES

The game is created via an iterative design process and uses the principles of the field of game design. The fundamental game mechanics which set the foundation for the overall gameplay experience are obstacles and their randomization, lives and coins.

THE IMPLEMENTATION

Cross-Country Horse Run was created with Unity game engine using C# as scripting language. Almost all game models such as obstacles, ground and coins that are seen in the game are made using Blender.

RESULTS

The game was playtested by 4 people in the final stages of game development. The purpose of the testing was to evaluate how design and implementation work on real players. The feedback showed that the overall experience of the game and the concept of the game were highly appreciated. There are definitely plans to develop the game further in the future.

Buying more lives

Cross-Country Horse Run gameplay

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NB! Background generated by AI

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