

RUNNER_2

Too late, you notice the tell-tale glint of a laser designator dancing across your visual sensors as you cross an empty intersection at high speed. A tire-shredding cluster munition is surely inbound. You drift hard to the north and pop smoke. Hopefully you can break their lock with a detour through the crowded night-market ahead and still make it to the exit with your package intact.

Navigate at high-speed through an automated factory-city in search of an invaluable package your employer wants recovered. Slide between lanes, pop smoke grenades, and drift around corners to evade the city's ever-increasing number of guards hot on your trail. Your vehicle has powerful equipment, but nothing that can permanently damage your opposition. Your only way out is *through*; through plate-glass windows, through quad-copter search-lights, and through security-barricaded intersections.

A spiritual sequel to last year's [runner](#), this game is going to explore some very different mechanical themes:

1. Real-time simulation. If you don't move, the world moves around you.
2. Visually rich: a randomly-generated city filled with lights, vehicles, and hostile agents.
3. Skillful action; you can't just think your way through problems. You'll have to learn to operate a high-speed remotely-operated vehicle.

And of course, I still aim to hit most of the roguelike principles:

1. Procedurally generated city, based on a family of city-block "chunks" that can be recomposed and transformed through probabilistic replacement rules.
2. Permadeath. If you run into a wall at high speed, expect to be stunned long-enough to be captured and end your career.
3. Resource management. Manage your speed, your equipment charges, and your shield battery.

I'd love to find collaborators in these areas:

1. ~~Concept Art — I'd love to have a title screen image that brings the world to life. As an ASCII heavy game, I think it would be really cool to see the player and their antagonists brought to life visually.~~
2. Sound — There's an almost rhythm-game feel to my early prototyping, and some synth-y vibes might really fit in here. Plus audio cues when enemies lock on or fire, or when a player drifts around a corner or crashes into a wall.
3. World — To carry the feeling of this game, the world needs to feel rich and varied. That's going to mean a lot of pre-fab chunk design. Think: building interior variations, different intersection designs, a park, a tent encampment, and outdoor market, and so on.

The event takes place 3/1 to 3/8. I'll be working in PST timezone, roughly 9.30a to 5.30p and perhaps a few hours after dinner. If you're interested in participating in any way, I'd love to hear

from you! Art + Sound in particular I think would be ways to contribute part-time. But if you're interested in writing core game code (the engine is homegrown in Typescript, rendered in Canvas2D) and have some time to onboard to it, I'd welcome that too!

Shoot me a message on discord at `dr_ewww` and I can share some early prototypes and chat about a potential collaboration!