Product overview — static PDF

Neon Runner HTML5 Game · v1.1.0 · Current listing price: $14.99

STATIC DOCUMENT · NOT PLAYABLE



Actual desktop Chromium gameplay capture · 1440 × 1000 viewport

What's in the game

A compact, no-dependency browser runner: cyan rectangle player, pink rectangular obstacles, a dark grid, score while a run is active, simple collision/game-over, and restart.

Controls

Space or tap/click the canvas to jump while grounded. Repeated Space keydown does not trigger repeat jumps. Use Restart to reset to score 0; Space or canvas tap/click after game over also starts a fresh run.

Setup

Extract the paid ZIP and open `game/index.html`. If local scripts are restricted, serve the extracted folder over static HTTP and open `/game/`. No remote assets or runtime dependencies are used.

Scope and limitations

One simple game screen and one jump mechanic. No audio, extra levels, saved leaderboard, hosting, native app packaging, online service, or payment handling. This PDF is only a static overview—not a playable browser-game preview.

QA and license

Actual runtime tested in headless Chromium via HTTP and local file: desktop 1440×1000 and mobile-sized 390×844 viewport, with no horizontal overflow, no observed page JavaScript errors, and jump, score, spawn, collision, restart, and single-RAF-chain checks passing. Physical phones and other browsers were not tested. See the original `LICENSE.txt` in the paid ZIP; this overview grants no rights.