BEGINNER · BROWSER GAME

# An endless-runner game set in *your own college.*

Dodge the attendance register and jump the canteen queue, with a leaderboard for your class.

| 1–2 | 3 | 4 |
| --- | --- | --- |
| weeks to build | parts one prompt won't solve | steps, in order |



# NYC is taught live by engineers *who work in tech today.*

This brief is by the NYC team. These are the engineers who teach NYC's live classes.

## The instructors

FULL STACK AND GENAI

### Swapnil

**Forward Deployed Engineer, Microsoft**

IIT (ISM) Dhanbad. Works on Microsoft Teams.

DSA

### Akshay

**Senior Software Engineer, Atlassian**

IIT Bombay. Earlier at Jio Platforms and Myntra.

DATA SCIENCE AND ML

### Abhishek

**Engineering Analyst, Google**

IIT Kanpur. Earlier at Optum and BARC.

AGENTIC AI

### Jaskirat

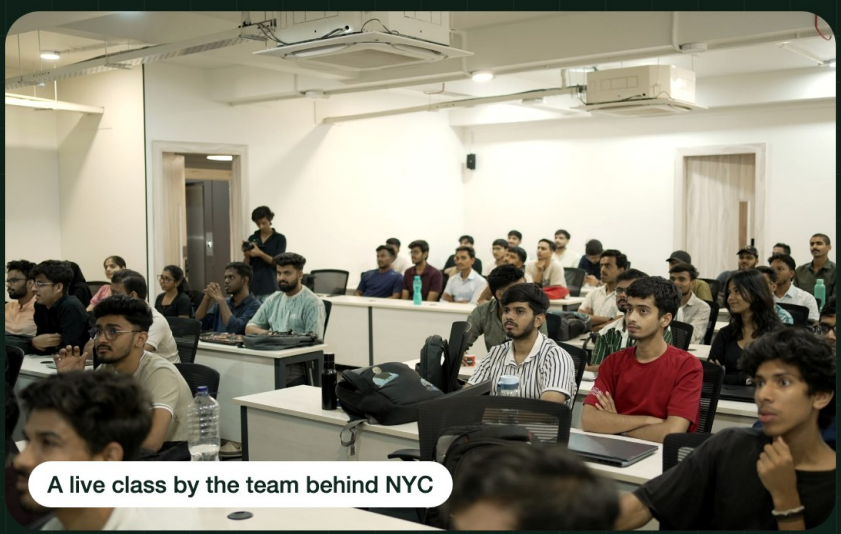
**Senior Software Engineer, NTT DATA**

Builds agentic AI platforms.

Instructors speak for themselves, not for their employers.

# Live classes, five days a week. *Fridays are for building.*

Every NYC course is taught live by engineers, 1.5 hours a day, and engineers review every project.



A live class by the team behind NYC

## Four courses

For first and second-year college students

6 months · Software Engineering + AI

4 months · Data Analytics + GenAI

6 months · Data Science & Machine Learning

8 months · AI Engineering

# Where our students *work now.*

Students taught by the team behind NYC, at Sheryians Coding School. 1,200+ are placed.

HIGHEST PACKAGE



**Kushagra Patidar**

SDE 1, Amazon

₹47 LPA

LinkedIn ↗



**Anuj Parashar**

SDE, Care Health Insurance

₹22 LPA



**Rishika Jain**

Cisco

₹17 LPA



**Mansi Patel**

Airtel

₹15 LPA

BEGINNER · 1–2 WEEKS

# Campus Run: *what you'll build.*

A 2D endless runner in the browser, like the Chrome dinosaur game, set in your college. It works with taps on a phone and keys on a laptop, gets faster over time, and keeps a shared leaderboard for your class.

## Test it with real people

Share it in your class group and watch the leaderboard for a week.

## It must do these 4 things

1. **Smooth running, jumping and collisions.**
2. **Speed that rises the longer you survive.**
3. **Works with touch on phones and keys on laptops.**
4. **An online leaderboard with names.**

## What you'll learn

JavaScript · Canvas · Game loops · Server checks

# Where one prompt *falls short.*

Use AI for any part you like. These are the parts you will still have to understand, test and fix yourself.

> "It runs twice as fast on a 120 Hz phone."

1. Games that move a fixed amount every frame run twice as fast on a 120 Hz phone. Movement has to be based on time, not frames.
2. Collision boxes that look right but feel unfair. Making it fun takes many rounds of play-testing, not one prompt.
3. A public leaderboard is easy to fill with fake scores. The server needs some check on every score.

**At NYC:** engineers review work like this with you in live classes, every week.

# Build it in *4 steps.*

1. Draw the player and the ground and get the jump to feel right.
2. Add obstacles, collisions and rising speed.
3. Add your college's look and sounds.
4. Add the leaderboard and basic checks against fake scores.

## It is done when

- ✓ The game runs at the same speed on a 60 Hz laptop and a 120 Hz phone.
- ✓ 10 friends finish runs with no bugs.
- ✓ A score typed into the browser console by hand is rejected.

## Go further

- A daily challenge with a fixed obstacle pattern.
- Characters you unlock.
- A share card with your score.

**Built it? Submit it for a mentor review**

Submit at notyourcollege.com/project-ideas. An NYC mentor reviews every build; the best ones may be featured on the NYC website and YouTube channel.

This brief is by the NYC team. Tools, prices and limits change, so check each service's own docs.