**Endless Runner Game**

**How to Play**

1. **Objective**:

* Run as far as possible while avoiding obstacles and collecting coins to maximize your score.

1. **Controls**:

* **Move Left** – A / Left Arrow
* **Move Right** – D / Right Arrow
* **Jump** – Spacebar

1. **Gameplay**:

* The player character runs forward automatically.
* Dodge obstacles by moving left or right, and jump over barriers.
* Collect coins scattered throughout the path to increase your score.

**Power-ups and Their Purpose**

1. **Speed Boost**:

* **Effect**: Temporarily increases the player’s running speed.
* **Duration**: 15 seconds.
* **Purpose**: Helps cover more distance quickly, but requires faster reflexes to dodge obstacles.

1. **Magnet**:

* **Effect**: Automatically attracts nearby coins within a certain radius.
* **Duration**: 15 seconds.
* **Purpose**: Allows for easier coin collection without precise movement.

**Additional Notes**

* The project uses **Unity’s new Input System** for player controls.
* All prefabs (environment, collectibles, and obstacles) are located in the **Assets\Main Assets\Prefabs** folder.
* Dynamic spawning/destruction ensures resource optimization for an endless running experience.