Runner Game Assignment

Build a Runner Game prototype using assets provided by us.

It should be a top - down panning with the hero character at the bottom, as shown in the example below.

Parts to be builded
- Level Generation (linear path/road)
  - Obstacle placements.
  - Road creation.
  - Coins placement.
- Character Movement
  - Idle
  - Run
  - Turn Left
  - Turn Right
  - Slide (Down Forward)
- Coin Collection
  - The character should be able to collect the coins by colliding with them.
- Obstacles
  - The character should take a hurt and should reset to idle when collided with any obstacle.

- Character Life
    - By default the character should have a life unit of 3.
    - On every collision with the obstacle it should deduct 1 life unit.
    - Zero life should end the game.
- Camera
    - Should have a dynamic camera that will follow the character.
- Scoring
    - Calculate distance covered by the character.
    - Calculate time taken.
- UI (simple)
    - Main menu
    - Ingame menu (hud, pause)
    - Result menu

Asset:
- Along with this we are giving one environment peace which you can repeat to create the level.
- We are giving you the character and animation required to build the game. All the animations are mecanim animations and are inplace, you need to give the displacement through code.

Expectations
- Programming skills
- Asset management
- Scalability
- Memory management
- Unity best practices