

Workspace

Character

Main
Background

Health
Beacon

Trampoline
Noob

Lying on
the ground
noob

Player
Movement
Script

If
KeyPressed
= A

transform.posi
tion.x - 0.02f
(move
character left)

Rotate player
based on
direction
they're moving

Linear
interpolation
to smooth out
player
movement

If
KeyPressed
= D

transform.posi
tion.x + 0.02f
(move
character
right)

Stop player
movement after it
exceeds a certain
value to not go
past background

Camera
Movement
Script

If
KeyPressed
= A

transform.p
osition.x -
0.02f (move
camera left)

If
KeyPressed
= D

transform.po
sition.x +
0.02f (move
camera right)

Sync player
movement and
camera
movement so it
tracks the player
smoothly

Stop camera
movement after it
exceeds a certain
value to not go
past background

Health
Beacon

Rotate
piece
constantly

Trampoline
Noob

Move up if y
value exceeds a
certain amount
change
direction

Move down if y
value exceeds a
certain amount
change
direction

Linear
interpolation to
smooth out
movement to
simulate gravity

Noob
lying on
ground

Click
Detection

Move the
noob
slowly out
of screen