**Code summary**

A screen shot of a computer program

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Description automatically generatedA black screen with white text

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**This if statement checks if the spacebar is pressed, the player is on ground and the game is not over. If those conditions are met then the jump count increases by 1 and then another check happens to see if that count is less than 2 and if it is, then the player can jump again creating the double jump mechanic.**

**When the double jump is activated, the jump animation restarts so that the transition from the regular jump to the double jump is smooth and will match up with the time taken before landing and playing the running animation again.**

**Before adding the code to make the character jump again I needed to create a jump count that would increase when the player jumps for the first time, so I used an if statement to check if the player is on the ground and if so, set the default jump count to 0.**

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**To make the objects spawn in at random sizes I created 3 float variables where 2 of them hold a minimum and maximum size value which the object can spawn in at.**

**I then set the float scale to randomise the values between the minimum and maximum size and then times that by the Vector3.one struct to ultimately create the size of the spawned object in relation to the local scale.**

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**To create a score for the game which is measured in metres I used the distance variable to calculate how far from the player the start position is once the game has started and I used ToString to call and display the score text on the screen and increase in metres, as the start position object moves further away from the player.**

**This script moves an object to the right as long as the game over bool is not true. I use this script on the start position object to move it away from the player to increase the distance as the player is just running on the spot whilst the background and objects are moving towards them.**