Materials used

Images:

Teleport from Bootstrap 3 from "http://www.samrayner.com/teleport/" website ("https://www.google.dk/search?q=teleport&source=lnms&tbm=isch&sa=X&ved=0ahUKEwi5jbjymuLcAhXEF5oKHRKOC6YQ\_AUICigB&biw=1745&bih=857#imgrc=QcRSTAlwLB435M:")

Scripts:

VirtualJoystick.cs (Unity Mobile Game Tutorial • 10 • Virtual Joystick [Tutorial][C#] – N3K EN;<https://www.youtube.com/watch?v=6kGxSS66Ba8&list=PLLH3mUGkfFCWCsGUfwLMnDWdkpQuqW3xa&index=10>

PlayerMovement.cs (Inspiration from the presentation “Lecture – input.pptx” from SGM course; <https://studienet.via.dk/Class/IT-SGM1X-S18/_layouts/15/WopiFrame2.aspx?sourcedoc=/Class/IT-SGM1X-S18/Session%20Material/Lecture%20-%20input.pptx&action=default>)

FixedUpdate() and CameraAngle(bool left) from CameraMovement.cs (Unity Mobile Game Tutorial • 9 • Player Movement and Camera [Tutorial][C#] – N3K EN; <https://www.youtube.com/watch?v=KPCV89buN4o&list=PLLH3mUGkfFCWCsGUfwLMnDWdkpQuqW3xa&index=9>)

ResetScore() from MainMenu.cs (How to make a HIGH SCORE in Unity – Brackeys; <https://www.youtube.com/watch?v=vZU51tbgMXk>)