

2D Infinite Runner Starter Kit

About this Starter Kit

This starter kit was designed to be a nice and simple example of how to build nice polished randomly generated infinite runners. We created the random generator to be very simple while also creating polished levels.

All of the assets included in this file are free to use, but we recommend creating your own media to make your game unique. All of the scripts can be used as-is but we also recommend using them as a reference or build onto to create unique and great games.

Preparing Scenes for Building

By default, the scenes included in the kit should already be in the build settings list, but if for some reason they aren't, make sure you do this process below before you try to compile the game. When adding scenes to the Build Settings, make sure the scene "loader" is at the top of the list in Build Settings. Loader is a scene that most of our kits have that contain objects that need to be carried through all of the scenes. Loader is there to be "loaded" only once and cannot be accessed again while playing the game. In this kit, only the music manager resides in Loader so it can only be loaded once and always play when the game is running.

To do this, open the scene "loader", then in Unity go to File>Build Settings... Then click "Add Current". Once Loader is added, then do this same process with the rest of the scenes (menu, game). Order doesn't matter at this point as long as the scene "loader" is first.

Building for Web/Desktop

You do not need to tamper with orientation or player settings for building the kit for web/standalone builds. Make sure that the steps in "Preparing for Scenes for Building" are correct in the project before trying to build.

Building for Mobile

Make sure that the game is set to landscape mode. To do this, go to File>Build Settings.

- Then switch the platform to a mobile platform (iOS or Android).
- Click on Player Settings...
- Change "Default Orientation to Auto Rotation
- Then uncheck Portrait and Portrait Upside Down so only the 2 Landscapes are checked.

Inputs and Controls

All of the controls for the game reside in playercontrols.(js or cs) except for the menus which reside in gameovermenu.(js or cs) and menu.(js or cs). The defaults in playercontrols.(js or cs) for web and standalone are W and Space to jump and S to slide. The mobile controls are set up so that pressing the top half of the screen will make the player jump and the bottom half to slide. These can be changed however you like by editing playercontrols.(js or cs).

How the Random Generator works

The random generator scripting resides in platformspawner.js. The way we create the random spawning is by spawning a variation of "chunks" and position them to line up one after another based on 2 important empty GameObjects that are children of the blocks; startPoint and endPoint. The spawner now automatically finds these 2 objects to determine where to place the next block. You can duplicate current blocks and create as many different types of blocks as you'd like as long as you properly place the startPoint and endPoint objects so the spawner can determine where it should go.

The spawner object in the scene also now uses an array to hold all of the blocks. This means you can easily add an unlimited amount of new block variations to the game without touching the scripts. Simply create your new block, add it to a folder in the projects folder to make it a prefab, extend the array length in the spawner script in the inspector and drop the new block in.

Best Practices for Creating Custom Art

Even though you have the rights to do whatever you want with the textures given to you in the game, we highly recommend that you create your own textures for the game to really make it feel unique.

First, you should take a look at how we've created the animations for the players, pickups, and terrain to get an idea how it works. The animations now use arrays. You can now drag in as many different sprites you'd like to create your animation, along with changing the Frame Rate variable to speed up or slow down your animation to make it look natural.

Please contact us if you have any Questions!

If you have any questions, concerns, problems, or suggestions with the kit, please contact us!

Please feel to free visit <http://www.cinoptstudios.com/contact/> or email us at support@cinoptstudios.com.

Thanks for your support and we hope to hear from you!