Gravity Boii Runner Documentation

**Scrolling Background:**

1. Pick a sprite and save it as a **default** texture type and change the wrap mode to **repeat**
2. Create a material and set the sprite as the albedo component and then change the material type to unlit sprite default
3. Apply the material to a quad
4. Change the tilling as necessary in the material to create the background.
5. Create a script that gets the material of the game object the script is on and changes the offset every frame with delta time
   1. *Material.offset += value \* time.deltatime*
6. Apply the script to the quad and make sure that the value is public so it can be changed for different sprites to create a parallax effect.

**Touch Controls:**