The tutorial I chose to do was <http://catlikecoding.com/unity/tutorials/runner/> .

The entire thing is implemented aside from the particle effects.

Changes I made:

Instead of getting a power up that allows you to double jump, I changed it so the item you get counts towards your score and you always have double jump no matter what.

There’s another GUI Text field that displays your high score at any given time and keeps track of your high score when you fall.

There’s no game over. Instead, there’s a safety net that continues along with the player to catch them if they fall. It is implemented so that on contact, the current score gets reset to 0 but keeps the high score.

The play will act differently depending on what platform it is on. When on the safety net, it is able to jump much higher than when on a regular platform.

Tweaking all of the variables like the physics materials, velocity vectors, etc was done throughout the course of making it.