Tag Release Notes

2 Basic players

AI will run towards player until player is caught when computer is it. AI can jump over obstacles to get towards player, and player can jump over obstacles to get away from AI.

When player is it, AI will run the opposite direction of the player until a corner of some sort is hit, whether it an obstacle or the corners of map.

Obstacle manager has a numberOfObstacles value that will randomly spawn obstacles on the course.

When the player is tagged to be it, it will randomly spawn the AI in a new place, so the computer isn’t beside the player right after he is touched. This goes for when the player tags the computer to be it as well.

You can set the distance the camera is from the player as well as the height above the player.

Resources Used:

I used the skeleton asset from the asset store, and an included script of unity that allows the camera to follow the player.