Player Script:

Start():

* Initialize variables

FixedUpdate(): Physics changes(jump call)

Update():

* Change the player’s layer based on if their velocity is upward or not (so that when velocity is upward, player can jump through blocks)
* Move the player to the other side of the screen when player falls out of the side of the screen
* Call death when player falls outside the bottom of the screen

OnCollisionEnter2D():

* Called when the player collides with objects
* If collision is with a block, determine the block and jump accordingly

Death():

* Called when the player falls out of the bottom of the screen
* Plays an Animation and then restarts game

Jump():

* Called when the player touches a block
* Makes the player jump and the amount of force applied to the jump is based on which block the player touched

OnDrawGizmos():

* Used to help with debugging, this will not show up in the game

Terrain Generator Script:

Start():

* Initialize variables
* Generate two sets of platforms (one on screen, one off screen)

Update():

* if the camera reaches the point between the two sets of platforms, generate a new set

LateUpdate():

* Move the transform to be at the bottom of the screen

Generate():

* Generates two platforms that the player can jump on

Camera Movement Script:

Smooth camera follow functionality in which the camera follows the player’s upward movement whenever the player jumps higher than previously reached.

Variables:

public GameObject player; //Reference to the player object

private float currentHeight; // The current height of the camera

private float heightDamping; //The damping factor for camera movement (the pan speed)

private float playerMaxVert; //The maximum height the player has reached

Methods:

Start(): Initialize variables

LateUpdate():

- Called after Update() (called every frame)

- If the player has moved higher than the previous maximum height, update the maximum height.

- The current height the camera is updated with linearly interpolated values between the current camera height and the maximum player height.

-This creates the smooth panning effect of the camera.