3D Endless runner

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7th Nov 5:00pm

Today I Initialized my project in Unity and began to work on player movement (horizontal only) and constant forward movement. I paired this with getting the camera to move dynamically with the player and eventually got this working after a syntax error caused me some problems.

I also messed around with the unity materials and colours as currently my player object is a 3D capsule. As of now I have a straight fixed run that the player eventually falls off of , and a very primitive movement system.

11th Nov 3:30pm

For today, I began to work on my endless world generation scripting and reworked my 3D plane object. I wrote some c# scripts to help me with this. I placed a endpoint on the end of each plane and used that as a reference spawn point for new plane objects.

I also did some messing around with textures and got a grass texture set up for my initial level, and picked out a sand and stone texture for the following 2 levels.