3D Endless runner

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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.