I started with the Brief rolling road which I change the name to Endless Runner where I created an endless game that spawn’s obstacle, coins and endless running until you hit an obstacle or fall of the level which will then bring you back to the start and you have to begin your journey all over again. The Player which was starts automatically starts running when on you pressed play and through programming you go press up or left or right on the keyboard to dodge or jump over obstacle. You also have coins when collected speed up your movement to make it harder like games like Subway Surfers when you play for a long time. But through coins instead I also added distance travel to make you know how far you travelled in the game through this script at the bottom of this paragraph to show how it is was done.

There are 7 Scripts that allow the game to function properly when play has been pressed.

Create a Script which made the player move. Called “PlayerMovement” allows the player to move forward when the game starts, and another part allows you to move left and right on the screen. You can also by pressing the up key on the keyboard allows you to jump over the small obstacles. You also can know how far you can travel by looking at the right side of the screen which tells you you’re travelling distance.

The next Scripts was “CameraFollow” which allows to always keep certain distance to the player and stop the player for playing the game for two secs then the game begins.

The next Scripts is “Coin” which allows you the player to collect coins partnered with “PlayerMovement” to register that you have collected the coins which then will show on the screen using Text mechanic.

The “GameManager” Scripts allows me to allow the coins that the player has collected to go up which will show up on the left side of screen and the more you collect the faster you go.

The “GroundSpawn” Scripts allows the game to spawn the ground, obstacle and coins to spawn on the ground where the player will run so you don’t fall out the area when playing and be able to collect coins or jump over the obstacle.

The “GroundTile” Scripts allows the game to destroy the prefabs the appear in the game, so you don’t overload the any of the engine you use. It allows you to also you to work together with “GroundSpawn” and gives it the go ahead to spawn these prefabs.

The “Obstacle” Scripts allows to say when the player crashes into the obstacle you will restart the game from the beginning.

There are four Prefabs that spawn in the game the Coin, GroundTile, Obstacle and ObstacleTall that will appear in the game which will be helpful or annoying depending on the situation.