I started with the Brief rolling road, which I changed the name to Endless Runner, where I created an endless game that spawns obstacles, coins and constant running until you hit an obstacle or fall off the level, which will then bring you back to the start. You have to begin your journey all over again. The Player starts automatically, running when you press up, left, or right on the keyboard to dodge or jump over obstacles. You also have coins when collected to 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 was done.

7 Scripts allow the game to function appropriately when play has been pressed.

Create a Script which makes the player move. “PlayerMovement” allows the player to move forward when the game starts, and another part will enable you to move left and right on the screen. By pressing the up key on the keyboard, you can also jump over 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 following Script was “CameraFollow”, which allows the camera to keep a certain distance from the player and stop the player from playing the game for two seconds before the fun begins.

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

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

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

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

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

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

The Things need to make an Endless runner infinite road happen. You right-click in unity, find the empty game object, rename it, and right-click the game object and add a plane (Ground) to it. Click on the game object again and add another game object rename however you think it is suitable and move the Z axis to ten so the ground can match perfectly and a new folder which you should call Prefabs, and then add the first game object you made into the prefabs folder. Delete it from the hierarchy, go to your script folder and create a GroundSpawner script. Then you add a public variable Game Object and call it the name of your prefabs. Go on the hierarchy, add another game object, and call it Ground Spawner. And then, you add the Ground Spawner Script to it.