# Endless Runner Documentation

There is a GroundSpawner game object in the scene, and the groundSpawn script should be attached to it with 5 different ground prefabs in the Ground Spawner array.

The player should have a capsule (mesh filter), mesh renderer, capsule collider and a rigidbody component, attached to it along with the PlayerMovent script, with the player's rigidbody selected as the Rb. The jumpe force should be set to 5, the speed should be set to 15 and the horizontal multiplier is 15, these are adjustable.

The main camera should have the camera follow script attached, with the player transform being the player transformation it is following.

**Inspector**

☐ **Player** ☐ Static ▾

Tag Untagged ▾  Layer Default ▾

▶ ⚙ **Transform** ❓ ⇄ ⋮

▶ ⊞ **Capsule (Mesh Filter)** ❓ ⇄ ⋮

▶ ⊞ ✔ **Mesh Renderer** ❓ ⇄ ⋮

▼ 🟢 ✔ **Capsule Collider** ❓ ⇄ ⋮

| | |
|---|---|
| Edit Collider | ⚙ |
| Is Trigger | ☐ |
| Material | None (Physic Material) ⊙ |
| Center | X 0  Y 0  Z 0 |
| Radius | 0.5 |
| Height | 2 |
| Direction | Y-Axis ▾ |

▼ 🌐 **Rigidbody** ❓ ⇄ ⋮

| | |
|---|---|
| Mass | 1 |
| Drag | 0 |
| Angular Drag | 0.05 |
| Use Gravity | ✔ |
| Is Kinematic | ☐ |
| Interpolate | None ▾ |
| Collision Detection | Discrete ▾ |

▶ Constraints

▼ Info

| | |
|---|---|
| Speed | 0 |
| Velocity | X 0  Y 0  Z 0 |
| Angular Velocity | X 0  Y 0  Z 0 |
| Inertia Tensor | X 0  Y 0  Z 0 |
| Inertia Tensor Rotation | X 0  Y 0  Z 0 |
| Local Center of Mass | X 0  Y 0  Z 0 |
| World Center of Mass | X 0  Y 1  Z 0 |
| Sleep State | Awake |

▼ # ✔ **Player Movement (Script)** ❓ ⇄ ⋮

| | |
|---|---|
| Script | ▣ PlayerMovement ⊙ |
| Speed | 15 |
| Rb | 🌐 Player (Rigidbody) ⊙ |
| Horizontal Multiplier | 15 |
| Jump Force | 5 |

🟡 **Player MAT (Material)** ❓ ⇄ ⋮

Shader Standard ▾  Edit...