**Technical document**

Starting from the first code was the player movement script which makes the player capable move left to right and jump and other movements. First part of the code we set up abbreviations/ references for specific components (example animator became anim), we then added the serialise fields which sets fixed perimeters. With the help of our previous code of abbreviations we set the code to get components to unity at the start of the game to eliminate any fault or accidents. In the update section we created the movements of the player to get movement from left to right and to jump with specific velocity and also with pre-made unity controls like AD are left and right. As the last part we created a section to transition between different animation state and also to create a slight offset box collider to check for ground and not fall over.

Next script was player life, we again started with the abbreviations and serializefield to create an audio source. On start we tell unity to get two components we will be using and also set the parameters that when the player touches a trap he activated die. When that is activated a sound will play and set the player to static so not to move. The final part was to reload the exact same scene after the player reaches die/death.

A quick but useful script is that of camera component, in this script we set the camera to move with the player.

The item collector script sets the cherries text and audio source in a serialise field whilst before we set that cherries start at 0. When on trigger we set that when the player touches the cherries a sound will play and add the number on the counter whilst also destroying the sprite of the cherries that are touched.

After these major codes we fixed the bugs with rotate script, to move the saw at the speed of 2 rotations per second and to make it rotate on the z axis. After that was done we did the waypointfollower script we set two perimeters example the speed at which the platforms will follow. An other useful script is the sticky platforms we temporary set each platform as parent of player so not to constantly needing to move whilst on trigger exit the player moves off he’s no longer a child.

The final pieces of scripts we had are the start menu which when the button is triggered it moves the scenemanager by 1 which ends to the level 1 scene.

The finish script does similar to that of start screen but also sets some parameters like sound and also duration of time between continuing next level whilst also playing a sound when player hits trigger. As the end script it works on unity s application quit which only works when the game is as a build.