

Tutorial from:

<https://docs.unrealengine.com/latest/INT/Videos/>

This game is a 3rd person endless runner which:

- Counts and displays the number of coins the player collects
- Allows the player to jump and use WASD controls for movement
- Spawns and Despawns random floor platforms, obstacles and pickups
- Dies on collision with obstacles or front facing wall
- Plays various sounds for pickups/deaths

This game was created using blueprints and the starter content provided through Unreal.



