Endless Runner for Digital Minds test

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# Overview

## Theme / Setting / Genre

3D tropical setting endless runner developed in Unity.

## Core Gameplay Mechanics Brief

- Player – Left & Right movement, Jumping & Running animations

- Obstacles – Two obstacles objects in the game

- Menu/UI – Main Menu scene with UI, Score Display in GameScene

- Power Ups- Speed up and Score increaser power up objects

## Project Information

- Developed in Unity 2017.3.0f3

- 2 Scripts – One for player/platform/powerup/obstacles and one for camera control

- Utilized the Grass Road Race asset package <https://assetstore.unity.com/packages/3d/environments/roadways/grass-road-race-46974>

- Player model was downloaded from a mega link I found while browsing for models.

## Class and System implementations

- 90% of game mechanics are placed in the Player.cs script

- this includes the object spawning randomizer, along with few other variables I needed in order to complete this project.

- The camera script is used mainly to make camera follow the player.