Fractured Documentation

-Install-

Download and un-zip the folder containing the executable.

-Launch-

Run the executable Fractured.exe.

-Play-

Click "Start" when prompted with the ui.

Keys:

A = strafe left
D = strafe right
Spacebar = jump

Avoid objects to earn score, and pick up gems to increase your multiplier.

Note: Tunneling may occur when jumping while on top of objects. I tried my best to mitigate this via a larger player, slower level objects, and setting continuous collision detection for the player, but it still occasionally happens.

-Win-

Achieve a higher score than your previous one.

-Citation-

All information required to make this project was obtained from the Unity official api web page.
Source: https://docs.unity3d.com/ScriptReference/

Textures/Materials:

All Textures and materials were created by me.

Models:

The terrain model was created by me.

All other models were provided by the Unity Engine or by the official Unity Standard Assets pack.
Source: https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351

Music:

Intelstat
Author: Deadmau5
Source: https://www.youtube.com/watch?v=95Ohd6XxvFk

Scripts:

All scripts were written by me with the help of the unity api.

Font:

Good Times
Author: Raymond larabie
Source: https://www.1001fonts.com/good-times-font.html