Entity Relationship Diagram

Prefab Prefab Prefab collides & Prefab Teleporter **PlayerCamera** Player I pressed Update: Params: button Events: Setting the mouse cursor maxSpeed On collision with player MovingPlatform defaultSpeed to appear or disappear reads and based on input: jumpForce (Horizontal) Locking the player to the position Teleport player to the trampForce center of the screen Params: next level or scene groundDistance pathStart Moves the camera based pathEnd on the mouse position collides speed Current position and rotation Clamp the mouse axes so • Force the rotating camera does State: not loop · Current position Update: Speed · Moves with acceleration **Analytics** Jump with force Update: record events • Current position and rotation · Moves the position of the platform based on input Update: Prefab horizontally Changes state based on input · Record events: collides - At the start of a level Events: Events: - Whenever the player On collision with player: Set the Laser • On collision with trampoline: avatar touches a checkpoint. parent of the game object Params: Upward force is added to the - Whenever the player spawns startPoint player avatar dies. endPoint On collision with laser: - Whenever the player uses collides Destroy & Game Over a teleporter. State: · Current position Prefab Prefab Update: on player destroyed collides · Position of the Checkpoint line-renderer MovingPlatform Events: · Value of the raycast • On collision with player: (Vertical) collides Change color and update Events: Params: GameManager with last • On collision with player: pathStart activated checkpoint. Destroy the player & pathEnd Game Over speed on collision events · Current position Prefab read events Update: on collision events **Game Manager** Moves the position of the platform **Switch** vertically (Singleton) Events: Events: · On collision with player: On player destroyed: Respawn player at the On collision with player: Set the Change color and turn off last checkpoint parent of the game object the laser