

Infinite runner coding task

Requirements

- The game should have a 2D side-scrolling view.
- The player should control a character that runs forward automatically.
- The player should be able to move the character left or right by moving the mouse.
- Obstacles should randomly appear on the screen and move towards the player.
- The player should avoid the obstacles by moving left or right.
- The player should score points for each second that they survive.
- The game should end when the player collides with an obstacle.

Tips

- Use the mouse position to determine where the player's character should move.
- Randomly spawn obstacles at different positions on the screen and give them random speeds.
- Consider implementing power-ups that the player can collect, such as a shield that protects them from one obstacle collision.
- Add sound effects and music to enhance the player's experience.

Deliverables

- A playable game that meets the above requirements.
- A source code repository (e.g., on GitHub) containing all the project files.
- A brief document explaining how to play the game and any technical details that may be relevant to the development process.

Good luck!