

Welcome to the Obstacle Course Pack setup. In this document you will find a simple explanation of all the elements you can find in this pack.

In the prefab folder you can find prefabs about all the different obstacles included in this pack.

-Bounce: When the player hits with this obstacle he bounces away from it.

-CheckPoint: When player enter in this collider saves the position.

-FallPlat: When player touches the platform it disappears.

-MovableObs: When the player hits with this obstacle he bounces away from it.

-MovableWall: Wall that goes up and down.

-Pendulum: When the player hits with this obstacle he bounces away from it.

-RB Cubes: Cubes with physics that you can use as a gate.

-RotationPlat: Platform that rotates when player is in.

-RotationX: Platform that rotates when player enter.

-Rotator: When the player hits with this obstacle he bounces away from it.

-Sphere: Simple sphere with physics.

-WallMovable: Wall that appears and disappear.

That's all you need to start using this pack, I hope you will enjoy it!