Late skate

Late skate fits into the endless runner genre. The “pickup and play” style game doesn’t require a huge amount of dedication when it comes to progression. This time killer has a simplistic arts style as well as music created by the developer.

Jump over the barrels and traffic cones to prevent tripping. Duck under the stop signs to prevent a head injury. Keep skating to see how long you can survive for.

Controls:

W is to jump. Don’t jump too early or late to avoid a collision.

S is to duck under stop signs. You can’t duck and skate at the same time.

D is to move forward. Keep a good pace to beat your last time.

Conclusion

I believe I’ve learned a huge amount while creating this game. It sure isn’t a masterpiece. But I am happy to have spent the time during the creation of this game to get through the struggles and learning curves of unity and apply these skills into future projects as well as getting through many more learning curves.