```csharp
#Player Controller
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerController : MonoBehaviour
{
    private Rigidbody playerRb;
    private Animator playerAnim;
    private AudioSource playerAudio;
    public ParticleSystem explosionParticle;
    public AudioClip jumpSound;
    public AudioClip crashSound;
    public float jumpForce = 10;
    public float gravityModifier;
    public bool isOnGround = true;
    public bool gameOver;
    // Start is called before the first frame update
    void Start()
    {
        playerRb = GetComponent<Rigidbody>();
        playerAnim = GetComponent<Animator>();
        playerAudio = GetComponent<AudioSource>();
        Physics.gravity *= gravityModifier;

    }


    // Update is called once per frame
    void Update()
    {
        if (Input.GetKeyDown(KeyCode.Space) && isOnGround && !gameOver)
        {
            playerRb.AddForce(Vector3.up * jumpForce, ForceMode.Impulse);
            isOnGround = false;
            playerAnim.SetTrigger("Jump_trig");
            playerAudio.PlayOneShot(jumpSound, 1.0f);
        }
    }

    private void OnCollisionEnter(Collision collision)
    {
        if(collision.gameObject.CompareTag("Ground"))
        {
            isOnGround = true;
        } else if(collision.gameObject.CompareTag("Obstacle"))
```

```
        {
            Debug.Log("Game Over");
            gameOver = true;
            playerAnim.SetBool("Death_b", true);
            playerAnim.SetInteger("DeathType_int", 1);
            explosionParticle.Play();
            playerAudio.PlayOneShot(crashSound, 1.0f);
        }
    }
}
```

```
#MoveLeft
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class MoveLeft : MonoBehaviour
{
    private float speed = 30;
    private PlayerController playerControllerScript;
    private float leftBound = -15;
    // Start is called before the first frame update
    void Start()
    {
        playerControllerScript =
GameObject.Find("Player").GetComponent<PlayerController>();
    }

    // Update is called once per frame
    void Update()
    {
        if (playerControllerScript.gameOver == false)
        {
            transform.Translate(Vector3.left * Time.deltaTime * speed);
        }
        if (transform.position.x < leftBound &&
gameObject.CompareTag("Obstacle"))
        {
            Destroy(gameObject);
        }
    }
}
```

```
#SpawnManager
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class SpawnManager : MonoBehaviour
{
    public GameObject obstaclePrefab;
    private Vector3 spawnPos = new Vector3(25, 0, 0);
    private float startDelay = 2;
    private float repeatRate = 2;
    private PlayerController playerControllerScript;
    // Start is called before the first frame update
    void Start()
    {
        playerControllerScript =
GameObject.Find("Player").GetComponent<PlayerController>();
        InvokeRepeating("SpawnObstacle", startDelay, repeatRate);
    }

    // Update is called once per frame
    void Update()
    {

    }

    void SpawnObstacle ()
    {
        if(playerControllerScript.gameOver == false)
        {
            Instantiate(obstaclePrefab, spawnPos,
obstaclePrefab.transform.rotation);
        }
    }
}
```

```
#RepeatBackground
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class RepeatBackground : MonoBehaviour
{
    private Vector3 startPos;
    private float repeatWidth;
    // Start is called before the first frame update
    void Start()
    {
        startPos = transform.position;
        repeatWidth = GetComponent<BoxCollider>().size.x / 2;
    }

    // Update is called once per frame
    void Update()
    {
        if (transform.position.x < startPos.x - repeatWidth)
        {
            transform.position = startPos;
        }
    }
}
```