Choices

I honestly was browsing my assets when i saw this character. I liked it and decided to build a gameplay around it.

Goal

The goal of the game is to collect the most coins possible and avoid obstacles until you reach the end. Each coin collected make the player bigger and each obstacle hit make the player smaller. When the player reaches the end, the score is multiplied the size of the player.

Gameplay

Scroll left and right on the screen to move the player and avoid obstacles.

There are multiple obstacles gameobjects (some are stationary and the rest are moving obstacles)

When the player hits an obstacle, he gets smaller. If he hits an obstacle when the character is at the smallest size, he starts to « blink » in red to signal that one more hit and the game ends.

When the player reaches the end the explosion animation is triggered and according to the size of the character the explosion will reach the corresponding score multiplier

Lose scenario:

Shows lose screen containing the retry button

Win scenario:

Shows win screen containing the collect coins button, which when pressed display a small animation of coins. Then the continue button appears.

Independent Modules

Obstacles Spawn

In my script you can chose multiple ways to generate obstacles:

you can select if you want to instantiate the obstacle before starting a game by choosing the number of obstacles or if you want you can instantiate the obstacle while playing.

It's also possible to choose the distance between obstacles between two options: a fixed distance or a random distance between a range.

Coins and unlockable skins/upgrades

Since collectibles are always the same in this type of games, we can use the same scripts.

Same goes for skins and upgrades and their menus

Player Controller & Camera

Player movement can be an independent module where you can define an axis to move on and speed.

Camera is pretty much the same in this type of game. So, a script where you chose the target that the camera should follow can be used.