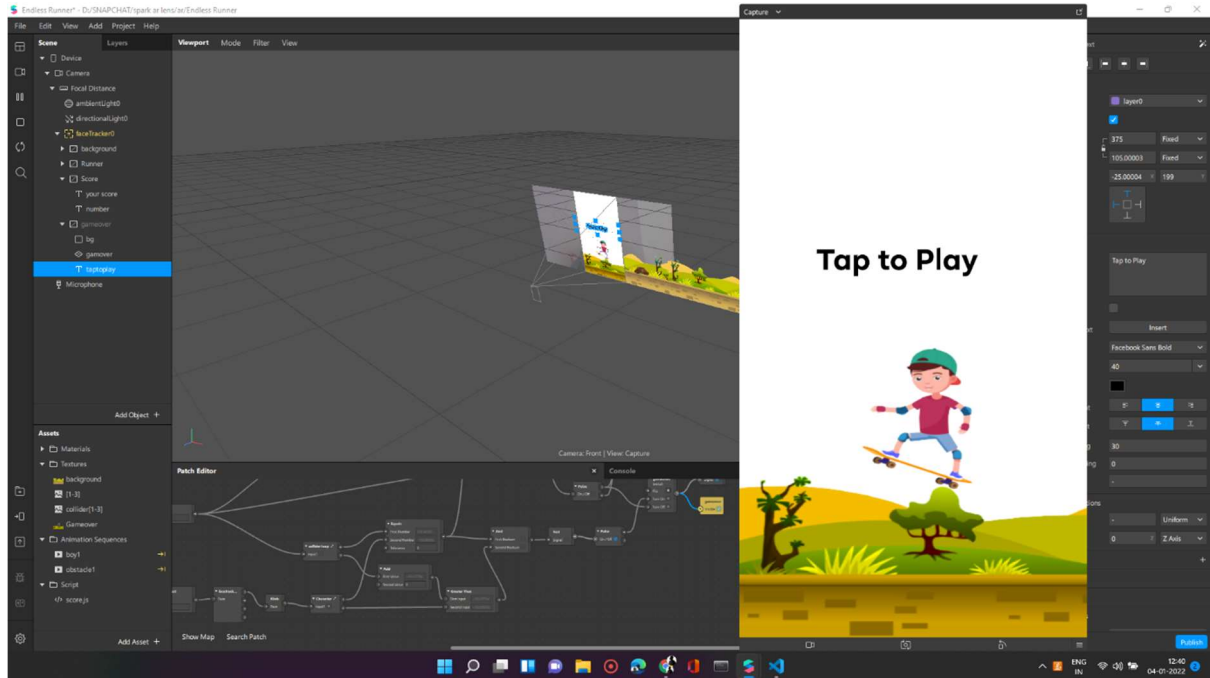
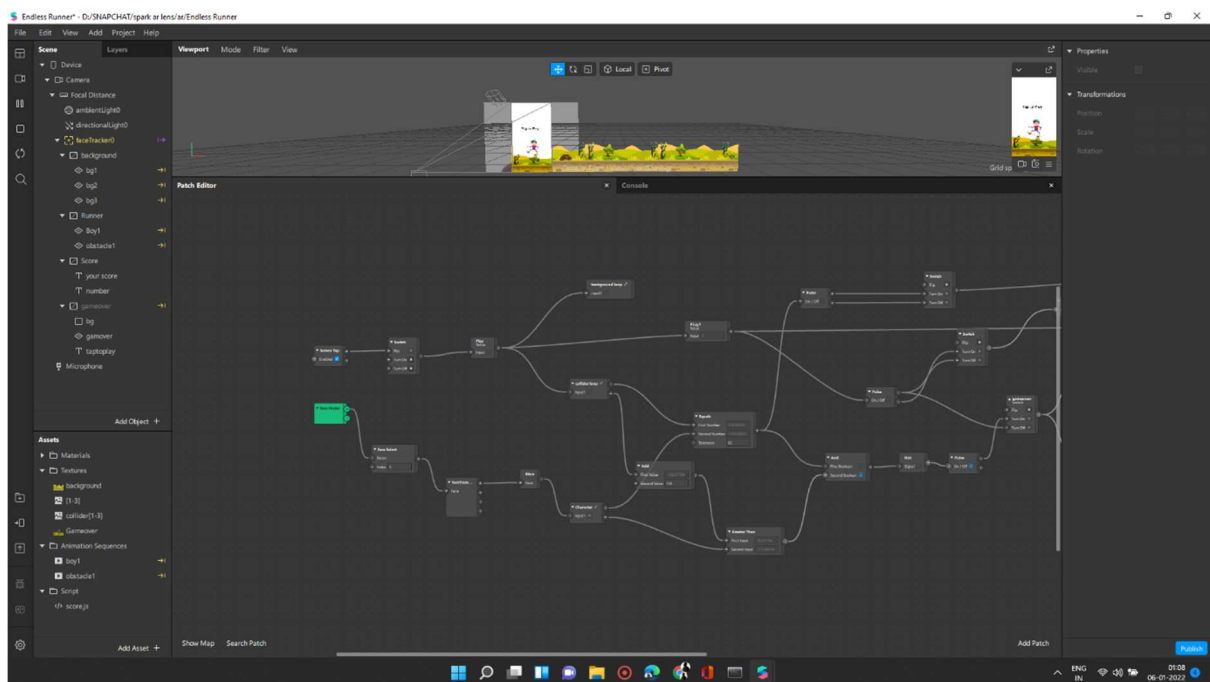


Endless Runner Game

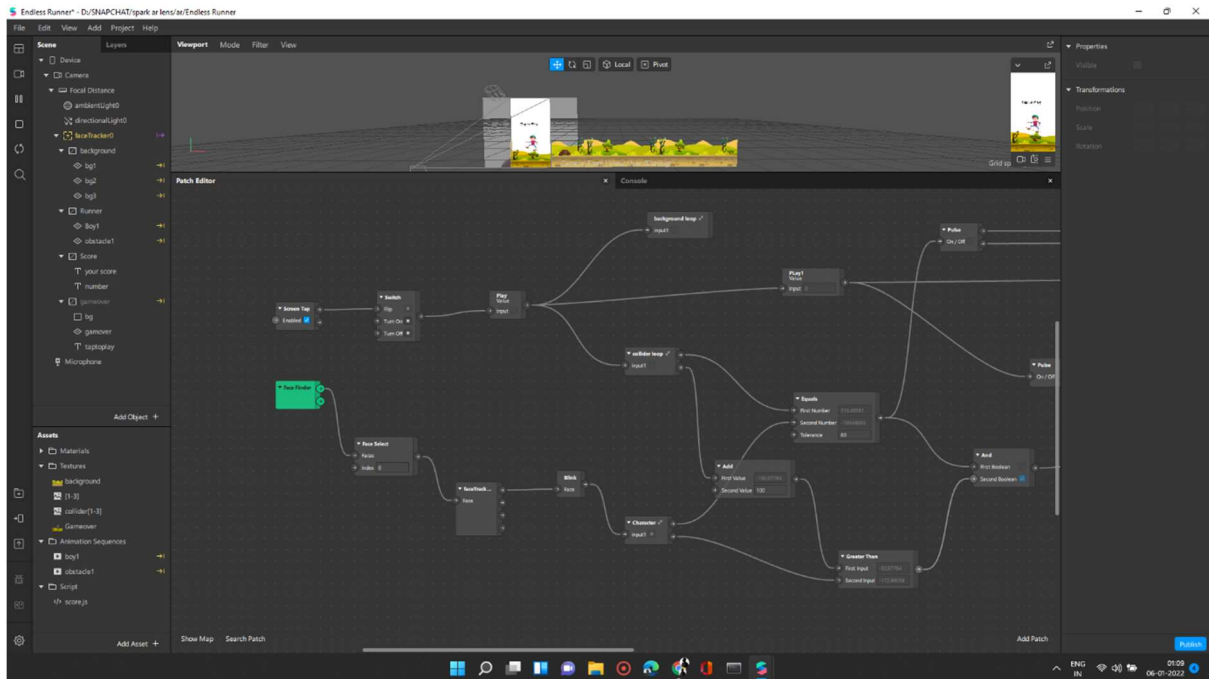
Game Name: Run Skate



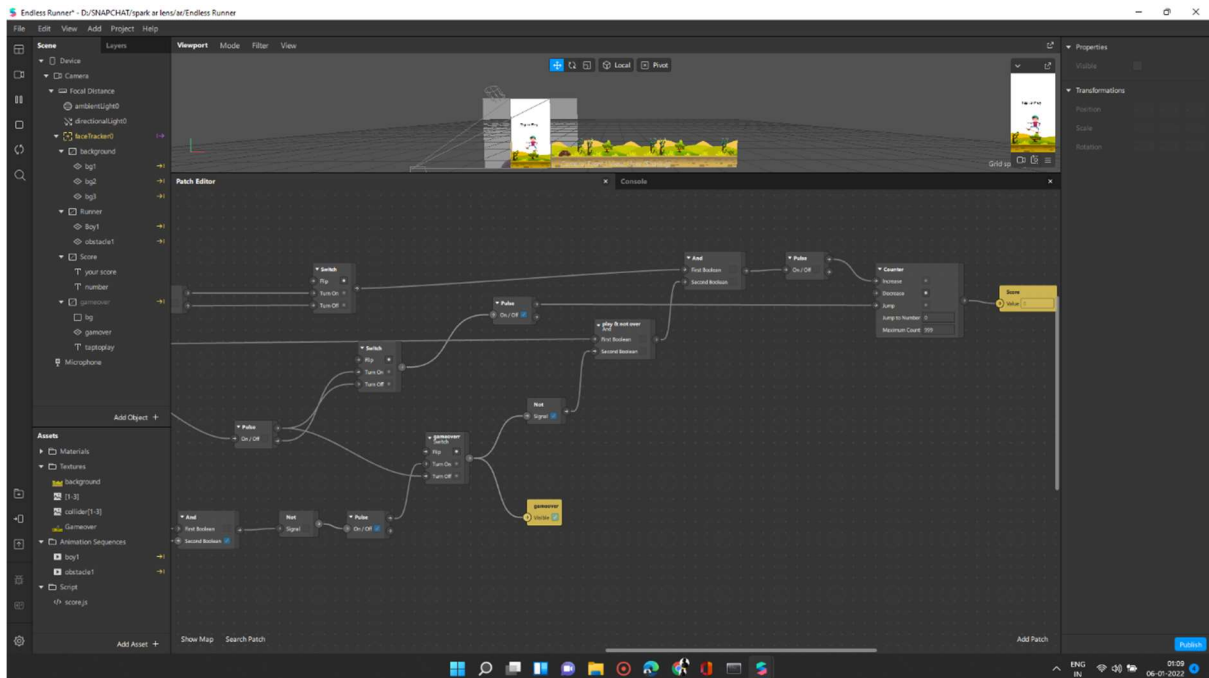
Flow chart of the game-logic -1



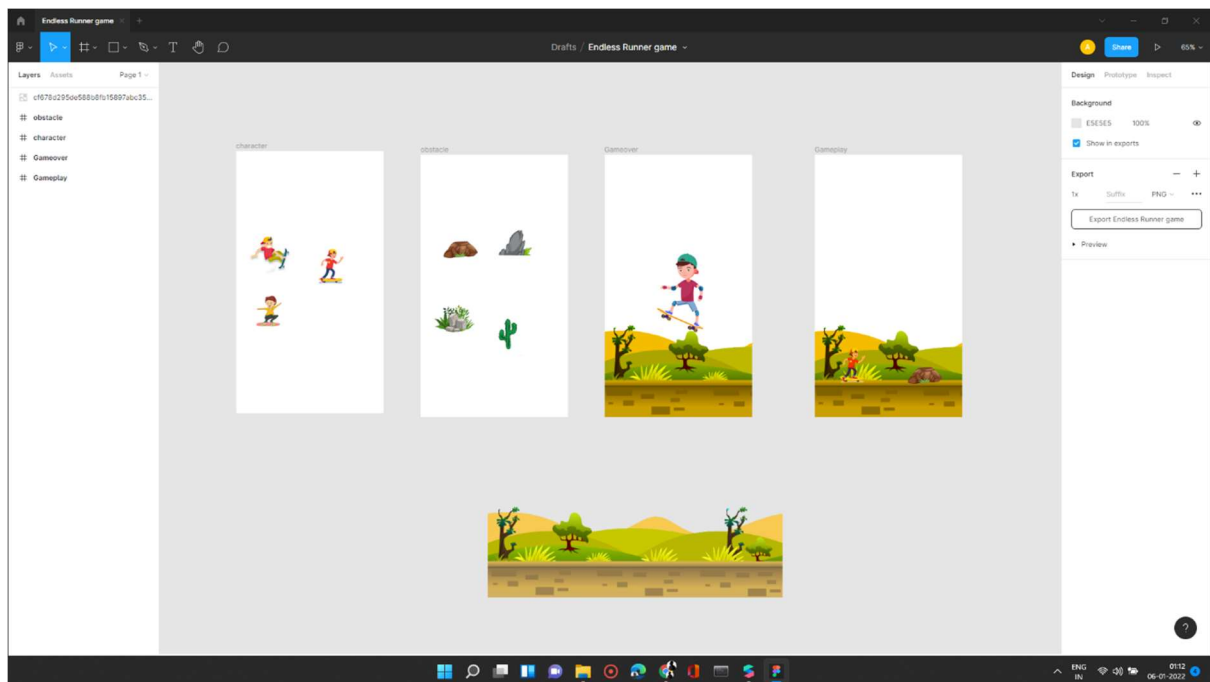
Flow chart of the game-logic -2



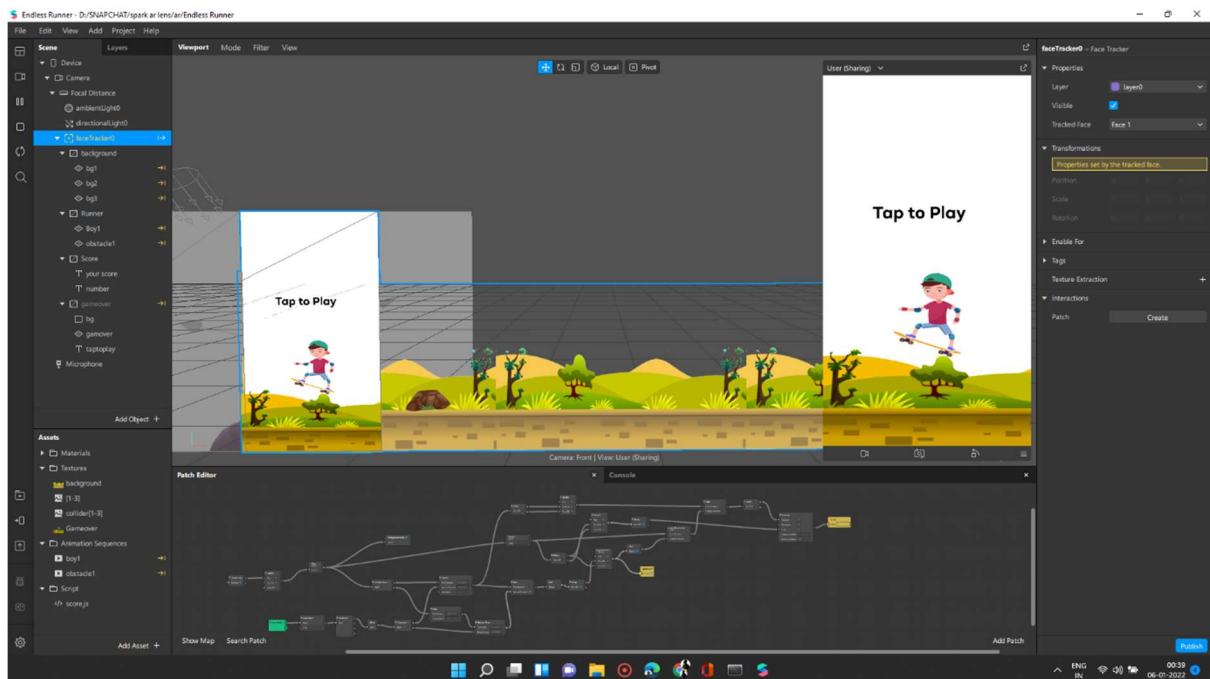
Flow chart of the game-logic -3



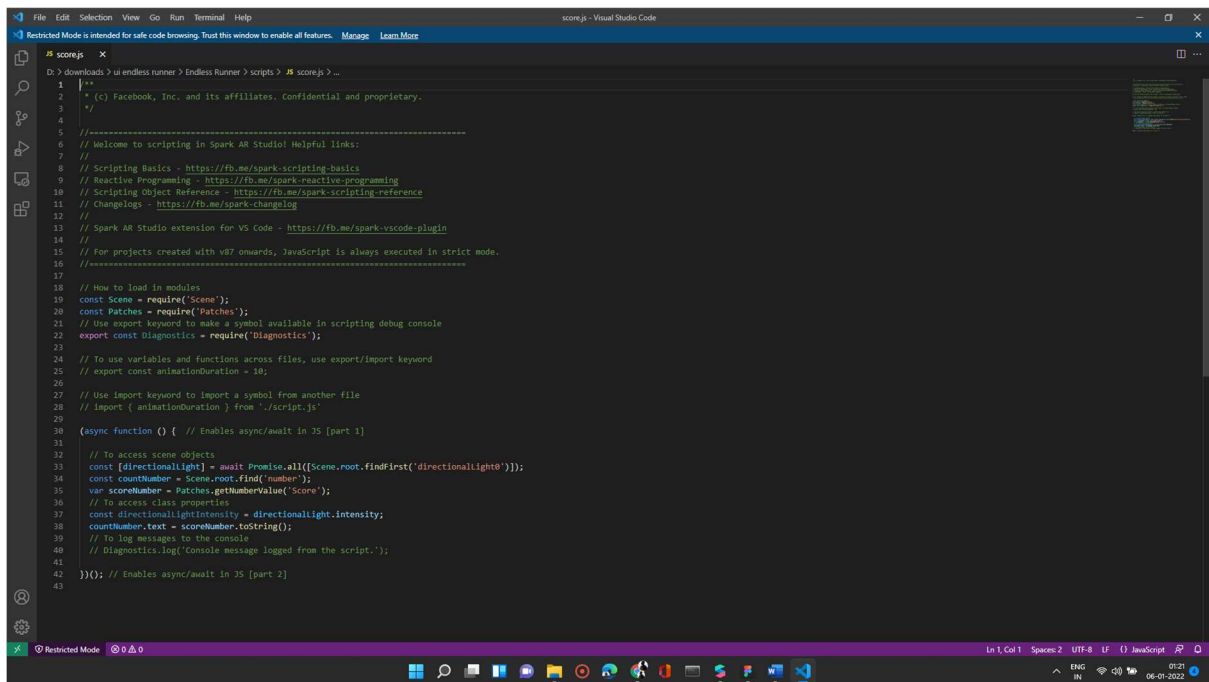
Figma Design of the All elements of the game



The main page of the spark Augmented Reality game page

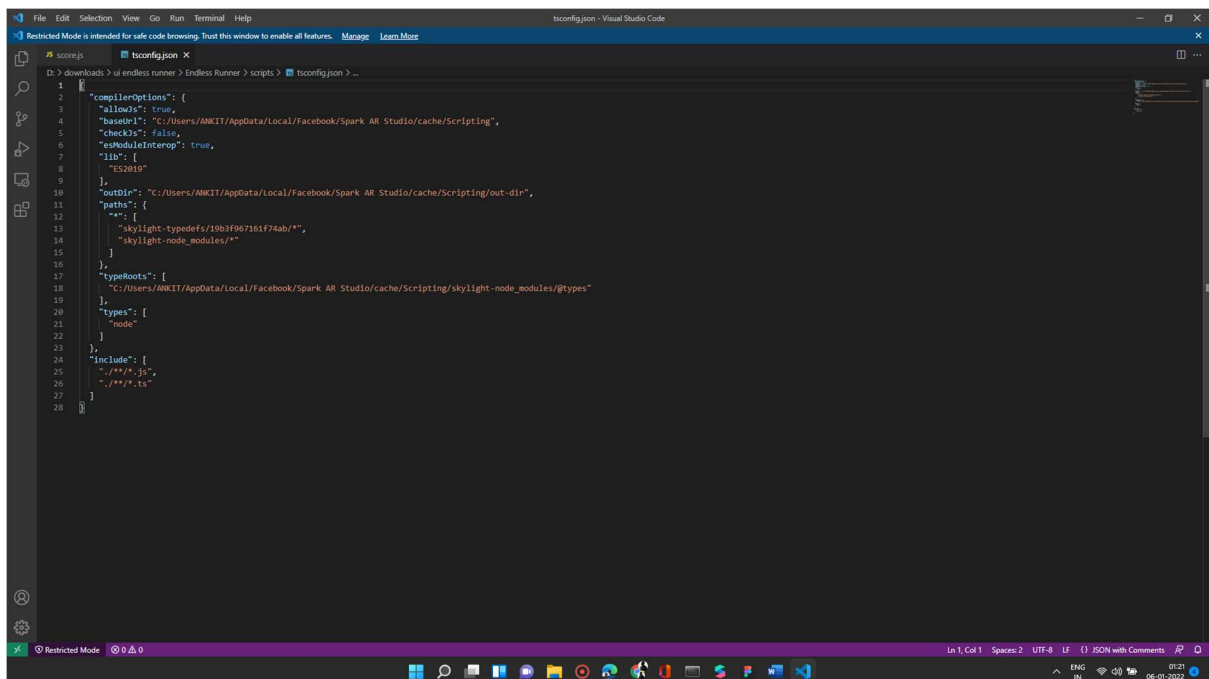


Score part of the game but I updated soon the code of this



```
1 //
2 // (c) Facebook, Inc. and its affiliates. Confidential and proprietary.
3 //
4 //
5 //
6 // Welcome to scripting in Spark AR Studio! Helpful links:
7 //
8 // Scripting Basics - https://fb.me/spark-scripting-basics
9 // Reactive Programming - https://fb.me/spark-reactive-programming
10 // Scripting Object Reference - https://fb.me/spark-scripting-reference
11 // Changelogs - https://fb.me/spark-changelog
12 //
13 // Spark AR Studio extension for VS Code - https://fb.me/spark-vscode-plugin
14 //
15 // For projects created with v87 onwards, JavaScript is always executed in strict mode.
16 //
17 //
18 // How to load in modules
19 const Scene = require('Scene');
20 const Patches = require('Patches');
21 // Use export keyword to make a symbol available in scripting debug console
22 export const Diagnostics = require('Diagnostics');
23
24 // To use variables and functions across files, use export/import keyword
25 // export const animationDuration = 10;
26
27 // Use import keyword to import a symbol from another file
28 // import { animationDuration } from './script.js';
29
30 (async function () { // Enables async/await in JS [part 1]
31
32 // To access scene objects
33 const [directionalLight] = await Promise.all([Scene.root.findFirst('directionalLight')]);
34 const countNumber = Scene.root.find('number');
35 var scoreNumber = Patches.getNumberValue('Score');
36 // To access class properties
37 const directionalLightIntensity = directionalLight.intensity;
38 countNumber.text = scoreNumber.toString();
39 // To log messages to the console
40 // Diagnostics.log('Console message logged from the script.');
```

Some test configuration:



```
1 {
2   "compilerOptions": {
3     "allowJs": true,
4     "baseUrl": "C:/Users/ANKIT/AppData/Local/Facebook/Spark AR Studio/cache/Scripting",
5     "checkJs": false,
6     "esModuleInterop": true,
7     "lib": [
8       "ES2019"
9     ],
10    "outDir": "C:/Users/ANKIT/AppData/Local/Facebook/Spark AR Studio/cache/Scripting/out-dir",
11    "paths": {
12      "**": [
13        "skylight-typedefs/19b3f967161f74ab/**",
14        "skylight-node_modules/**"
15      ],
16    },
17    "typeRoots": [
18      "C:/Users/ANKIT/AppData/Local/Facebook/Spark AR Studio/cache/Scripting/skylight-node_modules/@types"
19    ],
20    "types": [
21      "node"
22    ],
23    "include": [
24      "**/*.js",
25      "**/*.ts"
26    ]
27  }
28 }
```