**Project’s Source code**

**Player’s movement:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class player : MonoBehaviour

{

    public float playerSpeed;

    private Rigidbody2D rb;

    private Vector2 playerDirection;

    // Start is called before the first frame update

    void Start()

    {

        rb = GetComponent<Rigidbody2D>();

    }

    // Update is called once per frame

    void Update()

    {

       float directionY = Input.GetAxisRaw("Vertical");

       playerDirection = new Vector2(0, directionY).normalized;

    }

    void FixedUpdate(){

        rb.velocity = new Vector2(0, playerDirection.y \* playerSpeed);

    }

}

**Camera movement:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class CameraMovement : MonoBehaviour

{

    public float cameraSpeeed;

    // Update is called once per frame

    void Update()

    {

        transform.position += new Vector3(cameraSpeeed\*Time.deltaTime, 0, 0);

    }

}

**Spawning obstacles:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class SpawnObstacle : MonoBehaviour

{

    public GameObject obstacle;

    public float maxX;

    public float minX;

    public float maxY;

    public float minY;

    public float timeBetweenSpawn;

    private float spawnTime;

    // Update is called once per frame

    void Update()

    {

       if(Time.time>spawnTime){

        Spawn();

        spawnTime = Time.time+timeBetweenSpawn;

       }

    }

    void Spawn()

    {

        float randomX = Random.Range(minX,maxX);

        float randomY = Random.Range(minY,maxY);

        Instantiate(obstacle, transform.position + new Vector3(randomX,randomY,0), transform.rotation);

    }

}

**Looping background:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class LoopingBackground : MonoBehaviour

{

    public float backgroundSpeed;

    public Renderer backgroundRenderer;

    // Update is called once per frame

    void Update()

    {

        backgroundRenderer.material.mainTextureOffset += new Vector2(backgroundSpeed\*Time.deltaTime,0);

    }

}

**Score manager:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

public class scoremanager : MonoBehaviour

{

    public Text scoreText;

    private float score;

    // Update is called once per frame

    void Update()

    {

      if(GameObject.FindGameObjectWithTag("Player")!= null){

        score += 1\*Time.deltaTime;

        scoreText.text = ((int)score).ToString();

      }

    }

}

**Collision with obstacle:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class obstacle : MonoBehaviour

{

    private GameObject player;

    // Start is called before the first frame update

    void Start()

    {

        player = GameObject.FindGameObjectWithTag("Player");

    }

    private void OnTriggerEnter2D(Collider2D collision){

        if(collision.tag == "border"){

            Destroy(this.gameObject);

        }

        else if(collision.tag == "Player"){

            Destroy(player.gameObject);

        }

    }

}

**Displaying game over:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class gameover : MonoBehaviour

{

    public GameObject gameOverPanel;

    // Update is called once per frame

    void Update()

    {

        if(GameObject.FindGameObjectWithTag("Player")== null){

            gameOverPanel.SetActive(true);

        }

    }

    public void Restart(){

SceneManager.LoadScene(SceneManager.GetActiveScene().name);

    }

}

**Background Music:**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class bgmusic : MonoBehaviour

{

    private static bgmusic backgroundmusic;

    void awake(){

        if(backgroundmusic=null){

            backgroundmusic=this;

            DontDestroyOnLoad(backgroundmusic);

        }

        else {

            Destroy(gameObject);

        }

    }

}