

SideRunner

SideRunner is a 2d platformer made in Unity. Similar to how Chrome's dino game works, the player jumps/scales their player model to get under or over obstacles as need be

Unity allowed for me to easily use its physics engine to simply add force to the player on one axis to move it in one direction. Making it a simple and easy 2d platformer. I learned that for some reason Unity's build physics are somewhat different than its debugging physics. In the build the player would get stuck to the floor, but not debugging the game/scene. I added more force to the player and made sure their speed was capped, problem solved.

I'm looking forward to abusing Unity's physics engine more later on to make some weird projects. As well as being able to actually have some type of art instead of sprites or images.