Project 3: Endless Runner

You will create a **basic** endless runner game! Your game will feature a simple character (such as a cube or a ball) that can move and jump. Your game will have obstacles and a collectible that are generated on the fly. The longer the player lasts, the more points they get.

There is an example of the project here:
https://www.youtube.com/watch?v=ng4Sz-7RHrY

What are the requirements for the project?

The following are **required** to earn points for the project:

Menu Scene (5%)

- Title of the game, your name, Pace email and press space to start.

Character (20%)

- A = Move Left, D = Move Right, Space = Jump

Game Scene (70%)

- Generate obstacles (such as walls) on-the-fly using prefabs.
- Generate some sort of collectible (such as a coin, star, etc.) on-the-fly using prefabs.
- The player gets a point for every second they last as well as +10 for every collectible they get.
- Hitting an obstacle should end the game.
- Falling off the edge should end the game.

Game Over (5%)

- Show the words “Game Over” and press space to return to main menu.

Any tips on how to get started or approach this project?

The secret is that the player is actually standing still and the obstacles and collectibles move at the player.

If I want to go that extra distance, what are some things I can add to my game?

While **not required**, here are some ideas for things to add to your game:

- Moving obstacles!
- Add some sound when jumping, hitting walls, and some music.
- Add higher/lower floors your player can go on.
- Whatever else you can think of!

How do I submit my work?

Your project must compile! Non-compiling projects will get a 0. When you are done, you must upload a .zip of your project folder to the **Assignments** area in **Blackboard**. **After the due date,** there will be a discussion board post where you will post a link to itch.io

Do not share your code or your links with anyone until after the project is completed. All code must be your own, any plagiarism will result in a grade of 0.