Read me, Endless Runner,

The way that my game works is when you load in there are 2 buttons a start the game and a high score. Then when you click the start button the game will start. You will start to “run” to the right but you aren't actually moving its just the ba background. There are 3 enemy types one that speeds up to throw the player off. One that goes up and down and just a simple spike. Power-ups were an absolute disaster for me I had cool ideas for power-ups that I just wasn't able to execute in time but the one I got was the nuke power-up that gets rid of all enemies on screen. I chose to replicate the Google Endless Runner just because it's nostalgic for me. The reason this is nostalgic for me is because I remember playing it a lot back in high school i never really played the other popular ones like Temple Run and whatnot. I started with getting my character to jump and having ground below me this wasn't too hard. Then I got my background to move in a pretty cool way by using 3D features and the repeat option to keep replaying the images. Then I set up the game manager to get game speed and all that. Then I started to make the enemies which wasn't too hard then the scoring systems. After that, I got to the nightmare of power-ups. I don't think it would have been as bad if I had given myself more time but life just got really busy towards the end which is when I got to the power-ups and it was a disaster because the ideas I was trying were just not something I could do in the time I had left with all that was going on in my life. If I had just played it safe and gone with simpler power-up ideas it would have been fine but I ended up running out of time to make all 3 power-ups and only have one in my game I'm still working on more but I got everything else.