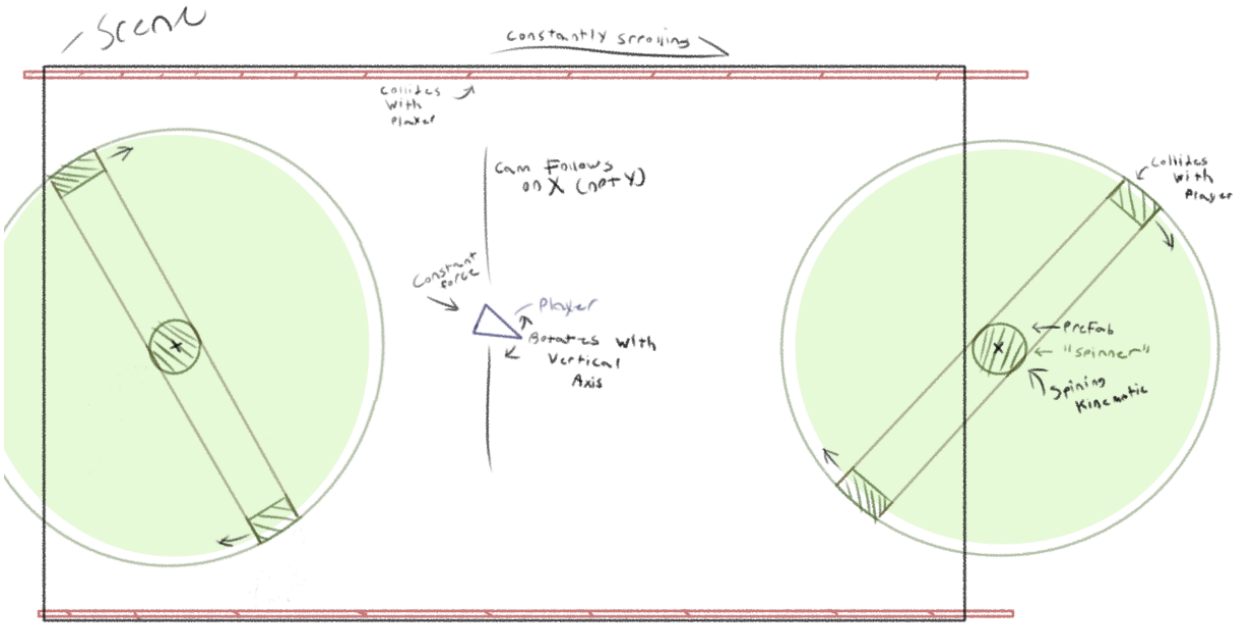
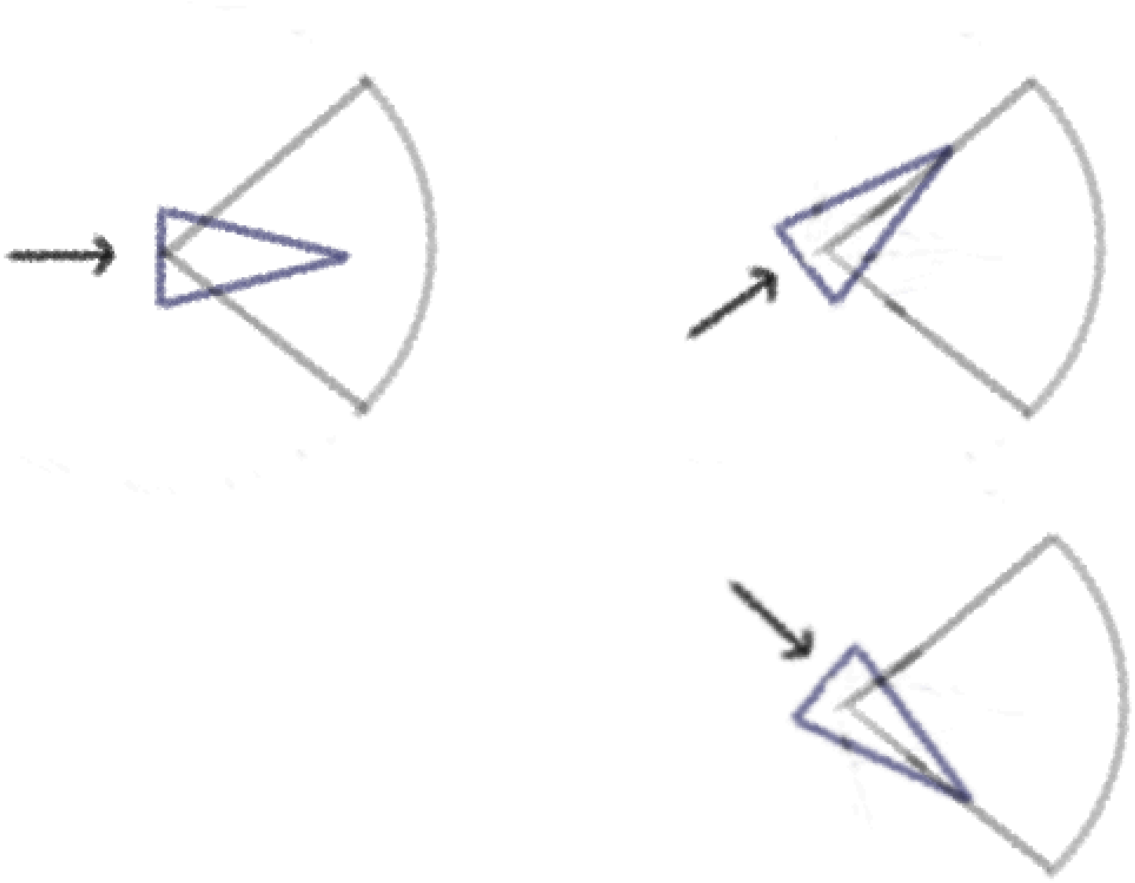


1. Player (blue)
    a. Rotates with vertical axis
    b. Constant movement forward (local)
    c. Camera follows along X axis
    d. Entire Y axis range of movement is on screen
    e. Destroyed on collide

2. Spinners (green)
    a. Constant spin
    b. Centre and the ends of the “arms” have collision
    c. Player speed increases while inside radius (light green) using trigger
    d. Instantiates copies as player moves forward along X
    e. Destroyed after leaving screen

3. Walls (red)
    a. Static body
    b. Instantiates copies as player moves forward along X
    c. Destroyed after leaving screen

Feature 1: player

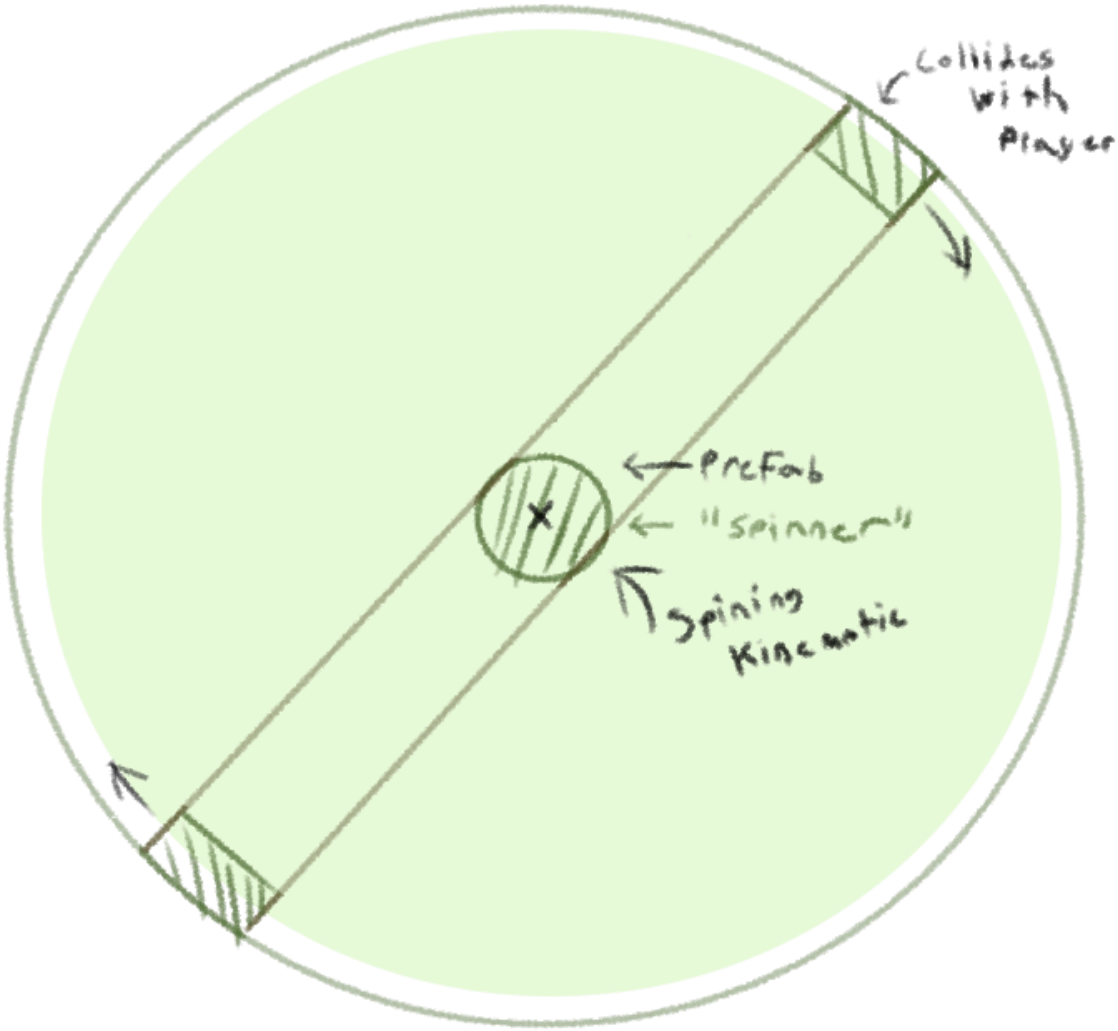


Constant force “forward” using add force
Simple blue triangle
Player can rotate up and down with vertical axis, with a clamp to keep the direction towards the right
On Collision enter:

- Instantiate 3 “gibs”; circle physics objects that bounce around
- player destroys itself

Using cinemachine, following the player with a framed transposer with Dead Zone height set to be really high (if the player manages the get out of bounds the camera will still follow) walls from feature 3 should prevent the player from reaching the top and bottom dead zones

Feature 2: spinner



Dark green Centre circle and 2 rects (trigger is invisible), light green “background” rect to give the appearance of a connected structure

Spinning kinematic body with 3 colliders (shaded with dark green)

Spins every frame with transform rotate

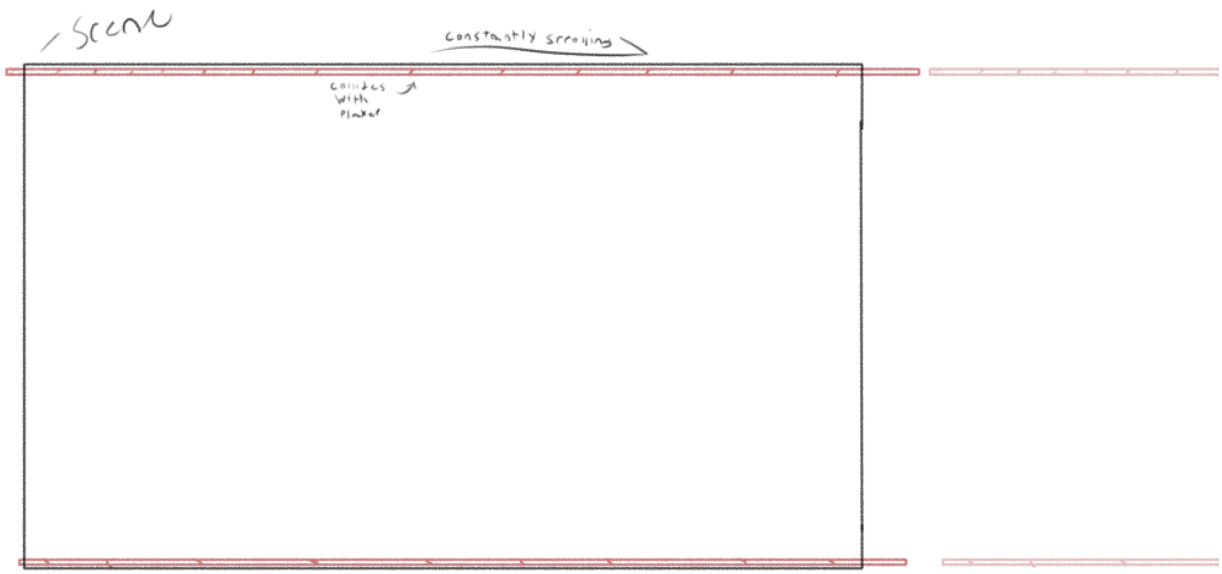
Contains a trigger(light green) to detect the player which

On enter will add a value to the player speed

On exit remove the value from the player speed

Once too far from player, Instantiate a new copy of itself, then delete itself

Feature 3: wall



Two copies on bottom and top of screen

Red rects

Similar to walls, create copies as player moves along X

Limits player to stay within the screen