Player:

-RigidBody - does gravity, collisions, movement for player

-Box Collider – detect collisions

-Sprite renderer – image

-uses script „pohyb.cs“

- checks if player is on ground, updates player’s velocity, flips player’s sprite, allow jumping

Platforms

* Rigidbody - does collisions
* Box Collider – detext collisions
* Sprite renderer – image

Background

* Uses script „NewBahevior.cs“
  + Makes background rotating in cycle
* Mesh Renderer – uses what should be displayer, control materials