Ảnh có chứa văn bản, LEGO, đồ chơi

Mô tả được tạo tự động

Visible parts

* Player
* Tiles
* Stack: add and deplete stack
* Monkey bar
* Background

Grid floor – Wall – Road – Road with tile

Grid logic resolver

Player mover

SceneView Camera controller

To the end movement

Level designer using Prefab Tileset

Player input

Level designer

Saving level info

Best solution check

Procedure generation

Interactable – Interactable movement

Character animation – (Still anim – Dash anim – Interactable anim)

(Interactables’ anim)

(Anim when passing tile – Sound when passing tile)

Stacking animation

Stage connector //The sliding monkey bar thingy between stages

GameManager – Init scene

Level manager //Load levels

Cosmetic – Skin – Environment (aesthetic & music)