# Extra Credit

## Easy: Randomize obstacles

Randomly select from a variety of obstacles to spawn.

You could even have piles of obstacles instead of single ones, forcing the player to pay closer

attention.

## Medium: Double jump

Program a double-jump, so the player can jump one additional time once already in the air. Along

with this, you could create a new extra tall obstacle that requires a double-jump (maybe two

obstacles stacked on top of each other).

This adds a completely new gameplay mechanic. And who doesn’t love a double-jump?

## Hard: Dash ability and score

Add a “dash” / “super speed” ability where, if the player is holding a certain key, the player runs

faster through the world, matched by a faster running animation. Use Debug.Log to track the

player’s increasing score from 0, which should increase twice as fast during “dash” mode, and

then stop counting when the game is over, reflecting the player’s score.

This adds a completely new strategic element to the game, where players might implement

different tactics to maximize their score.