# **Jelly Shift**

A cube that changes its scale according to the oncoming hurdles. Hurdles are spawned Randomly and infinitely. A timer decreases from 20 seconds and once it reaches zero, game is over. A score is incremented by 5 every time cube passes through a hurdle. Objects are destroyed once out of screen. A game over screen is shown when time is over with a button to restart.

I faced difficulty making the cube transform according to the hurdle shape. First, I tried using the collider dimensions on obstacles to calculate a fitting scale for the cube, so that every time a new hurdle is added, no more code is needed to change the scale of cube. But I messed up the x, y, z in the scene view as I added objects according to the Z-axis instead of the X-axis. I then used another method, placing an empty collider in the free space and onTriggerEnter() taking the size of the collider and setting the scale of the cube according to the size of that collider.