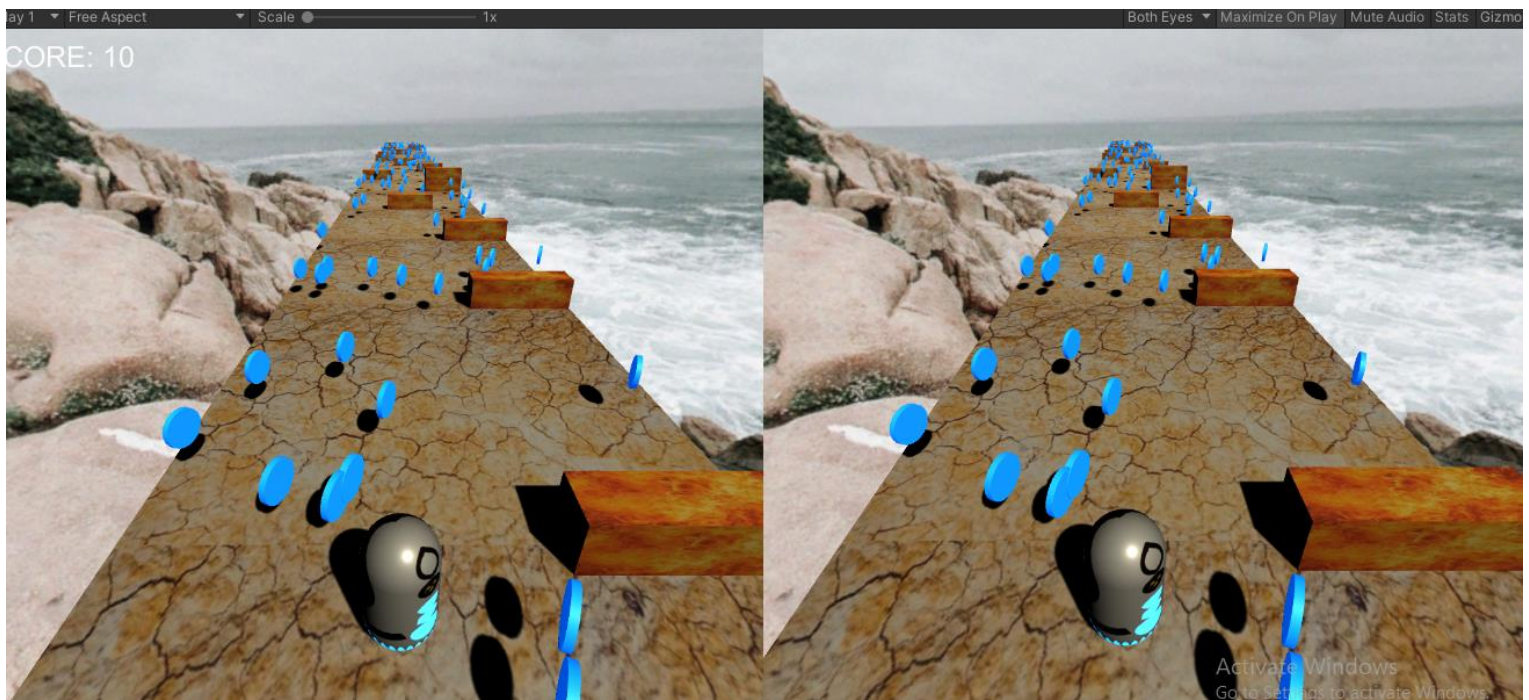# VR RUNNER

Contents

Figure 1 – Gameplay of VR capsule runner

Built in Unity 2019.4.19f1

Controls

A+D or Left arrow and Right arrow to move side to side.

Space bar to Jump.

Aim

Achieve the maximum score possible by collecting as many coins as you can without crashing.

You die and reset the game by falling from the edge of the platform or if you crash into the orange obstacles.

The Score is stored at the top left of the screen and increases with each coin collected. See how far you can get!

Challenge

The game starts to get more challenging the more coins you accumulate. The more coins you accumulate the more the speed of the hero increases.

The speed can be adjusted by clicking on the hero in the hierarchy, then below the heromovement script in the inspector, the speed can be raised or reduced by inserting different units.

The horizontal multiplier, which is the speed at which the hero moves side to side can also be changed.

The Speed increased per score point or per coin can also be regulated under this setting.