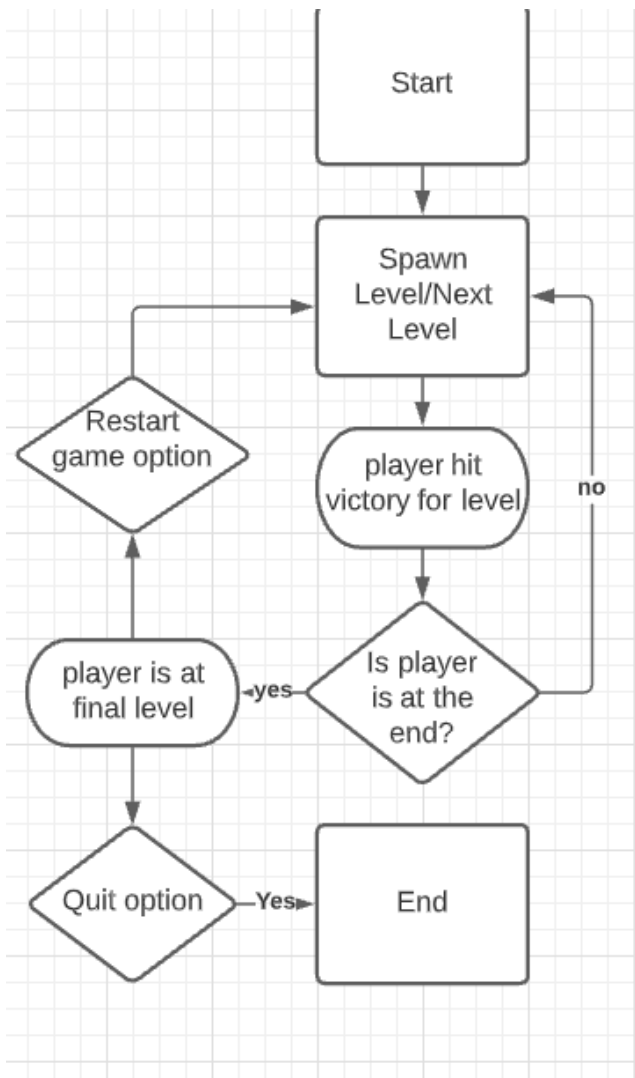# Parkou

Technical Document

Overview

Get to the end of the course and go on to the next. Three different courses increase in difficulty.

Player

The player has movement that is wasd.
The player has movement using a 3-button system of up, left, and right.

Parkou

Engine and Tools

I used unity 2020.3.5 with visual studios.

Updated Overview

The player's only obstacle is a trap platform. The trap kills the player and puts them back to the start. There is no AI.
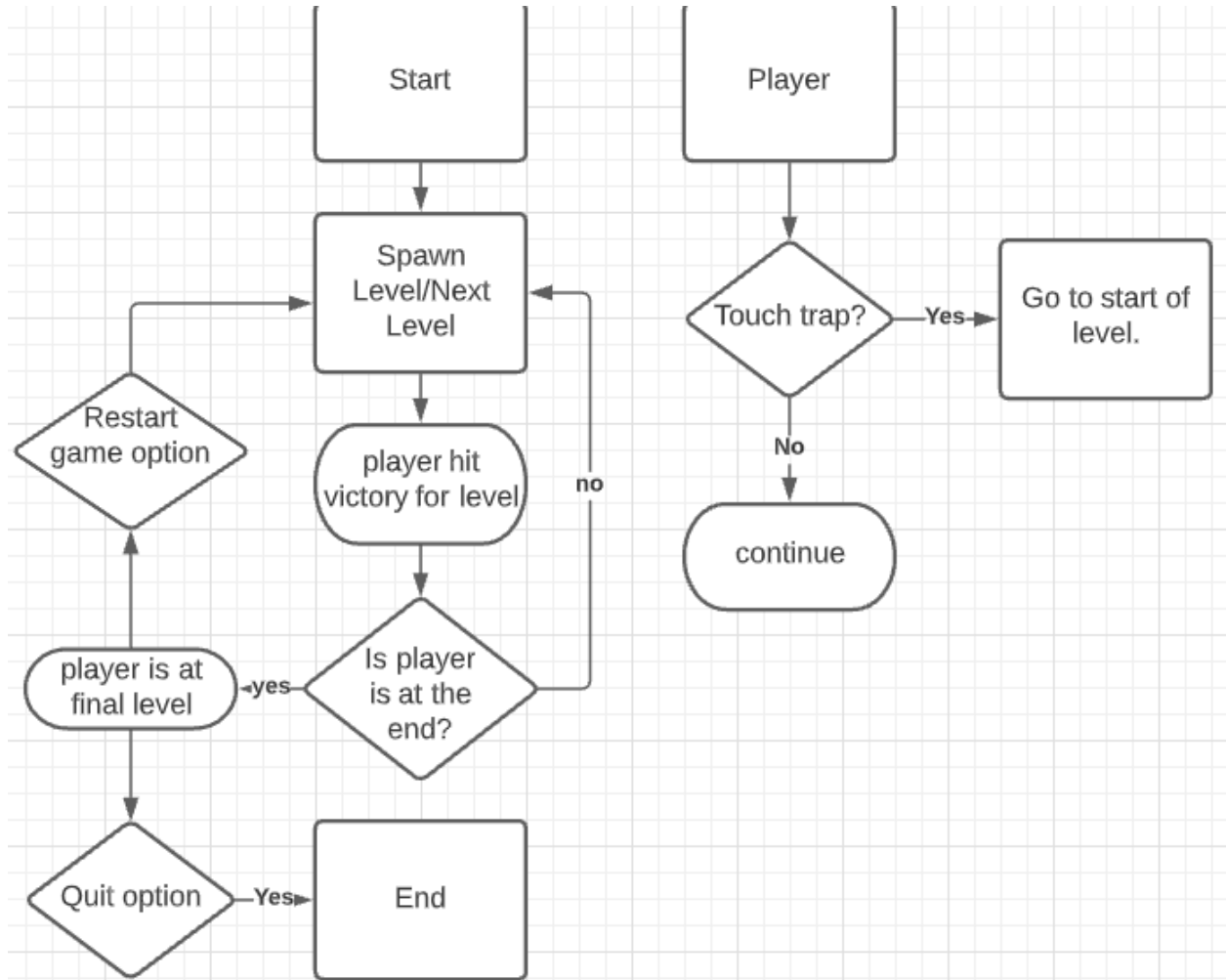
Updated Player

The player now can hit things like walls and platforms and can win.

Parkou

Technical Document

Updated Chart

Version control

The version control was using Git as the controller.