

MAIN PREFABS

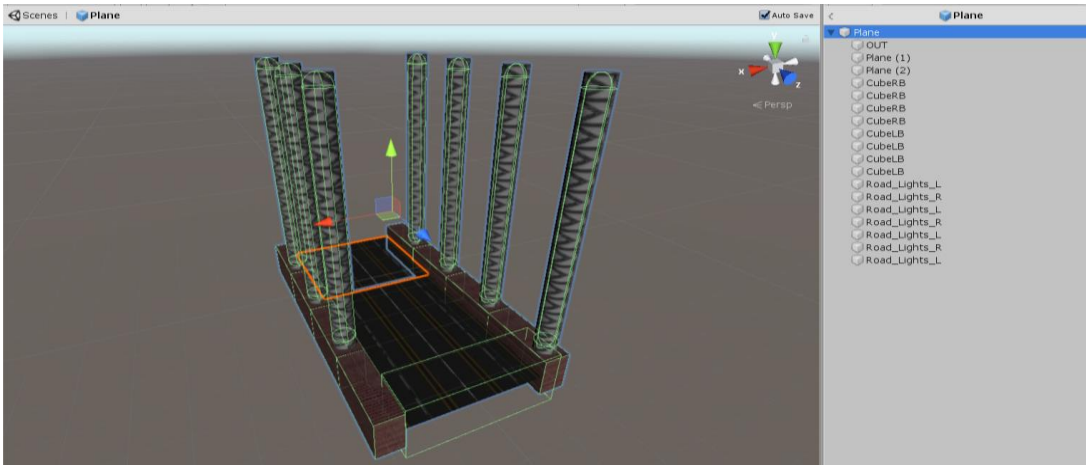


Figure 3 Platform Prefab

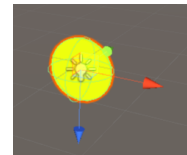


Figure 1 Coin

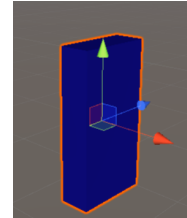


Figure 2 Obstacle

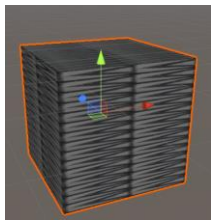


Figure 4 Character

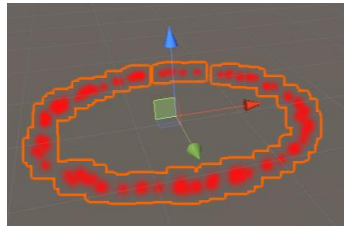


Figure 5 Dead Effect

Code Section

1) Camera

a) MoveCamera

- Trace Player Location with an offset -3f (zOffset).

2) Controller

a) GameMaster

- Singleton Class.
- Calculate Coin and time.
- Check if dead.
- Play sound when Coin taken.
- Create tiles with Random Obstacle, coins and Power ups.

b) Control

- Control Character to move using Keyboard or Swiping.

3) Player

a) Move

- Add Velocity to the cube to move Left || Right

b) Collision_Trigger

- Check Collision with obstacle then Lose
- Check Trigger with Coins or Powerups
- Check TriggerExit then Destroy the Platform

4) Effects

- Rotate Capsule on x axis and Coin on z axis

5) UI

a) UI

- Write on Screen Coin Total and Time Value

b) Button_UI

- Control "Tryagain" button.

Thoughts and decisions

I was astonished about the task it is easy and contain basic concepts of any Game Developer must have. Even though I was busy, but the task was piece of cake thanks to Adnan he cared about my studying. I know the implementation is not that perfect, but I hope you enjoy playing this game. Thanks Khaled.