Description of the game

The game is called Super Capsule, the concept of the game is for a man to collect coins and as he passes the level it becomes more difficult. It has placed coins that rotate and trick you or entice you to collect them, which there is a risk that when you collect them you can die. When you die, it takes you from the beginning to the level you died. (When you start the game if it doesn't start by clicking start you can go to Scenes/StartMenu to select a scene named Start Menu. The code is copied from YouTube this is the link for the code. I have made changes to the code and have commented what the code does in C#. The platforms are placed in my order and I have added a new level.

Линк: https://www.youtube.com/playlist?list=PLrnPJCHvNZuB5ATsJZLKX3AW4V9XaIV9b