Project II - Endless Runner
Walker, Matt
214779300
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Product:
For project 2, by utilizing various tutorials and assets available for free I created an endless runner game in Unity 2D. The name of my game is 'Space Jumper' as the main player character is a small spaceman and the main mechanic of the game is the ability to jump to various heights. Some features of 'Space Jumper' are:

- 3 Types of Platforms: Rock, Ice, and Sticky. Rock behaves as a normal solid platform, while Ice and Sticky increase and decrease movement speed respectively, when stepped on.
- Coins: The player can pick up randomly spawning coins to increase their score
- Score: In addition to the coins, as the player survives longer into the level and inevitably dies, they will receive points based off of how long they last.
- Highscore: a single highscore is recorded locally, allowing the player to work towards improving.
- Main and Death Menu: When loading the game there is a main menu with options for playing and quitting the game. Additionally, when the player dies they have the option to restart the game or quit.

Difficulties:
While building 'Space Jumper' I ran into a number of difficulties. Most of the difficulties I had were not serious problems but rather inconveniences. In Unity I found it very easy to mix up scripts when attaching them to objects and also found it difficult at times to determine exact sizes and positions for images and objects. Overall, I found Unity to be very useful in organizing assets and was impressed with the ease of development in comparison to building a game in Java or C# from the ground up.

Premade Assets & Tutorials:

Parallaxing:
https://www.youtube.com/watch?v=QkisHNmcK7Y

Infinite Runner:
https://youtu.be/GrQaIFLtQT4

Background for Parallaxing:
https://vnitti.itch.io/glacial-mountains-parallax-background