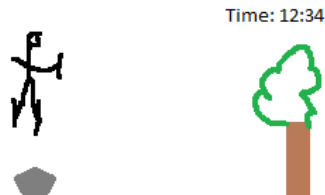


Runner

Saturday, February 24, 2018 2:41 PM

[Live Training 20 Jan 2014 - LMG: 2D Infinite Runner](#)

[Unity Endless Runner Tutorial #1 - Player Movement](#)



Controls:

Users swipes left, right

Possible adv controls, user swipes up for jump and down for move faster

Constraints, set constraint on runner so cant tilt on an axis

Just jumping for when hitting obstacles to jump over

Set rigidbody velocity 2D (push left/right, jump)

`[TreeLine][Lane][Lane][Lane][TreeLine] = Map`