Runner

Saturday, February 24, 2018   2:41 PM

Example Code

Live Training 20 Jan 2014 - LMG: 2D Infinite Runner

Unity Endless Runner Tutorial #1 - Player Movement

Swipe Tutorial:
Unity 2017 - Mobile Swipe Inputs - Subway Skater! - 4 [C#][Tutorial]

Lane change code: https://stackoverflow.com/questions/29184972/how-to-change-lane-smoothly

Start

Menu screen select which modes we have (like flags).
Player then moved to start banners and starts ski-ing. Only 3 - 5 lanes (per design completion).

Gameplay

Controls:
Users swipes left, right - change lanes to avoid obstacles. Swipe too far, user crashes
[TreeLine][Lane][Lane][Lane][TreeLine] = Map

Possible adv controls, user swipes up for jump and down for move faster - Adv controls, players can jump over rocks

End Game
Player crashes or gets changed down and eaten by the yeti.

Objects
Main menu (see start)
Map board spawning obstacles
Player

Obstacles (some move, like skiers, some trees)

Flow

Game started scripting movements/tweens
Board generates map code according to user selections
After that:
Player's movement only left/right/ or jump
BG map adjust para laxing according to player speed
Board generates object at bottom of screen and moves it up the screen per map code
Listen for collision prefab
When gone through board code, repeats and sends out yeti
If double runs success, game over

Wishlist

Scores
Multiplayer
Skins

Notes

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)