**RUNNER GAME**

**23/08/21**

Ground, player and obstacles created, cube sized and scaled accordingly. Materials created and attached to the player, the ground and the obstacles. Skybox changed to orange colour. PlayerMovement script, reference to the player rigidbody, forces applied to the player if only condition getkey is satisfied. Script FollowPlayer attached to the camera. Assigned the position of the player to the camera + a public vector3 offset. Created a physic material to eliminate the friction to the ground.

***24/08/21***

Collision detection and playermovement turned off when this happens.

<https://www.1001fonts.com/free-for-commercial-use-fonts.html?page=2> FONTS

Movements improved:

* (it slowly builds a momentum), so we specify how we add the force (ForceMode.VelocityChange) which ignores completely the mass
* Drag - air resistance (1)

Sometimes the player passes through obstacles, so:

* Collision Detection -> Continuous
* Edit->Project settings->Time->Fixed time (decreased to 0.01)

Score created!

(Scale with screen size)

**07/09/2021**

Invoke fixed

Scored stops when player falls from platform

**20/09/2021**

Fixed lightning when level restarts:

* Windows -> lightning -> (uncheck AUTO) and then build.

End platform placed, mesh renderer disabled. Script attached referencing to game manager.

Add animations for level complete menu:

* Windows -> Animation