Block Game

* Spawn Block

3 different blocks will be spawned on the X and Z axis.

* Detect Block Collision

To detect the collision between player and the block.

* Destroy Block

If player goes beyond a certain value destroy it.

* Block Controller

To move the player on Z-axis.

* Big Block Controller

To move the block (All three small, medium, and big) with a certain value.

Game Mechanics

* Player Block can be moved on Z-axis using A, D keys.
* Player must avoid the upcoming blocks to continue the game.
* If the player collides with any block the game speed will increase 2 time on each collision for 2 more collision.