Crossy Roads

# Hurdles:

The movement based on jump.

Spawn vehicles from specific points.

There was less to code part and more to the design part.

# How I overcame them:

The movement was easy, it was done by impulse.

I had to use 5 spawn points on left and right side each, 2 different kinds of vehicles, one kind to move right and one kind to move left, and 2 separate methods on spawn manager to get it done.

Design part took a lot of time. Everything needed to be created and placed on the right spot.

# Challenges:

I learnt a new concept about passing gameobjects as arguments and initializing those when an instance is created by spawn manager. I did that and my player now spawns dynamically. Also, I added to cameras even though they don’t look too good, just to practice.

Everything was done.