MINI TEMPLE RUN

T.Tarun Reddy

IIIT B STUDENT
IMT2019088
BANGALORE,INDIA

January 12, 2020

1 Inspiration

Wanted to build a mini version of temple run in Unity.

2 THE GAME

1 . Sound effects
using pre-built unity sound engine

2 . Particle Effect
using pre-built unity particle system

3 . Animation
using pre-built unity functions

3 Problems Faced

1 . Inexperience with unity engine

2 . Too much memory usage

3 . Using animation
Moving effect of the background

4   Problem solved

1 . Too much memory usage.
Solved using :
1 . Detecting if clone is out of the frame 2 . Deleting the clones which are
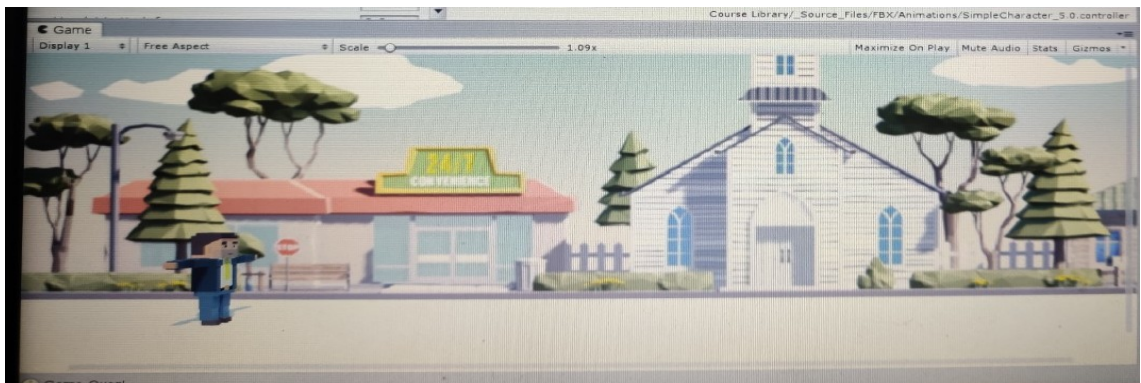not required

5   Things I learnt

1 . Usage of Unity Game Engine.
learnt to use modules in unity
2 . Learnt about game mechanics

6   Images

7   Tech used

1 . Unity Game engine

8   References

Unity's Youtube channel
https://www.youtube.com/user/Unity3D