

Infinite line runner

How to use this project? - Just open "gameScene" scene from "Scene" folder and there you go, whole game is ready for you.

Scripts

If you need to edit/change some code here is what you need to know about scripts:

CameraFollow.cs – Used to follow the player

MenuSelect.cs – Used to navigate through main/gameplay/pause/game over menus

PlayerMovement.cs – Used to move the player, to switch players position on tap and to show score on user interface

SpawnObstacles.cs – Used to randomly spawn obstacles from "Resources" folder

THANK YOU SOOOO MUCH FOR CHOOSING MY ASSETS I
REALLY APPRECIATE IT! I HOPE YOU WILL LIKE MY WORK!
WISH YOU ALL THE BEST!