**Implementations**

**Player**

I have player as a ball so walking style is just going slowly when you press the shift it increases its speed.

Space for jumping as it is internationally.

I added *physics material 2d* for sliding so player cant act against gravity

Dash moves are only horizontally because the main idea of my game is to reach to top platform, with vertical dashing it would be too easy.

**Platforms**

First platform calls start it disappers after player leaves the platform.

For moving platform(left/right) has one parent object and there are 2 more gaame objects which inherits from its parent. Those are called pos1 and pos2 and my horizontal platform moves between them.

Trampoline has an upspeed when player arrives it and it increase the speed by 50 in each bouncing and top limit is 650f after that it says at the same speed because otherwise player would be invisible after some time.

Moving platform (up/down) is the one for surprise it isnt creative but at least it helped me to understand how to manipulate game objects + it is not static at least.

**Retry button** resets the scene when you click it.

And when player falls(become invisible) system dleetes the player to not to use our sources anymore.