

Must have:

- ☐ Change background of prototype
- ☐ Choose a player
 - ☐ Set up player
- ☐ Make player jump at start
- ☐ Make player jump when spacebar is pressed
- ☐ Tweak the jump force and gravity
- ☐ Prevent player from double-jumping
- ☐ Make an obstacle that moves across the screen
- ☐ Create a spawn manager
- ☐ Spawn obstacles at set intervals

Extra:

- ☐ Spawn different obstacles
- ☐ Spawn obstacles at random intervals

Take a screenshot of the code that prevents the user from double-jumping.



How does the above code prevent the user from double-jumping?



At the start of the game you make your player jump. You do this by multiplying a force to the Rigidbody of the player. Explain how using a force on the Rigidbody makes the player jump. Make sure you contrast your explanation by explaining how this is different than movement in other prototypes.

Explain the difference between “*=” and just one “=”. In which cases do you use one versus the other?

What do you notice about the background as the game progresses? Be as detailed as possible.