

Infinite (Endless) Runner Template with Motion Matching

Roadmap



- Green indicates that a feature is completely implemented.
- Yellow indicates that a feature is not complete, under progress and the project may have few stubs and drivers for their implementation.
- Red indicates that a feature is not present and will be implemented in future releases.

v1 –

- Basic Main Menu
- Character Death Screen
- Character Selection System
- Metahumans Support
- Dynamic Camera during Parkour
- Infinite Platforms Spawner
- Obstacles Spawning
- Dynamic Obstacles (can be slid under or climbed)

v2 –

- Item Counter
- Spawning Collectibles
- Refining Main Menu
- Refining Death Screen
- Spawning Obstacles Dynamically based on platform length
- Variable sized platforms
- Moving Obstacles
- Key Based Retry System