

Project: "Cyber Dash 3D"

- **Type:** 3D
- **Genre:** Endless Runner
- **About:** The player is a futuristic vehicle constantly moving forward on a 3-lane highway. They must press Left/Right to switch lanes or Space to jump over barriers. The speed gradually increases over time.
- **Technical Requirements:**
 - **Procedural Generation:** Creating level "chunks" (Prefabs of road sections) and instantiating them just ahead of the player, while destroying the ones behind the player to save memory.
 - **Lane Math:** Snapping the player cleanly to specific X coordinates (Lane 1, 2, or 3) rather than free-flowing movement, ensuring precise controls.
 - **Collision Triggers:** Detecting when the player hits an obstacle (Game Over) vs a coin (Add Score).
 - **Game Loop:** A complete flow from Main Menu -> Gameplay -> Game Over Screen -> Restart.