

## Planet Runner - How to use

### Important

The asset adds the following layers automatically (if not exist) on startup:

- Player
- PlayerChild
- Ground

And the tags:

- Planet
- Enemy

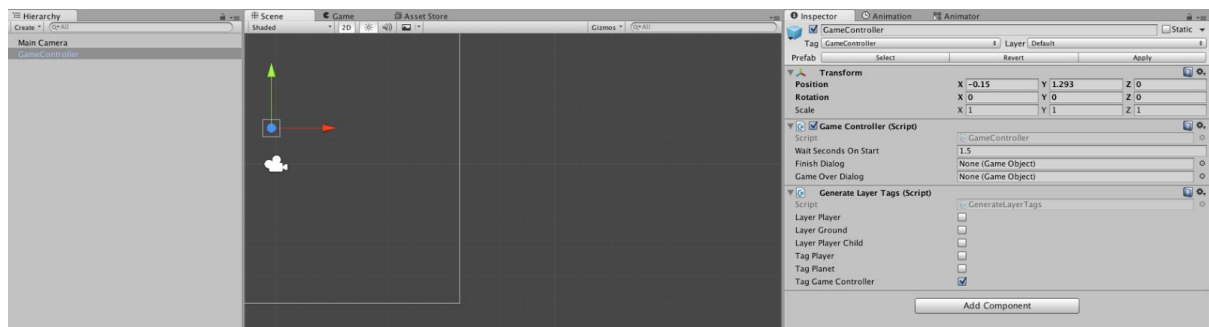
You will find the responsible class in `/PlanetRunner/Editor/Tags.cs`.

The allocation of the layers and tags to the gameobjects works automatically when you start the scene (Responsible class: `GenerateLayerTags.cs`).

### Start a new Scene

Here I will explain you step by step how you can use this asset on a empty scene:

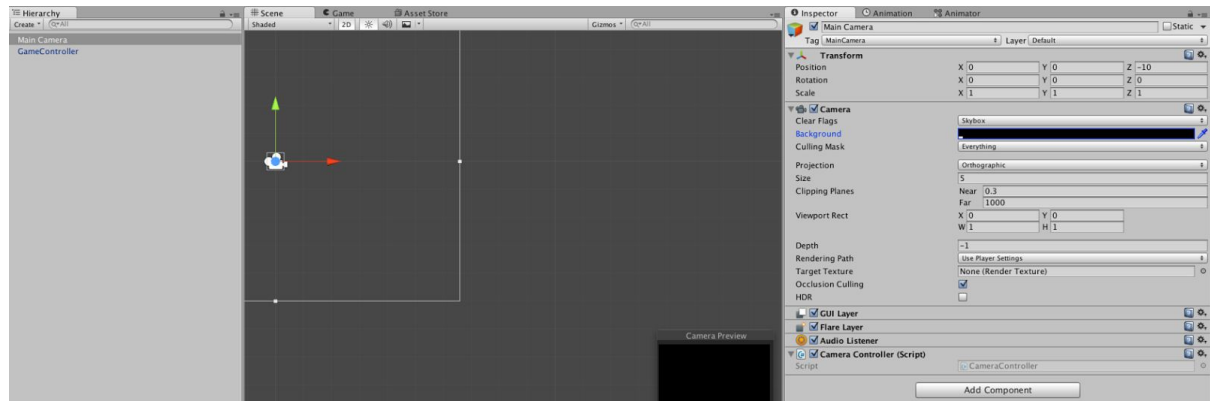
First, add the GameController-Prefab to the Scene:



You'll need the game controller to control the Finish- and the GameOver-Dialog. Here you can define a Time-Value, how long the game should be wait on start.

## Camera

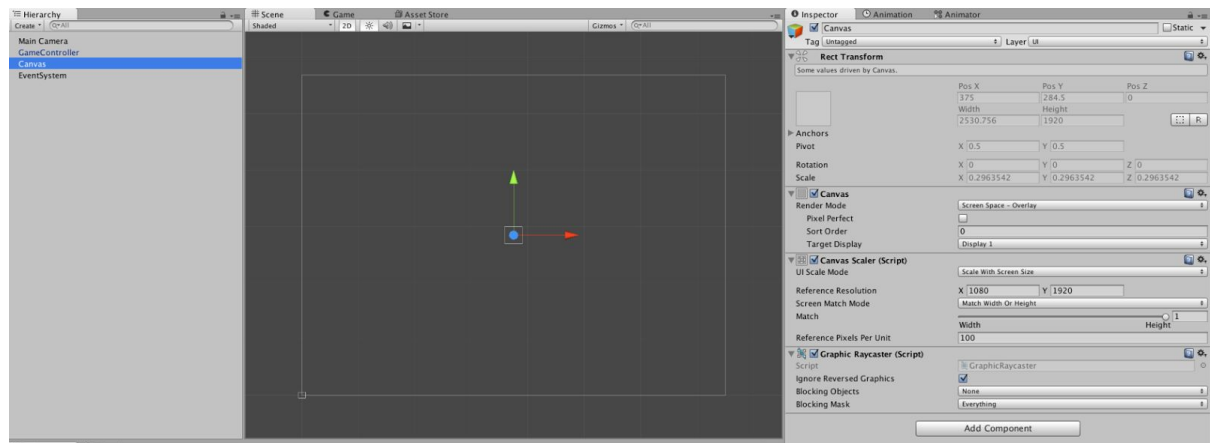
Now go to the camera and add the CameraController-Script as an component, so that the camera can follow the player:



Here you can define the background color too.

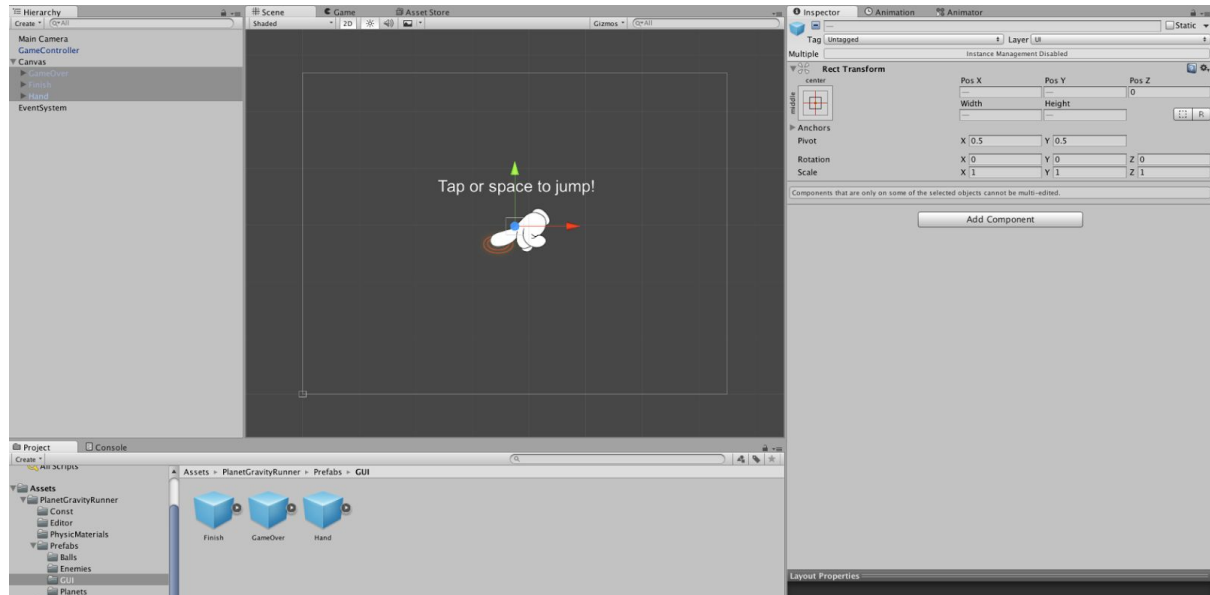
## Canvas and uGUI

Right click on hierarchy and add a new ui/canvas:

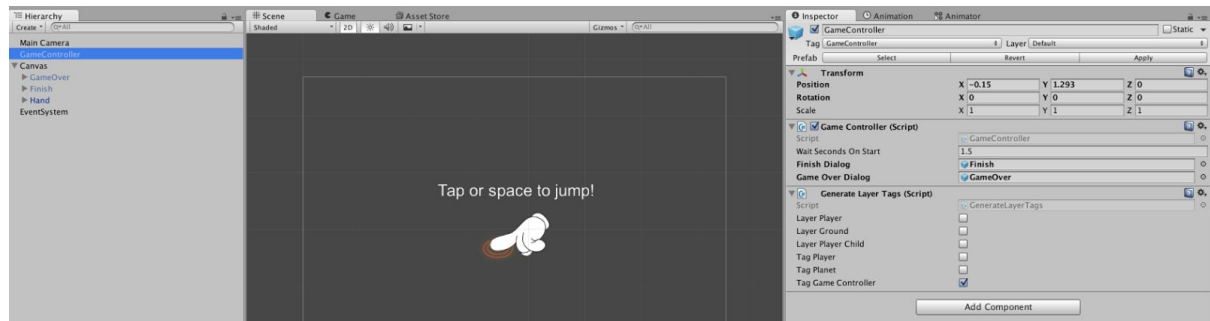


For example: You can change the canvas scaler to "match width or height", set it x=1080, y=1920 and set the Match to 1. So the canvas is mobile ready.

Now add the prefabs Finish, GameOver and Hand as childrens to the canvas:



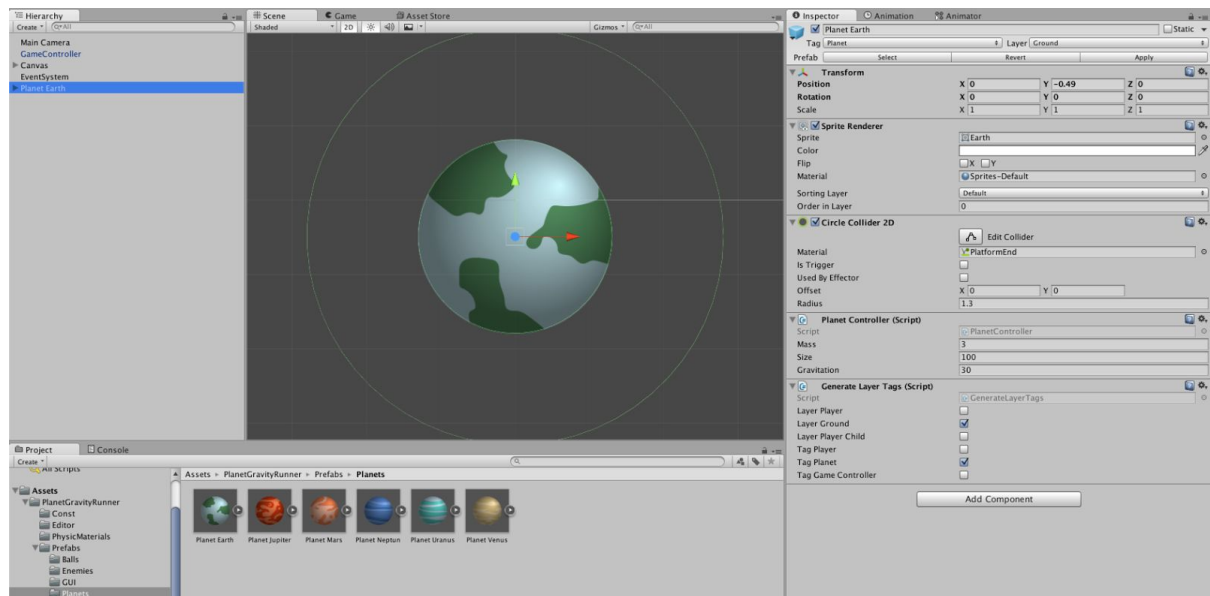
Go back to the GameController and put the GameOver and FinishDialog to the GameController-Variables:



The Hand-Prefab starts automatically on Awake. But it include a DestroyAfterTime-Script with 1 second delay.

## Planets

Now its time to add the planets. Planet Earth is the start Planet. Put the prefab into the scene:

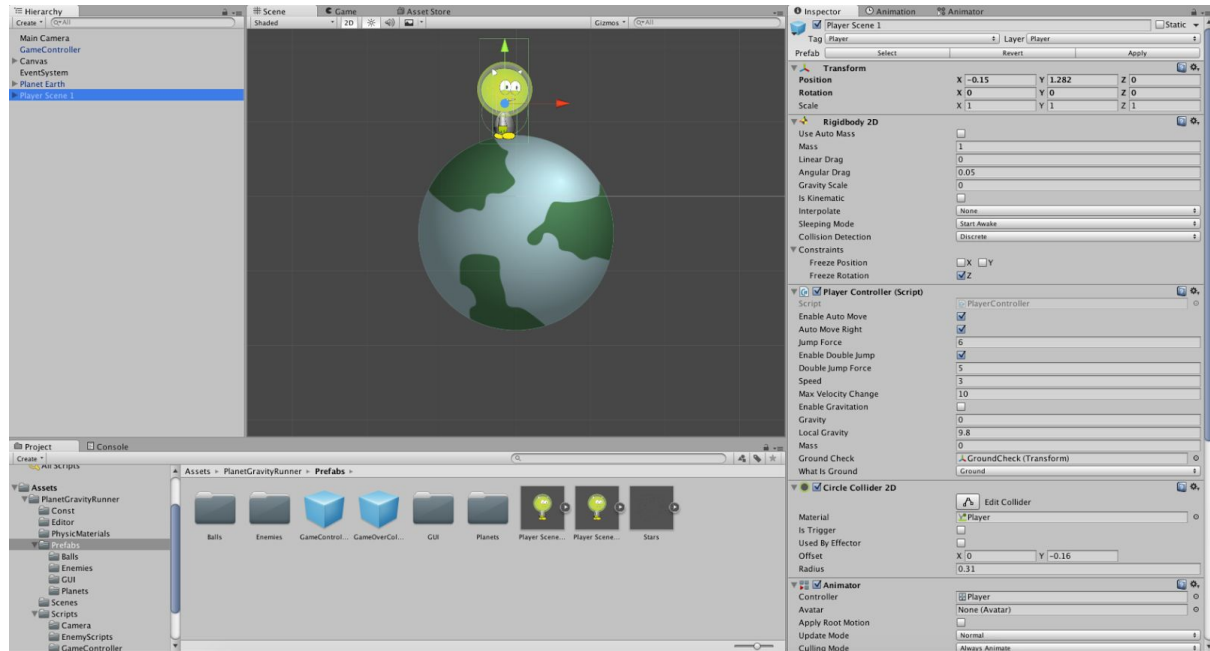


The rigidbody of this GameObject will be initialized when the game starts. You can define on the PlanetController-Script the rigidbody variables.

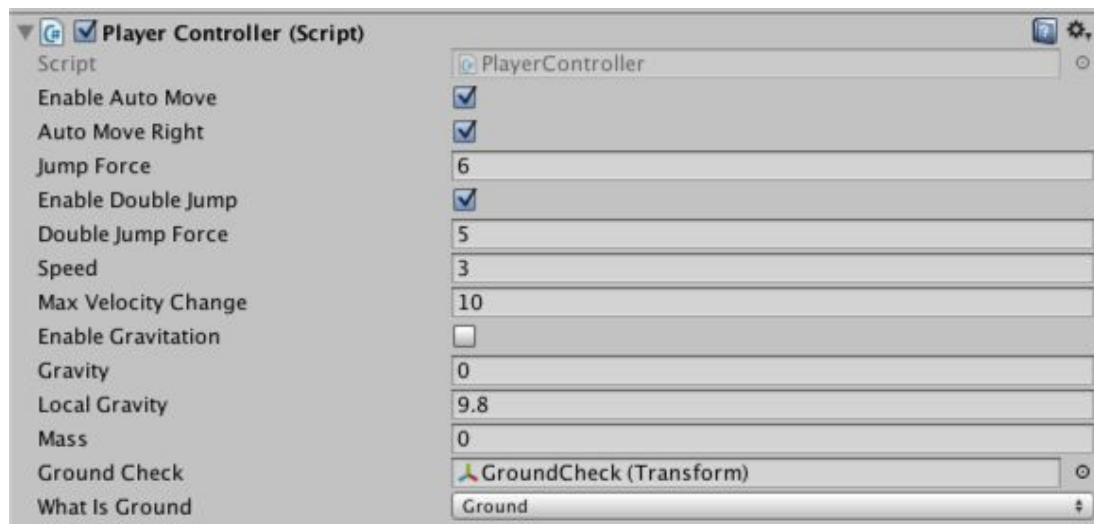
## The Player

It exists two Player-Prefabs in the project for different possibilities: The first prefab is for a space quest, where the player don't need gravitation. The second one is for a "planet earth quest". Here the players gravitation is enabled.

Put the player into the scene:

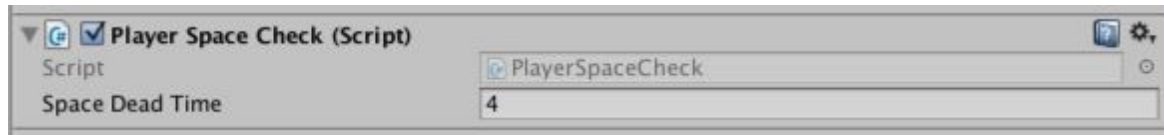


## PlayerController

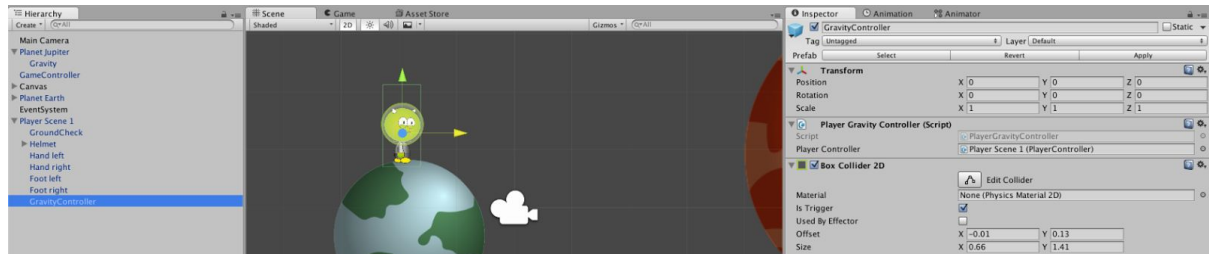


Enable Auto Move	You can enable Auto Move. If disabled you can move the player with the cursor left and cursor right.
Auto Move Right	If Auto Move is enabled you can define the moving direction of the player (left or right)
Jump Force	The Single-JumpForce
Enable Double Jump	If enabled, the player is possible to do double jumps
Double Jump Force	Does what it says ;-)
Speed	The walking speed of the player
Max Velocity Change	You can change the walking AddForce method from Impulse (default) to Force. If you chance it to force you will need a Max Velocity Change for moving.
Enable Gravitation	Does what it says
Gravity	This is the default gravity of players rigidbody
Local Gravity	If the player align to a planet you'll need this local gravity
Mass	This is the default mass of players rigidbody
WhatIsGround	The layers are called ground. You need to add this here

If the player failed a planet you can define a Dead Time below:



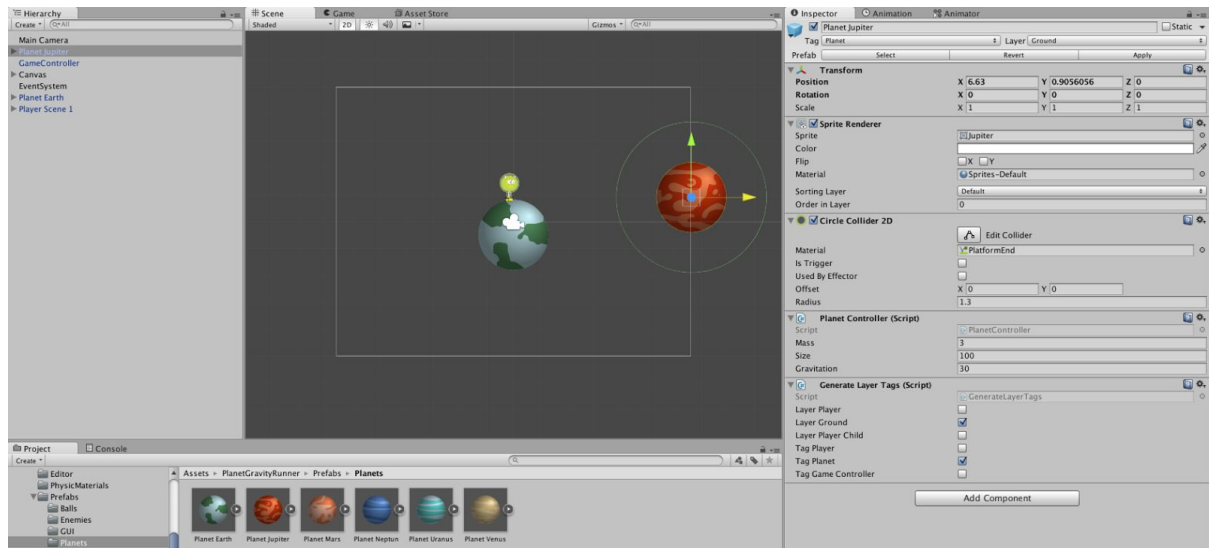
The player have a GravityController as Children:



Here you can define a area, that the players feet flips to the new planet.

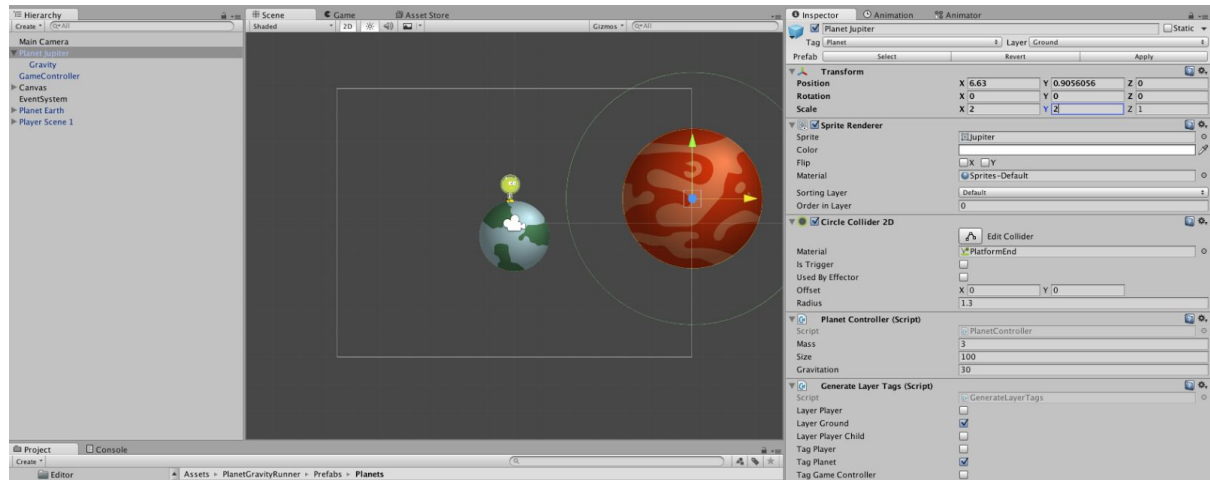
## More Planets

Add a second planet to the scene:

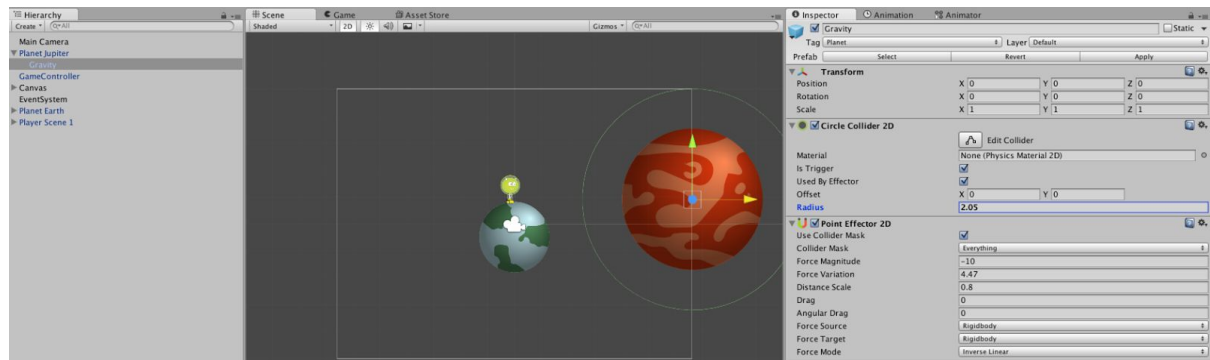


Each planet contains a inner circle collider and a outer circle collider. The inner circle collider is the "players ground". The outer circle collider is for the gravitation.

You can change the scale of the Planet:



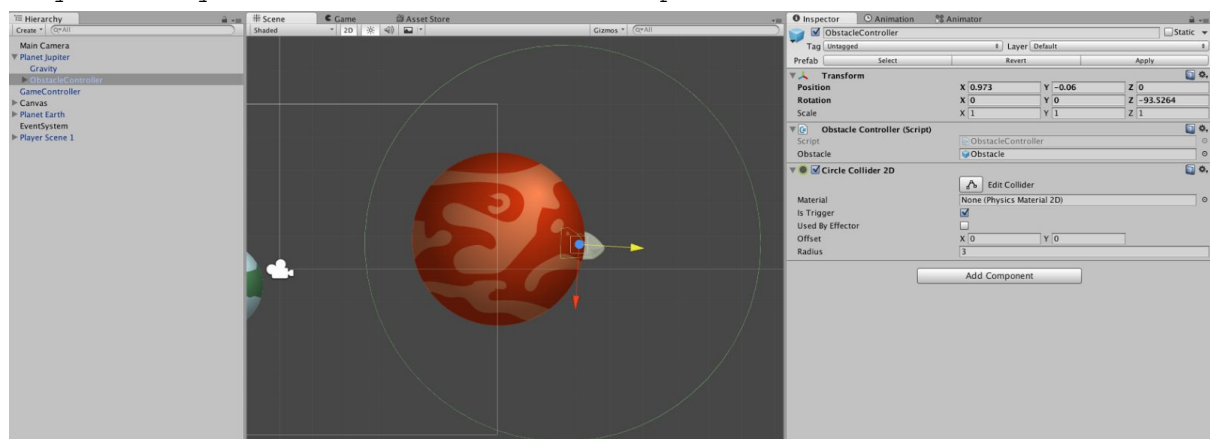
and the Gravity-Radius:



Now you can play with the Point Effector values.

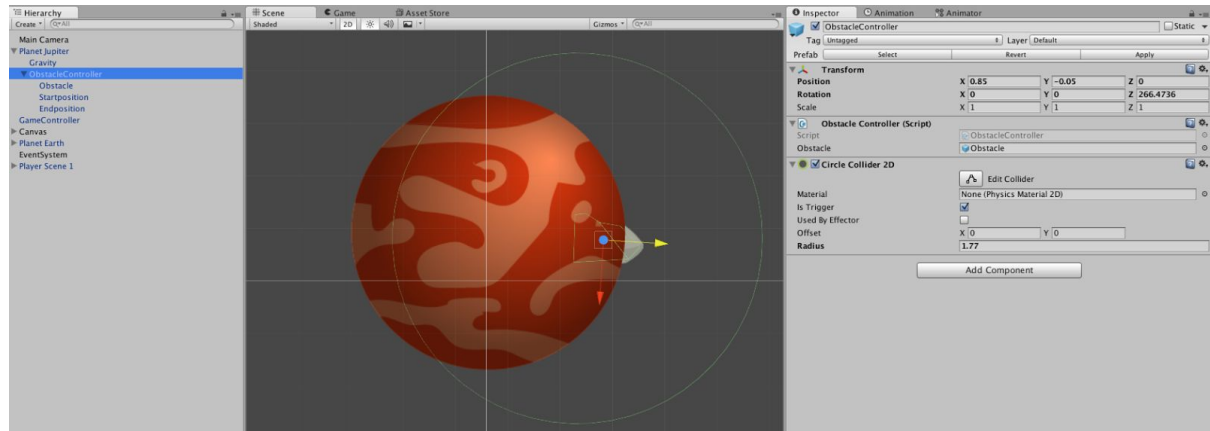
## Obstacle

If you want you can add obstacle to each planet:

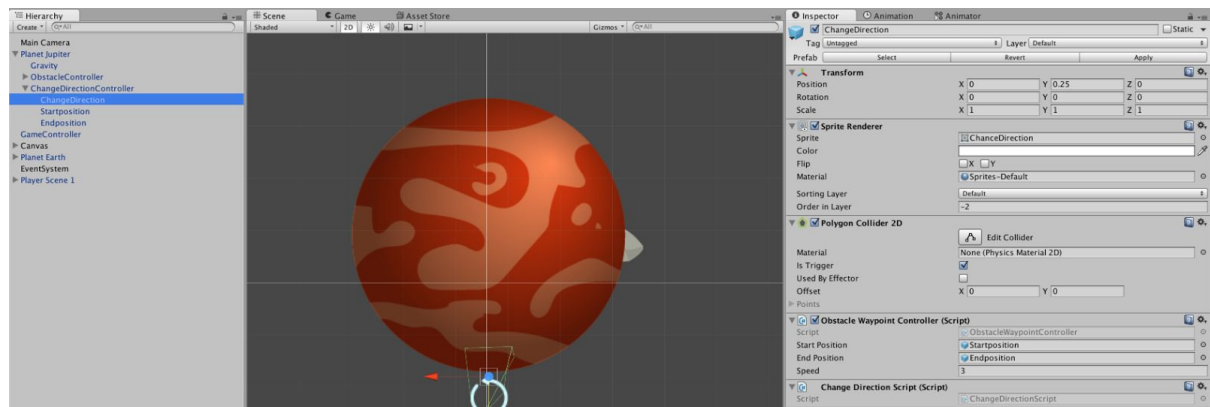




You have to adjust the collider radius in connection to the planet size:

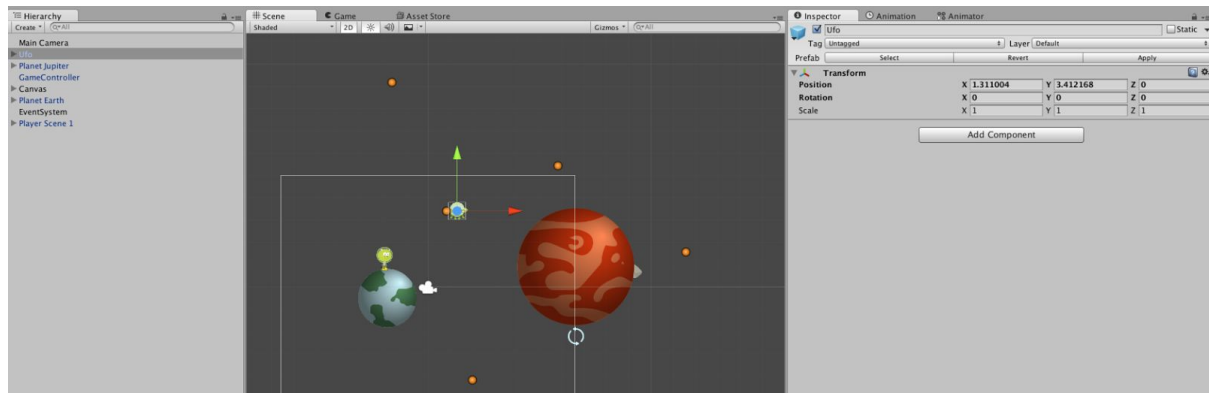


Now you can add another obstacle that the player will chance the direction:



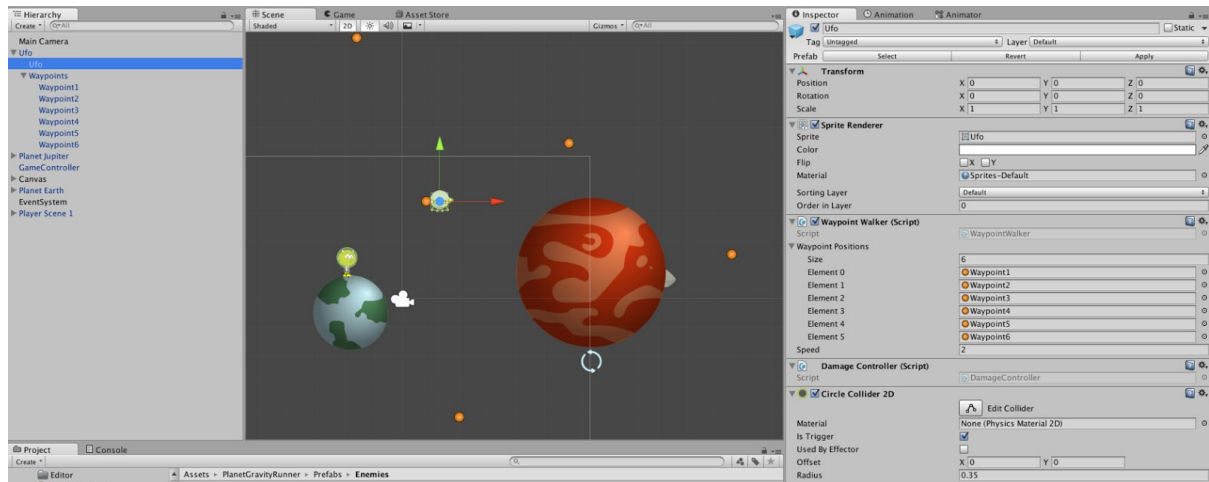
## Ufos

The Ufos works very easy. Add the Ufo-Prefab to the scene:

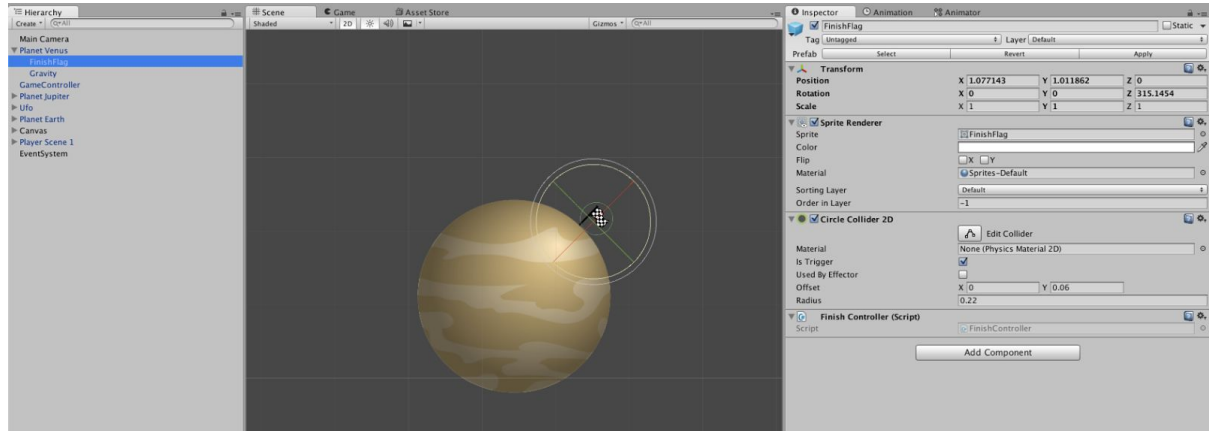


You see, the ufo contains some waypoints per default. You can change, delete or add them.

The ufo have a WaypointWalker-Script where you can add some waypoints:



Now add a third planet and set the Finish-Prefab:



## Contact-Information

Feedback is welcome!

Let me know if you have any questions or need support.

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