

ScoreBall

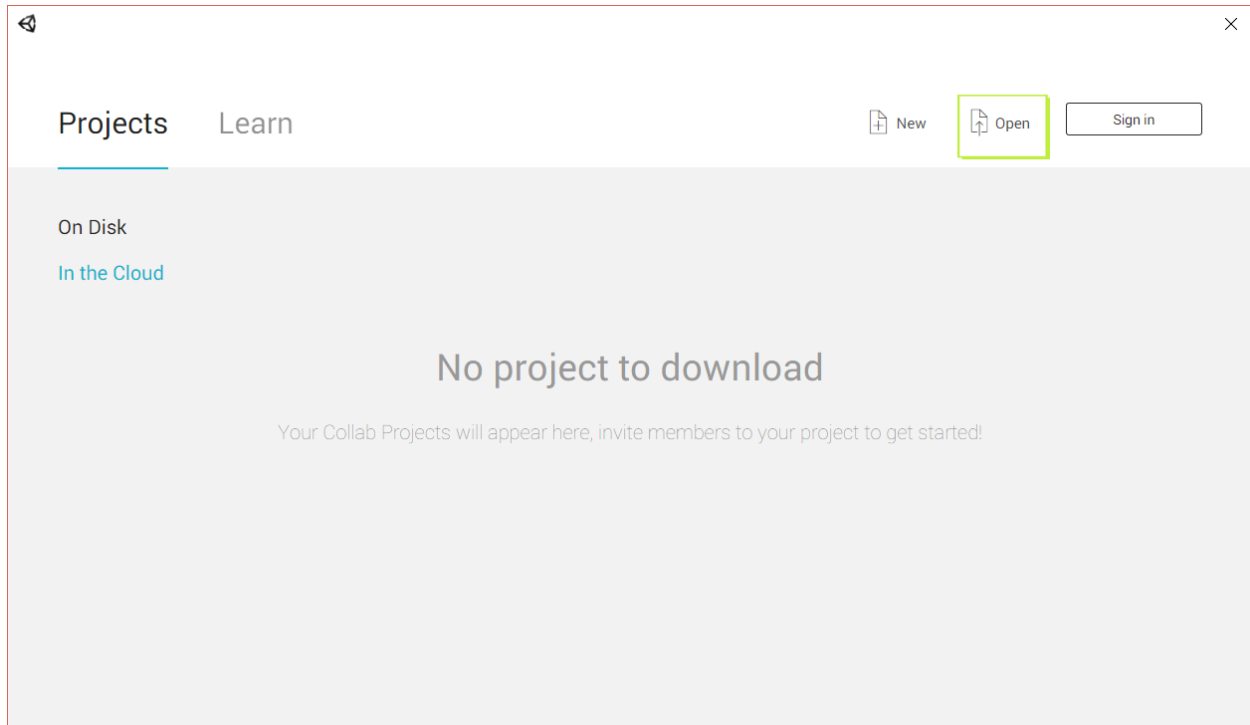


Thank you for purchasing the “ScoreBall” game. This is a full Unity project that gives you a perspective of programming a runner game style like ScoreBall.

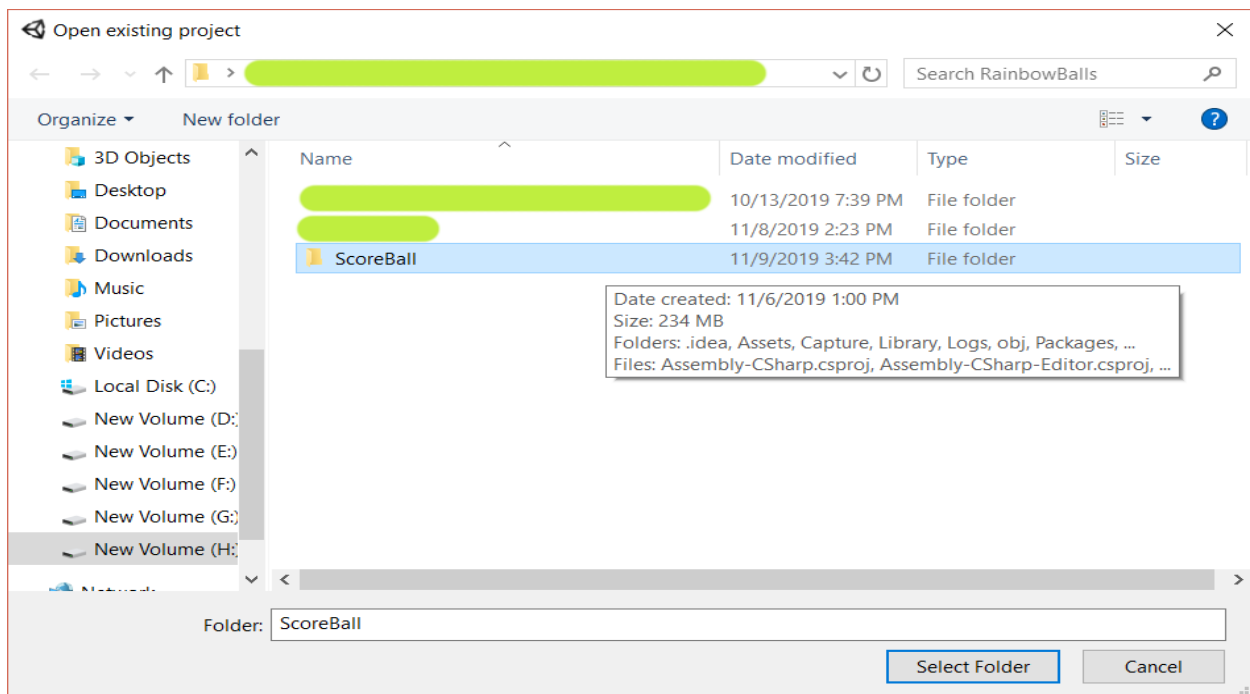
The structure of scripts for the game are simple and clear. In this brief document we go through important scripts and explain their duties and also the tags will be mentioned.

How to Import the Project to Unity3D

In order to import the project, you should click on “open button”.



Then select folder of ScoreBall project.



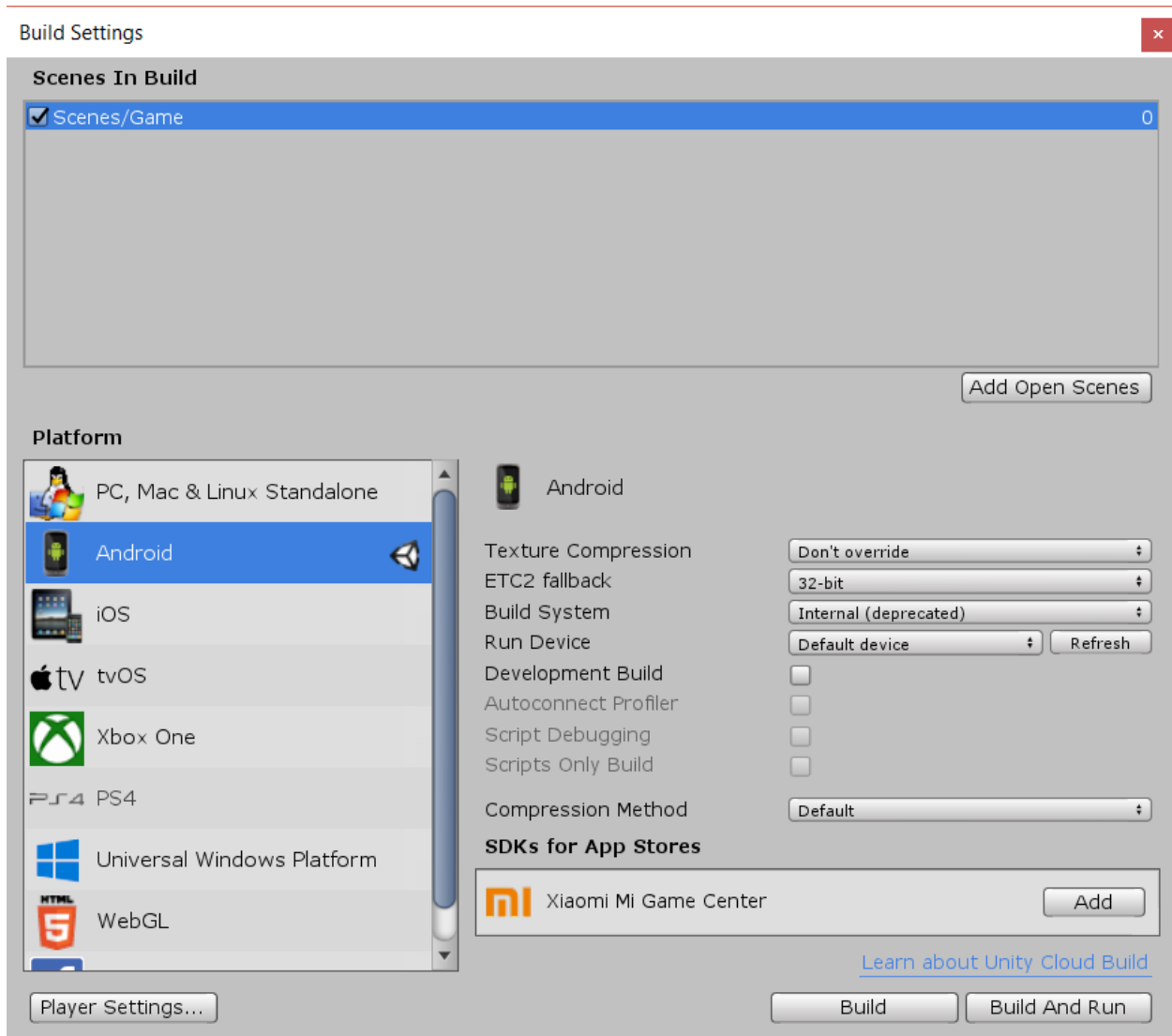
Version of Unity 3D

The current version of Unity 3D that the project is opened in it is: Unity 3D 2018.3.0f2

Requires: Unity 3D 2018.3.0f2 or higher

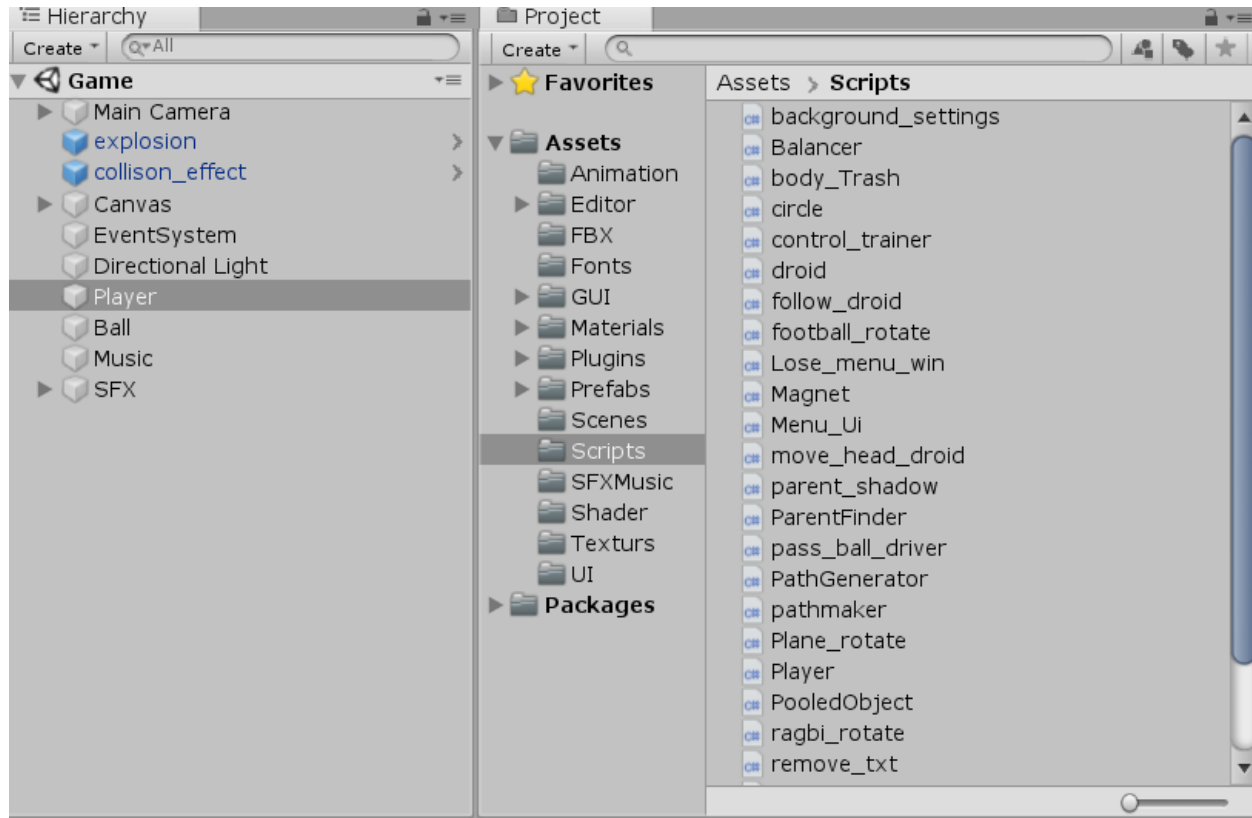
Build Settings

Make sure you have added the main scene.



Scripts:

All scripts are under Scripts folder.



Most Important Scripts:

PathMaker.cs

PathGenerator.cs

Parentfinder.cs

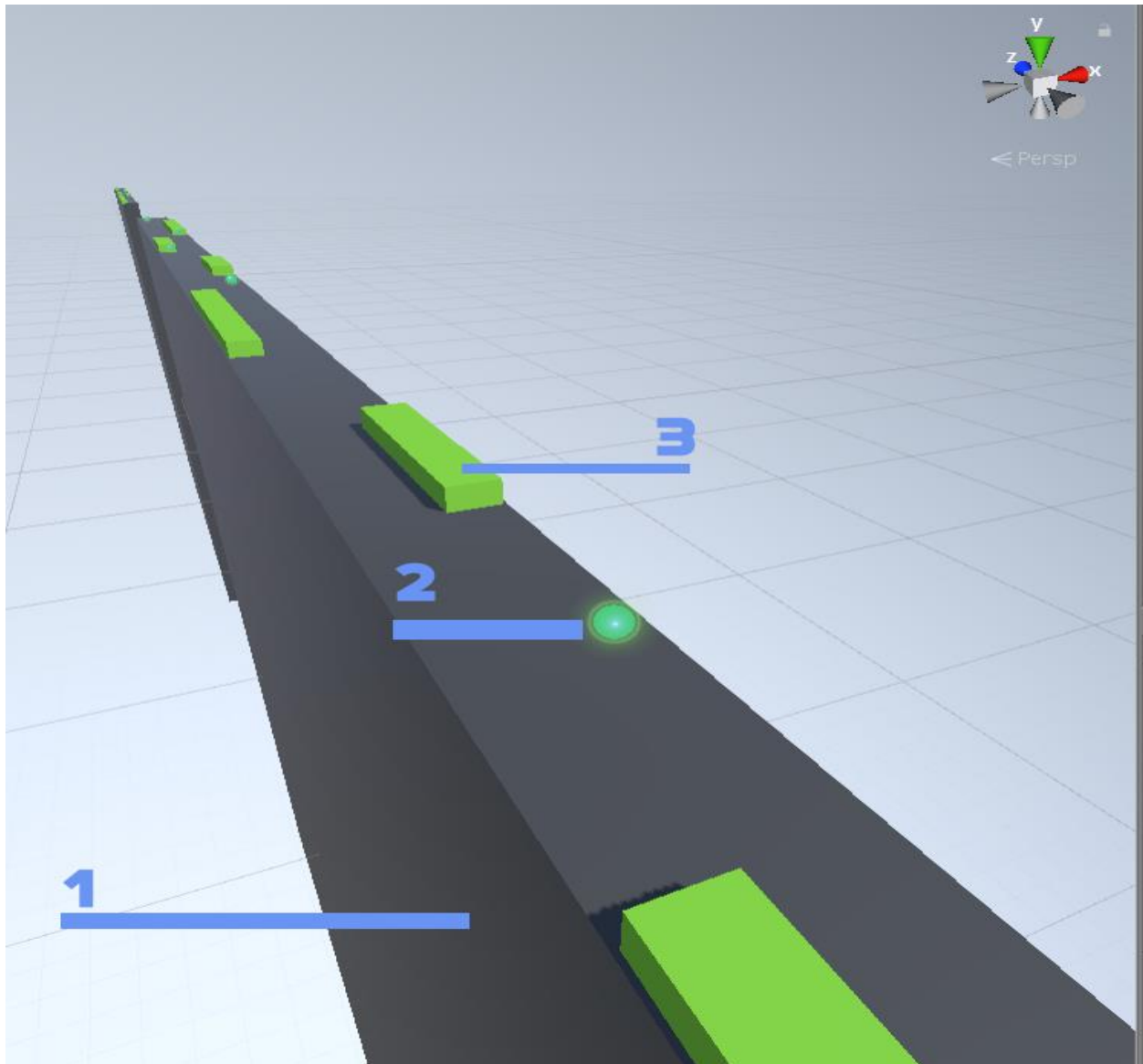
Player.cs

Balancer.cs

PathMaker.cs:

Pathmaker.cs is the first script that will run in play mode. At first it will create the paths and after that creates the obstacles plus green orbs and install them on each path.

You can specify that how many paths Pathmaker must generate and you can determine it with variable of “NumberOfPath”.



1. Path
2. Green orb
3. Obstacle

PathGenerator.cs:

This script manages all process of:

Score system,

Changing color of path and obstacles while playing the game,

Balancing speed of game and air effect in each level,

Jumping player to next path,

SFX,

And determine the collision of player with obstacles and orbs.

Parentfinder.cs:

Makes sure that the green orbs have parent. The parents must be the path that they are placed.

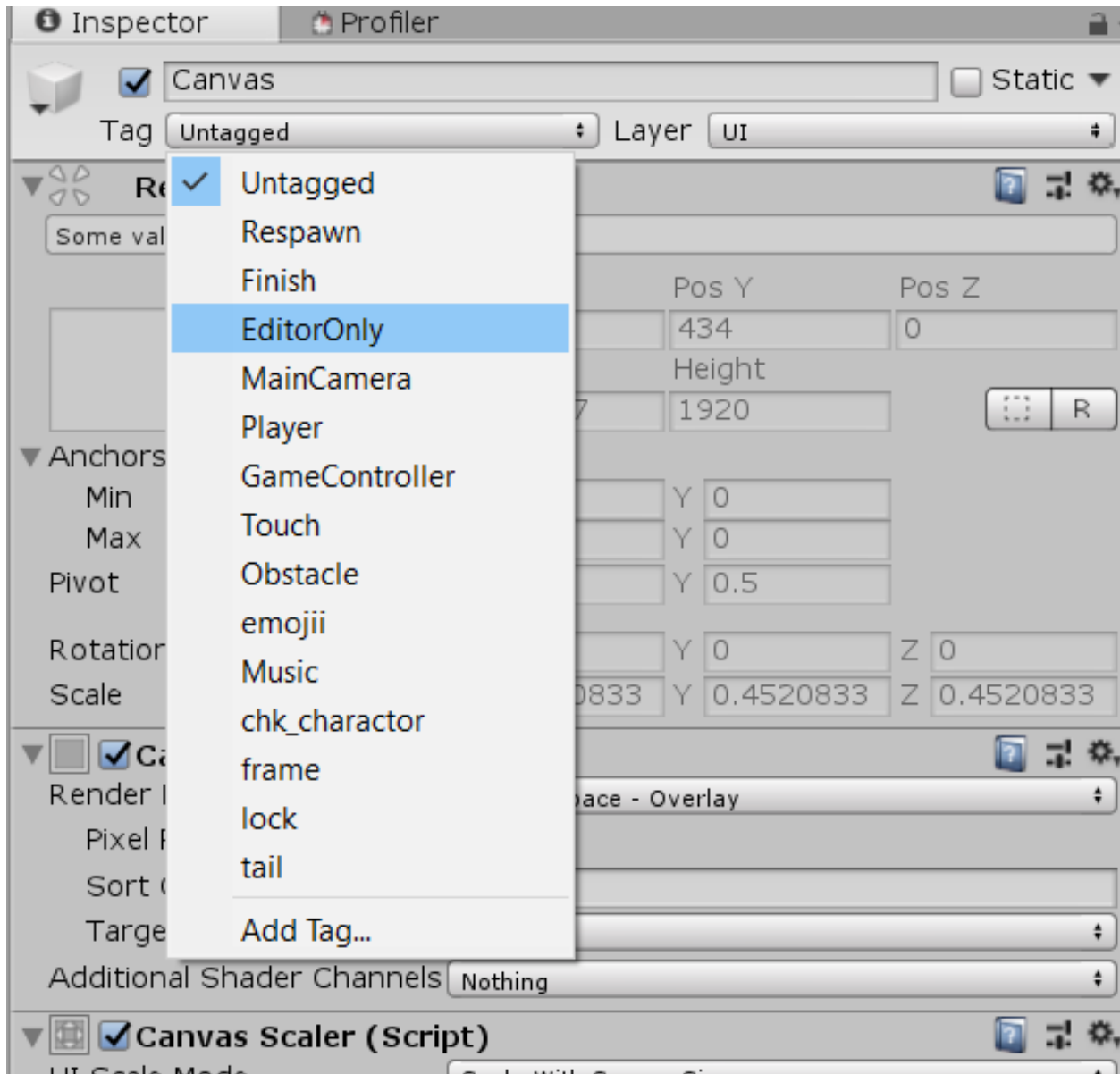
Player.cs:

Manages the process of moving player and camera during the game

Balancer.cs:

This script will delete all extra obstacles. This job will happen after creating a new path.

Tags



Order of tags

Player tag assigned to ball (player) for making some changes during the game like changing the color of ball and etc.

Touch tag assigned to path gameobject. With this tag we will find all the paths and we are able to change the path color in each jump that player makes. **Obstacle** do the same thing.

Chk_Character – lock – frame: Related to process of selecting the player's desired character in Character_panel (canvas).

Reskin:

It's possible to customize everything in the game. You can change the design of fbxs, particles, texts, buttons, sounds and etc.

Note: If you want to change the name of a "Gameobject", check their names in the main scripts before doing that.

All of the images that are used in the game are in UI and Textures folder. You can replace the default images with the new ones that you want.

Important Note: For changing the game's default images, new images should have the same size and name as default ones.

For further support, email us at: northerndesignapps@gmail.com