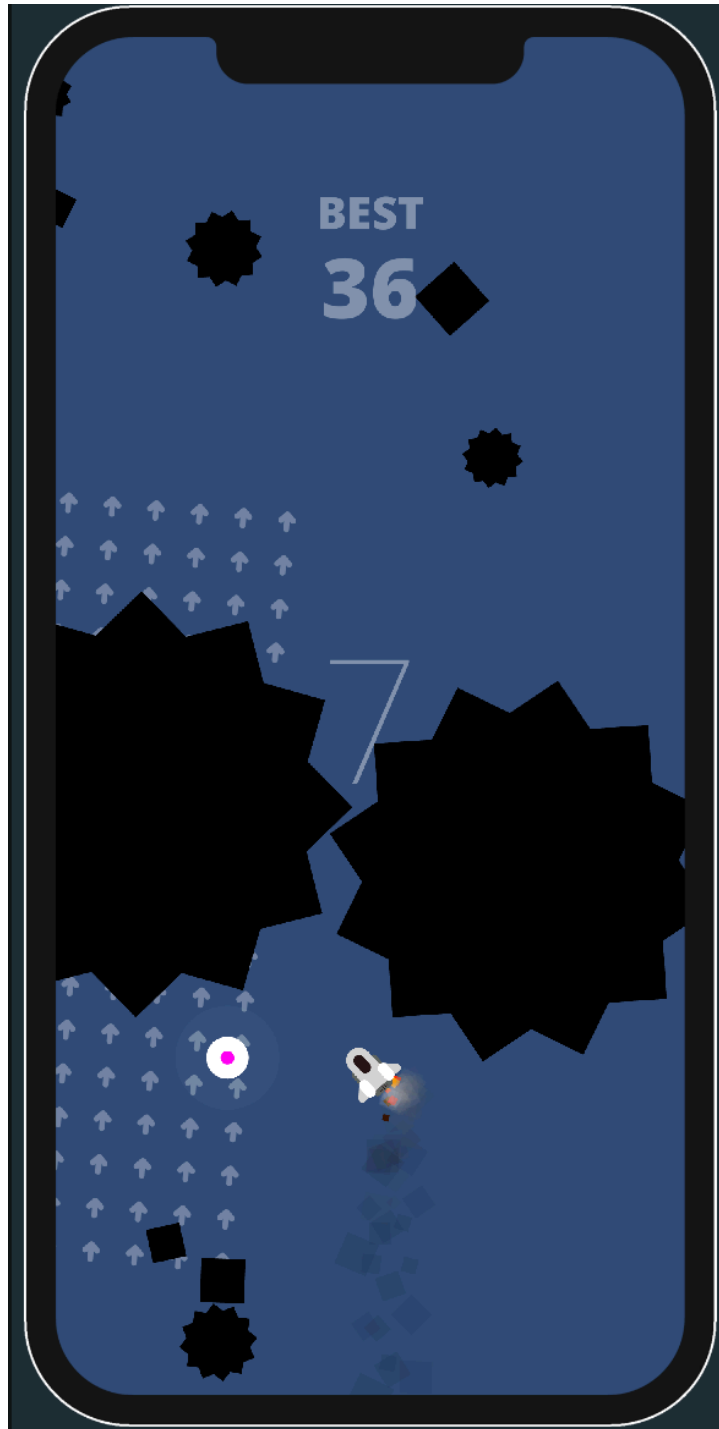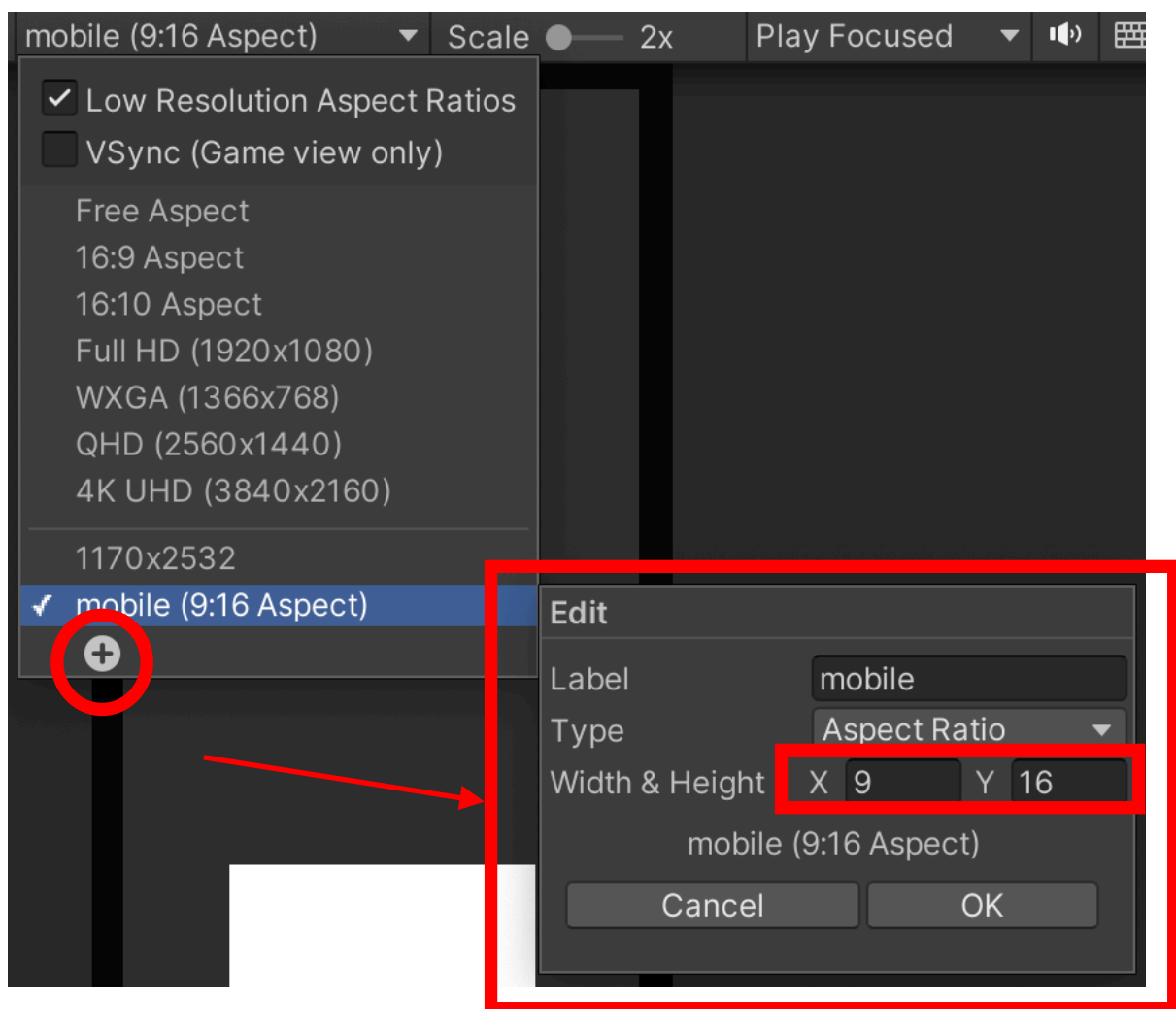# Boom Boom Rocket

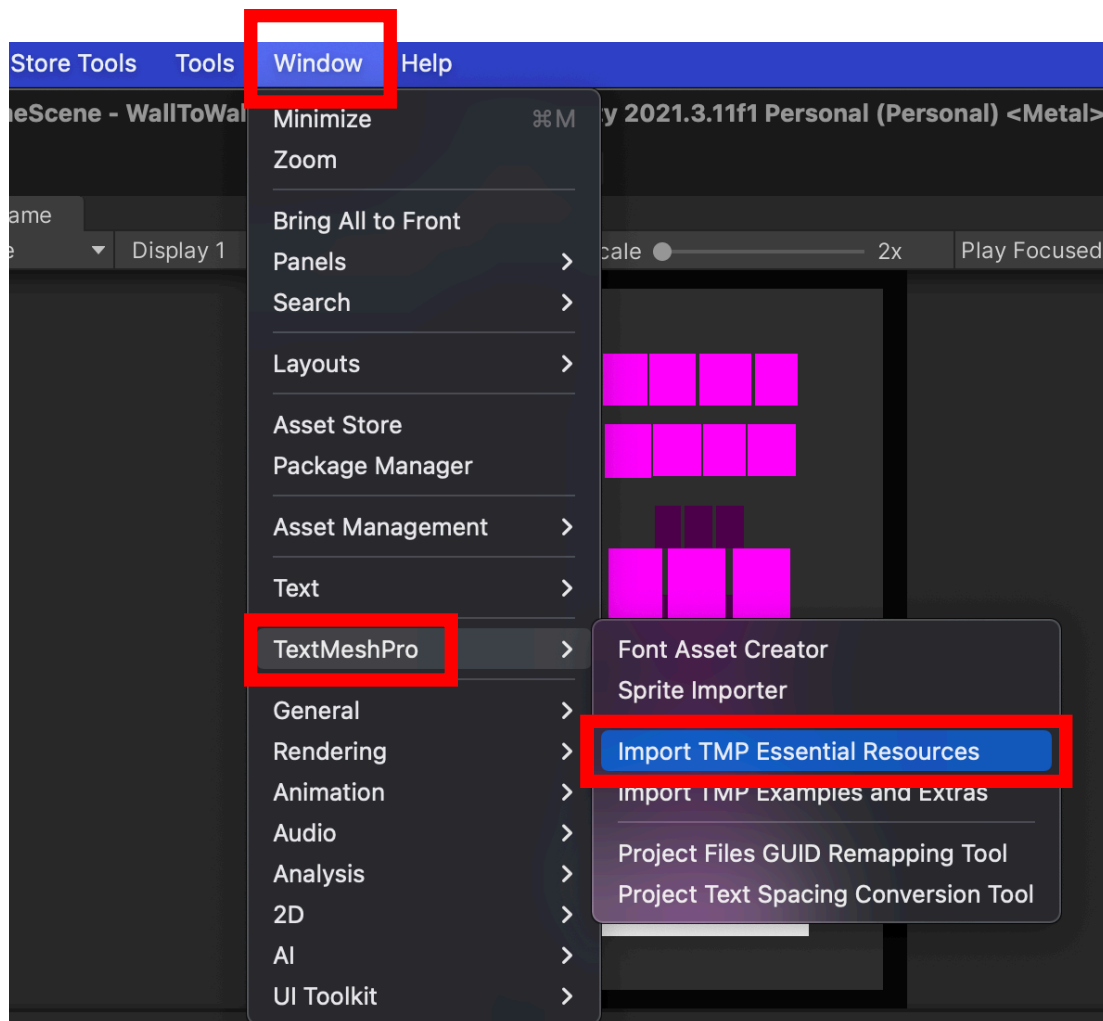## Hyper-Casual 2D Game Template

How To Remove Errors

1. Set Game View aspect to 9:16 Aspect Ratio

2. Import Text Mesh Pro essential assets

Please see the information below.

• Set Game View aspect to 9:16 Aspect Ratio
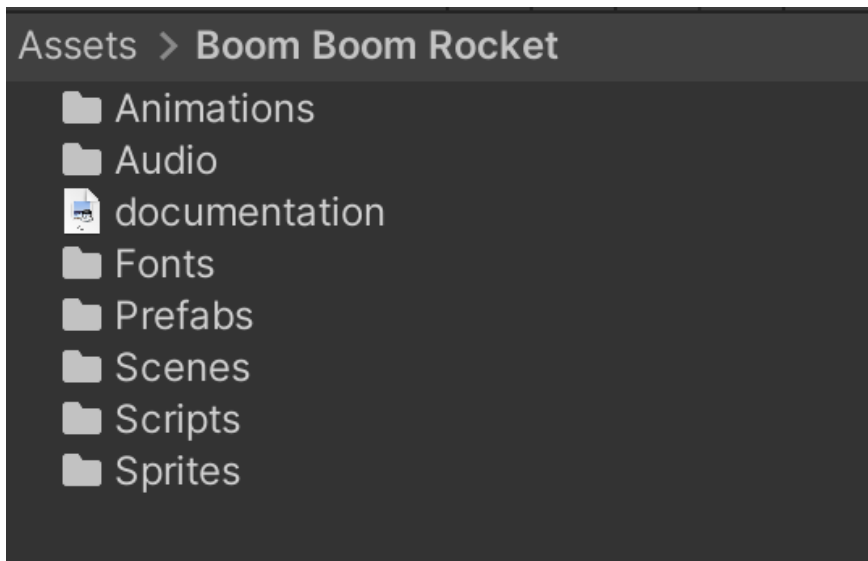
• Import Text Mesh Pro essential assets

Download and import **Boom Boom Rocket**

Asset into your project. After that new folders appears under your Assets project folder.

Folder Structure

- **Animations** : all aimations files used in template

- **Audio** : all audio files used in template

- **Fonts** : all font files used in template

- **Prefabs** : all prefabs files used in template

- **Scenes** : all scenes files used in template

- **Scripts** : all scripts files used in template

- **Sprites** : all sprites files used in template

How To Use This Template
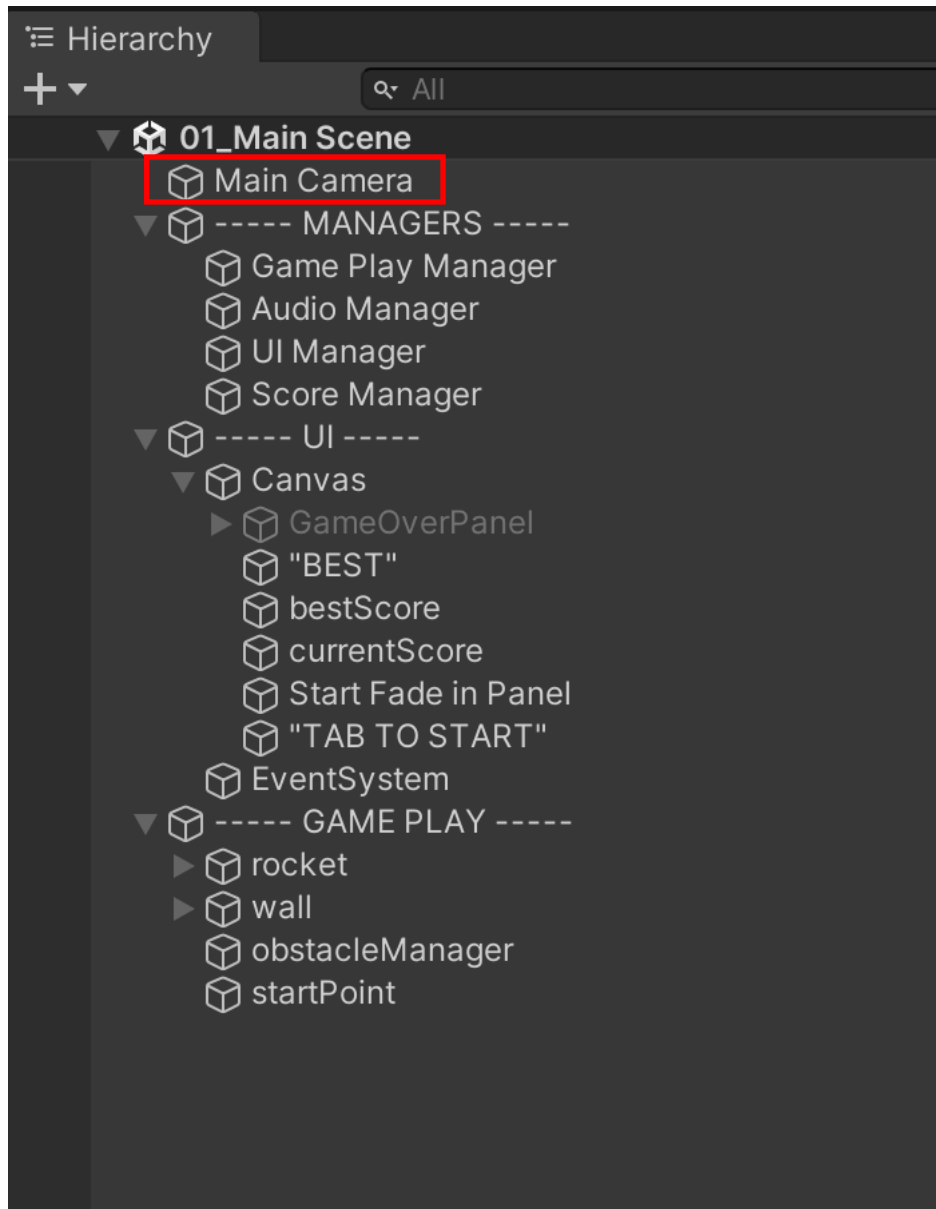
Main Camera

MainCamera(Game Object) has **Follow Camera** script.

You can increase or decrease smoothness and y-axis offset of camera follow.
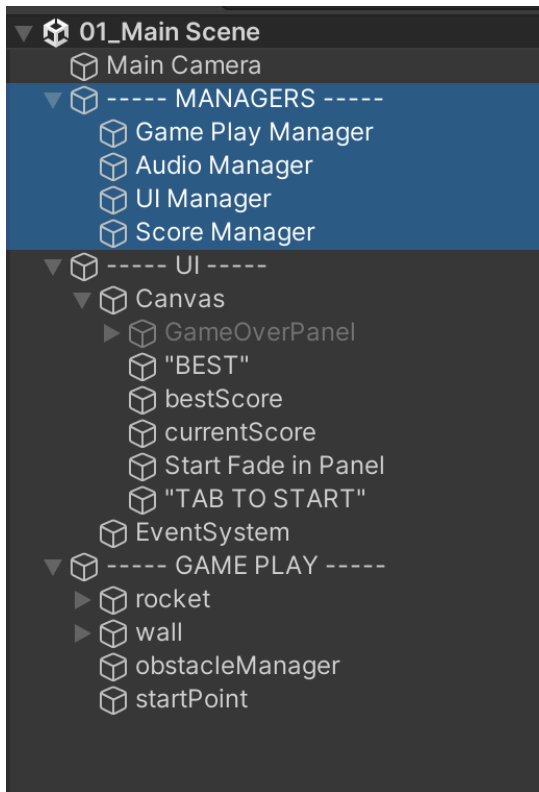
----- MANAGERS ⎯⎯

There are a total of four managers.

– Game Play Manager

– Audio Manager

– UI Manager

– Score Manager
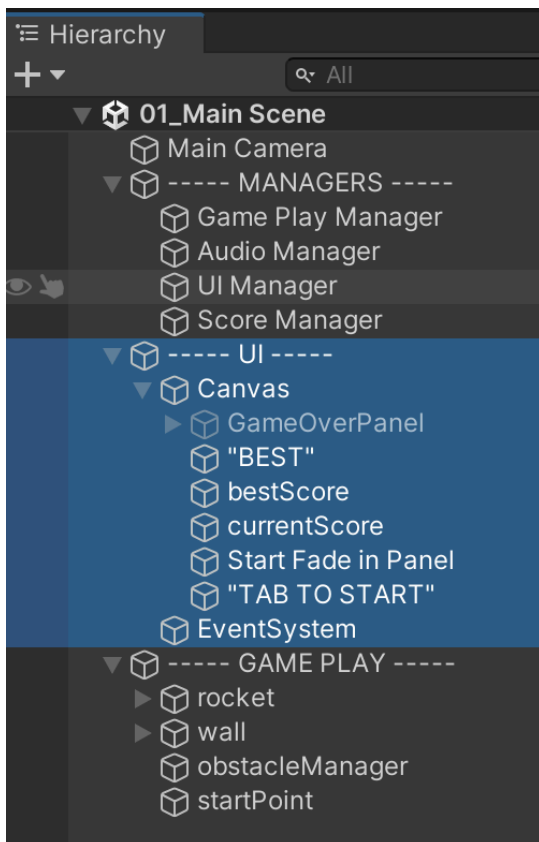
----- UI ⎯⎯

Game objects related to the UI

rocket

You can change the settings of the rocket at **Rocket.cs**

obstacleManager

ObstacleManager.cs creates a map of the game.

The number and size of obstacles can be set.

All scripts have comments to help you understand.

If you have any questions, please feel free to contact us.

email : soloo@soloo.studio

Thank you for your purchase again!
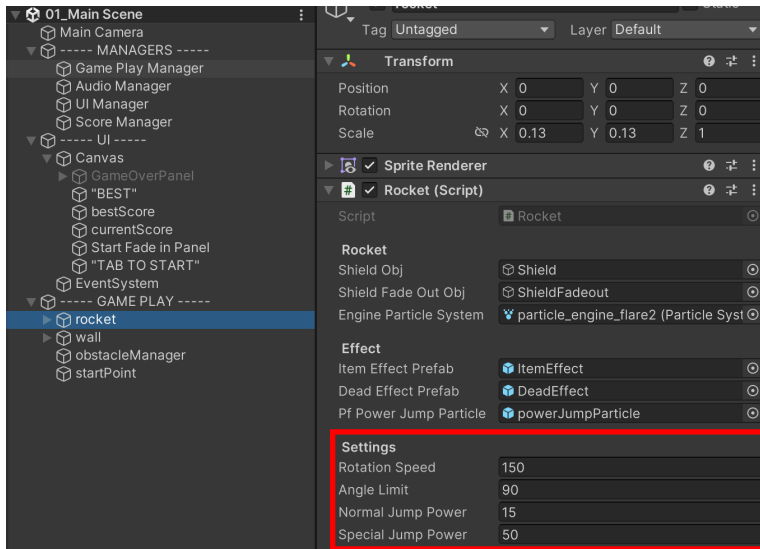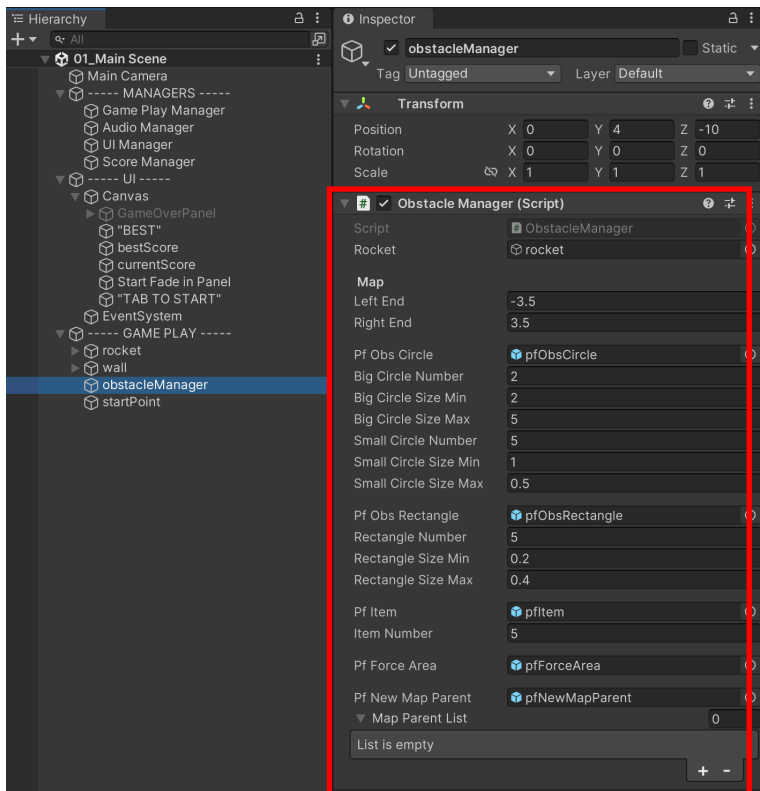
If you are satisfied with this **BoomBoomRocket** template,

please take a minute to review it **here**.

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