





File Edit Assets GameObject Component Window Help

Center Global

Scene Console Animator

Shaded 2D Gizmos

Hierarchy

Create +

background\_home

manage\_audio

Home\_Canvas

Project

Create +

mobile game menu kit

animation

audio

Editor

Fonts

materials

prefab

scenes

world\_1

W1\_Stage\_1

W1\_Stage\_2

world\_2

W2\_Stage\_1

W2\_Stage\_2

End\_screen

Home

script

Sprites

tutorial

Inspector

Navigation

Layers Layout Account

manage\_audio

Tag Untagged

Layer Default

Prefab

Select Revert Apply

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale

Audio Listener

Game\_master (Script)

go BACK when press device button/ESC

show loading screen

press start and go to

show world name on world\_ico

show world number on world\_ico

Worlds

Total worlds

World 1

name

stages

World 2

name

stages

unlock after

target star score

Score

use star score

show progress bar

Audio

sfx source

tap sfx

tap error sfx

music source

fade music

music menu

When win play

music stage win

big star 1 sfx

big star 2 sfx

big star 3 sfx

When lose play

music stage lose

Debug

Menu\_sfx\_source

None (AudioClip)

None (AudioClip)

Music\_source

1

None (AudioClip)

Music

None (A 0 loop

None (AudioClip)

None (AudioClip)

None (AudioClip)

Music

None (A 0 loop

Add Component

1- Open Home scene and click on manage\_audio

2- decide how many words and stages your game must have and:

- decide word name
- decide if show world name and number
- decide hot to unlock a new world

3- decide if show world and stages nested or as single screen

4- put your audio file for gui here:

Game Animation

Standalone (1024x768)

Maximize on Play Mute audio Stats Gizmos

Using resolution 681x511

stage score: 2 \*\*\* total score: 5





