Stunt Crasher by

BoneCracker Games

All scripts are commented with detailed information.

# C\_API.cs

API for saving currency and unlocking new levels at runtime with one line of code.

**C\_AudioSource.cs**

Creates new audiosource with specified settings.

**C\_Camera.cs**

Player camera that follows player vehicle with desired settings.

**C\_CarController.cs**

Main car controller with everything.

**C\_Finisher.cs**

Finish trigger of the level.

**C\_GameManager.cs**

Game manager. Controls overall behavior of the scene. Spawns player vehicles, controls UI, calculates score, etc...

**C\_InputManager.cs**

Input manager. Gets input from axis or UI button. C\_CarController is using "motorInput" variable in this script.

**C\_Launcher.cs**

Launch position. Create a trigger collider and attach this script. Calls "Launch()" method in C\_GameManager script when player triggers with it.

**C\_Obstable.cs**

Obstacle script with score, name, etc...

**C\_PlayerVehicles.cs**

All selectable vehicles are stored here with their prices.

**C\_Settings.cs**

All shared general settings, resources, first time setups, etc...

**C\_Skidmarks.cs**

Main skidmarks manager.

**C\_UIController.cs**

UI input (float) receiver from UI Button.