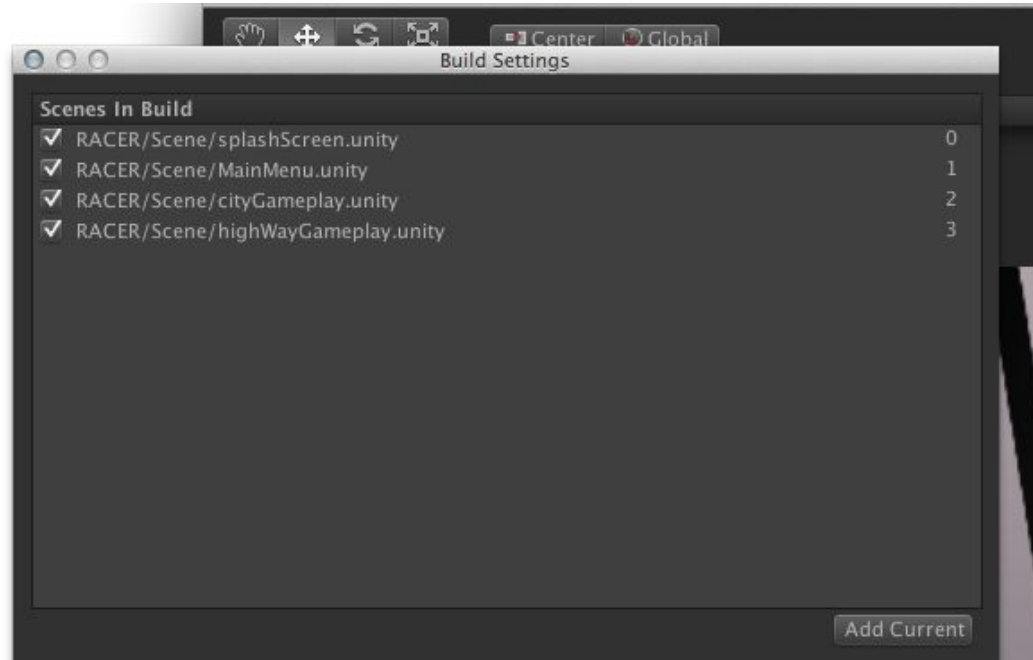<u>Racer</u>

Thank you for purchasing this Game.

 Racer game can be build to android,ios & windows phone 8.
It is strongly recommend to open this package in an empty Project to avoid tag
and iTween conflicts.

BUILD SETTINGS

Make sure you added these scenes as per order.

Scripts :

<u>1)playerCarControl.cs</u>
This script will control player car based on acceleration input or key input.
To Create a New player Car , drag and drop any playerCar prefab from
Racer/Prefabs/playerCars on empty scene ,replace the carbody mesh and
carbody transform and wheel objs of this script . save it and assasing it on
gameplayController script .

<u>2)GamePlayController.cs</u>
This script will create new rocks, side objects, traffics cars, Rock Mountains etc.
TiltTuto script will start the traffic cars and coins by sending a message to
GameController Object's OnGameStart ().

Player car is created based on carSelection's carindex static variable from mainmenu scene ,see the Start() on GamePlayController.
If the player car collided with traffic car having "trafficCar" tag ,gameEnded event will be fire ,see the "OnCollisionEnter" of the playerCarControl.cs script .

Traffic cars ,coins ,side trees and rocks are created based one time difference value ,see OnGameStart()

3)RoadGenerator.cs
This script will translate the road blocks to create infite loop , once the player car Having "Player" tag triggered with collider ,this will shift the otherblock variable gameobject to infront of it.

4)EndScoreDisplayer.cs
This script will have a static event showFullScreenAd,
You can make ad network calls to display ads when it is fired .

Reskining

NOTE : To replace Texures ,you must have same image format as originals,which is here PNG format .also CLOSE UNITY while replacing .

For Player Cars
To Create a New player Car , drag and drop any playerCar prefab from floder Racer/Prefabs/playerCars on empty scene ,replace the carbody mesh and carbody transform and wheel objs of this script . save it your new location and assasing it on gameplayController script player cars array .

For Traffic Cars
process is same like playerCars ,expect take any prefab from floder
 Racer/Prefabs/trafficCars/ and begin from there .

For RoadBlock
either city road or highway road are considered here as roadblocks .
you need two sets of road groups of your preferable 3d format ,we used fbx from maya .
you need to place them in the scenes roadblock 1 below the z-axis of it ,place the second set ,or else put same block as second . add a trigger to it ,and attach a roadgenerator.cs scirpt and change the at onTriggerEnter() with second block position.z value .
see either cityGameplay or HighwayGameplay scenes ,at Racer/Scenes/ floder

To Change UI Images.

step 1 : goto floder Racer/UI/ .
step 2 : you will find all UI Buttons,Menu bg's etc ,Replace with your images With same name .

<u>Support</u>
 For Quick questions & support, contact me at kiran.killstreak@gmail.com

Thanks
Kiran