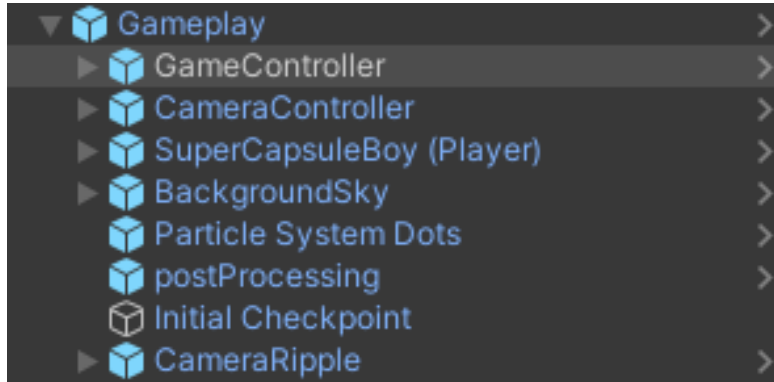
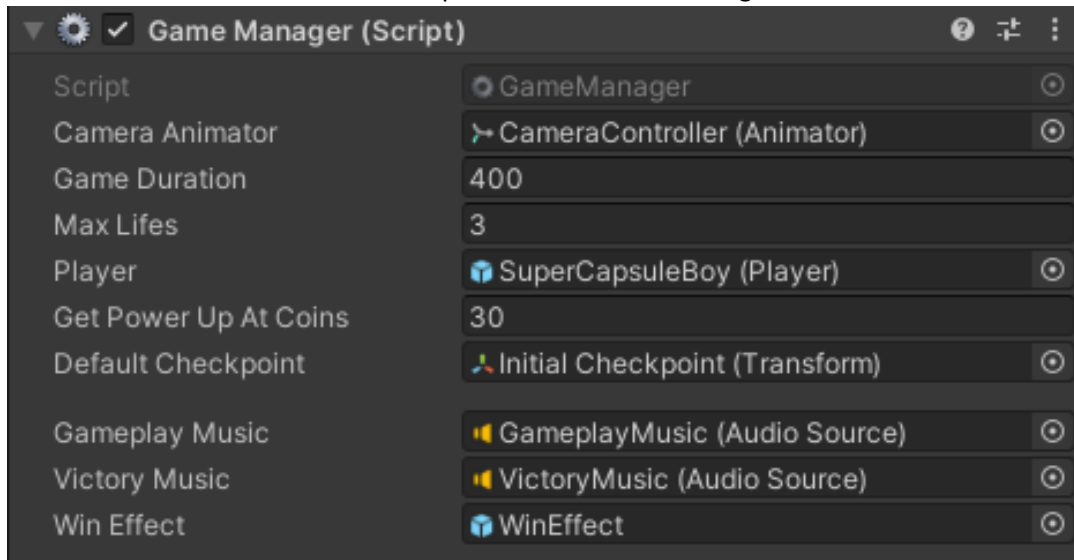


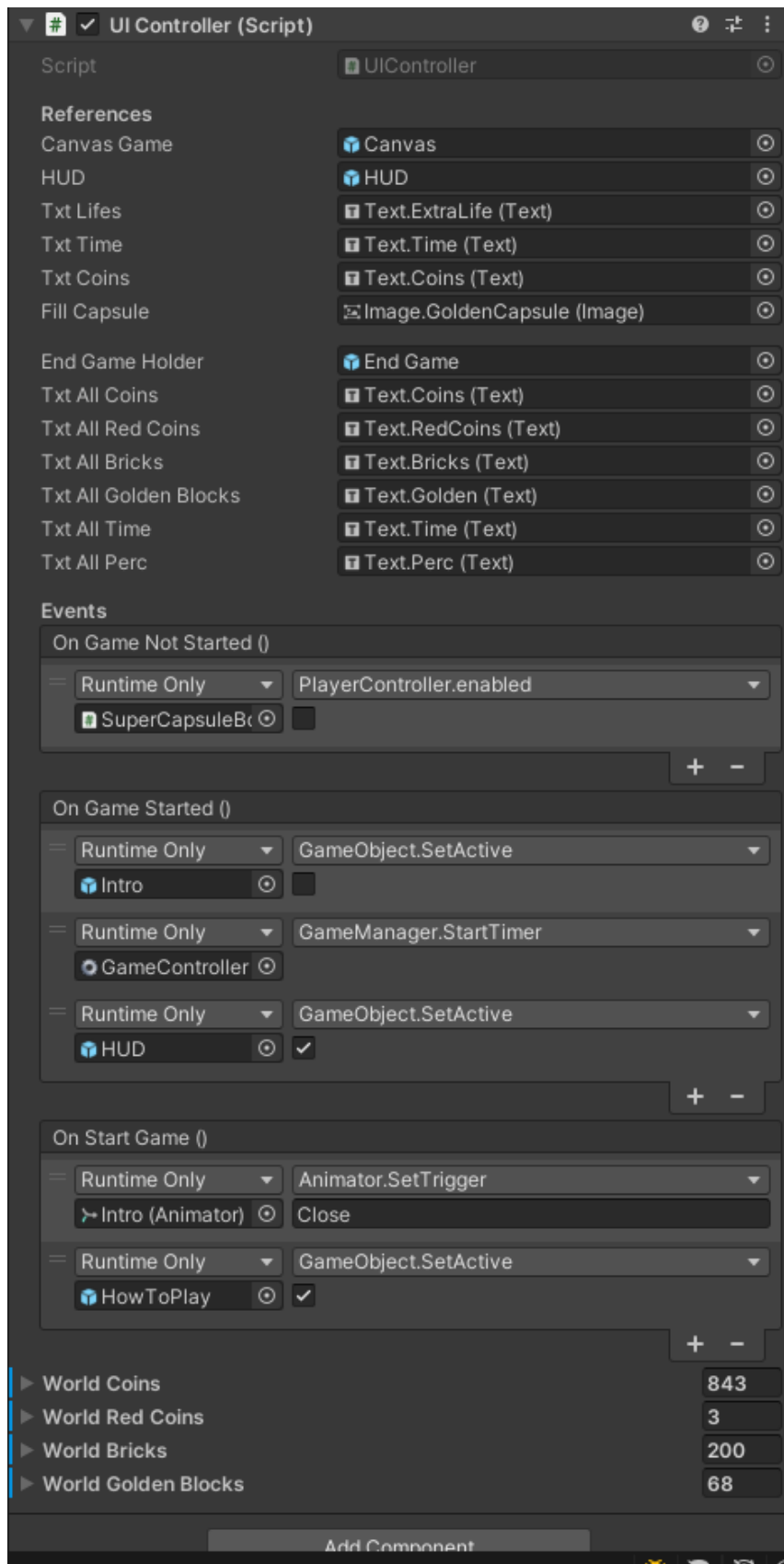
Within the Gameplay prefab we have everything you need to play:



GameController: contains some components that control the game



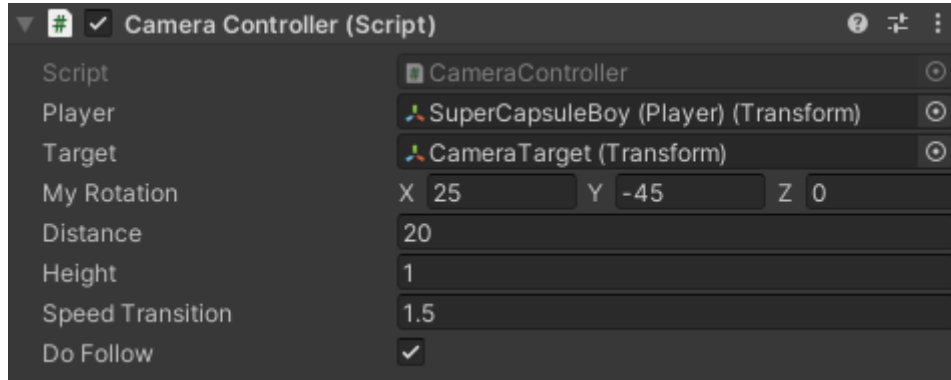
The Game Manager.cs Controls checkpoints, game time, amount of life and game victory, plus some other effects.



The UIController.cs is used to manage all the UI/UX/HUD elements, it is important to assign all the coins, coin boxes and bricks in the lists below.

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Inside the CameraController object we have a component called CameraController.cs:



This component controls the camera and has the initial configuration of the camera rotation and position, but if it enters a zone with a CameraSwitcher object, this component will copy the configuration of the CameraSwitcher.cs component, this way each zone can have a point of different view.

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The Super Capsule Boy (Player) object contains everything that represents the player:

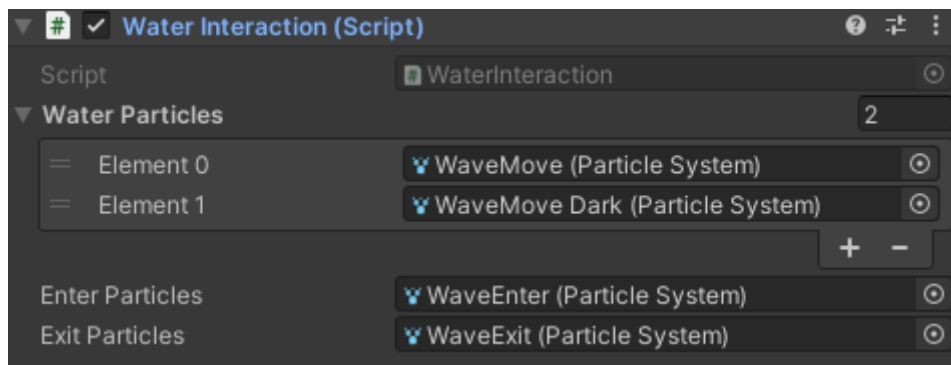
InputManager.cs: Here you can assign button configuration.

PlayerController.cs: is what makes the player move.

PlayerHealth.cs: This is what controls the player's life.

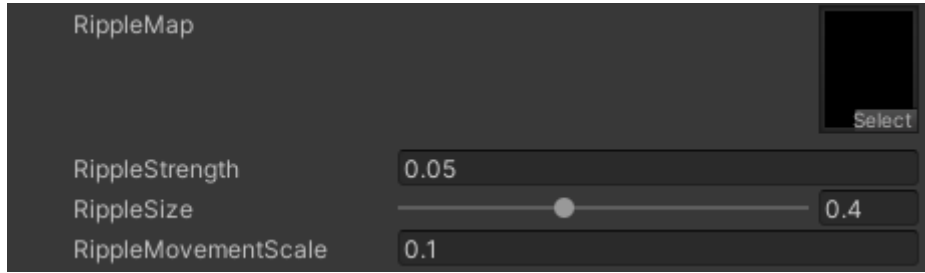
PlayerPowerUp.cs – Controls when the player turns gold.

Water Interaction.cs: It is a component that helps create the distortion effect in the water when the player goes into the water.



This component modifies the behavior of the particles within the CameraRipple object so that CameraRipple films and saves those particles in a texture (black and white) that will be used to generate the deformation in the water.

In the water shader you can control this effect:



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The BackgroundSky contains the fog and the sky, they are objects with special shaders that always follow the player, to generate the atmosphere.

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The Initial Checkpoint Object is the place where the player appears upon death, unless the player has reached a checkpoint.