

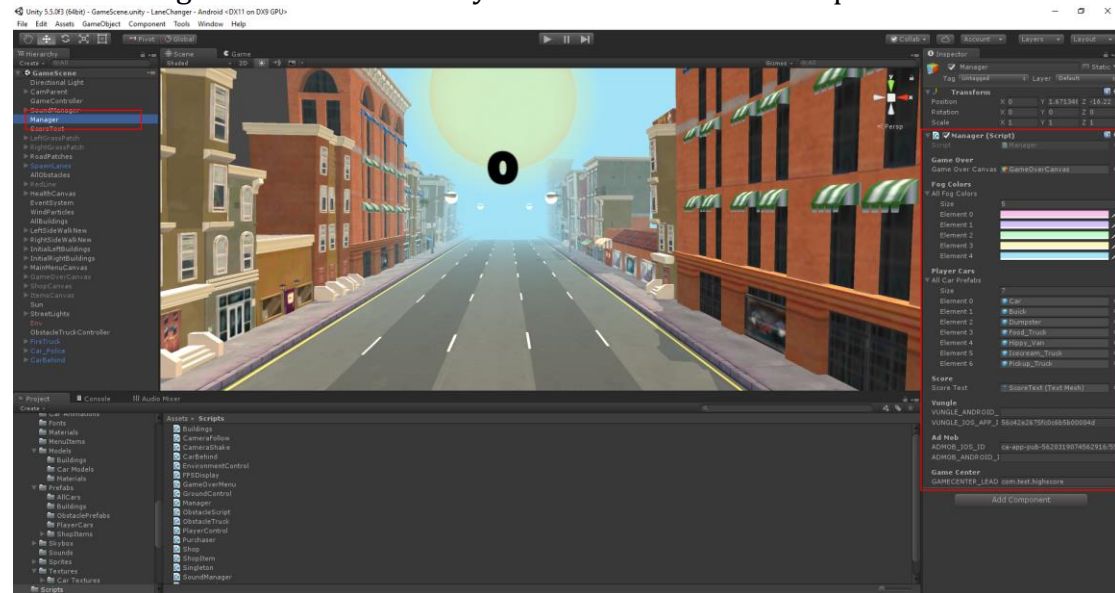
RUSH HOUR

Opening the project file:

1. Go to Project Folder/Assets
 2. Open GameScene.unity
- or
1. Run Unity3d
 2. Open Project and browse to project folder

Ad Networks, Game Center and In-App purchases:

Select Manager from the Hierarchy and set the id's in the inspector.



In-App Purchase:

Select the ShopCanvas Game Object from the Hierarchy and add the in-App ids in the inspector. The first index should always be empty. The in-apps used in the game are all non-consumable.

Audio Files:

All audio files are placed under Resources/Sounds folder.

Font files:

All font files are placed in Resources/Fonts
Walrus-Bold is used for the score and the menu
ScoreFont in the Hierarchy is used for the score

To change the font for score select the FONT_3D material and change the texture file being used with the one you want to use from your font.

Select ScoreText from the Hierarchy and assign the new score font to the Text Mesh component.

Player Cars:

All player car models are in Resources/Models/Car Models

All player car textures are in Resources/Textures/Car Textures

All player car prefabs are in Resources/Prefabs/PlayerCars

Shop items are in the ItemsCanvas in the Hierarchy. Change the meshes as per your requirement and all shop data is in the folder ShopItems.

Health:

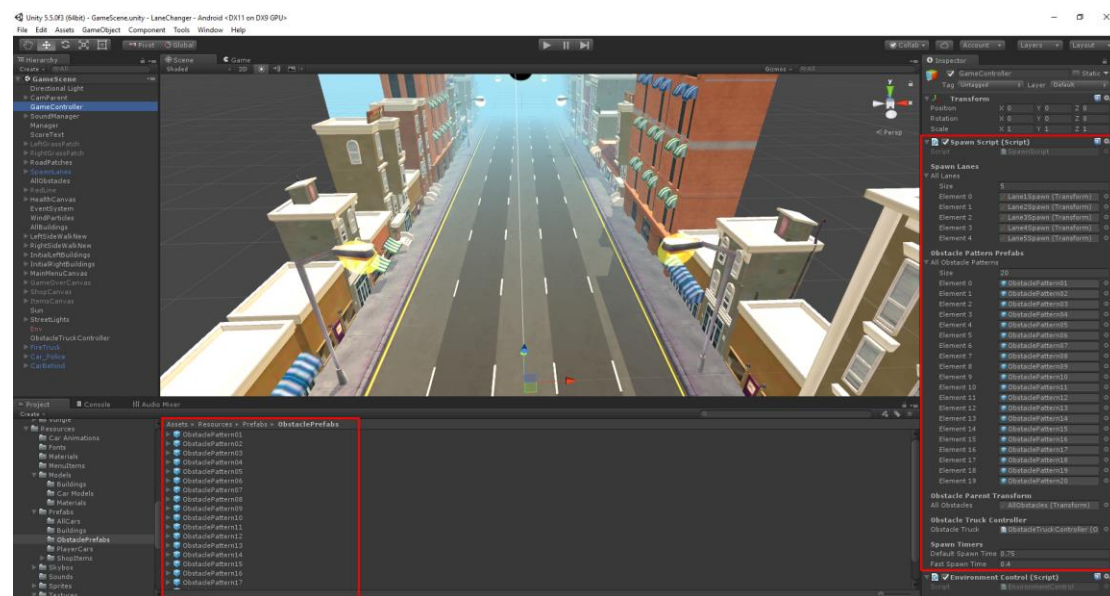
The player health is currently set to 3 and instant game over if the player collides while moving fast. The default health can be set in the Manager.

Obstacle Cars:

All obstacle car prefabs are in Resources/Prefabs/AllCars

Obstacle prefabs in Resources/Prefabs/ObstaclePrefabs are spawned on time intervals.

They are assigned to the SpawnScript on the Game Controller in the Hierarchy.



UI buttons:

All UI items are in Resources/MenuItems

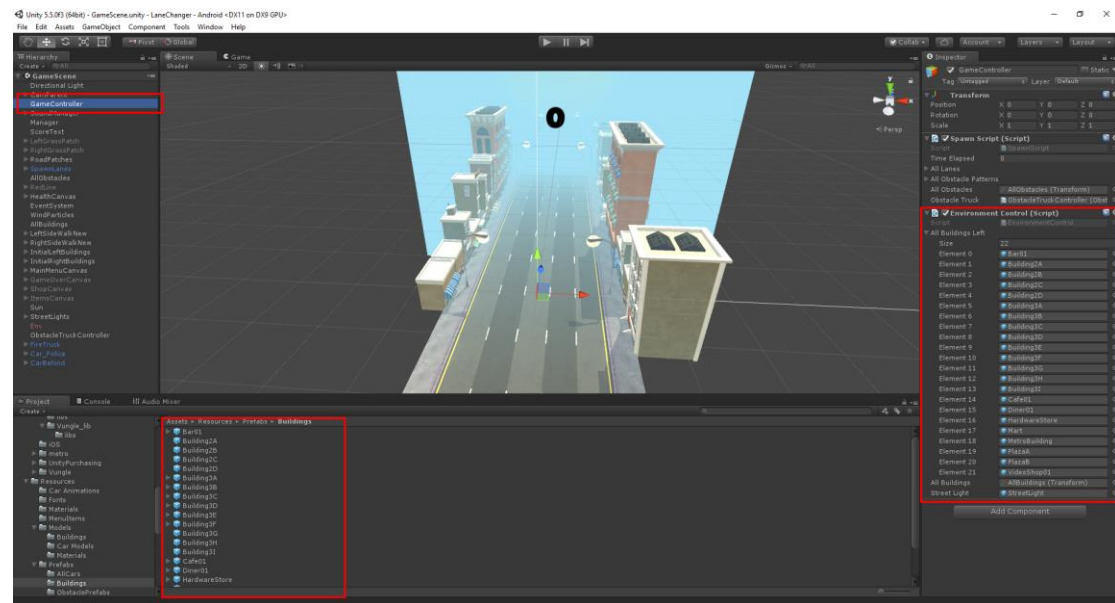
Project Quality Settings:

Shadow quality is set to medium. This can be changed by selecting the Directional Light in the Hierarchy and set Shadow Resolution accordingly.

Other settings can be changed by going to Edit→Project Settings→Quality

Buildings:

All environment buildings prefabs are in Resources/Models/Buildings
Each building prefab has a Buildings.cs file attached to it.
Street lights also have the Buildings.cs file attached to them.



Flashing Sky:

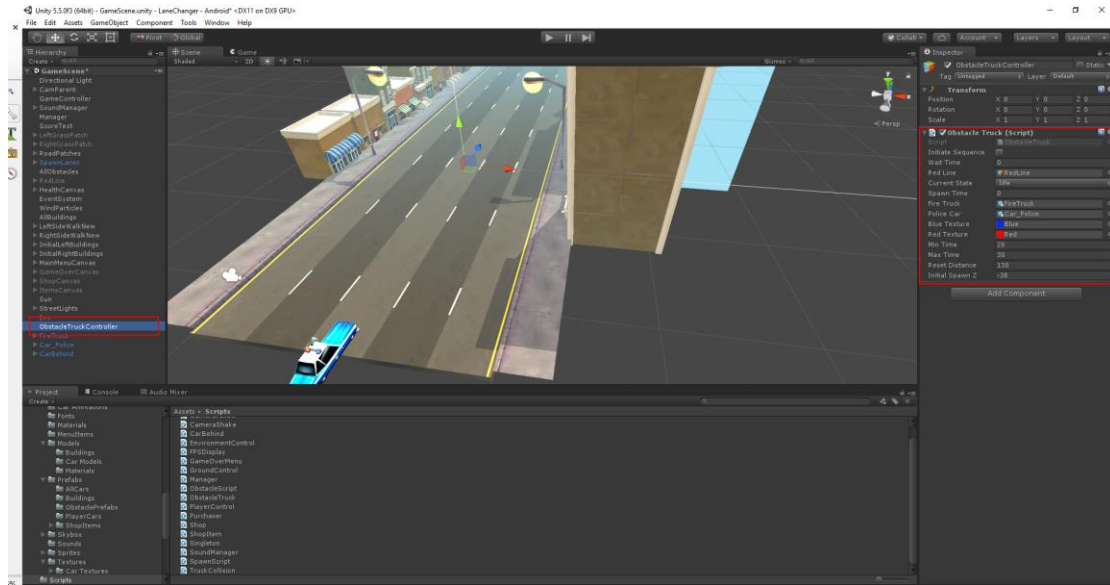
The red flashing sky on player hit is the Resources/Prefabs/RedFlash.prefab file.

Road:

The road is a standard unity cube with a road texture on it. A GroundControl script is attached to it to move the texture so that it feels like the player is moving.

Fire Truck/Police Car:

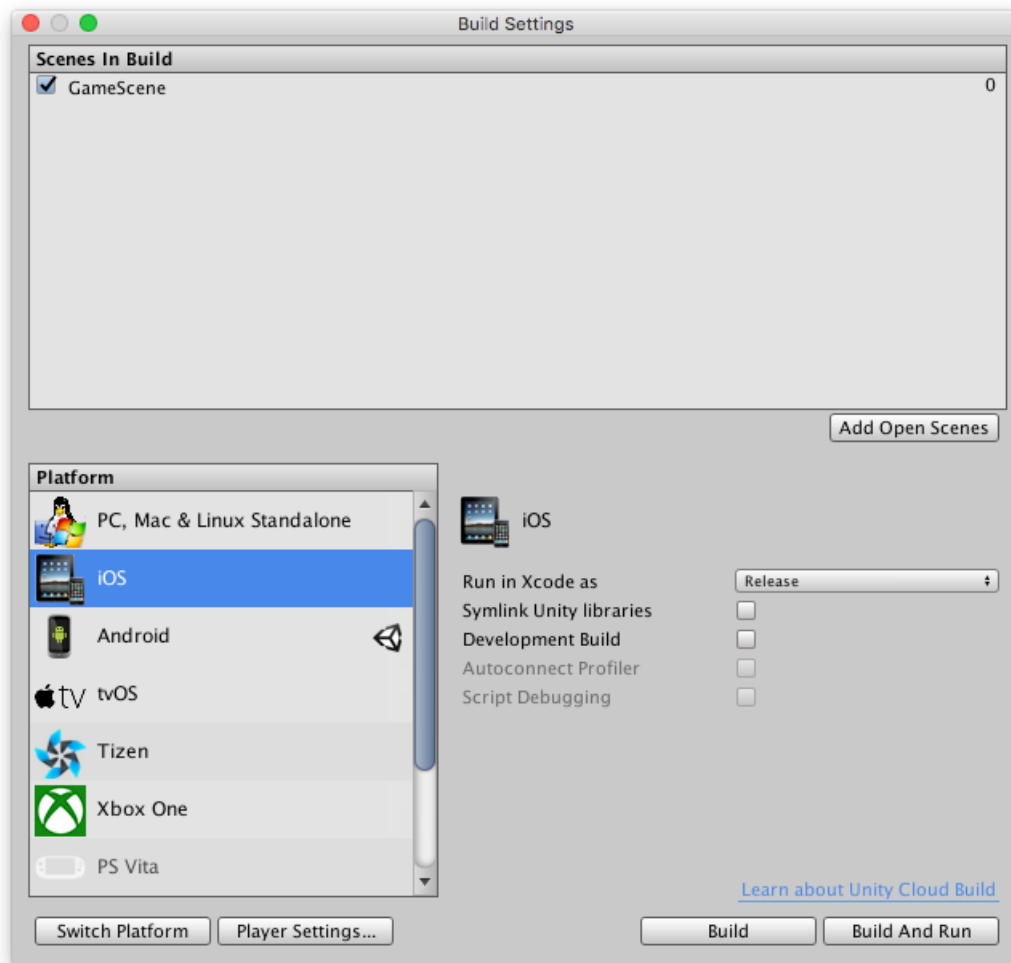
The ObstacleTruckController controls when the Fire Truck/Police Car will appear. All timers are exposed in the script.



Health Canvas:

Broken glass items are in Resources/Sprites

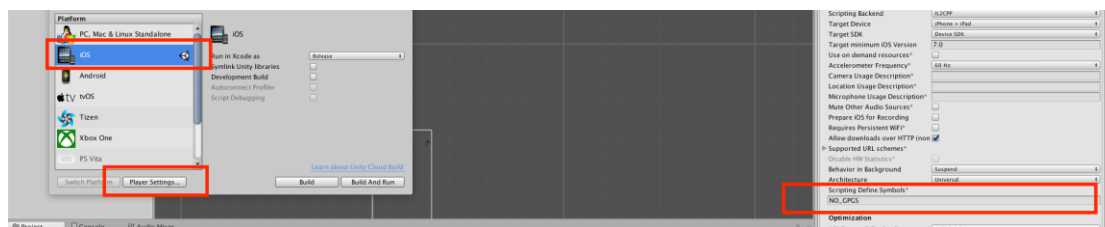
Exporting for iOS:



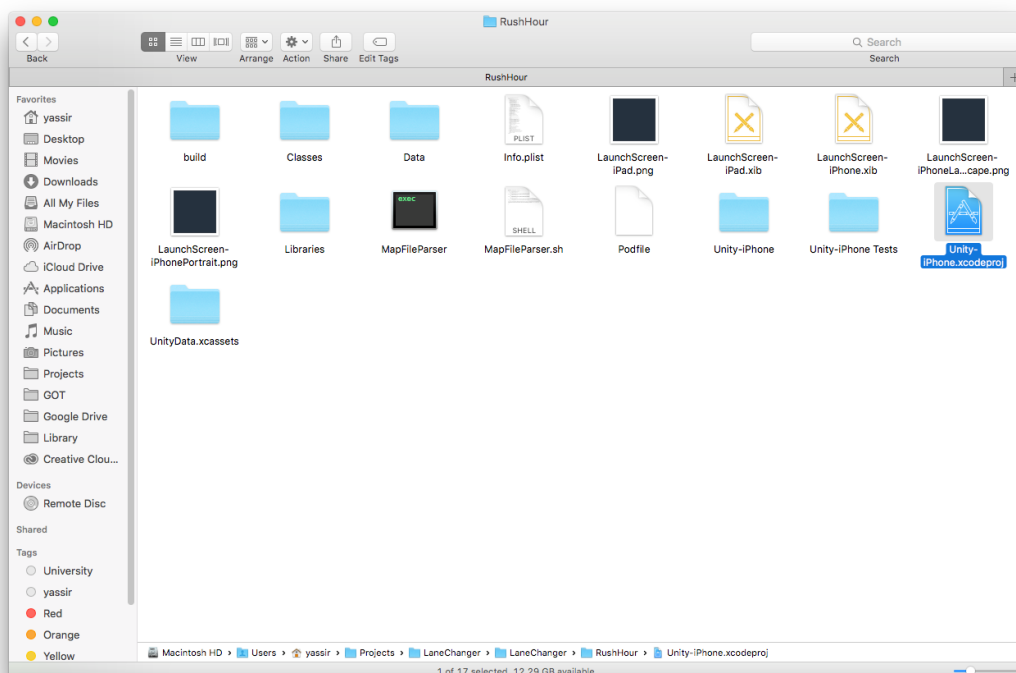
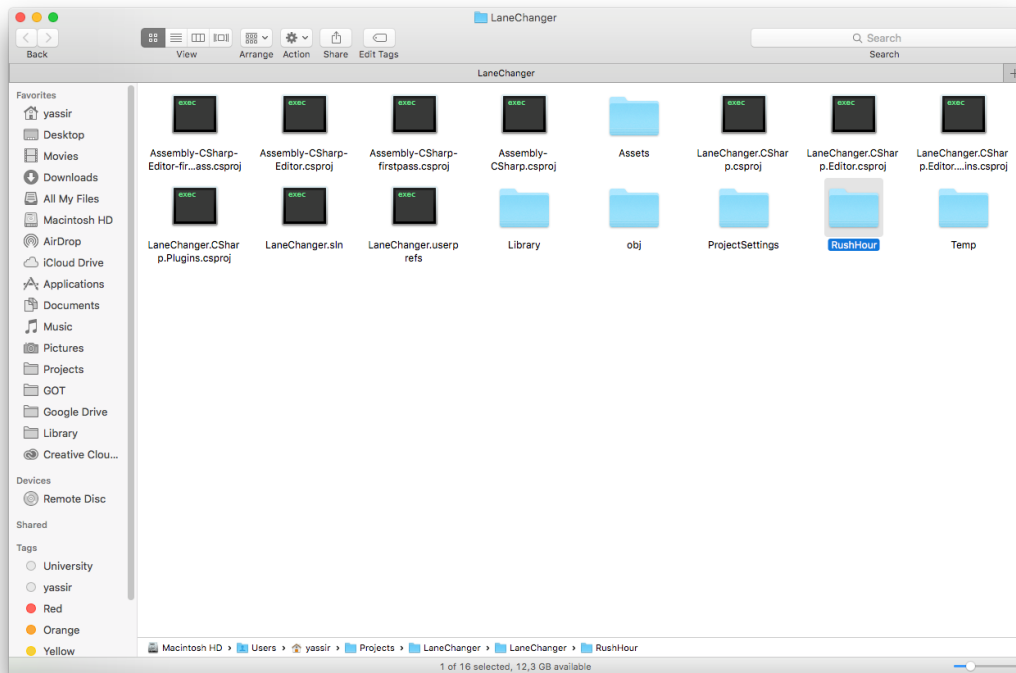
Go to File→Build Settings

Click on Player Settings

- In the Inspector Tab → Other Settings→ Scripting Define Symbols.
- Write NO_GPGS and press Enter.
- Open Player Settings again and confirm that it is set.

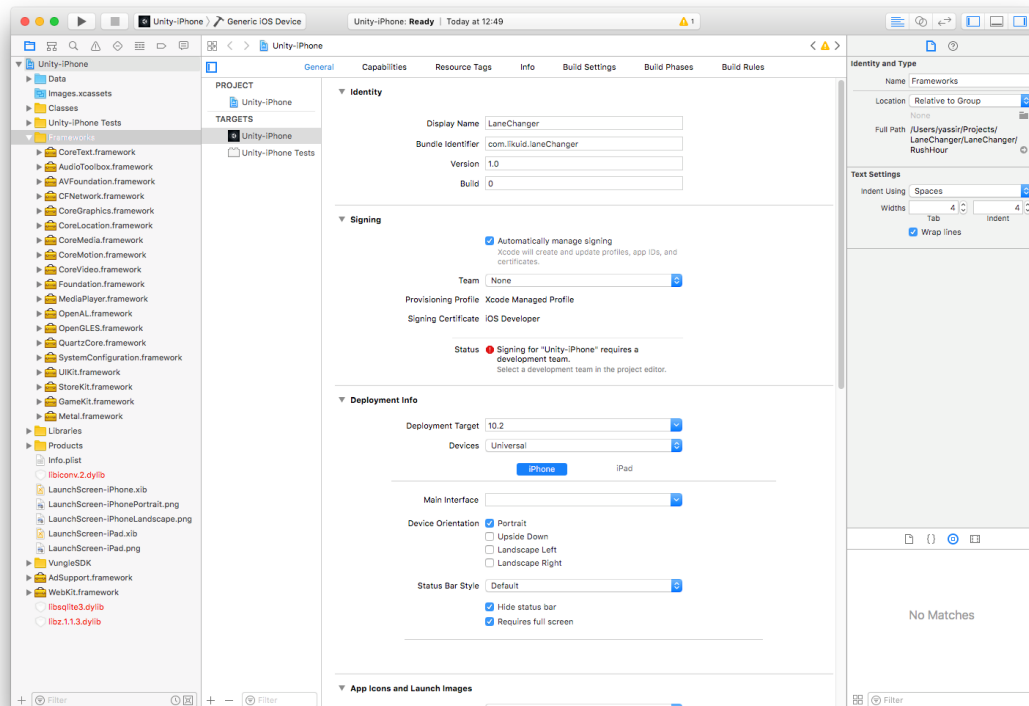


Select iOS and click on build.



Open the Xcode project generated by Unity3d.

- Extract the googlemobileadssdkios.zip file and drag the “GoogleMobileAds.Framework” file to the Xcode project Frameworks folder.
- In Xcode set Enable Modules (C and Objective-C) to Yes in Build Settings



- 1- Set the Bundle Identifier accordingly.
- 2- Set Deployment Target to the latest available.

Exporting for Android:

Go to File→Build Settings

Select Android and click on build.

Note: You should have the Android SDK installed.

Google play leaderboard:

Follow step 3 and 4 from the following tutorial link.

<http://www.theappguruz.com/blog/leaderboard-setup-for-android-in-unity>