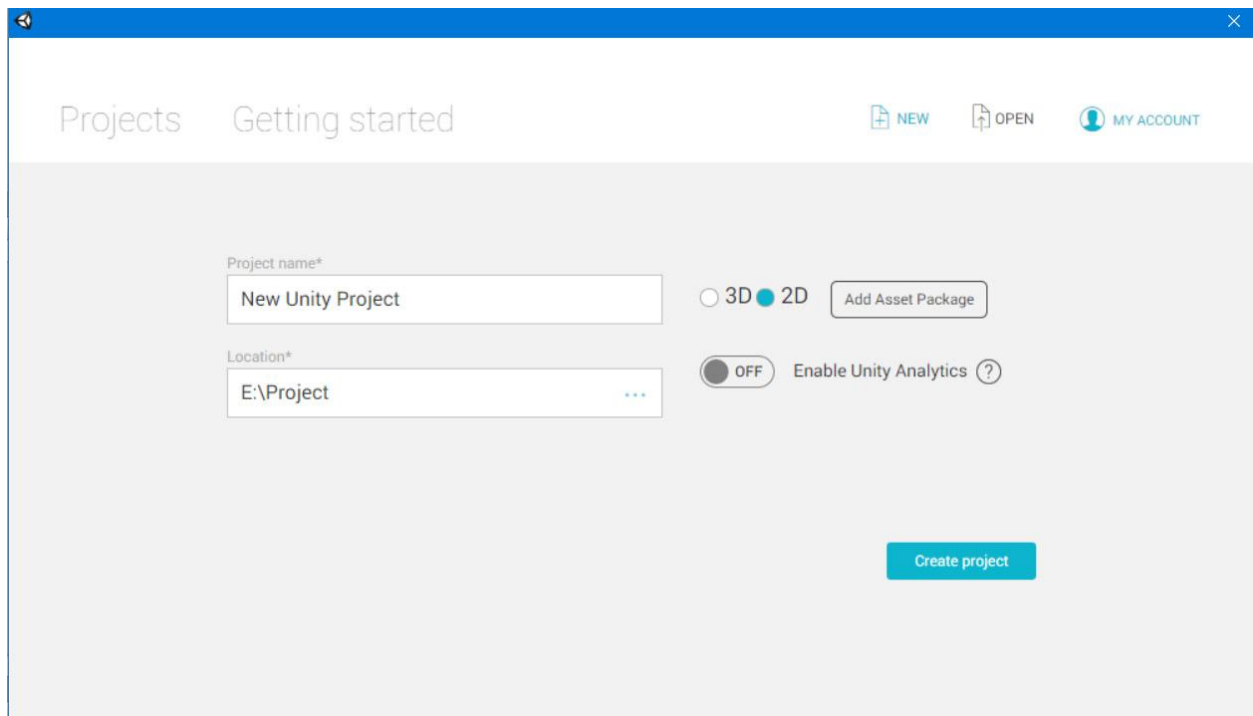# SeaSnake Jump

Thank you for purchasing the "**SeaSnake Jump**" game template. This is a full Unity template that gives you a quick and easy way to create a simple puzzle game or can be used as a starting base to learn Unity and C# programming.
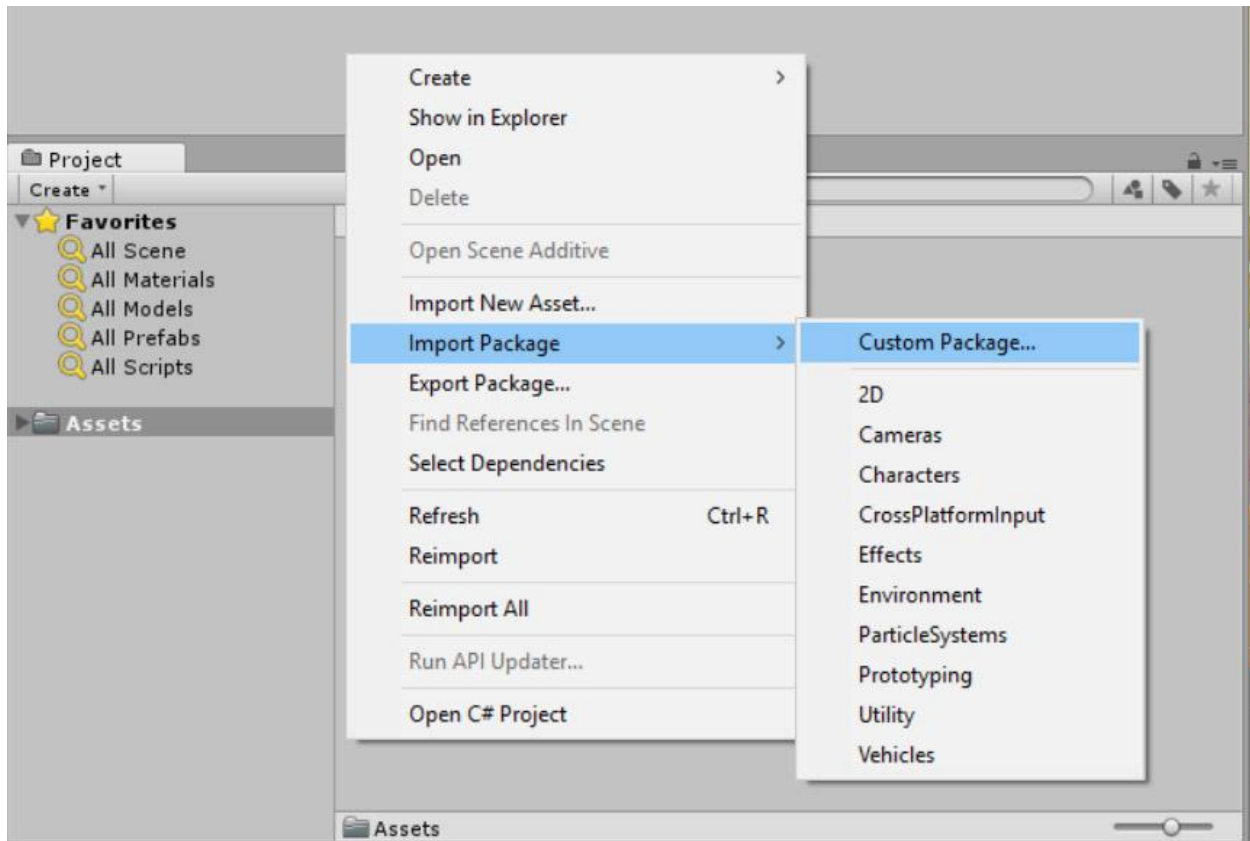
This game can be built for android, iOS & Windows Phone.

It is strongly recommended to import this package in an empty project.

Create a new 2D Unity project and import this template.
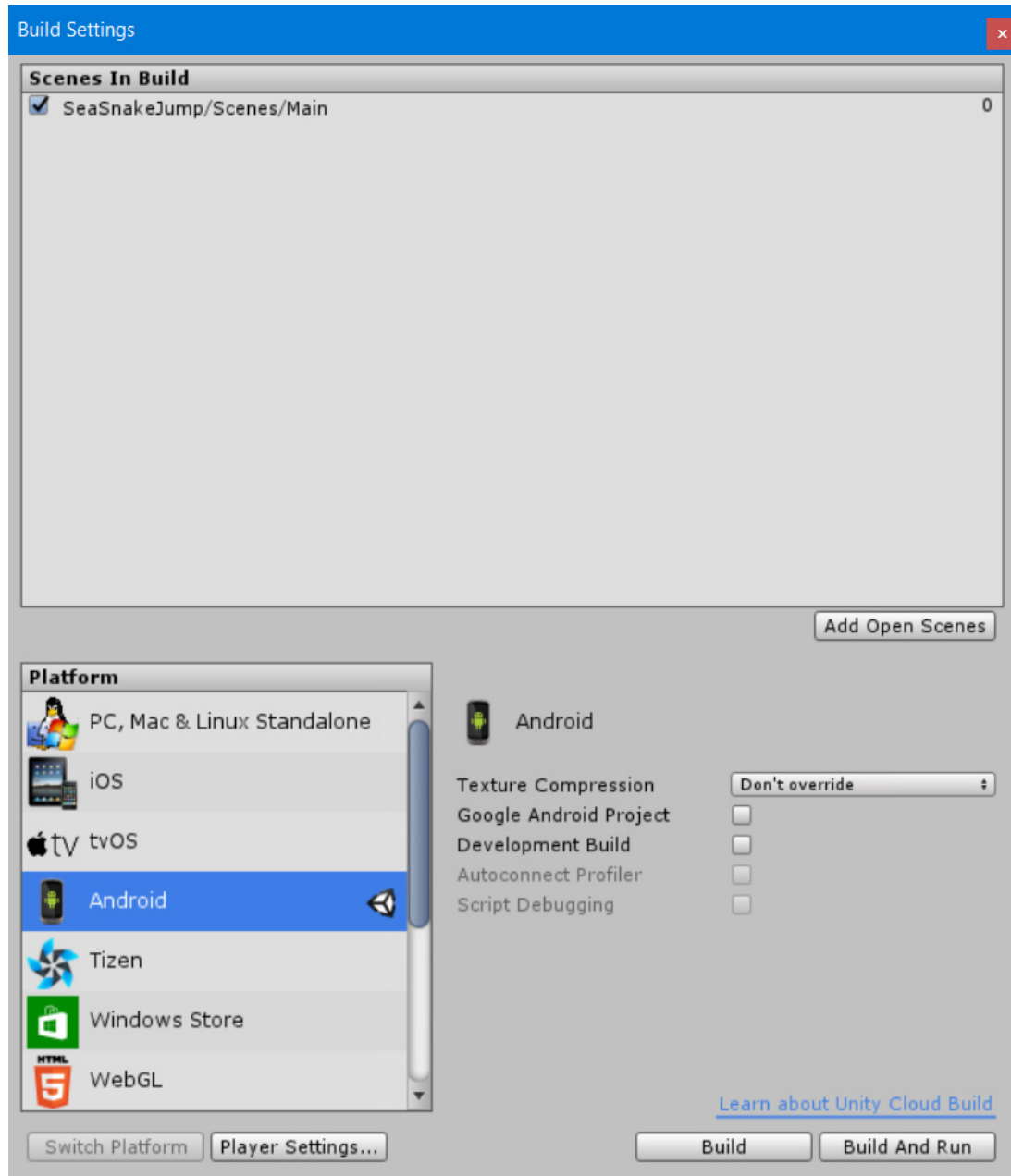

Picture 01

Picture 02

VERSION HISTORY

Version 1.0
- Initial release.
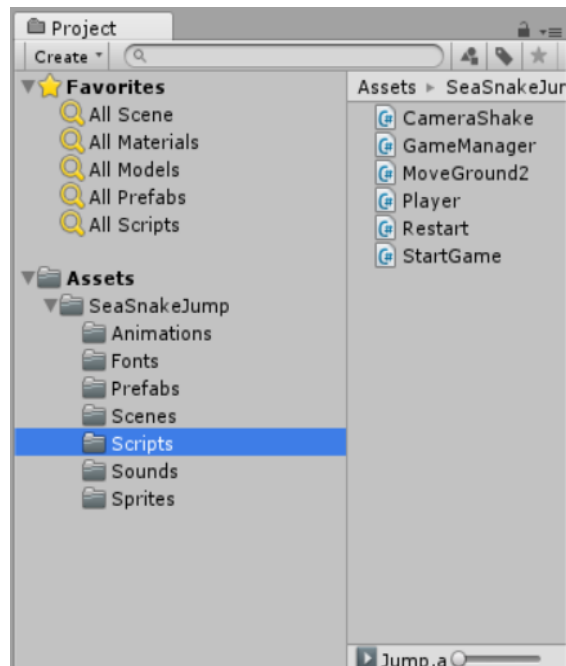
BUILD SETTINGS

Make sure you have added these scenes .

Picture 03

Scripts:

All scripts are under Scripts folder.

Picture 04

CameraShake.cs:
A simple script to shake the camera when the player Die.

GameManager.cs
A script to manage game and control it.

MoveGround2.cs
A script to move Ground2 in game.

Player.cs:
This script is attached go the GameObject "Snake".
In charge to detect the input, and to jump the player, and detect collisions.
You can change the speed of the jump in this GameObject "Max Jump" and also can change speed of player in "Max Speed" field.

Restart.cs
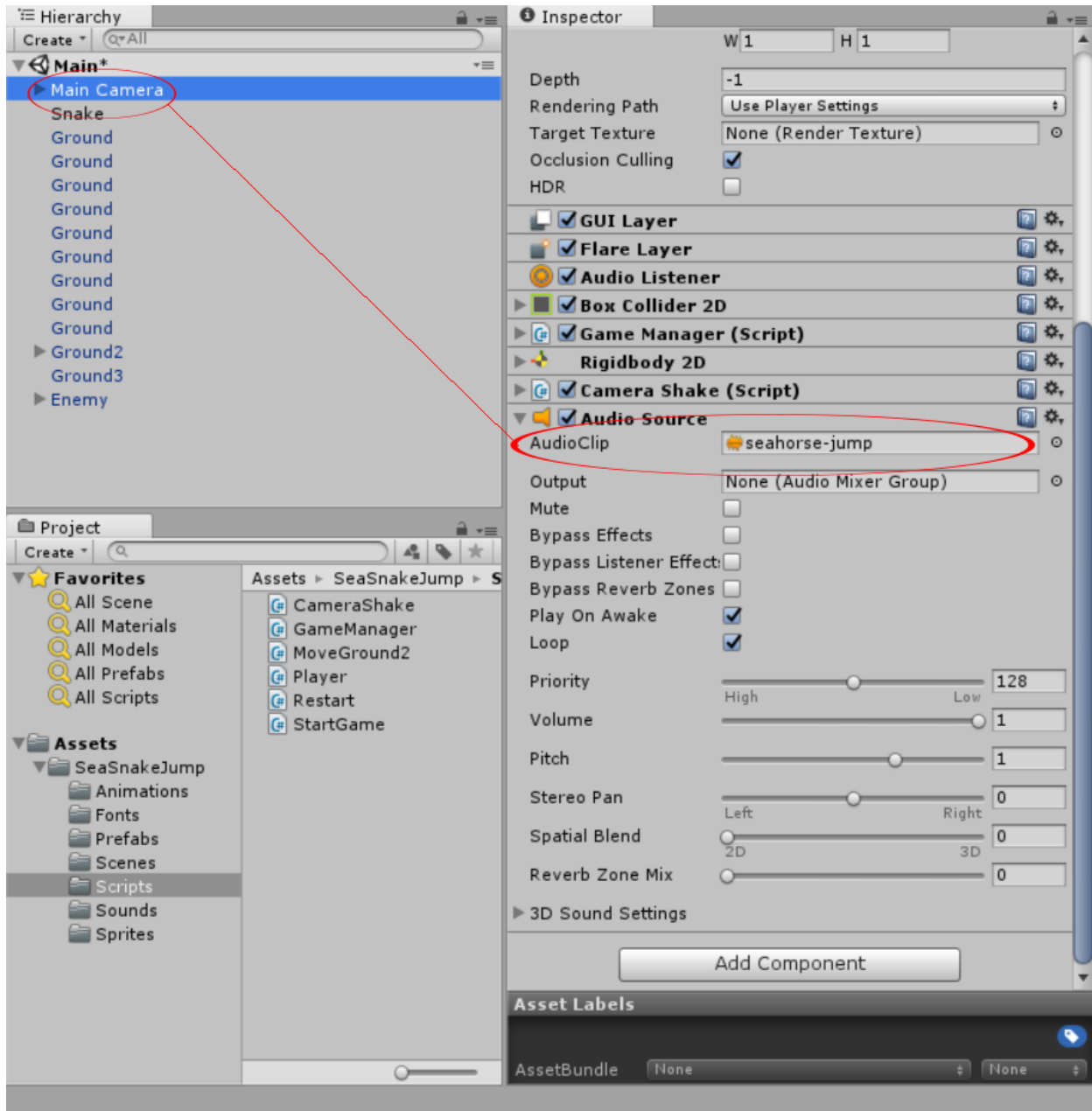A script for Restart Button to Restart Game.

StartGame.cs:
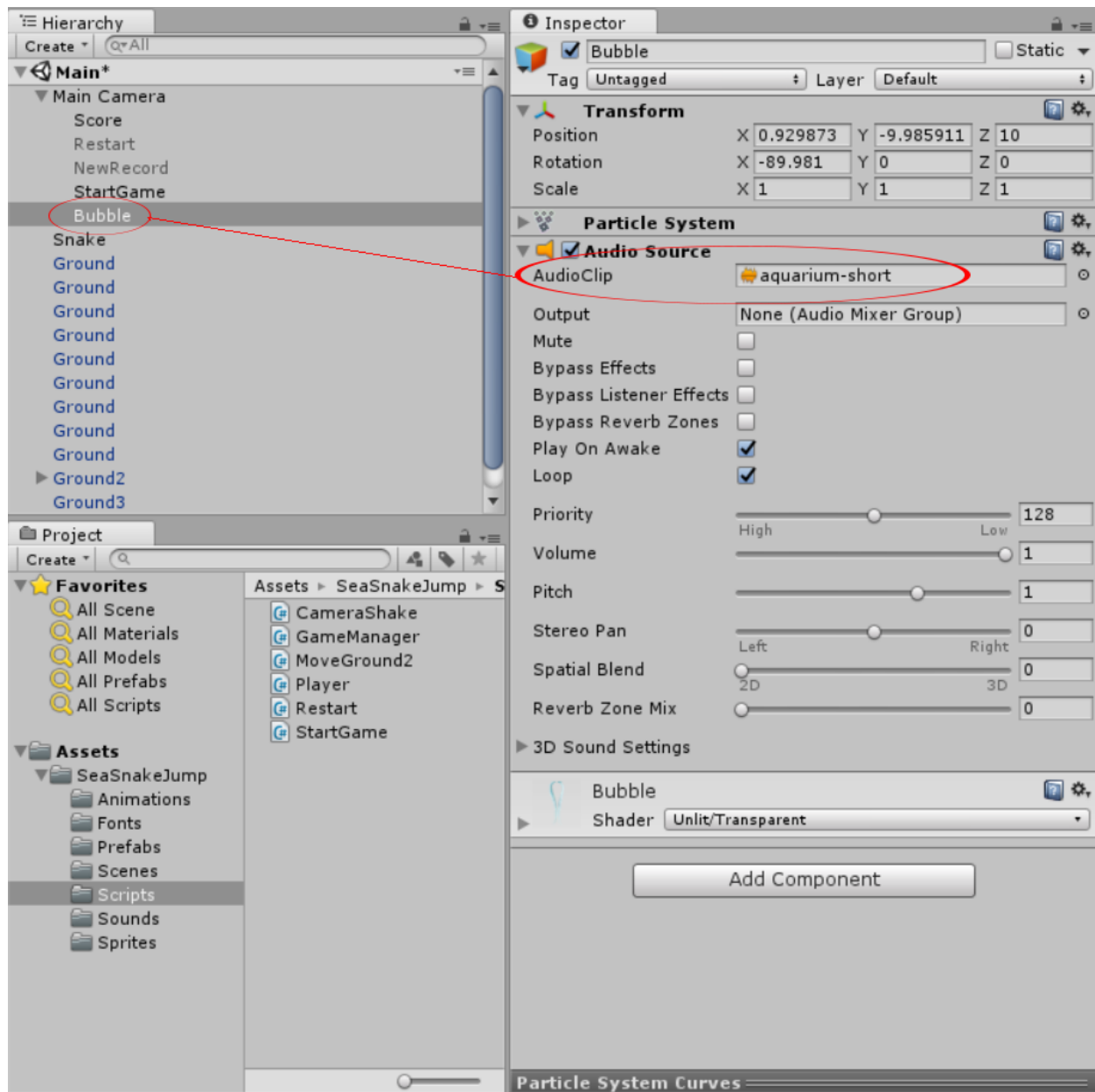A script To Control touch for start game.

Music and FXs:

To Change Sounds: Find the GameObject "Main Camera" and add your Audioclip in the "Audioclip" field to change background music(Picture 05). to change water sound Find the GameObject "Bubble" and add your Audioclip in the "Audioclip" field (Picture 06).
also Find the GameObject "Snake" and find the Script "Player.cs" and add your three Audioclips in the "JumpSound" array field (Picture 07).
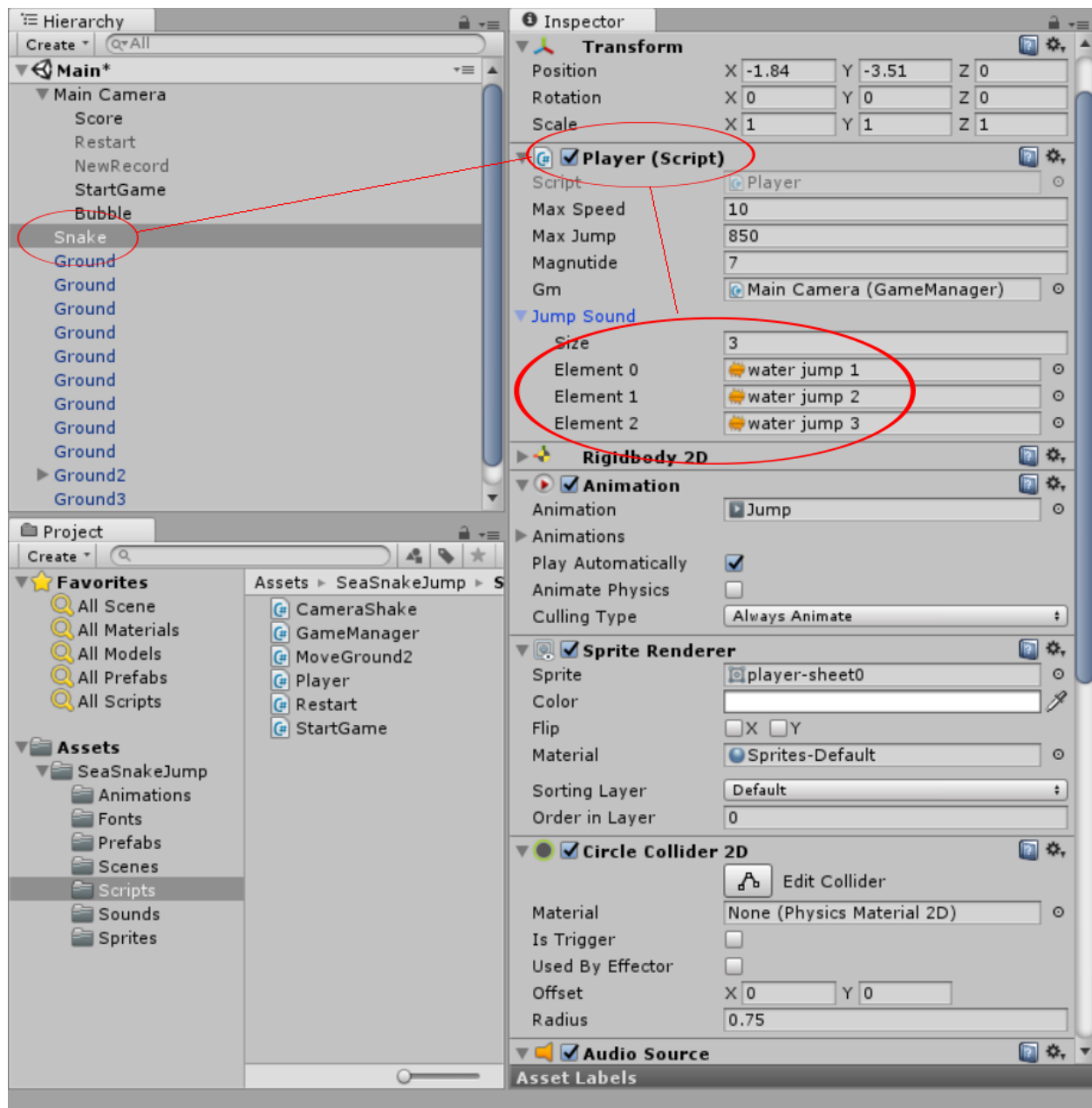
Important note: All of the sounds that are used in the game are in Sounds folder.
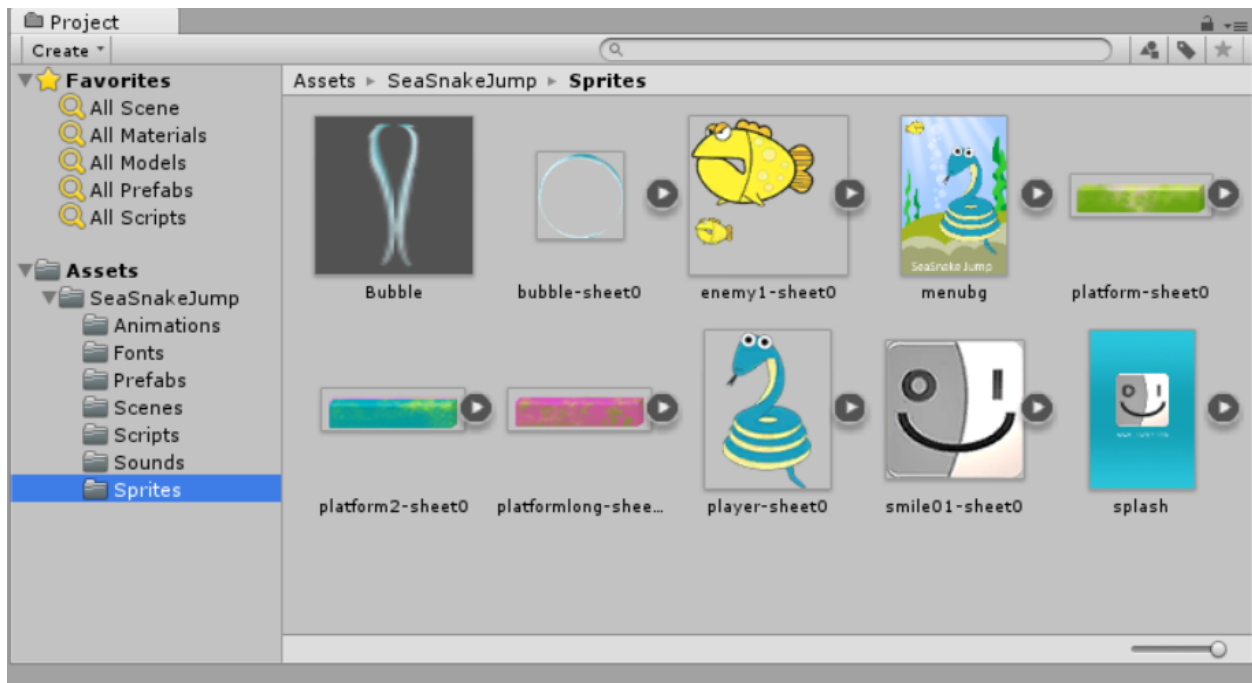

Picture 05

Picture 06

Picture 07

Reskin:

As you can see in the below image, All of the images that are used in the game are in Sprites folder. you can change the default images with the new ones that you want.

Important note: For changing the game's default images, new images should have the same size and name as default ones.

Picture 08

Support:
Email us at: digismile.co.nz@gmail.com