

LeftOrRight

Hyper-Casual 2D Game Template

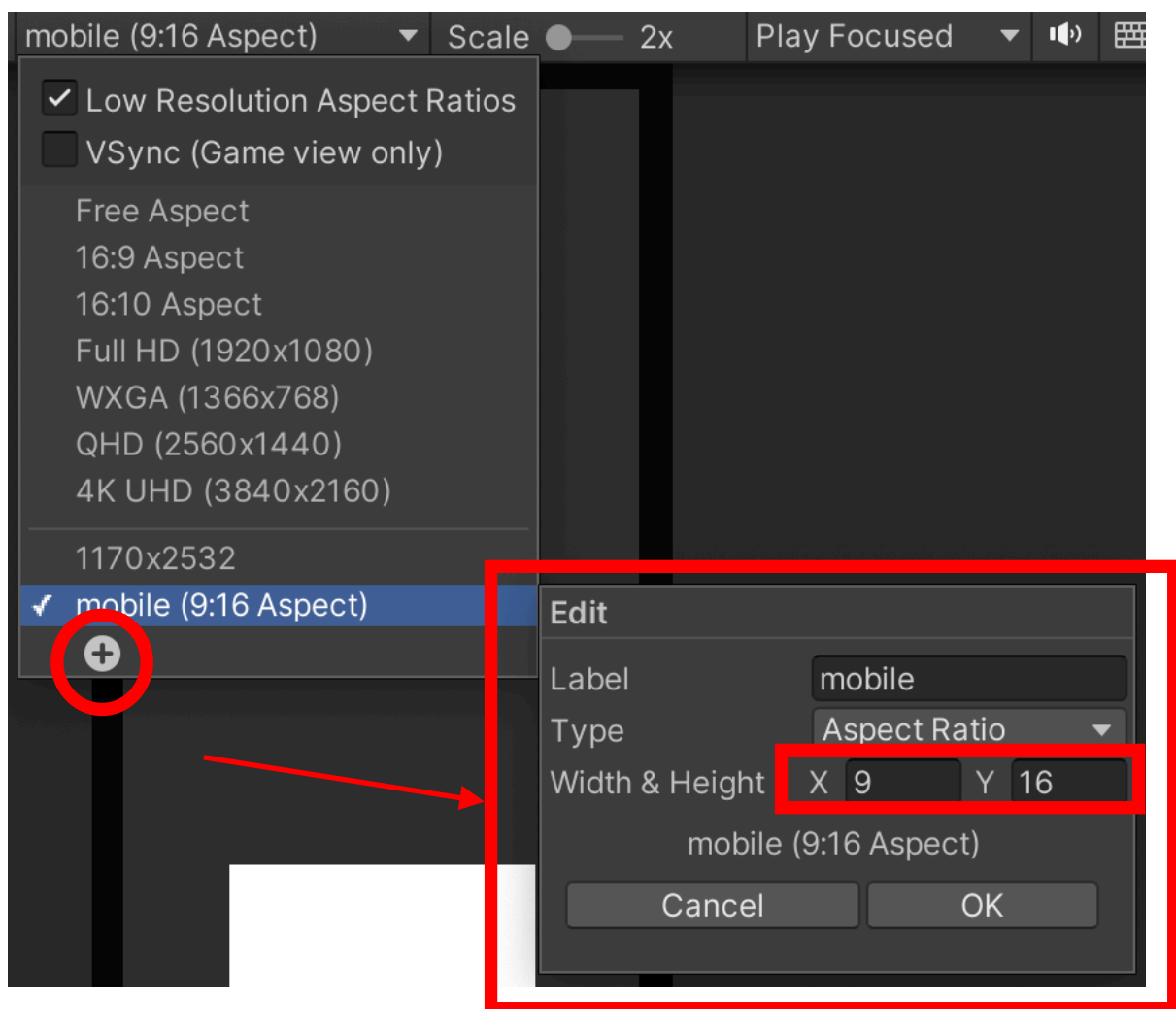


How To Remove Errors

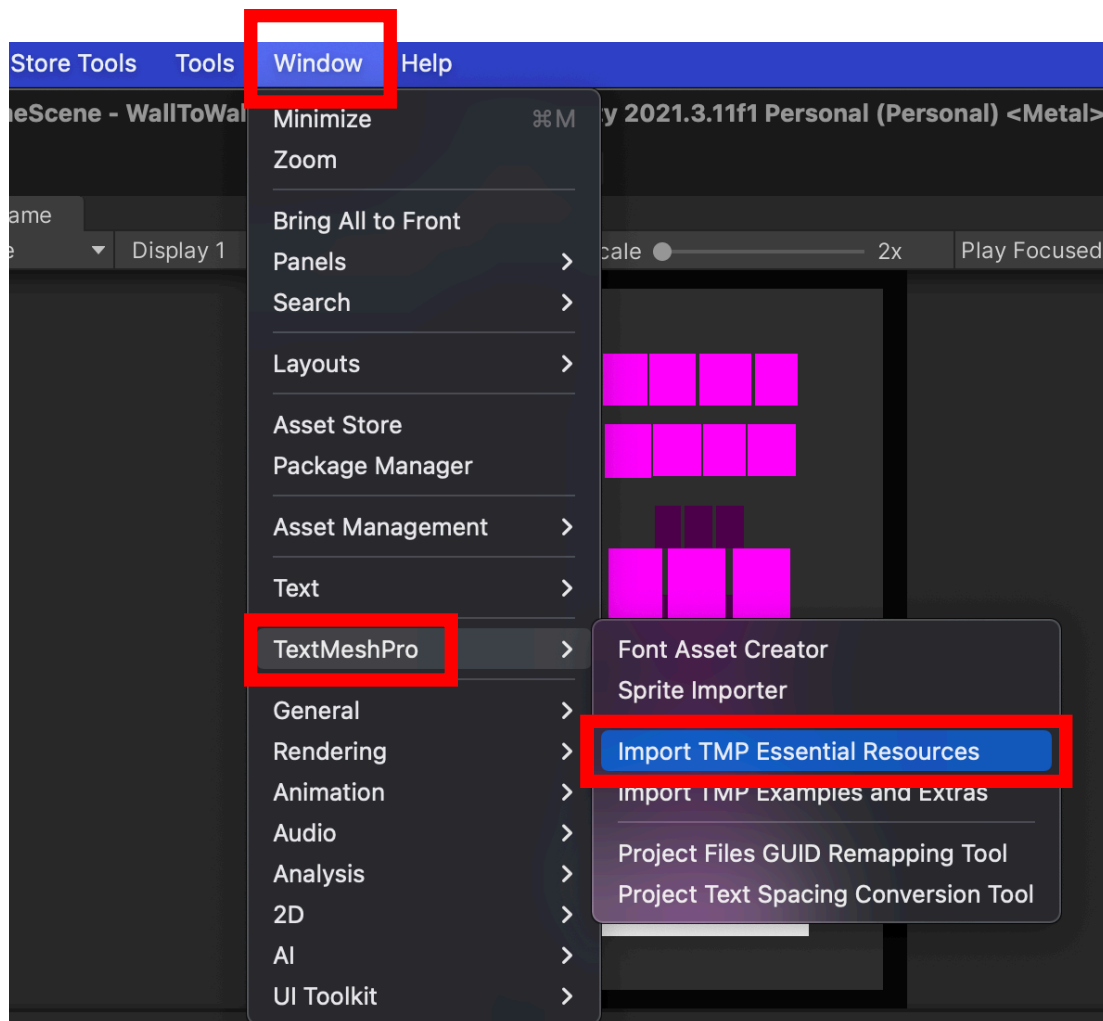
1. Set Game View aspect to 9:16 Aspect Ratio
2. Import Text Mesh Pro essential assets

Please see the information below.

- Set Game View aspect to 9:16 Aspect Ratio



- **Import Text Mesh Pro essential assets**



we strive to provide the best service possible.

If there is a problem with this asset or if you have any questions,
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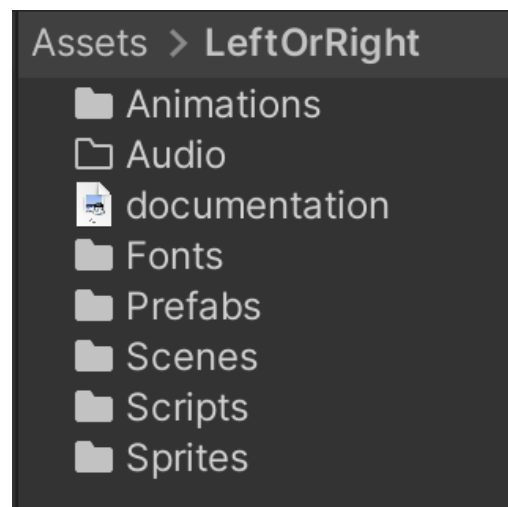
email : soloo@soloo.studio

Download and import **LeftOrRight**

Asset into your project. After that new folders appears under your Assets project folder.

Folder Structure

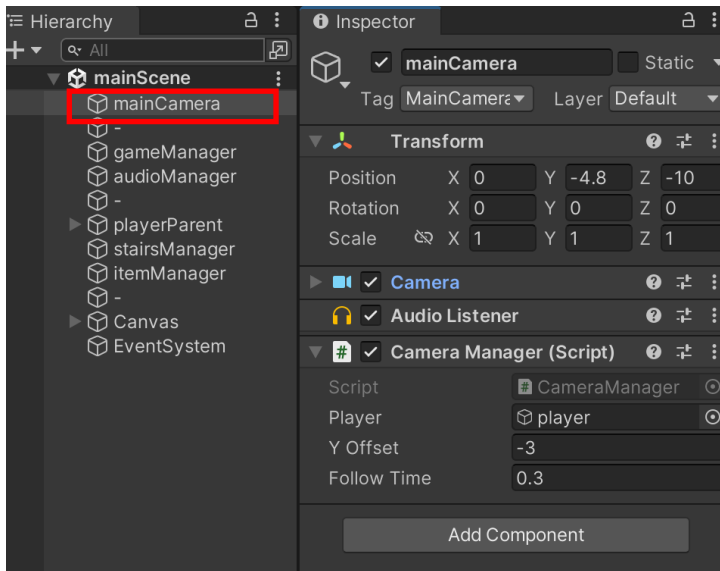
- **Animations** : all animations files used in template
- **Audio** : all audio files used in template
- **Fonts** : all font files used in template
- **Prefabs** : all prefabs files used in template
- **Scenes** : all scenes files used in template
- **Scripts** : all scripts files used in template
- **Sprites** : all sprites files used in template



How To Use This Template

Please open the **mainScene**.

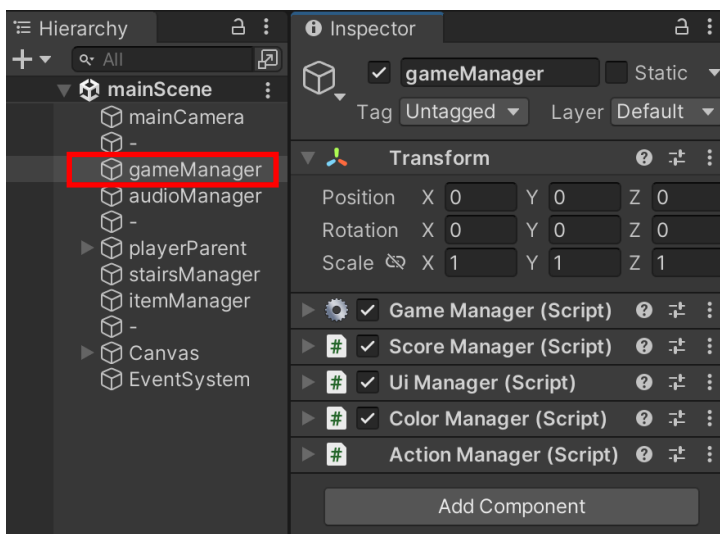
Assets > Boom Boom Rocket > Scenes > mainScene



main Camera

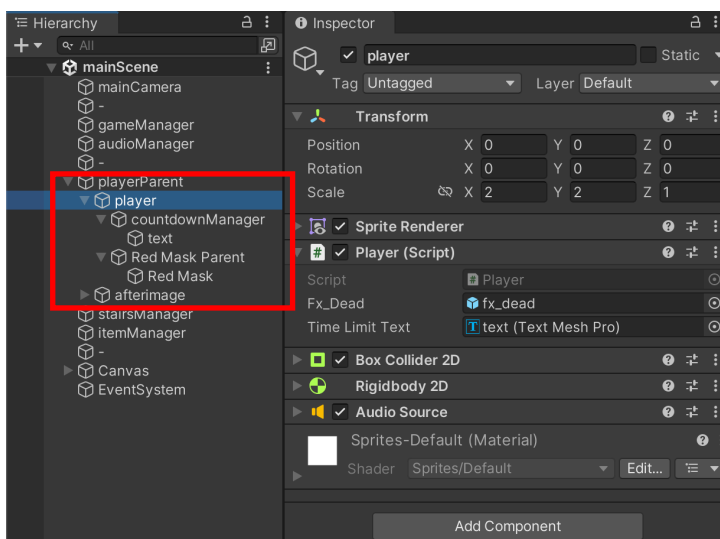
mainCamera(Game Object) has **Camera**

Manager script. You can set follow time and y-axis offset of camera follow.



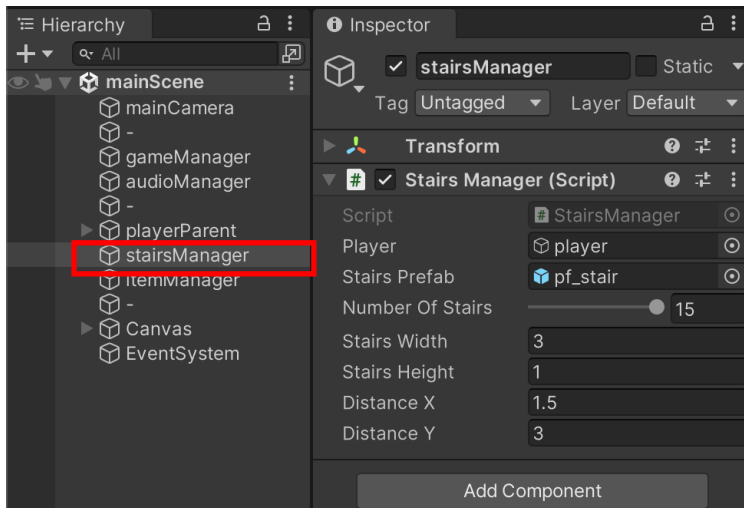
gameManager

gameManager(Game Object) has scripts about game play, score, ui, color and action.



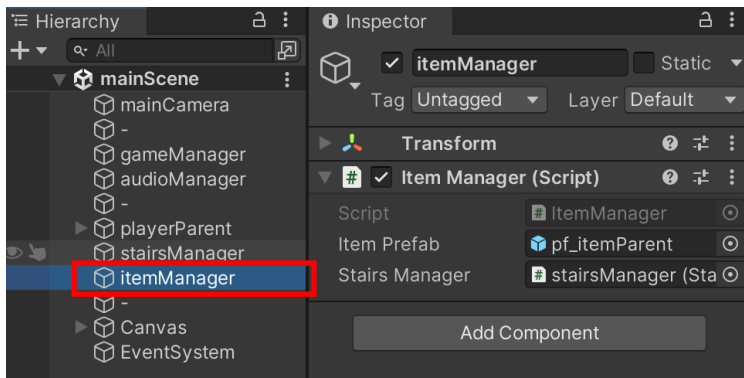
player

The player game object is the child of the playerParent. It has countdownManager and RedMask as child objects, which show the remaining time of the game. There is also an afterImage game object that expresses the afterimage when the player moves.



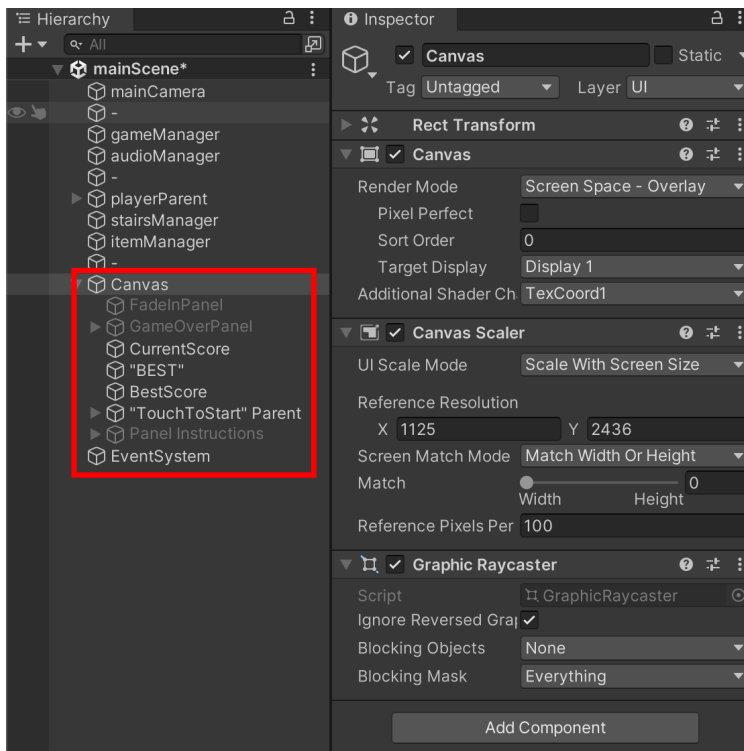
stairsManager

stairsManager(Game Object) has a stairsManager.cs script. You can set values about stairs.



itemManager

itemManager(Game Object) has a ItemManager.cs script.



Canvas

There are ui of this game.

All scripts have comments to help you understand.

If you have any questions, please feel free to contact us.

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Thank you for your purchase again!

If you are satisfied with this template,
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We also provide...



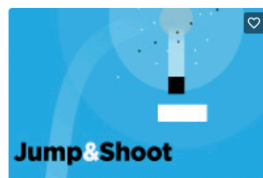
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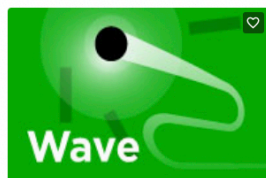
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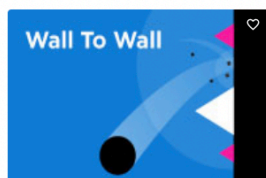
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