

Jump And Shoot

Hyper-Casual 2D Game Template

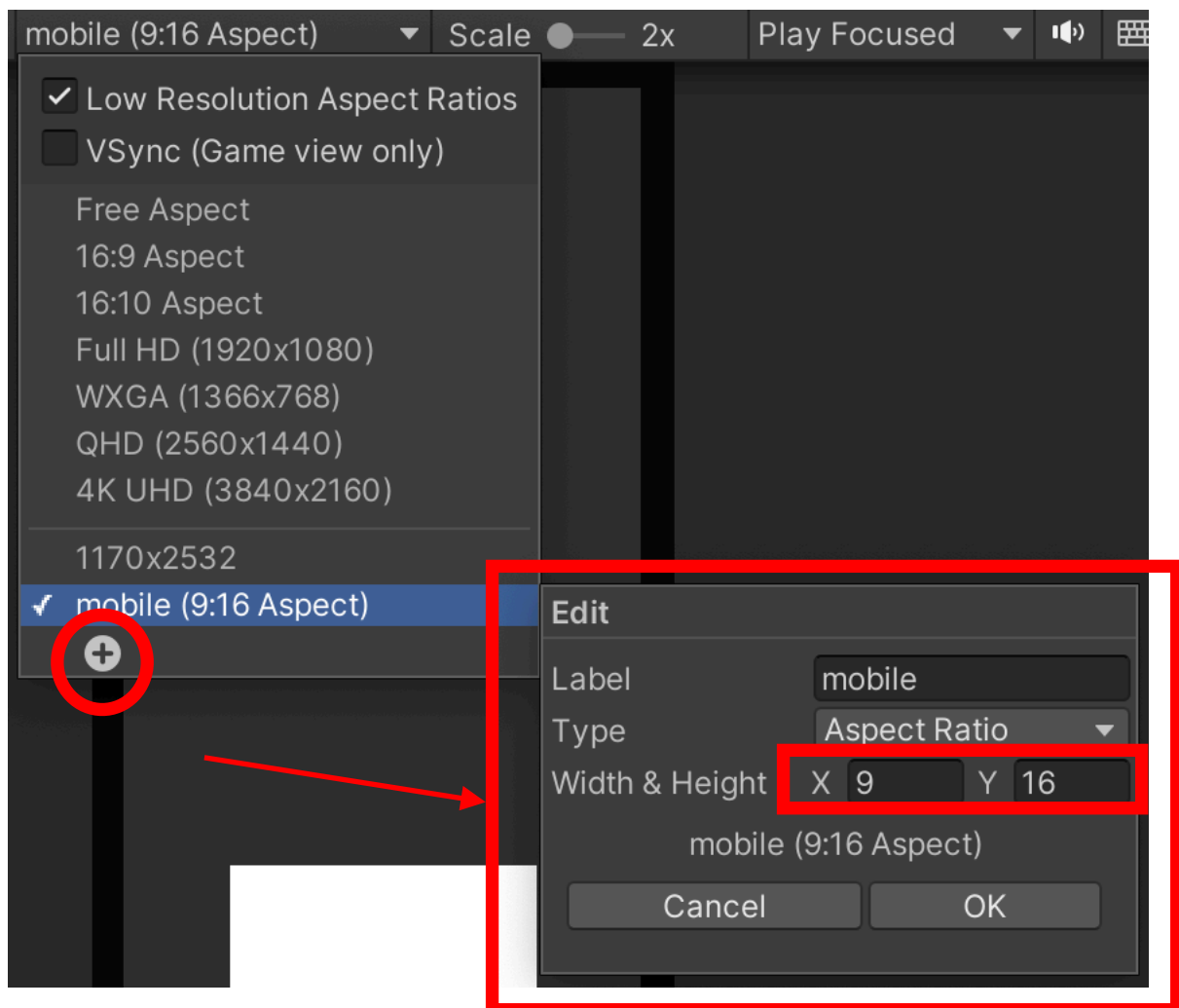


How To Remove Errors

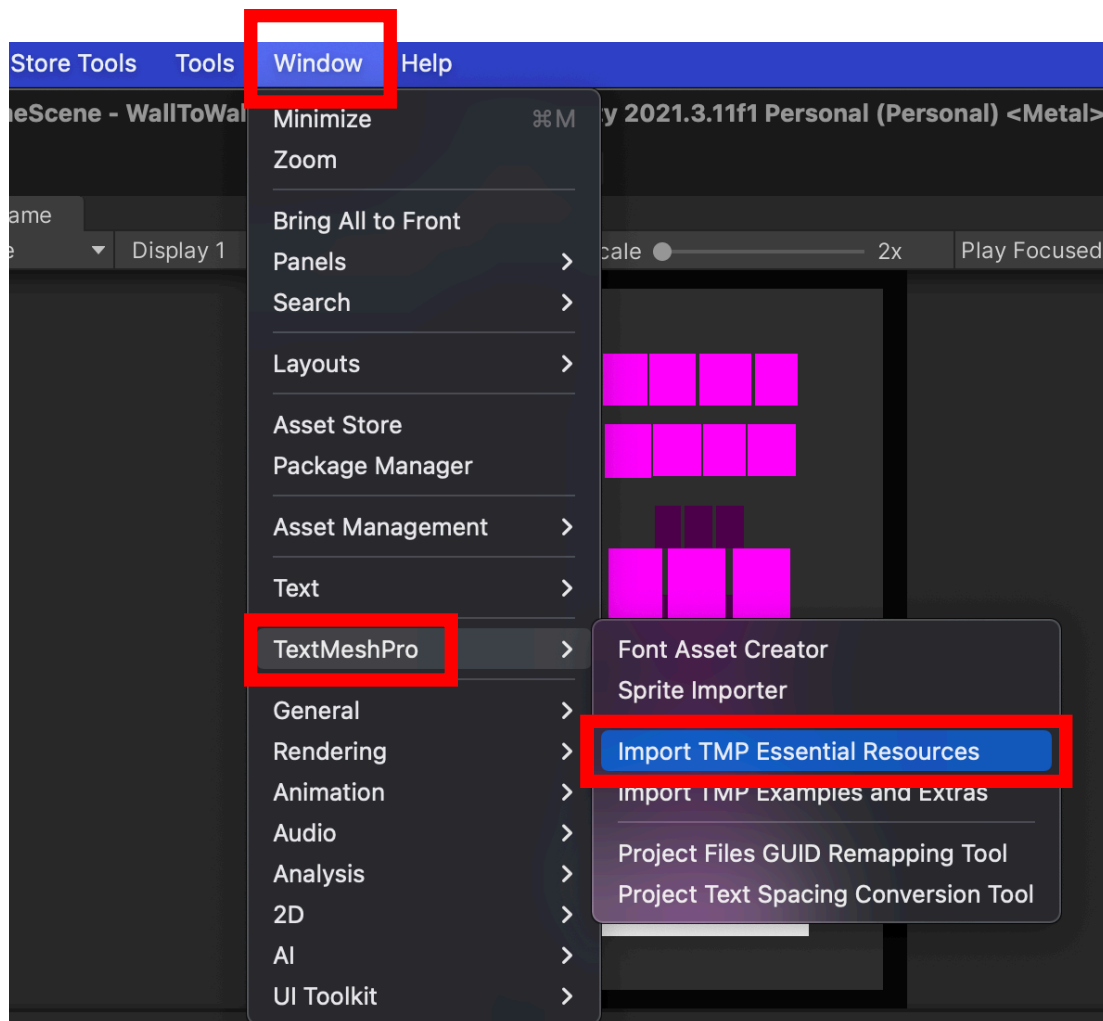
1. Set Game View aspect to 9:16 Aspect Ratio
2. Import Text Mesh Pro essential assets
3. Download & Import [DOTween \(HOTween v2\)](#)

Please see the information below.

- **Set Game View aspect to 9:16 Aspect Ratio**



- Import Text Mesh Pro essential assets

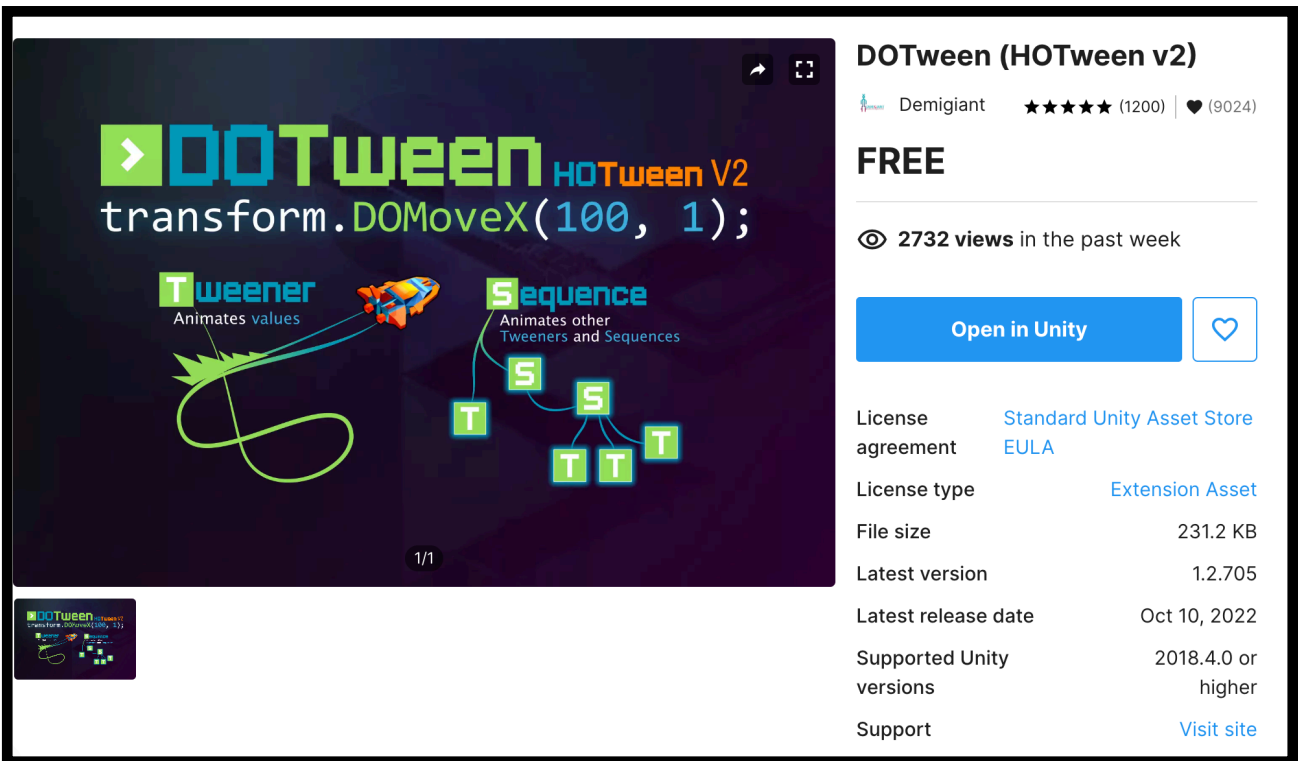


- Download & Import [DOTween \(HOTween v2\)](#)

This package needs DOTween (HOTween v2) packages in order to work. (It's FREE)

Visit the link below and make sure to install the DOTween (HOTween v2) Asset.

-> [DOTween \(HOTween v2\)](#)



The screenshot shows the Unity Asset Store page for the DOTween (HOTween v2) asset. The main visual is a dark-themed preview image with the DOTween logo and the code `transform.DOMoveX(100, 1);`. It also features diagrams for 'Tweeners' (animating values) and 'Sequences' (animating other tweeners and sequences). To the right, the asset details are listed:

- DOTween (HOTween v2)**
- Demigiant ★★★★★ (1200) | ❤️ (9024)
- FREE**
- 👁️ 2732 views in the past week
- [Open in Unity](#) (button)
- License agreement: [Standard Unity Asset Store EULA](#)
- License type: [Extension Asset](#)
- File size: 231.2 KB
- Latest version: 1.2.705
- Latest release date: Oct 10, 2022
- Supported Unity versions: 2018.4.0 or higher
- Support: [Visit site](#)

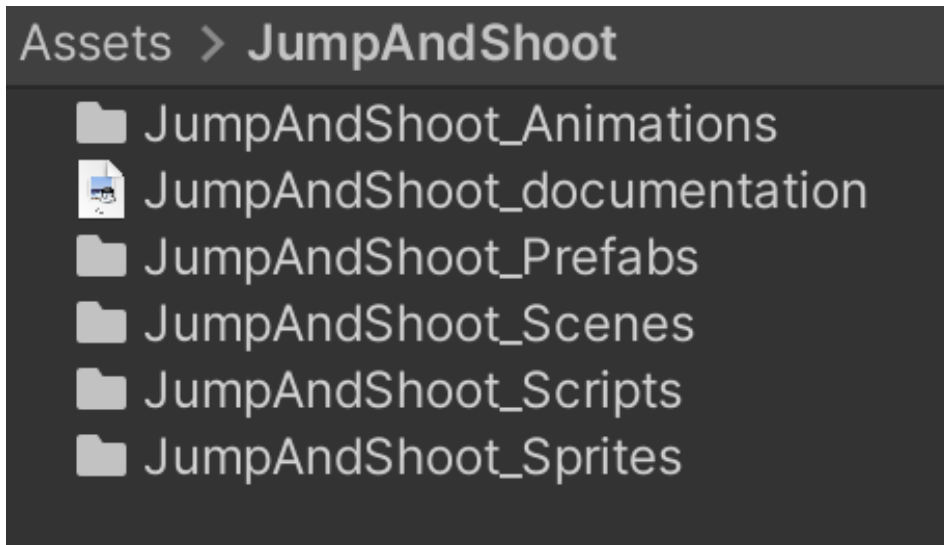
we strive to provide the best service possible.

If there is a problem with this asset or if you have any questions,
please feel free to contact us!

email : soloo@soloo.studio

Download and import **Jump And Shoot**

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



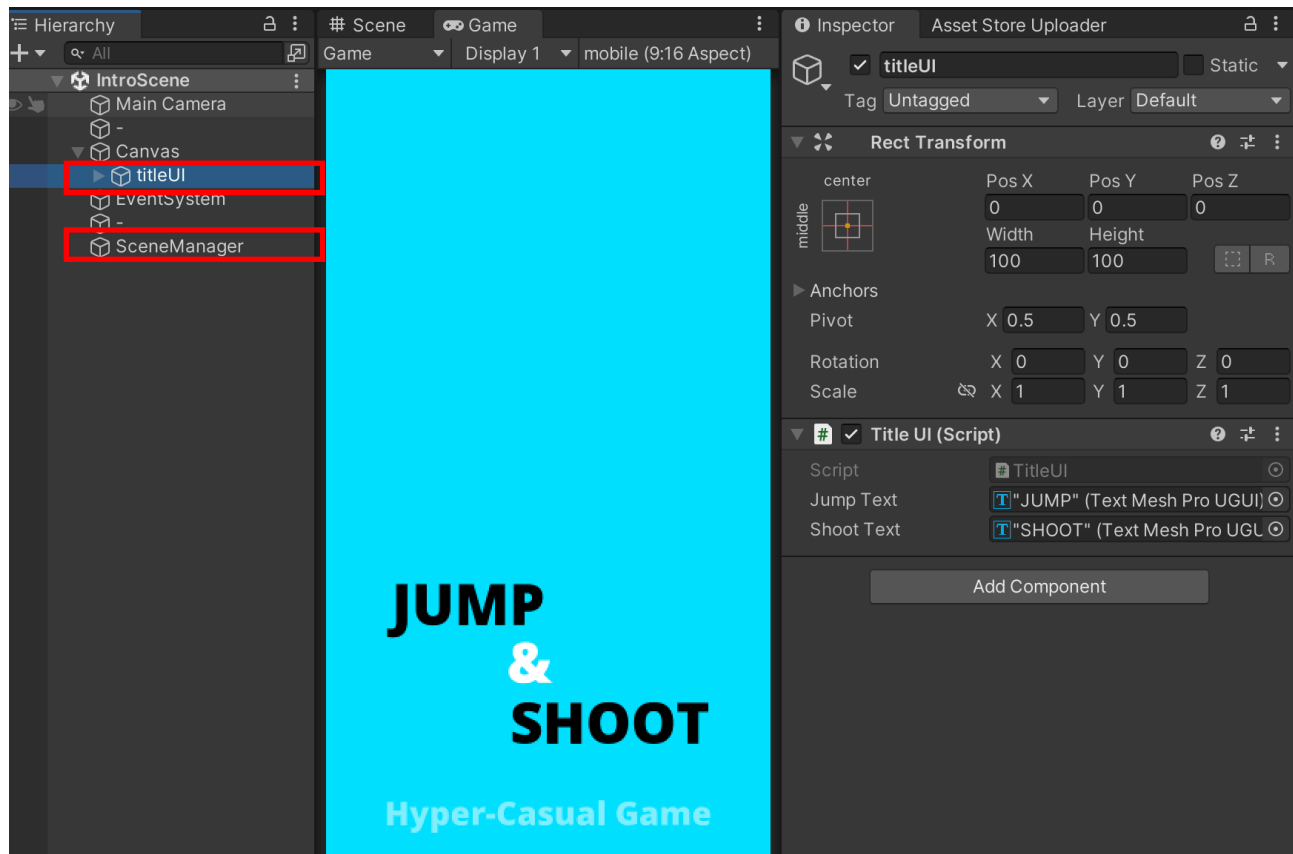
Folder Structure

- **JumpAndShoot_Animations** : all animations files used in template
- **JumpAndShoot_Prefabs** : all prefabs files used in template
- **JumpAndShoot_Scenes** : all scenes files used in template
- **JumpAndShoot_Scripts** : all scripts files used in template
- **JumpAndShoot_Sprites** : all sprites files used in template

How To Use This Template

Please open the IntroScene.

[Assets](#) > [JumpAndShoot](#) > [JumpAndShoot_Scenes](#) > [IntroScene](#)



Canvas > titleUI

titleUI(Game Object) has **TitleUI** script.

TitleUI manage title text animation using Dotween.

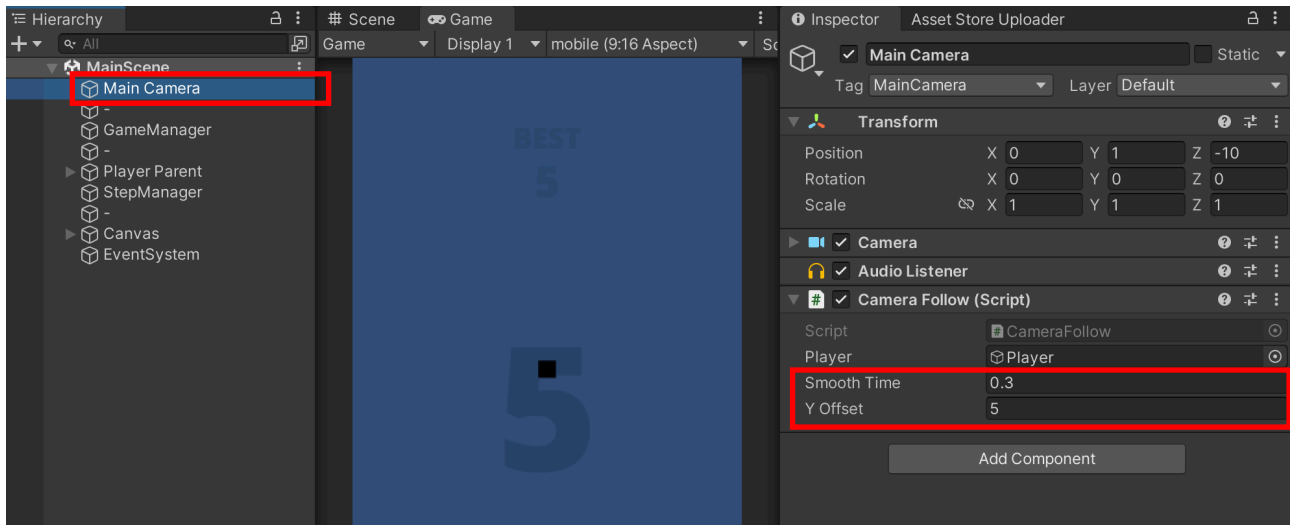
SceneManager

SceneManager(Game Object) has **IntroSceneManager** script.

After waiting for 2 seconds, the IntroScene Manager loads the main scene.

Please open the MainScene.

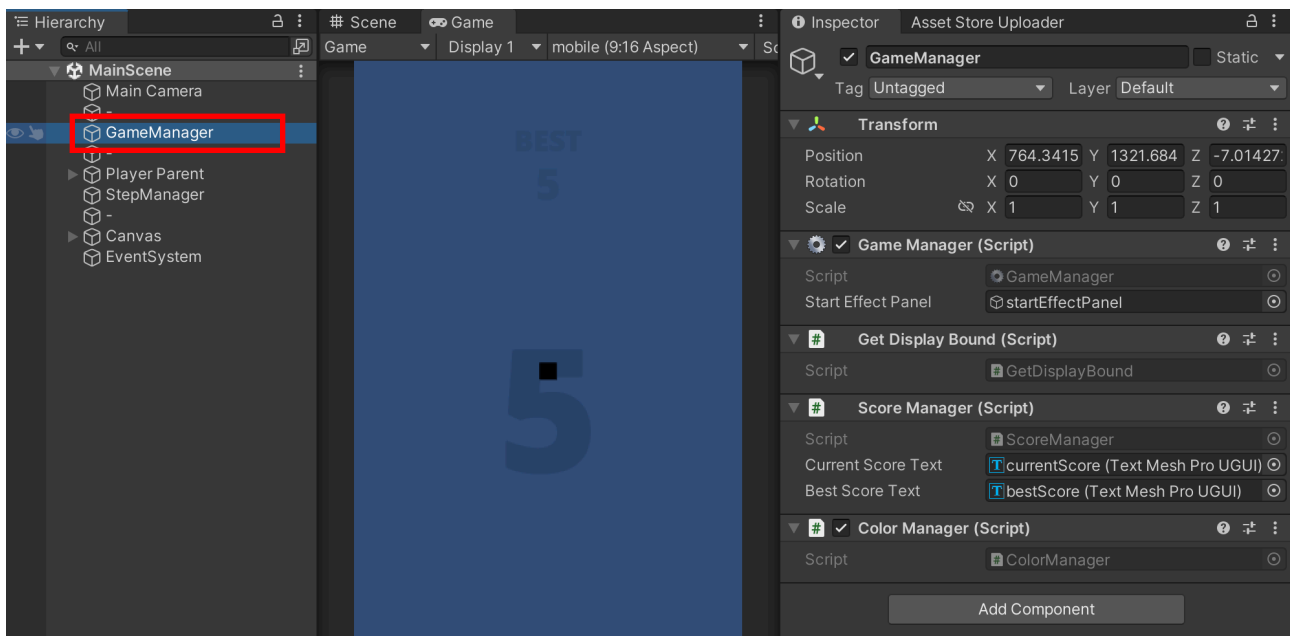
Assets > JumpAndShoot > JumpAndShoot_Scenes > MainScene



MainCamera

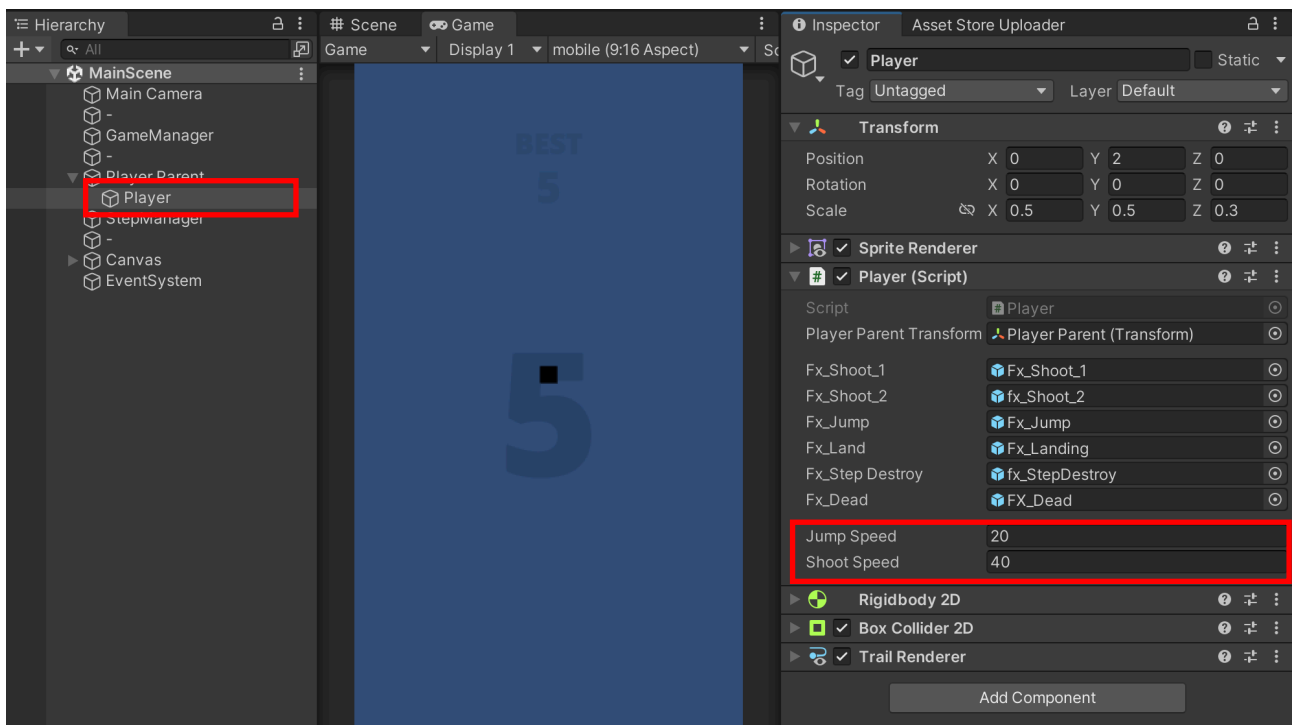
MainCamera(Game Object) has **Camera Follow** script.

You can increase or decrease smoothness and y-axis offset of camera follow.



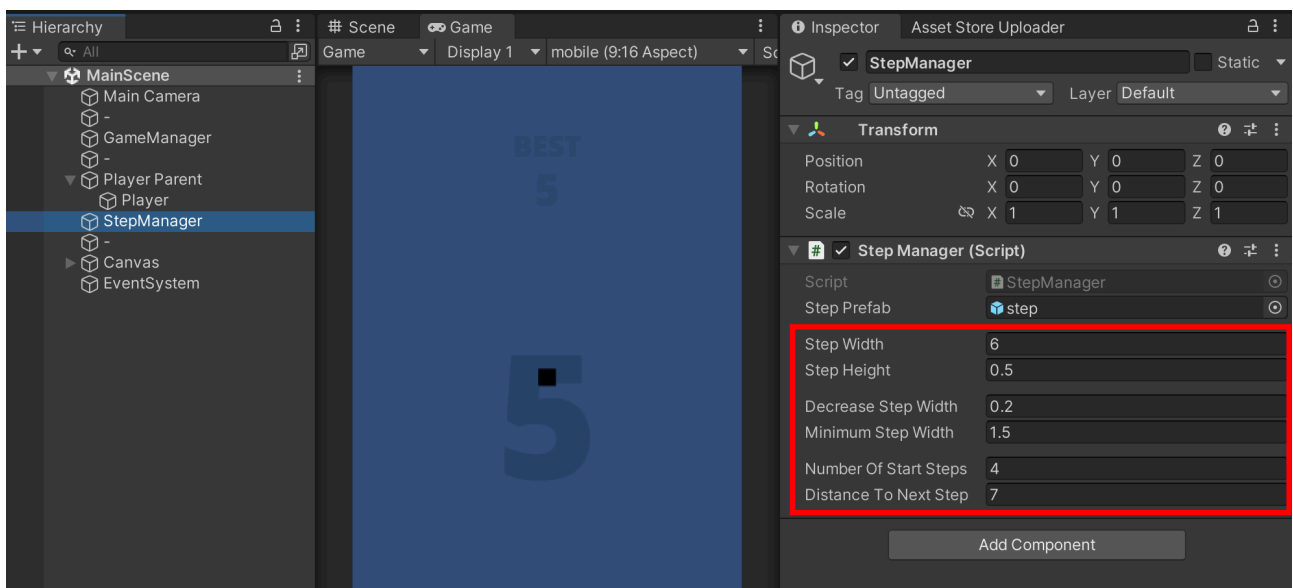
GameManager

GameManager(Game Object) has **GameManager**, **GetDisplayBound**, **ScoreManager**, **ColorManager** script. These scripts manage gameplay, UI, and background colors.



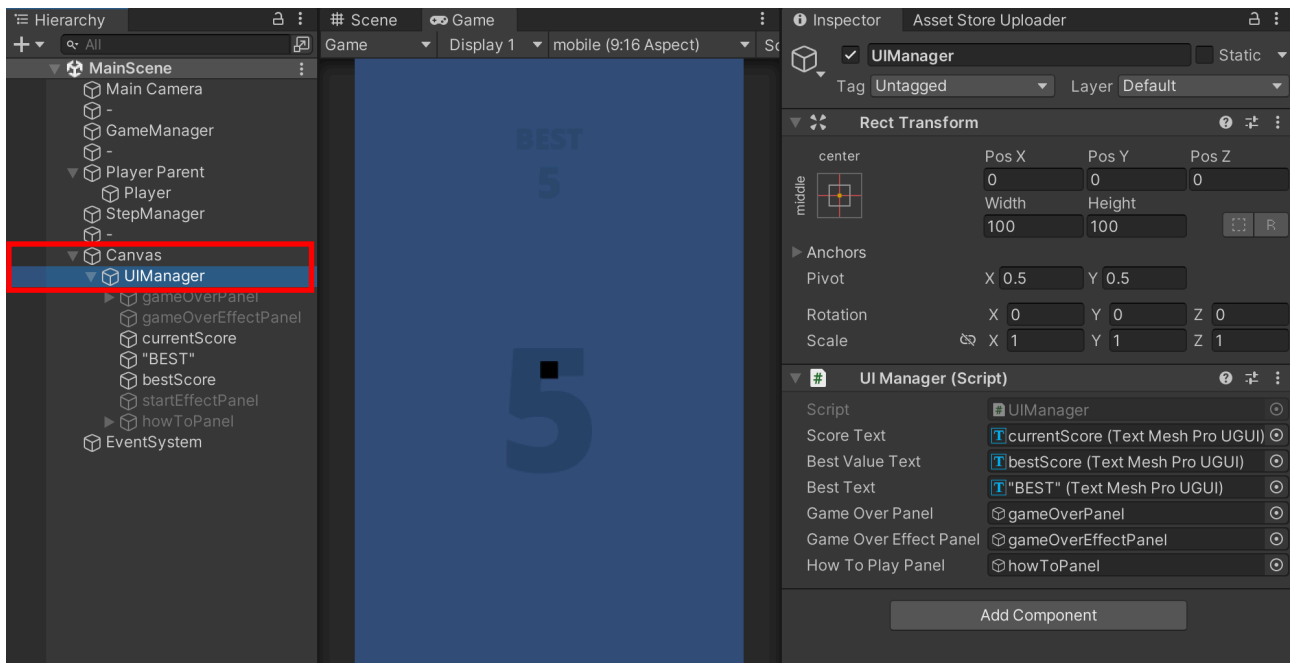
PlayerParent > Player

Player(Game Object) has **Player script**. Player Script manages the movement, effect, etc. of the player.
You can change the player's jump speed and shot speed here.



StepManager

StepManager(Game Object) has StepManager script.
You can adjust the value related to step, such as width and height,
decrease step width, increase step width, Etc.



Canvas > UIManager

UIManager(Game Object) has UIManager script. The UIManager script manages the overall UI of the game.

All scripts have comments to help you understand.

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

email : soloo@soloo.studio

Thank you for your purchase again!

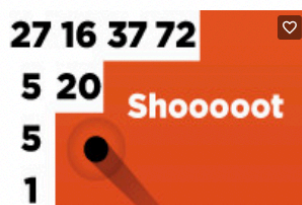
If you are satisfied with this **Jump And Shoot** template,
please take a minute to review it [here](#).

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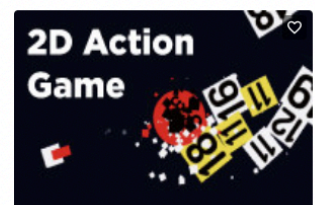
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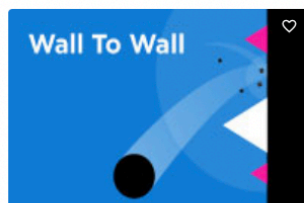
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