# **Color Jump**

### **Hyper-Casual 2D Game Template**

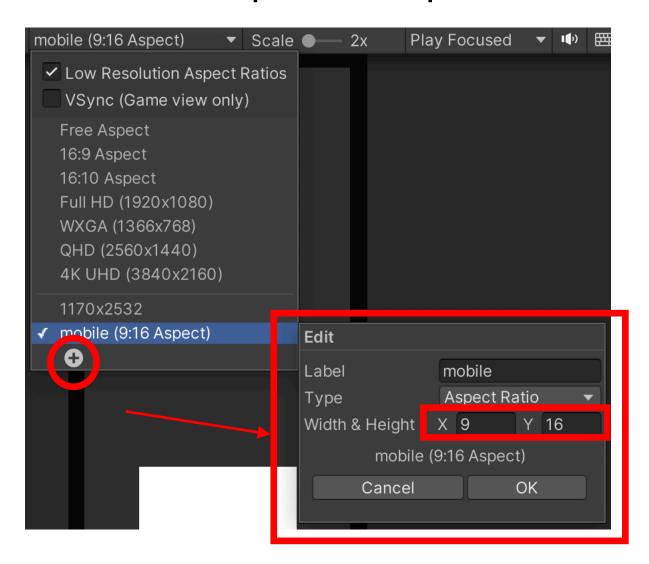


#### **How To Remove Errors**

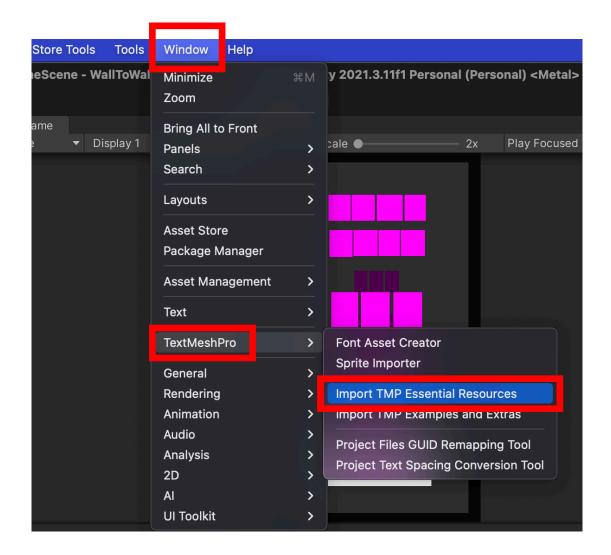
- 1. Set Game View aspect to 9:16 Aspect Ratio
- 2. Import Text Mesh Pro essential assets
- 3. Download & Import DOTween (HOTween v2)

Please see the information below.

#### Set Game View aspect to 9:16 Aspect Ratio



### Import Text Mesh Pro essential assets



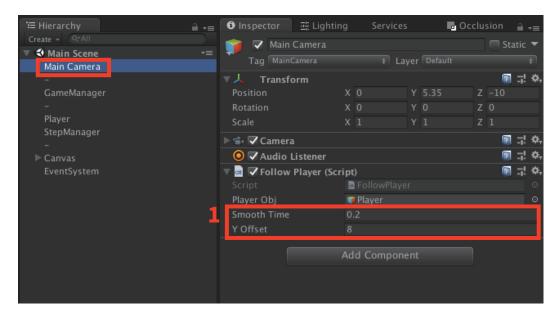
we strive to provide the best service possible.

If there is a problem with this asset or if you have any questions,

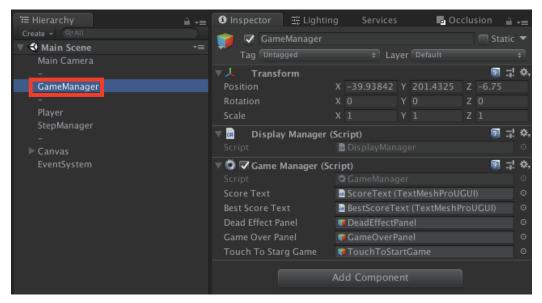
please feel free to contact us!

email: soloo@soloo.studio

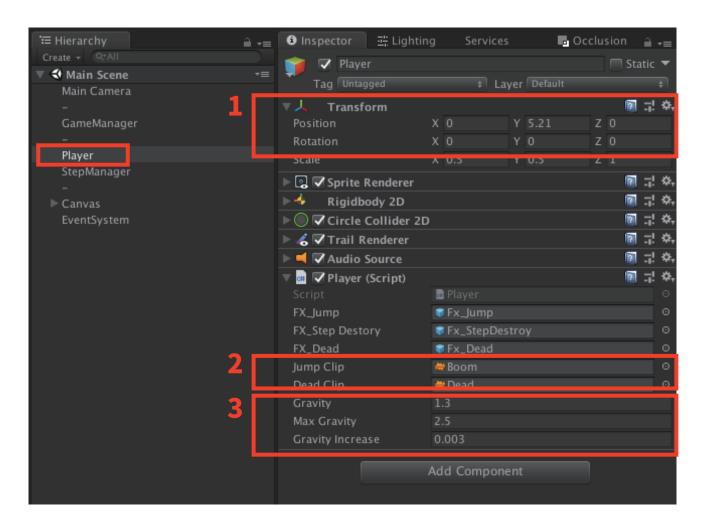
#### **Setup Guide**



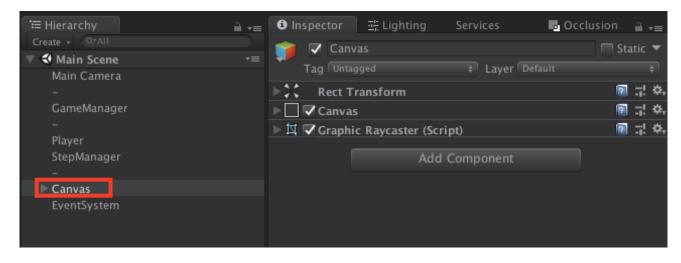
- **Main Camera**: This is camera of game. This camera follow the Player. You Can increase or decrease smoothness and y-axis ffset using the fields as shown below in "1".



- **GameManager**: This control game UI(Current Score, Best Score, panel for effect).



- You can adjust the **start position** and **scale** of the Player(Ball) using the fields as shown below in "1".
- You can adjust the Item and dead **sound clip** of the Player using the fields as shown below in "2".
- You can adjust the **Gravity, Max Gravity, Gravity Increase** of Game using the fields as shown below in "3".



- Canvas : This is game UI.

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