Asset Documentation

Asset Name : Side 2 Side

Publisher : SJ SEOL

Documentation Version : 1.0

Version Guide
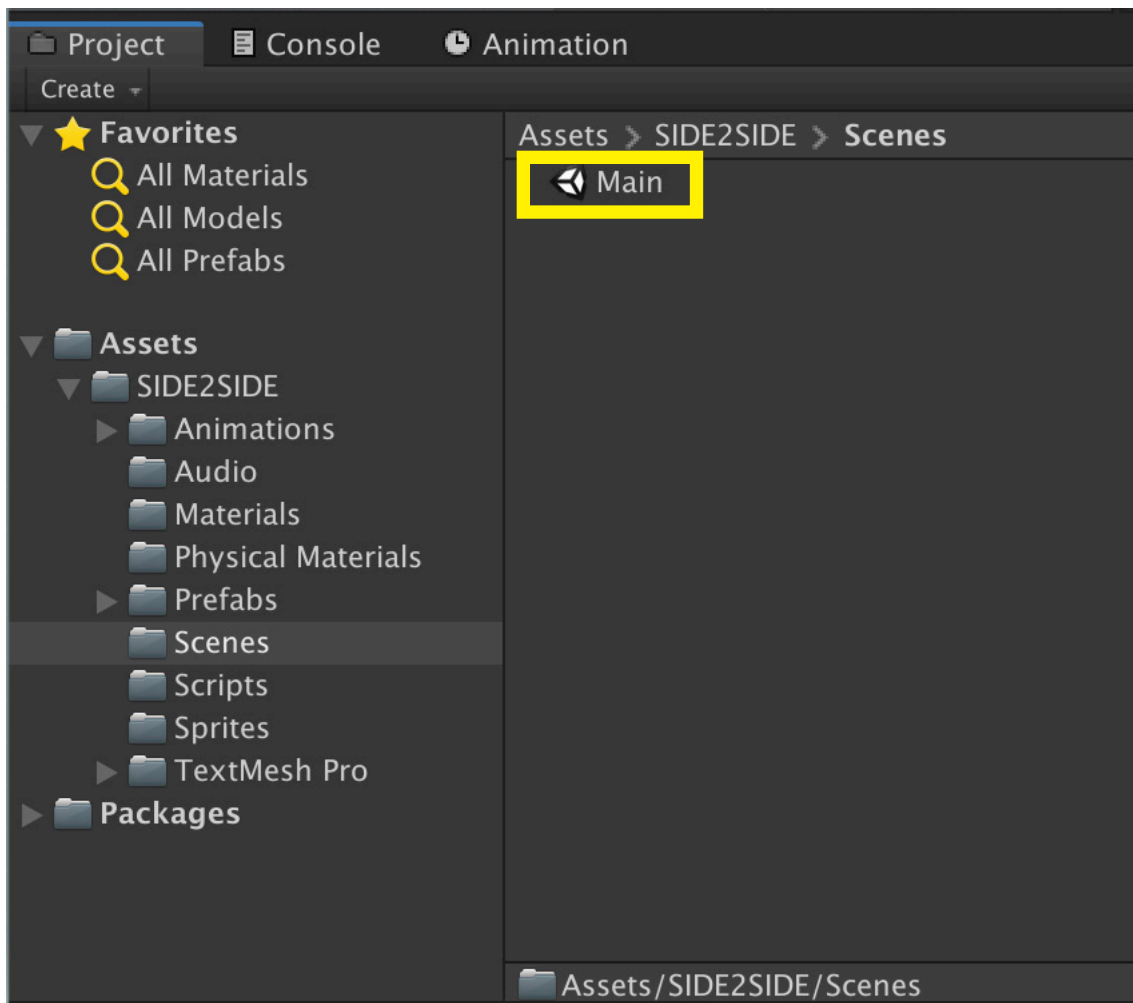
v1.0 - Initial Release

Setup Guide

This is a short guide to get start with the "Side2Side"
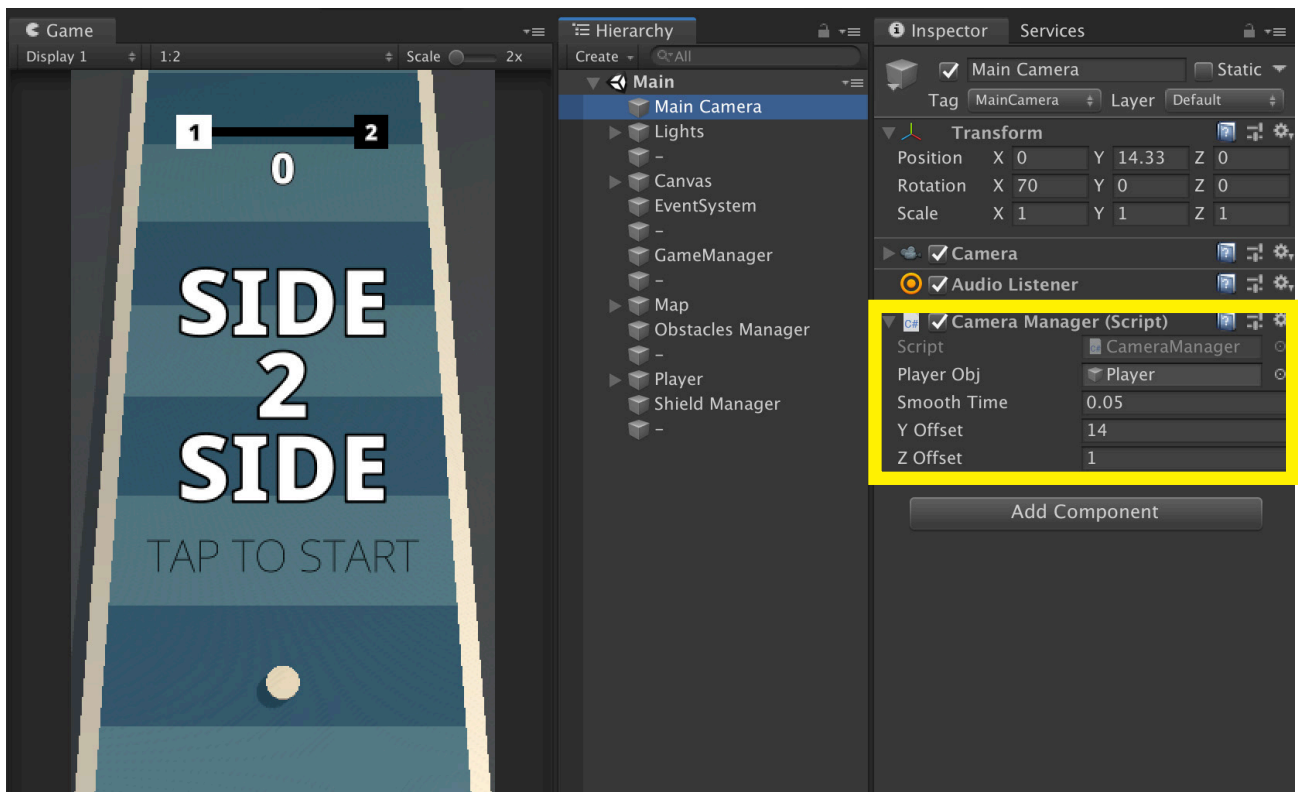
Note

- Recommended Aspect Ratio for this asset is **1:2**.

- This Asset requires the **'TextMesh Pro'** to display texts.

This asset have only one scene ("Main").
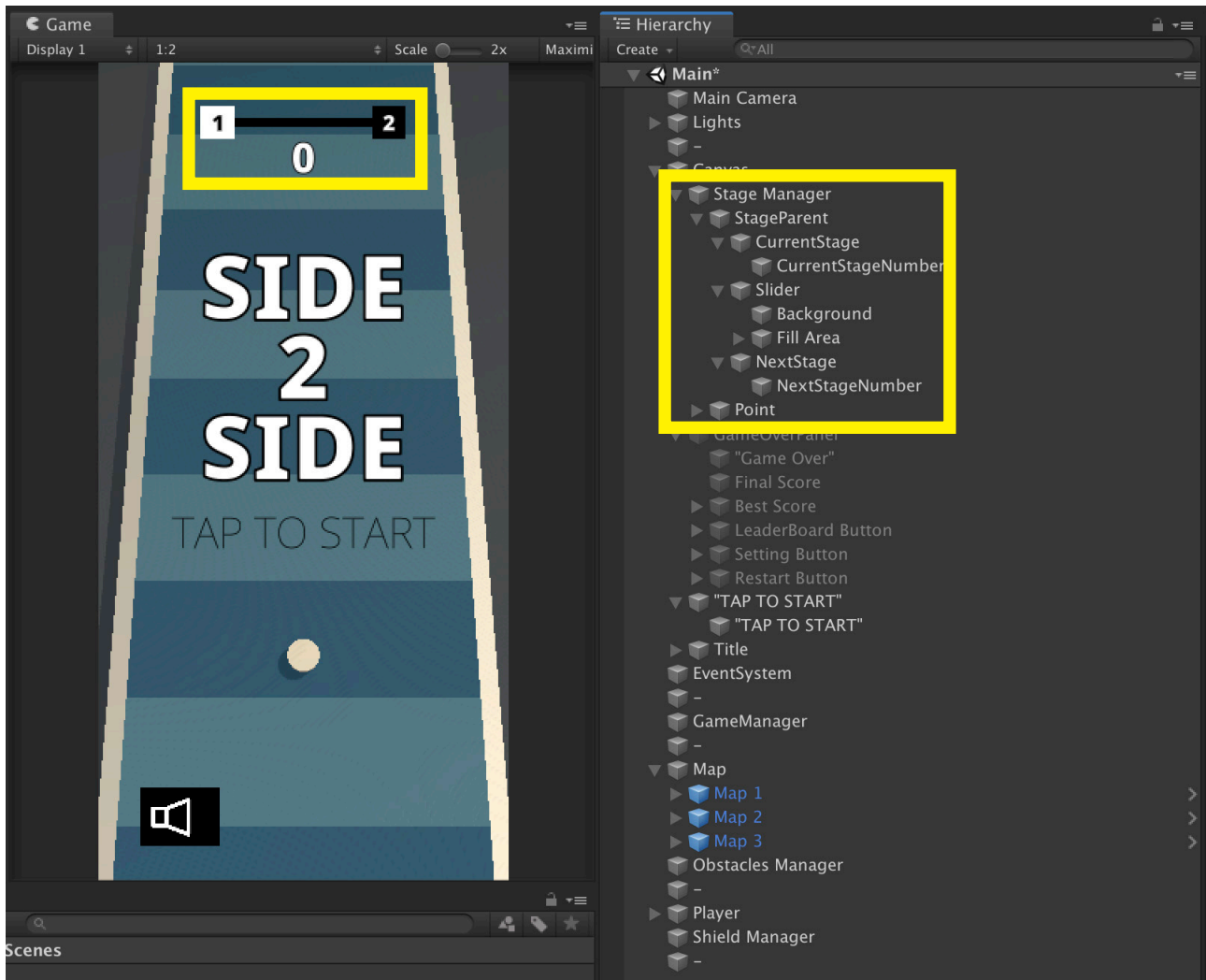
Main Camera

This is main camera of game.

This object has 'CameraManager.cs'.

This script has two functions.

- Let the camera follow the player.

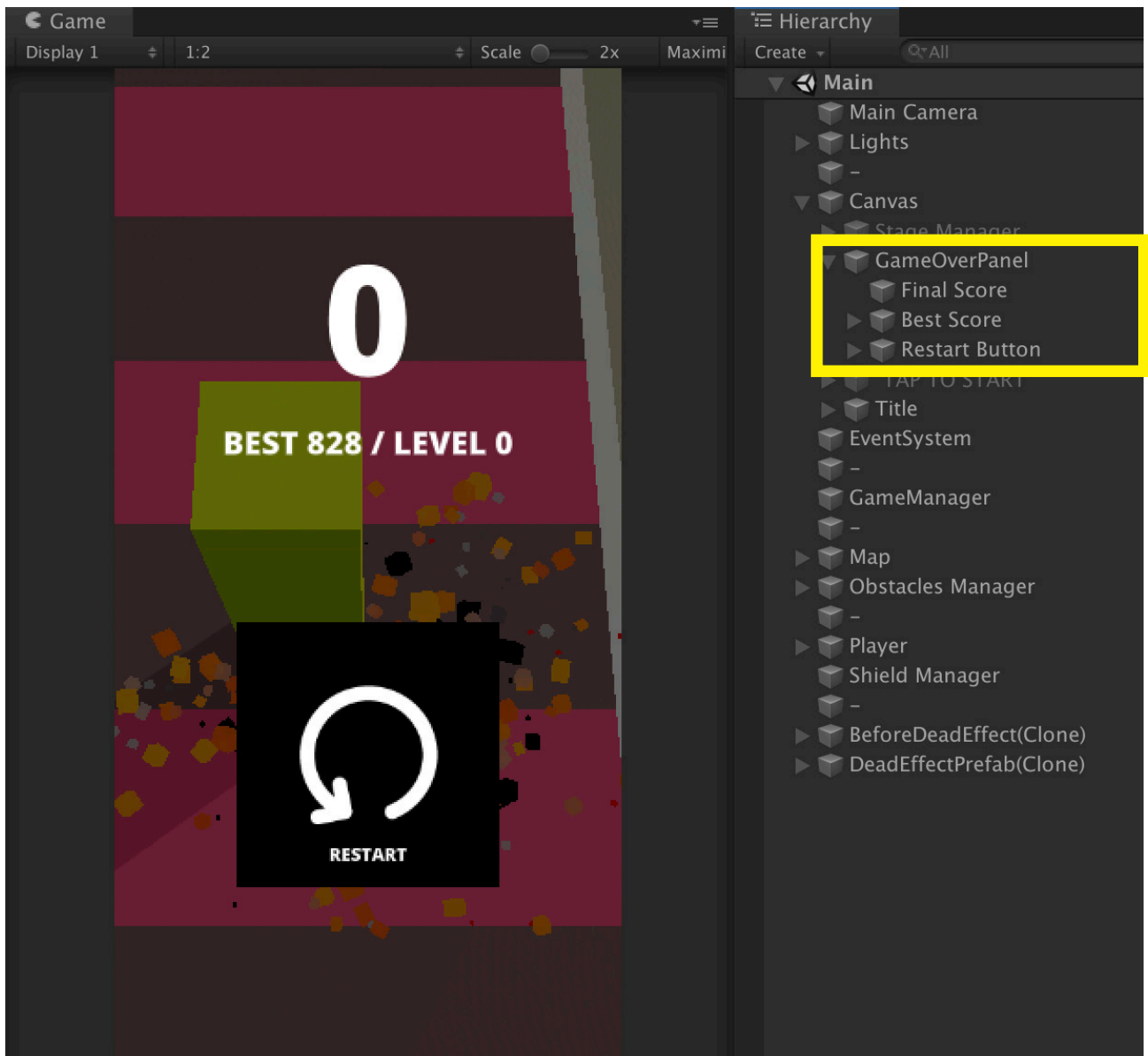- Zoom in effect when the player is dead.

Canvas - Stage Manager

'Stage Manager' include current stage number, next stage number, slide for display percentage and current point.
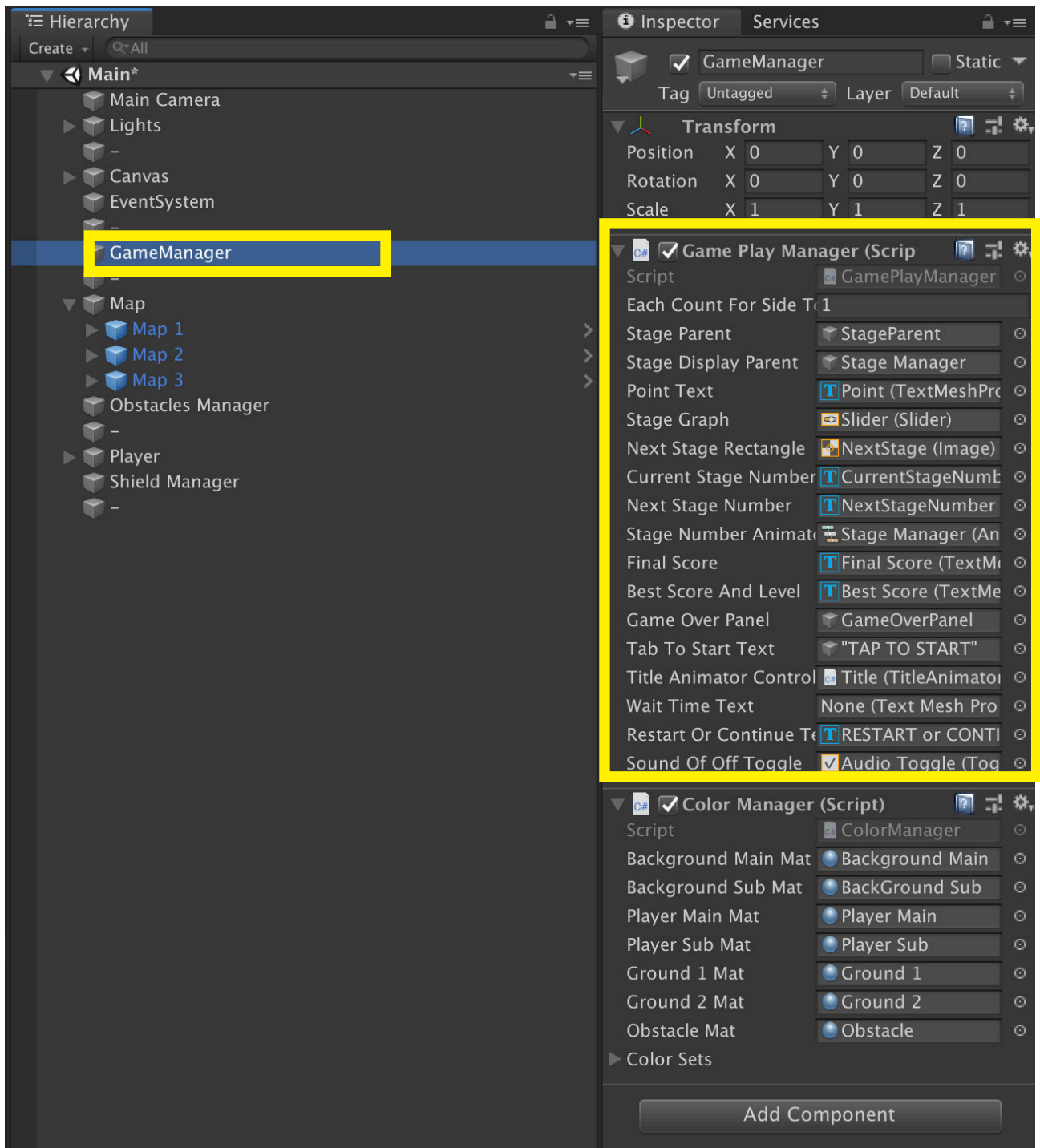
Canvas - Game Over Panel

'Game Over Panel' appears when the player dies.

It includes the current score, the best score, the level number, and the restart button.
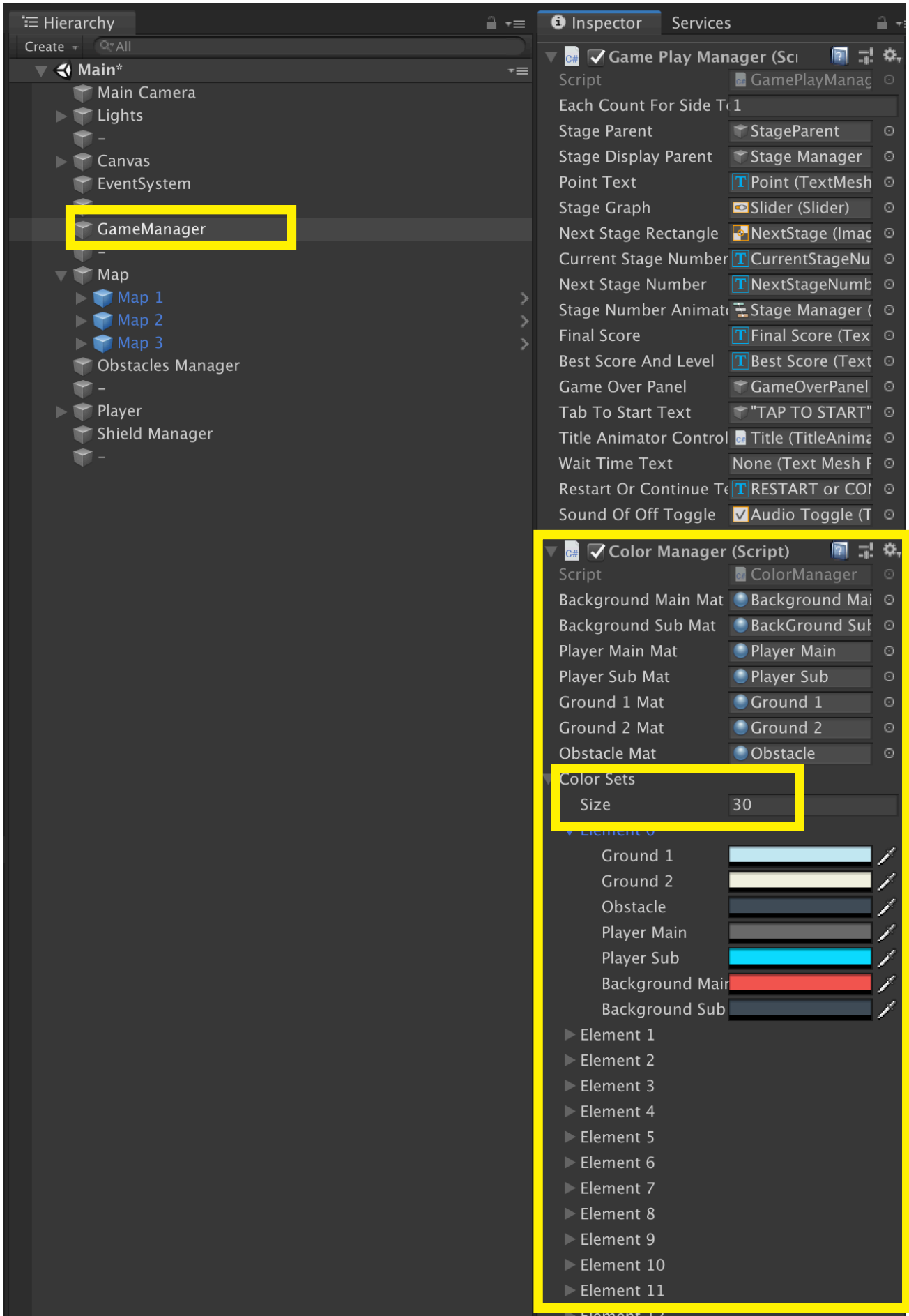
Scene - Assets/SIDE2SIDE/Scenes/Main.Unity

Game Manager Object - 'Game Play Manager.cs'

'GameManager' object have 2 scripts. 'GamePlayManager.cs' manage overall game progress include UI.
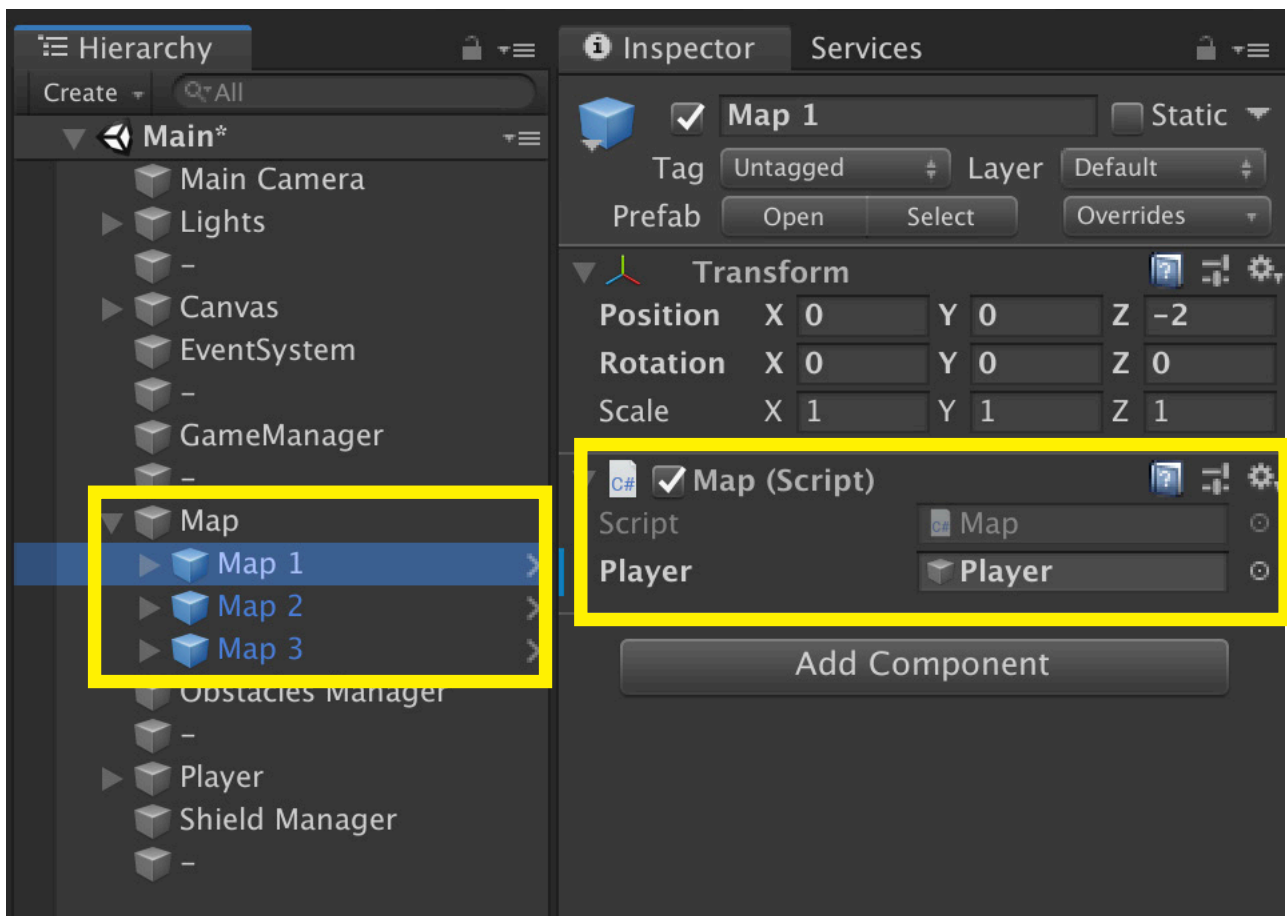
Scene - Assets/SIDE2SIDE/Scenes/Main.Unity

Game Manager Object - 'Color Manager.cs'

'Color Manager.cs' manage color varitaion of each stage.

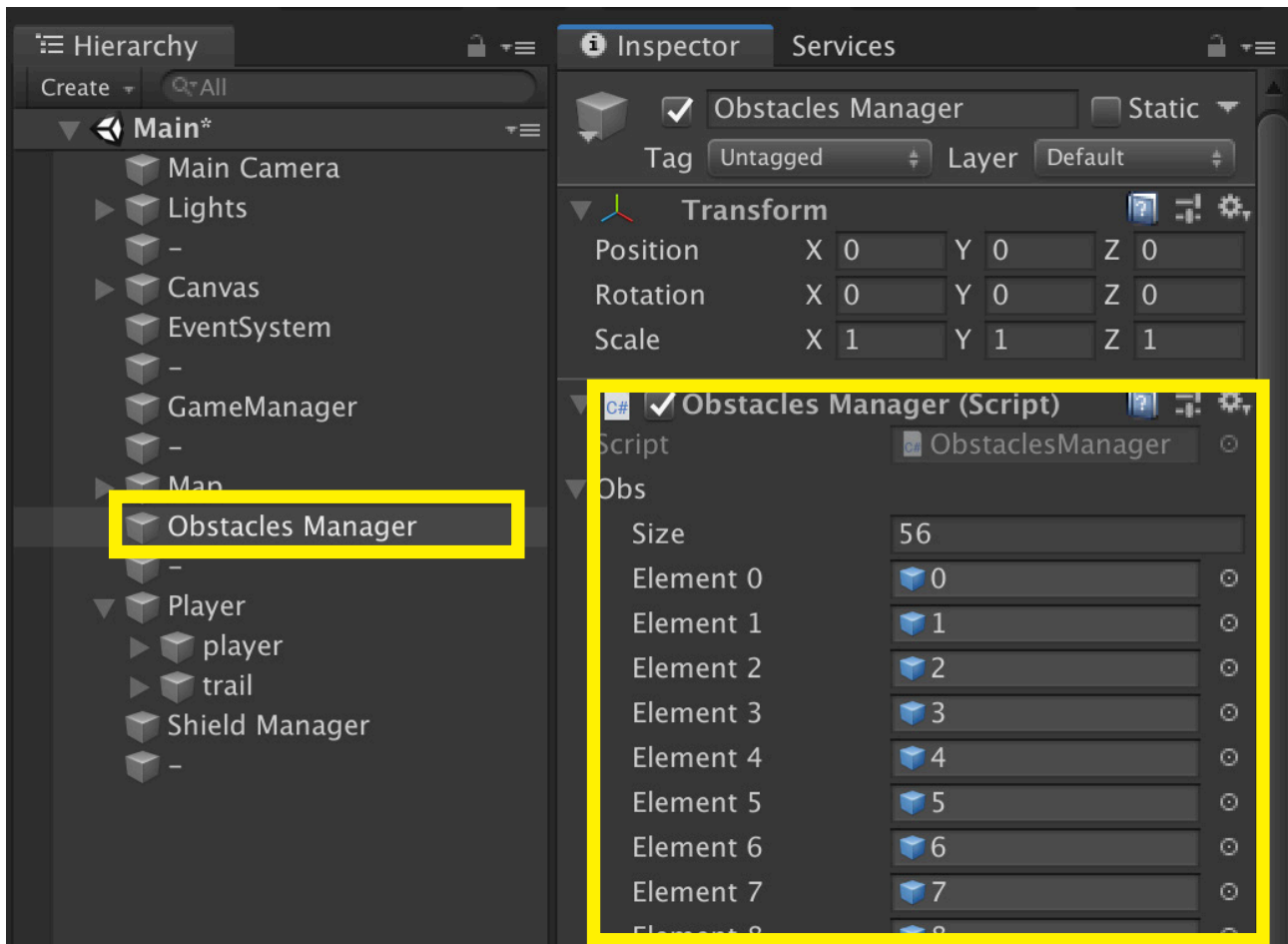There are 30 color combinations, You can add your color combinations to the 'color sets'.

Map Object - 'Map.cs'

There are 3 Map object in this scene. 'Map.cs' script move each map object to the position of the Player object.
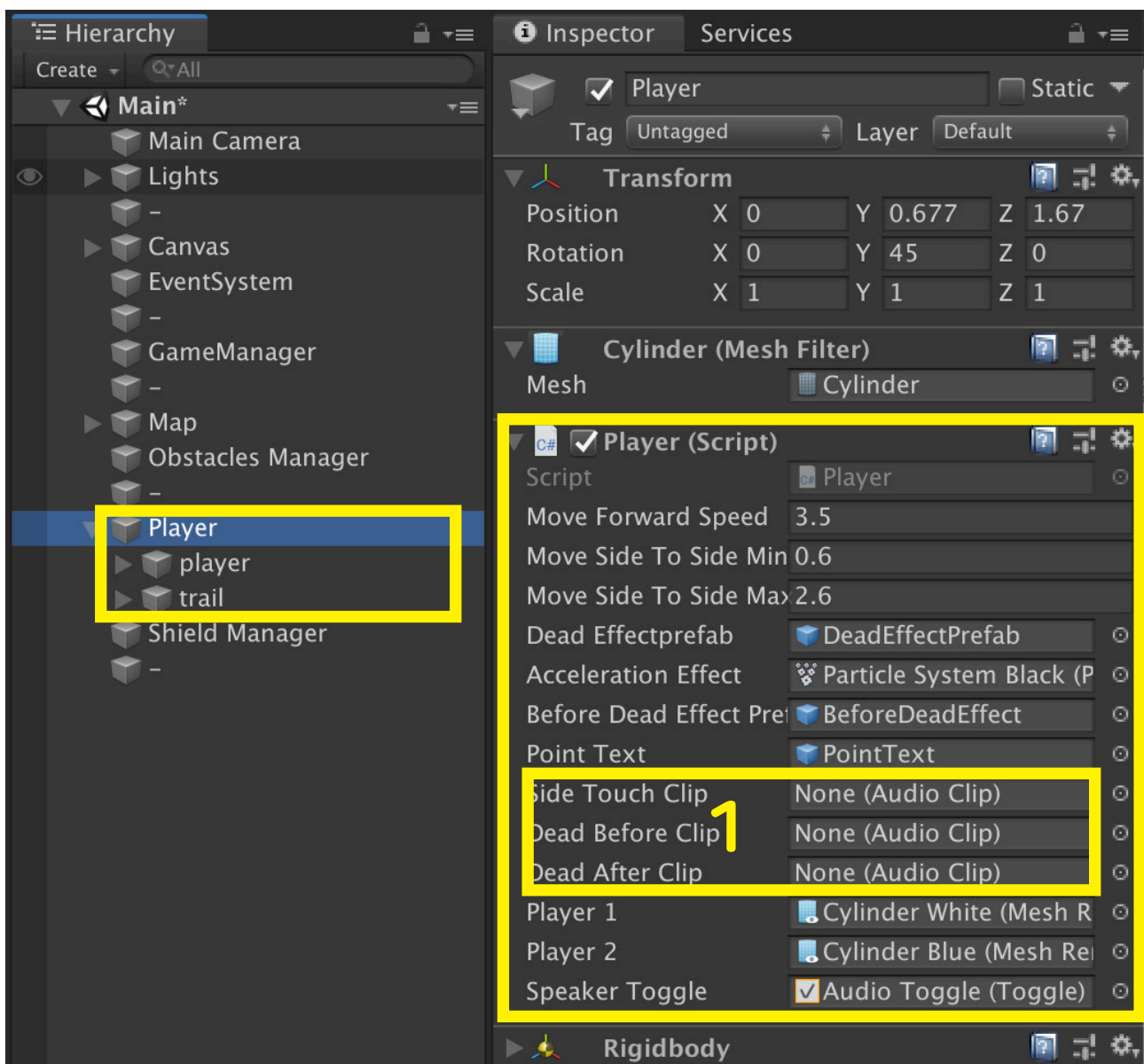
Obstacles Manager - 'Obstacles Manager.cs'

Obstacles Manager Object has 'Obstacles Manager.cs' script.

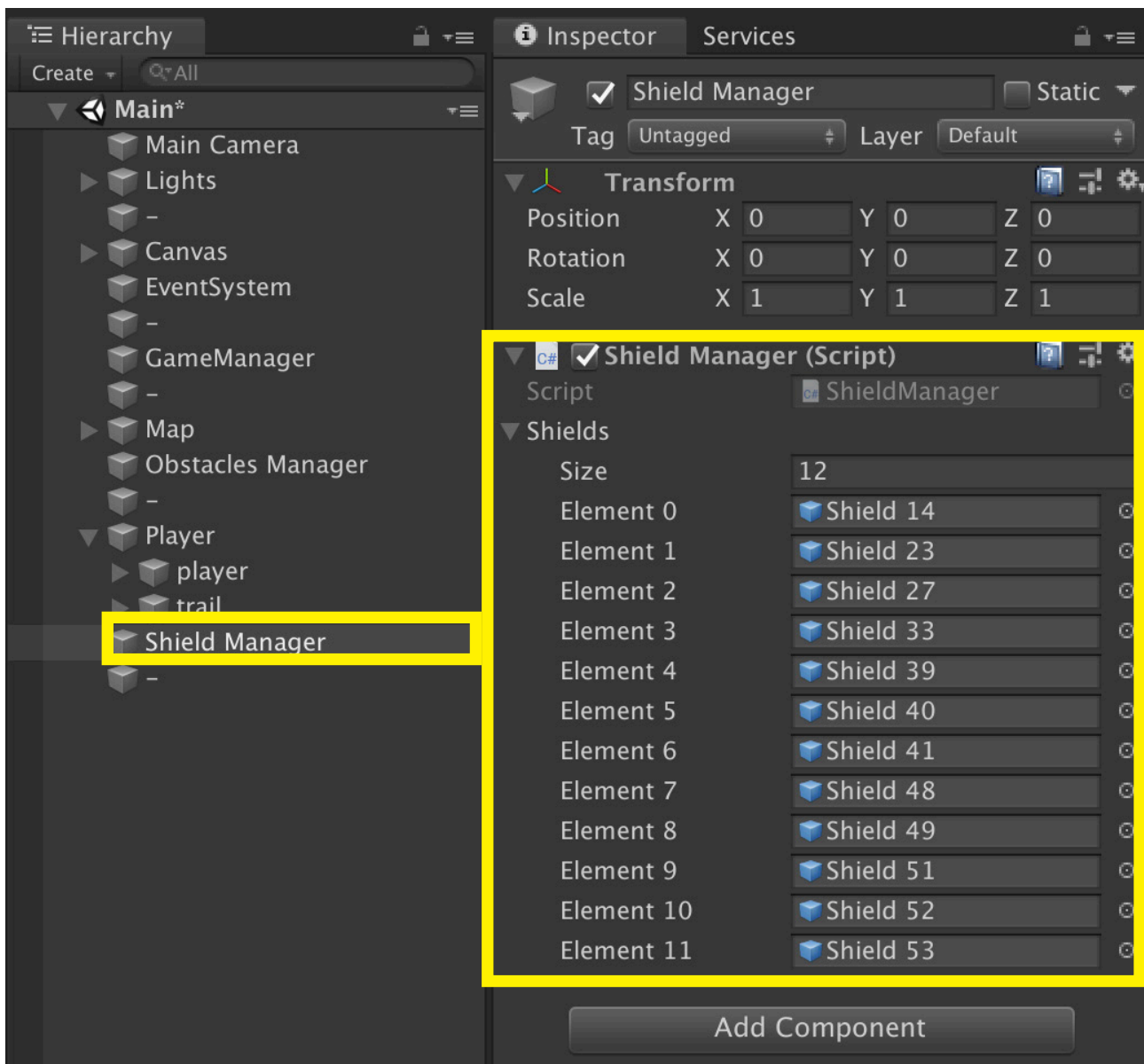'Obstacles Manager.cs' manages the obstacles of each stage.

Player Object – 'Player.cs'

Player Object has 'Player.cs' script.

'Player.cs' manage movement of player, effect of player and audio of player. You can add your audio clip to field 1 to audio effect.

Shield Manager - 'Shield Manager.cs'

'ShieldManager.cs' Manage shields that occasionally appear. The shield comes out in 12 stages(14, 23, 27, 33, 39...).