1. GUI

1.1 GUIObject

Abstract class to create a GUIImage, GUIButton that represents an image on the screen (which can be attached to the screen size or be constant) and can\can't be clicked by user.

1.2 GUIImage : GUIObject

Creates an image on the screen. You can set it on the screen or in the world using different constructors

1.3 GUIButton : GUIImage

Creates an image and sets callbacks to click actions. Creation is the same to the GUIImage.

1.4 GUIImageAlpha : GUIImage

Image with more expensive shader to create alpha-variable images.

1.5 GUIButtonAlpha : GUIButton

Same as GUIImageAlpha.

1.6 GUIText : GUIObject

Creates text object on the screen\in the world.

1.7 GUILetter : GUIButton

Creates letter in gameplay.

2. Other Controllers

2.1 Pull scripts

Classes to optimize Create-Destroy process of an objects. Instantiate is a heavy process to the Unity, so when destroys objects of type A, it won't be destroyed - it will be removed from all lists and it's position will be set to deadPosition. After that when some script creates now objects of type A, it won't be instantiated - Pull scripts would return that old object.

2.1.1 PullController

Class that contains methods to "destroy" and "create" objects and stores link for them.

2.1.2 GamePullController

Class that changes to different projects and contains methods to create\destroy objects of different logical types.

2.1.3 ResourcesController

Class that implements Resources.Load function with saving result to memory and returning it after first call without calling Resources.Load again.

2.3 Settings

Contains static and dynamic settings of the game.

2.4 SlideController

Script to control touches on mobile devices.

2.5 GUIController

Controls mouse events on GUIButtons.

2.6 CameraController

Script to move and resize camera as you need.

2.7 AudioController

Script to control audio.

2.8 UpdateController : Monobehaviour

Used to call Update\FixedUpdate of scenes\menus. Has Timer function to wait in seconds before calling a function. Timer (0, f) will call f () after next frame.

3.12 Menus scripts

These scripts are called to create menu as win or achievement that places over other GUI and usually can be removed pushing back button.

4. Before start

4.1 Replace all from GravityRunner folder to root Assets folder.

5. AdsController

You can add AdMob and use AdsController (uncomment all lines) to implement it. Also you can delete it if you don't want to add Ads.

6. IAPController

You can add Unity->services->IAP and use IAPController (uncomment all lines) to implement it. Also you can delete it if you don't want to add IAP.

7.Contacts

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