

Freeze – X mission

- C#;
- All sprites in photoshop format;
- Scripts are quite simple and flexible;
- All materials in the project are divided into groups;

How to play?

You need to deliver your player to finish. You can twist the platform around its axis while throwing the player. You can freeze the player in one place by pressing the Fix button.

Description scripts

All scripts are in the folder "Scripts"

«Cam Normalize»

The script is designed for camera zoom for different aspect ratio of the device on Android. For using put the script on Camera in your scene.



«Main Menu»

This script need for any actions in your menu.

In the field “Link To About” put your link to your site or any other web page.

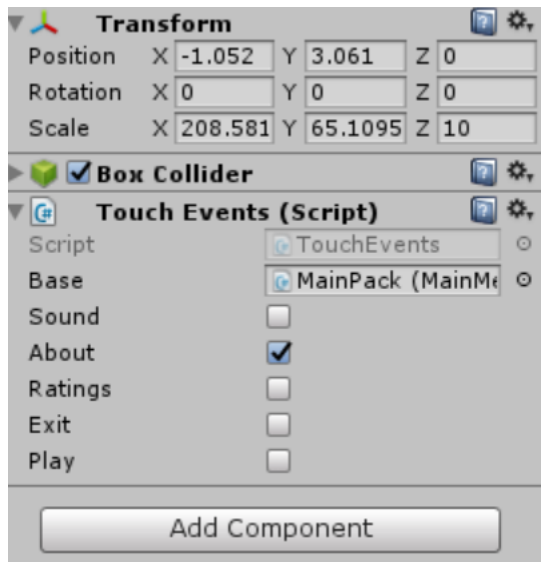
In array with name “Levels” you have just numbers that need for view of level.

Other two audio is sounds of clicking on button with name SOUNDS.



«Touch Events»

This script needs for buttons that in menu. Each button has this script and on each button appropriate checkbox is true. In field Base just put a script Main Menu.



In scene with name Levels you have:

Camera

Fon – This is background of game

Clouds – This is sprite with animation that imitates a little moving of clouds.

Local sprites – This is parent of sprites that local for all levels. Each objects determines own name.

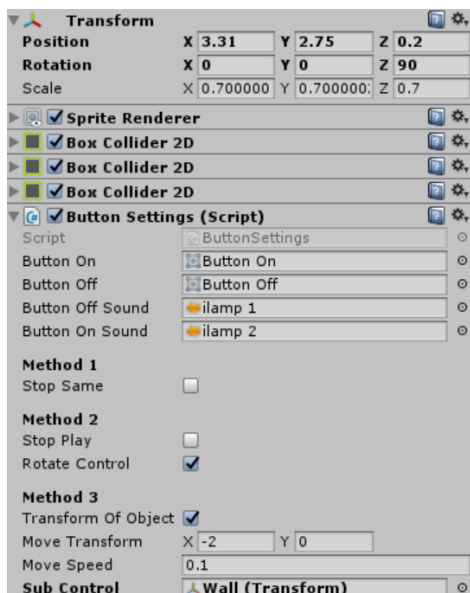
Particle GO Saw – This is Particle System that imitates of death of player.

List Levels – This parent has levels (platform, player, finish, saws, buttons, etc.).

Etc.

«Button Setting»

This script need for work of buttons that in platforms. All deeds for “Danger Base” control. In field Sub Control put a saw with script “Danger Base”.



Method 1 – If the player touches the button, the Move checkbox will be changed.

Method 2 – If the player touches the button, the Follow checkbox will be changed.

If Rotate Control is true when player touch to button a saw rotation will be off/on.

Method 3 - If the player touches the button, an object that in field “Sub Control” will be moved on distance Move Transform with speed Move Speed. For using one of this methods just turn on a checkbox that under your method.

«Danger Base»

This script need for any dangerous objects that on the game now.

Checkbox Rotation need for turn on a rotation of saw.

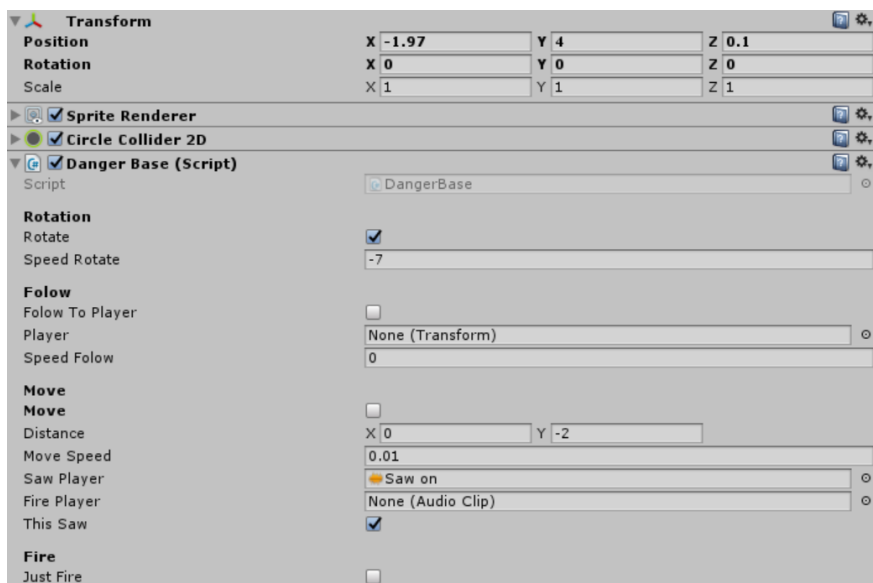
Speed Rotate is speed of rotation.

Checkbox “Follow To Player” need for turn on a mode when saw move to player with “Speed Follow”. In the field with name Player just put a player object.

Checkbox Move need for turn on a mode when saw move in forward direction and back.

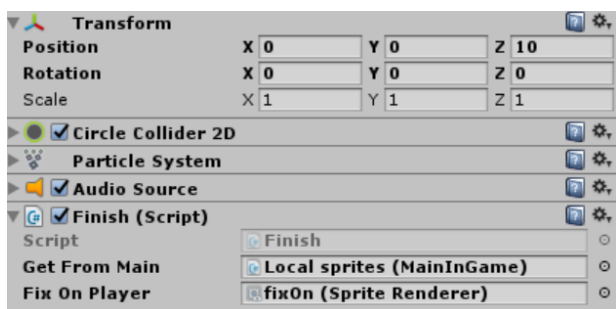
Distance is end position of moving. If this script using for saw than turn on a checkbox “This Saw”.

Checkbox Just Fire need for turn on a mode when player die when touching to this object.



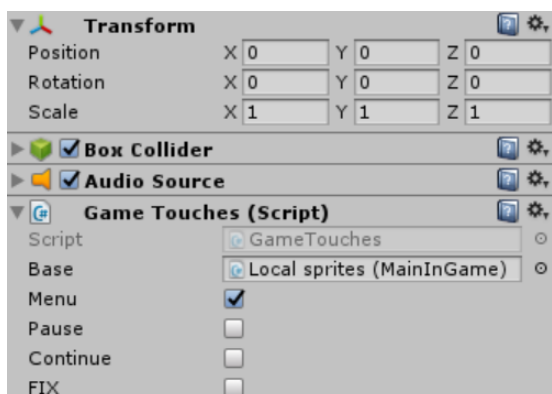
«Finish»

This script need for work of finish. Fix On Player is object that in player object.



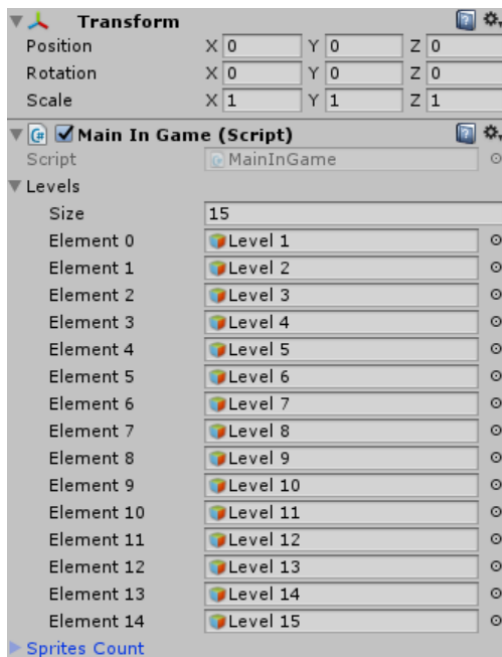
«Game Touches»

This script need for work of interface in game. This script like script “Touch Events”.



«Game Touches»

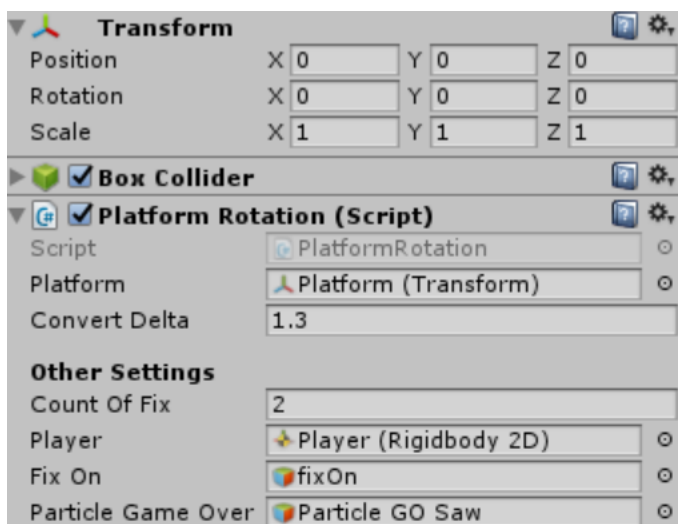
This script is designed to manage the levels of loading, saving games and many other functions. You must place each level in this array for proper loading, saving, and others. The levels save by the method PlayerPrefs. Script load a level by the number from PlayerPrefs (iLevel). Sorting levels is very important. Each scene level must be turned off. When the level is loaded, this script activates a new level.



«Platform Rotation»

This script need for rotation of platforms. Field Platform is object of platform. Convert Delta is sensibility of rotation. Count Of Fix is count of fixes. In fields Player and Fix On put a player object and his children.

This object has a Box Collider for OnMoseDown and OnMouseUp functions.



«Sound Collision»

This script need for sounds of player. I mean sounds of strong collision with platform. Player object must have an Audio Source component with sound of collision.

Additionally

In “Build Settings” – First is Menu and next is Levels.

If player loses script closes the access to the finish and begins reboot level.

Many important objects stored in the prefabs for easy editing.

All sounds in this game form Freesound.org with license (Creative Commons 0). Also, almost all sounds were be edited and changed for best atmosphere.

The game is a 2D physics. All interactions use 2D triggers or colliders.

Many scripts use a method “Find GameObject”. Therefore, do not rename objects without the need.

How can I add new levels?

- 1) Copy the previous level.
- 2) Put this level in array of “Main In Game” script.
- 3) Rename your new level.
- 4) Change a sprite of platform and then edit colliders.
- 5) Create your game system.

If you`ll create more 20 levels you need add a numbers in sprite Numbers.psd. And then add numbers in scripts “Main Menu” and “Main In Game”

For questions, please contact the email andrew.olnk@gmail.com

I wish you good luck in your work.

Sincerely,

Andrey Oleynik