

Documentation – 2D Endless Jumper Toolkit

2D Endless Jumper Toolkit is a full game template for creating infinite jumper games of any kind.

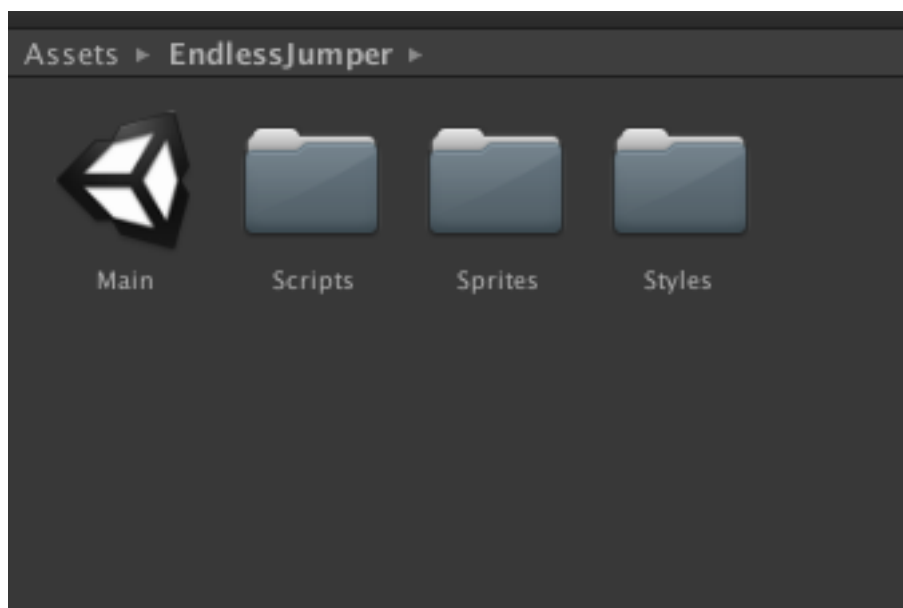
Features:

- Unity 2D Sprites Used
- Full Gameplay Mechanics (jumping, enemies, tiles, powerups, scoring)
- Dynamic Level Generation
- Advanced Game Settings (probability of tiles, powerups, enemies etc)
- Commented Code in C#

The game kit does not require any additional plugins to work.

Getting Started:

When you import the project, you will see the following structure:



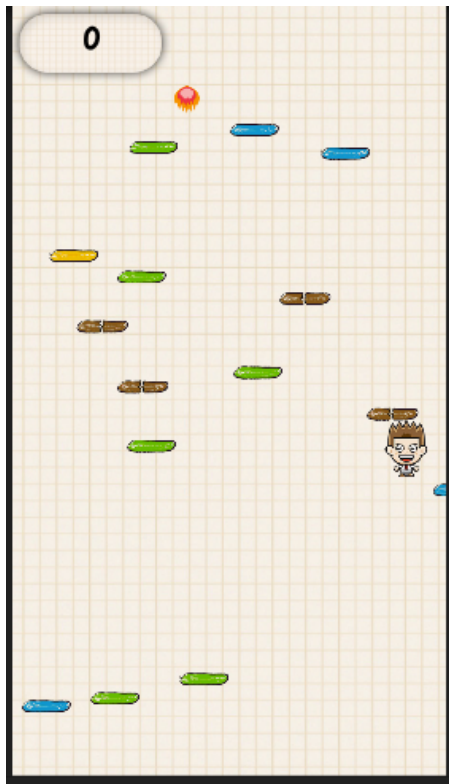
Main.scene: This is the main scene file that shows the game demo

Scripts: This folder contains all the .cs scripts

Sprites: Self explanatory, this folder contains all the images/sprites

Styles: This contains the GUIStyle for Score and then run it.

To run/test the demo: Open the Main.scene file by double clicking on it and then run it.



Make sure that you have set the screen width as 640 and height as 1136 (iPhone 5) for best results.

You can optimize it for other resolutions without a problem as well.

If you have faced any error, feel free to email me:

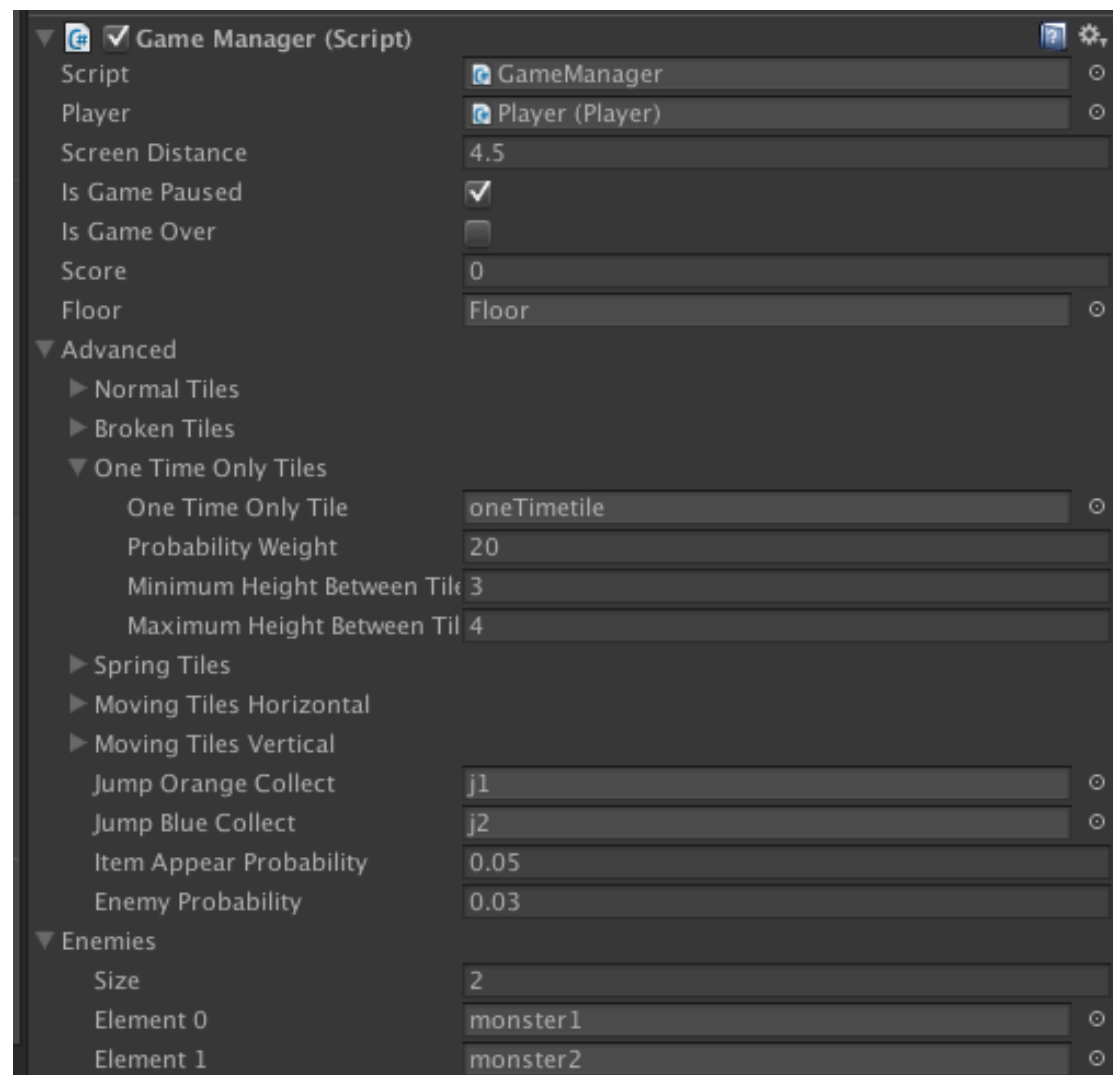
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Game Settings:

The Settings are the most important part of the package.

To Edit the Game Settings, click on the GameManager GameObject from the hierarchy window:

In the inspector window, you will see numerous settings under the **Advanced** group:



Screen Distance: Float This variable stores the distance of the screen and objects are created from $-distance$ to $+distance$. So if you want to spread tiles, make the distance as large as possible (that fits the screen).

isGamePaused: isGameOver: Boolean variables to store the current state of the game. Default: isGamePaused = true, isGameOver = false

Score: Integer The score of the player in the game session. Cleared when restarted.

Floor: GameObject This GameObject triggers when the user's character has fallen. It is also used in determining whether a tile has gone below the camera view so that it can be destroyed.

Advanced: All Tiles Common:

The first variable in this section for every tile is is the GameObject of that particular tile (broken, one time, normal etc).

ProbabilityWeight: Float: The higher the weight, the more chances are there of that tile appearing.

MinimumHeight/MaximumHeight: Float: The minimum/maximum height difference between this tile and the next generated tile. The higher the range, the further apart the tiles will be generated (y only).

JumpOrange/jumpBlue: GameObject: The Sprites/GameObjects to be generated (powerups).

ItemAppearProbability: Float: 0-1 The probability of creating items. The higher the number, the more the items will be generated on the level.

EnemyAppearProbability: Float: 0-1 The probability of creating enemies. The higher the number, the more the enemies will be generated on the level.

Enemies: GameObject []: Array of enemy gameobjects.

Thank You for Purchasing.

Tweak the settings to see various results, feel free to email me if there is something that is not clear.

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