Cheesy Run Manual

Thank you for purchasing the "**Cheesy Run**" game template.
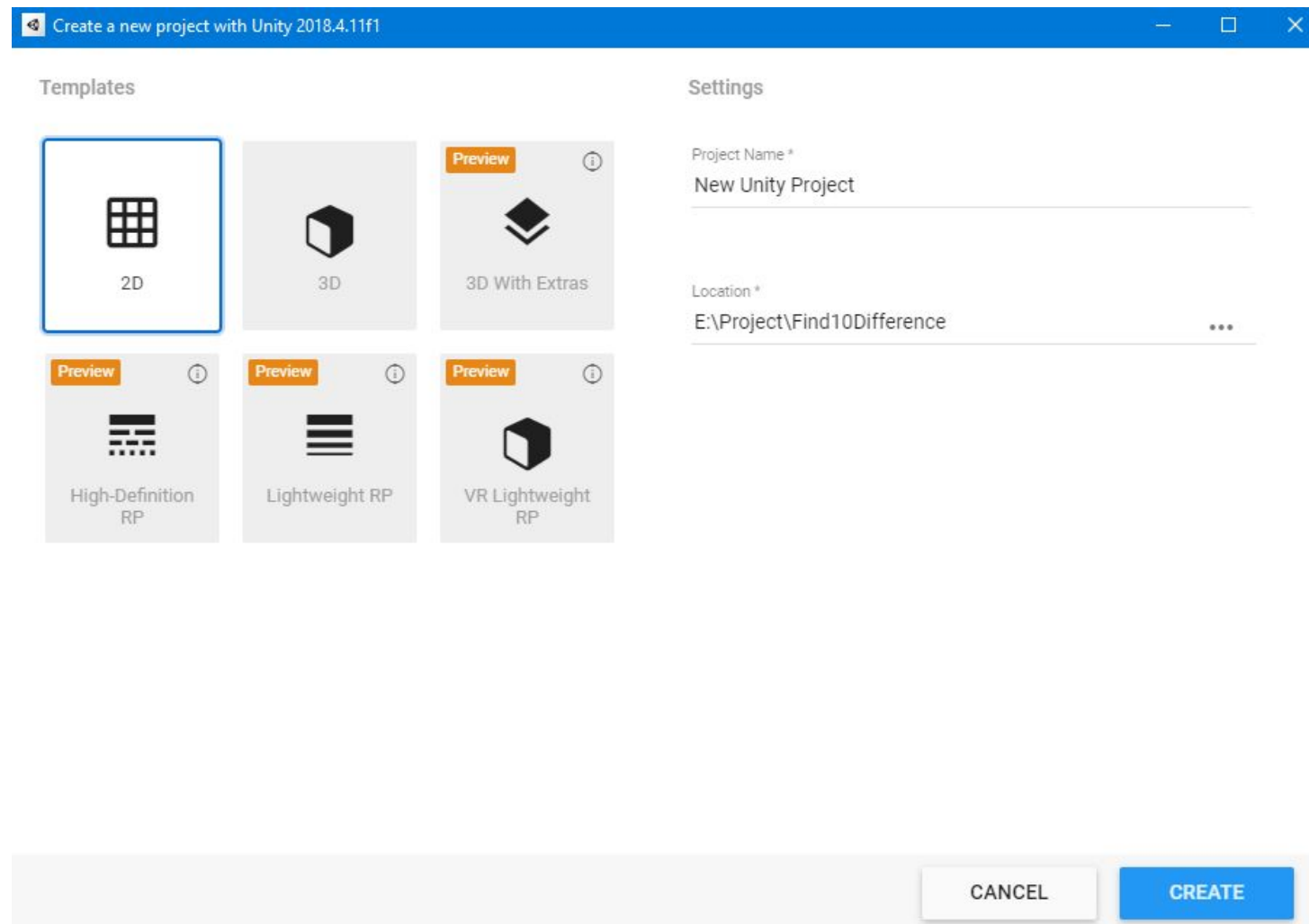
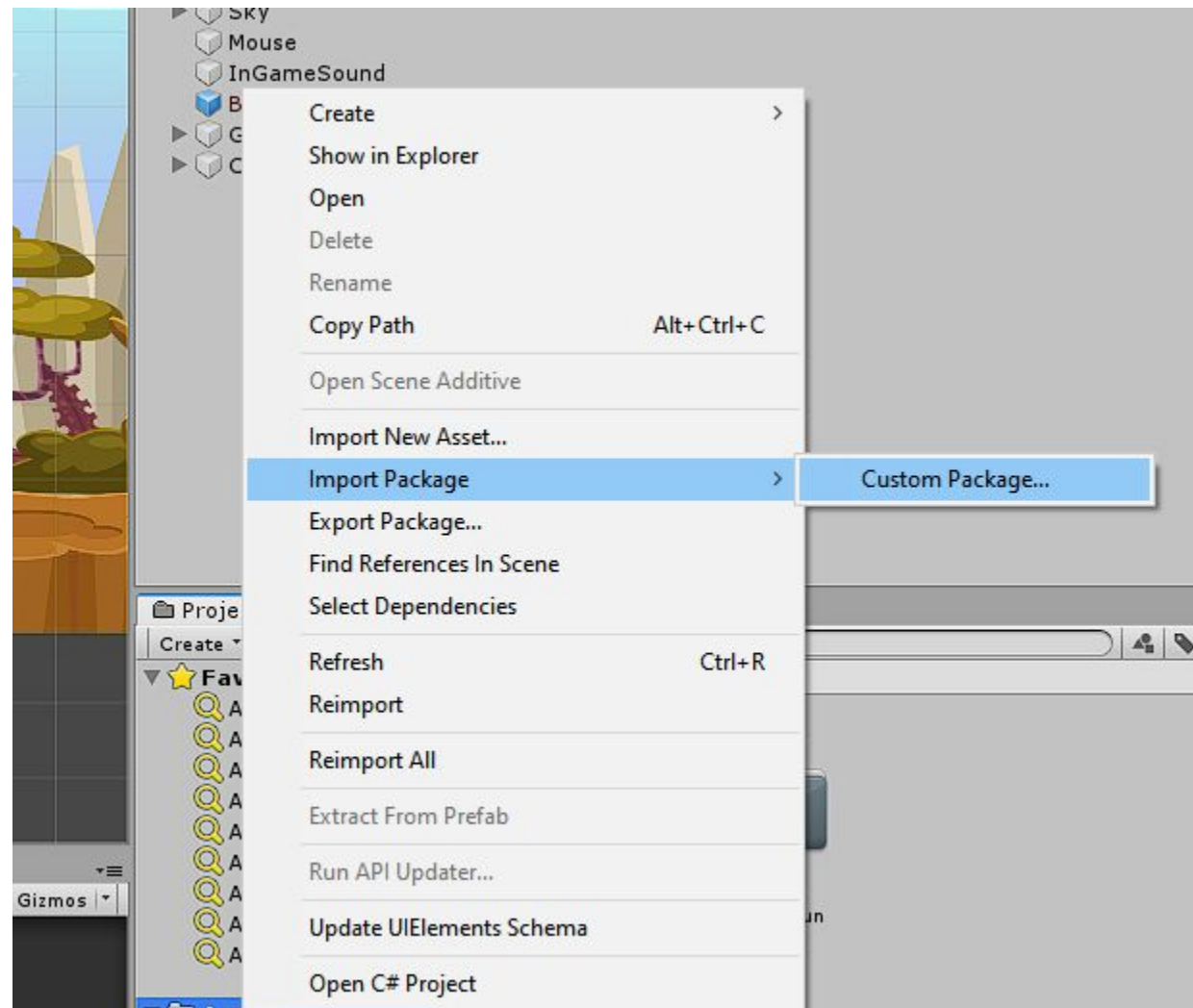# VERSION HISTORY

Version 1.0
    Initial release.

Import

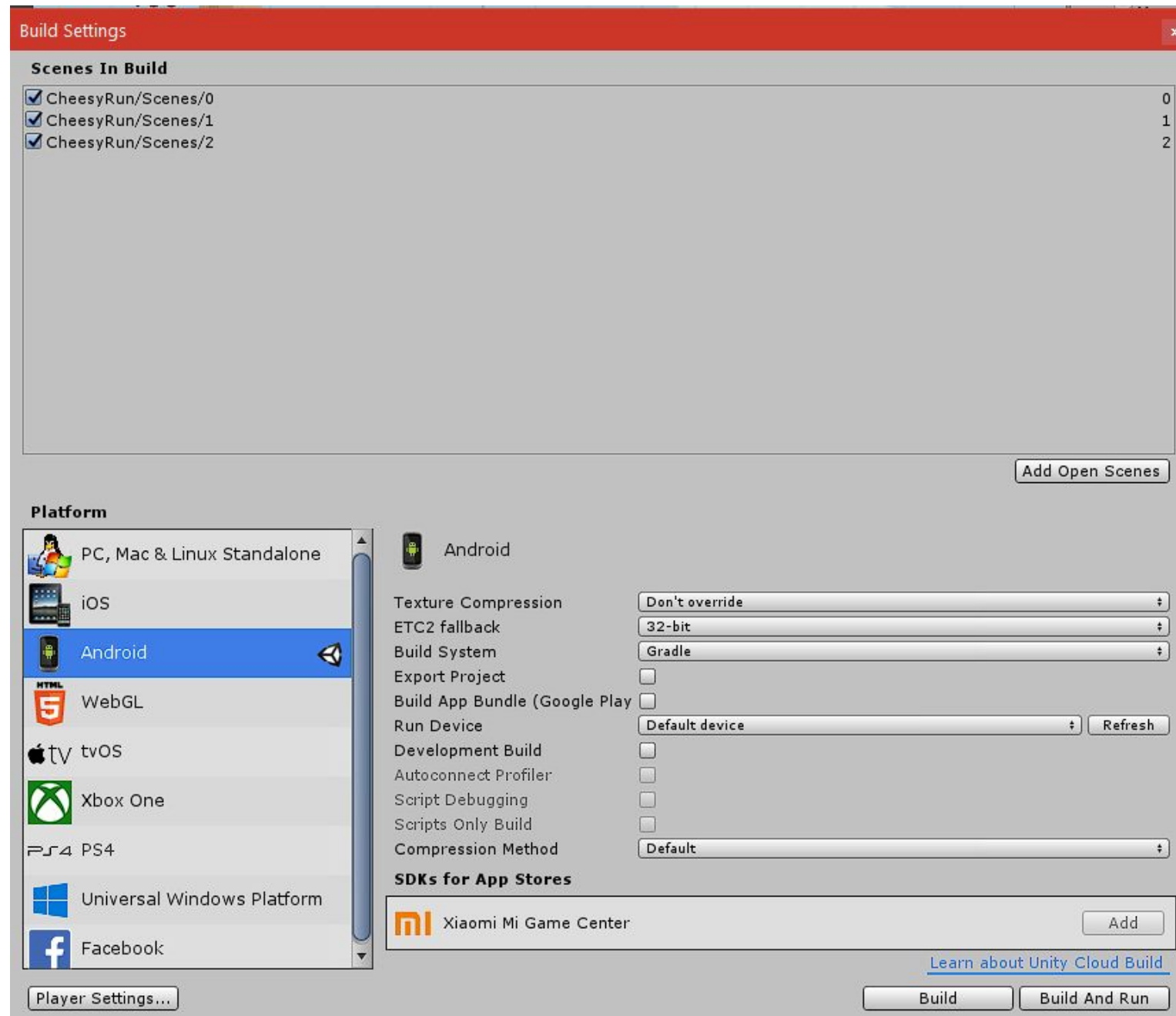It is strongly recommended to import this package in an empty project.

Create a new 2D Unity project and import this template.

Sky
Mouse
InGameSound
B

Create	>
Show in Explorer	
Open	
Delete	
Rename	
Copy Path	Alt+Ctrl+C
Open Scene Additive	
Import New Asset...	
Import Package	>	Custom Package...
Export Package...	
Find References In Scene	
Select Dependencies	
Refresh	Ctrl+R
Reimport	
Reimport All	
Extract From Prefab	
Run API Updater...	
Update UIElements Schema	
Open C# Project	

Proje
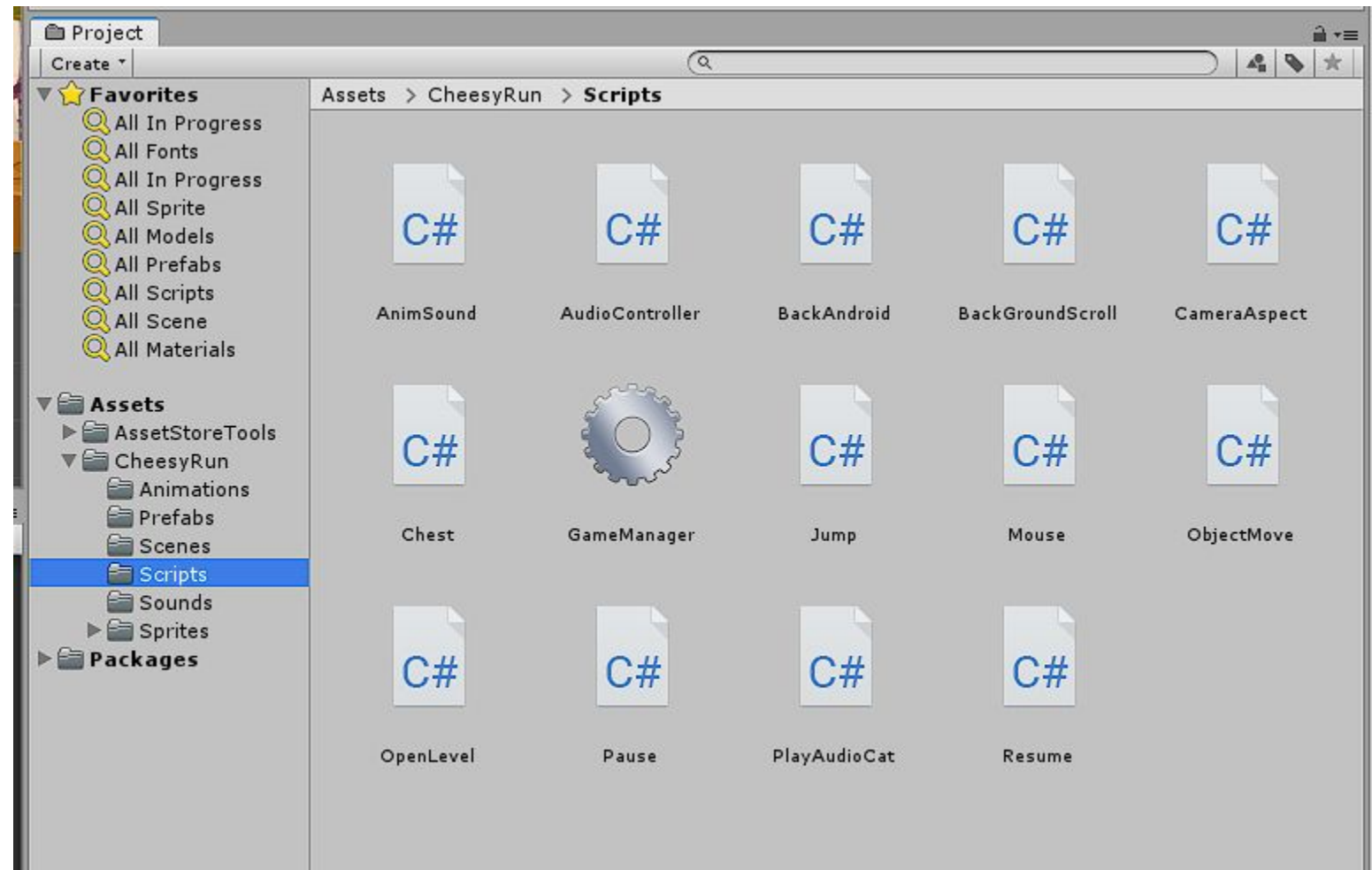Create ▾
Fav
A
A
A
A
A
A
A
A
A

Gizmos ▾

BUILD SETTINGS

Make sure you have added these scenes.

Scripts:

All scripts are under Scripts folder.

AnimSound.cs
A Script to control Animation Sound of game in scene "1".

AudioController.cs
A Script to control audioListner of game;

BackAndroid.cs
A Script to control Android back button.

CameraAspect.cs
A very simple script to set aspect of camera for any resulotions.

CheeseMove.cs
A script to move cheese in game.

EnemyMove.cs
A script to move enemy in game.

GameManager.cs
A script to manage game and control it, like create enemy and create cheese and also control the time and show the score.

Jump.cs
A script for jump button.

Mouse.cs
A script to move and add force to mouse in game and control it.

Pause.cs
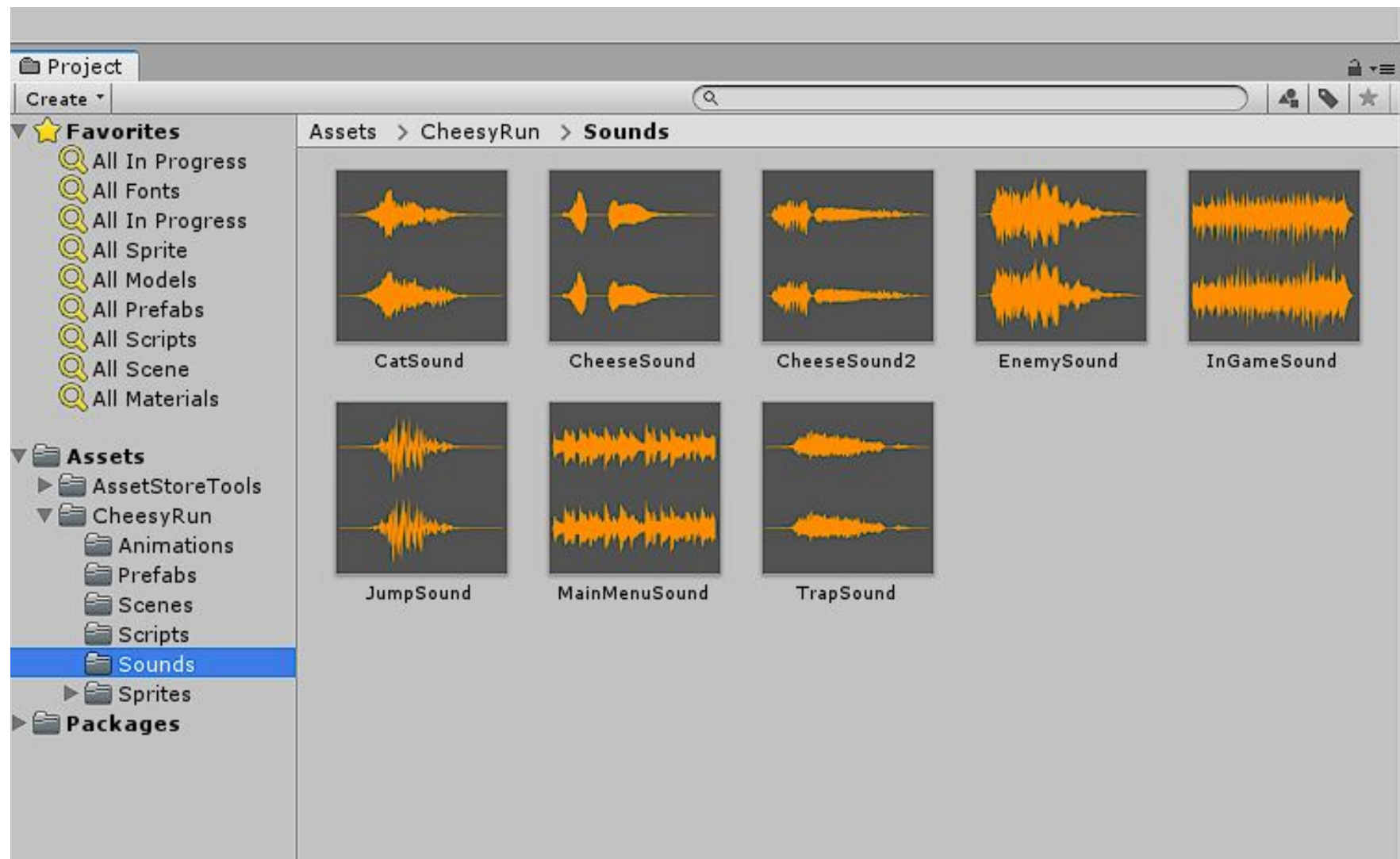A script for Pause button.

PlayAudioCat.cs
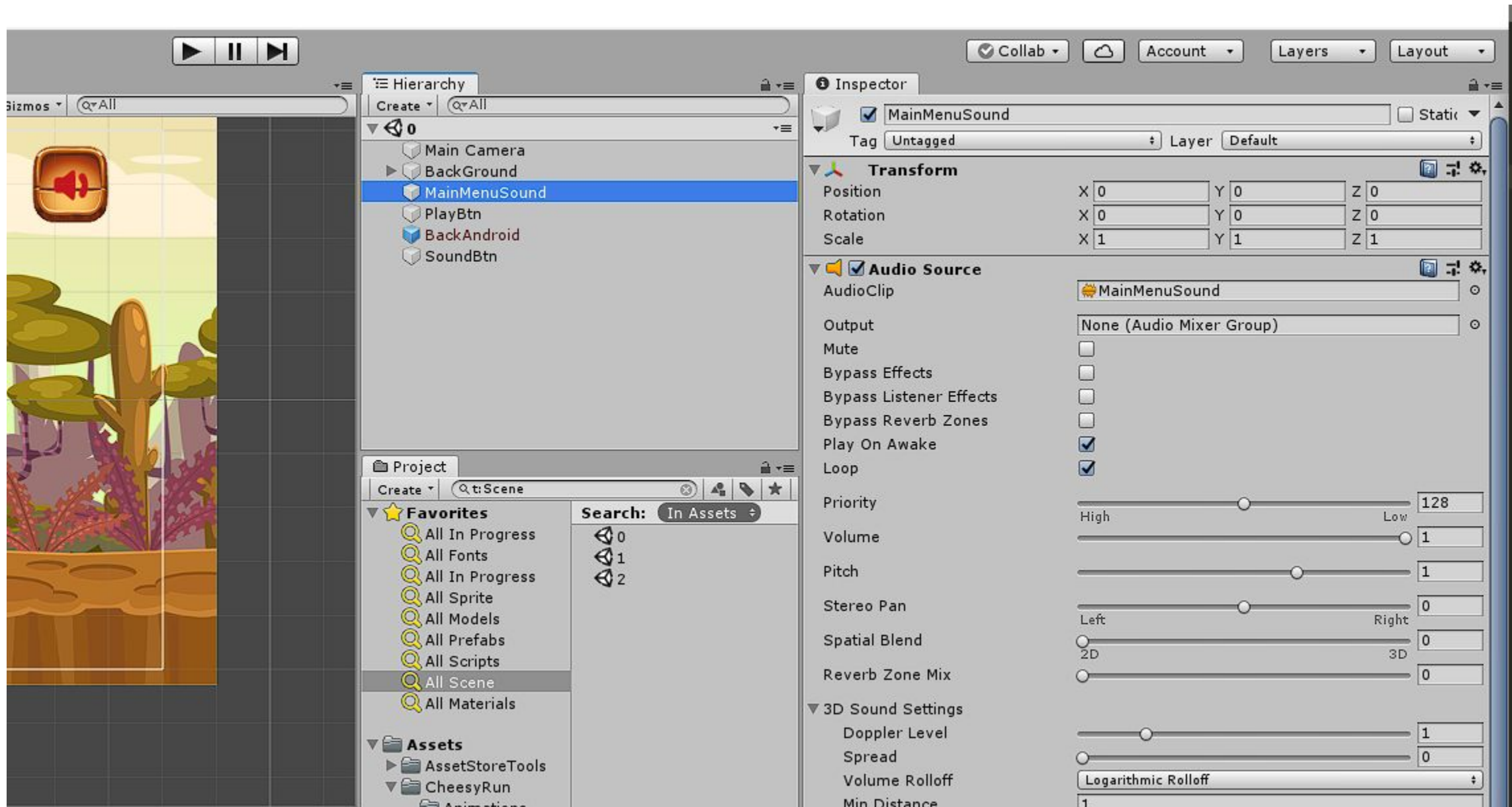A Script to control Animation Sound of cat in scene "2".

Resume.cs
A script for Resume button.

Music and FXs:

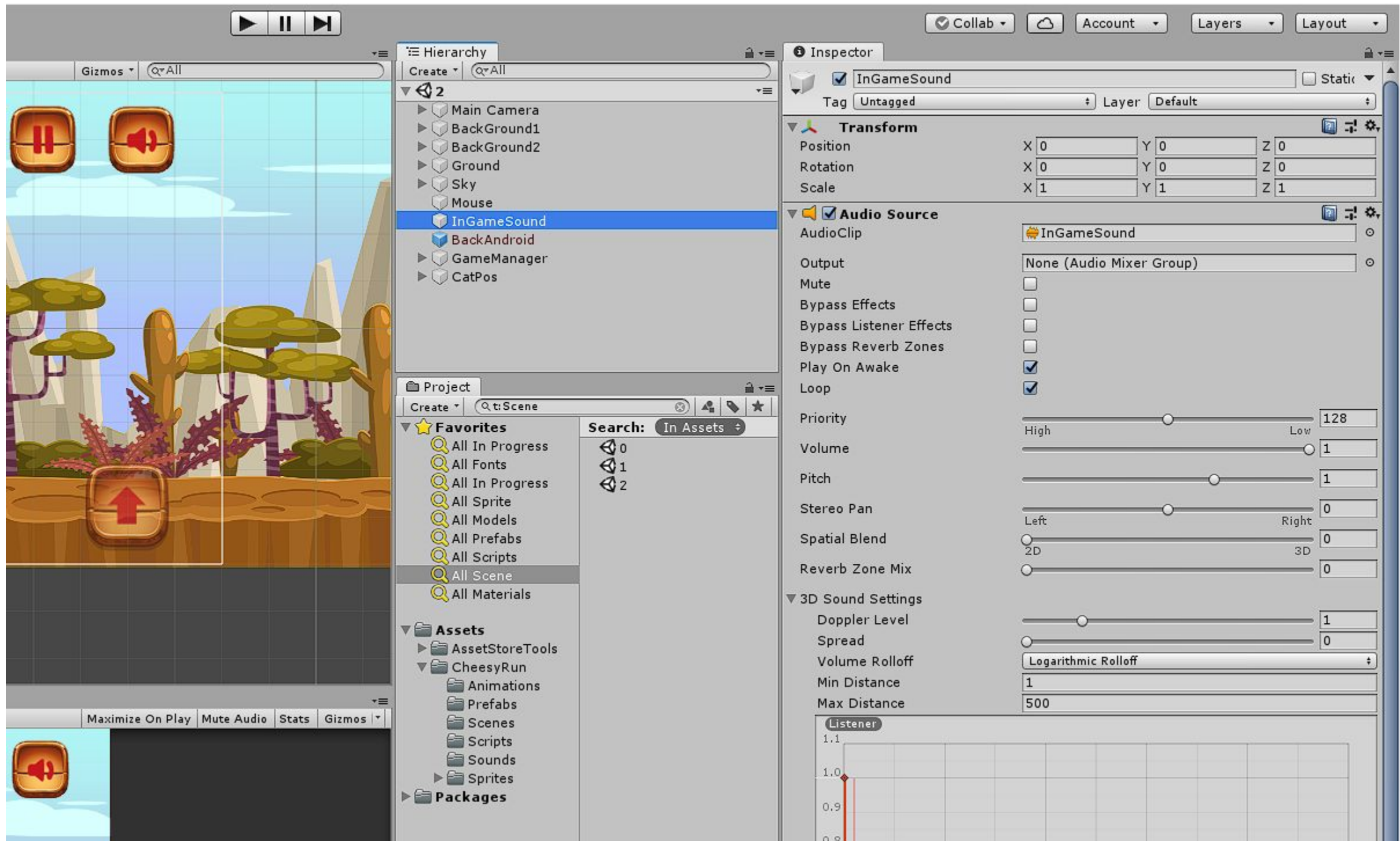All of the sounds that are used in the game are in Sounds folder.

To Change Sounds: Find the GameObject "MainMenuSound", add your AudioClip in the "AudioClip" field.

in next scene "1" to Change Sound Find the GameObject "Anim", and find the Script "AnimSound.cs" and add your Audioclip in the "CatSound" and "InGameSound" field. and add your AudioClip "MainMenuSound" in the "AudioClip" field.
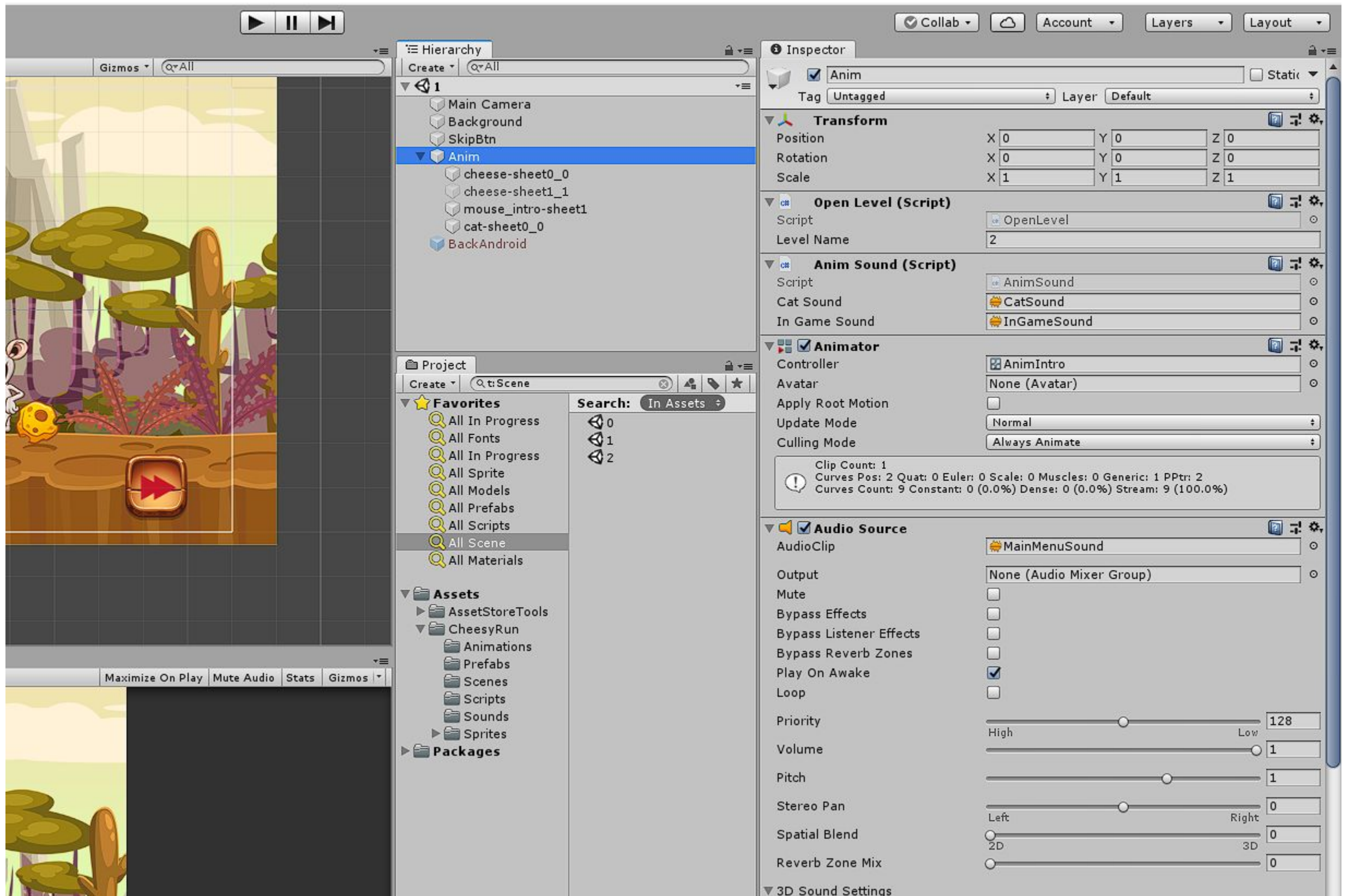
and in last scene "2" to Change Sound Find the GameObject "InGameSound", and add your AudioClip in the "AudioClip" field to change the background music. and Find the GameObject "CatPos", and add your AudioClip in the "AudioClip" field to change the Cat Sound. and Find the GameObject "Mouse" and find the Script "Mouse.cs" and add your Audioclip in the "JumpSound" and "EnemySound" and "TrapSound" field.

Collab ▾   ☁   Account ▾   Layers ▾   Layout ▾

Hierarchy
Create ▾   Q▾All

▼ ◁ 2
  ▶ Main Camera
  ▶ BackGround1
  ▶ BackGround2
  ▶ Ground
  ▶ Sky
    Mouse
    InGameSound
    BackAndroid
  ▶ GameManager
  ▶ CatPos

Project
Create ▾   Q t:Scene

▼ ★ **Favorites**
  Q All In Progress
  Q All Fonts
  Q All In Progress
  Q All Sprite
  Q All Models
  Q All Prefabs
  Q All Scripts
  Q All Scene
  Q All Materials

Search: In Assets ⇕
  ◁ 0
  ◁ 1
  ◁ 2

▼ ▤ **Assets**

Inspector

☑ Mouse   ☐ Static ▾
Tag Untagged ⇕   Layer Default ⇕

▼ **Transform**
Position   X -3   Y -2.67   Z 0
Rotation   X 0   Y 0   Z 0
Scale   X 1   Y 1   Z 1

▶ ☑ **Sprite Renderer**

▼ ☑ **Mouse (Script)**
Script   Mouse
Gm   GameManager (GameManager)
Jump Sound   JumpSound
Enemy Sound   EnemySound
Trap Sound   TrapSound
▼ Cheese Sound
  Size   2
  Element 0   CheeseSound
  Element 1   CheeseSound2
Trap Menu   Trap
Enemy Menu   Enemy
Time Menu   Time
Game Over Menu   GameOverMenu
Chests Menu   Chests

▼ ☑ **Box Collider 2D**
            Edit Collider
Material   None (Physics Material 2D)
Is Trigger   ☐

Reskin:

All of the images that are used in the game are in Sprites folder. You can replace the default images with the new ones that you want.

Important note: For changing the game's default images, new images should have the same size and name as default ones.