

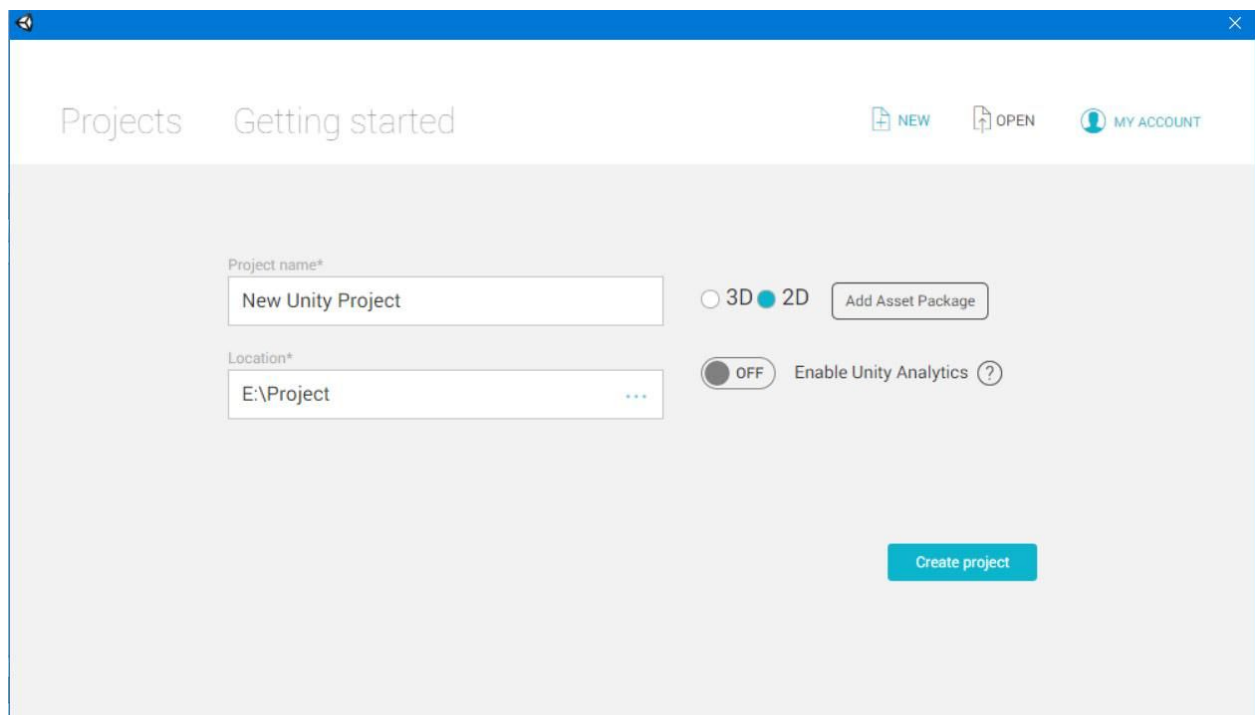
Jet Kara

Thank you for purchasing the “**jet Kara**” game template. This is a full Unity template that gives you a quick and easy way to create a simple kids game or can be used as a starting base to learn Unity and C# programming.

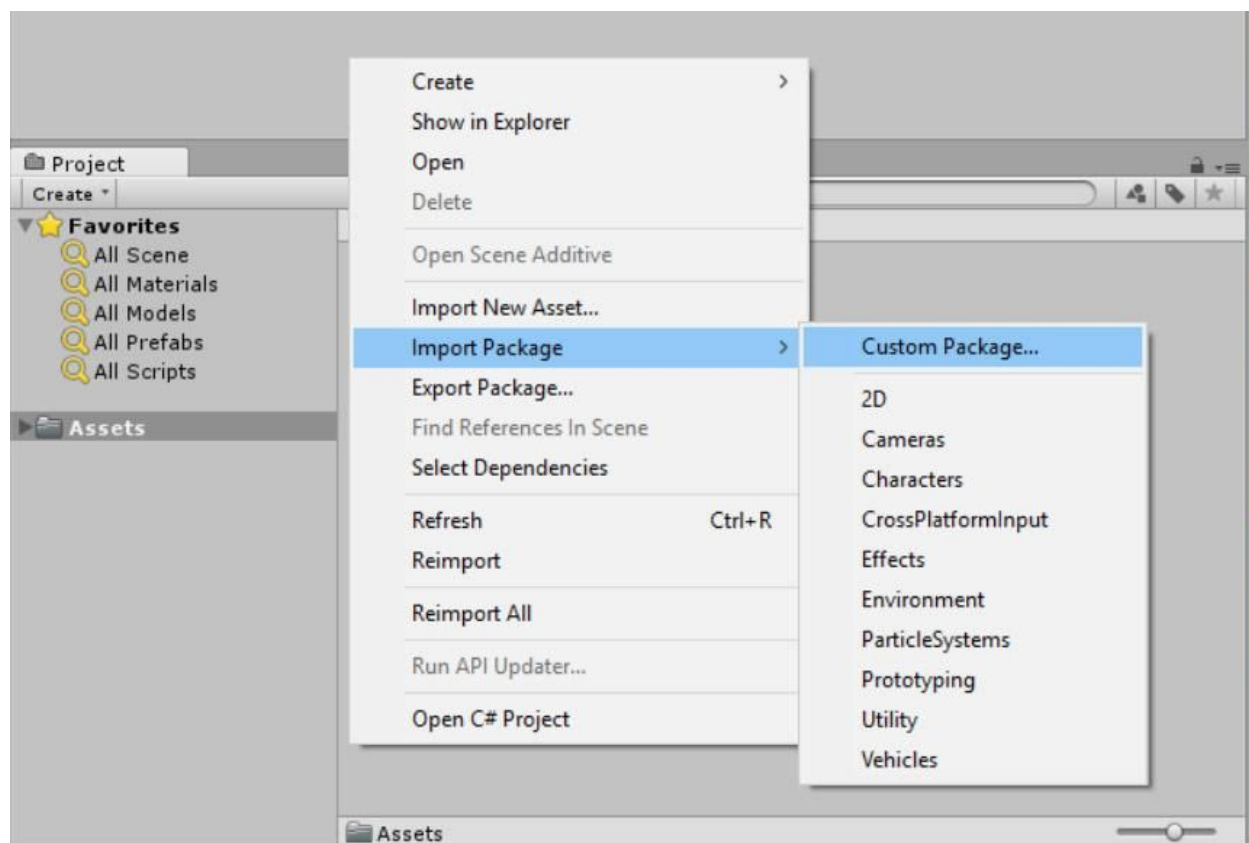
This game can be built for android, iOS & Windows Phone.

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

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



Picture 01



Picture 02

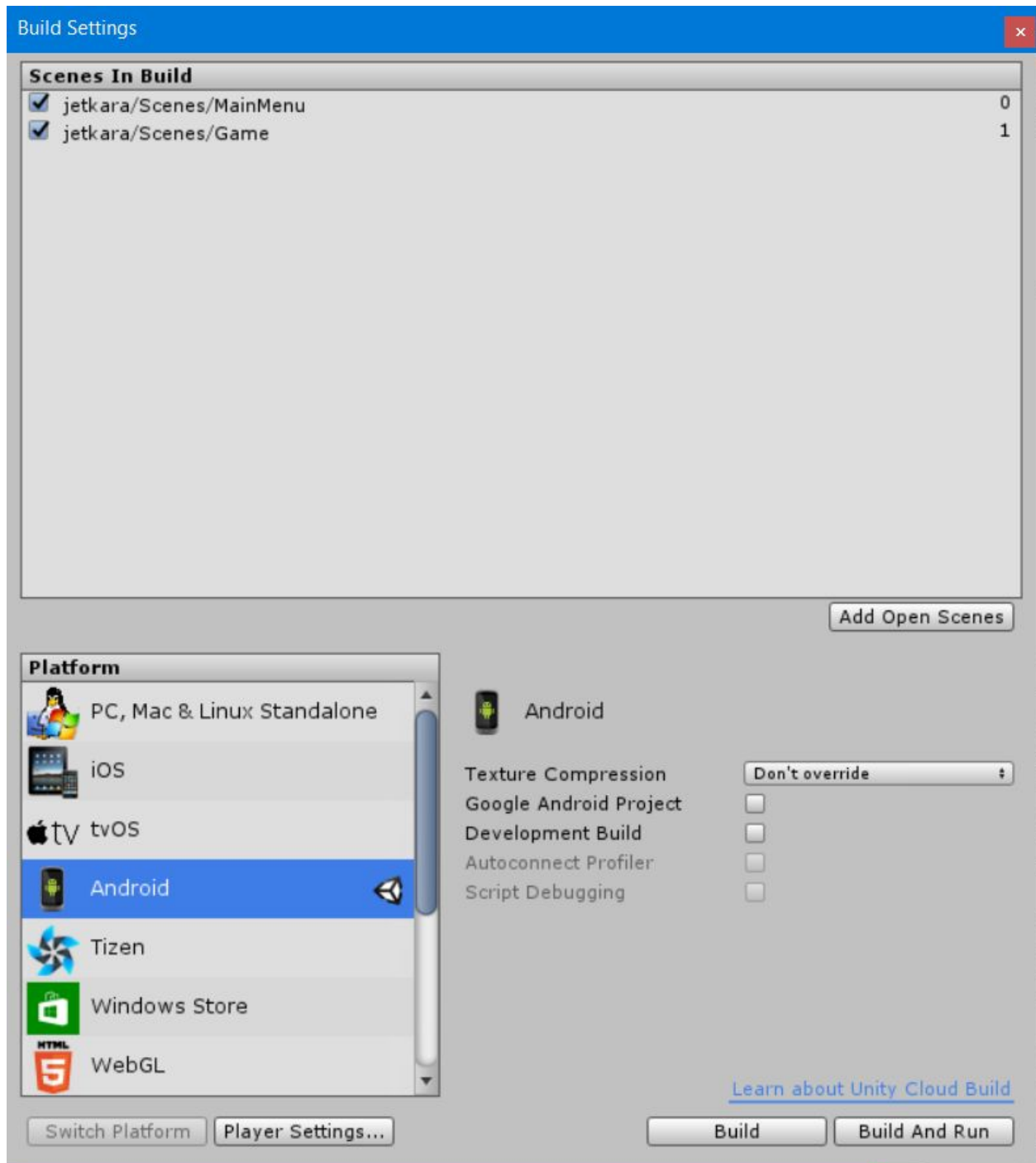
VERSION HISTORY

Version 1.0

- Initial release.

BUILD SETTINGS

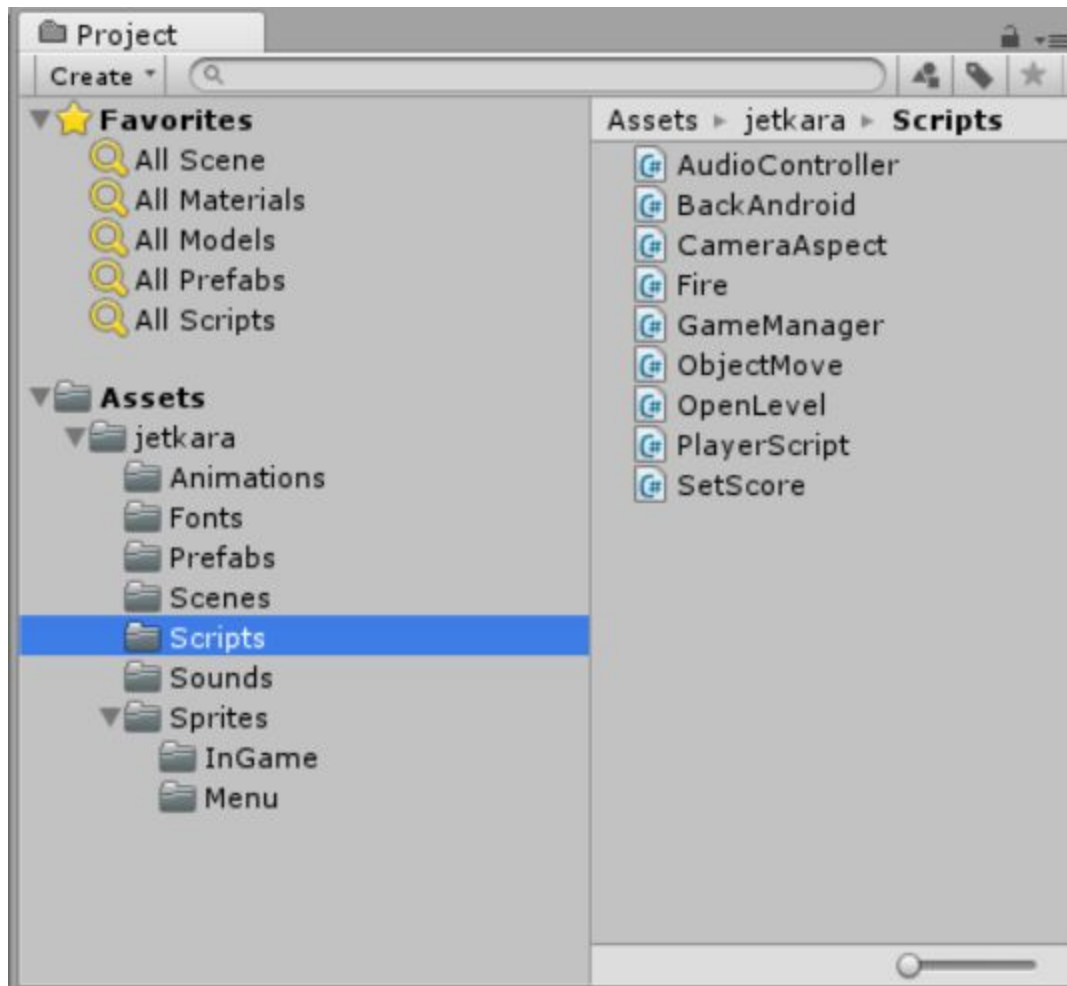
Make sure you have added these scenes.



Picture 03

Scripts:

All scripts are under Scripts folder.



Picture 04

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 resolutions.

Fire.cs

A Script For Deactive And Active RocketFire in Game.

GameManager.cs

This script is attached to the GameObject "GameManager".

This script in in charge of the game logic.

ObjectMove.cs

A script for Move Objects.

OpenLevel.cs

A script to open new scene.

PlayerScript.cs

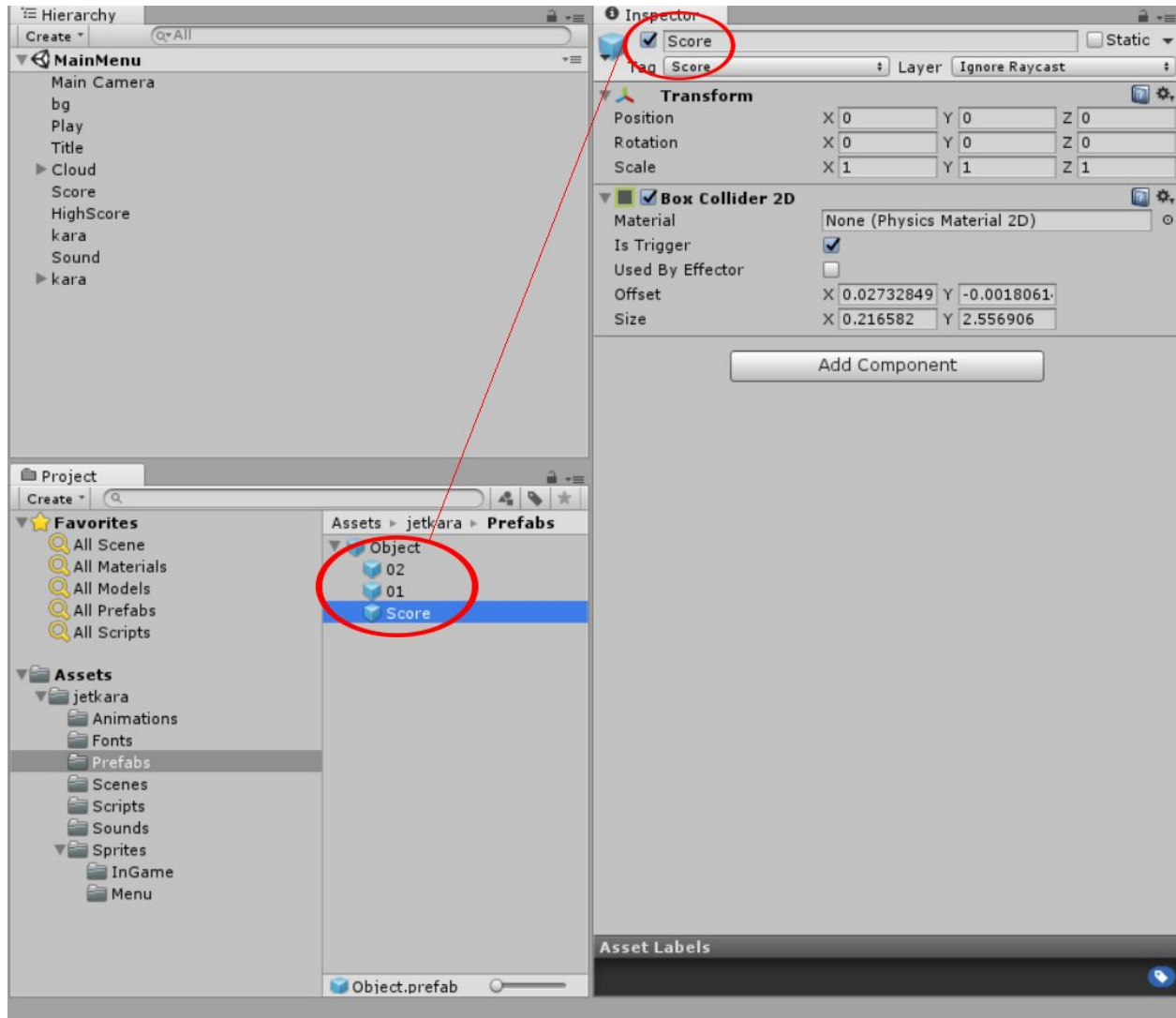
This script is attached go the GameObject "Player".

In charge to detect the input, and to move the player, and detect collisions.

SetScore.cs

A script For Show and save BestScore.

Important note: after importing unitypackage, make sure that prefabs number 01 and 02 have "Finish" tag and prefabs Score have "Score" tag (pictures number 5).



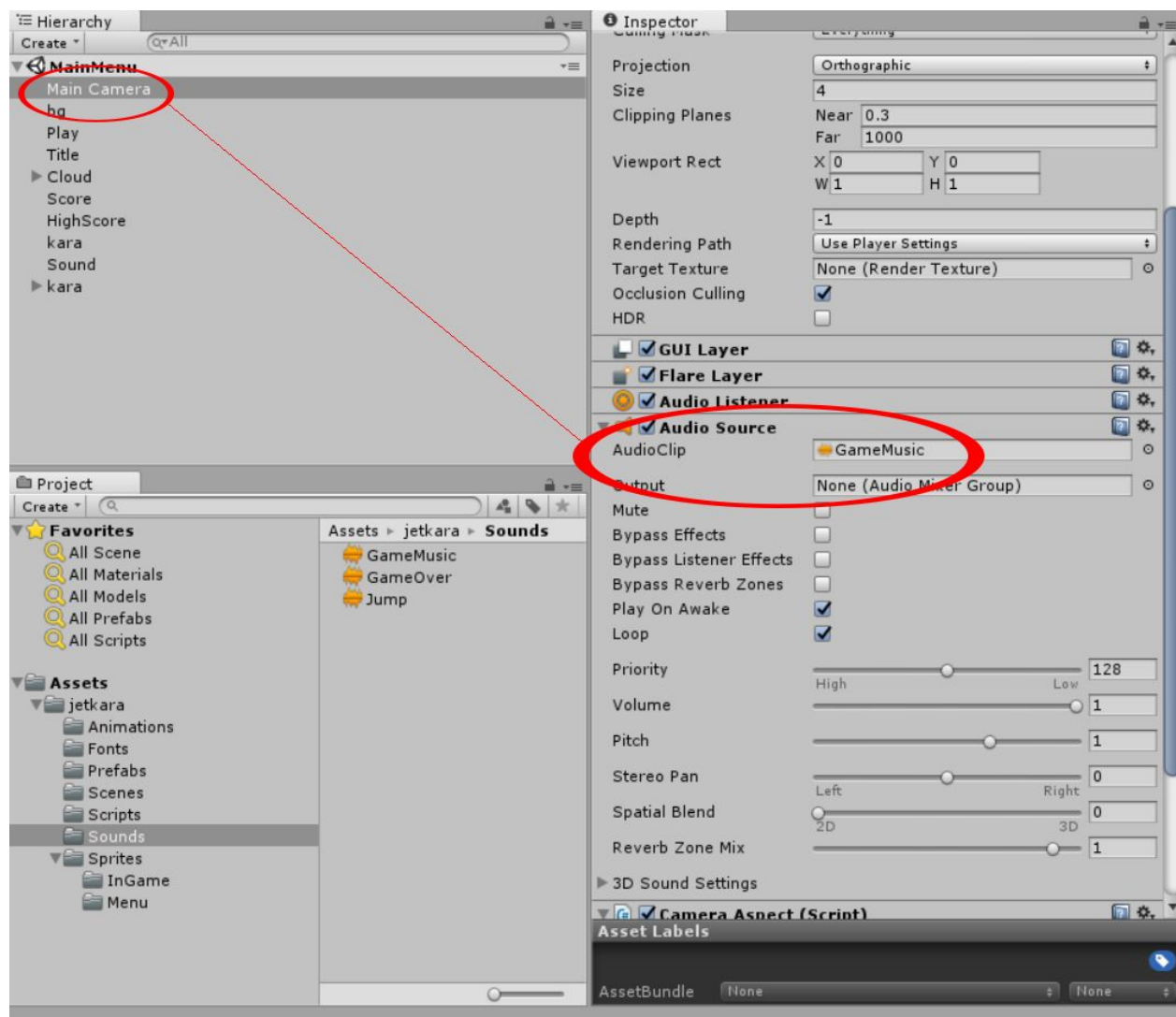
Picture 05

Music and FXs:

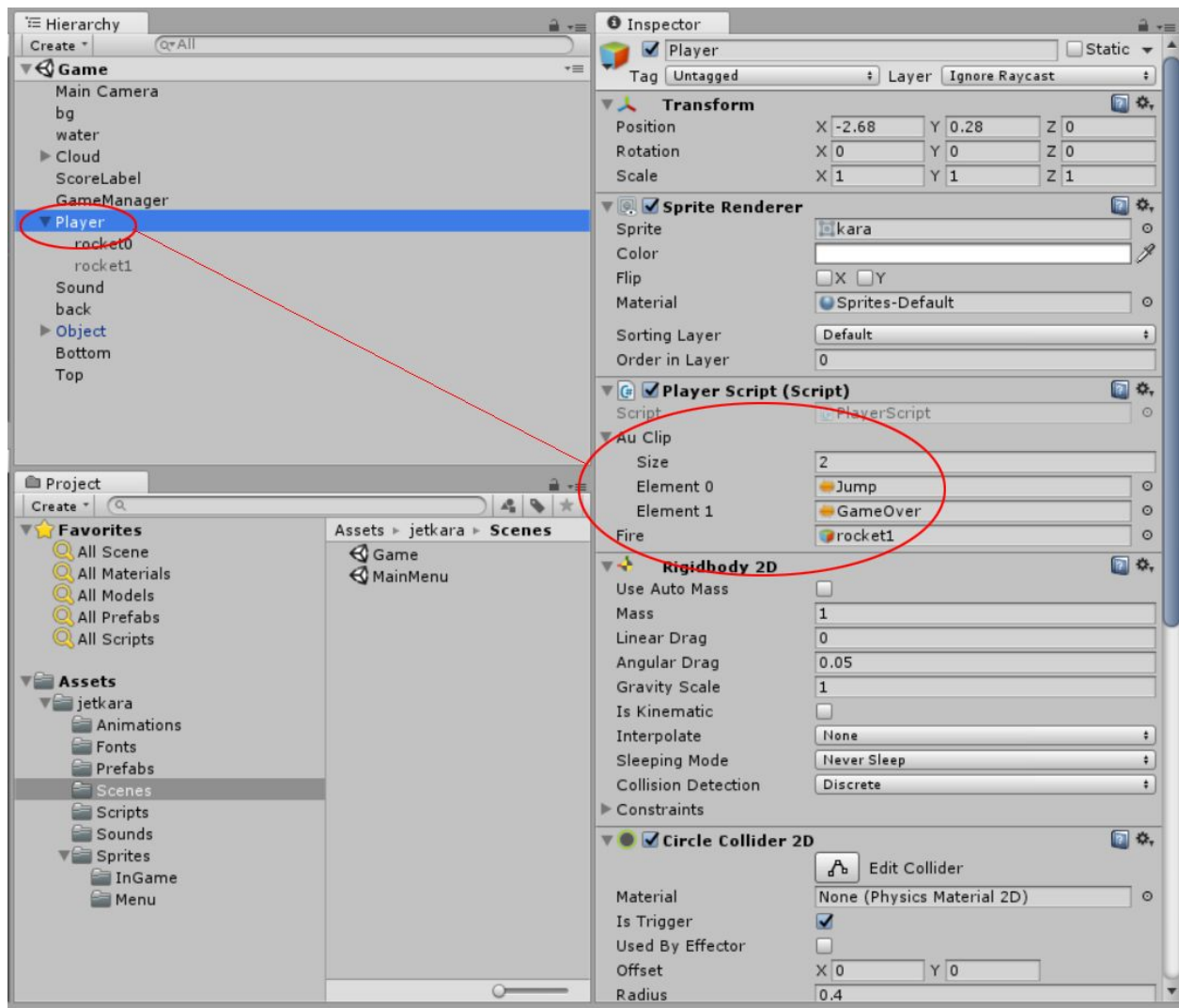
To Change BackGround Sound: Find the GameObject "Main Camera", and add your AudioClip in the "AudioClip" field.

To Change Jump and GameOver Sounds: In the "Game" Scene Find the GameObject "Player", and Find script "PlayerScript" and add your AudioClip in the "AuClipArray". first index for jump and second index for gameover (see below pictures).

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



Picture 06



Picture 07

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.

Support:

Email us at: digismile.co.nz@gmail.com