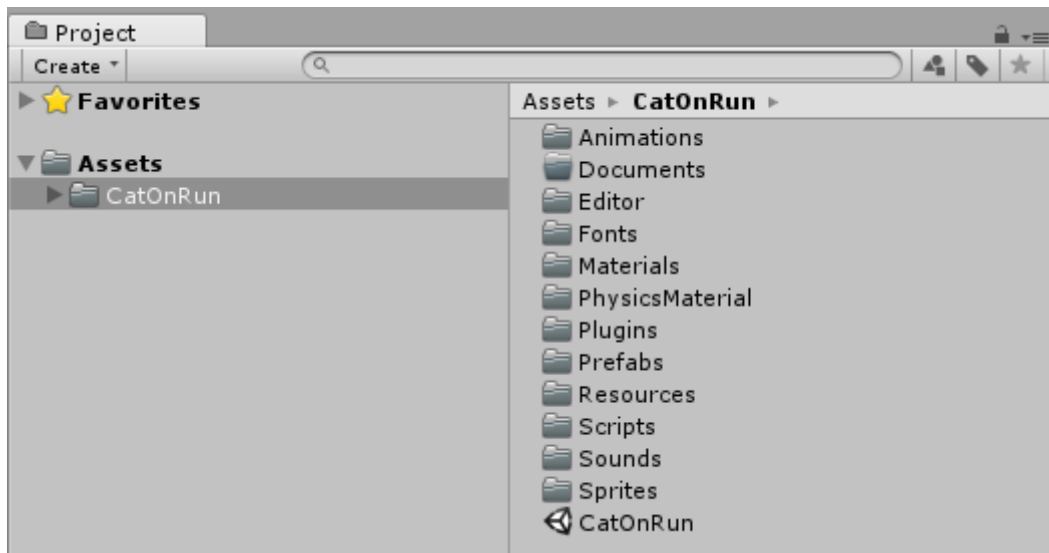




Cat On Run

Thank you for purchasing the asset , if you have any question please contact me at madfireongames@gmail.com

Project Structure



Animations folder: There is stored animations used in game.

Editor Folder: There is stored Game Design window script (Dont edit anytging in this folder).

Fonts folder: There is stored fonts used in GameScene.

Texture2D: There is stored all sprites and textures used in game.

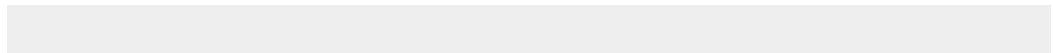
Materials: There is store material of GameObjects used in game.

Prefabs Folder: There is stored Game Objects spawned in game.

Resources Folder: There is stored resources for Game Design (Dont edit anytging in this folder).

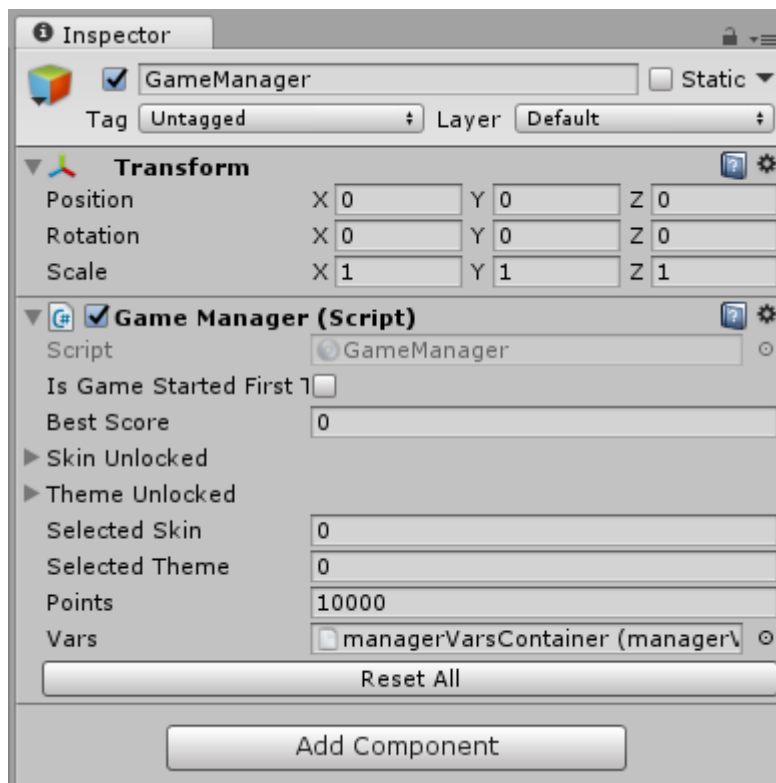
Scripts Folder: There is stored Script files used in game.

Sounds Folder: There is stored Musics and Sound effects used in game.



Scripts

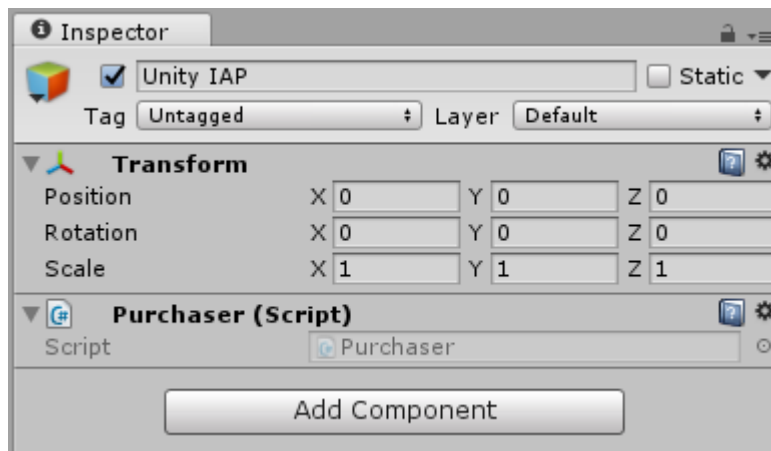
- 1) GameManager:- This script controls the game , its saves and loads data from the device eg:- Best Score , musics status ,etc.



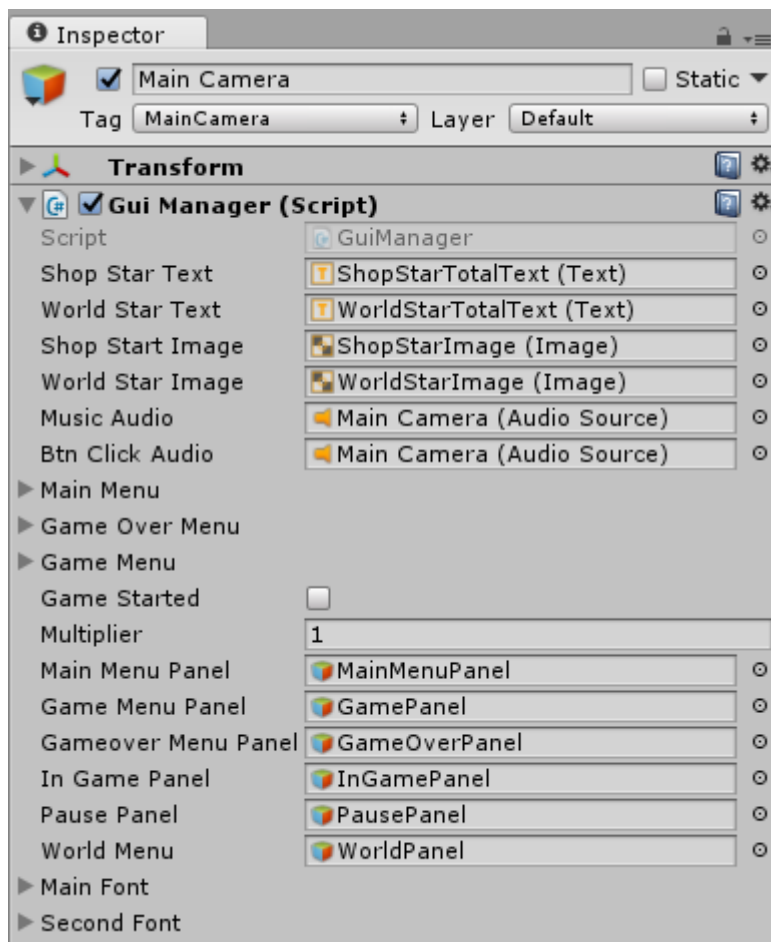
- 2) Leaderboard:- Scripts which control leaderboard of play store and app store.



- 3) Unity IAP:- This script controls the Unity IAP for android and iOS. It controls the remove ads function.

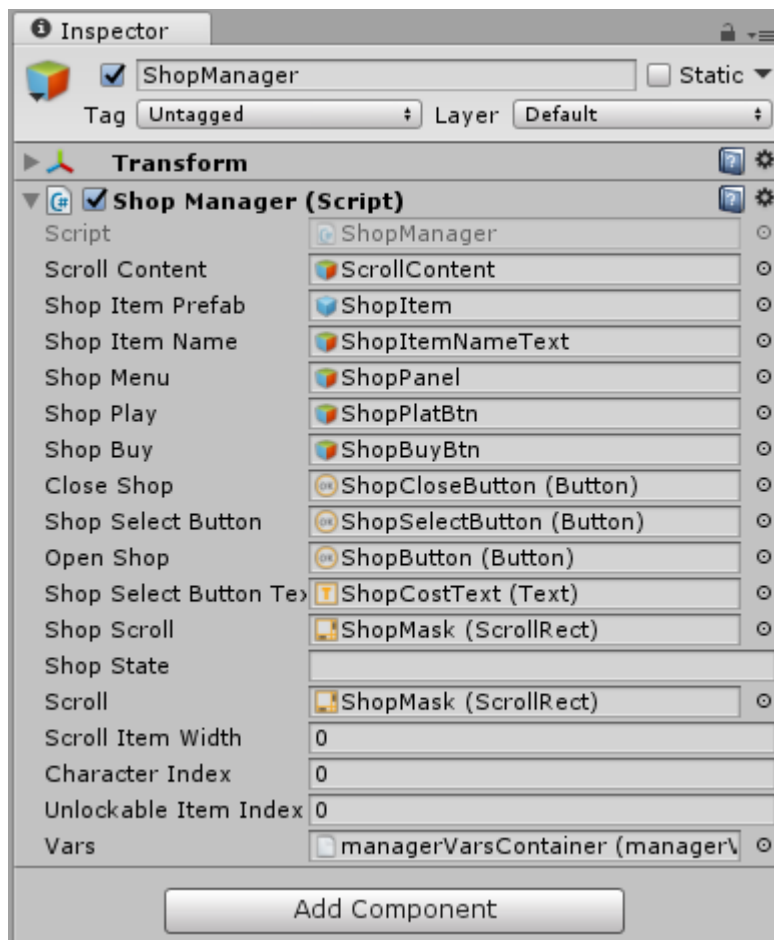


- 4) GuiManager:- This script controls the game menu , is assigns the functions to the buttons and updates the text like score , best score , etc;



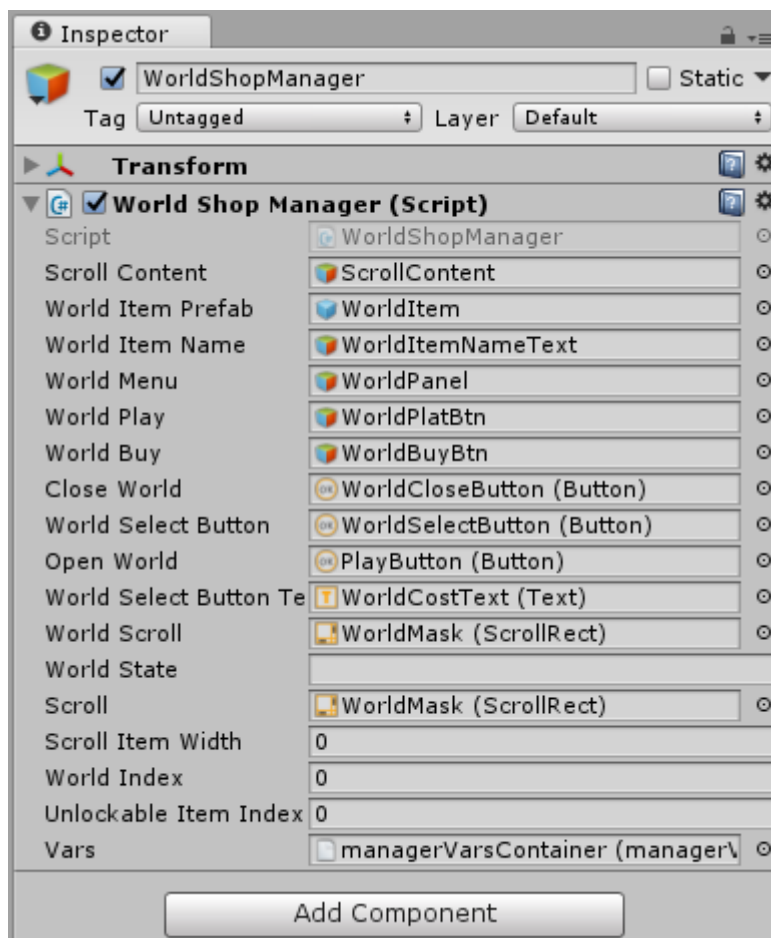
5) ShopManager:- This script controls the shop menu , is assigns the functions to the buttons and updates the character , etc.

Note:- Click on Reset button of GameManager after changing the shop.

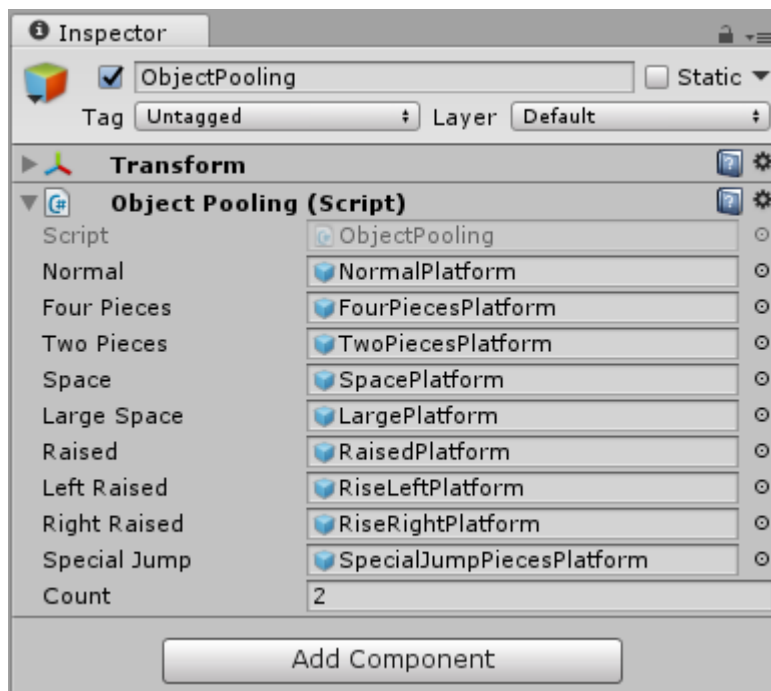


6) WorldShopManager:- This script controls the world shop menu , is assigns the functions to the buttons and updates the theme , etc..

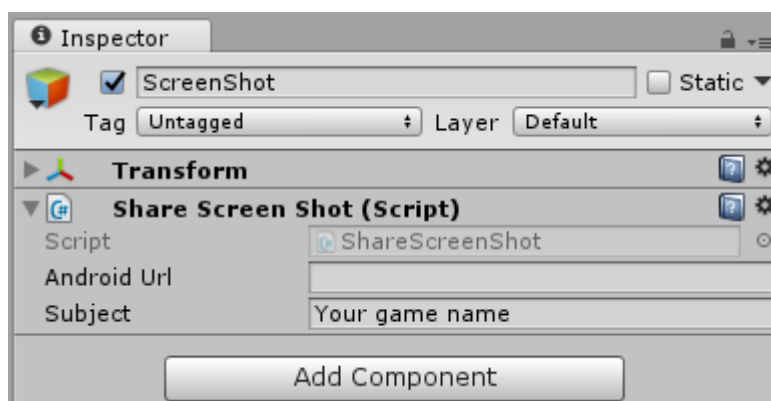
Note:- Click on Reset button of GameManager after changing the shop.



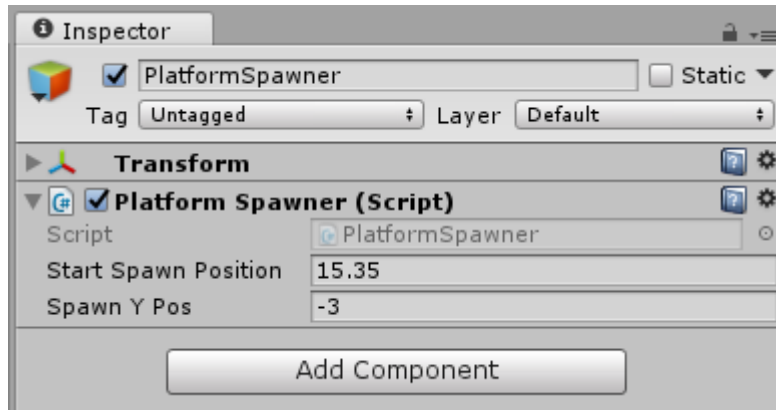
- 7) ObjectPooling:- This script created the required clone of objects which are used again and again and it the make them active when required , helps in game optimization.



- 8) ScreenShot:- This script helps player to take the screen shot of their game and share it on the social platforms like facebook , whatsapp , etc.

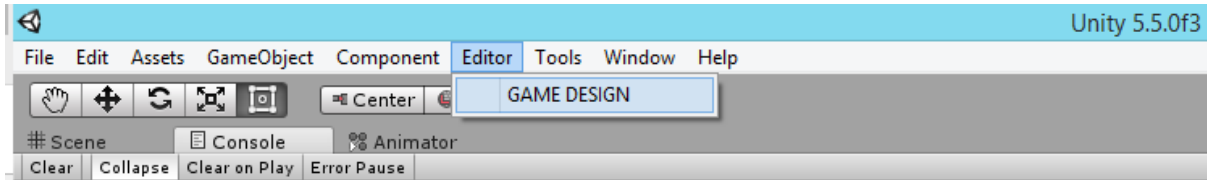


9) PlatformSpawner:- This script controls the spawning of platform , there path , theme and much more.

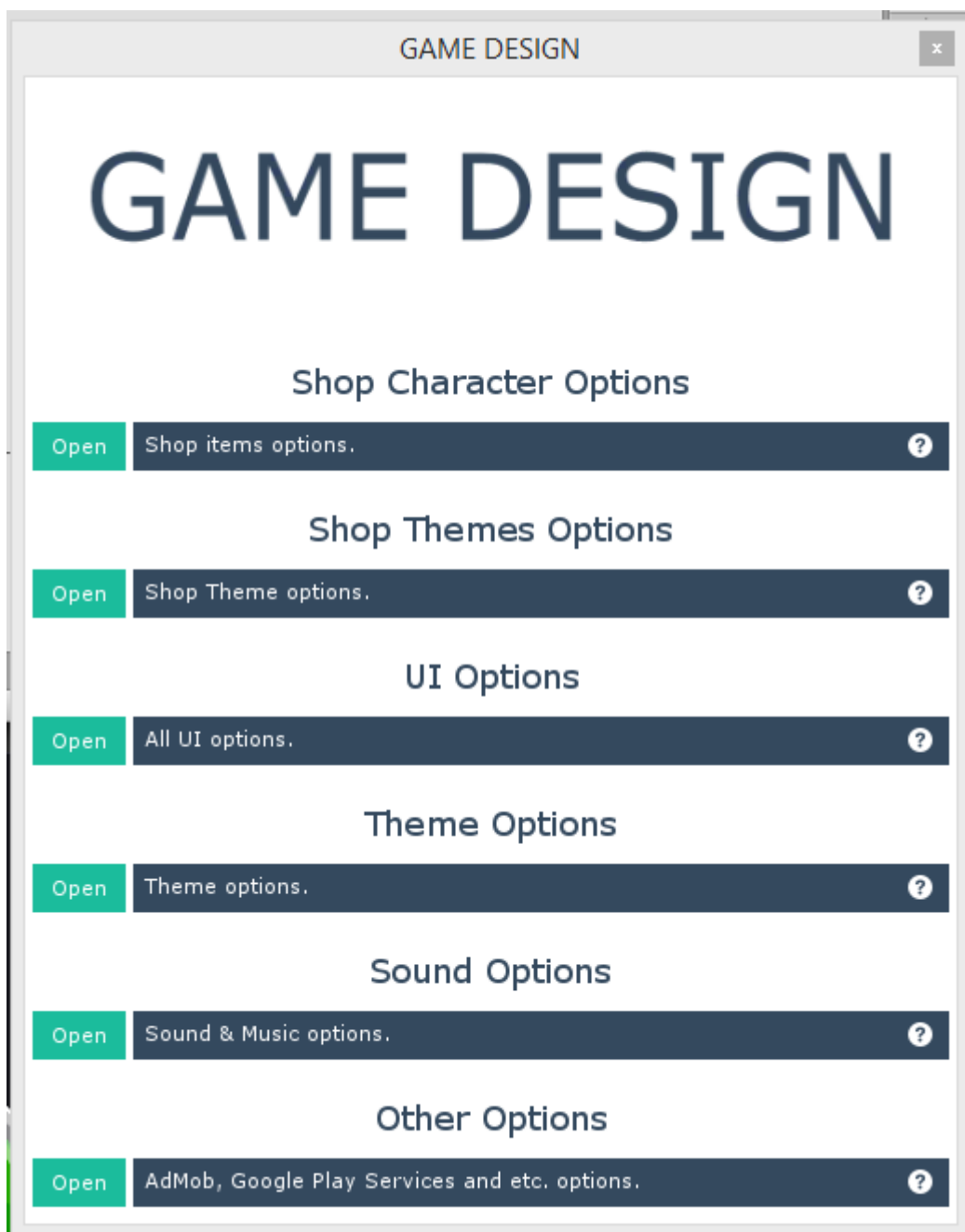


How To Reskin?

Go to Editor -> Click on GameDesign.



GameDesign window will open.

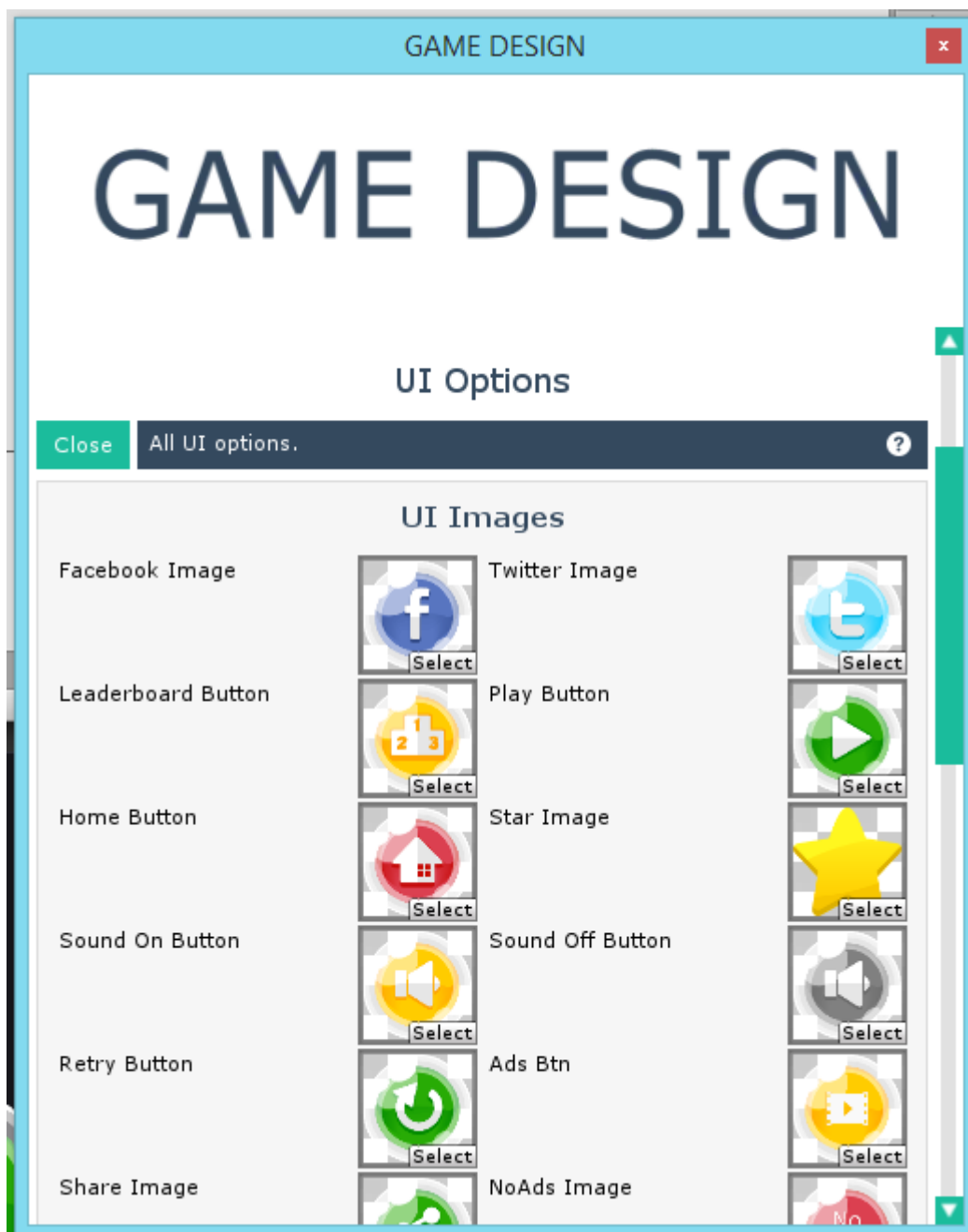


Open any section and you will find fields to change.

Game Design: UI Options

You can easily edit all UI Elements like Button sprites, Text colors.

All available configurations is listed bellow:

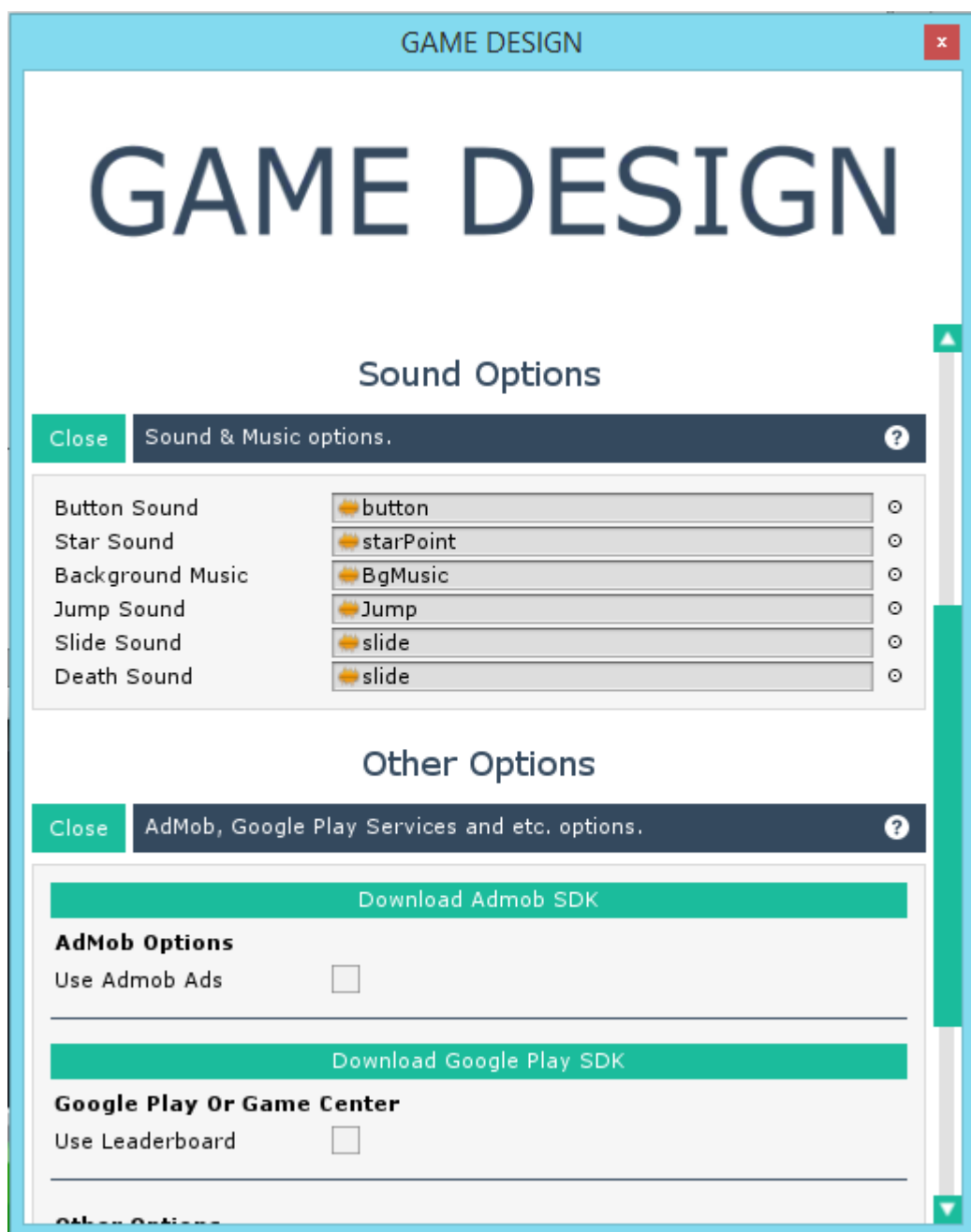


Game Design: Sound Options / Other Options

You can easily edit all sounds and musics like characters sound effects, buttons click , admob settings , Leaderboard for iOS and Android , and much more.

[Note] Import Sdk Before Activating Admob and Play Service

All available configurations is listed bellow:



Game Design: Shop Options

You can easily add or remove the character by editing the shop options. The shop menu is update by its own.

All available configurations is listed bellow:

GAME DESIGN

×

GAME DESIGN


Shop Character Options

CloseShop items options.?

Characters Count : 4-+

Character 1 options:

Character sprite




Select

Character nameCat

Character 2 options:

Character sprite




Select

Character nameDogCharacter price50

Character 3 options:

Character sprite



Select

Character nameBoyCharacter price100

Game Design: Shop Theme Options

You can easily add or remove the theme here. The shop theme menu is update by its own.

GAME DESIGN

×

GAME DESIGN

Shop Themes Options

Close

Shop Theme options.

?


themes Count : 4

-

+

Themes 1 options:

Theme sprite




Select

Theme name

Sci Fi

Themes 2 options:

Theme sprite



Select

Theme name


Forest

Theme price

100

Themes 3 options:

Theme sprite



Select

Theme name

Desert

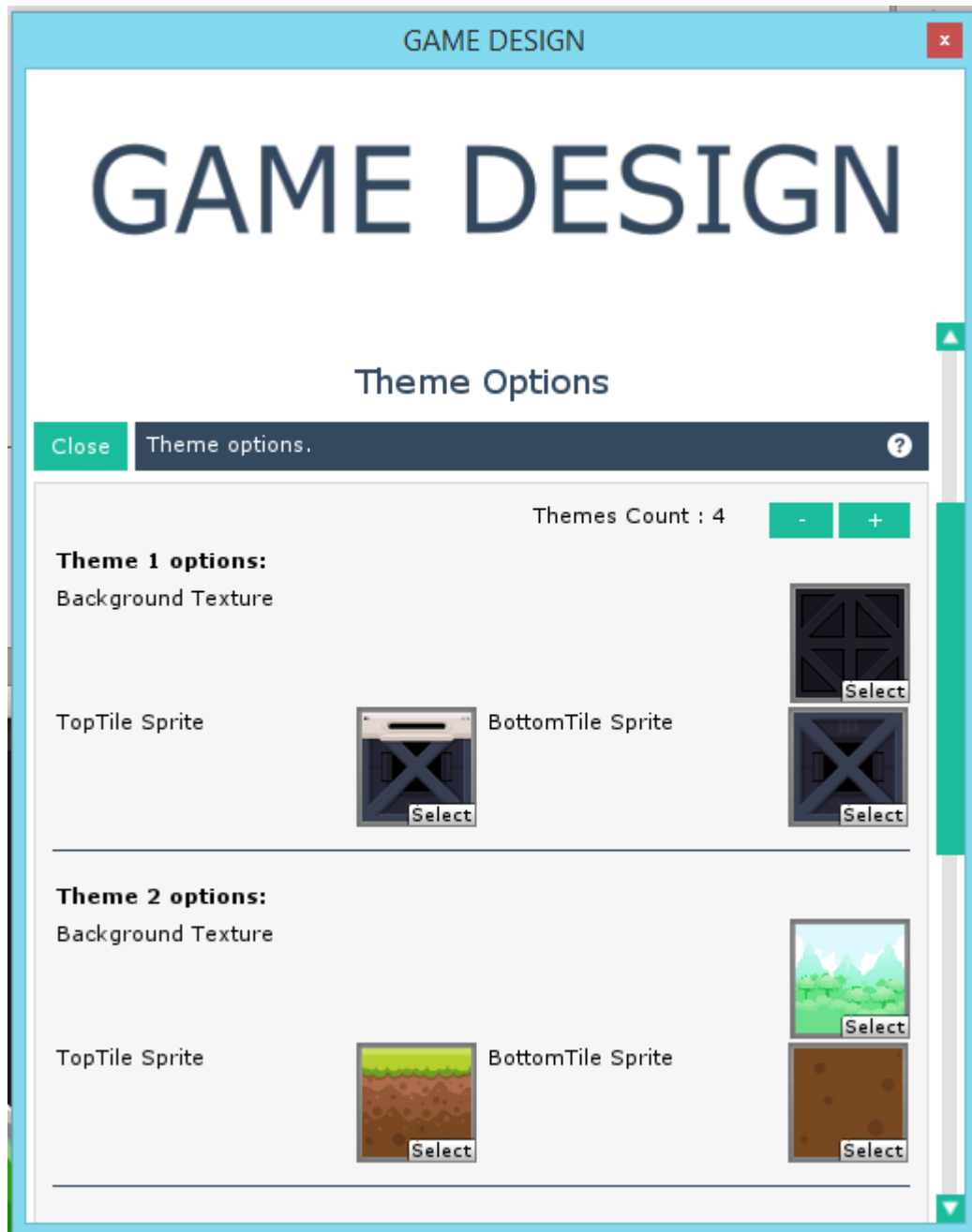
Theme price

200

Game Design: Theme Options

You can easily add or remove the platform theme here.

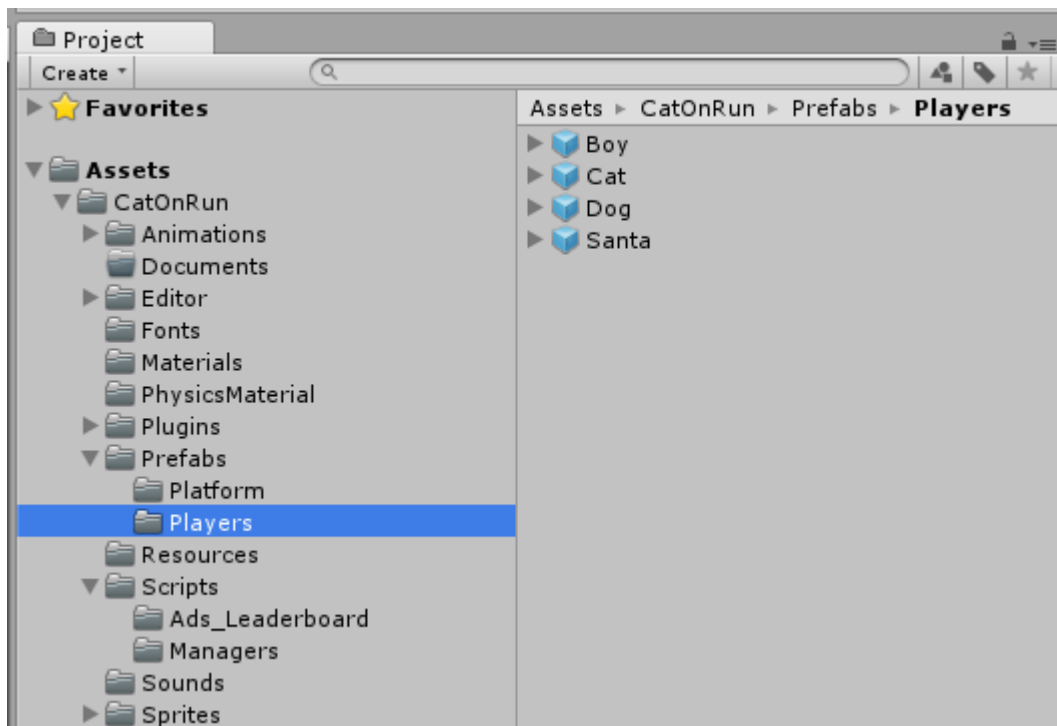
The game will update , no need to change sprite manually.



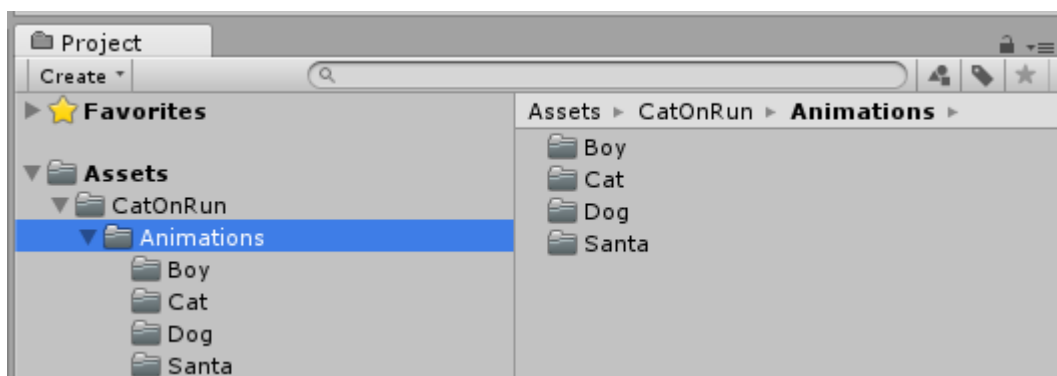
Adding New Character

Step 1 :- Update the Shop menu from GameDesign.

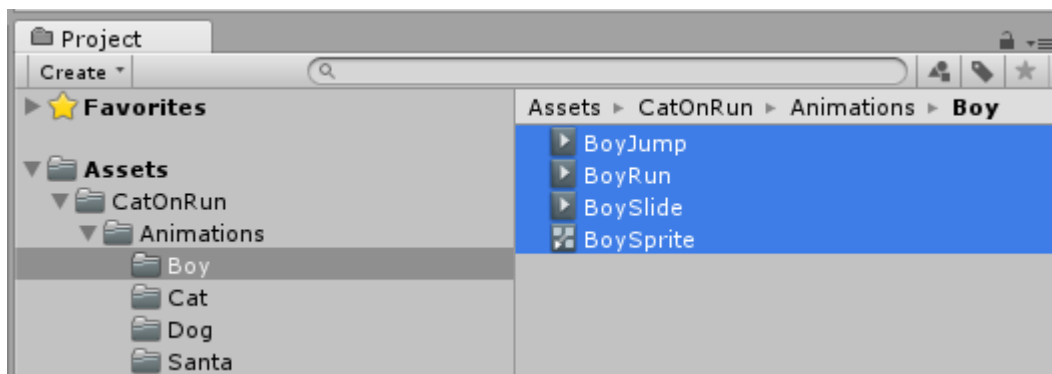
Step 2 :- Now Drag any player gameobject into scene from Prefabs->Player folder (eg: Boy , Cat).



Step 3 :- Create a new folder in Animation and give it name(eg:- Robot).

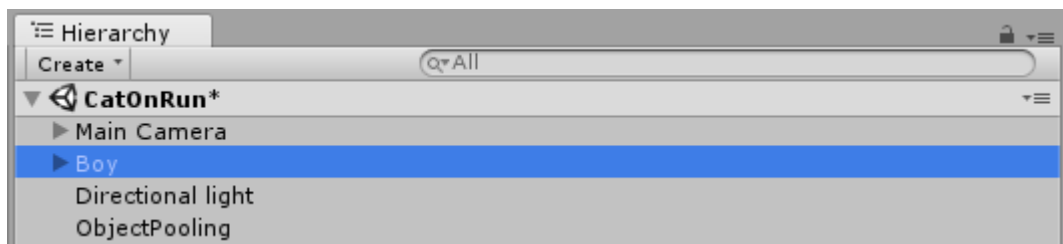


Step 4:- Copy and Paste the animation and animator from other folder, let say Boy folder.



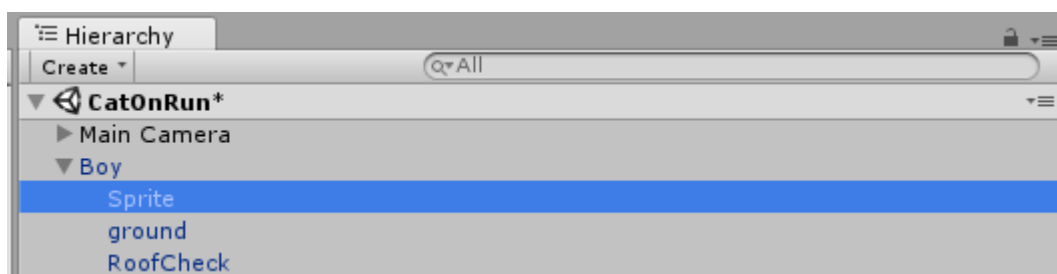
Step 5 :- Rename them eg:- RobotJump , RobotRun , RobotSlide , RobotSprite.

Step 6 :- Go to the prefab you dragged to scene in Step 2 and rename it to eg: Robot.

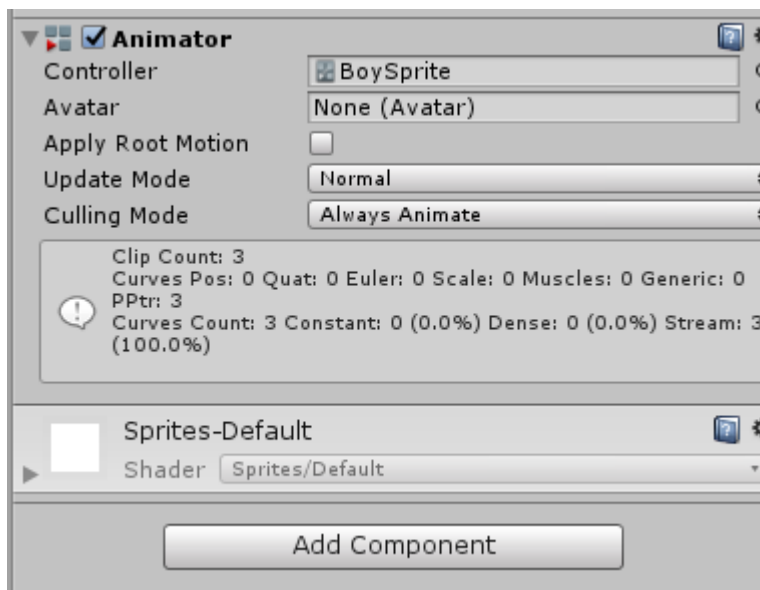


Step 7 :- Drag the gameobject to Prefabs-> Player folder to create new prefabs.

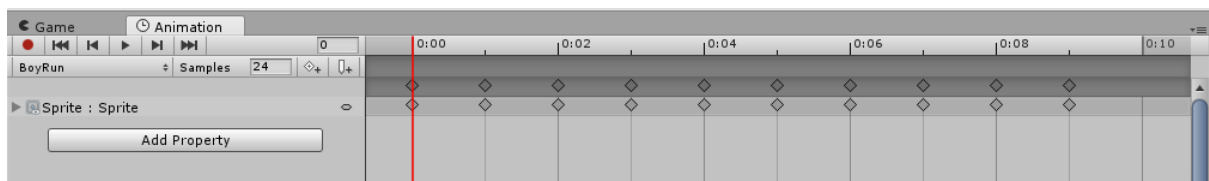
Step 8 :- Now select the Child sprite of the gameobject which is in the scene and open Animation Window (Window -> Animation).



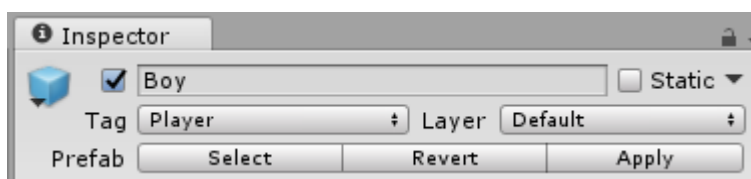
Step 9 :- Select Child sprite and drag animator (RobotSprite) on the Animator field.



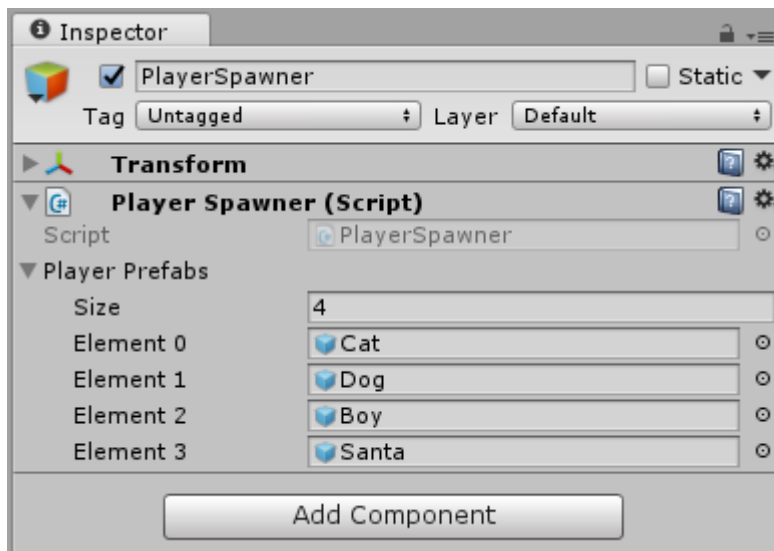
Step 10 :- Now in Animation window replace the sprite for each anim with your and adjust the animation.



Step 11:- Click on gameobject (Robot) and press Apply.



Step 12 :- Drag the prefab to PlayerSpawner and assign it in same manner as the Shop is assigned.



Note:- Click on Reset Button of GameManager after adding or removing character