

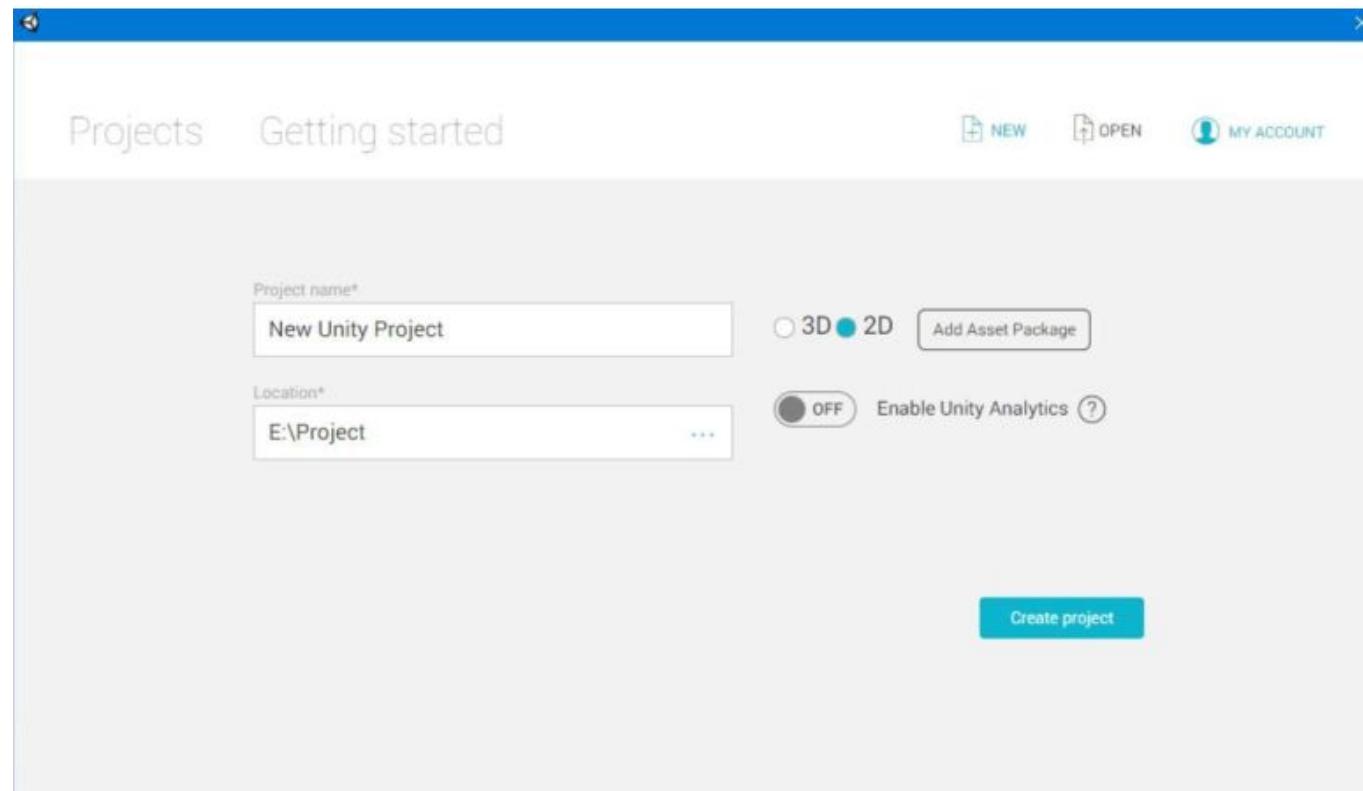
# Jet Kara Manual

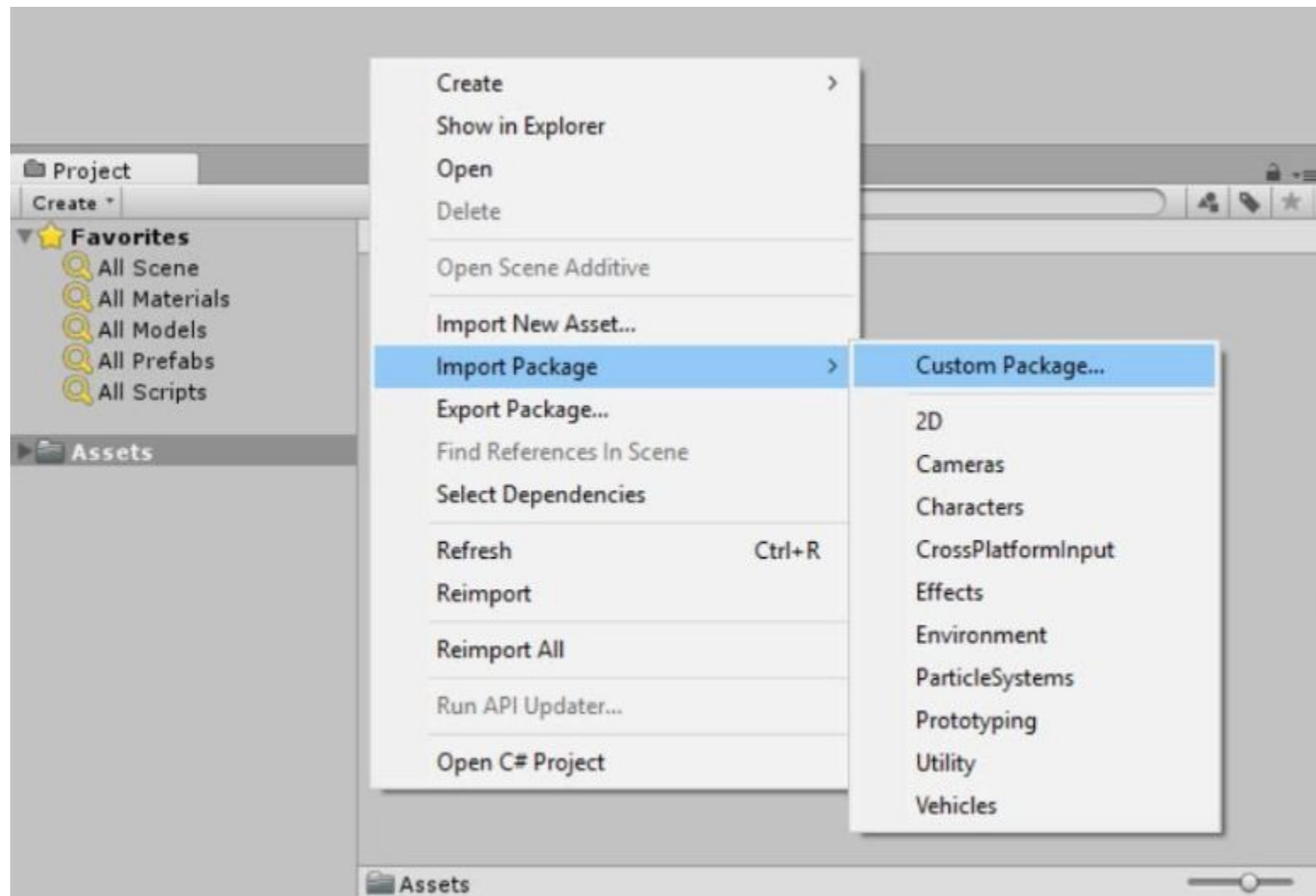
Thank you for purchasing the “**jet Kara**” game template. This is a full Unity template that gives you a quick and easy way to create a simple kids game or can be used as a starting base to learn Unity and C# programming.

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.



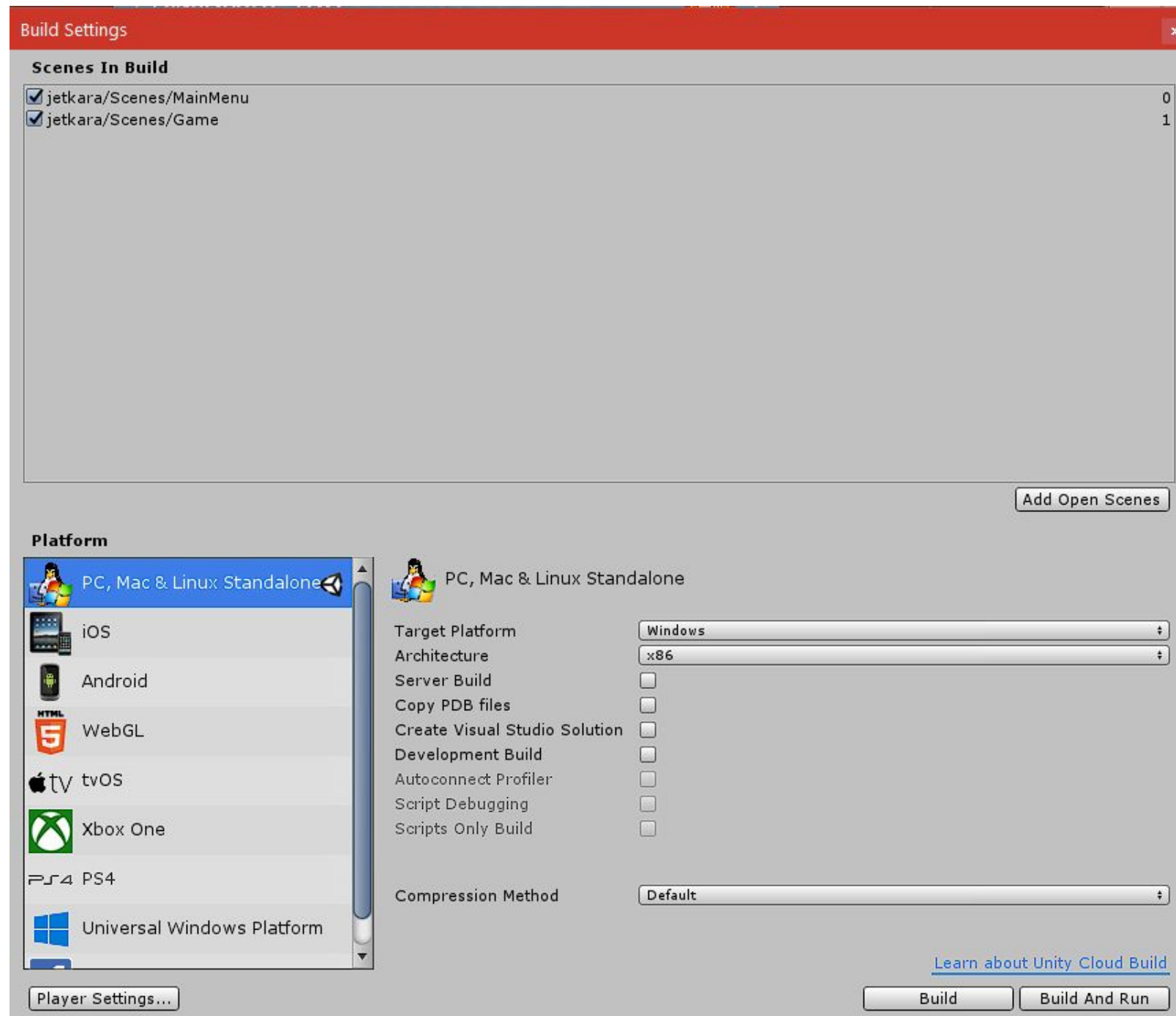


## VERSION HISTORY

- **Version 1.0**
  - Initial release.

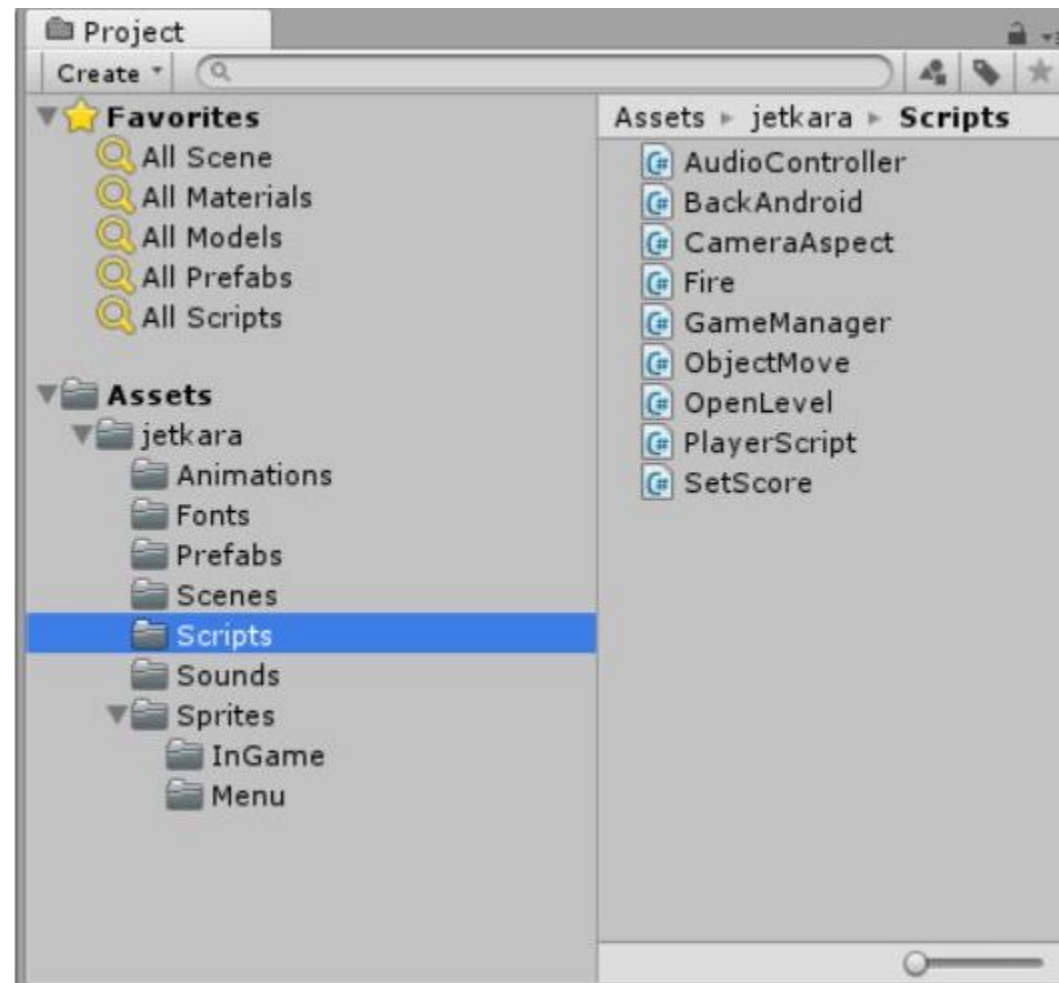
# Build Settings

Make sure you have added these scenes.



# Scripts:

All scripts are under the Scripts folder.



AudioController.cs

A script to control the “audioListener” of the game.

BackAndroid.cs

A script to control Android back button.

CameraAspect.cs

A very simple script to set the aspect of the camera for any resolution.

Fire.cs

A Script For Inactive And Active RocketFire in Game.

GameManager.cs

This script is attached to the GameObject "GameManager" and control the game logic.

ObjectMove.cs

A script for Move Objects.

OpenLevel.cs

A script to open a new scene.

PlayerScript.cs

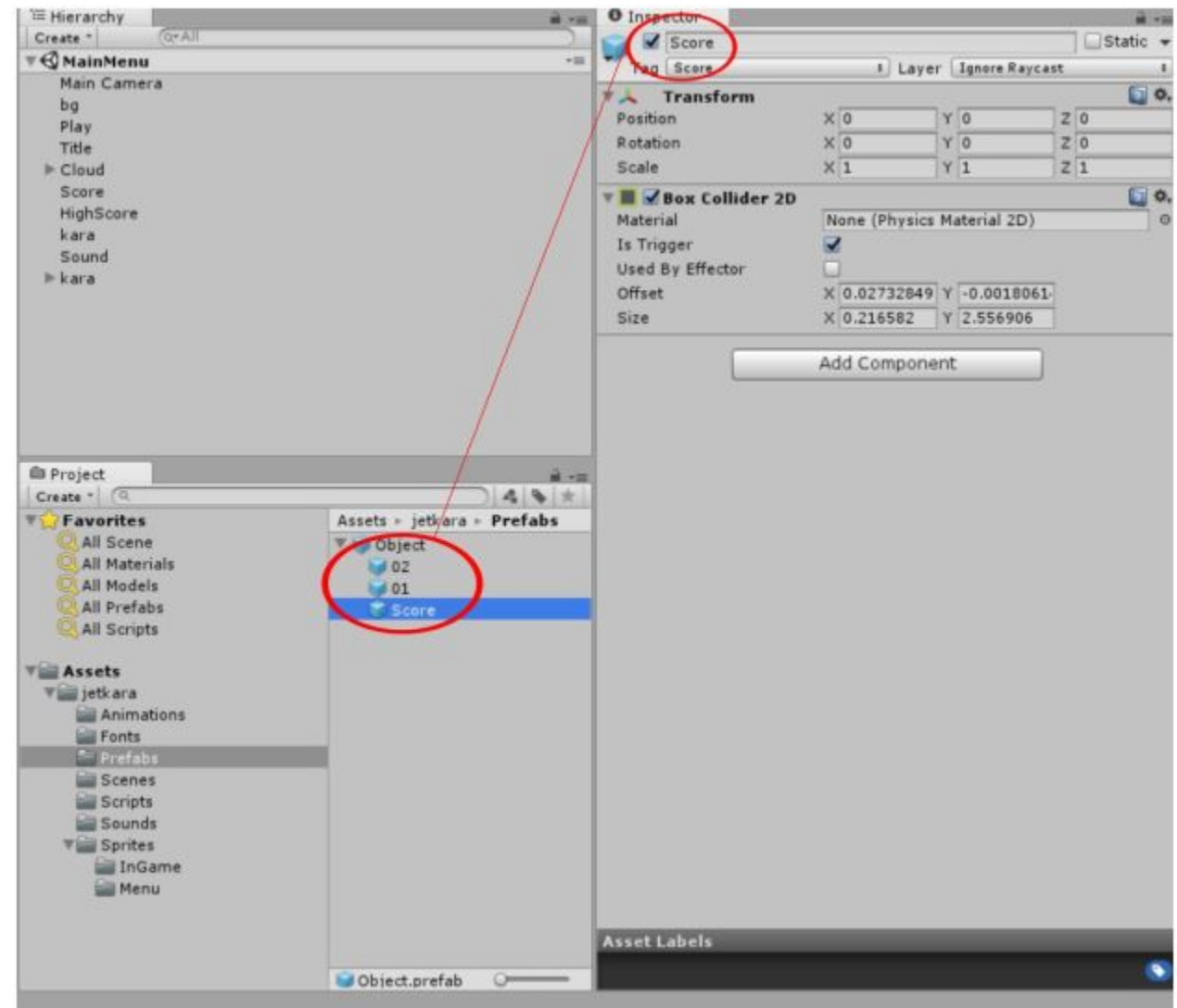
This script is attached to the GameObject "Player".

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

SetScore.cs

A script For Show and save BestScore.

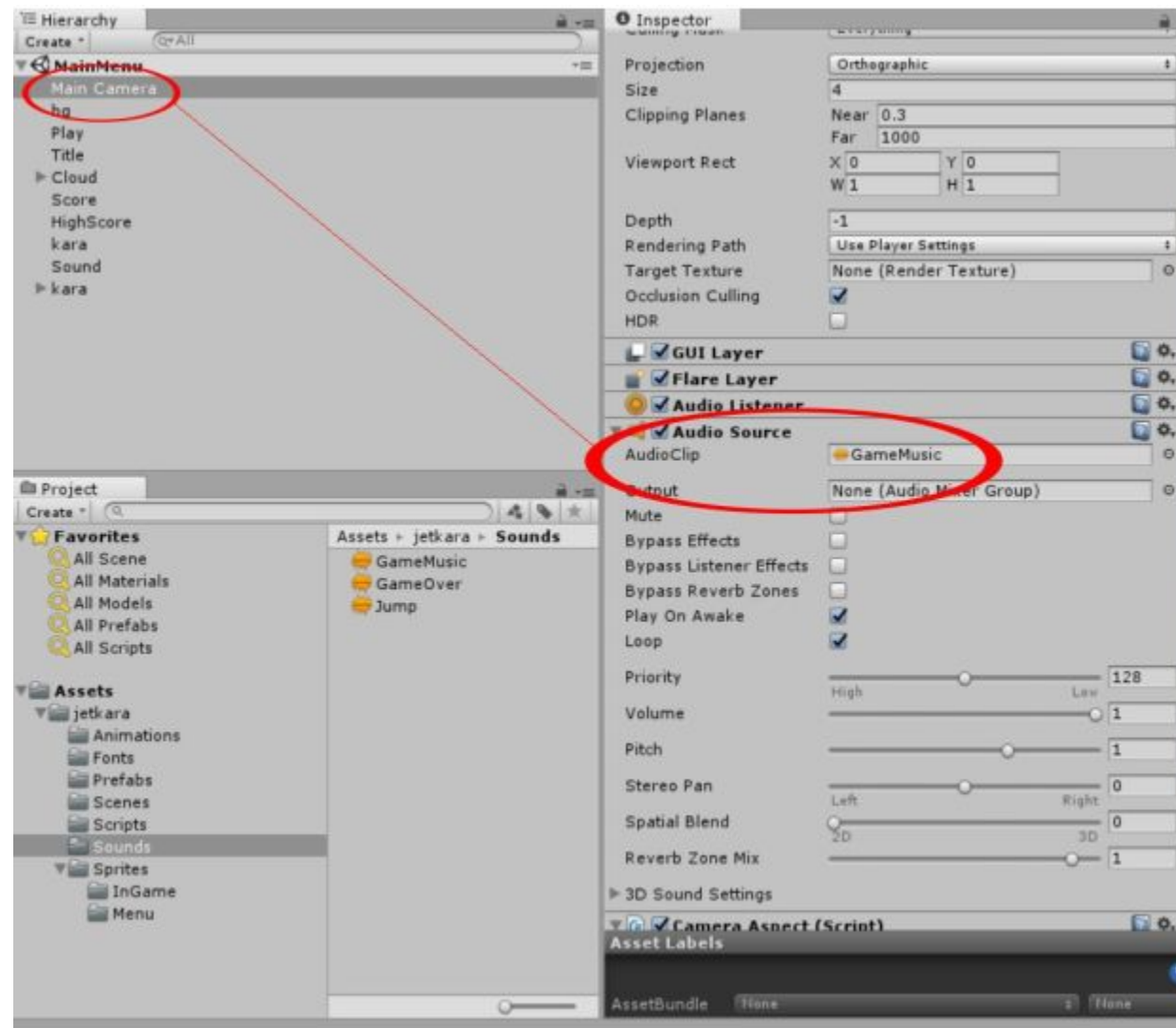
**Important note:** after importing unitypackage, make sure that prefabs number 01 and 02 have "Finish" tag and prefabs Score have "Score" tag.

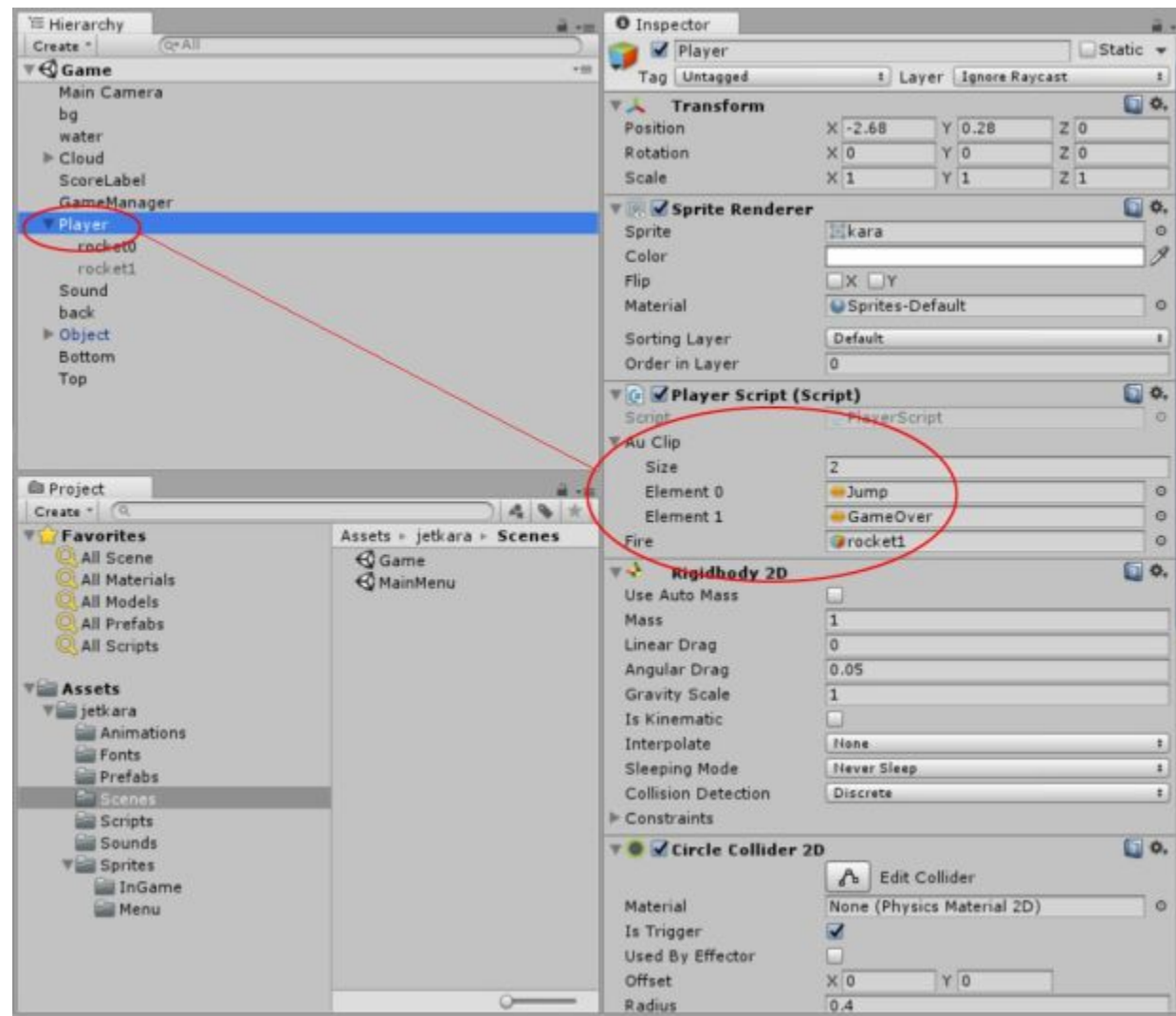


# Music and FXs:

To Change Background Sound: Find the GameObject "Main Camera" and add your Audio Clip in the "AudioClip" field.

To Change Food Sound: In the "Game" scene, find the GameObject "Player" and add your Audio Clip in the "AudioClip" field (see below pictures).





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

# Reskin:

All of the images that are used in the game are in the 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:

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