

Asset Documentation

Asset Name : Wave

Publisher : Hyper-Casual Game Factory

Documentation Version: 1.1

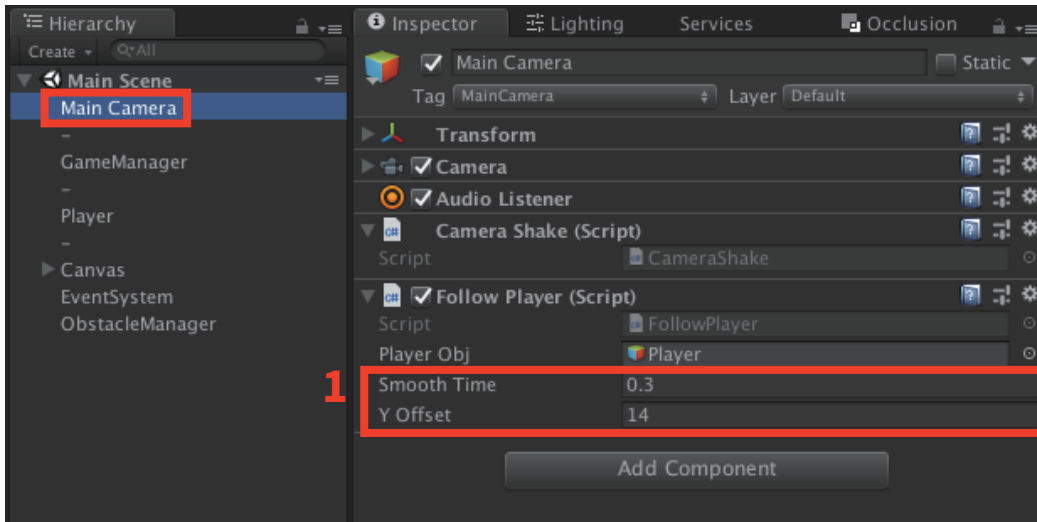
Version Guide

V1.0 - Initial Release

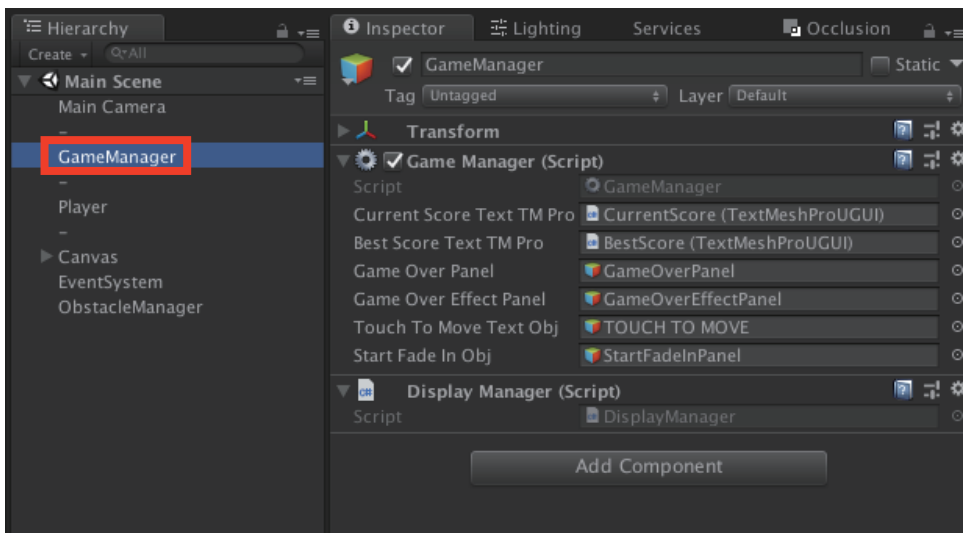
V1.1 - Add some public variables to customize / Add obstacles.

Setup Guide

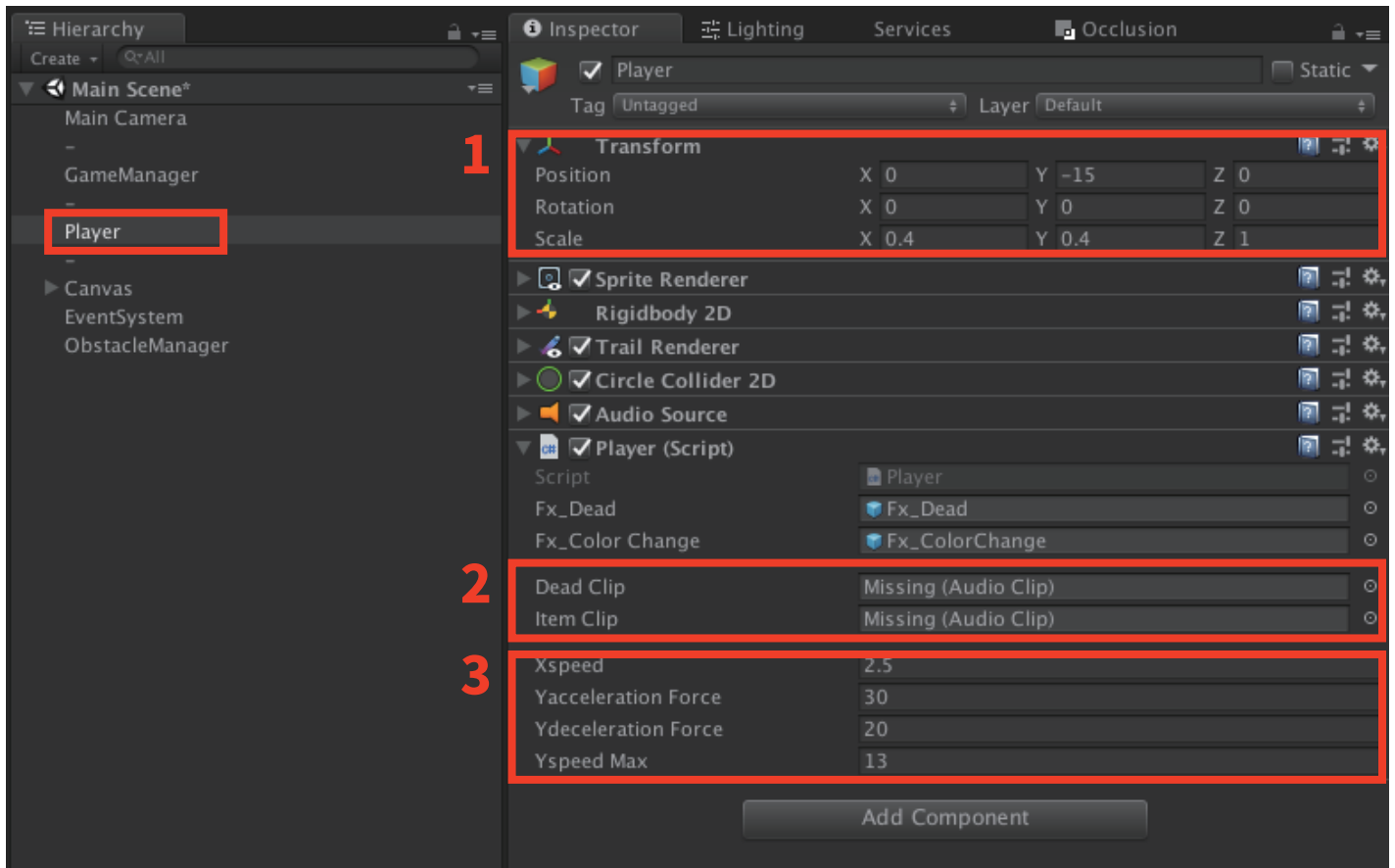
- Open Assets/Wave/Scenes/Main Scene



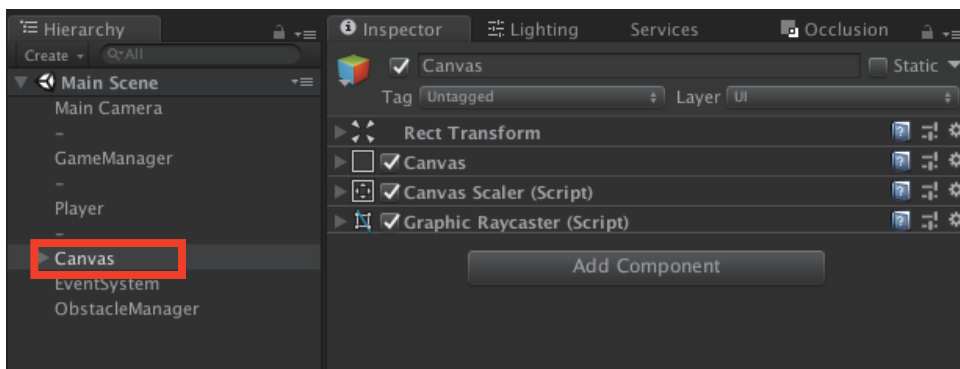
- **Main Camera** : This is camera of game. This camera follow the Player. You Can increase or decrease smoothness and y-axis offset using the fields as shown below in “1”.



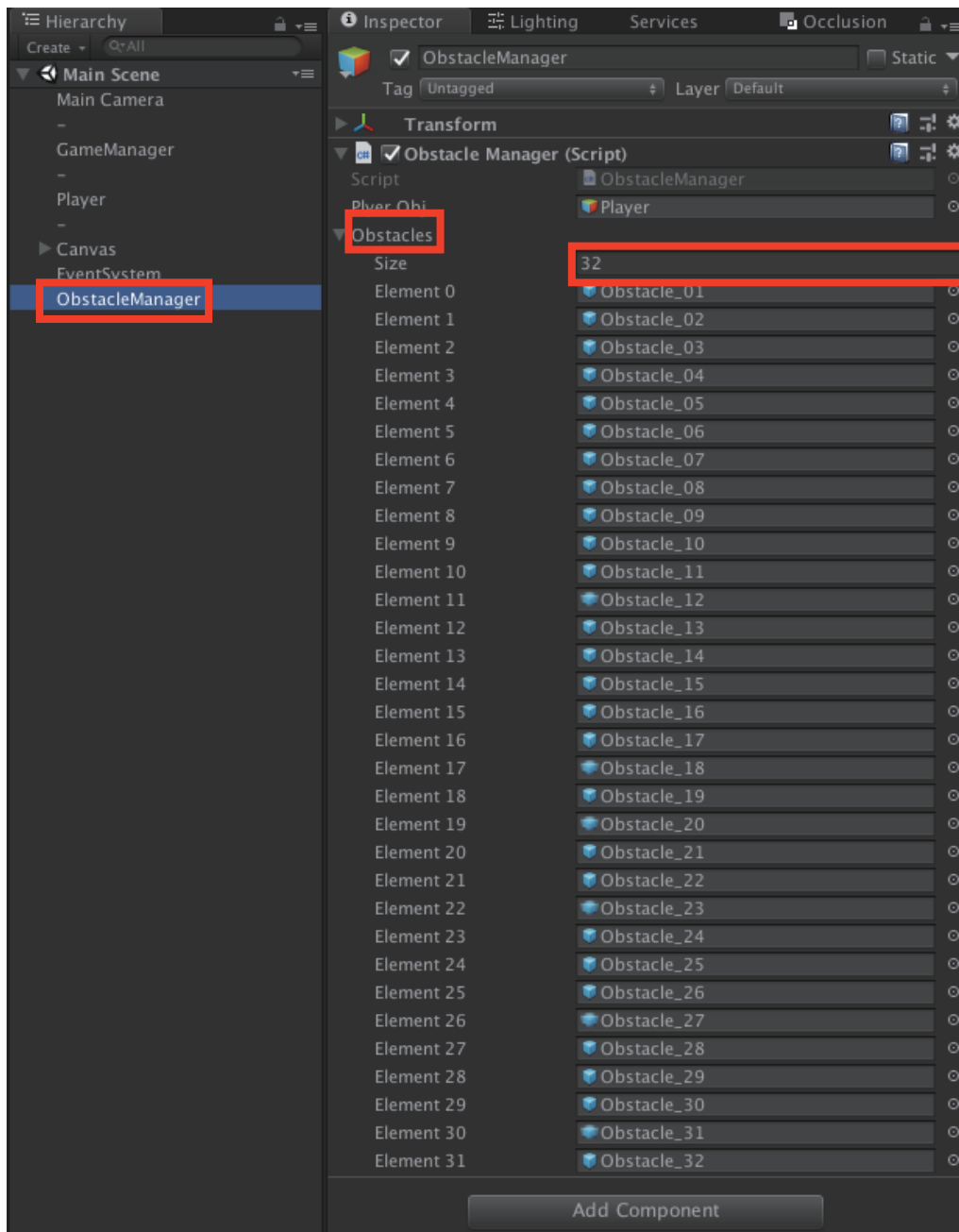
- **GameManager** : This control game UI(Current Score, Best Score, panel for effect).



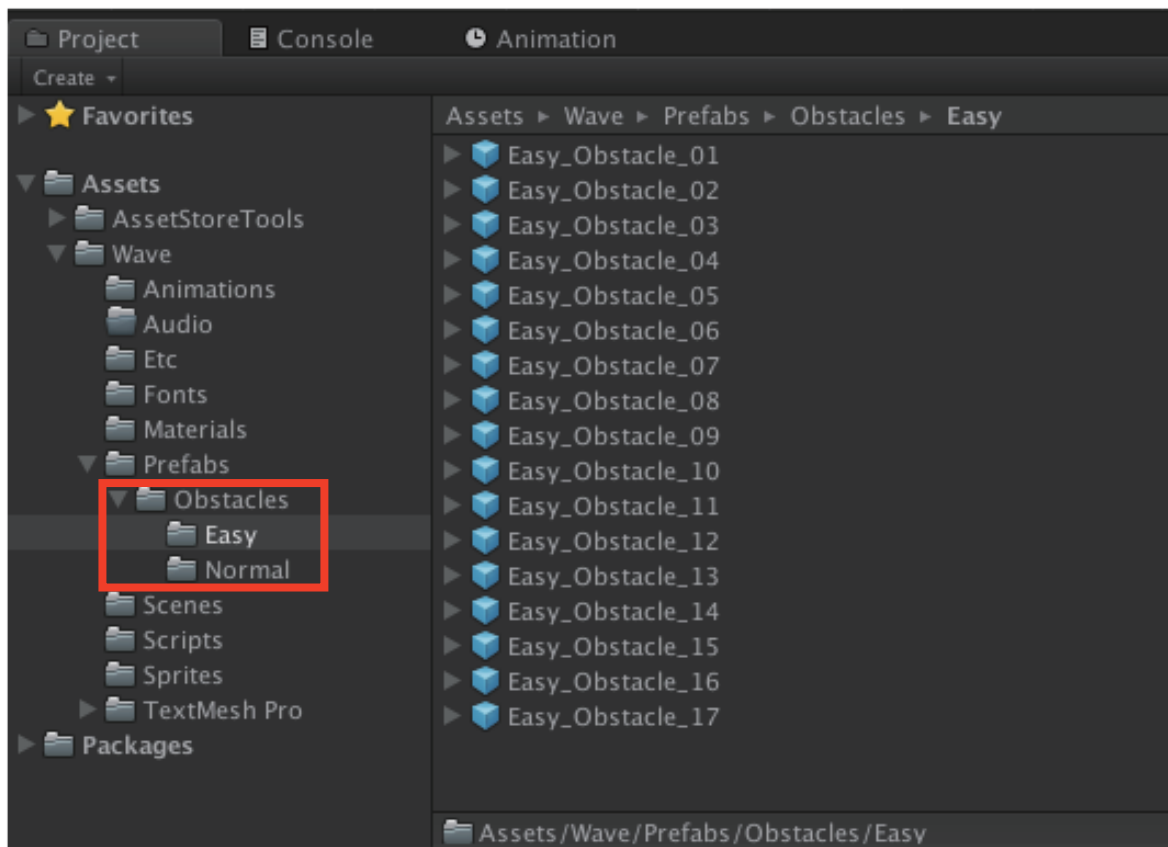
- You can adjust the **start position** and **scale** of the Player(Ball) using the fields as shown below in “1”.
- You can add the Item and dead **sound clip** of the Player using the fields as shown below in “2”.
- You can adjust the **speed of x-Axis, acceleration force, deceleration force and max speed of y-Axis** of the Player using the fields as shown below in “3”.



- **Canvas** : This is game UI.



- **Obstacle Manager:** This control obstacles. You can create more obstacles and add to game.
- Add a collider to the your obstacle objects and set it to trigger.
- Set the game objects tag to “obstacle”
- Your obstacle objects add to other empty game object as a child.
- Attach the ObstacleParent script to the parent game object.
- Make a prefab for every new obstacle you build.
- After create a new obstacle, you can add it to the game by dragging it to the Obstacles(array) in the ObstaclesManager component



You can choose from two types of obstacle prefabs. (**Easy** and **Normal**)