

# 2D CAR RACING

## Game Template

Game documentation and how to guide



Thanks for your purchase

### Package Description

2D Car Racing is a complete Unity game template and ready to release. It is optimized for mobile devices.

### How to Play

It is an endless type Racing Game. Can reach as far as possible and collect bonuses.

## Features

- Full game ready to use
- Clean, simple and easy to understand C# code, perfect to learn
- Simple to customize
- Accelerometer controller for mobile
- Mouse input controller for web and desktop (mac and windows)
- Supports all platforms
- Monetization with Admob integrated

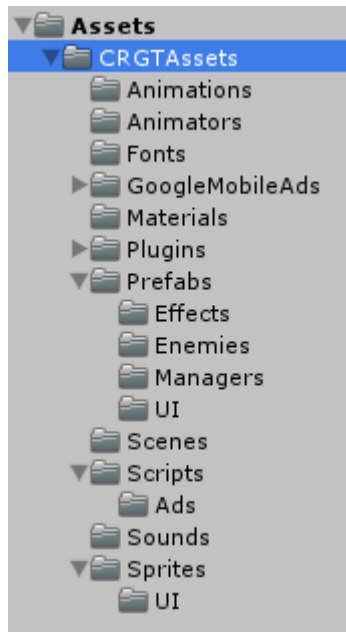
## Current version 1.0.0

## Update history

### 1.0.0 (01.05.2017)

- Initial version

## Asset overview



**Animations, Animators:** Holds the animators and animation clips made with Unity's built-in animation system

**Fonts:** Holds the font used in the game

**Materials:** Holds the materials used in the game

**Prefabs:** Holds all the prefabs used in the game. These are distributed to various folders for easier access, Effects, Enemy, Managers, UI

**Scenes:** The primary game scene (MainGame)

**Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts

**Sounds:** Holds all the sounds used in the game

**Sprites:** Holds all the images used in the game which are used as sprites in Unity

**GoogleMobileAds, PlayServicesResolver, Plugins:** Standard folders for GoogleAdsMob([Google Mobile Ads Unity Plugin v3.0.3](#))

## Hierarchy

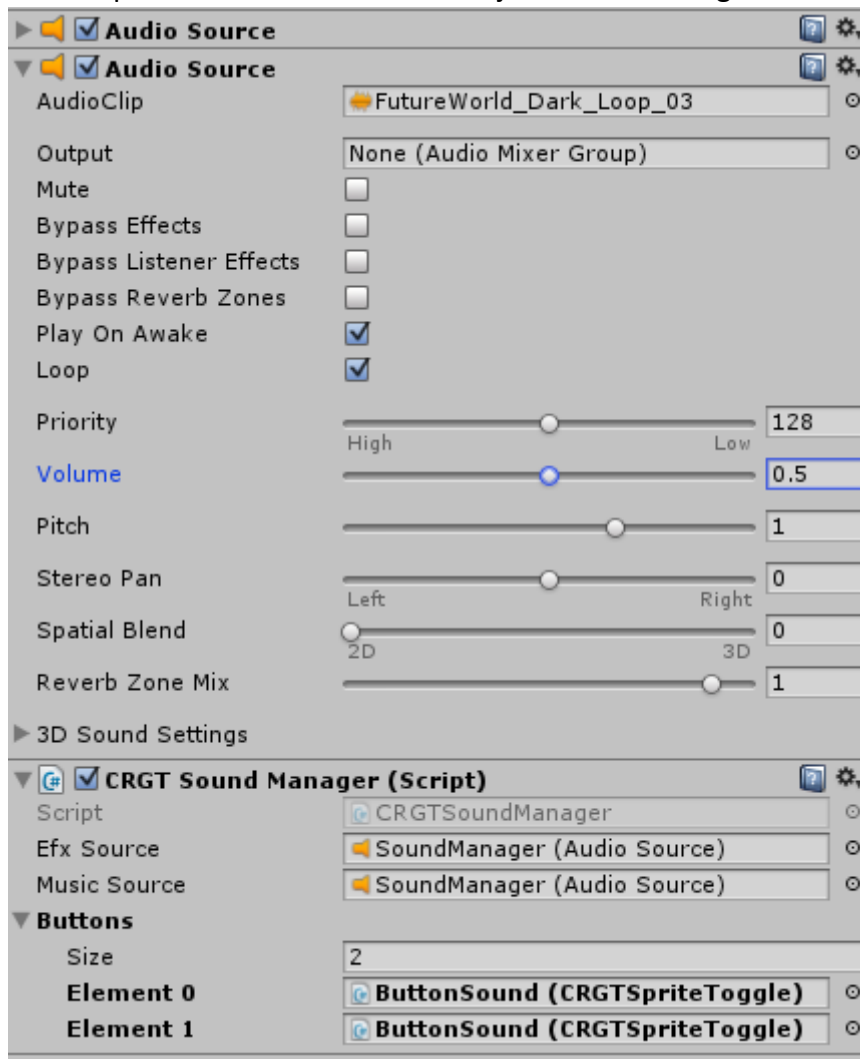
Game Manager(CRGTGameManager.cs)

This script is attached to the GameObject « GameManager ».

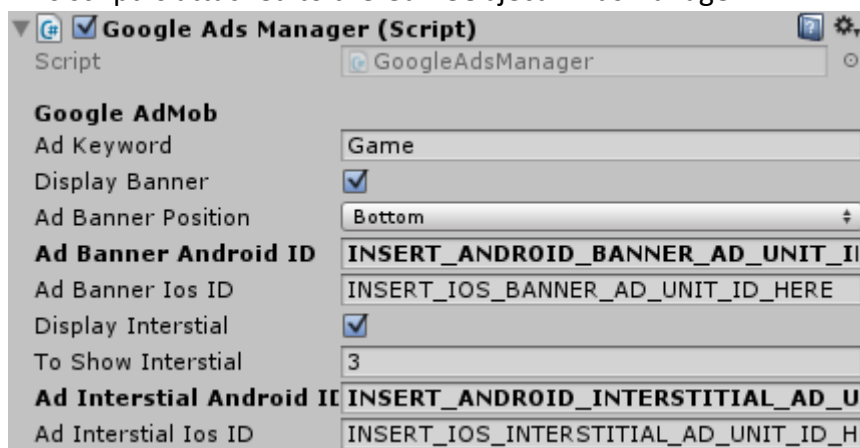
<b>CRGT Game Manager (Script)</b>	
Script	CRGTGameManager
Game Speed	1
Spawn Time	2
Spawn Speed	2
<b>Spawn Time Management</b>	
Start Spawn Speed	2
Spawn Step	0.1
Min Spaw Speed	0.6
<b>Spawn Objects</b>	
Spawn Line	SpawnLine (Rect Transform)
<b>Spawn Objects X Pos</b>	
Size	4
Element 0	-2.25
Element 1	-0.75
Element 2	0.75
Element 3	2.25
<b>Spawn Game Objects</b>	
Size	7
Element 0	EnemyCar2
Element 1	EnemyCar3
Element 2	EnemyCar4
Element 3	BonusGold
Element 4	EnemyCar6
Element 5	EnemyCar3Ani
Element 6	EnemyCar6Ani
<b>Sounds</b>	
Button Click	ButtonClick
<b>Texts</b>	
Game Score Text	TextScore (Text)
Game Best Score Text	TextBestScore (Text)
Game Last Score Text	TextLastScore (Text)
Bonus Game Count Text	None (Text)
Game Over Score Text	TextGameOverScore (Text)
Game Over New Text	TextNew (Text)
Game Over High Score	TextGameOverHighScore (Text)
Game Over Bonus Count	None (Text)
<b>Menus</b>	
Menu Canvas	CanvasMenu
Game Canvas	CanvasGame
Pause Canvas	CanvasPause
Game Over Canvas	CanvasGameOver
<b>Quit</b>	
Game Over URL	http://u3d.as/JVh

**Sound Manager(GRGTSoundManager.cs)**

This script is attached to the GameObject « SounManager ».

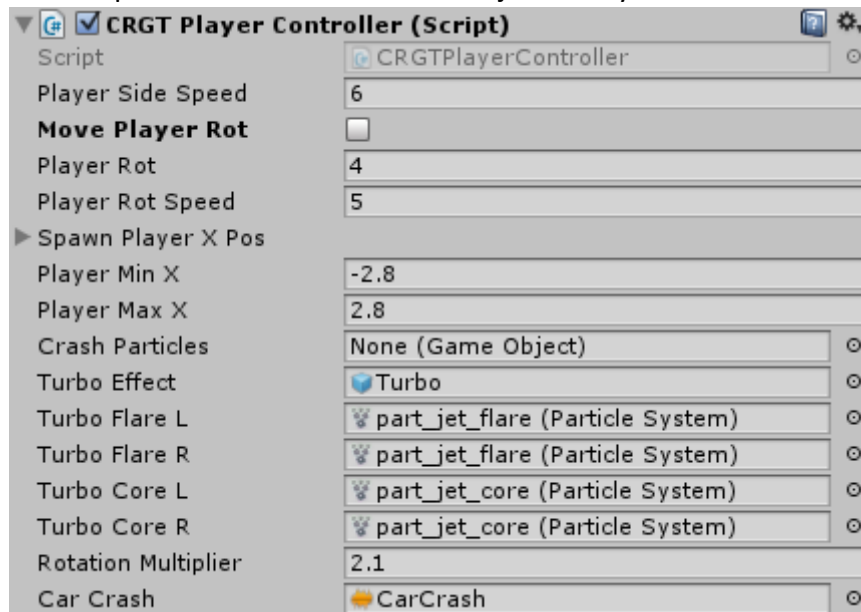
**Ads Manager(AdsManager.cs, AdsHelper.cs)**

This script is attached to the GameObject « AdsManager ».

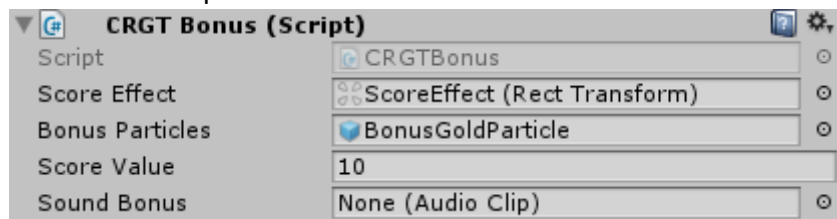


**Player Car(CRGTPlayerController.cs)**

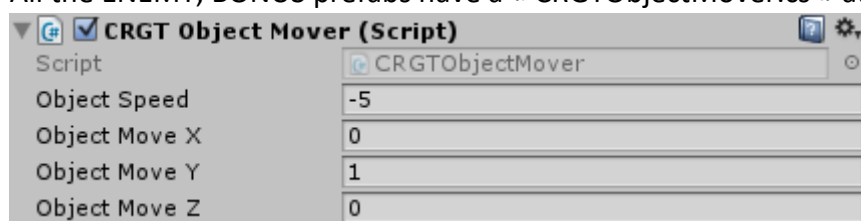
This script is attached to the GameObject « PlayerCar ».

**Bonus(CRGTBonus.cs)**

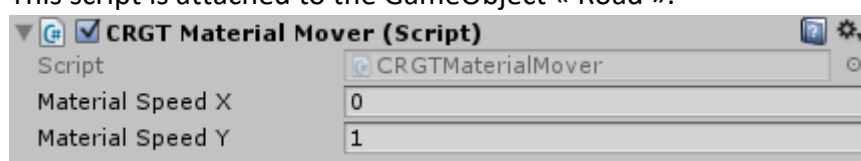
All the BONUS prefabs have a « CRGTBonus.cs » attached.

**Object Mover(CRGTOBJECTMover.cs)**

All the ENEMY, BONUS prefabs have a « CRGTObjectMover.cs » attached.

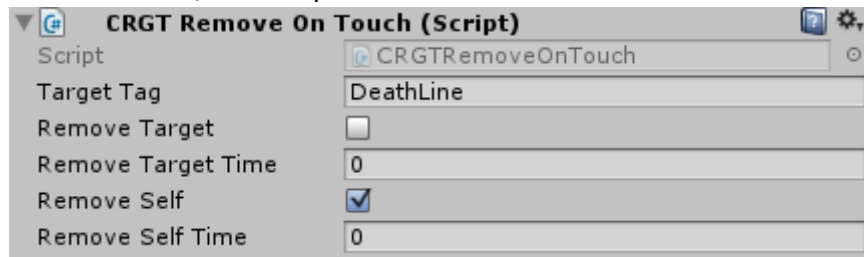
**Material Mover(CRGTMaterialMover.cs)**

This script is attached to the GameObject « Road ».

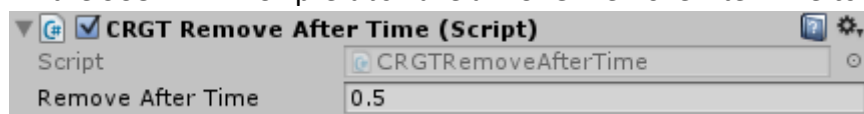


**Remove OnTouch(CRGTRemoveOnTouch.cs)**

All the ENEMY, BONUS prefabs have a « CRGTRemoveOnTouch.cs » attached.

**Remove After Time(CRGTRemoveAfterTime.cs)**

All the SCORE EFFECT prefabs have a « CRGTRemoveAfterTime.cs » attached.

**Sprite Toggle(CRGTSpriteToggle.cs)**

All the SOUND buttons have a « CRGTSpriteToggle.cs » attached.

