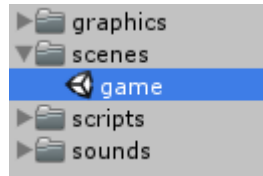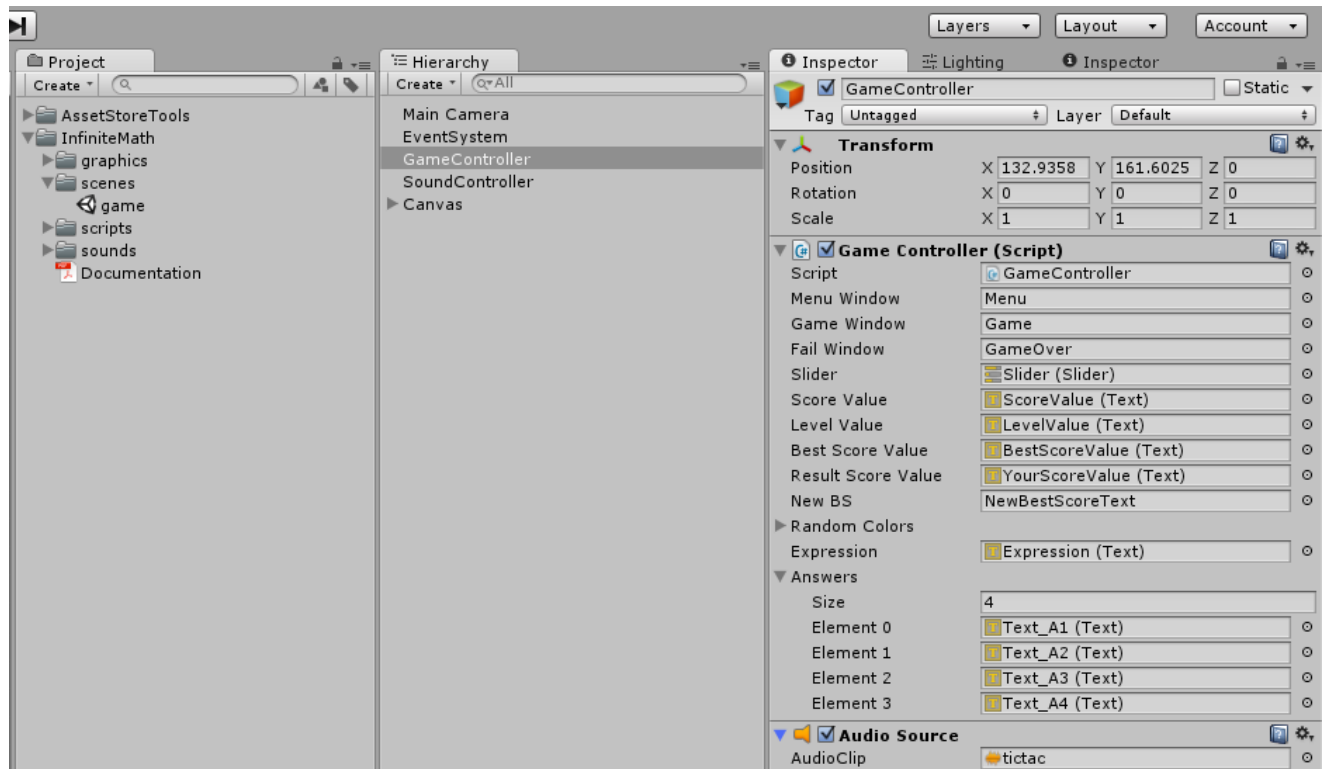# Infinite Math v1.6

Documentation

After you've imported a package open scene "*game*" in "*scenes*" folder.

After that you can simply hit "Play" to play it. No adjustments are needed!

In hierarchy window you will see "*GameController*" object which has main script on it. It is linked to the most of game parts to work with them.

- *Menu Window*, *Game Window*, *Stats Block*, *Fail Window* – are linked to switch them on/off in game process.
- *Slider* is to increase/decrease countdown timer value.
- *Score Txt, Level Txt are* in-game current values.
- *Best Score Txt* is a best score label in main menu.
- New BS is a new best score alert in fail window.
- *Random colors* is an array which contains the background colors that are

applied as main camera background randomly. You can easy edit its size and your own colors.

- *Question* is a game object with UI Text component that displays the expression.
- *Answers* is an array that contains all 4 answers (as UI Text).

Open *gameController.cs* script to see how the game works. All lines are commented. It contains all game logic that you can edit.

SoundController object.
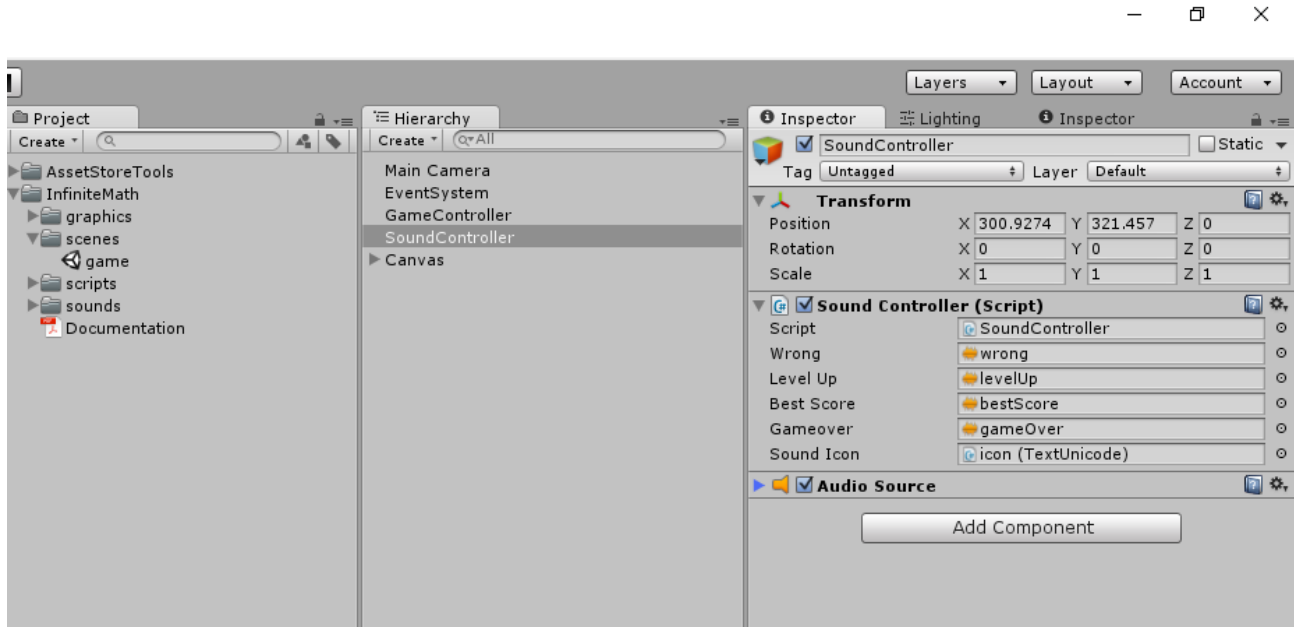
It contains all sound effect that we use in game. Also it is linked to sound icon that is in main menu to set current on/off icon. This script plays effects and works with enabling/disabling sound. Open it to see how it works. All lines are commented.

FontAwesome icons.

All icons are implemented with font awesome.
To use it you need to put *TextUnicode* script on empty object, put "fontawesome-webfont" (it is in graphics/fonts) as font and fill "Text field" with icon code like
\uf***

All icons sheet with codes -
http://fortawesome.github.io/Font-Awesome/cheatsheet/
Example: if code shown on sheet is &#xf0a2 you should put \uf0a2

If you have still any questions, please contact me at hasean@mail.ru

Thanks for purchase!