

# Polygon Planet

Support Website: <https://polygonplanet.com/contact>

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Version: 1.07.00

**Thank you for purchasing Reaction Game Kit Template!**

Thank you for purchasing the asset. If you like it please consider leaving a review on the unity asset store.

## Feedback and Feature Requests

Feel Free to give us feedback or request features as we will use it to shape the development of future updates.

## Documentation

This document will help you set up and customize the project to be your own. If the documentation is not specific enough or your not sure what something means contact us using the support methods above.

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# Game Requirements

## Overview

In order for the game to work the way it was intended there are a list of requirements before it will work.

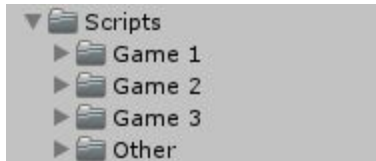
## Resolution

Reaction Game Kit is built for portrait resolutions. Please change your game view and builds settings to a portrait resolution or aspect ratio.

# Scripts

## Overview

Below is a list of scripts with a brief description of what they do.



## Game 1

- [Game 1 Manager](#): Handles the core gameplay state for the first game.

## Game 2

- [Game 2 Manager](#): Handles the core gameplay state for the second game.

### Objects

- [Game 2 Object](#): Used for objects in the second game.

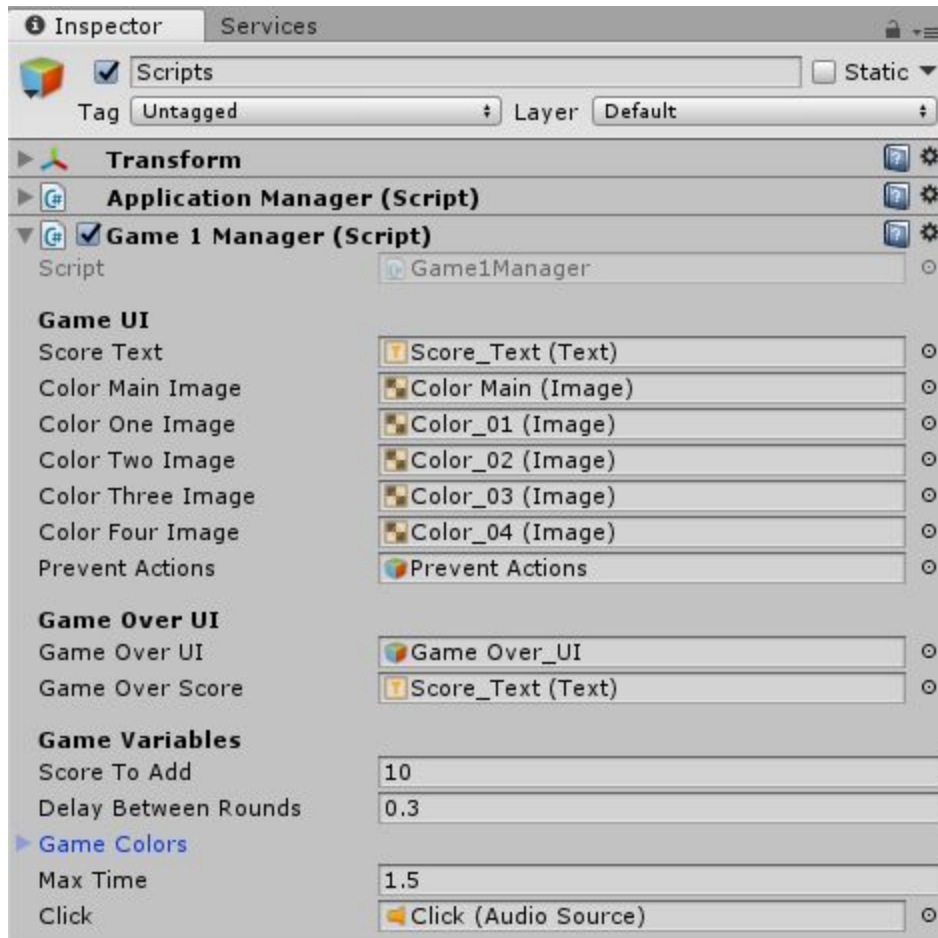
## Game 3

- [Game 3 Manager](#): Handles the core gameplay state for the third game.

## Other

- [Application Manager](#): Handles application functions.
- [Res Fix](#): Fixes resolution on standalone builds.

# Game Manager 1



**Score To Add:** How much score to add on correct answer.

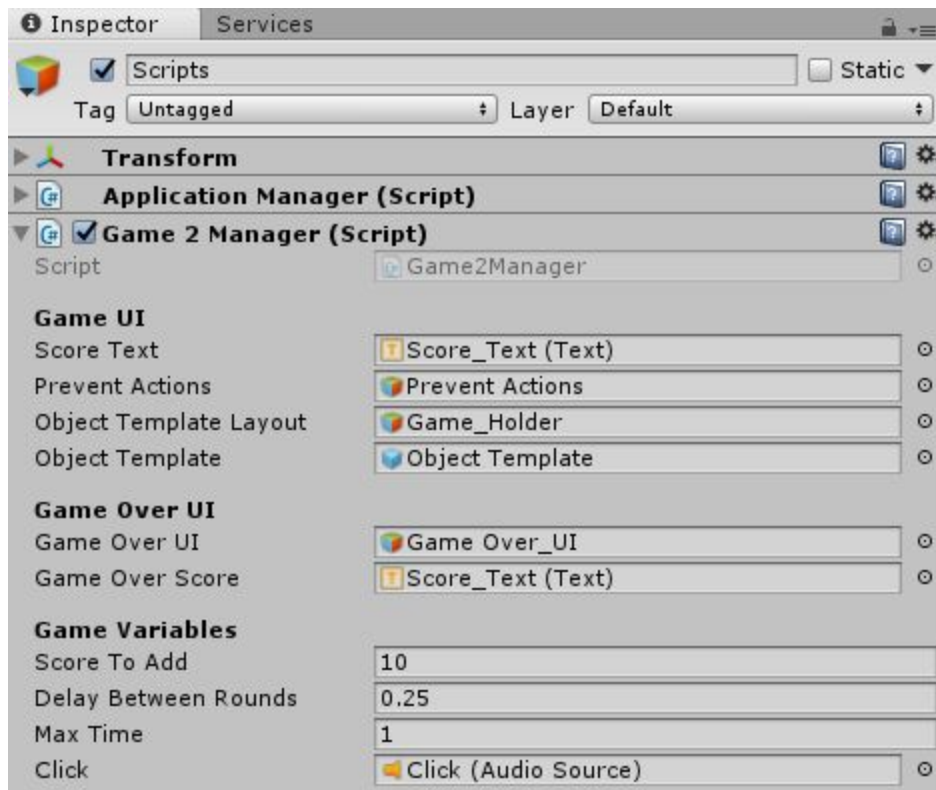
**Delay Between Rounds:** The delay between round.

**Game Colors:** The colors for the game.

**Max Time:** The max time to answer.

**Click:** The sound to play when clicking.

# Game Manager 2



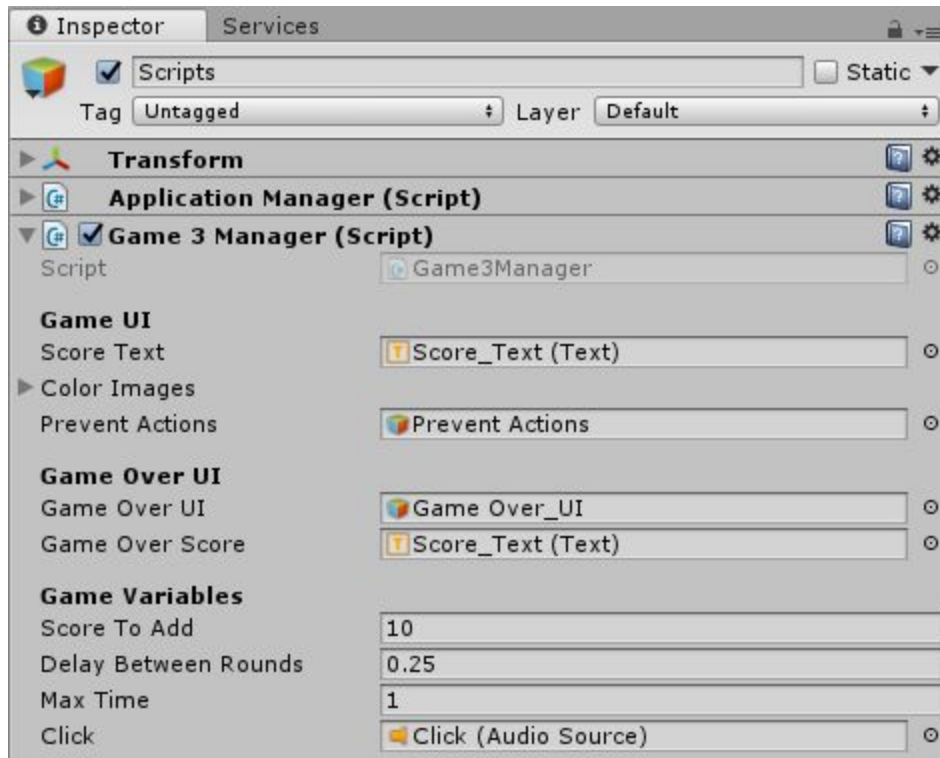
**Score To Add:** How much score to add on correct answer.

**Delay Between Rounds:** The delay between round.

**Max Time:** The max time to answer.

**Click:** The sound to play when clicking.

# Game Manager 3



**Score To Add:** How much score to add on correct answer.

**Delay Between Rounds:** The delay between round.

**Max Time:** The max time to answer.

**Click:** The sound to play when clicking.