

Plane Runner 3D Documentation

Overview

The **Plane Runner 3D** project is thoughtfully developed and user-friendly. Function names are clear, and scripts provide step-by-step guidance. This documentation explains the project folders functions. If you encounter any issues, please contact us at blackrosedevelopers@gmail.com.

Project Structure

1. Art

Art folder is subdivided into three folders.

A. Materials

Contains 4 various materials used in the game, which can be customized with different colours or sprites.

B. Models:

Contains 10 unique 3D models of objects in the game (FBX)

C. Textures:

Contains 3 textures of models that can be applied to materials (PNG)

2. Prefabs

The Prefabs folder includes four main categories:

- **Gameplay:** 9 prefabs of different objects in gameplay for level design.

- **Particles:** 3 unique particle effects with different materials.
- **RoadObjectPacks:** 4 prefabs of obstacles
- **UI:** 3 Prefabs of the game menus.

3. Scenes

- **Level-1:** the sample level of the game.

4. Scripts

11 Scripts are categorized into two folders, with clear names and functions to ensure easy understanding.

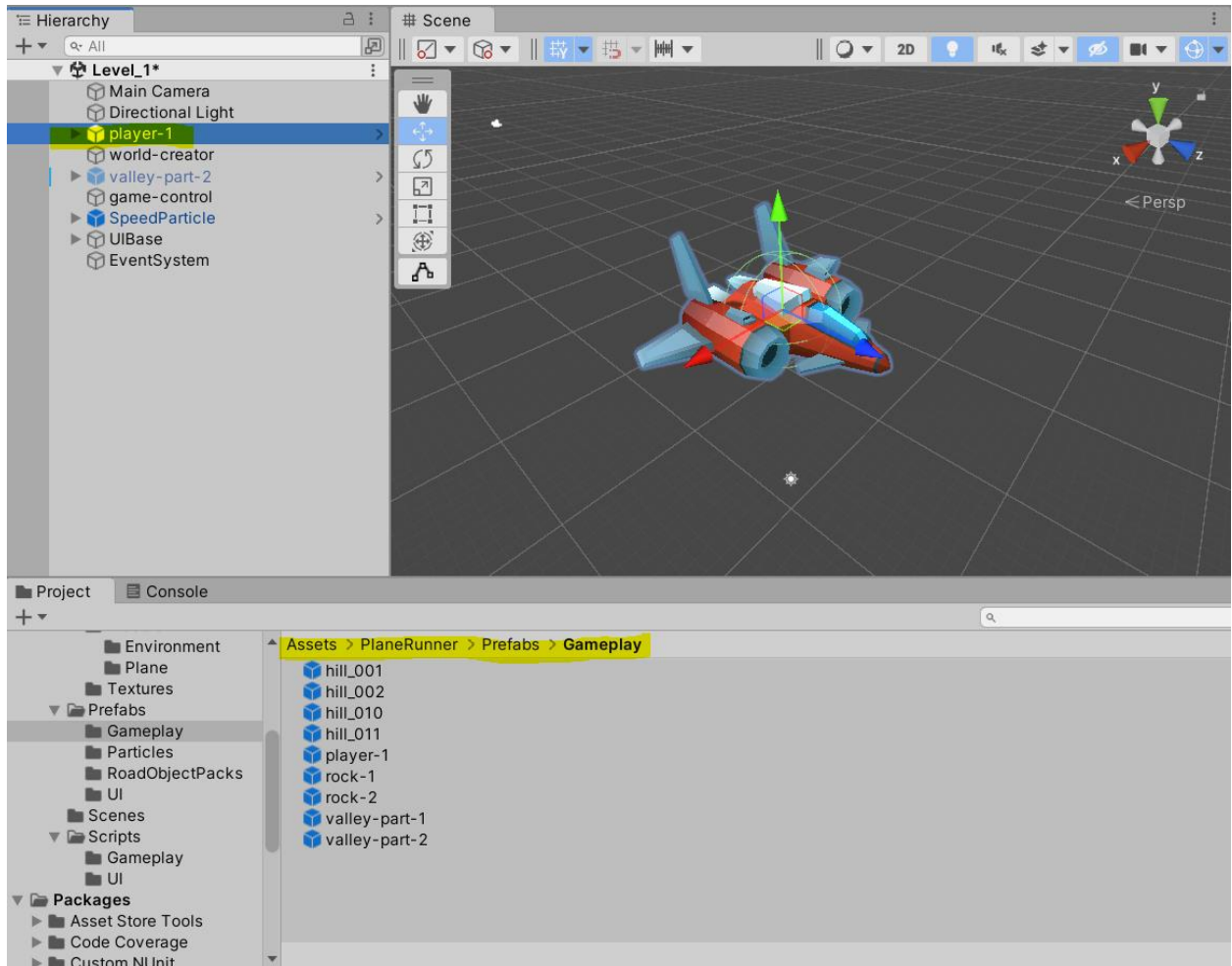
How to set up scene:

Levels should be designed in 3D scenes

- 1- Navigate to Project – Scenes folder. Double click on Level-1 to enter the main scene.

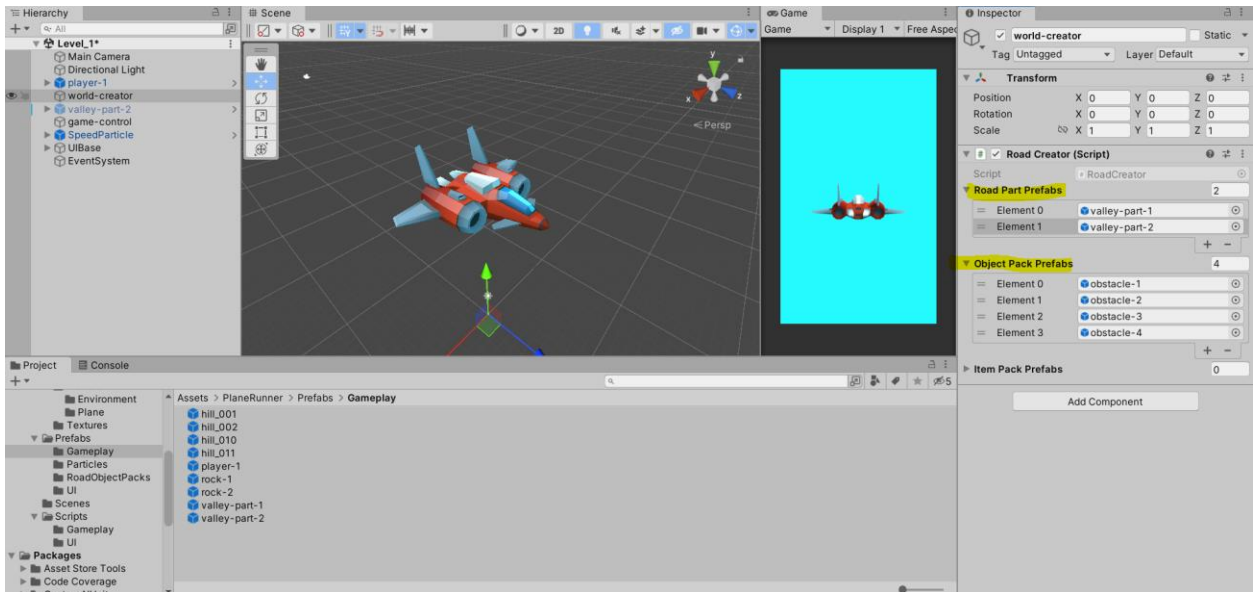


- 2- Find Player prefab in the scene which is your plane that moves forward. You can find it in prefabs-gameplay folder.

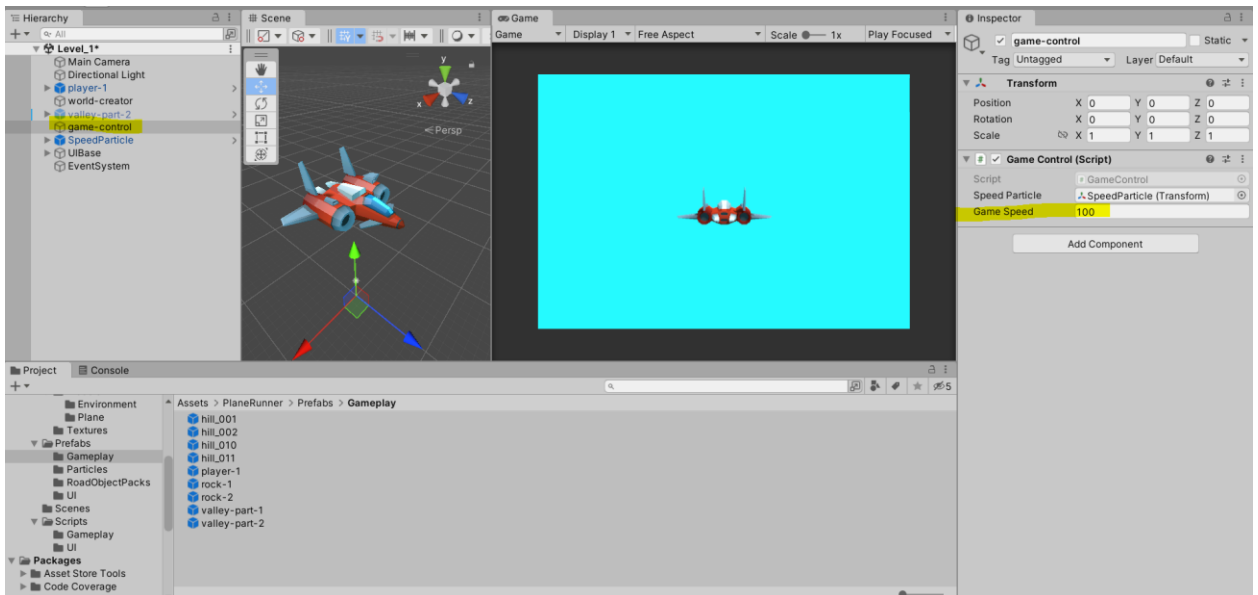


- 3- In the scene, you can see level creator game object and set the variables as is done the sample for you. The sample of road parts prefabs are in prefabs – gameplay folder. There are two prefabs which are assigned. Obstacles are also placed in prefabs –

gameobject pack folder.



4- Lastly if you intend to improve game speed, find game control and change Game Speed variable to more or less than 100.



For any questions or further assistance, please reach out to
blackrosedevelopers@gmail.com