



The Climber

Thanks for downloading the asset. If you have any questions or queries, please contact me at ridealone3215@gmail.com

Project Structure



Animations folder: All animations used in the game are stored in this folder.

Audio folder: All game audios are stored in this folder.

Materials folder: All material components of the gameobjects in the game are stored in this folder.

Prefabs folder: Prefabs used in the game are stored in this folder.

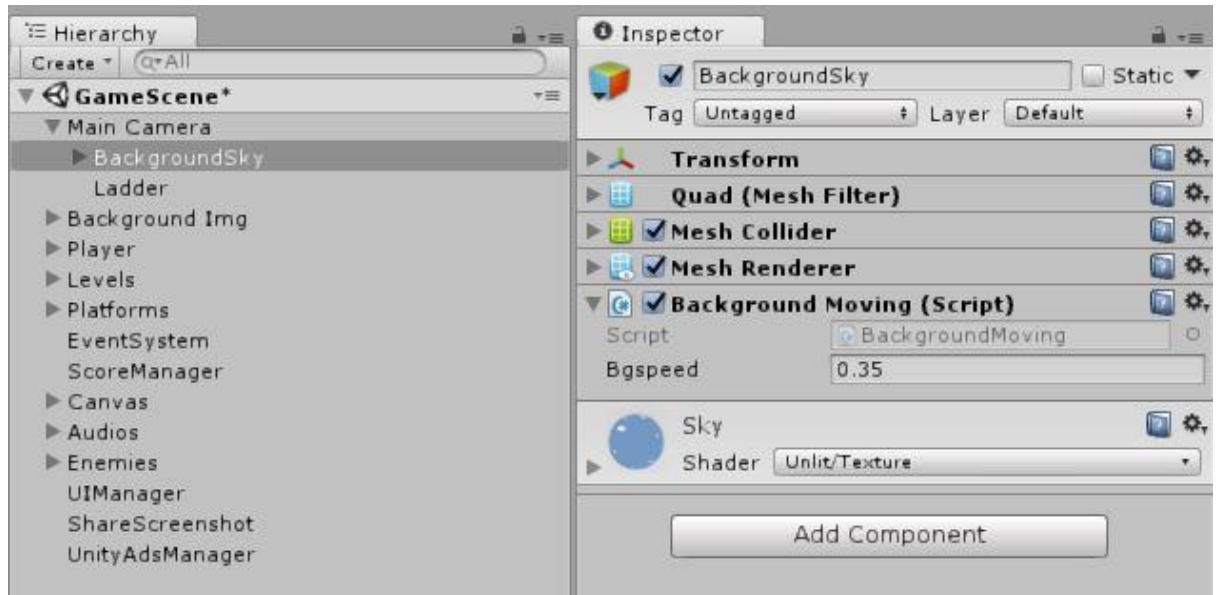
Scenes folder: All the scenes used in the game are stored in this folder.

Scripts folder: All the game related scripts are stored in this folder.

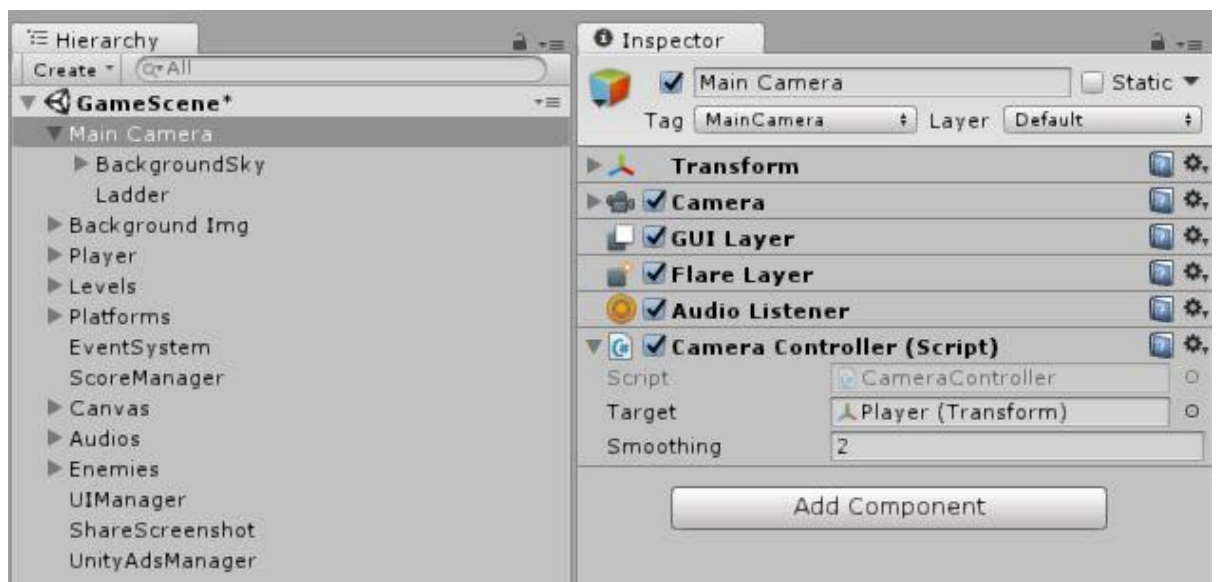
Sprites folder: Sprites folder has the images used as game backgrounds, GUI images, in-game elements, platform sprites, zombie sprites etc. used in the game.

Scripts

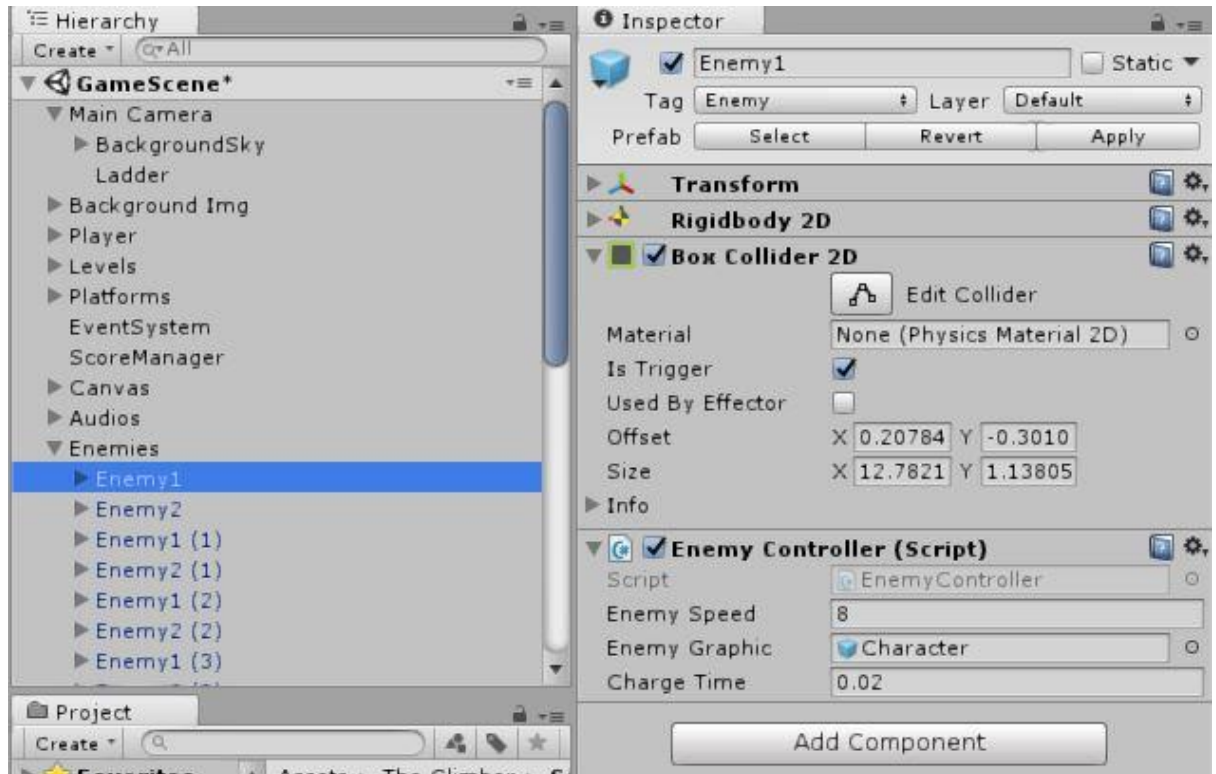
1. **Background Moving Script:** This script handles the movement of the background sky.



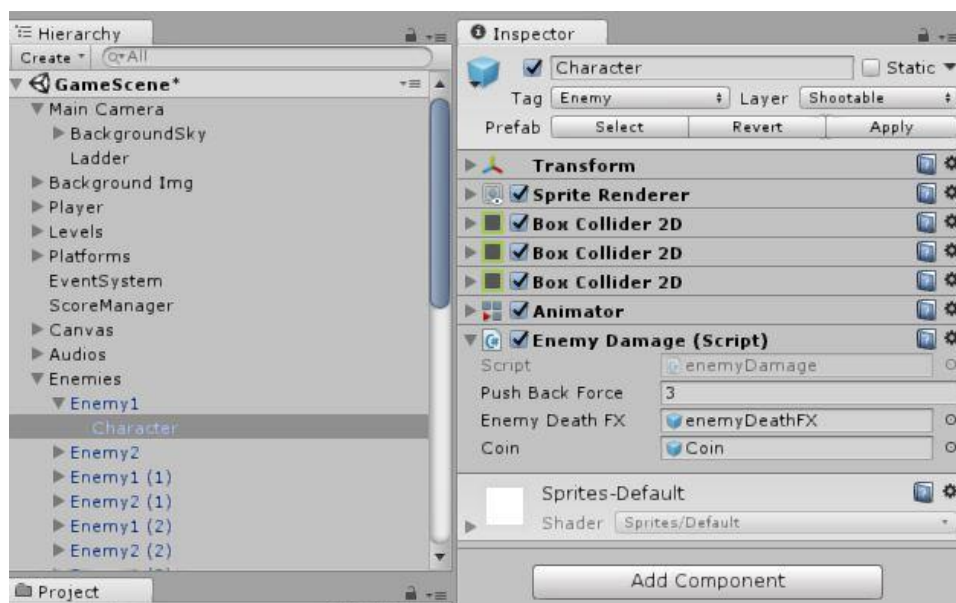
2. **Camera Controller Script:** The camera movement is controlled by this script



3. Enemy Movement Controller: The enemy movements are controlled by this script such as speed etc.



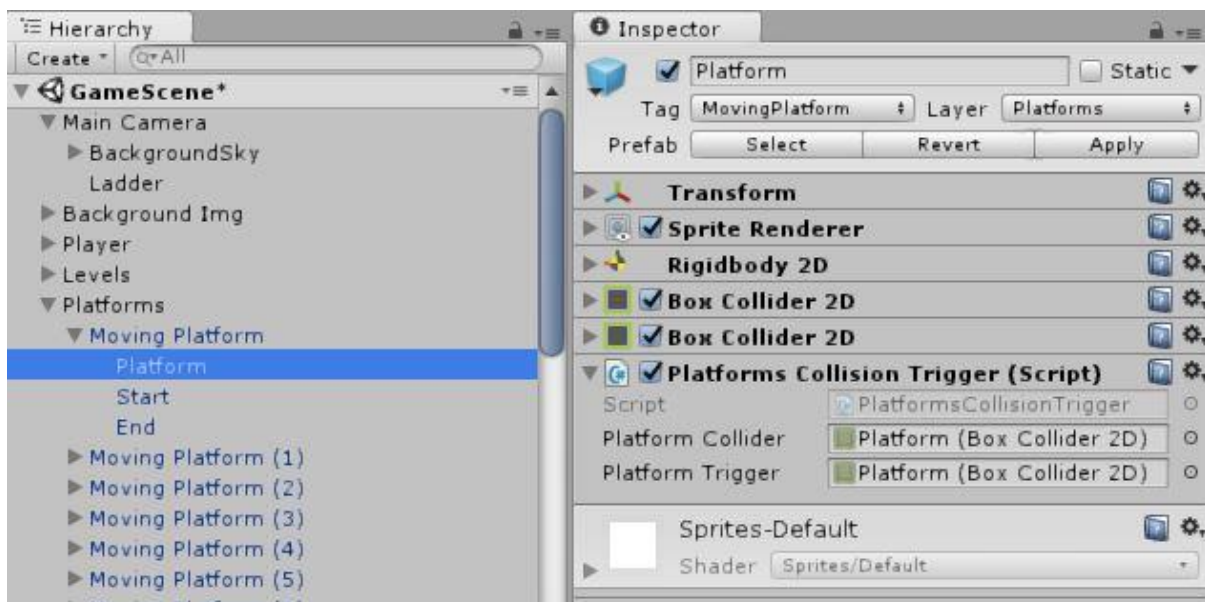
4. Enemy Damage Script: The player dies when he touches the enemy. This action is done by this script. Also, coin is dropped by the enemy using this script.



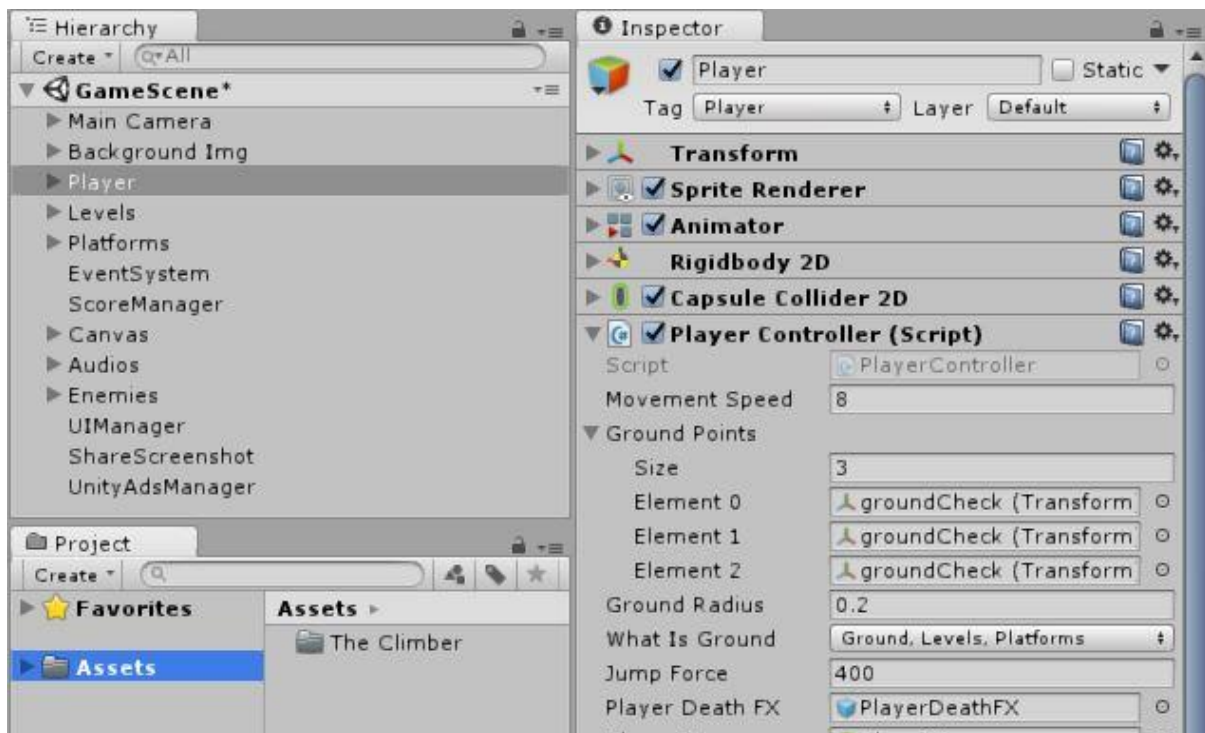
5. Moving Platform Script: The movements of the moving platforms in the game is controlled by this script.



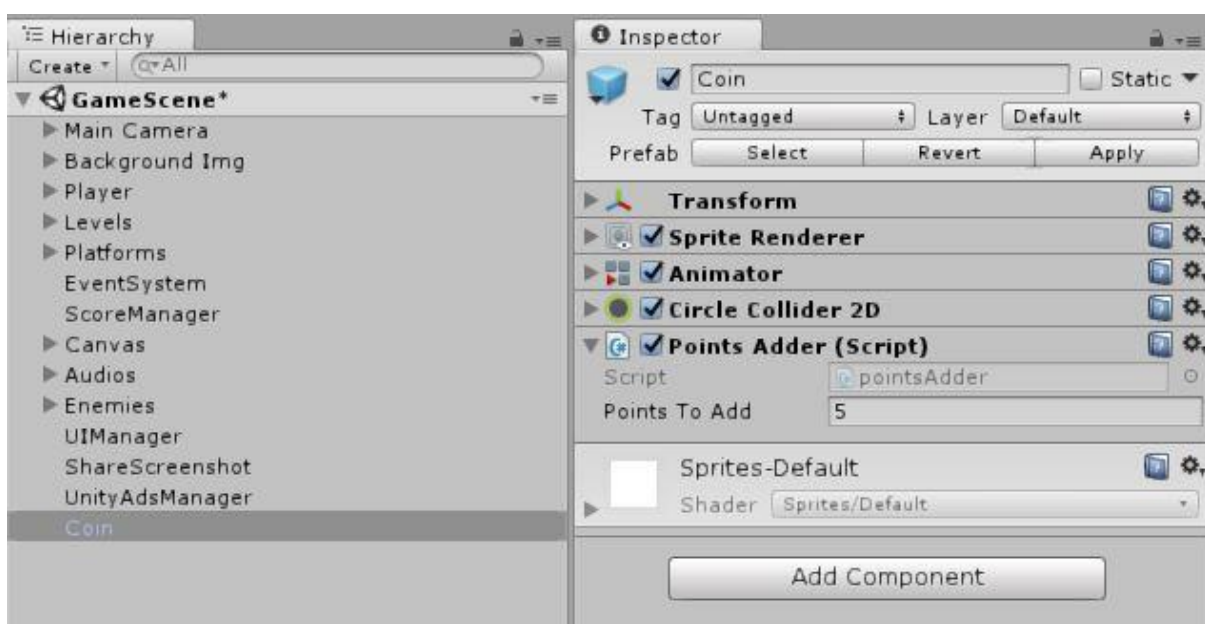
6. Platform Collision Script: This script allows the player to pass through the platform when he jumps from downside on to it.



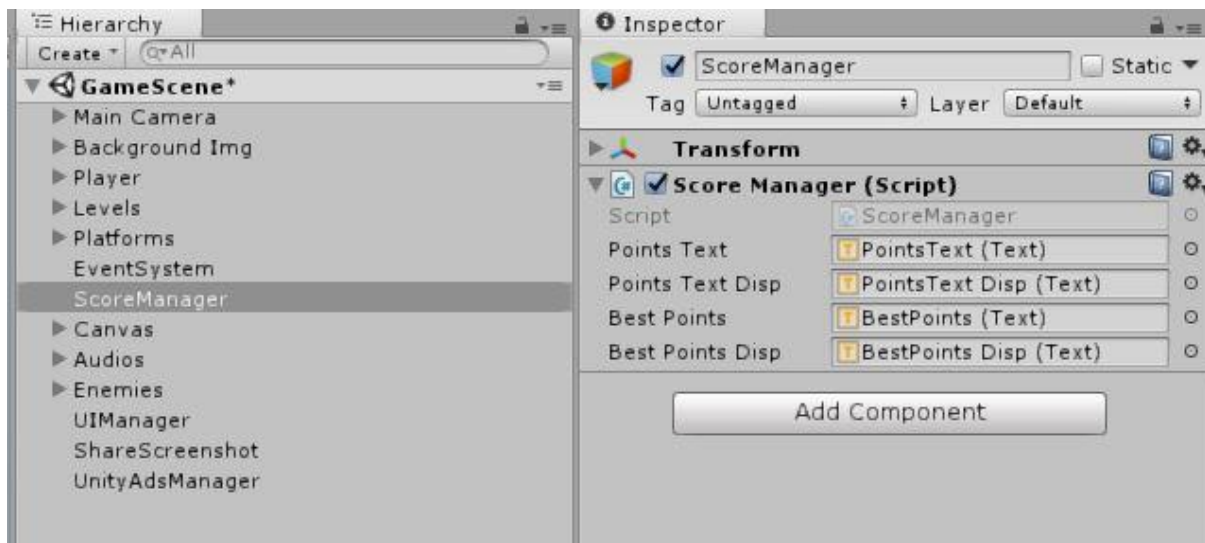
7. Player Controller: This script controls all movements of the player.



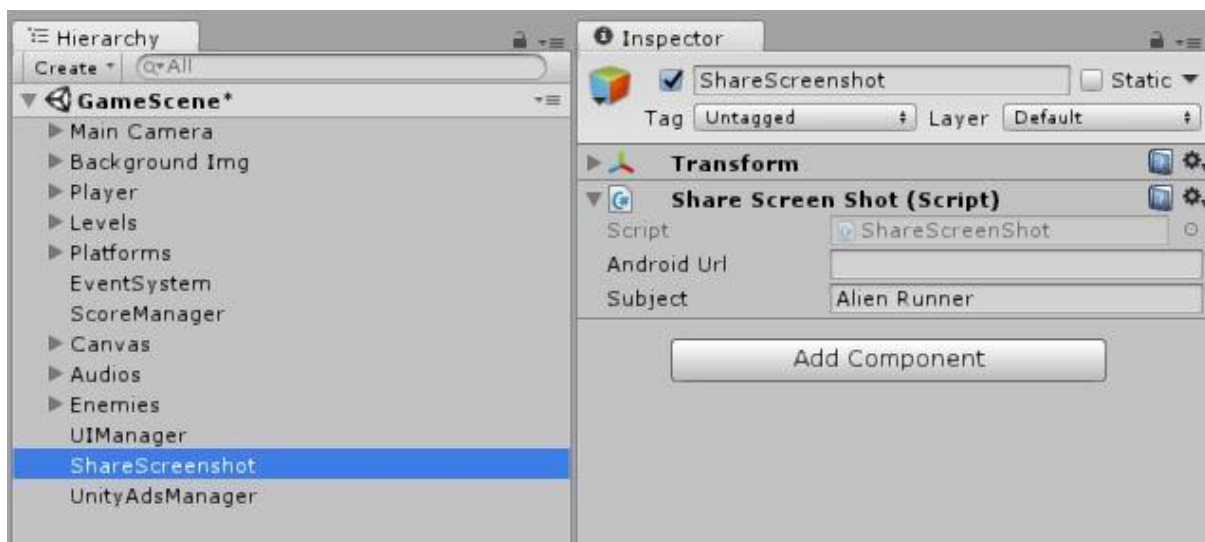
8. Points Adder: This script is attached to the coin prefab in the game. It adds points in the score.



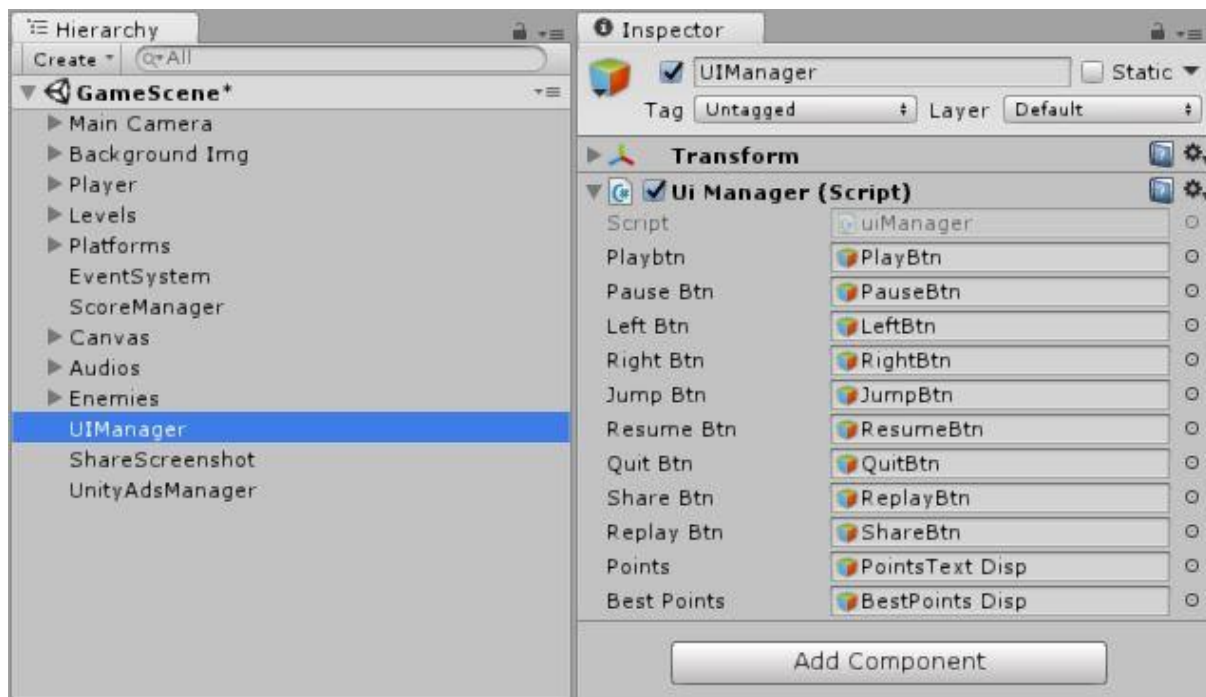
9. Score Manager: This script keeps record of points and best points in the game.



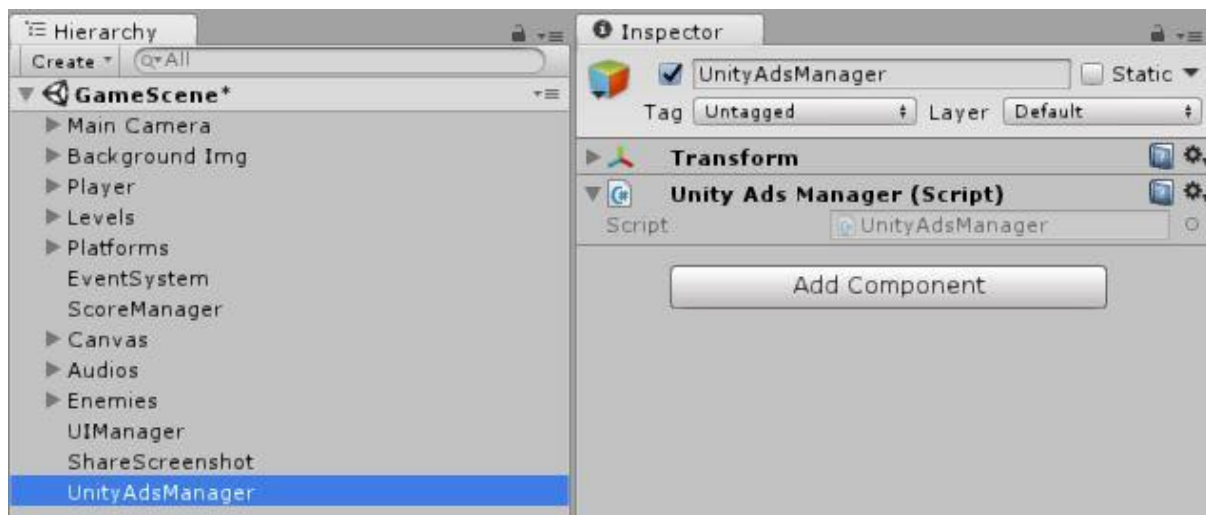
10. Share Screenshot: This script helps to take screenshot of the high score (best points) and share it on WhatsApp, Facebook, etc.



11. UI Manager: This script is used to control UI Buttons.



12. Unity Ads Manager: This script is used to show ads within the game.



THANK YOU 😊

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[Dinesh Nalhe](#)