

DOCUMENTATION

MAKE THE ROAD

Integration of side plugins is your own responsibility. We don't support modified projects.

We are not engaged in additional customization of the project.

All rights of the source code belong reserved by Zaampo Group. After purchase you will have the right to use it to create your own games and publish it on stores. Resale of the source code is prohibited.

Technical Requirements

For the project to work correctly, please comply with all requirements.

- **Unity version:** Latest LTS version (Unity 2019.4.X)
- **Target platforms:** Android, iOS
- **Minimum iOS version:** 10.0
- **Minimum Android version:** API level 29
- **Scripting Runtime Version:** .NET 4.x Equivalent

Project Structure

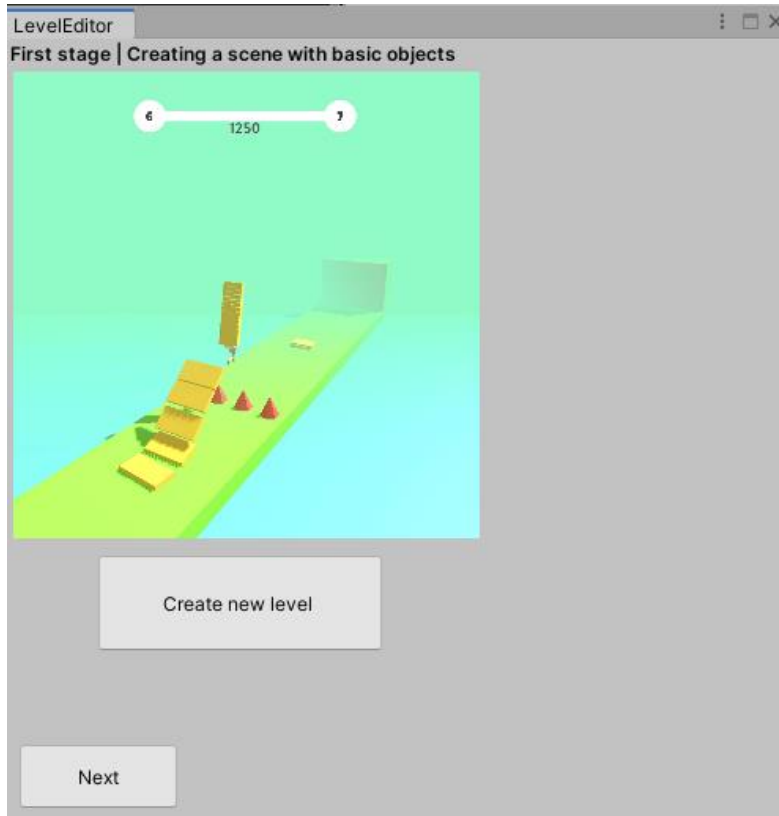
- *Assets/Make the road/Animation – UI animations*
- *Assets/Make the road/Editor – Custom Editor Scripts*
- *Assets/Make the road/Fonts - All game fonts*
- *Assets/Make the road/Materials - Materials of objects used in the game*
- *Assets/Make the road/Models – 3d models*
- *Assets/Make the road/Physics Materials – physic material file*
- *Assets/Make the road/Player Animations – all player animations*
- *Assets/Make the road/Prefabs - all prefabs: for level editor, player, triggers*
- *Assets/Make the road/Resources - files for the level editor*
- *Assets/Make the road/Scenes - menu and levels scenes*
- *Assets/Make the road/Scripts – all games scripts: for ui and player*
- *Assets/Make the road/Sounds - sounds*
- *Assets/Make the road/Sprites – ui sprites for menu*
- *Assets/Make the road/Textures – textures for finish objects*

How to start

1. *Download and install recommended Unity version – [Download](#)*
2. *Create new unity project*
3. *Import unitypackage to the project.*
4. *Add all scenes (from Scenes folder) in the right order to “Scenes In Build”.*
5. *Build the game.*

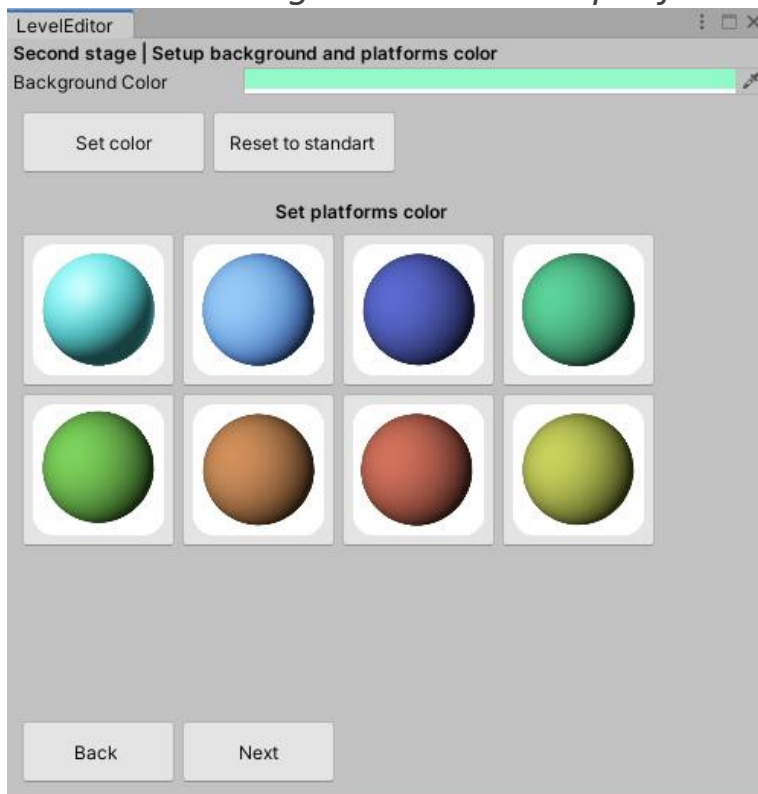
How to create new level

1. Follow the instructions in this video – [video](#).
2. Open **Level Editor** window “Level Editor/Open editor”
3. Press **Create new level**

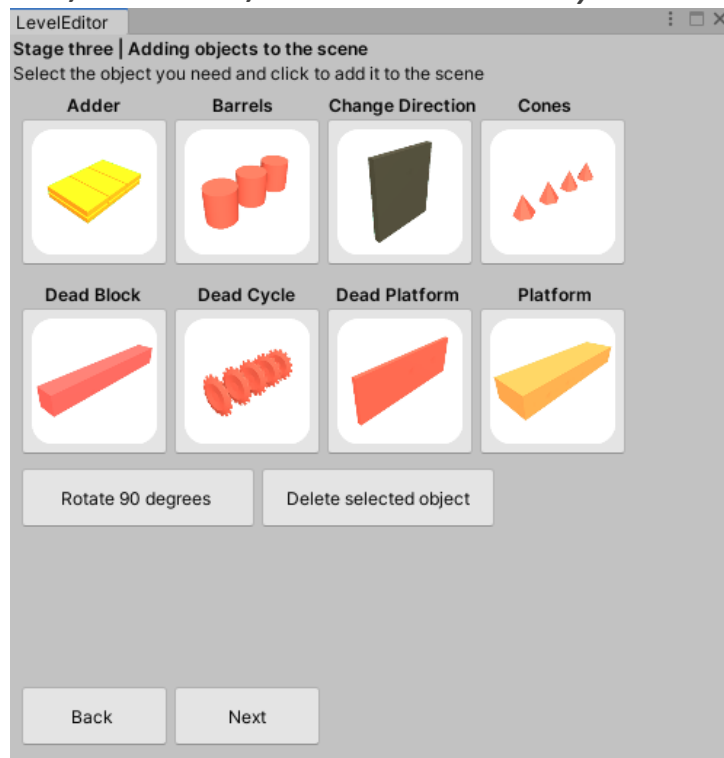


If you have already created new level, click next.

4. Select level background color and platforms color.

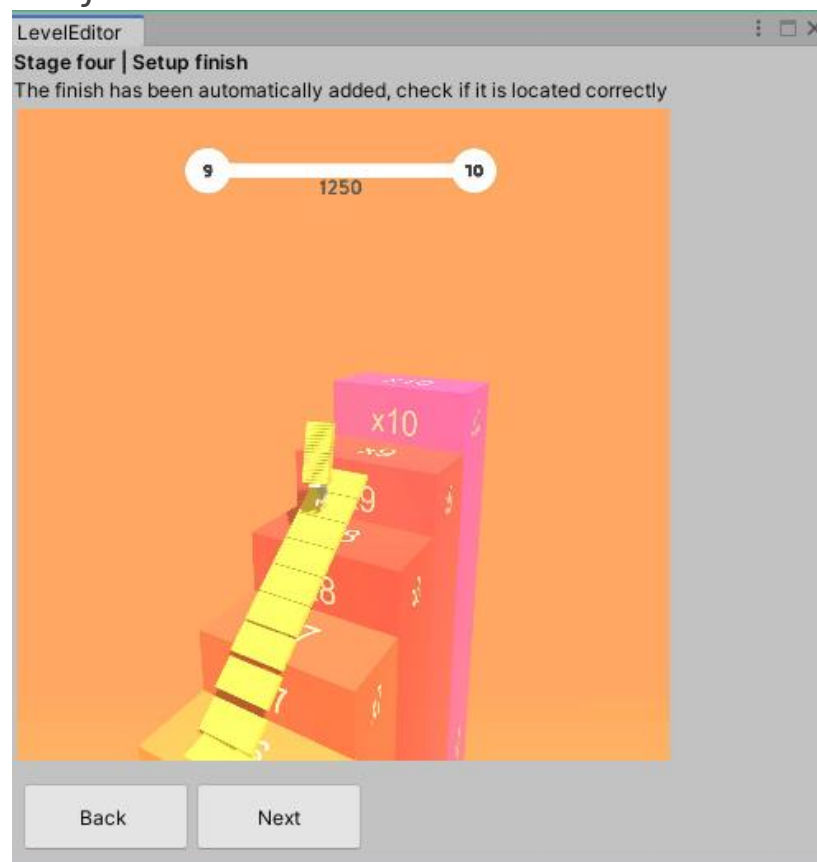


5. Add platforms/obstacles/adders to level as you want.

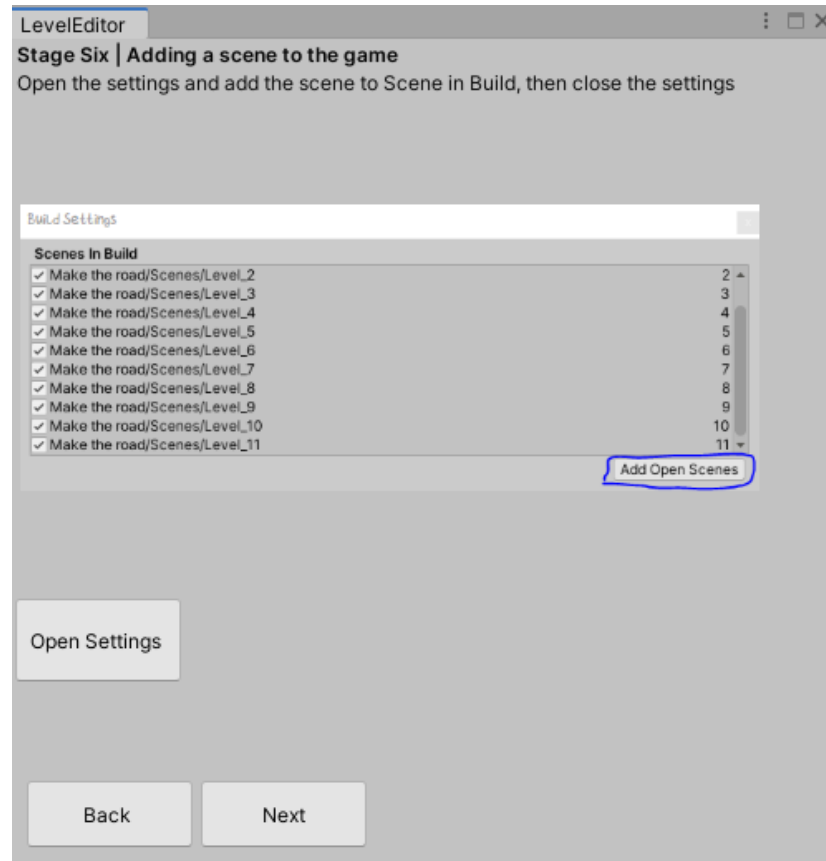


If you need to rotate object, click button rotate and delete for delete object.

6. Check that the finish line is correct.



7. Save and add new scene to Scenes in Build.



8. Save scene and *let's test it!*



How to add sounds

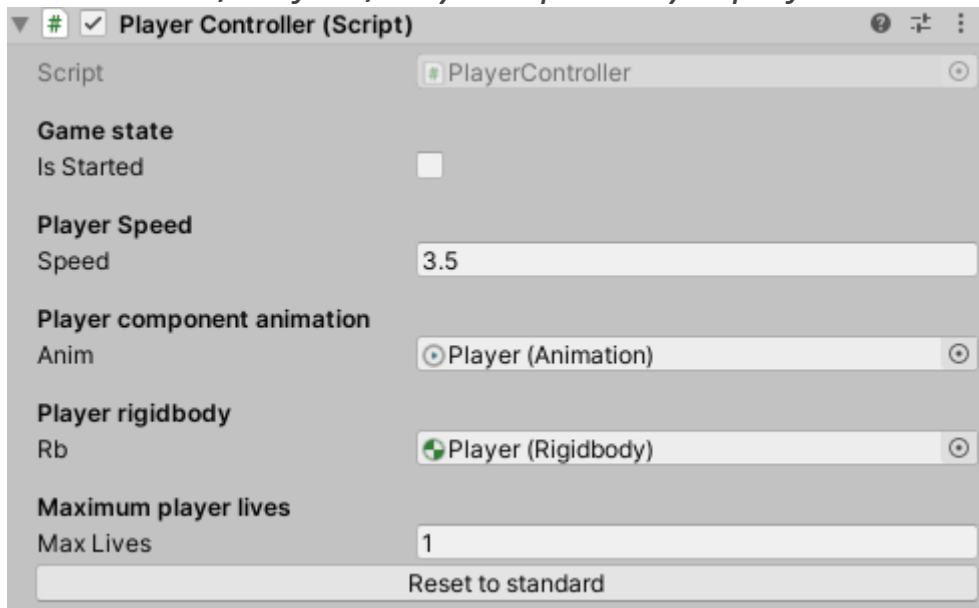
If you want to add sounds when player win\lose, when player collision with adders/obstacles, please watch this video – [video](#).

How to change character

If you want to change character, please watch this video – [video](#).

How to change player speed and lives

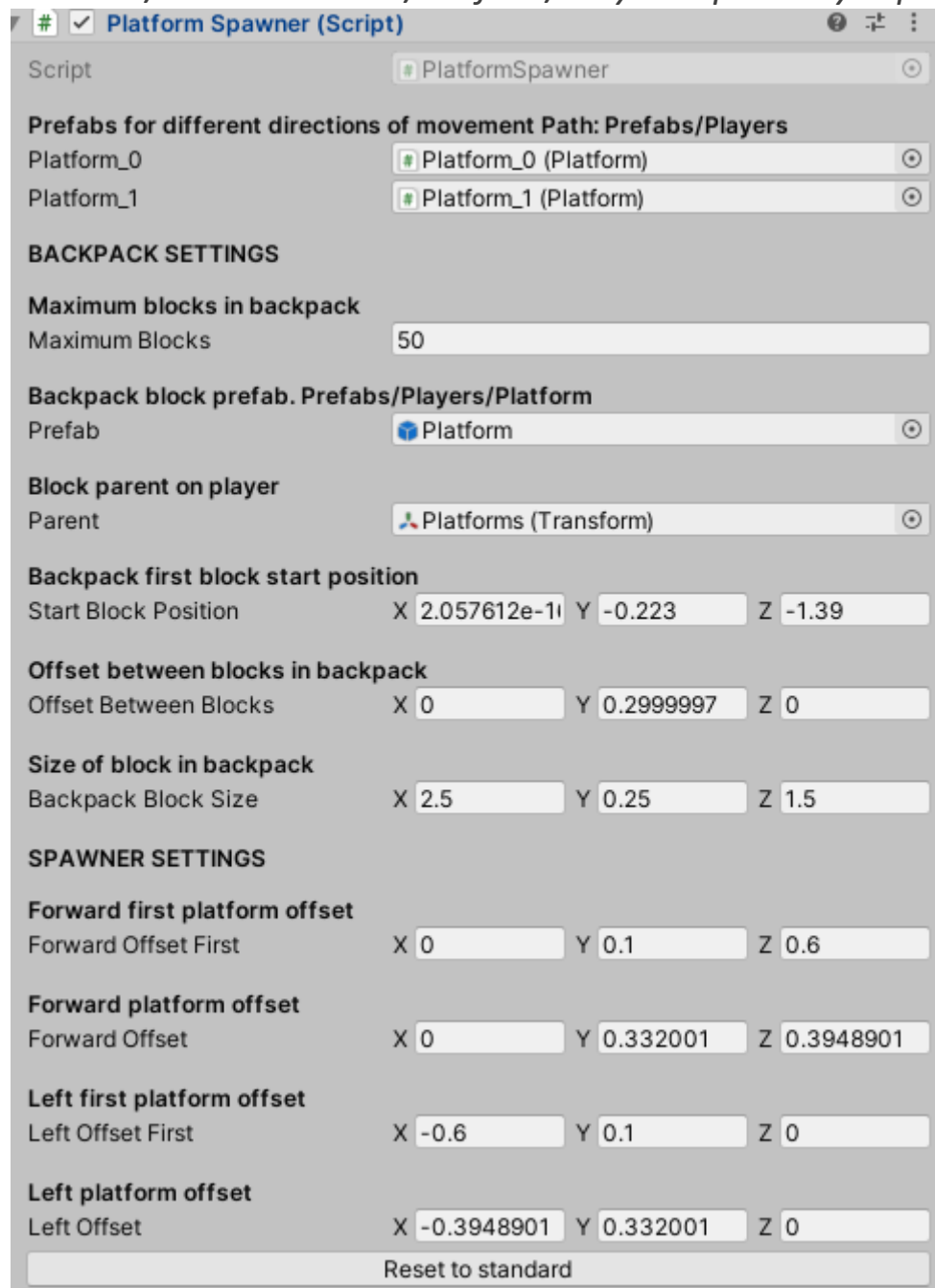
If you want to change player speed, go to Assets/Make the road/Prefabs/Players open Player prefab.



1. Change player speed change **Speed** value.
2. If you want to change max lives, change **MaxLives** value.

How to change number of maximum blocks on backpack

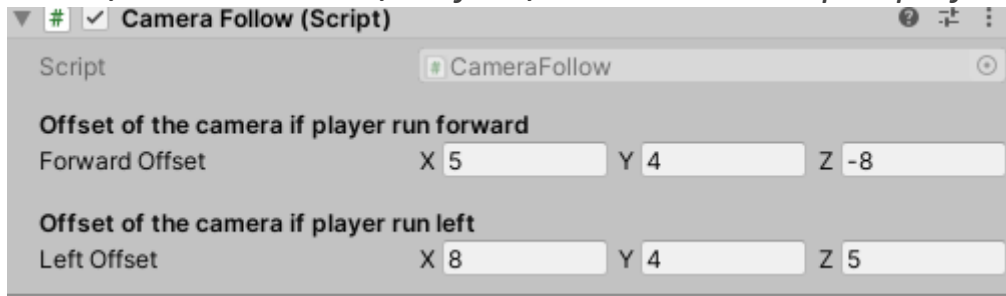
Go to Assets/Make the road/Prefabs/Players open Player prefab.



*Change **MaximumBlocks** value.*

How to change camera offset

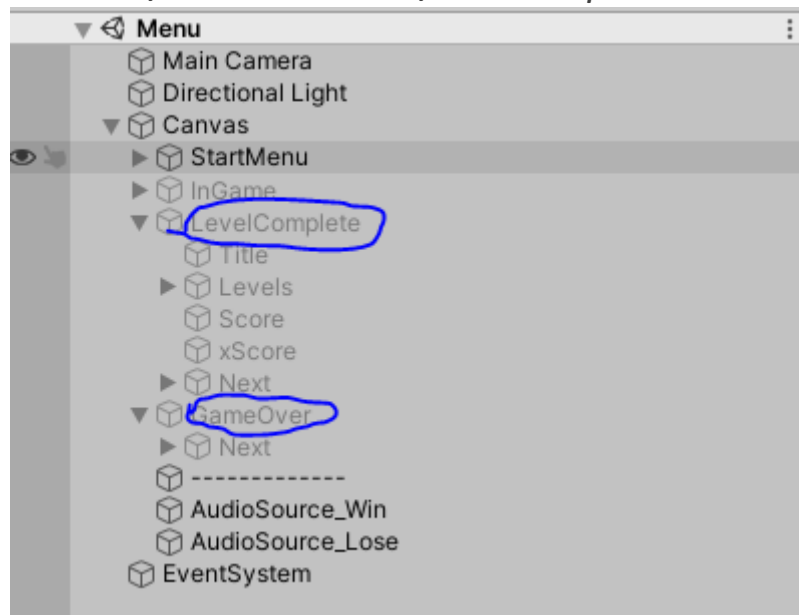
*Go to Assets/Make the road/Prefabs/Custom Editor open prefab **Main**.*



And set your offset for both directions.

How to add lose\win UI animations

Go to Assets/Make the road/Scenes open scene Menu.



You can add your objects to these panels and they will appear after losing or winning.