Ilumisoft

Downhill Ride

Documentation

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Thank you for purchasing Downhill Ride. This document will help you getting started with the project.

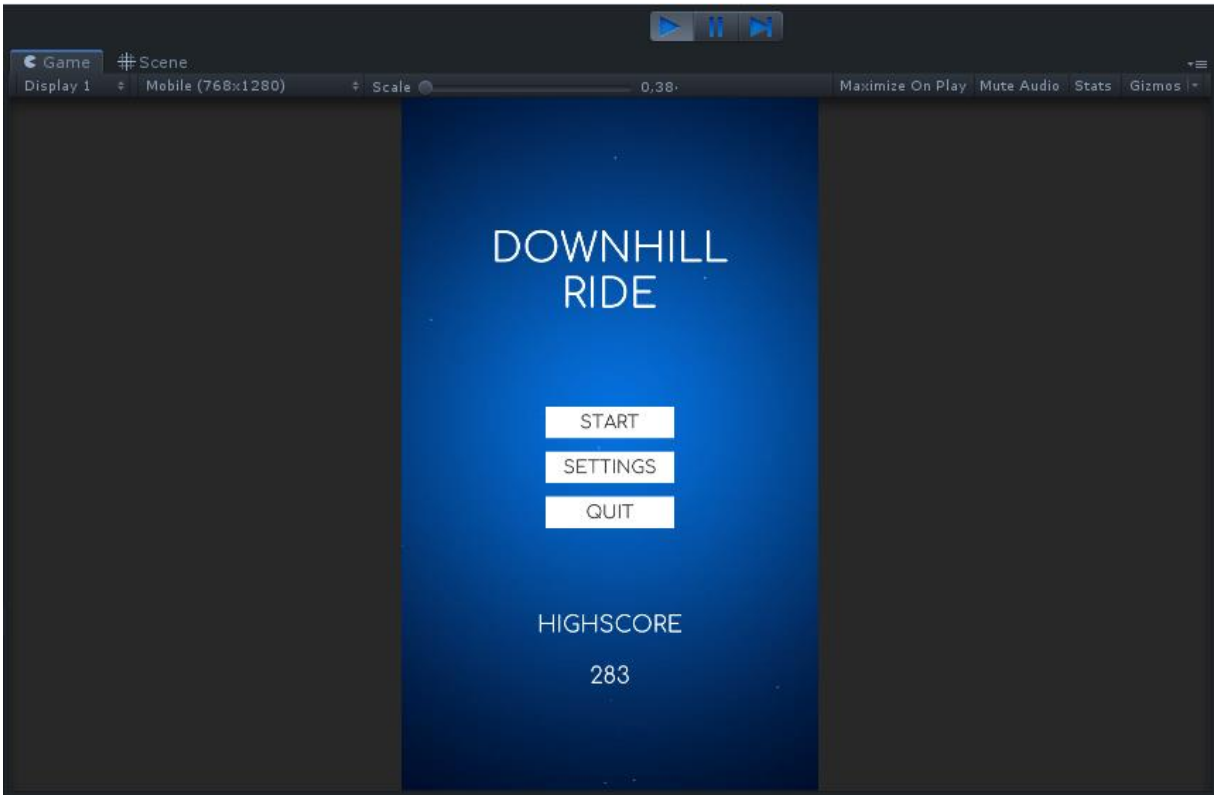
Setup

1. Make sure you are using the latest release of Unity 2019.4 or higher.
2. Create a new empty 3D project.
3. Import the game from the Asset Store.

Downhill Ride is a complete game template, therefore all project settings will already been set up correctly after the import and no further setup should be required. If you still have problems importing the project or getting shown any error messages, please check out the Troubleshooting section.

Run the game

To run the game in the editor, simply open the **Menu** scene and click the **Play** button.

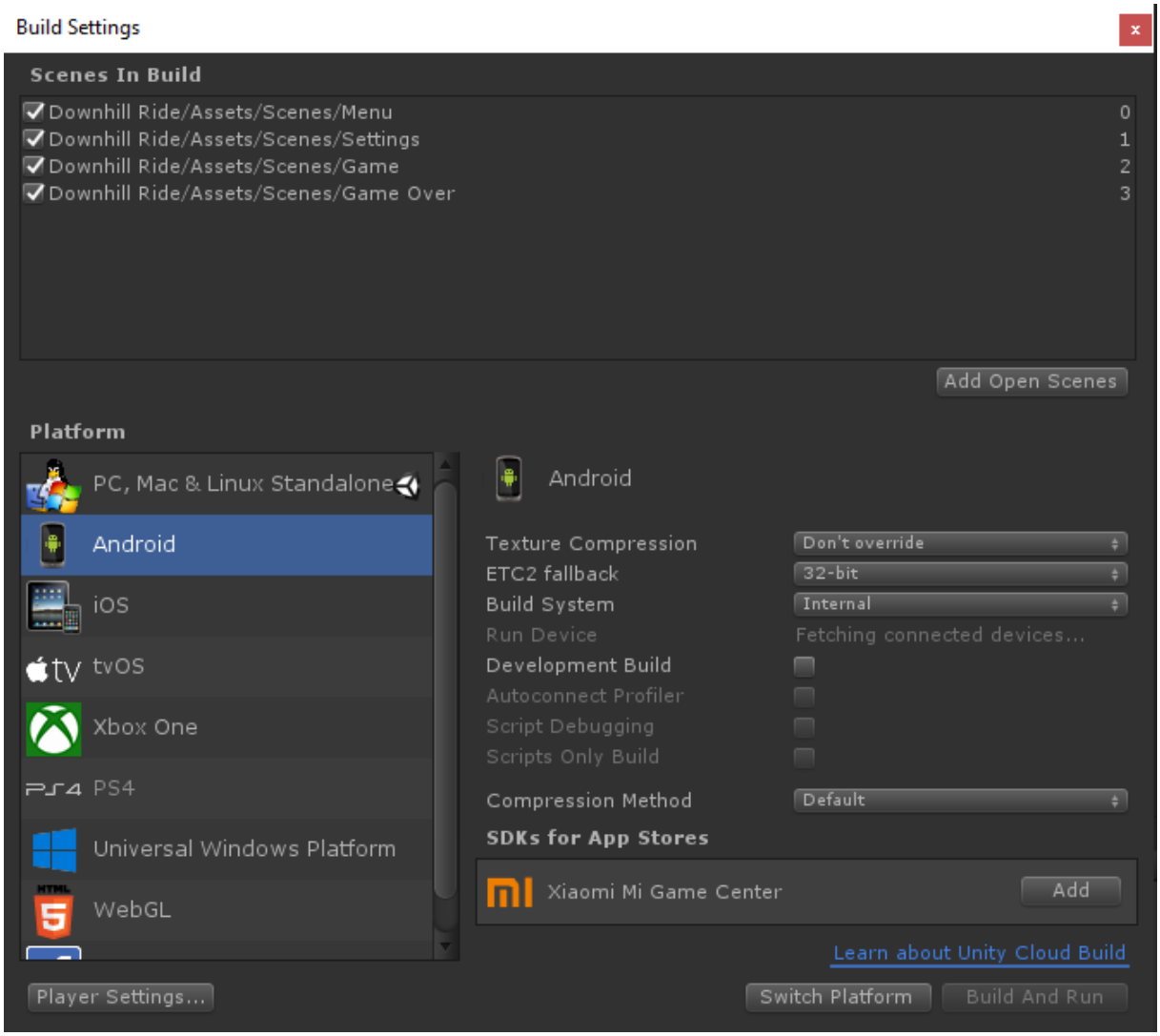


Build the game

Downhill Ride has been build and tested on **Windows** and **Android**. The project does not require any special configuration or setup on your site, other than the normal steps required for every Unity project. If you have never built a game with Unity, please check out the guides provided by Unity before reading on.

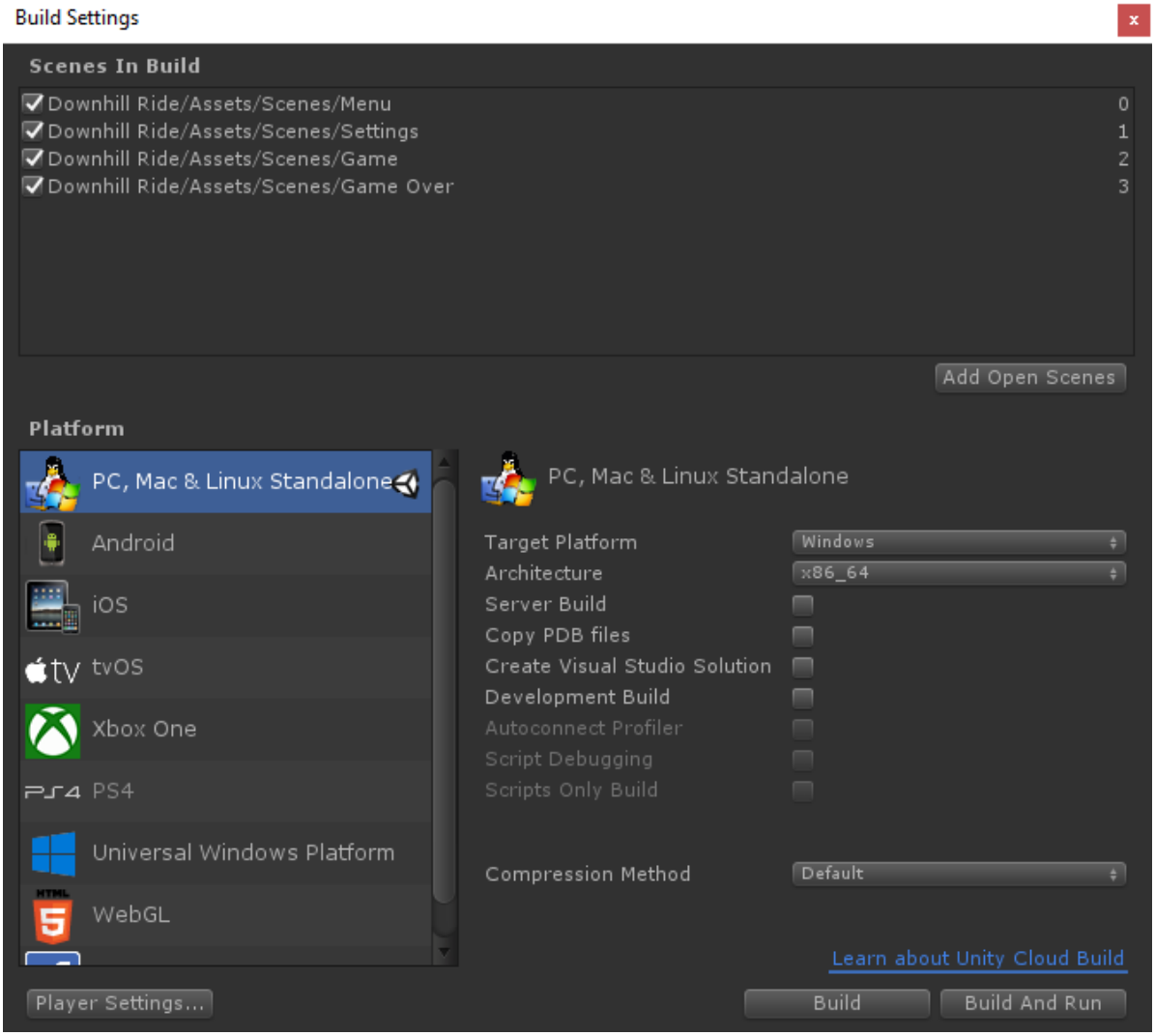
Android

To create an Android build, open the **Build Settings**, select the **Android** platform and click **Build**.



Windows

To create a Windows build, open the **Build Settings**, select the **PC, Mac & Linux Standalone** platform and click **Build**. Select a build folder and continue. To run the build, execute the **Downhill Ride.exe** file in the build folder.



Troubleshooting

Depending on the version of Unity, the Android SDK or Windows SDK installed on your system, it might happen that problems occur when building the game, which are not related to the asset itself. Please check the following questions:

1. **Can you build an empty project?**
   The simplest way to find out if your system is not configured properly to build a project, is to create a new empty project containing only a sample scene and trying to build it. If this is not possible, the problem is not related to the asset.

2. **Can you build the project with Unity 2019.4?**
   The project has been developed with Unity 2019.4, therefore we highly recommend using this version to build it. If you are using a newer version and are encountering problems with building the project, the easiest way to get everything working might be to go back to 2019.4.

3. **Did you modify the project?**
   If you modified the project, it might be that the problems occurred as a result of these modifications. To check out if this is the case, create a new project, import the asset and check if the problems still occur.

If these steps did not help and you are still having problems with the project or getting shown any error messages after the import, please contact us via email (support@ilumisoft.de).

Project Architecture

This section provides to you the most important information about the architecture of the project in order to understand how the project works.

Scene structure

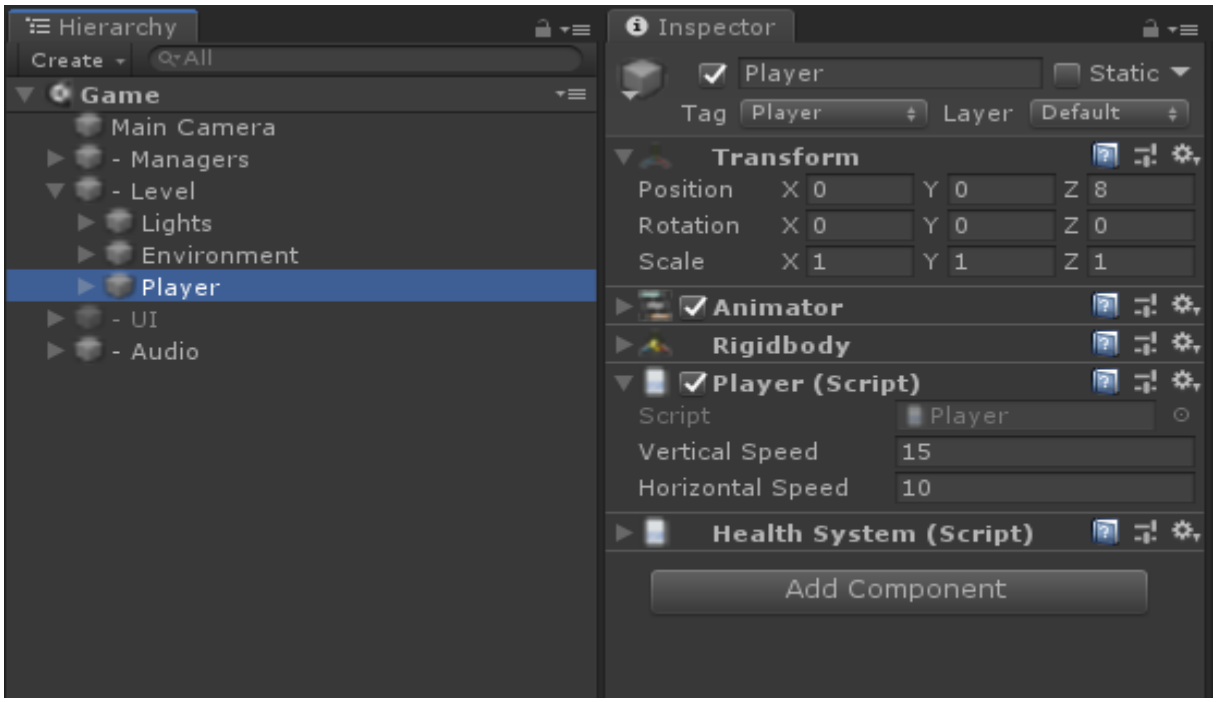
The project is split up into the following scenes, which can be found in the

“Downhill Ride/Assets/Scenes” folder:

- **Menu**
  The main menu and starting point of the game
- **Settings**
  Allows the user to configure the volume of the sound effects
- **Game**
  The game scene containing all the gameplay logic
- **Game Over**
  Gets loaded after the game has ended and presents the users reached score

How to modify the Player's speed

Open the Game scene and select the **Player** GameObject in the Hierarchy.

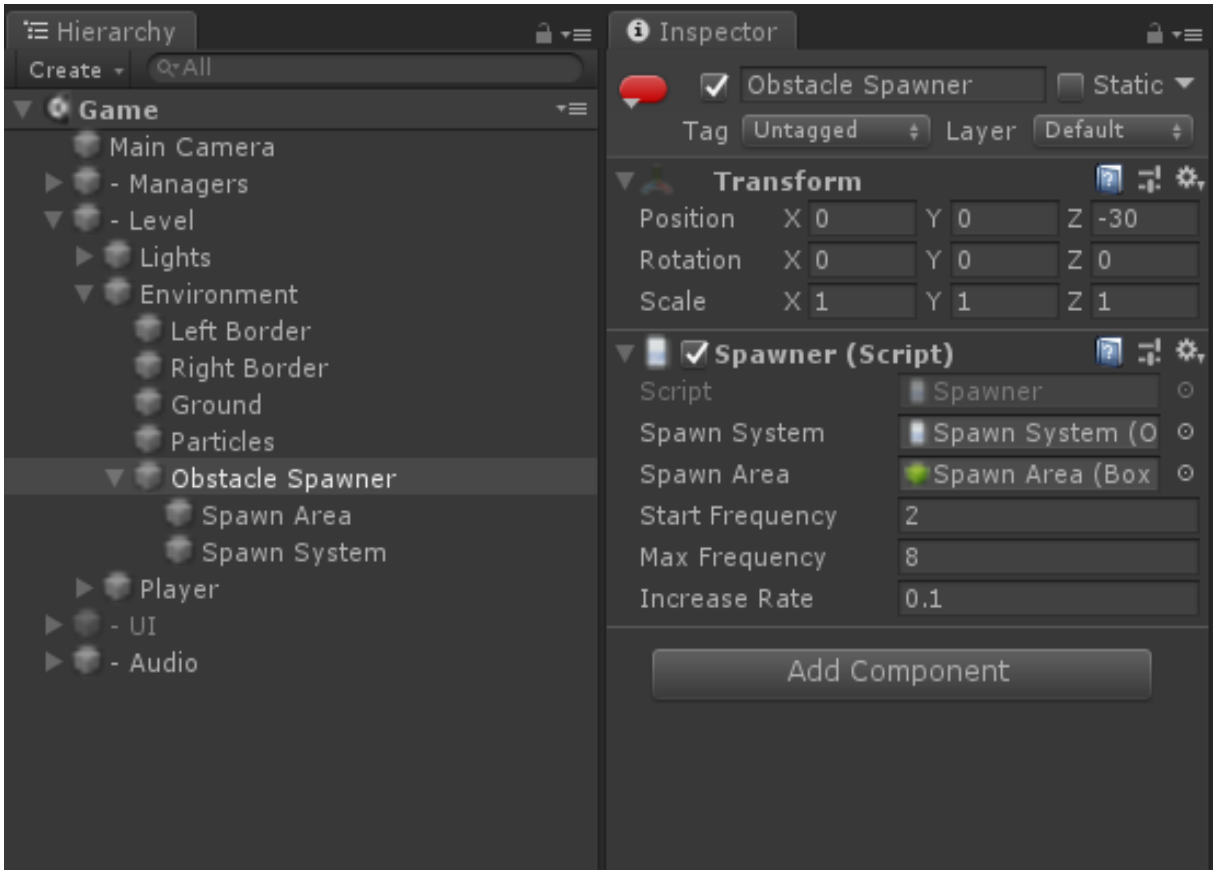


To modify the speed of the player change the value of the vertical or horizontal speed in the **Player** script.

How to modify the Spawn System

We developed a simple spawn system, allowing you to define how many obstacles should be spawned per second and increasing the spawn frequency over time to increase difficulty.

Open the Game scene and select the **Obstacle Spawner** GameObject in the Hierarchy.



The **Spawner** provides the following fields:

- Spawn System: The spawn system used to perform a spawn triggered by the spawner
- Spawn Area: The area an object should be spawned in
- Start Frequency: the number of spawns per second, when the game starts
- Max Frequency: The max number of spawns per second
- Increase Rate: Defines how much the spawn frequency should increase per second

To modify how many obstacles should be spawned, change the value of the start frequency, max frequency or the increase rate.

To modify which object should be spawned, you need to modify the Spawn System. The **ObstacleSpawnSystem** used in this template is a simple example of how a spawn system could look like, but you can easily develop your own custom one. Just inherit from the **SpawnSystem** base class and replace the **ObstacleSpawnSystem** in the scene by your custom one.

Support

If you like the project, please take a minute and give us a rating in the Asset Store. This really helps us in order to create and improve our Unity Assets.

If you encounter any problems or errors, please contact us via email:

support@ilumisoft.de