

Boat Runner Game Template

Start-up Guide

Requires Unity 3D editor 5.3.1f1 or higher

Contains pictures , a lot of pictures.

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About The Game

Just some info here :)

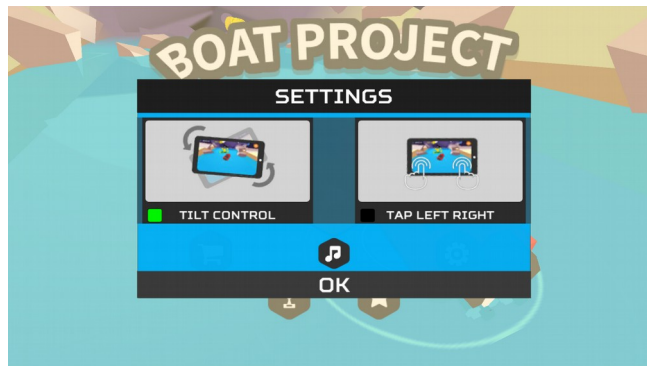
This game is an endless game where the challenges are randomly generated while you keep on moving forward (not really , I will explain that later).



But how do we control the boat?

Well there are two ways to control the boat

- (Accelerometer) You can change the direction of the boat by tilting the device left and right.
- (Tap And Hold) You can change the direction of the boat by tapping and holding half left side of the screen or half right of the screen



Players will always have the option to select between those control types

What can players do?

Well for starters you can revive your boat by using gems that you collect in the game or you can watch an AD to revive, you can revive your boat 3 times and every time the cost of gem is multiplied by 3



Coins Are Good!!

Collect coins and go to the shop to find some exclusive boats , they can be easily changed or added by the developers.



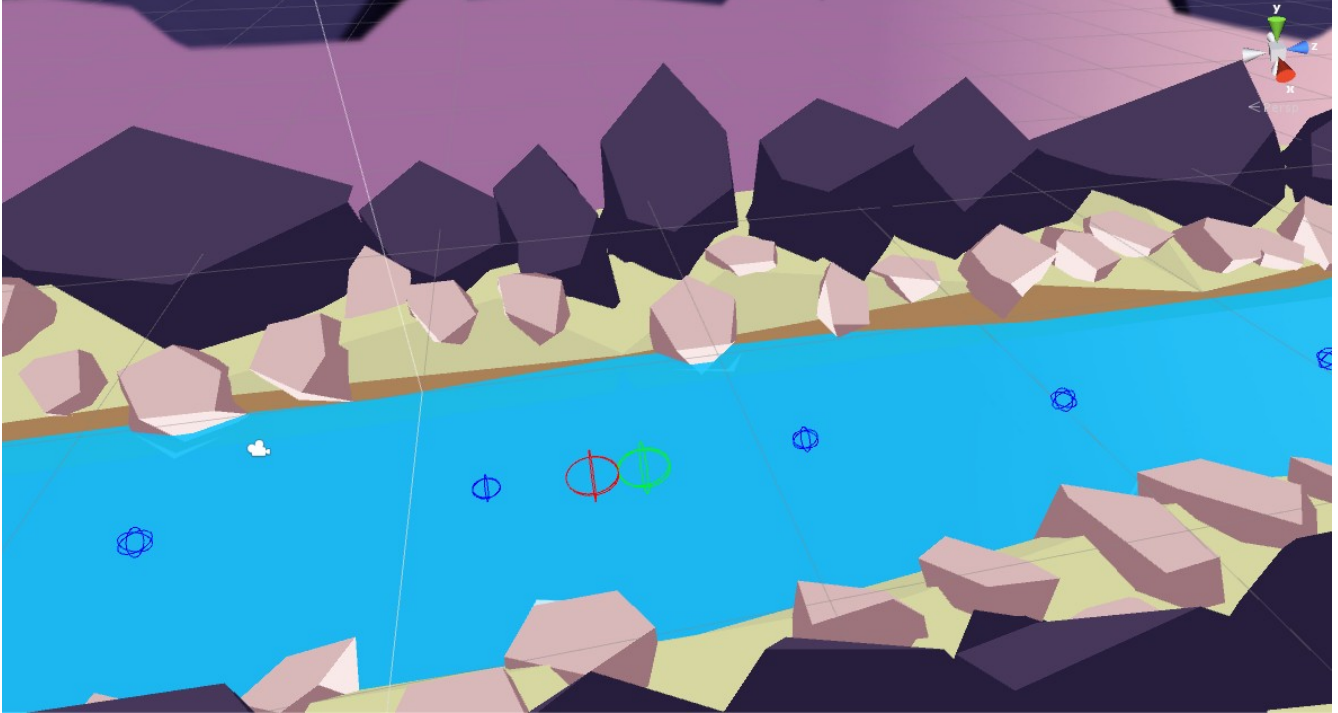
Coins, Shield, Magnet, Gas can, Gems

Collect them all



The Logic

What's really happening?

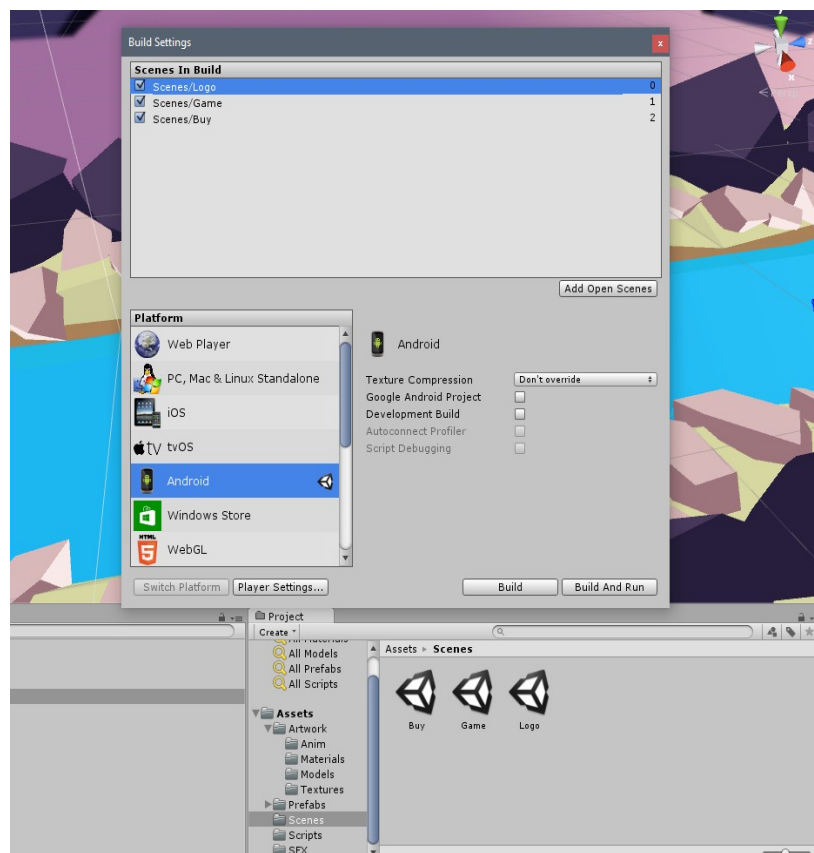


- See those green and red spheres , they hold the position vector of where a scrollable platform starts and ends these are used to align them properly to each other.
- Those blue spheres hold the position vectors, where the challenges will be spawned.
- Boats do not move on the Z axis they can only move on the X axis based on the input provided by the control type.

The challenges and speed and frequency of the power ups is completely editable and you will learn about them in a minute but first let's setup the project.

Setting up the project

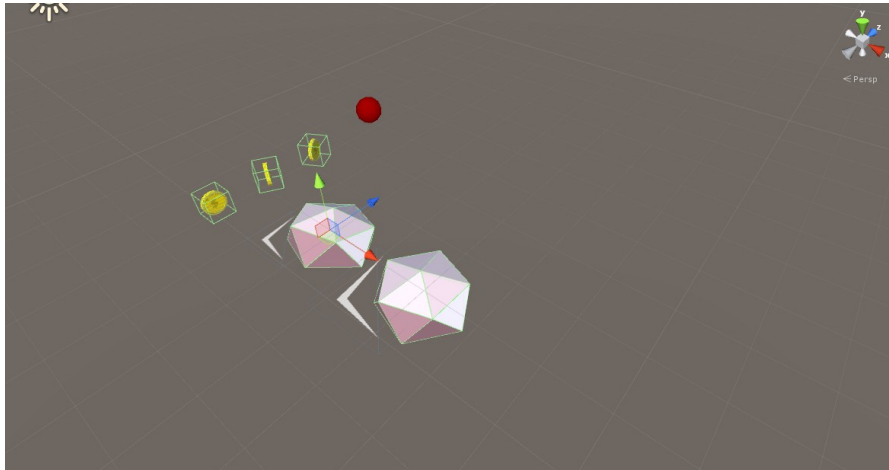
- First open the project you downloaded or if you have an empty project then import the downloaded package
- Once the project is ready, open the build settings by going to **File** → **Build Settings**.
- Now add the scenes “**Logo, Game, Buy**” in the **Assets/Scenes** folder, while make sure Logo scene is at the top.



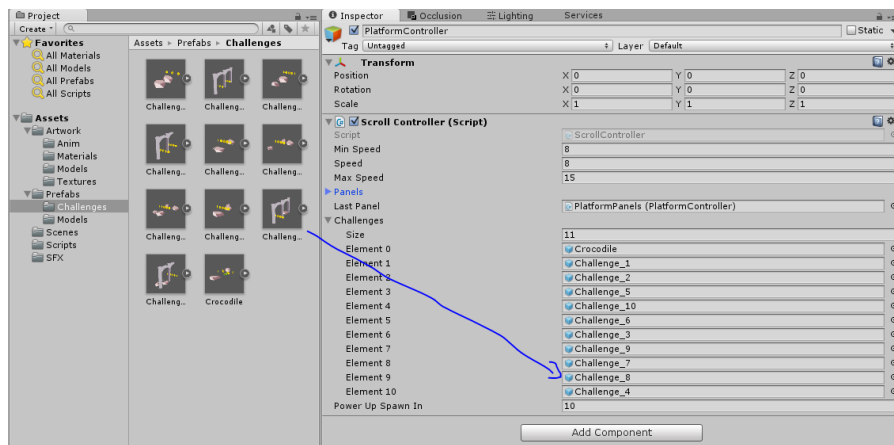
- Make sure you are using a mobile platform like **Android** or **IOS**.
- Now just sign it and you are ready to build.

Creating more Challenges

- Drag in a challenge prefab in an empty scene now you would find a red sphere , this sphere indicates the position where the power ups will be spawned , adjust it according to your needs.
- Add rocks , bridges , coins according to your needs and save it as a prefab.

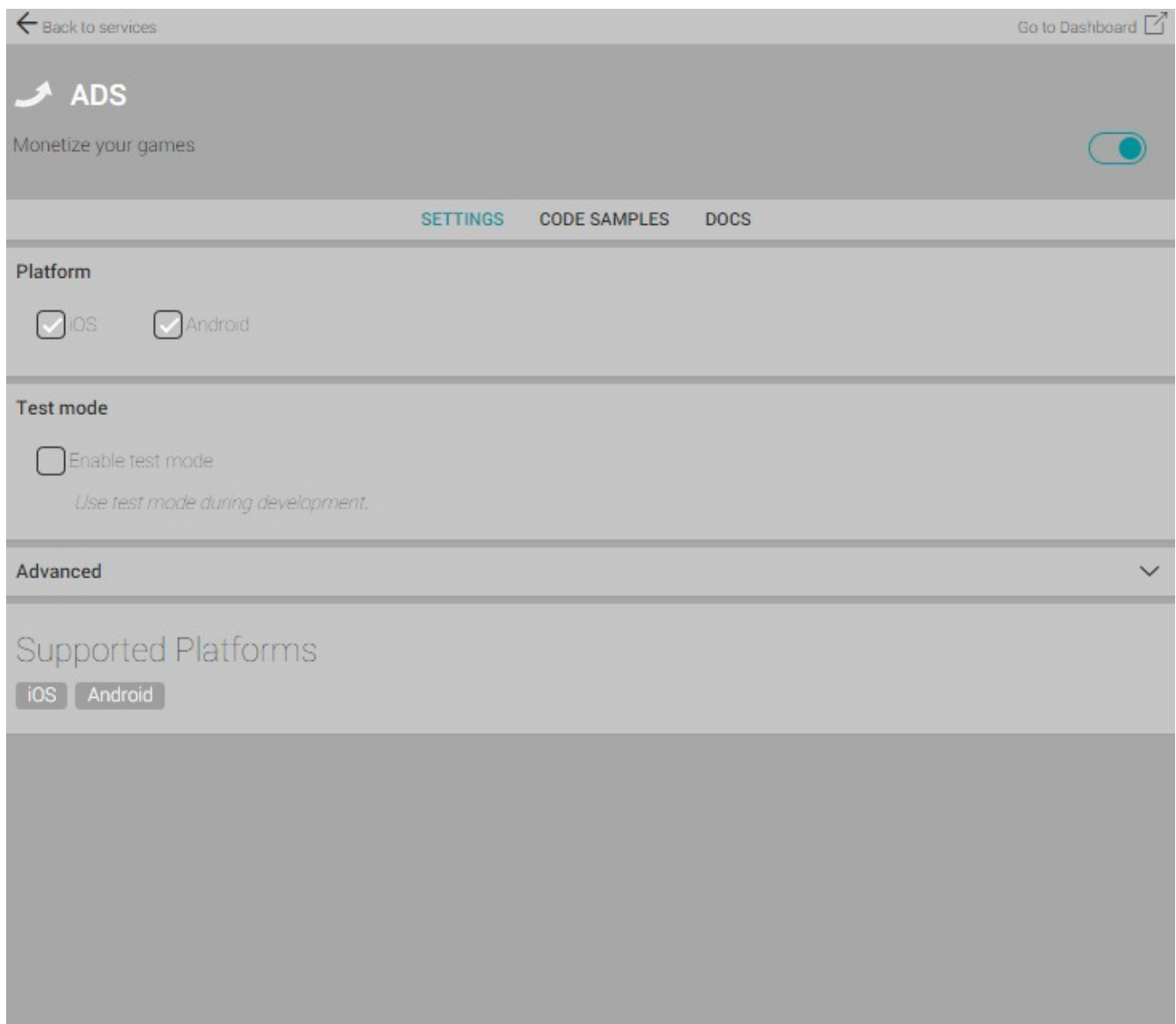


- Now open the “**Game**” scene and select the Select **PlatformController** game object in the hierarchy panel.
- Look at inspector, there's a component attached named **ScrollController** , add your newly created challenge to the challenges array on that component



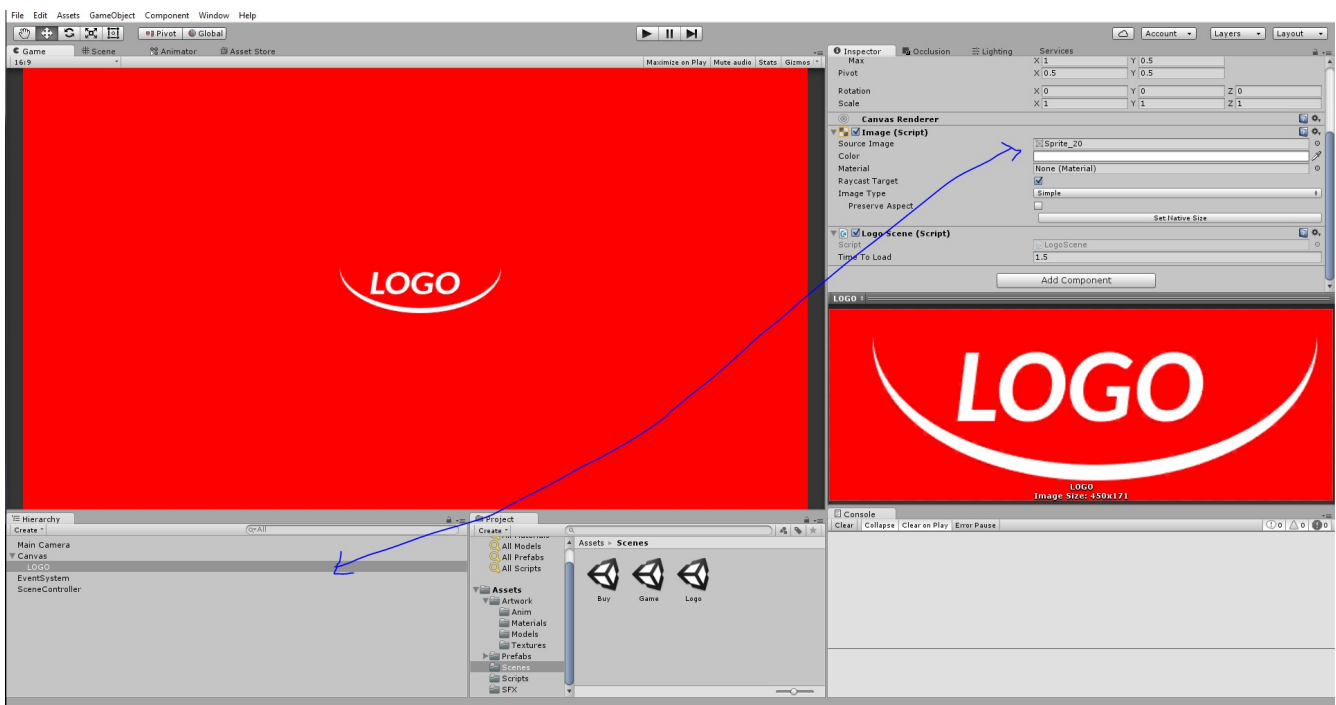
Enabling Unity Ads

- Go to **Windows** → **Services** in Unity Editor and enable the ads
- For more info on ads go here: [Click Me](#)
- You can change the frequency of death ads by opening **ADController** script and change the *showVideoADAfter*



Changing Logo

Open Logo Scene and look at hierarchy , under the canvas there's an UI element named Logo with an image component attached to it on change the sprite variable in that component to yours.



A little more

- The scripts are well commented so open them to learn how they work or what all the variables actually mean.
- Almost everything is editable with less to no effort , you just have to find out the right variable to tweak
- Find any bugs or glitches , contact me using the support email

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