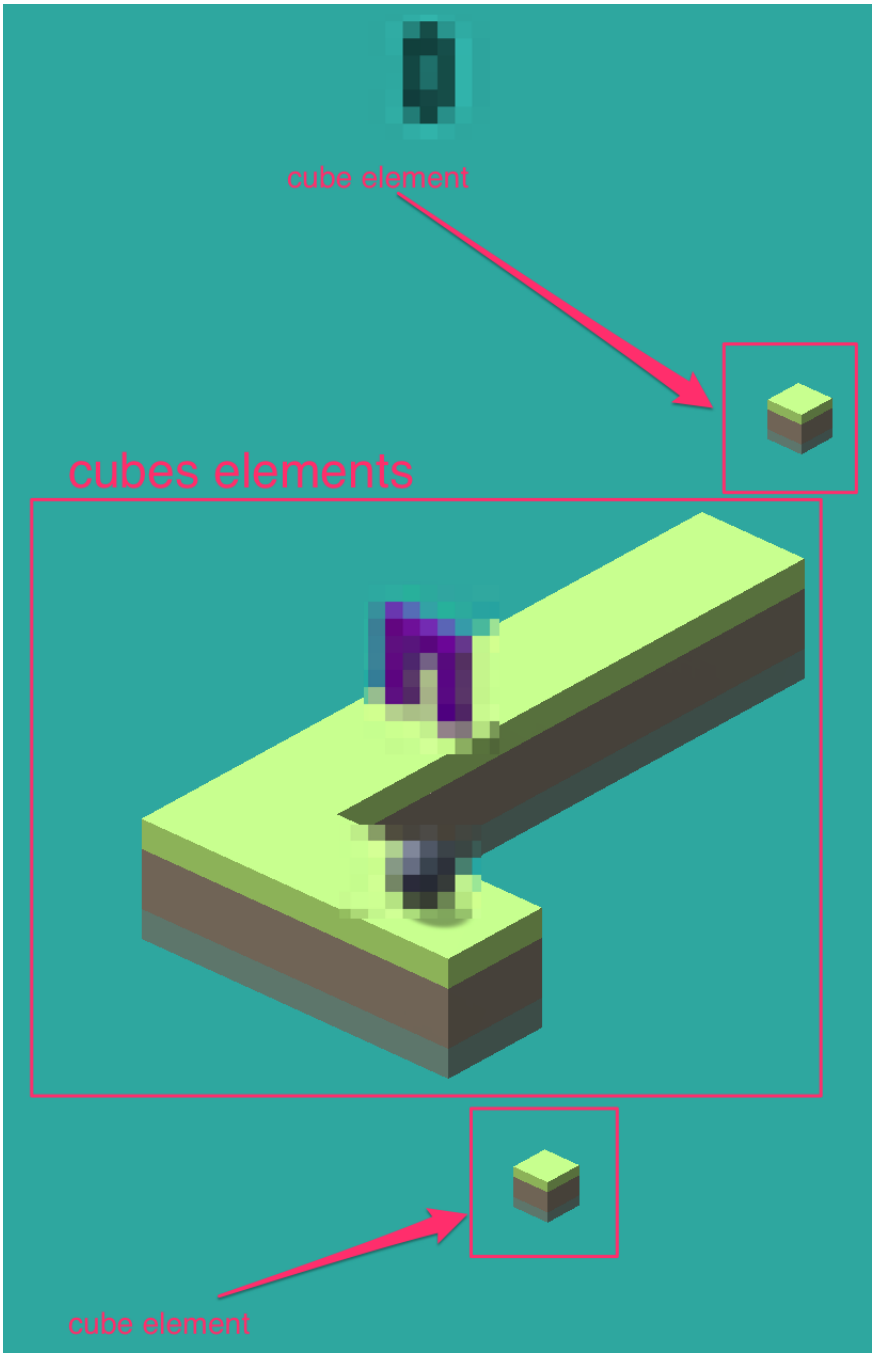
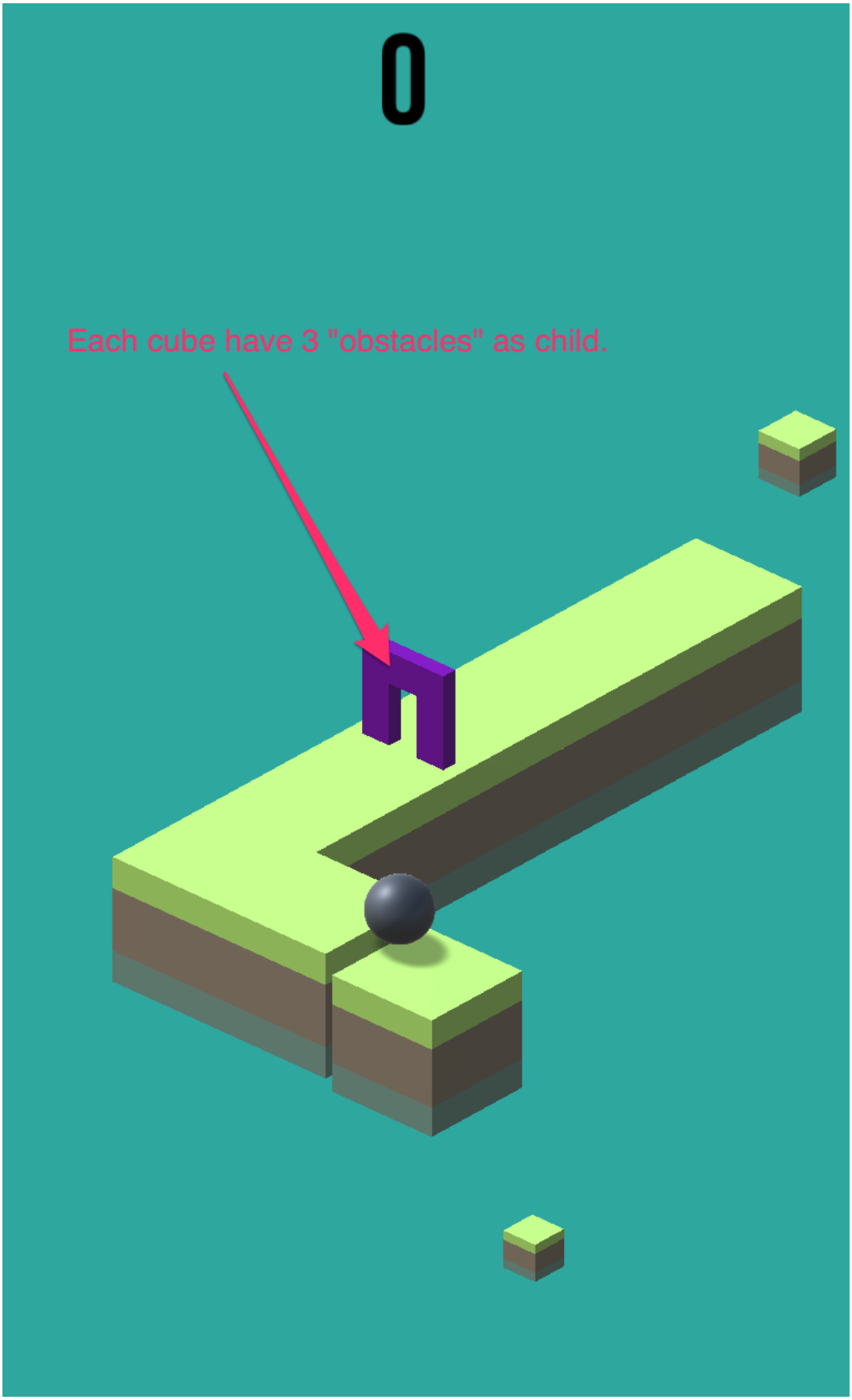
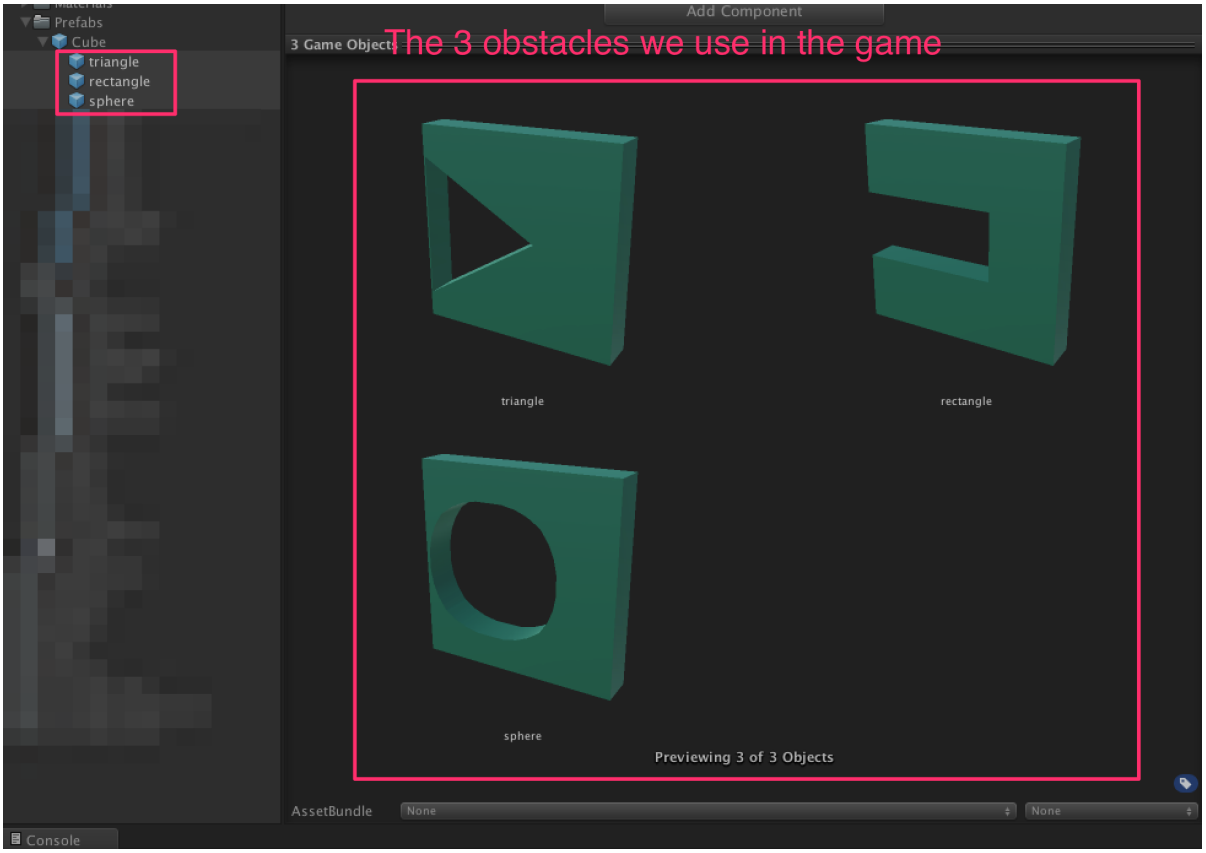
Thanks for your purchase.

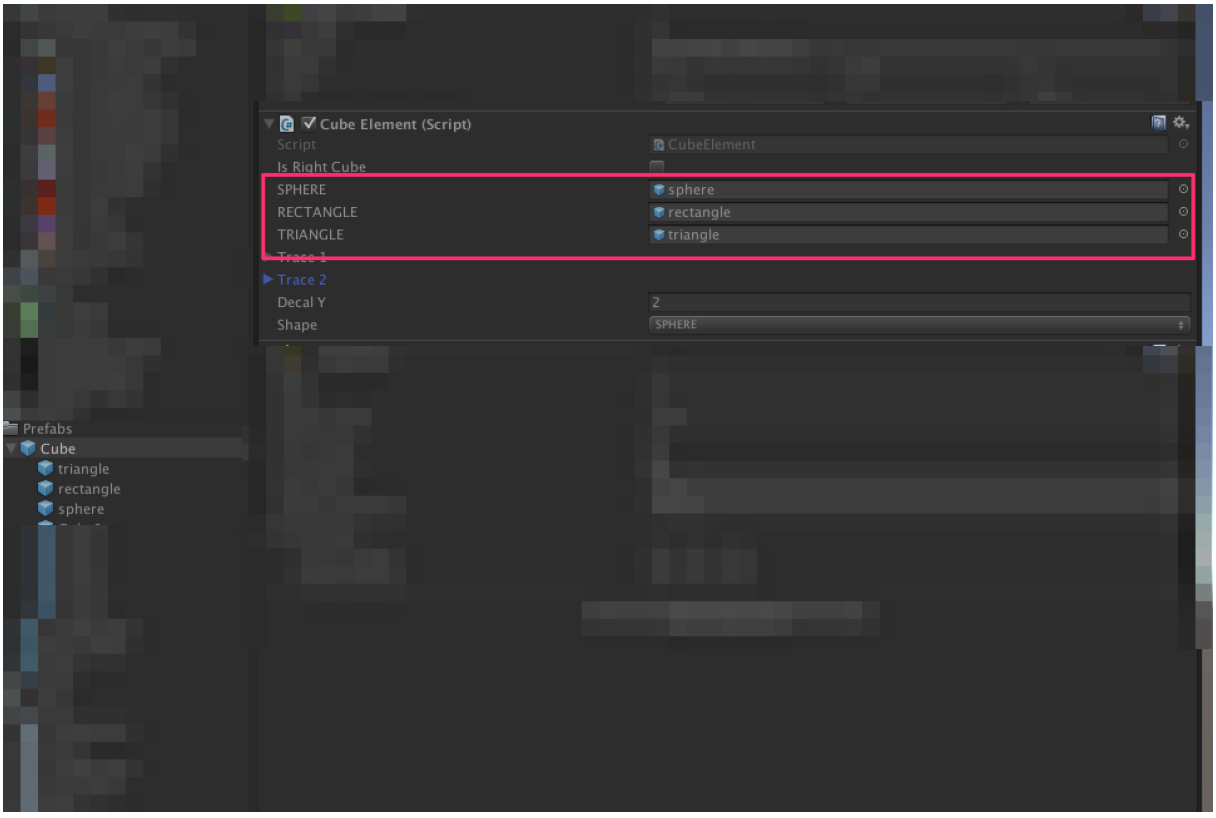
CubeElement is what we spawn to build the floor.




0
Each cube have 3 "obstacles" as child.

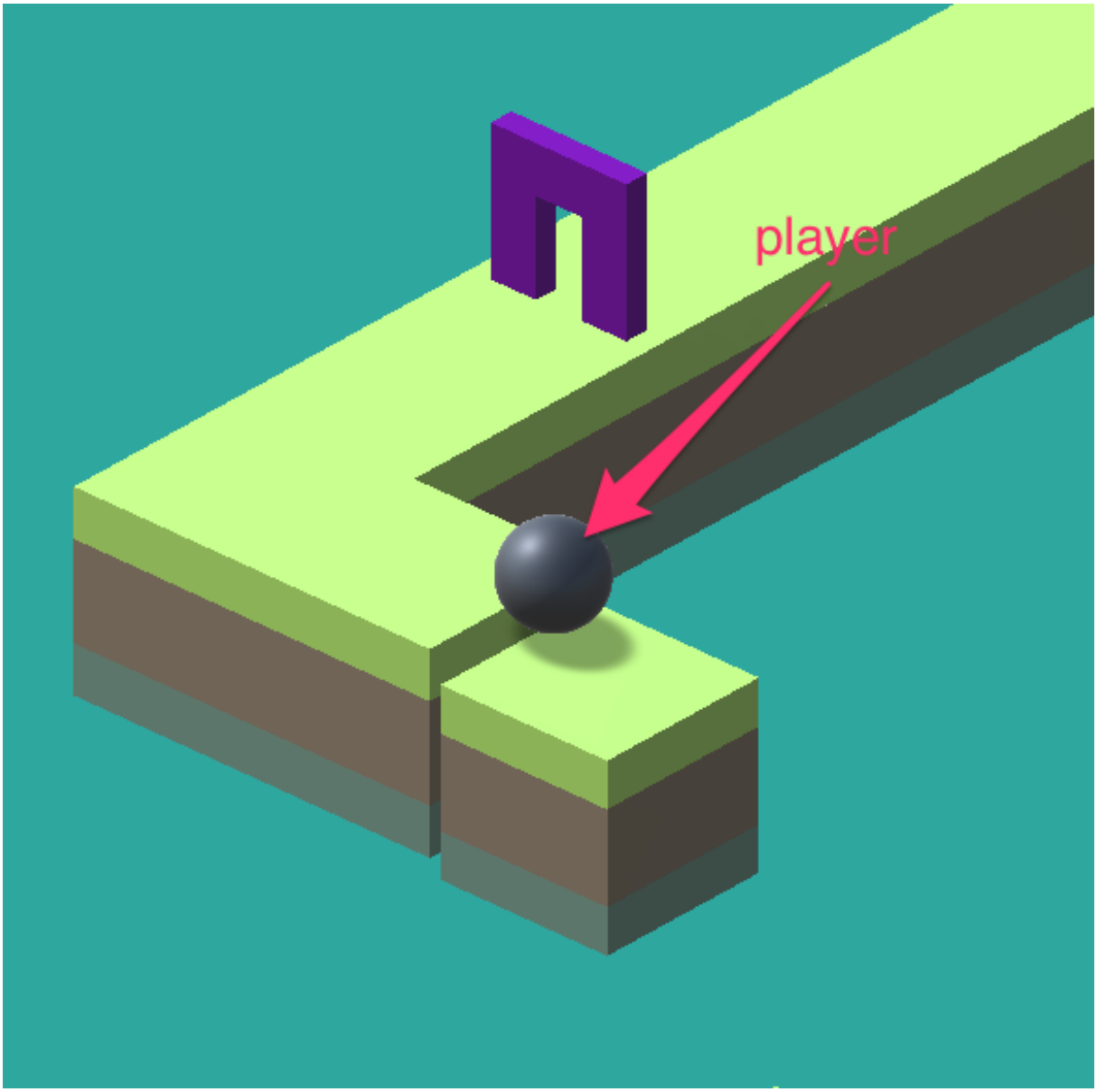


You can add new shape just by adding the object to the prefab as child. Remeber to create a new variable in the script to have somethign like this :



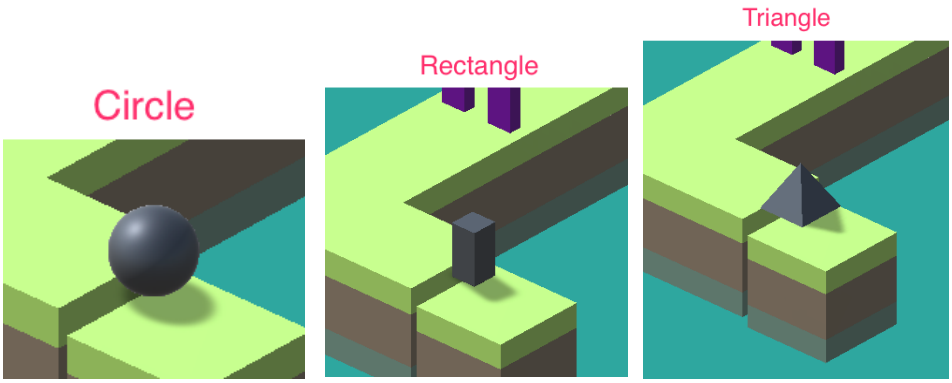
And add the new shape to the player as a child.

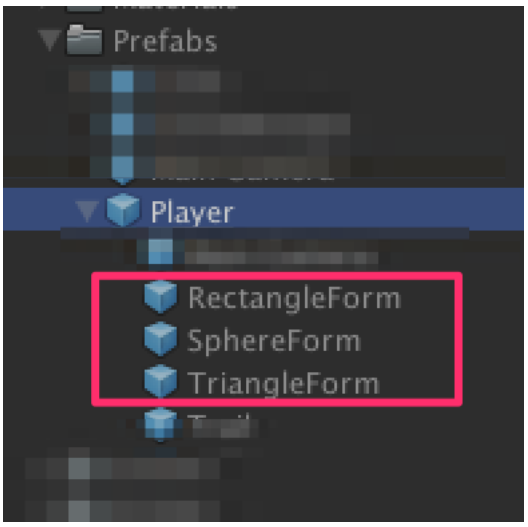
The player :



The player have 3 shapes as child. You have to correspond shape from the obstacle with the player to earn a point. If the shape is not the good one you lose.

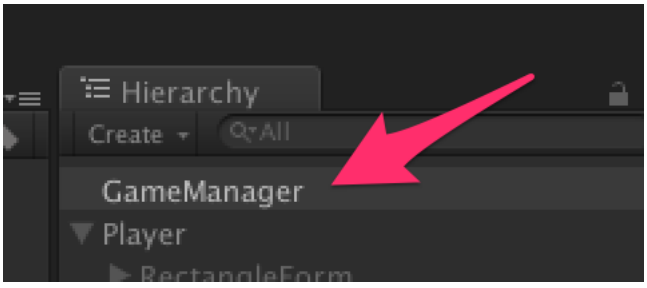
Here the shapes :



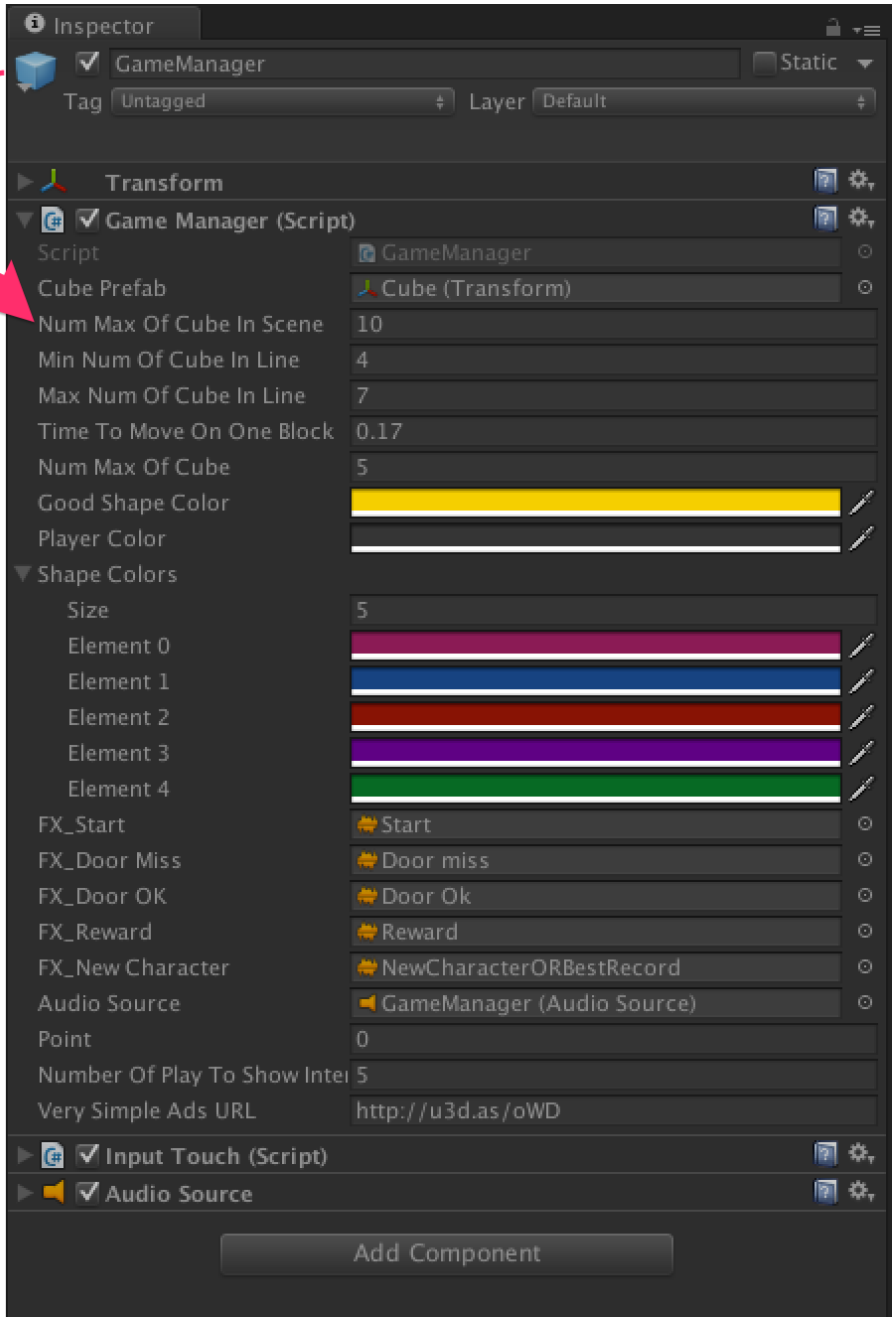


Customize the game play / Reskin :

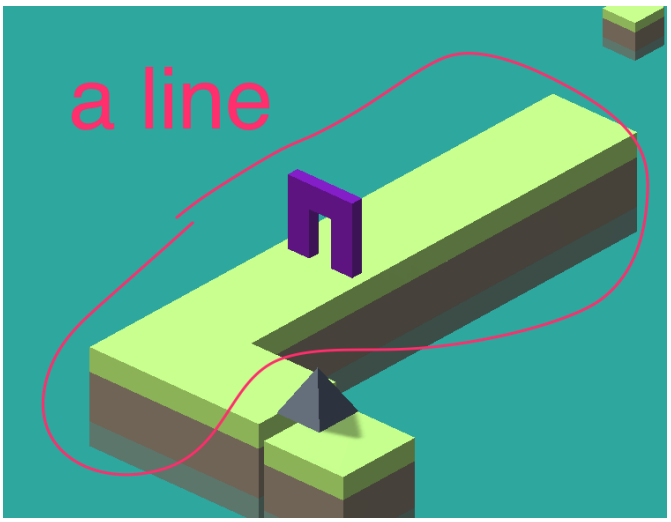
Select the GameManager in the scene view :



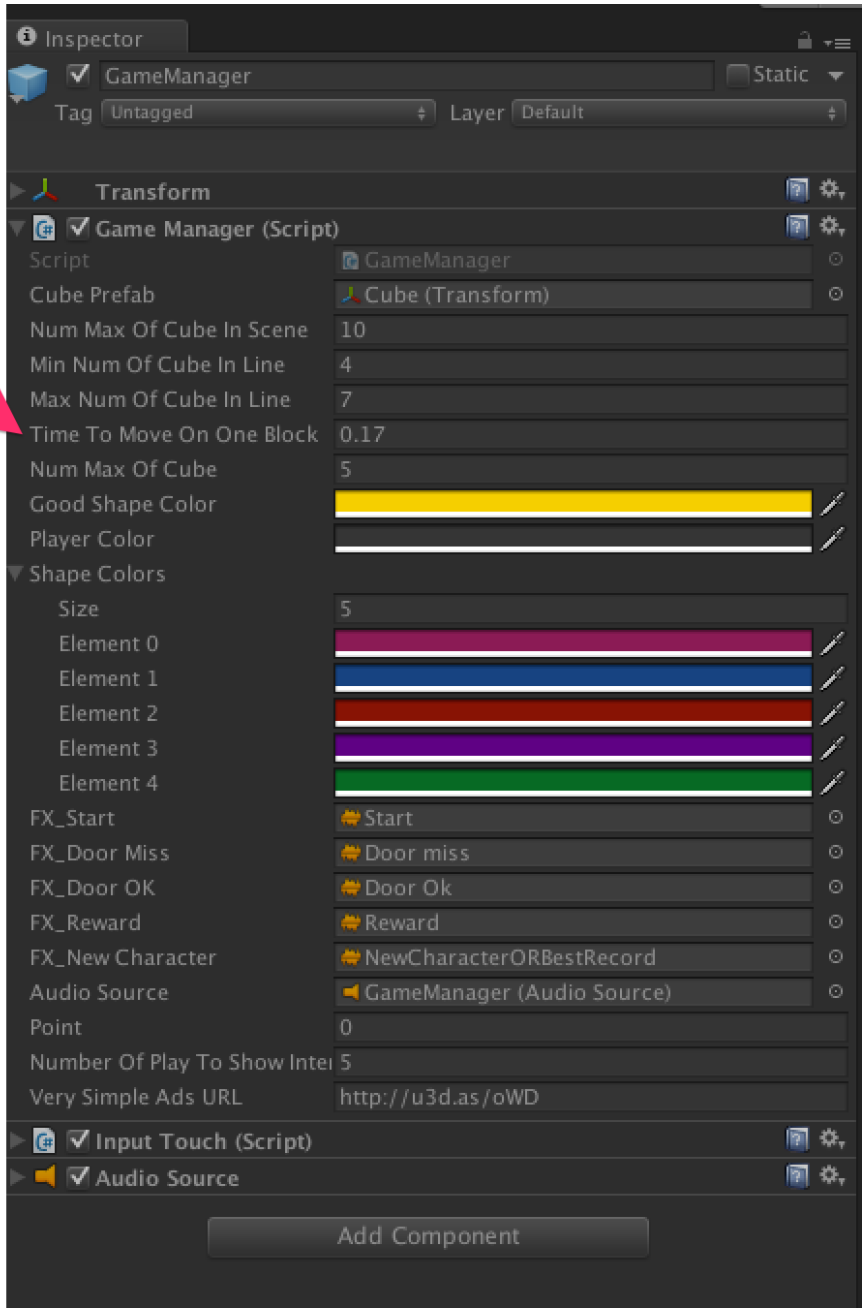
Max number of cube in the same time in the scene



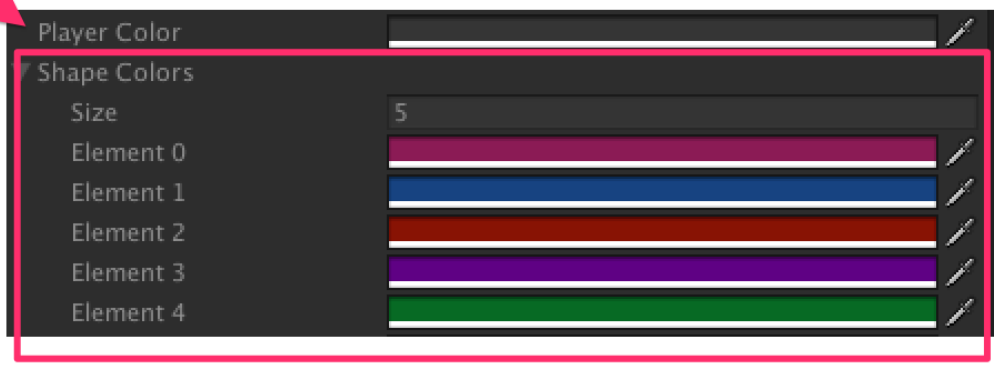
Minimum and maximum number of cube in a "line"



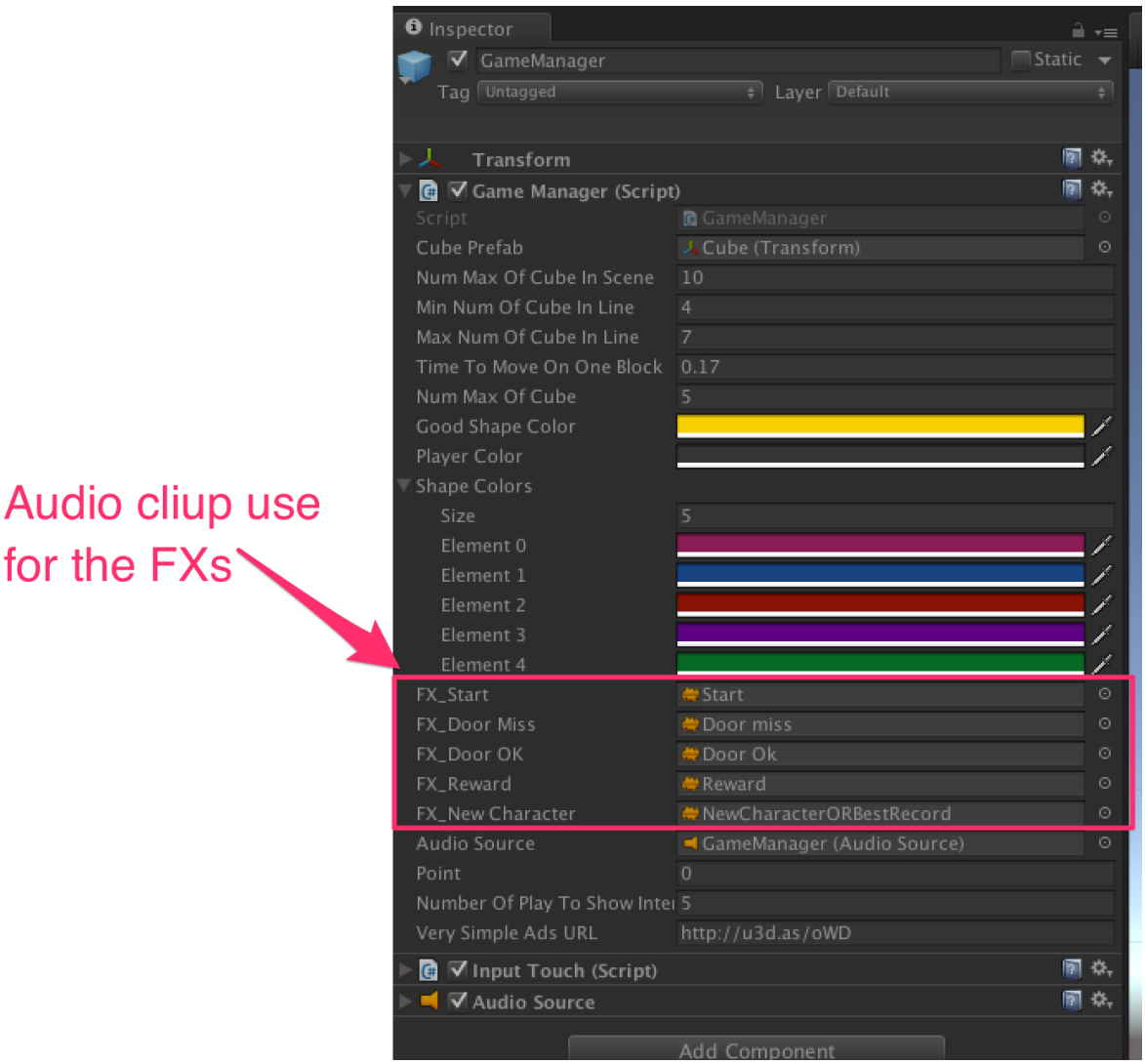
Player speed



player color



Colors we will chose randomly to colored the obstacles



Very Simple Ads:

Everything is done for you : « Very Simple Ad » is already implemented.
Get it here : http://u3d.as/oWD

Very Simple Leaderboard:

Everything is done for you : « Very Simple Leaderboard » is already implemented.
Get it here : http://u3d.as/qxf

Very Simple Share:

Everything is done for you : « Very Simple Share » is already implemented.
Get it here : http://u3d.as/u3N

Thanks !

Our other assets : http://u3d.as/9cs
Contact : contact@app-advisory.com
Linkedin : https://www.linkedin.com/in/ganbarouch