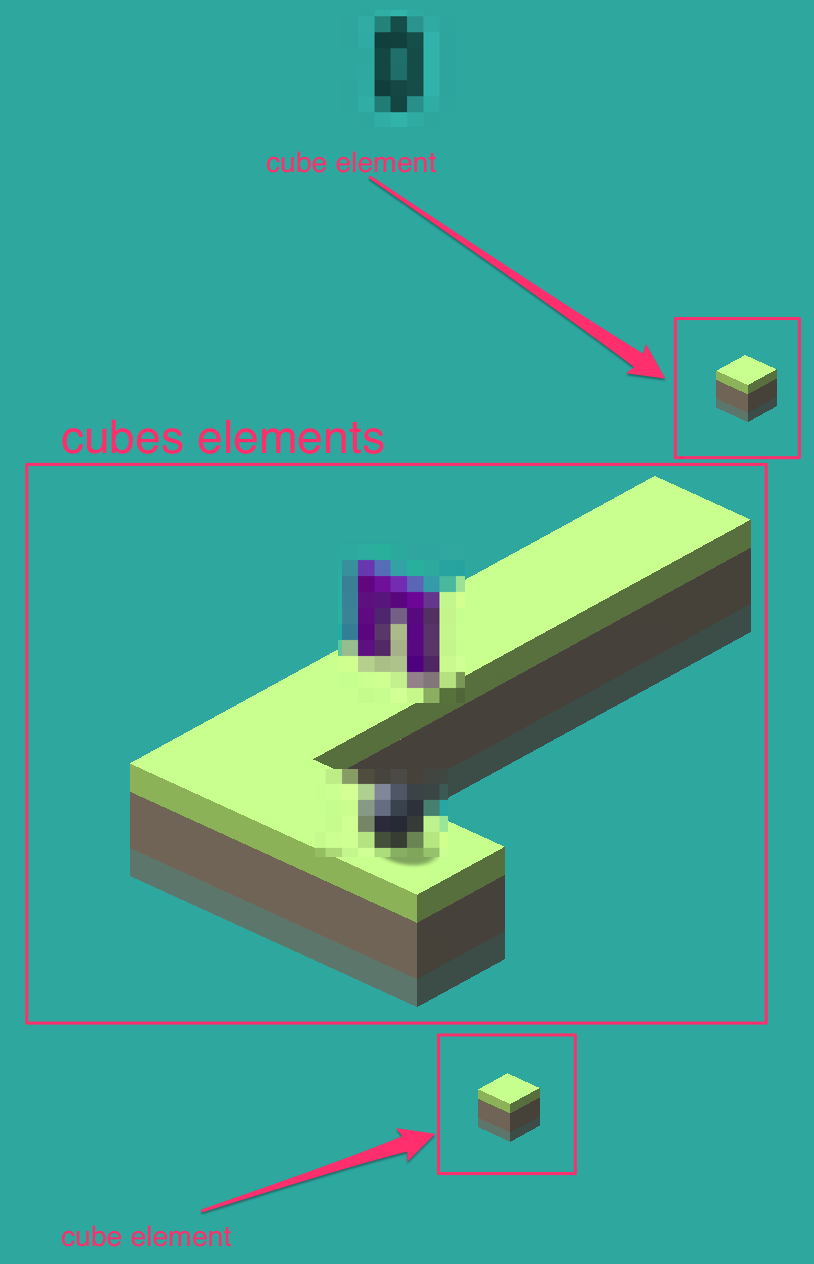
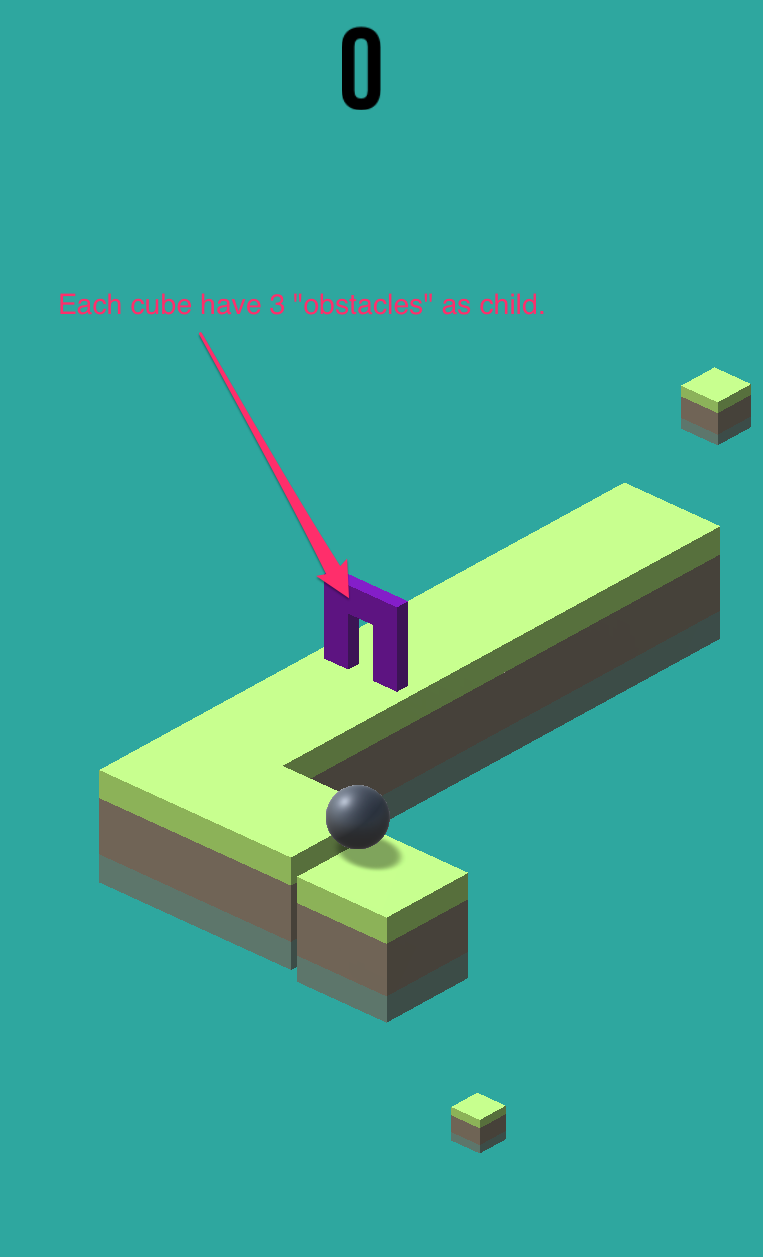
**Thanks for your purchase.**

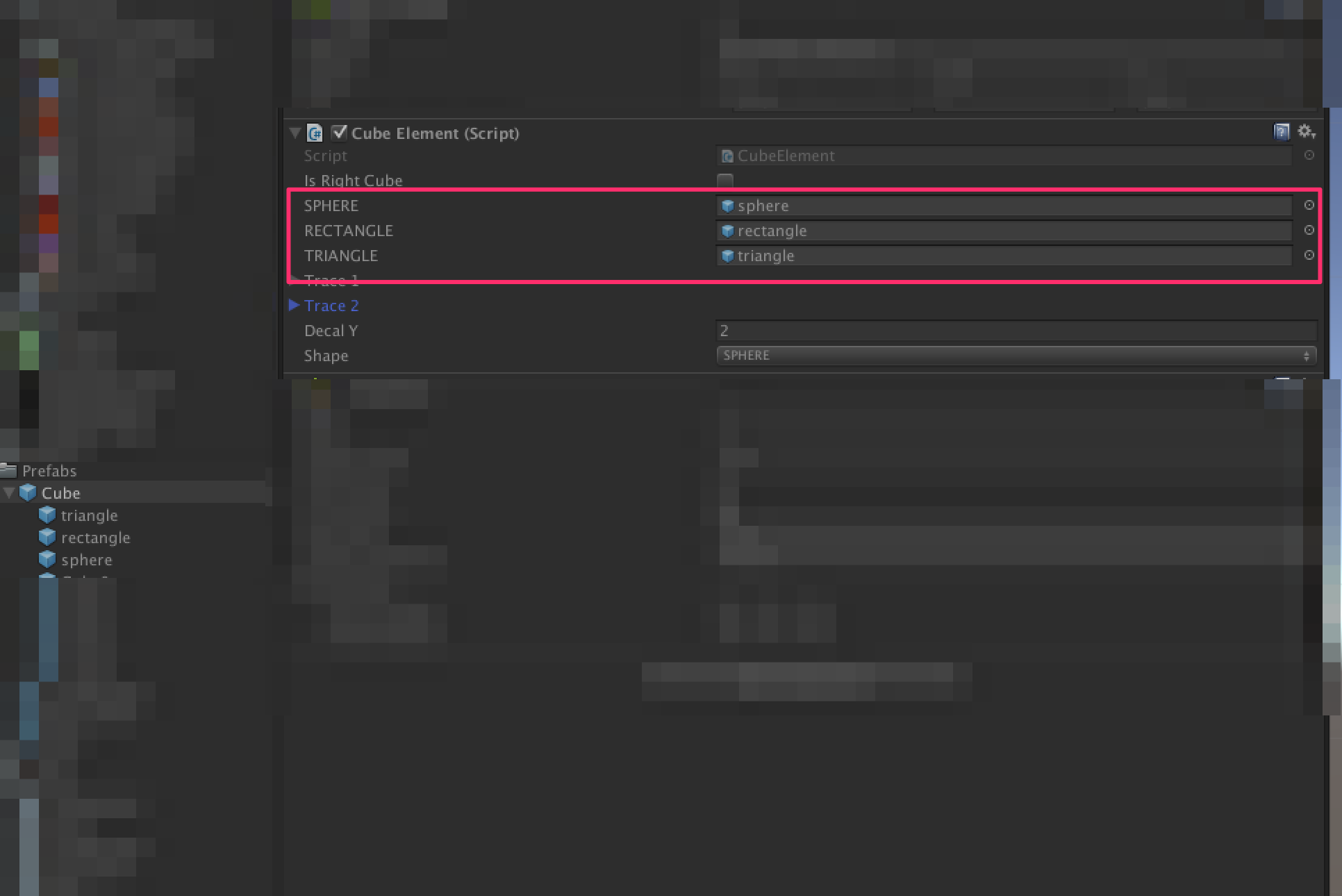
CubeElement is what we spawn to build the floor.





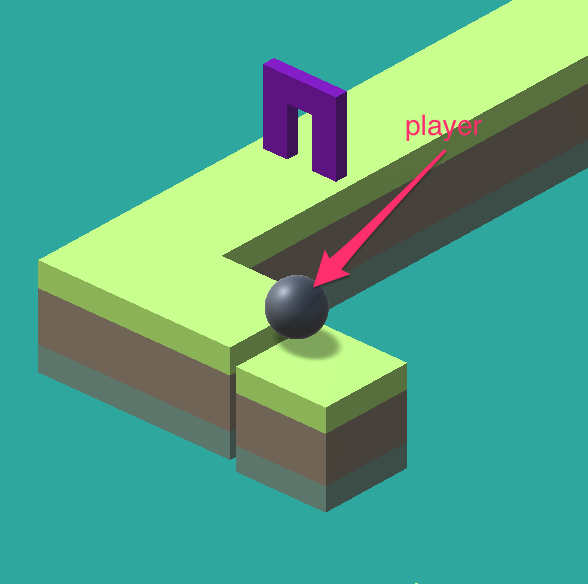
****

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 :



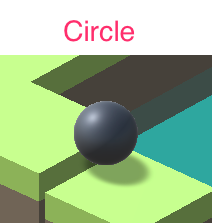
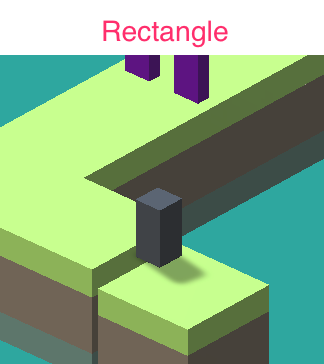
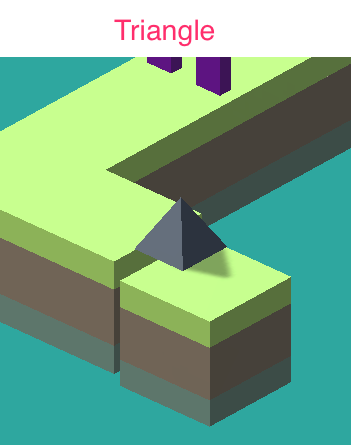
And add the new shape to the player as a child.

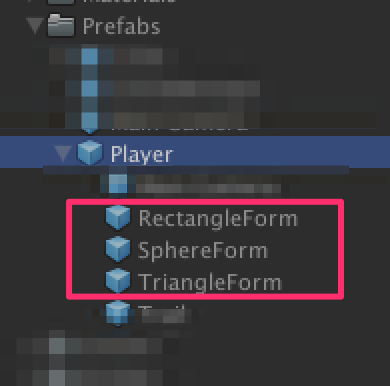
The player :



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.

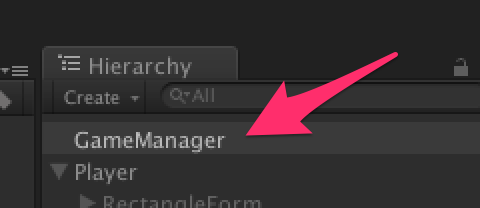
Here the shapes :

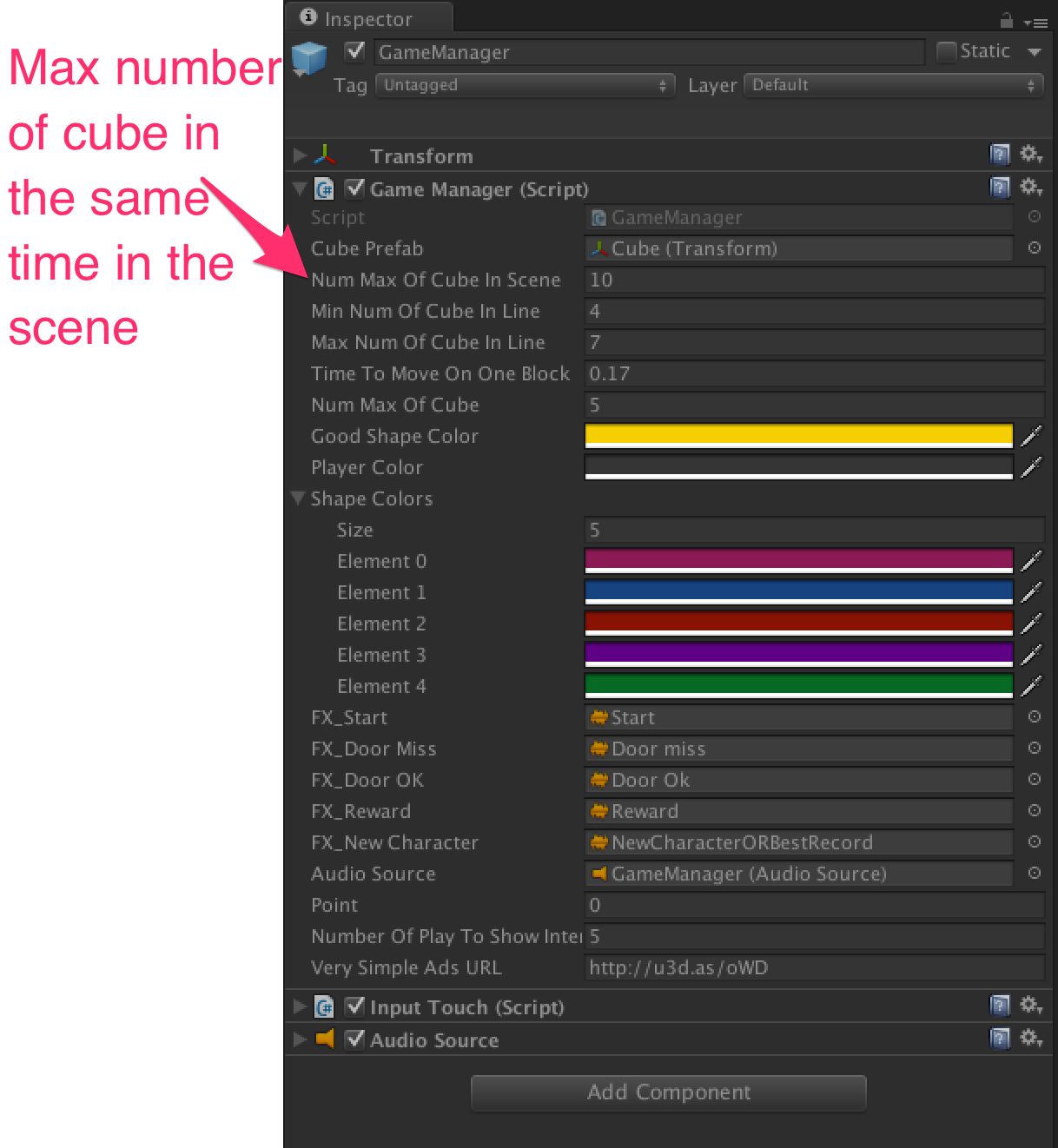
  

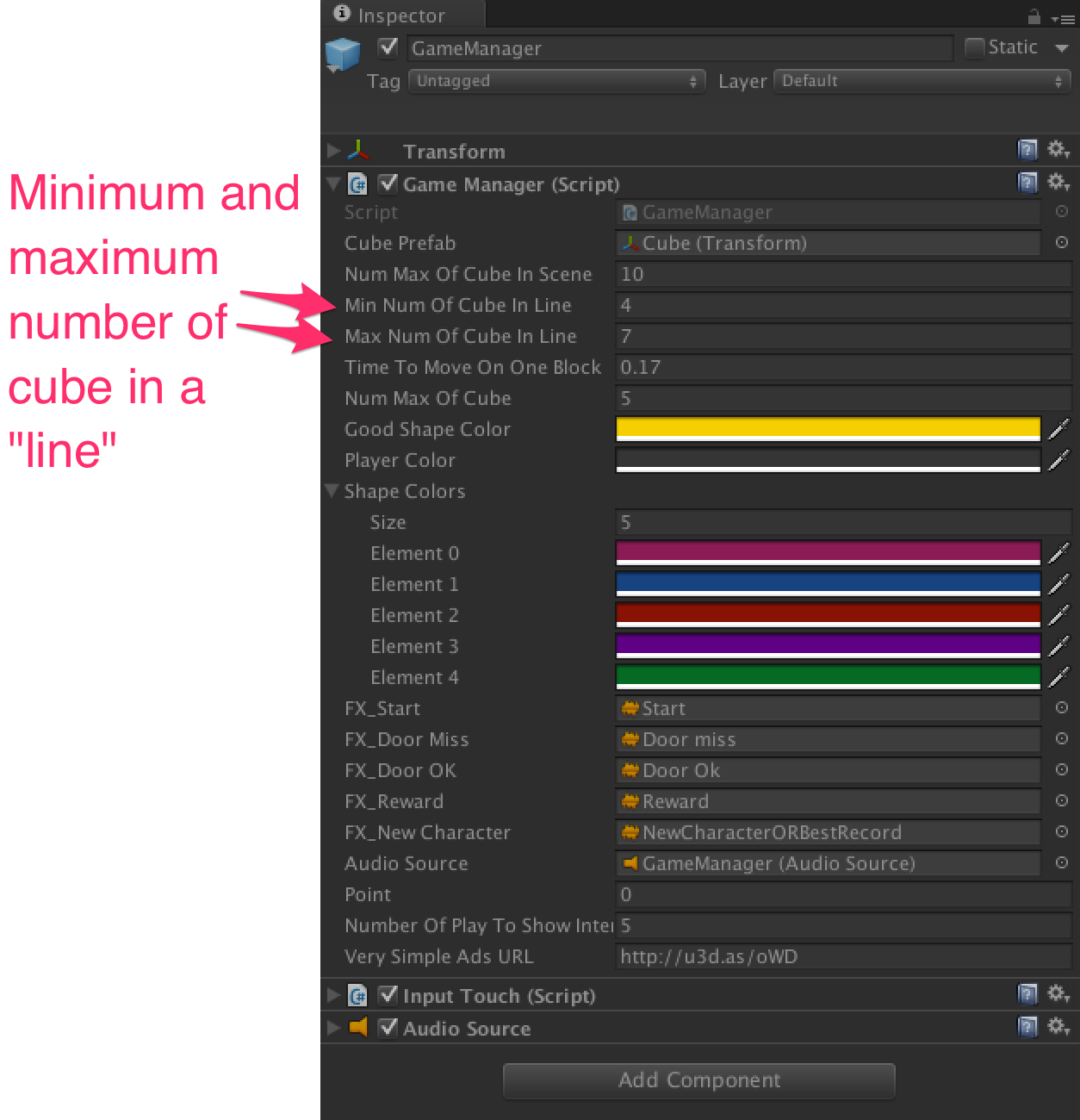


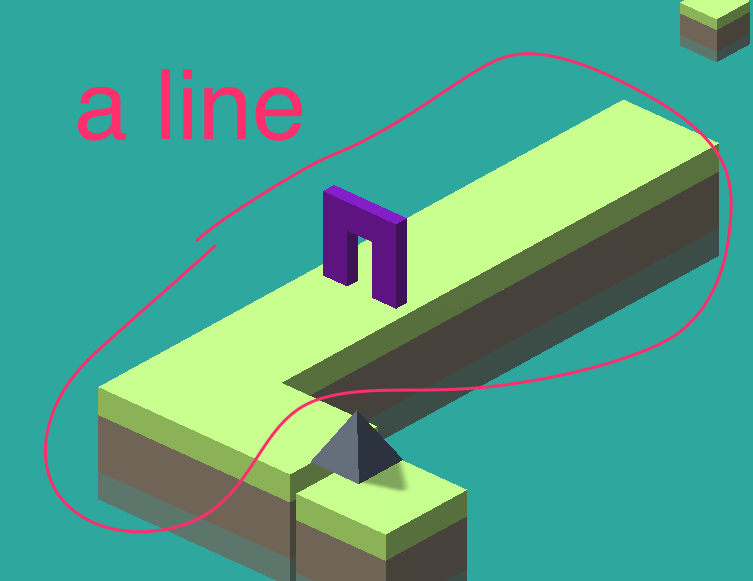
**Customize the game play / Reskin :**

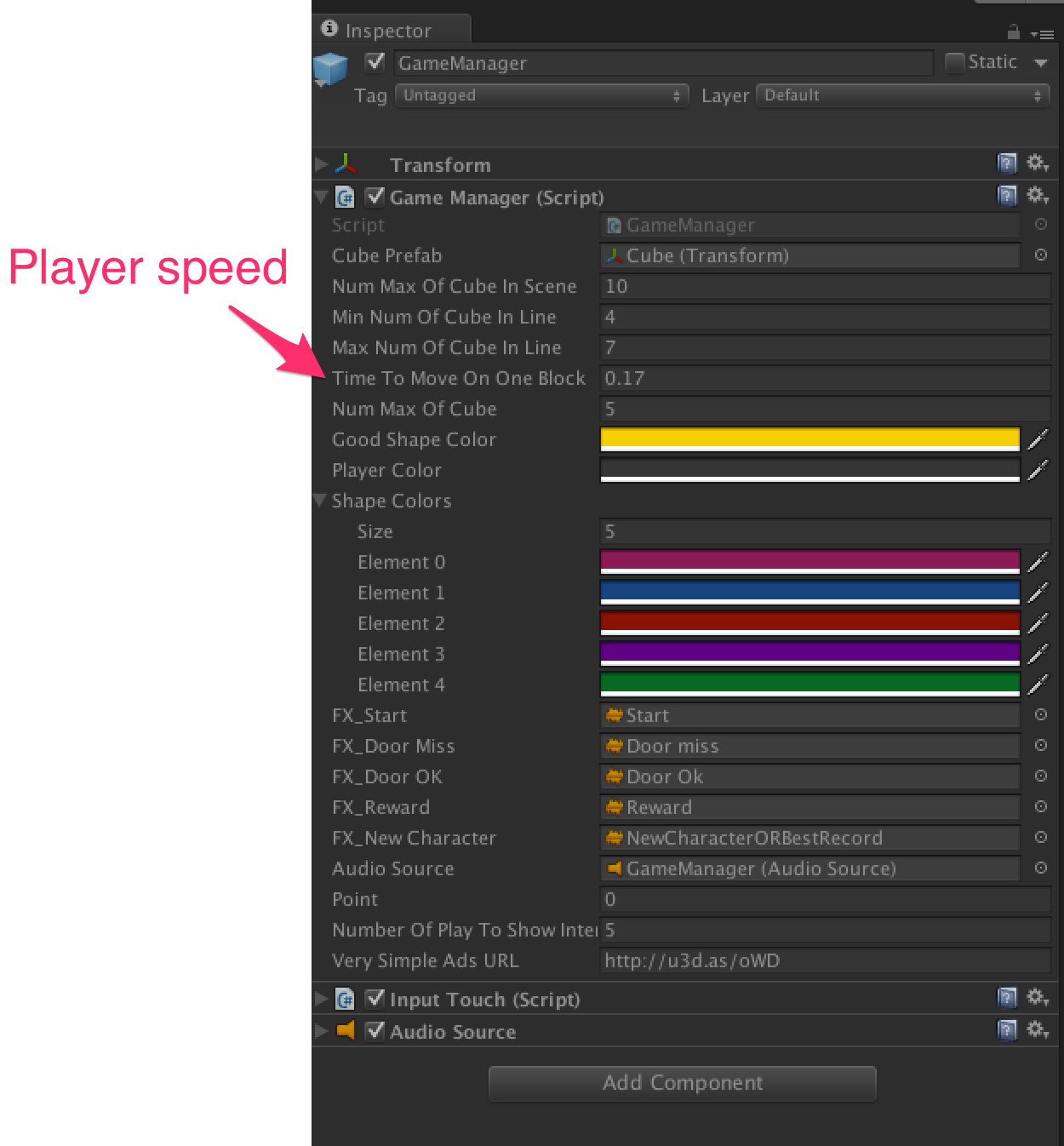
Select the GameManager in the scene view :

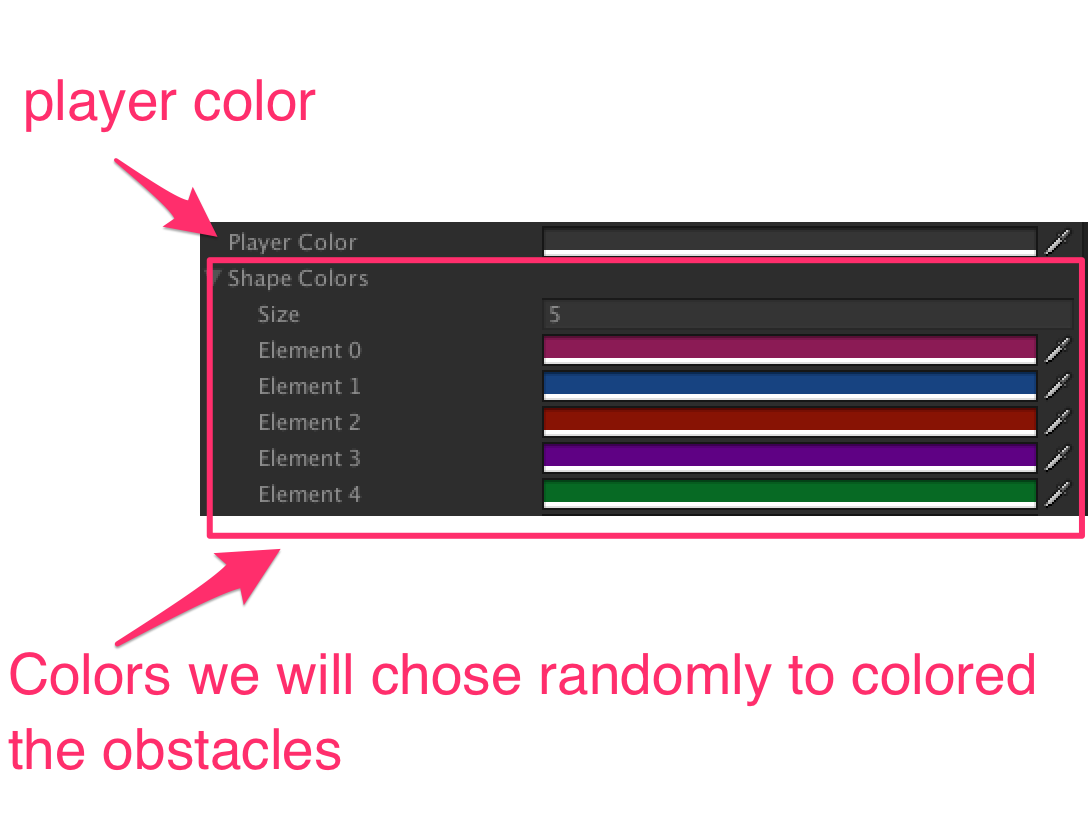


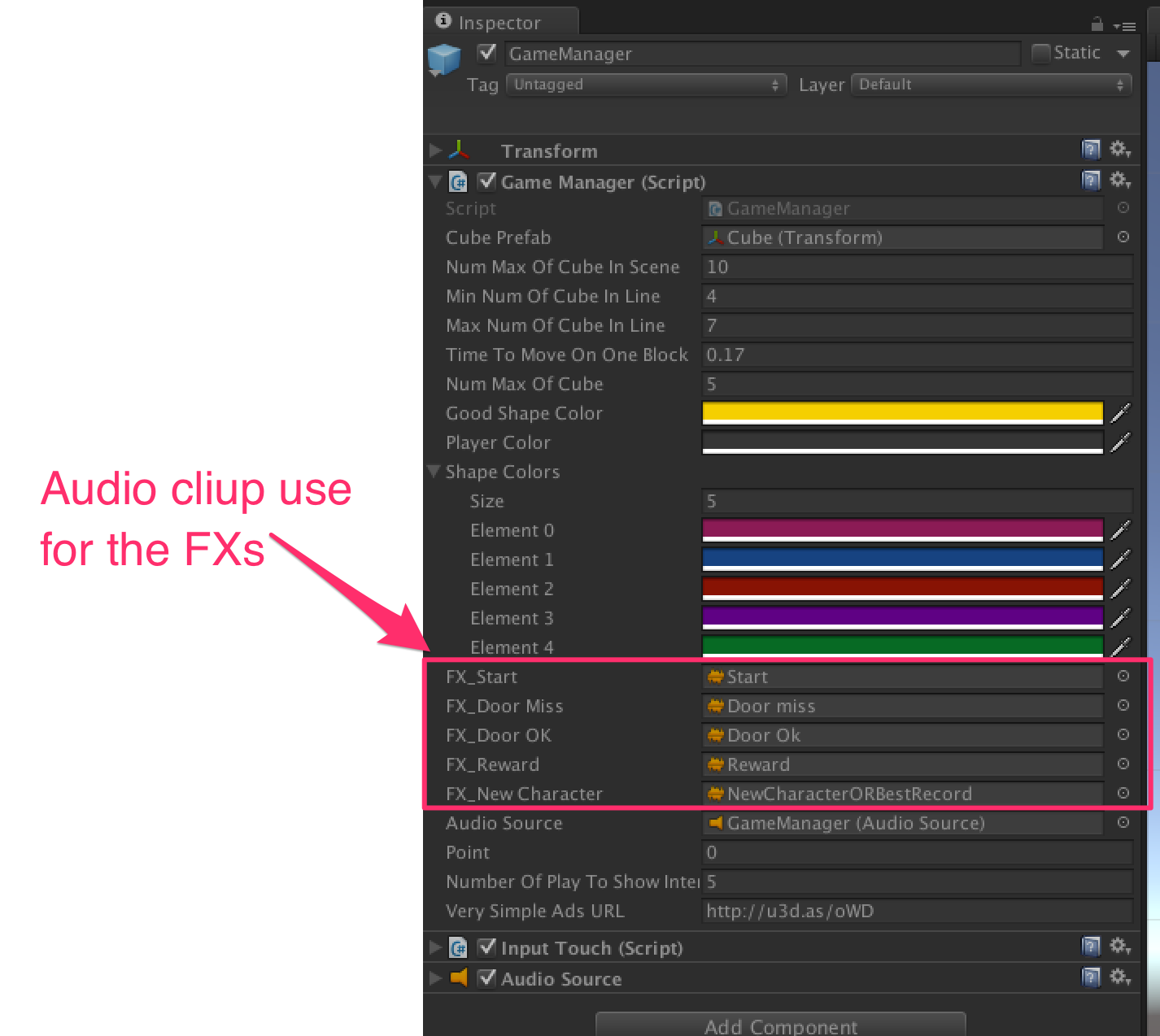












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**Thanks !**

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