WELCOME

thanks for purchasing our asset


on this documentation, you will understand how this asset work and how easily customize this if you have any problem or don't understand anything you can contact us at https://goo.gl/oBPoUn

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1-How Add More Color in Game Shop

first, in the **hierarchy**, you can found **UI** then open this and you see **Store** open this
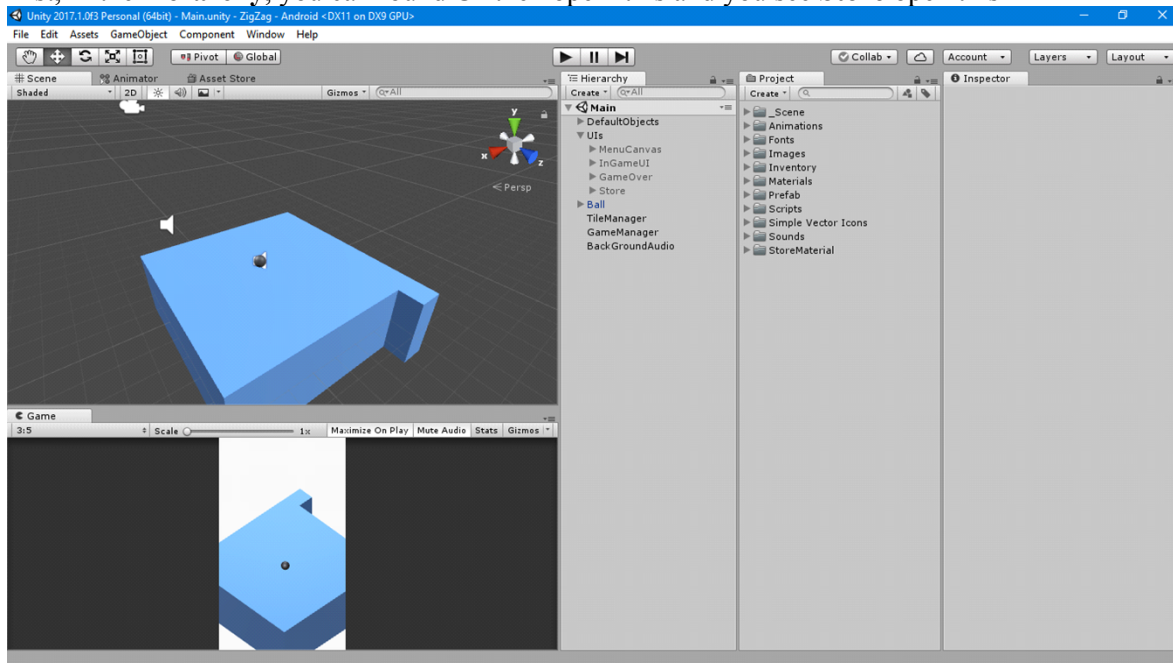
Second in **Store** properties you see **Inventory** Script and have an array now add one more to the array
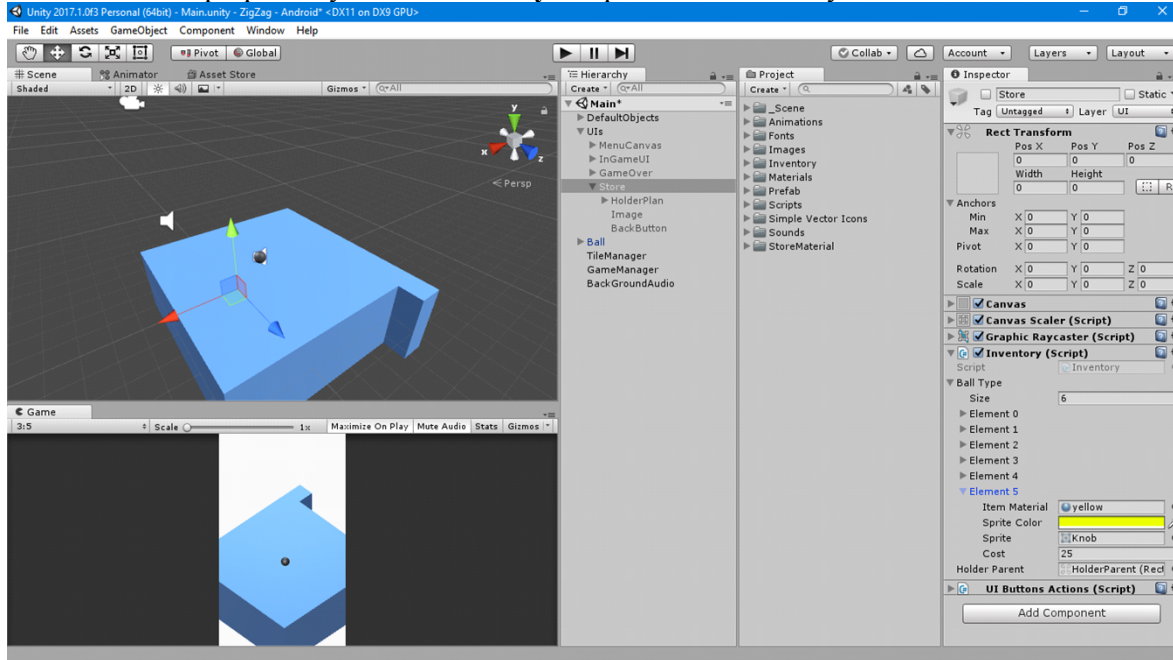
Now you have 4 option:

first one is **ItemMaterial**: when you buy this color in Store this material Attached to the player and for the material you see Folder in Project tab with name StoreMaterial in this Folder you can create new material and drag to ItemMateial field

second is **sprite Color**: this one is our color in store when we open the store we see Knob Sprite with a different color this color should be same material color
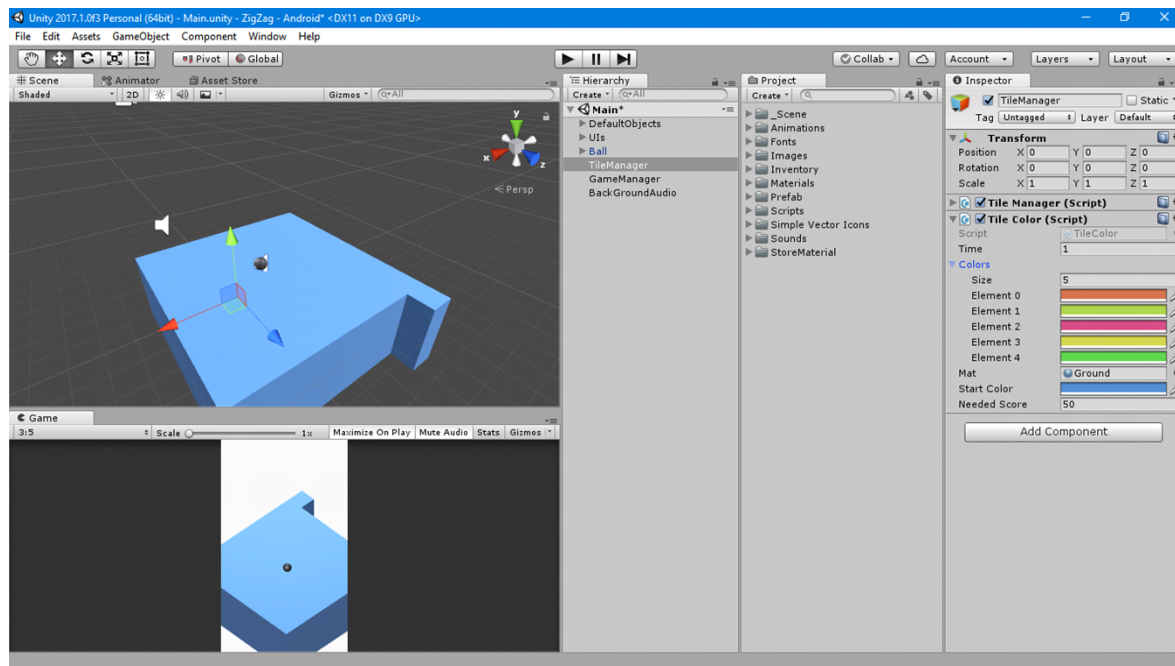
third **Sprite**: it's by default selected **Knob** so you can don't change it

fourth **Cost**: so easy How much this Color?

and this item Automatically move to Store so easy ha?

2- Tils color

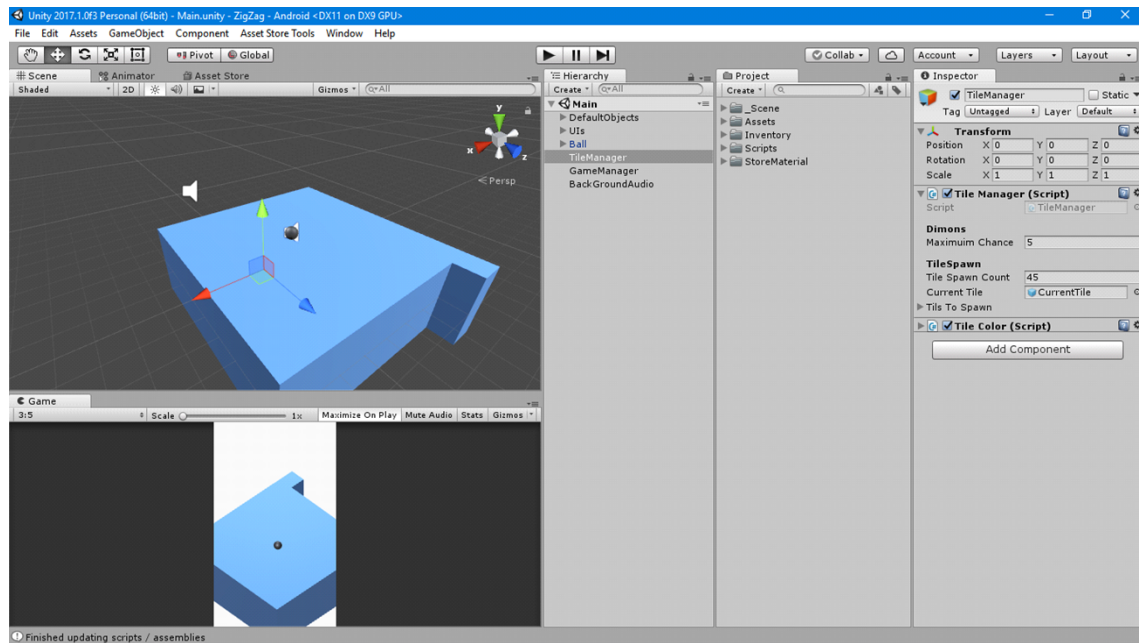in **hierarchy** you have **TileColor** and it have some option

1- **Time**: time between colors change

2- **Colors Array**: and color in this and Randomly script chose one of them

3 - **Mat**: this one is Tails material so don't change this

4- **NeedScore**: when we score to reach 50 til color change then needScore plus by another 50

3- Tile Manager

TileManager had 4 option

1- **Maximum Chance:**

       Maximum chance to get diamond in the top of each tile. if this value is   bigger chance to get diamond is lesser

2-Tile Spawn Count:

by default is 45 it means when game start 45 tiles will get spawned and at runtime when your tiles is less than 40 tile script again Spawn 45 tile
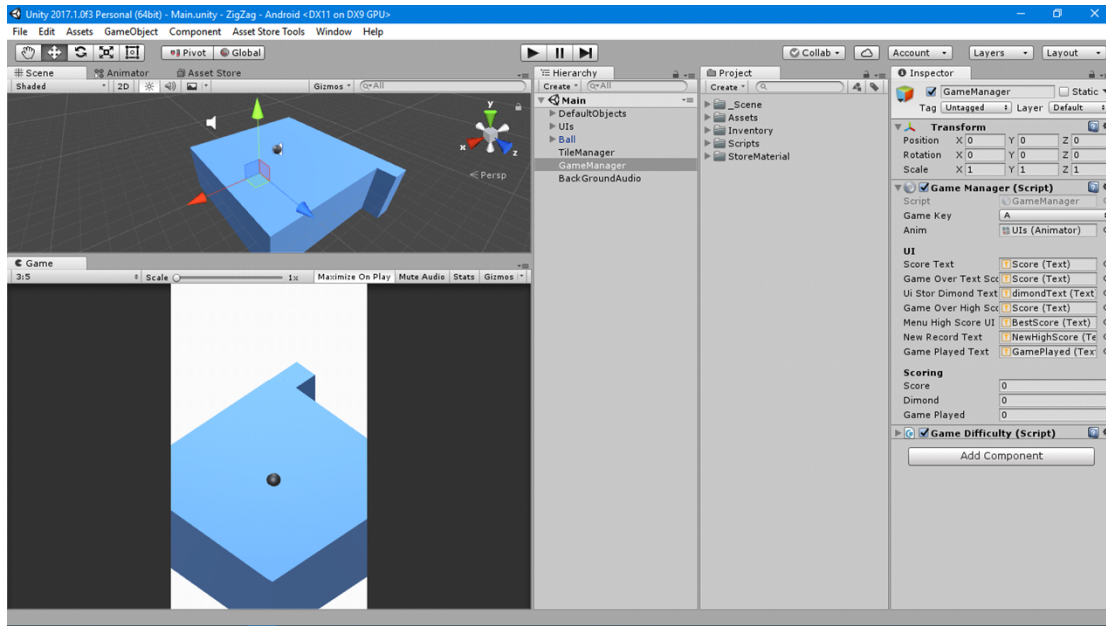
3-Current Tile:

       the first Tile in the game you don't have to change this Script change this   Automatically when Tils Spawned

4-**Tils To Spawn:**

       its array by default had 2 prefabs also for this you don't have to change them

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3-Game Manager

in gameManager Script has many public variables but you don't have to modify all of them

1- **GameKey**: for PC input you can move your ball to *forward* or *Left* using this key

2- **Anim**: it means **Animator** in this Asset you only have one AnimatorController this is in UI Object it use for control UI {*GameOver*, *StartGame*, *OpenShop*, *close shop*, *InGameUI*}
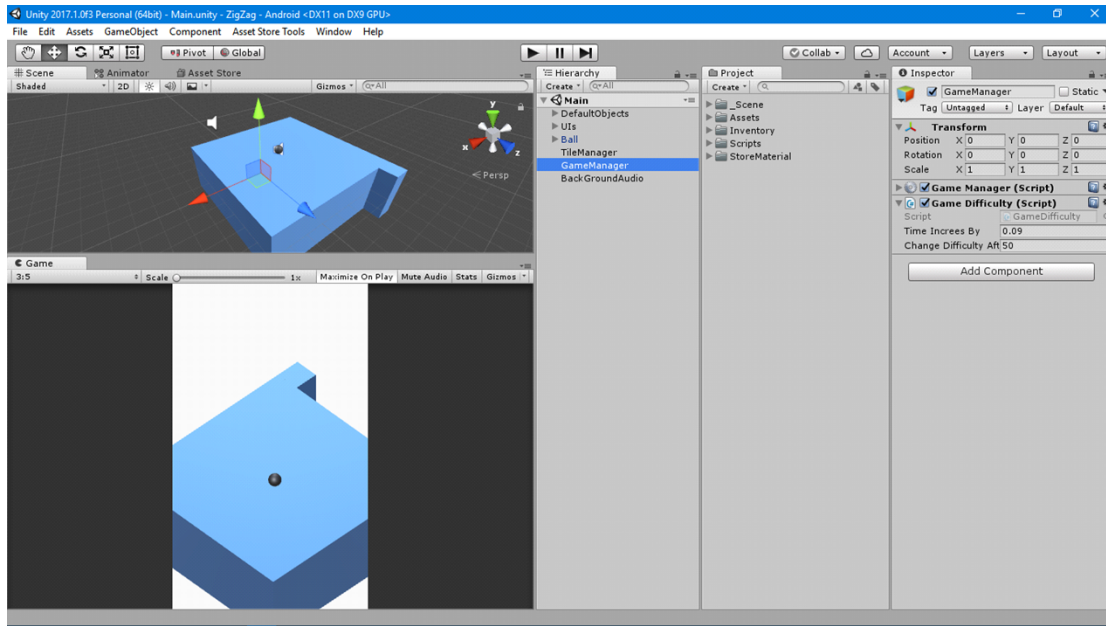
Then you have UI header you don't have change any of this you can easily know what is just read variable name

finally, we have **Score** tab on this tab we have 3 Option

{score, Dimond, GamePlayed}

all of three change Automatically in the game maybe you went change them for test

4-GameDifficulty

it had 2 option TimeIncreaseBy, ChangeDifficultyAfter

Explanation: **TimeincreesBy** normally this game *TimeScale* is 1 when we score reach **Change difficulty after** the game *TimeScale* Increase By (**TimeIncreaseBy**) and change *difficulty* plus by 50

That all for Documentation for any question about this template contact with us

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