2D Endless Fish Runner

Thank you for purchasing this Game.

This game can be build to android,ios & windows phone 8. It is strongly recommend to import this package in an empty Project to avoid tag and iTween conflicts

GameTemplate folder :

• Animations: Holds the animation clips made with Unity's built-in

animation system.

• Fonts: Holds the font used in the game

• Scenes: The first scene that runs in the game is Menu. From this

scene you can get to the Game scene.

• Scripts: Holds all the scripts used in the game.

• Sounds: Holds all the sounds used in the game.

• Sprites: Holds all the textures used in the game which are used as sprites

in Unity.

• Materials : Holds all the materials used in the game.

• Prefabs : Holds all the prefabs used in the game.

MENU

- "PlayButton" - when you click on the object loads the gaming scene.

- "SoundButton" - when you click on the object enables or disables the sounds in the game.

- "ShopButton" - when you click on the object, including the "Shop".

- "Highscore" - best result.

- "AllCoins" - all collected coins.

- "BackButton" - when you click on an object off the "Shop" and activate the "Menu".

- "LeftSlider" - when you click on an object turns over a lot of fish left.

- "RightSlider" - when you click on an object turns over a lot of fish right.

- "BlueSky" - It contains the basic landscape.

- "Bubles" - bubbles in the scene.

GAME SCENE

- "AllCoins" - all collected coins.

- "MainCamera" - It contains the basic landscape.

- "Player" - a major player.

- "Score" - points are gaining player.

- "HighscoreLine" - border better result.

And :

BlackBackground must always be included, otherwise there will be errors.

How to expand the fish shop?

It is shown in the video : https://youtu.be/fTQUPkGN0_E

If you like this game, its quality, very beg you, vote on assetstore. It helps a lot.

Support :

If you do not understand something, be sure to write on
eroshinvalera@gmail.com

Thanks, Valerii