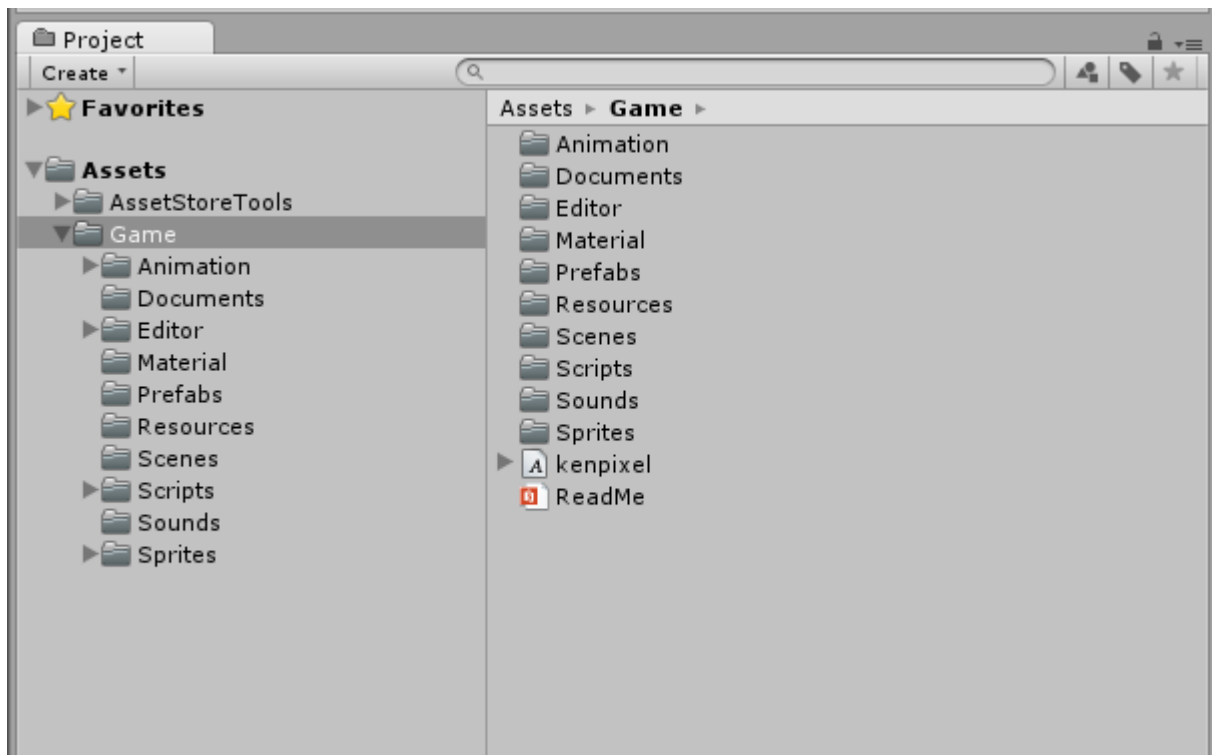


Jump Robot

Thank you for purchasing the asset , if you have any question please contact me at

madfireongames@gmail.com

Project Structure



Animations folder: There is stored animations used in game.

Editor Folder: There is stored Game Design window script (Dont edit anytging in this folder).

Fonts folder: There is stored fonts used in GameScene.

Sprites: There is stored all sprites and textures used in game.

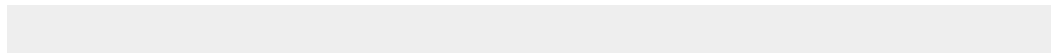
Materials: There is store material of GameObjects used in game.

Prefabs Folder: There is stored Game Objects spawned in game.

Resources Folder: There is stored resources for Game Design (Dont edit anytging in this folder).

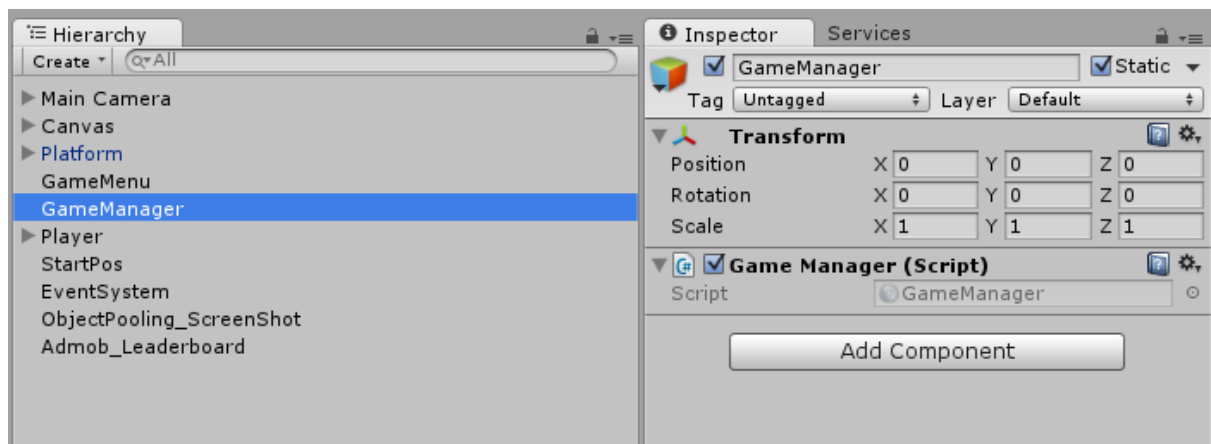
Scripts Folder: There is stored Script files used in game.

Sounds Folder: There is stored Musics and Sound effects used in game.

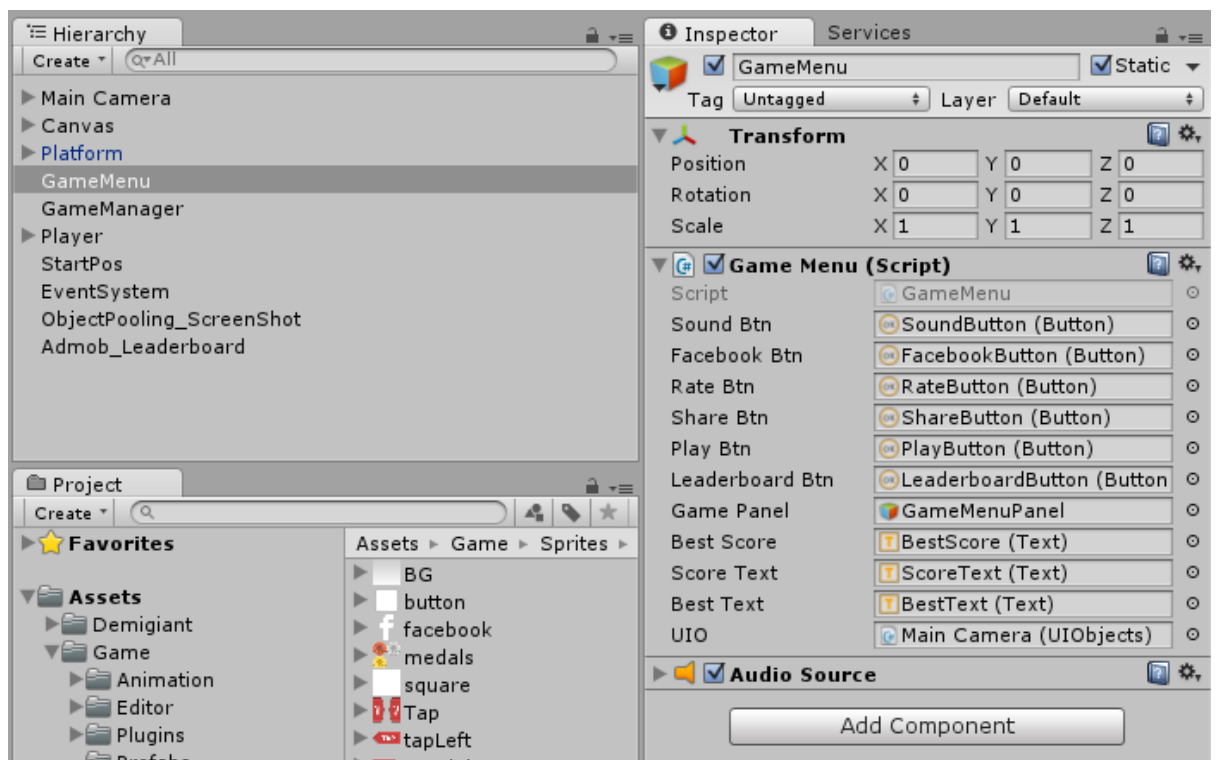


Scripts

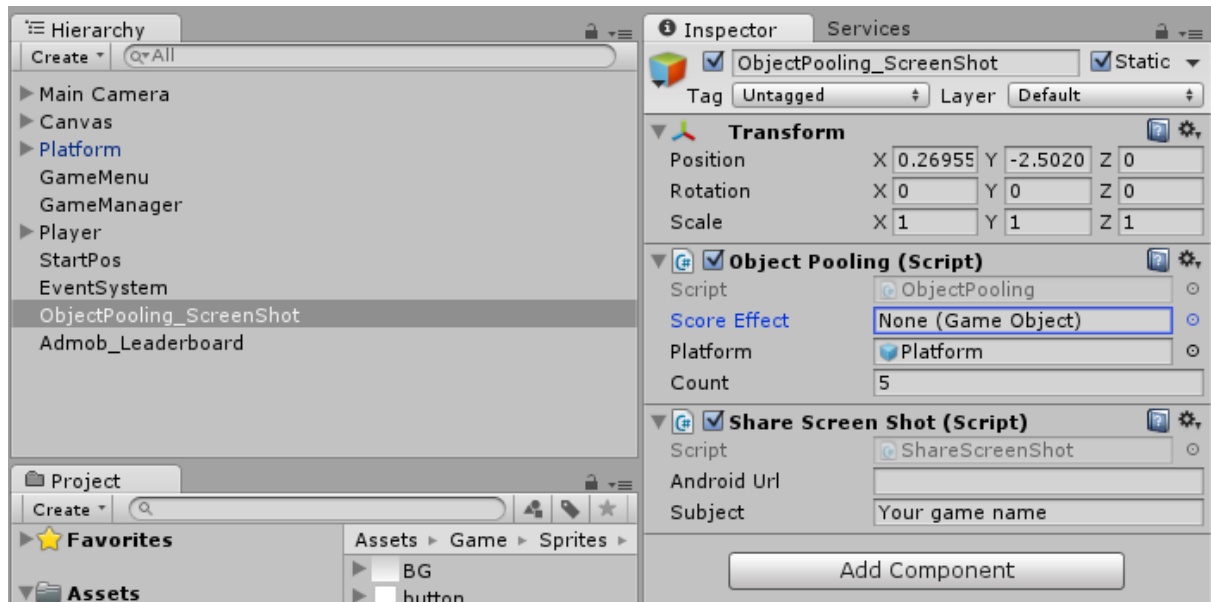
- 1) GameManager:- This script controls the game , its saves and loads data from the device eg:- Best Score , musics status ,etc.



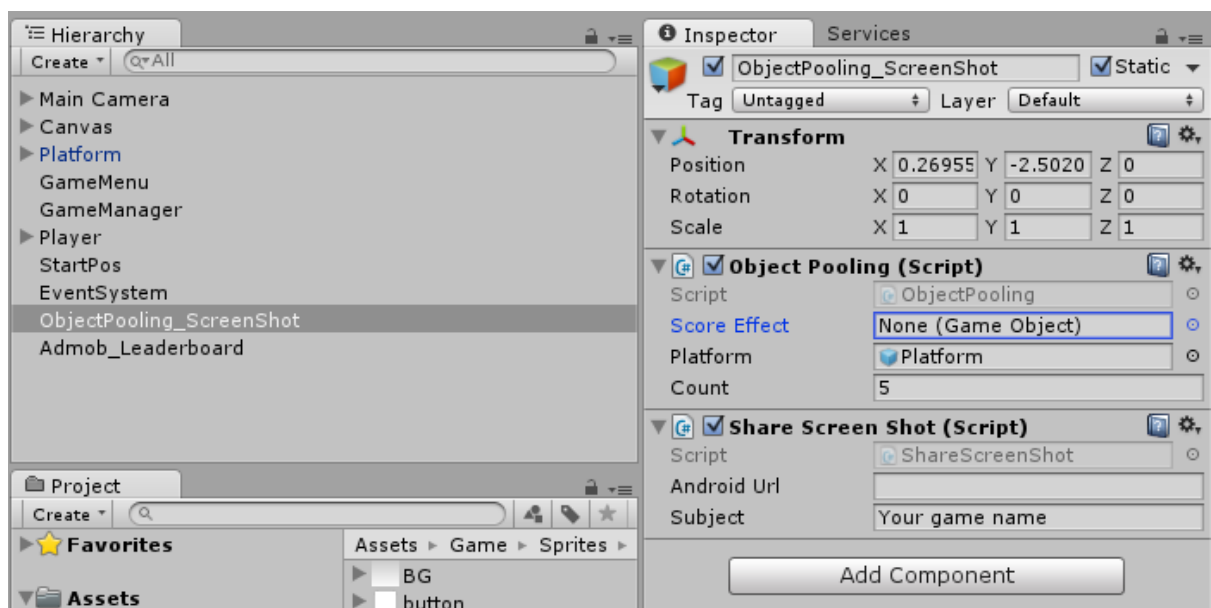
- 2) GameMenu:- This script controls the game menu , is assigns the functions to the buttons and updates the text like score , best score , etc;



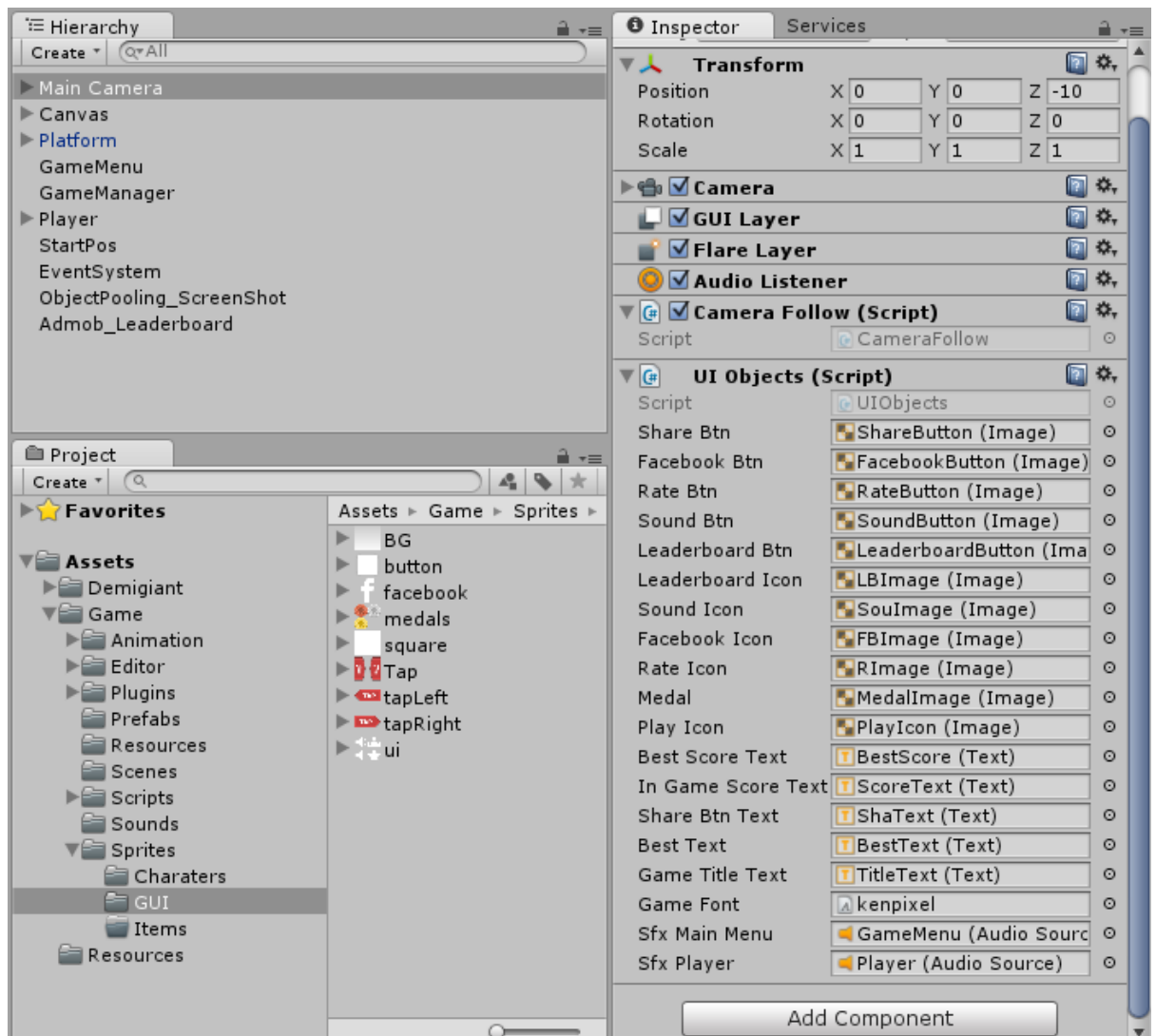
- 3) ObjectPooling:- This script created the required clone of objects which are used again and again and it the make them active when required , helps in game optimization.



- 4) ScreenShot:- This script helps player to take the screen shot of their game and share it on the social platforms like facebook , whatsapp , etc.

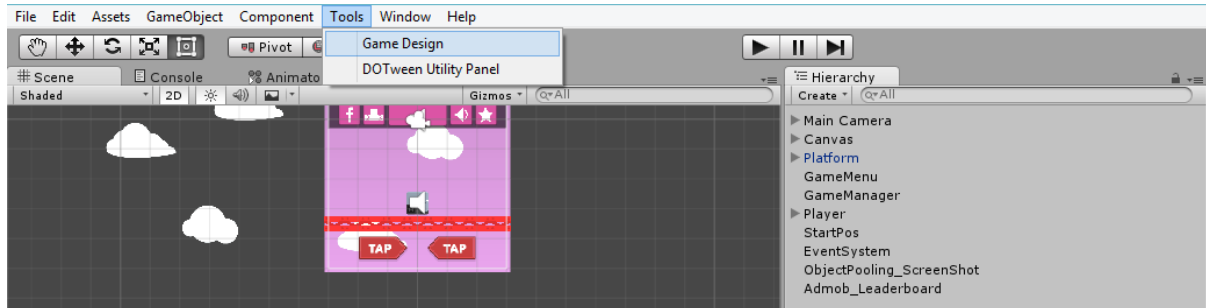


5) UIObject:- This script keep tack of all the elements in the scene like sprites , text , sound , font etc .

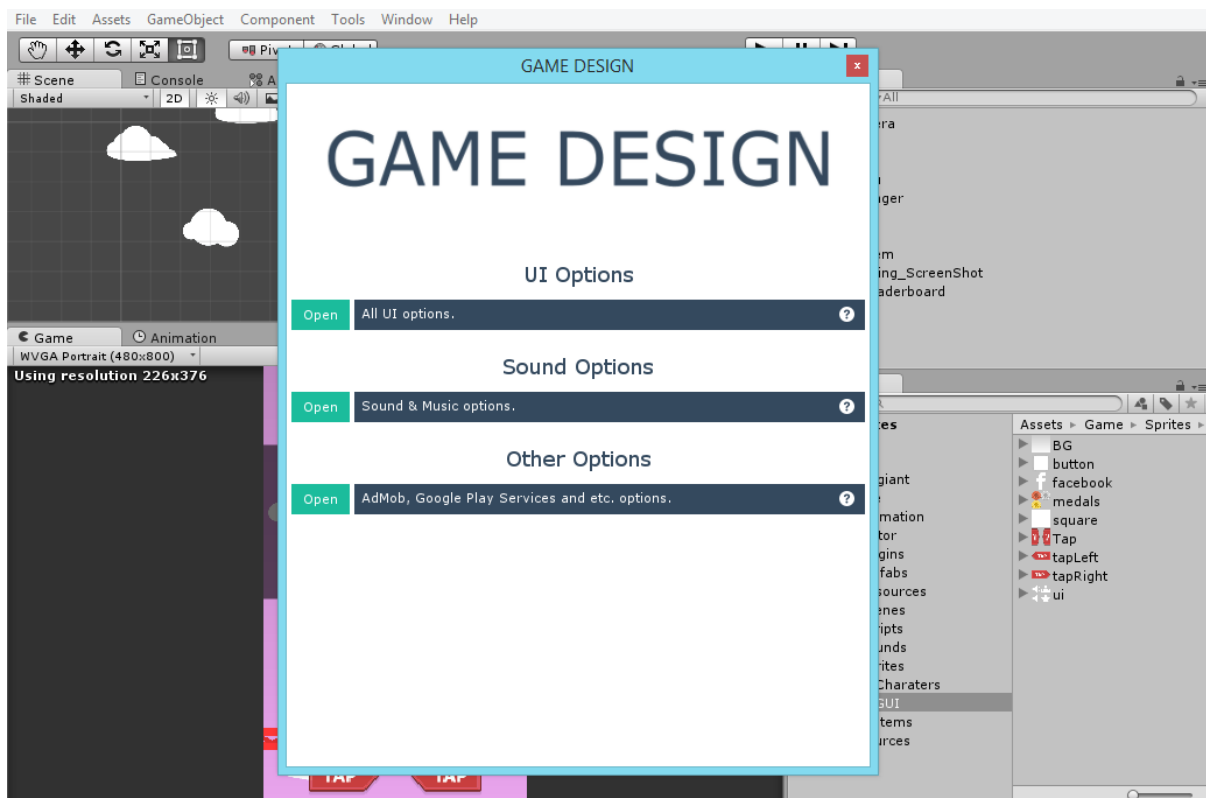


How To Reskin?

Go to Tools -> Click on GameDesign.



GameDesign window will open.

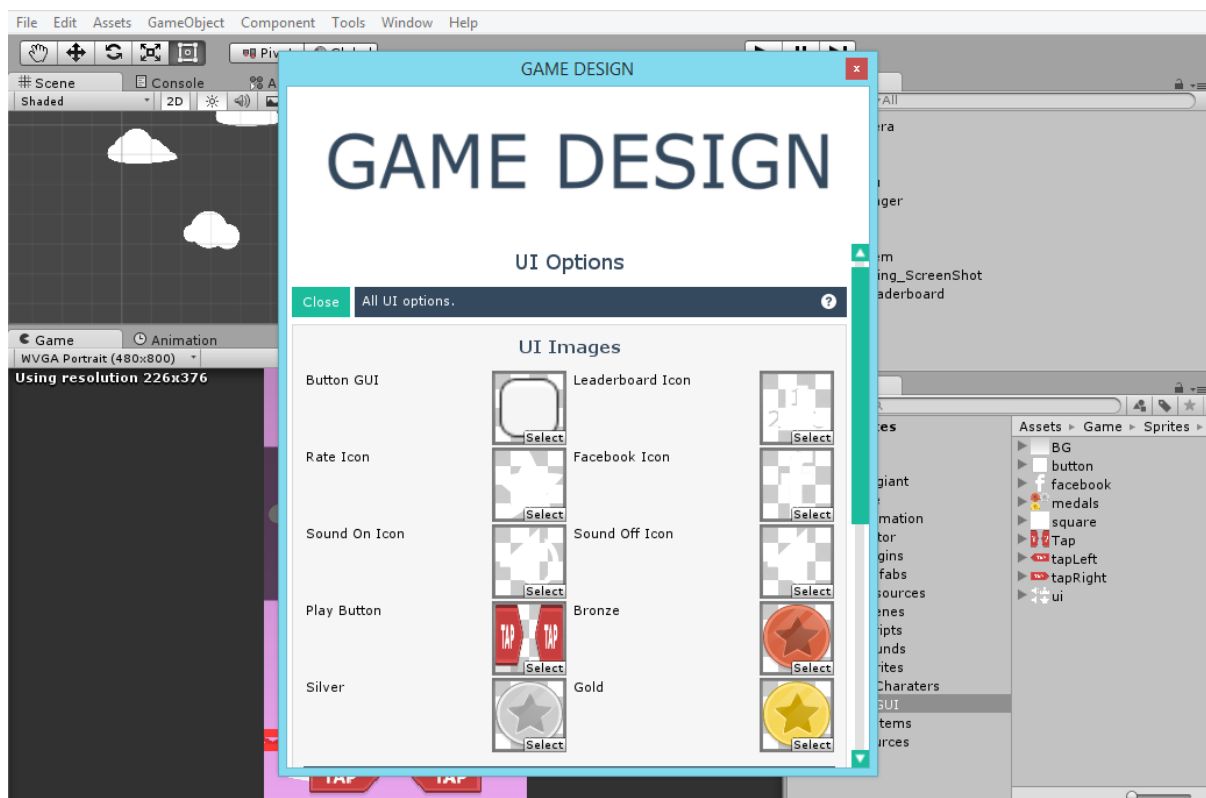


Open any section and you will find fields to change.

Game Design: UI Options

You can easily edit all UI Elements like Button sprites, Text colors.

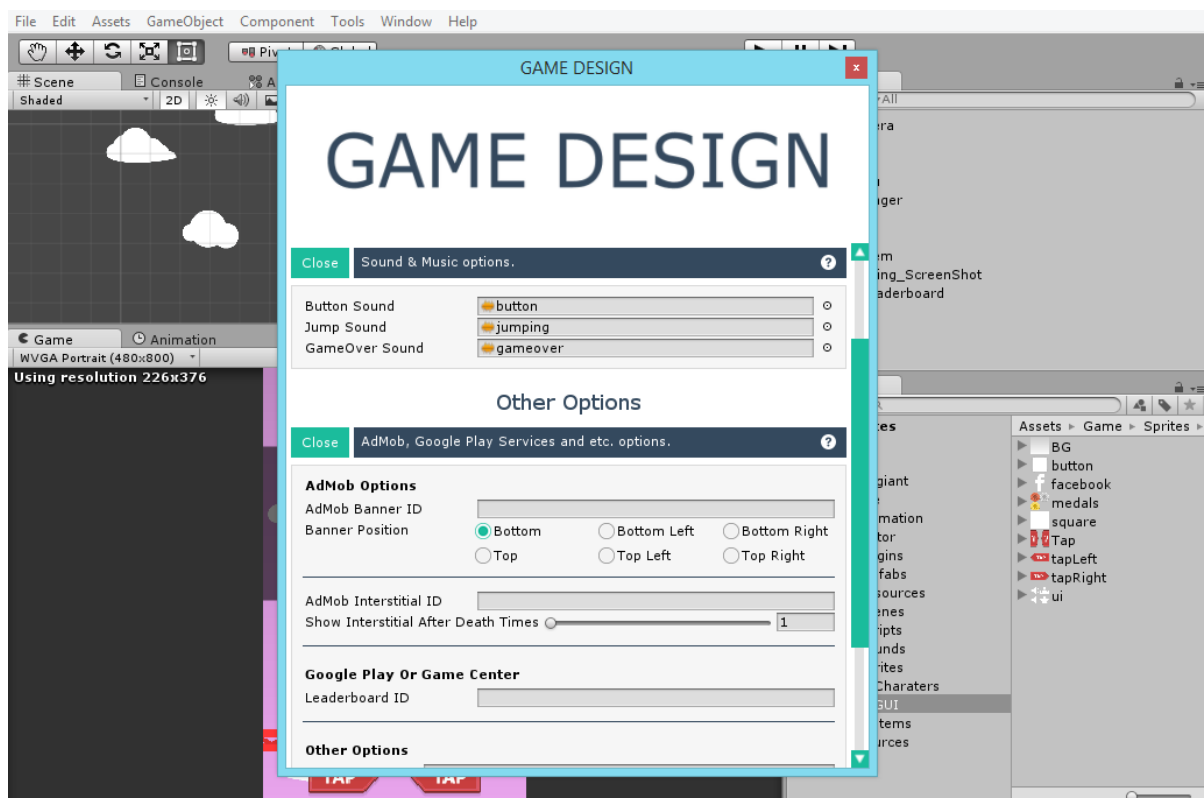
All available configurations is listed bellow:



Game Design: Sound Options / Other Options

You can easily edit all sounds and musics like characters sound effects, buttons click , admob settings , Leaderboard for iOS and Android , and much more.

All available configurations is listed bellow:



The only thing which you cannot change from here is the sprites of Player , enemies and platform , you will have to do it manually.