Tap Dash Documentation

1. Game Introduction

This template is ready for release. It is optimized for mobile (iPhone, iPad, Android, Windows Mobile) standalone (Windows PC and Mac OSX), web player and webGL.

"Tap Dash" is a complete game template ready for release.

"Tap Dash" features addictive one-touch gameplay with sleek, minimalist graphics.

How to play

Tap to jump or change direction
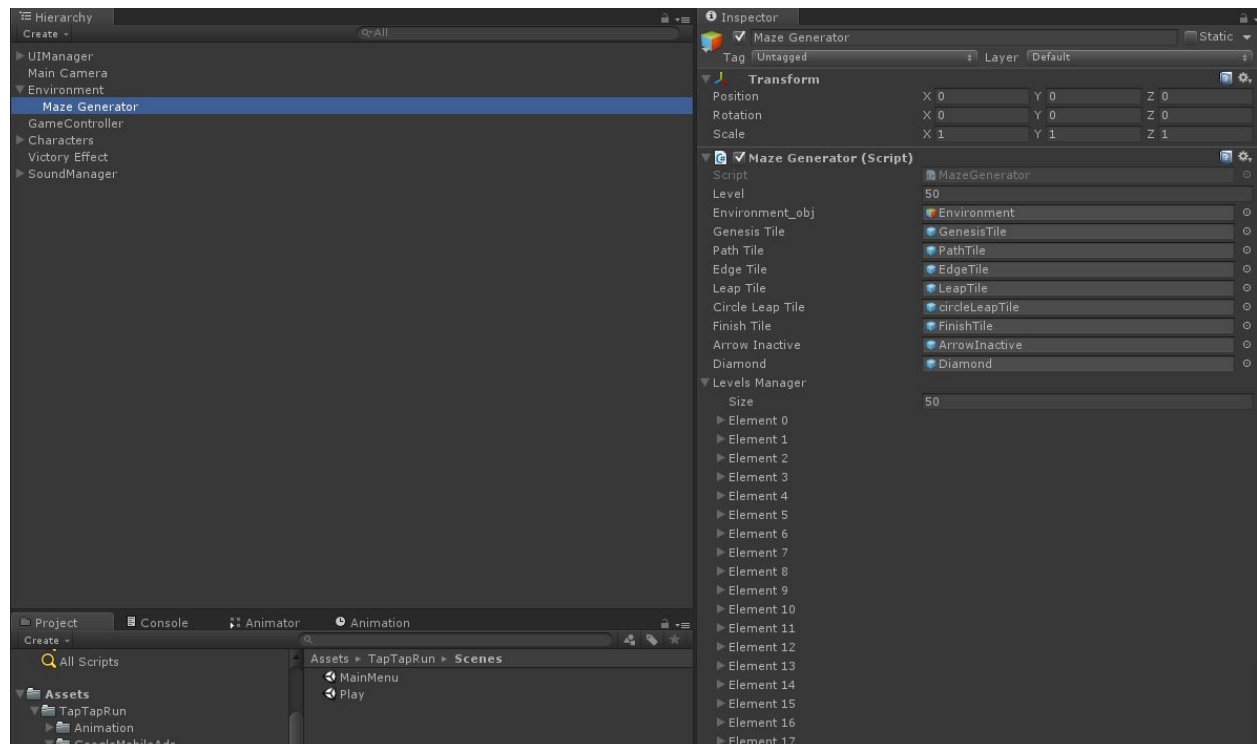
Don't fall off the path

Unlock new characters

Feature:

+ 50 different levels already . You can make more many levels easily

+ Great sound and graphics

+ 6 cute characters, easy to create new characters

+ Support touch controller on device

+ Easy to reskin, easy to play, easy to understand, total in c#, perfect to learn.

+ Works on all platforms, PC, Mac, iOS, Android, etc

2. How to create new game levels

* Open "play" scene in scenes folder

* Point to Environment -> Maze Generator object

* Level element parameter

Inspector				
Position	X 0	Y 0	Z 0	
Rotation	X 0	Y 0	Z 0	
Scale	X 1	Y 1	Z 1	

Maze Generator (Script)

Script	MazeGenerator
Level	50
Environment_obj	Environment
Genesis Tile	GenesisTile
Path Tile	PathTile
Edge Tile	EdgeTile
Leap Tile	LeapTile
Circle Leap Tile	circleLeapTile
Finish Tile	FinishTile
Arrow Inactive	ArrowInactive
Diamond	Diamond

Levels Manager
  Size   50
  Element 0
    Start Point Of Level   X 0   Y 0   Z 0
    Max Score Of Level   0
    Lenght Of Path   29
    Bend Points
      Size   4
      Element 0
        Bend Point   7
        Go Ahead   ☐
        Turn Left   ☑
        Turn Right   ☐
      Element 1
        Bend Point   14
        Go Ahead   ☑
        Turn Left   ☐
        Turn Right   ☐
      Element 2
        Bend Point   23
        Go Ahead   ☐
        Turn Left   ☐
        Turn Right   ☑
      Element 3
        Bend Point   27
        Go Ahead   ☑
        Turn Left   ☐
        Turn Right   ☐
    Leap Points
      Size   2
      Element 0   10
      Element 1   18

- Size : the size of the piece make level
- Bend Point : point total to create a piece
- Go Ahead, Turn Left, Turn Right : direction of piece

* Make more levels
- Increase size of Level Manager
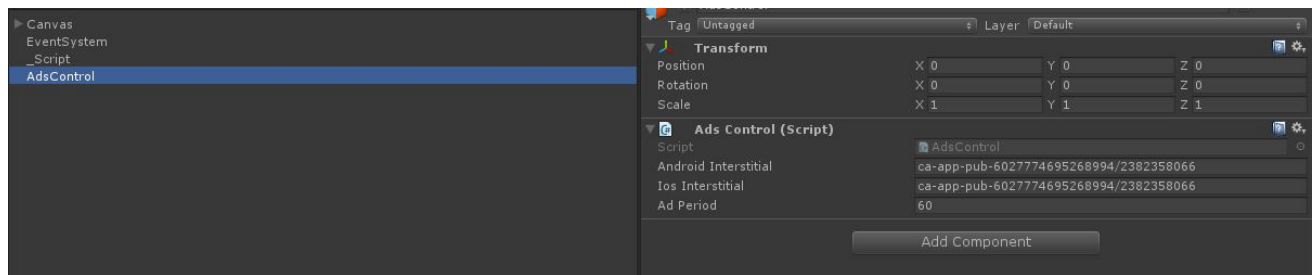- With a new level, you can change the parameters above

3. How to create new characters

- Find resource for new character in Textures/Image
- Find "Characters" object in "play" scene, this is object that manage all
your character
- Duplicate a character, rename to your character, set it to enable. You
can edit it yourself
- Find "GameController" object in "play" scene, increase size and drag new character there

4. How to setup Admob

Open "Menu" scene, point to AdsControl and put your unit id:
You can also modify the ad period (the time between 2 ads in second)

5. Contact us

Feel free to contact us via email: bilalmansoor2015@hotmail.com