

Bridges

2D Game Template Project

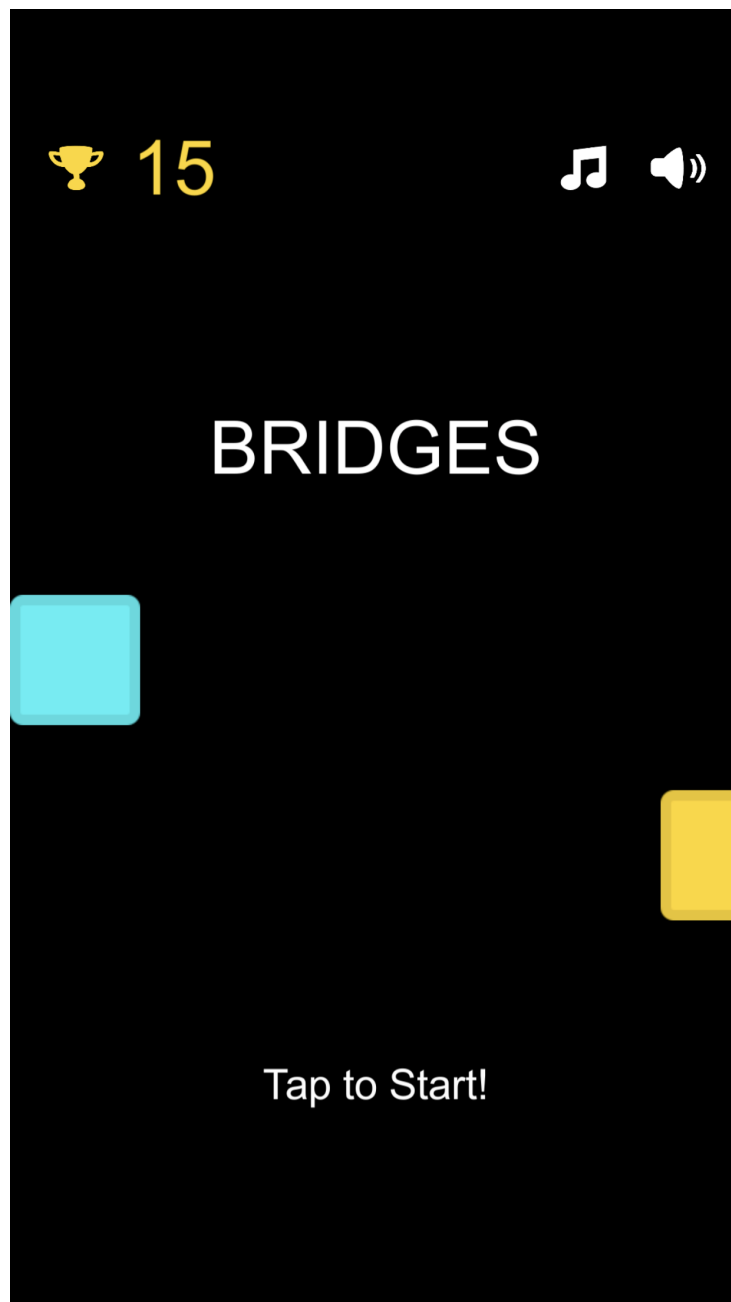


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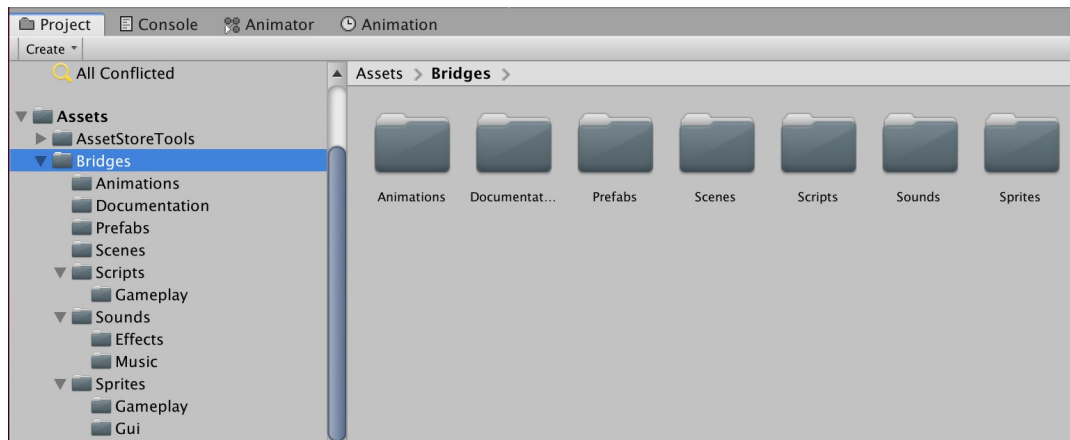
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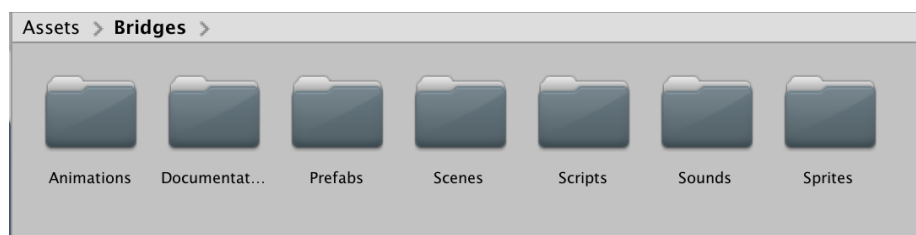
1. INTEGRATION

Download and import Bridges Asset into your project. After that new folders appears under your Assets project folder.



Picture 1: Integration

2. FOLDER STRUCTURE



Picture 2: Folder Structure

2.1. Bridges

This is the main project folder. It includes the following subfolders:

- **Animations:** animations which are used in project
- **Documentation:** documentation about the project
- **Prefabs:** all prefabs used in template
- **Scenes:** scenes used in project
- **Scripts:** script files
- **Sounds:** sound files used in project
- **Sprites:** sprite files used in project

3. INTRO

Bridges is a simple arcade game template that anyone can enjoy! Tap on the screen to stop the moving block. Be careful. Every next block must be on the same or lower height than previous. How many bridges can you make?



Picture 3: Introduction

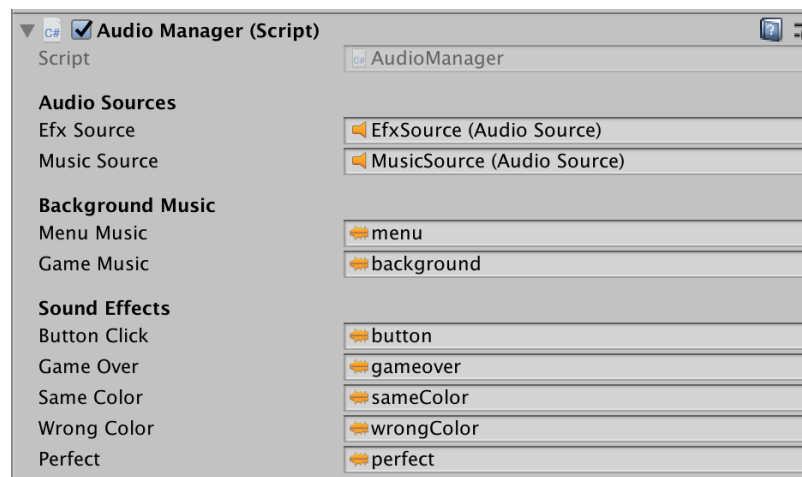
4. TEMPLATE FEATURES

- **Simple and Minimalistic**
- **Addictive gameplay:** tap to stop the moving block
- **Diversity:** random number of blocks, random moving speeds
- **Visual effects:** animations
- **Score system**
- Full C# source code included
- **User customizable**
- **Works in Unity Personal and Unity Professional**
- Well commented code
- **Works on all platforms:** PC, MacOS, iOS, Android, WebGL
- **Optimized for mobile and tablet devices**

5. GAME MANAGERS

5.1. AudioManager

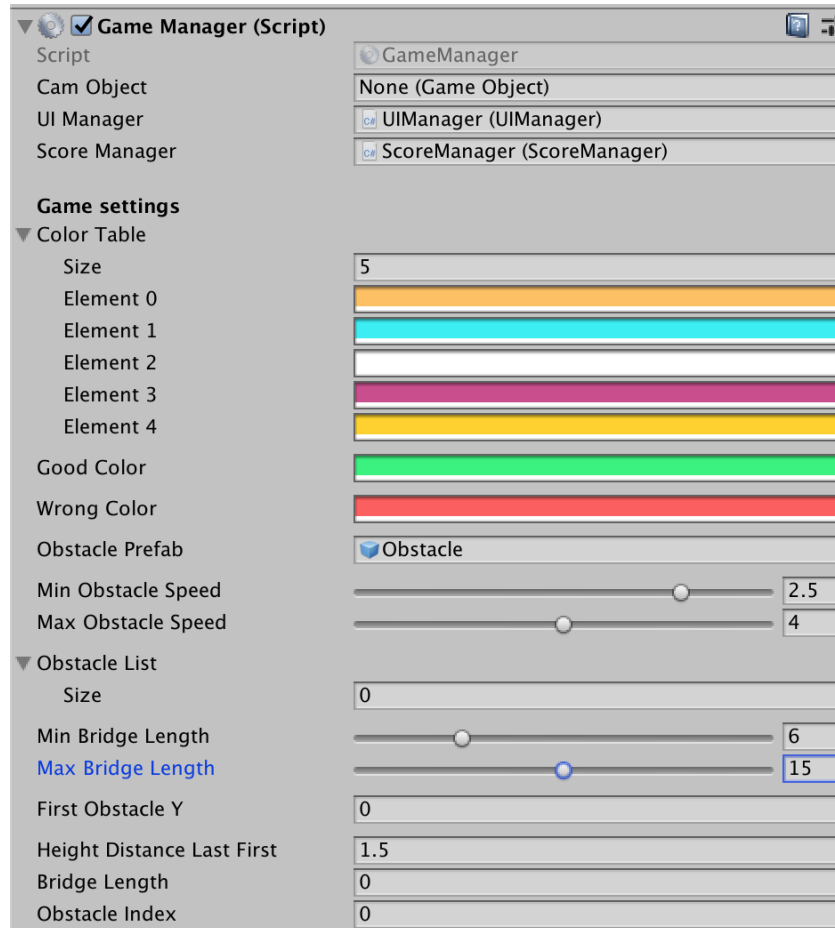
AudioManager controls background music and sound effects used in project. It is also used to enable or disable sound and music in the settings popup. To change sounds just drag and drop new AudioClips on AudioManager script.



Picture 4: AudioManager

5.2. GameManager

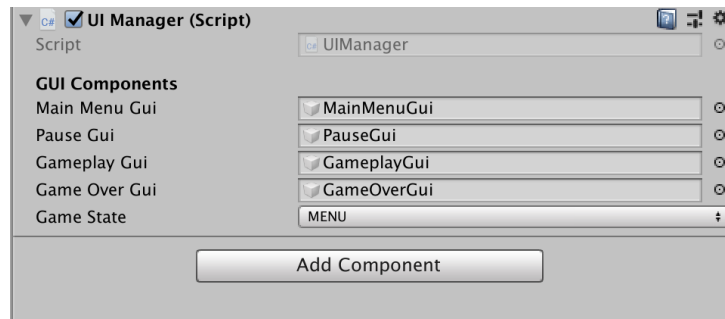
GameManager controls the gameplay logic. To edit the game logic change this script to your own desires. To change obstacle colors just add new colors or edit current ones. If you want to change blocks speed edit min and max obstacle speed variables. To change first obstacle y change variable first obstacle y. If you want to make game harder, lower the parameter heightDistanceLastFirst (lower height distance between first and last block).



Picture 5: GameManager

5.3. UIManager

UIManager controls game states. Also it is used to show different GUI elements like Pause popup, GameOver GUI, etc...



Picture 6: UIManager

6. HOW TO RESKIN

6.1. GRAPHIC

Almost all graphic elements are located in the folder **Assets/Bridges/Sprites**. To use your own images replace image files and do not forget to keep the same name, size and **PNG** format (else you will need to change prefabs, object positions...)

6.2. AUDIO

Audio files are located in the folder **Assets/Bridges/Sounds**. To replace your own music and sounds replace files in this folder, keep the same names and format **WAV**.

6.3. IMPORTANT

Before publishing project on any app store, we encourage you to reskin the game and add new functionalities.