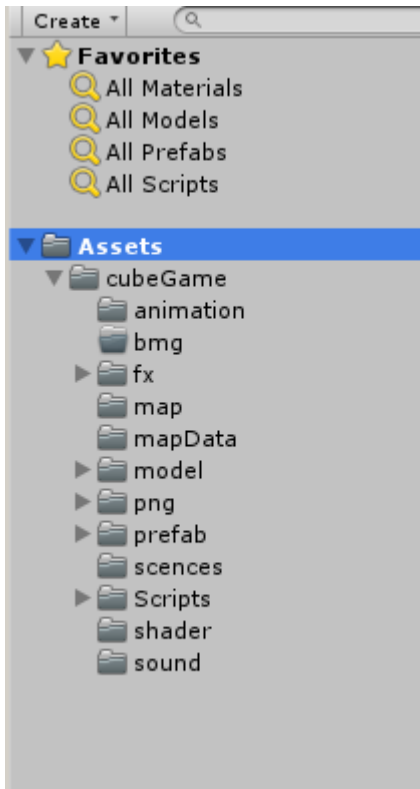


# The cubeGame instruction

1.Thank you for purchase this project,here is the instruction.



animation:the gameobject animatio.

bmg:the music.

fx:the game fx is here

map:the material of the map.

mapData:the level of block creation data.

model:the model of game.

png:the ui png.

prefab:the game prefab.

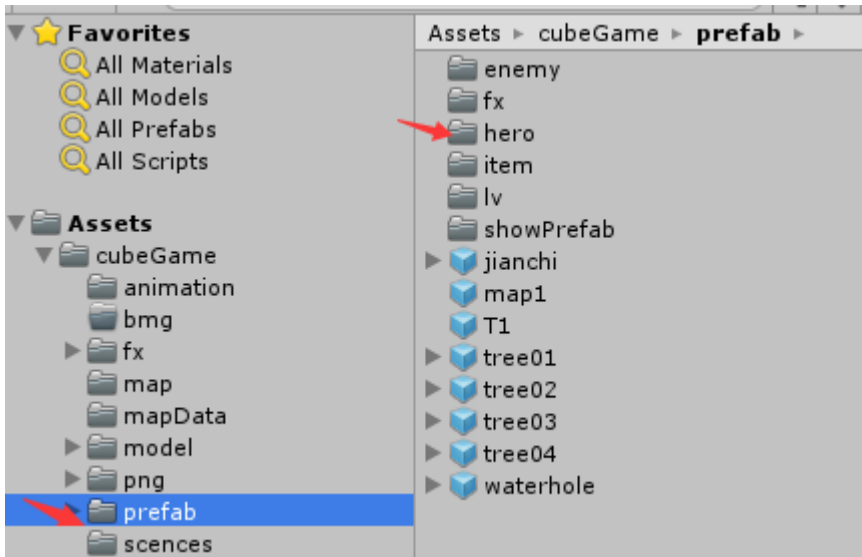
scences:the game play scences.

scripts:the game'scripts.

shader:some shader.

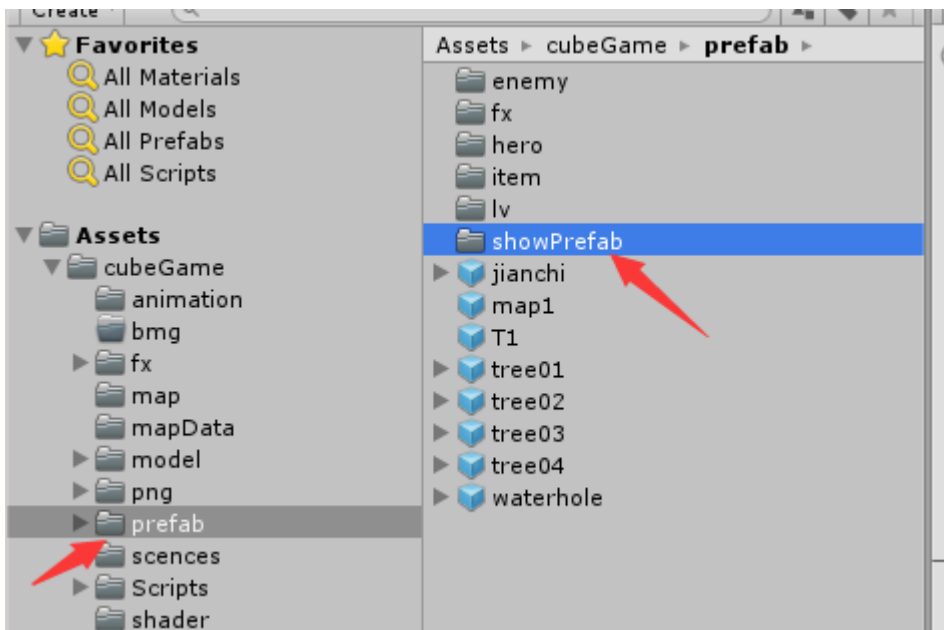
sound:the game sound.

2.



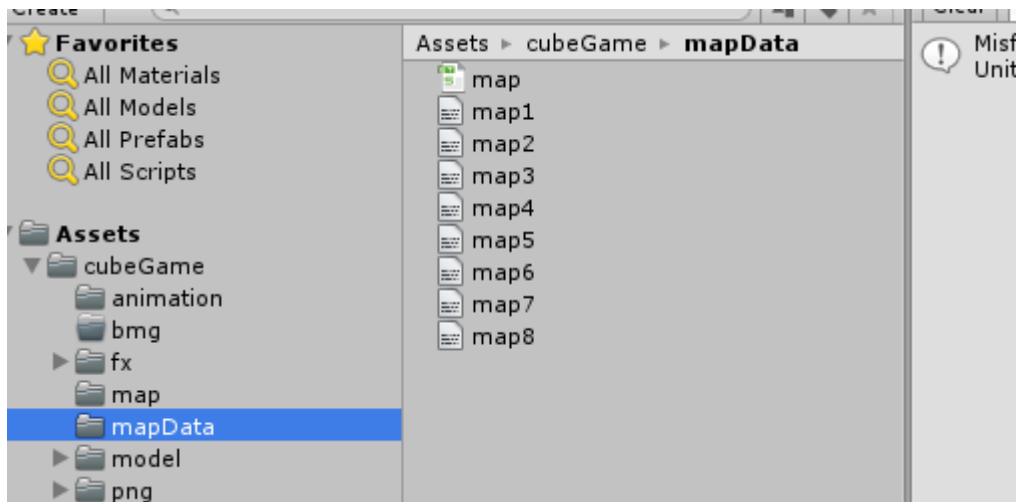
The hero folder is the game play hero, you can replace with your own.

3



showPrefab folder is the start show, which hero you want to select.

## 4



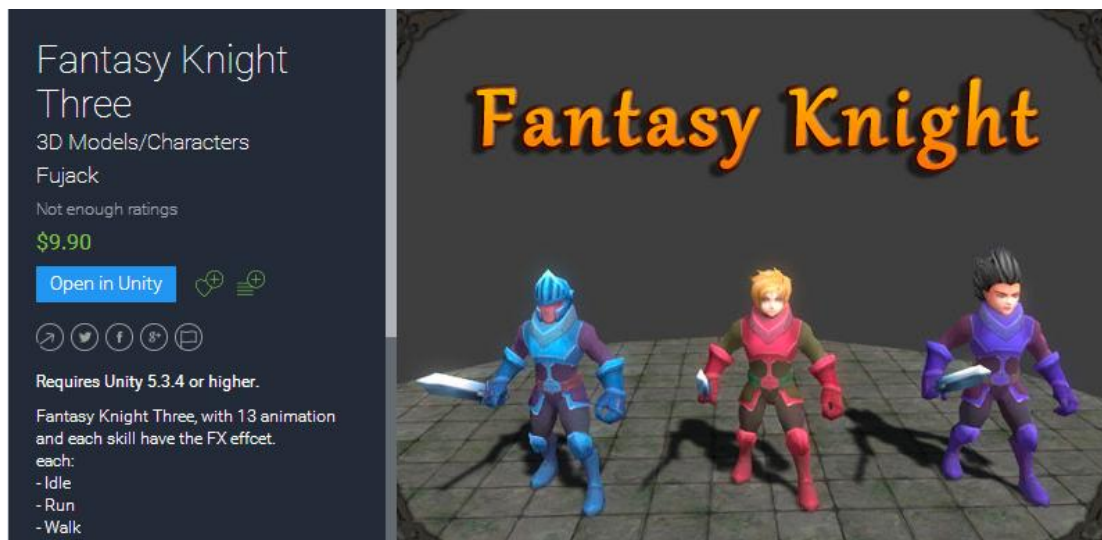
The mapdata is the level block create.

```
1,0,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,0,1
1,0,0,1,1,1,104,1,0,1
1,0,0,1,0,0,0,0,0,1
1,0,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,0,0,1
0,0,0,0,0,0,0,0,0,0
0,0,0,0,0,0,0,0,0,0
0,0,0,0,0,0,0,0,0,0
0,104,0,0,0,0,0,0,0,1
2,0,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,1,0,1
1,0,1,1,0,0,0,0,0,1
1,0,0,0,2,0,0,0,0,1
1,0,0,0,0,0,0,0,0,1
1,0,0,0,0,0,0,1,0,0
1,0,0,0,0,0,0,1,104,0
0,0,0,0,0,0,0,1,0,0
0,0,102,0,0,0,0,1,0,0
0,0,0,0,0,4,0,1,0,1
0,0,0,0,0,1,1,1,0,1
```

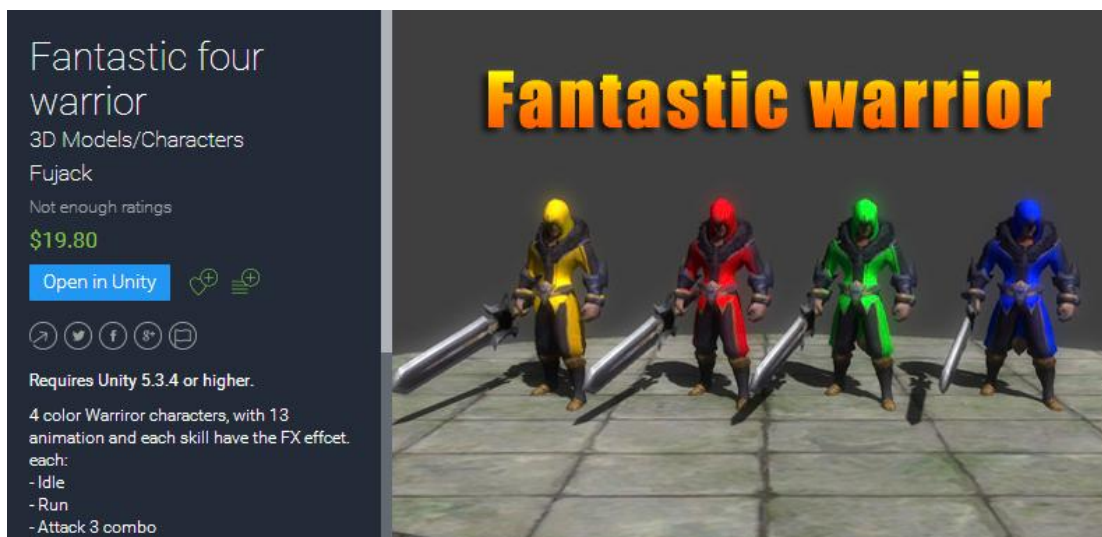
the follow number is the block you want to create,just keep the mapdata is row 10, and column 40

0 nothing 1 tree 2 coin 3 shield 4 sword 5 axe  
101 jumpman 102 flower 103 jumpman 104 jianchi

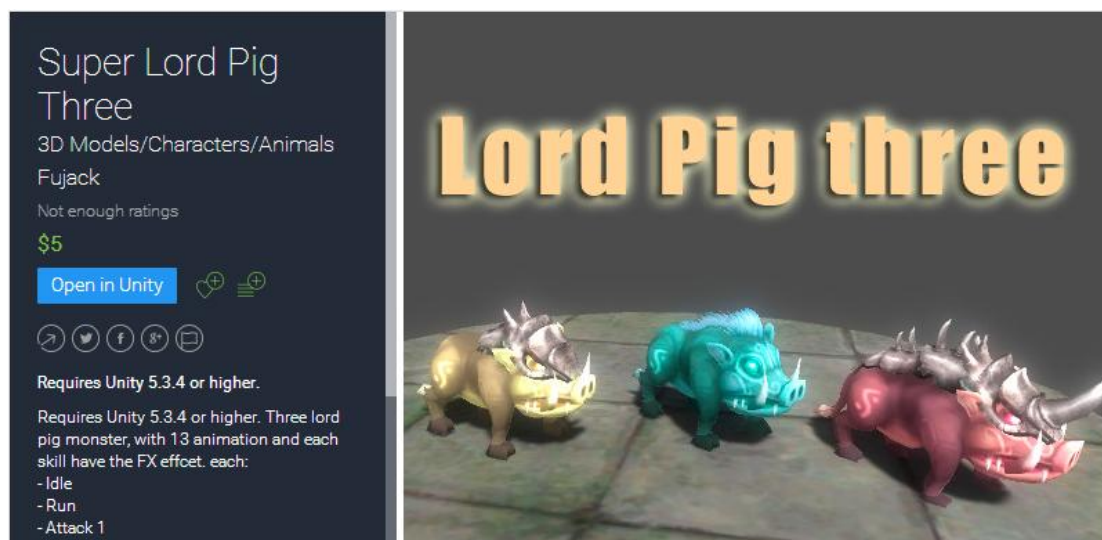
5.Thank you for watching. here is some good asset in the store.



<https://www.assetstore.unity3d.com/en/#!/content/78528>



<https://www.assetstore.unity3d.com/en/#!/content/76124>



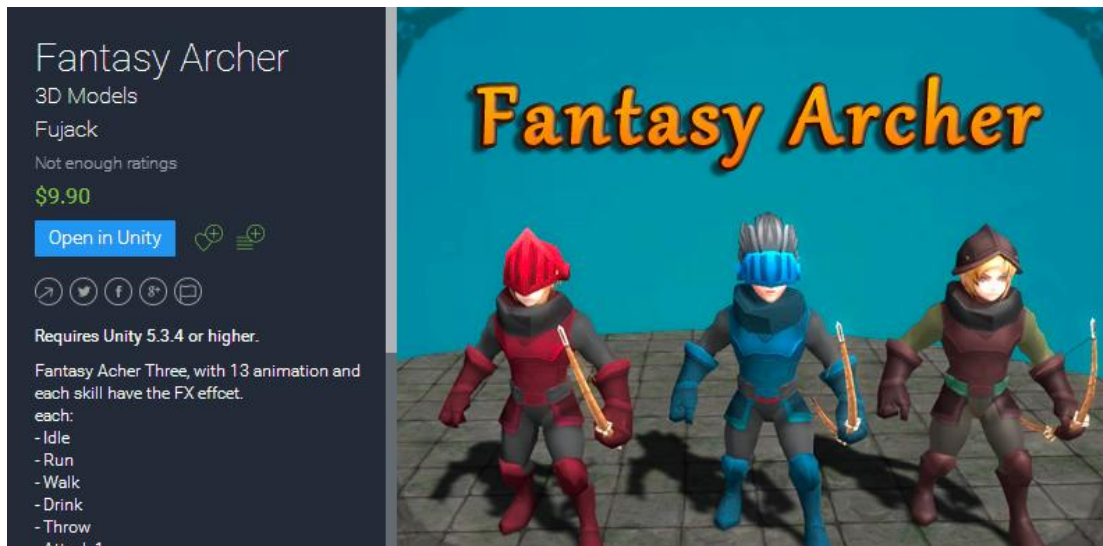
<https://www.assetstore.unity3d.com/en/#!/content/77505>



<https://www.assetstore.unity3d.com/en/#!/content/84119>



<https://www.assetstore.unity3d.com/en/#!/content/78151>



<https://www.assetstore.unity3d.com/en/#!/content/78829>