

# Escape Bird(Complete Game Template)

## 1.0 Configuring the asset.

Thank you for purchasing the asset. Escape Bird(Complete Game Template) Asset uses many tags and layers, in order to configure your project properly for the asset to work please complete the following section after downloading and importing the asset to your project

- 1- Unzip the file **ProjectSettings.Zip**
- 2- Move the unzipped folder from step 1 Project Settings under your current unity project.
- 3- Import UNITY ads asset. You can find more information about Unity ADS from [this link](#)
- 3- Close Unity and open the project again, the editor should take sometime to compile the assets.
- 4- Enjoy the asset, if you have any questions or you face any difficulties, please do not hesitate to contact us.

## 2.0 Game Loop.

The **GAMELOOP** and **GameLoopScript** are used to control the flow of the game. It controls the start and end of the game, it also control the pooling system and spawning of the boxes and sweets(awards). You can also adjust the speed and the frequency of spawning objects using public variables available from the **GameLoopScript**.

## 3.0 The AdManager.

The **AdManager** script is responsible for initializing and showing Unity Ads. The game uses Unity Ads to show videos, if the user complete the Ad video to the end then the user will be rewarded Sweets. The default number of Sweets Rewrded to the user is **3**. But you can control this number by using public variable of the AdManager. You must also supply your Game APP id to the **AdManager**. The default game app ID is **33675** which is used for testing only.

## 4.0 Sound Manager.

The **SoundManagerScript** is used to control the sounds of the game, it is used also to switch on and off the sound from the options menu. The game sounds are as follows

- Game Music
- Game Over Music
- Click Sound
- Hit Sound (when meteor hit the shield)
- Reward Sound (when user finish watching an ad and rewarded Diamonds)

## 5.0 Player Settings Script

This Script is used to store the player scores, number of sweets collected and remaining after purchase of items. It also keeps track of which items (characters/Themes) has been unlocked by the player.

## 6.0 Change Bird Or Theme Script

The **ChangeBirdOrTheme** Script is used to control the themes and characters selections menu. If you add themes or characters you must properly add them to this script arrays to enable tracking and functionality when user unlock or changes a theme or a script. This script works hand in hand with **ChangeBirdScript** and **ChangeThemeScript**.

## 7.0 Control and Touch Buttons

On mobile devices the game uses hidden buttons to record player touches on the screen(if left side of screen is touched player moves left, if right then player moves right). This behaviour is controlled using **ControlButtonsScript**. Which is attached to the menu **ControllButtons** and HUD.