

JUMP PASS 2D GAME PROJECT.

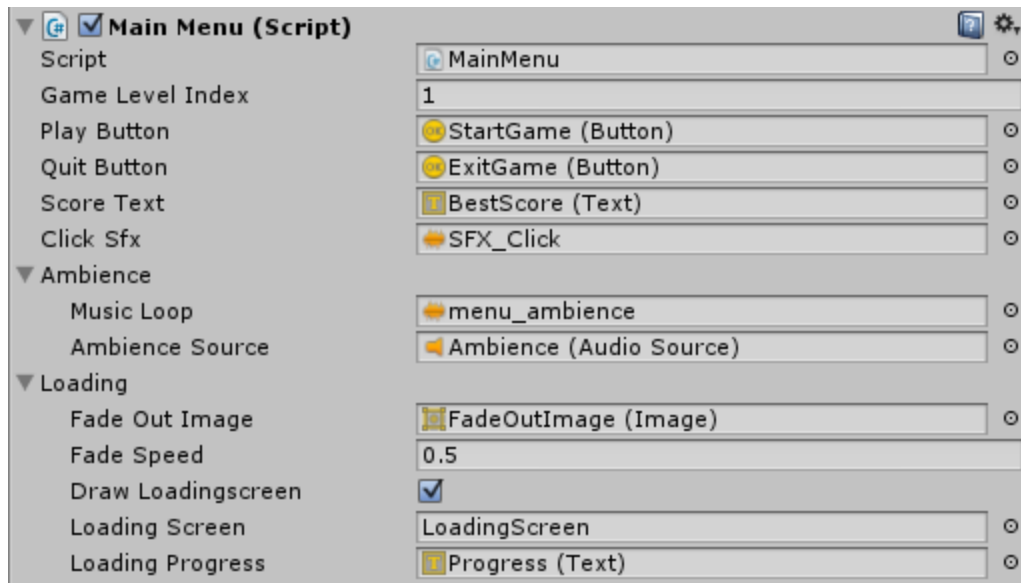
Jump Pass is an infinite game type where you need to get from one platform to another trying to reach a highest score and collecting coins along the way.

MAIN MENU



SCRIPTS:

1) MainMenu.



Game Level Index - game scene index, can be found in Build Settings.

Play Button - start game UI button.

Quit Button - exit game UI button.

Score Text - text object to display score.

Click Sfx - button click sound effect.

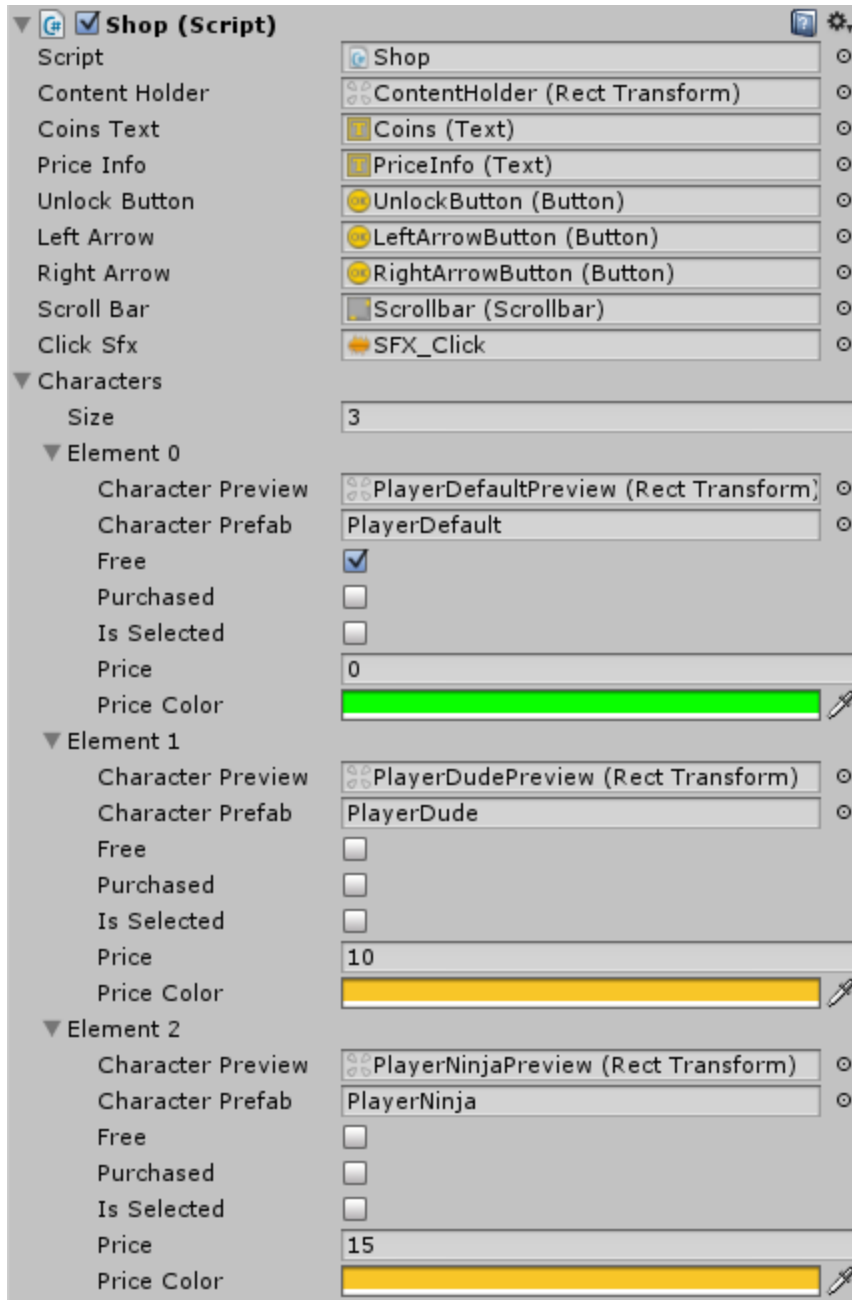
❖ Ambience

- Music Loop - menu background music.
- Ambience Source - Audio Source for music loop.

❖ Loading

- **Fade Out Image** - image to fade out on menu loaded.
- **Fade Speed** - fade out speed.
- **Draw Loading Screen** - enable or disable loading screen.
- **Loading Screen** - loading screen image, will become active after play game button is pressed.
- **Loading Progress** - text object to display loading progress.

2) Shop.



Content Holder - Player preview content holder. UI object with Scroll Rect and Content Size Filter components.

Coins Text - text object to display coins count.

Price Info - text object to display current character price.

Unlock Button - button to unlock/buy character.

Left/Right Arrows - buttons to scroll characters.

Scroll Bar - scroll bar to control characters scroll. We need it just for calculating purposes not to interact with it.

Click Sfx - button click sound effect.

Characters - shop characters.

- **Character preview** - player preview image prefab.
 - **Character prefab** - prefab of player.
 - **Free** - is character free or not.
 - **Purchased** - if we own character or not.
 - **isSelected** - if current character selected or not. Character can be selected only if its free or it is purchased.
 - **Price** - character price.
 - **Price Color** - Price Info text color.
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GAME



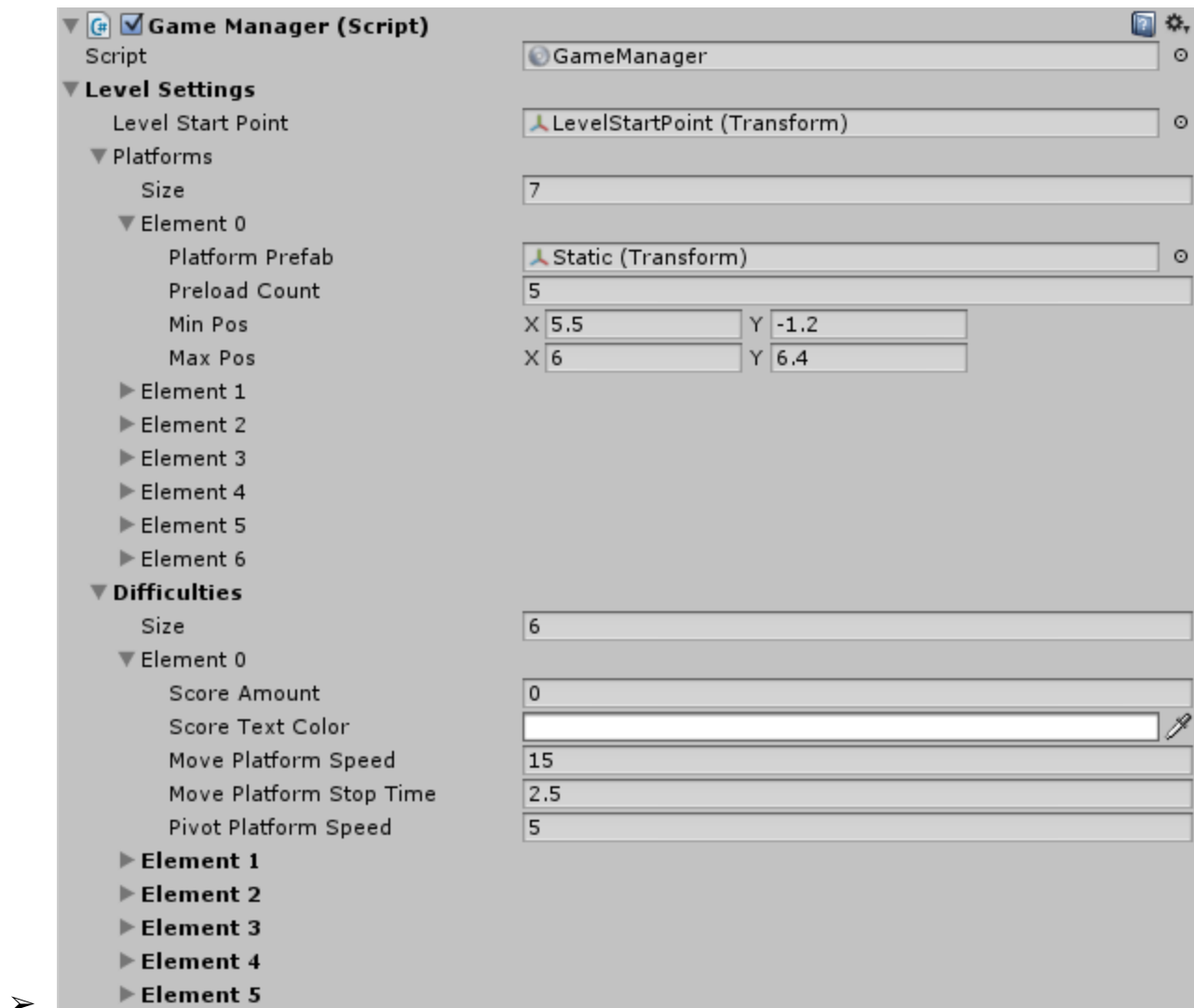
SCRIPTS:

1) Game Manager



Game manager is main game script. Lets take a look at each of its sections:

❖ Level Settings:



■ Level Start Point - empty gameObject, platforms generation start point

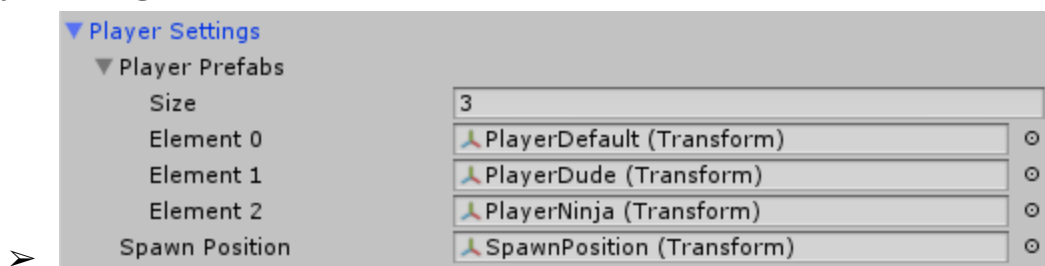
■ Platforms:

- Platform Prefab - platform object prefab;
- Preload Count - how much platforms to instantiate (Pool)
- Min/Max positions - range of position offsets.

■ Difficulties:

- Score Amount - score amount for this difficulty.
- Score Text Color - score text color for this difficulty.
- Move Platform Speed - moving platform speed for this difficulty
- Move Platform Stop Time - moving platform stopping time for this difficulty.
- Pivot Platform Speed - pivot rotating platform speed for this difficulty.

❖ Player Settings:



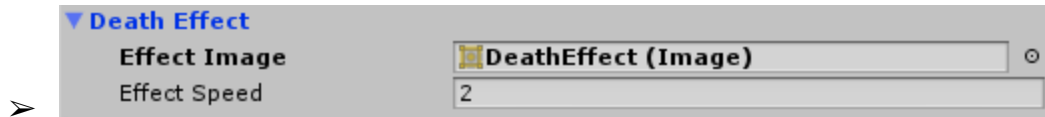
- Player Prefabs - player prefabs for instantiation of selected player in shop.
- Spawn Position - player spawn position transform.

❖ Score Settings:



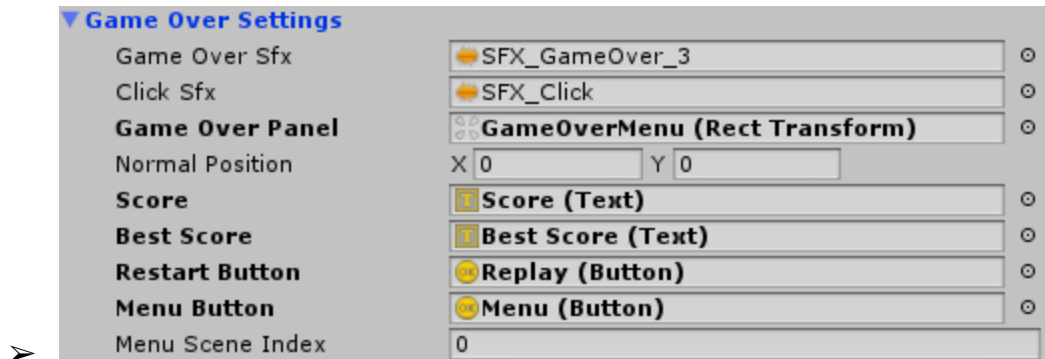
- Score Info - UI text object to display score.
- Score Per Jump - how much points add to score per platform.
- Score SFX - Score up sound effect.
- Coins Info - UI image with default Text component as child object.
- Coin Prefab - UI image, coin prefab. Using for coin pickup visual.
- Coin SFX - coin collect sound effect.

❖ Death Effect:



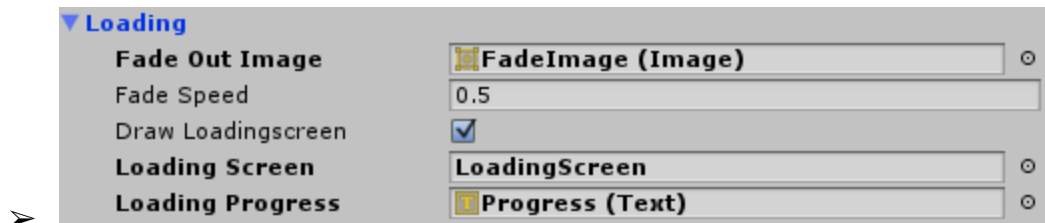
- Effect Image - UI image overlay;
- Effect Speed - fade speed;

❖ Game Over Settings:



- Game Over Sfx - sound effect if game is over.
- Click Sfx - buttons click sound effect.
- Game Over Panel - panel with game over menu.
- Normal Position - position of game over panel if game is over. Zero vector is a center of the screen;
- Score - UI text of Game Over menu to show score after death.
- Best Score - same as Score but for the best score.
- Restart Button - game restart button.
- Menu Button - go to main menu button.

❖ Loading:

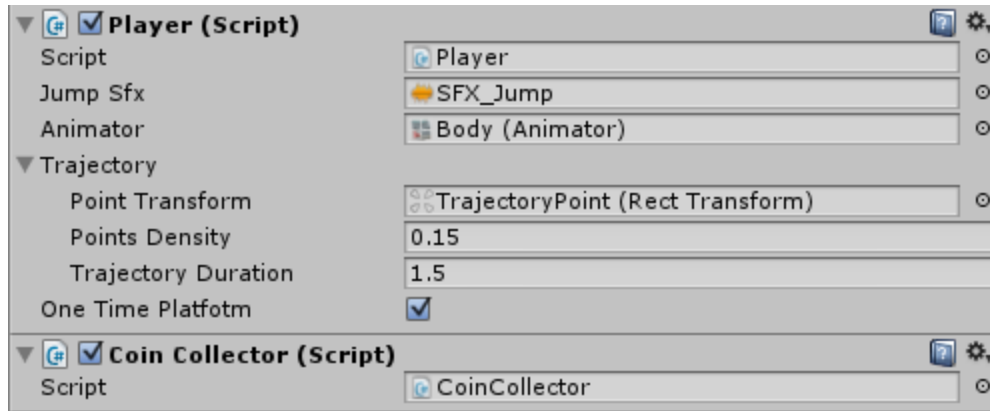


- Fade Out Image - overlay image to fade out if the game scene is loaded.
- Fade Speed - fade out speed.
- Draw Loading Screen - if true enable loading screen when going to menu.
- Loading Screen - Loading Image;
- Loading Progress - UI text for displaying loading progress.

GAMEPLAY

Jump pass has one tap gameplay style. Tap and pan to see how jump trajectory will appear, release to make a jump, second tap to cancel jump.

Player:



Jump Sfx - jump sound effect;

Animator - player animator component; There are Idle, prepare to jump, jump, and land states.

Trajectory - player jump trajectory;

Point Transform - trajectory point image prefab;

Points Density - density of trajectory;

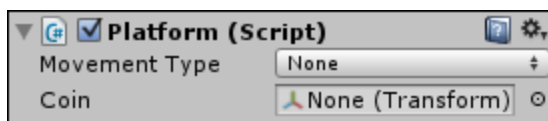
Trajectory Duration - duration of trajectory;

One Time Platform - if true, can't jump to same twice, player will ignore it and fall down.

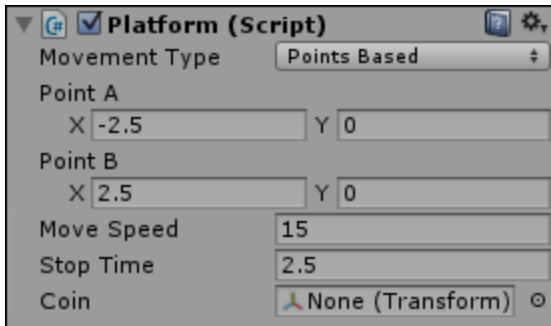
Coin Collector script handle coin collection logic.

There is 3 types of platforms:

- 1) Static platform



2) Points based moving platform

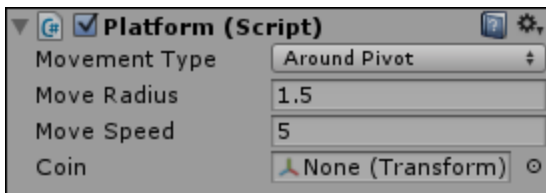


Points A and B - target points, which platform will move between.

Move Speed - is how fast platform will moving.

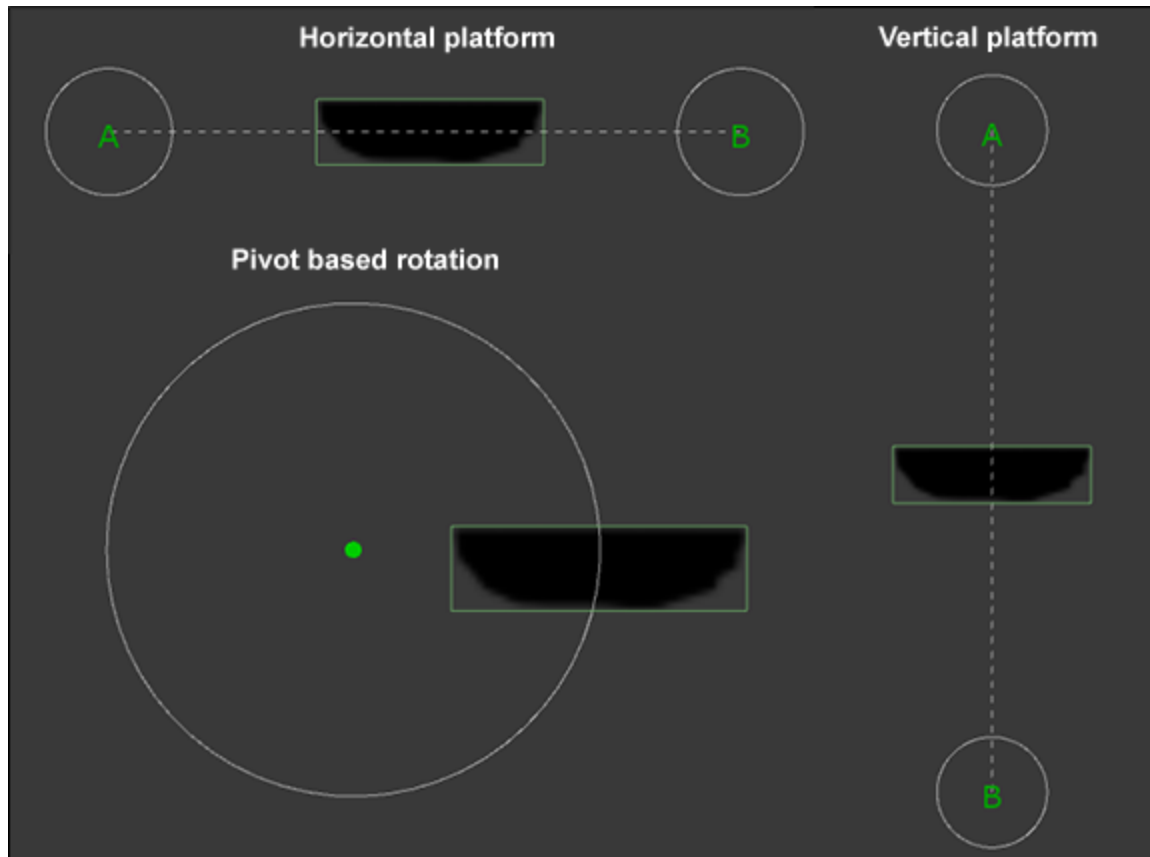
Stop Time - how long platform will not moving while target point is reached.

3) Pivot based rotating.

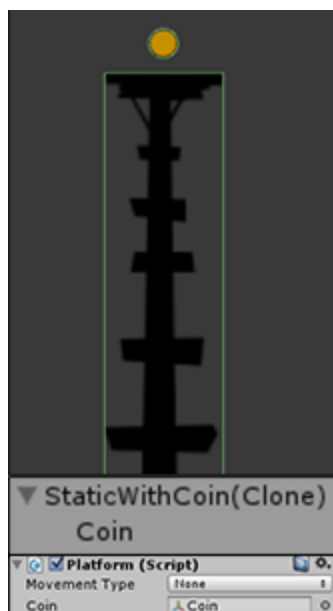


Move Radius - rotation path radius based on center position.

Moving platforms are powered by gizmos to ease setup process:



Also each of platform can hold a collectable coin. Coin is just a sprite with collider **isTrigger** turned on. Coin should be child of platform and assigned to the Platform's Coin variable.



If you have any difficulties or found a bug, you can always contact me via nbg_yalta@hotmail.com