

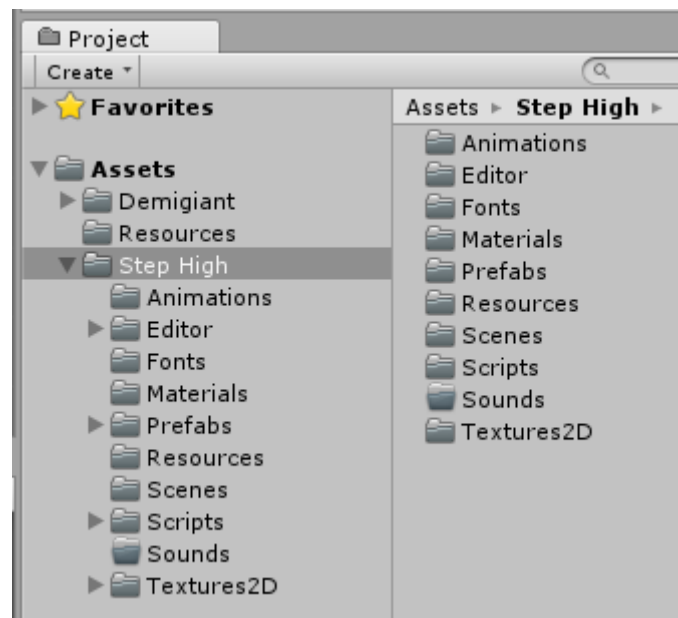


Step High

Thank you for purchasing the asset , if you have any question please contact me at

madfireongames@gmail.com

Project Structure



Animations folder: There is stored animations used in game.

Editor Folder: There is stored Game Design window script (Dont edit anytging in this folder).

Fonts folder: There is stored fonts used in GameScene.

Texture2D: There is stored all sprites and textures used in game.

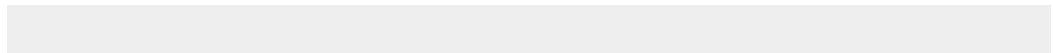
Materials: There is store material of GameObjects used in game.

Prefabs Folder: There is stored Game Objects spawned in game.

Resources Folder: There is stored resources for Game Design (Dont edit anytging in this folder).

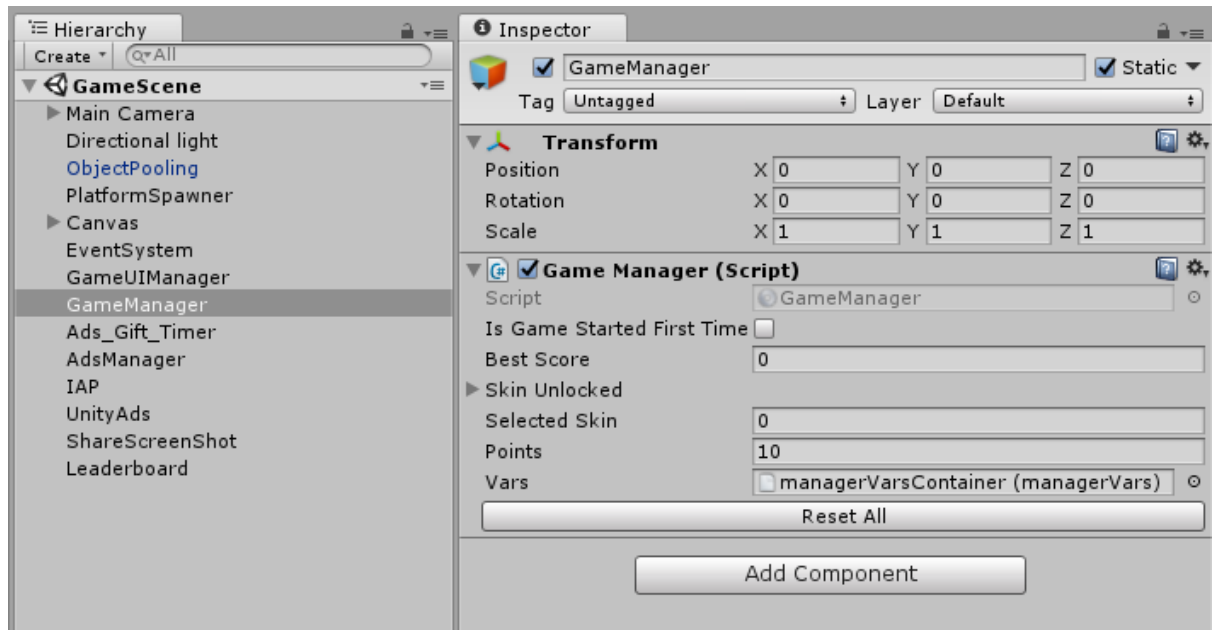
Scripts Folder: There is stored Script files used in game.

Sounds Folder: There is stored Musics and Sound effects used in game.

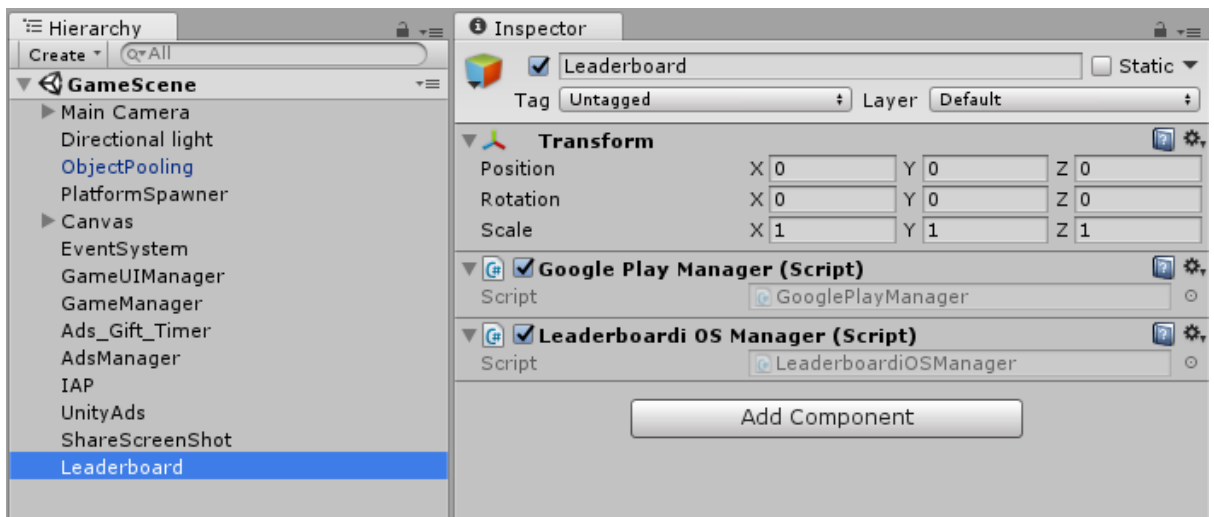


Scripts

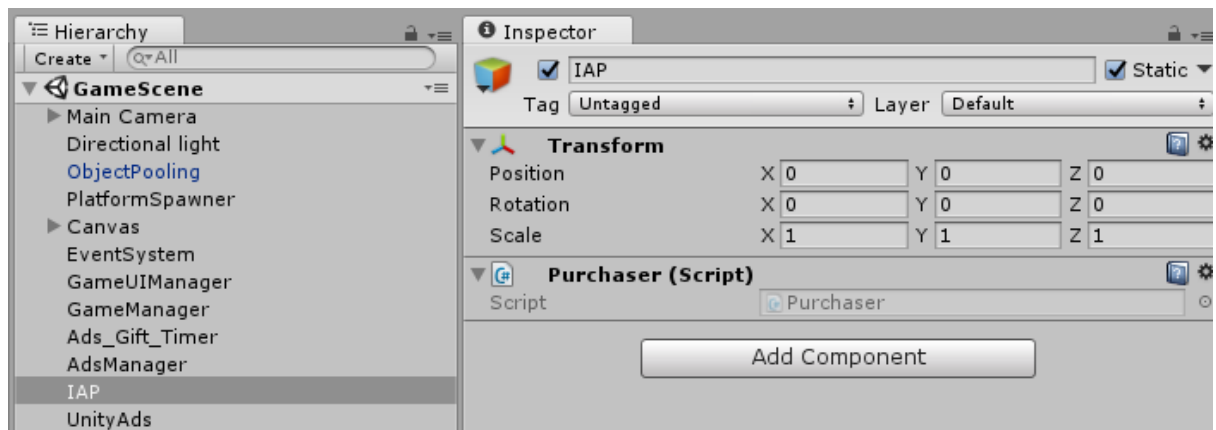
- 1) GameManager:- This script controls the game , its saves and loads data from the device eg:- Best Score , musics status ,etc.



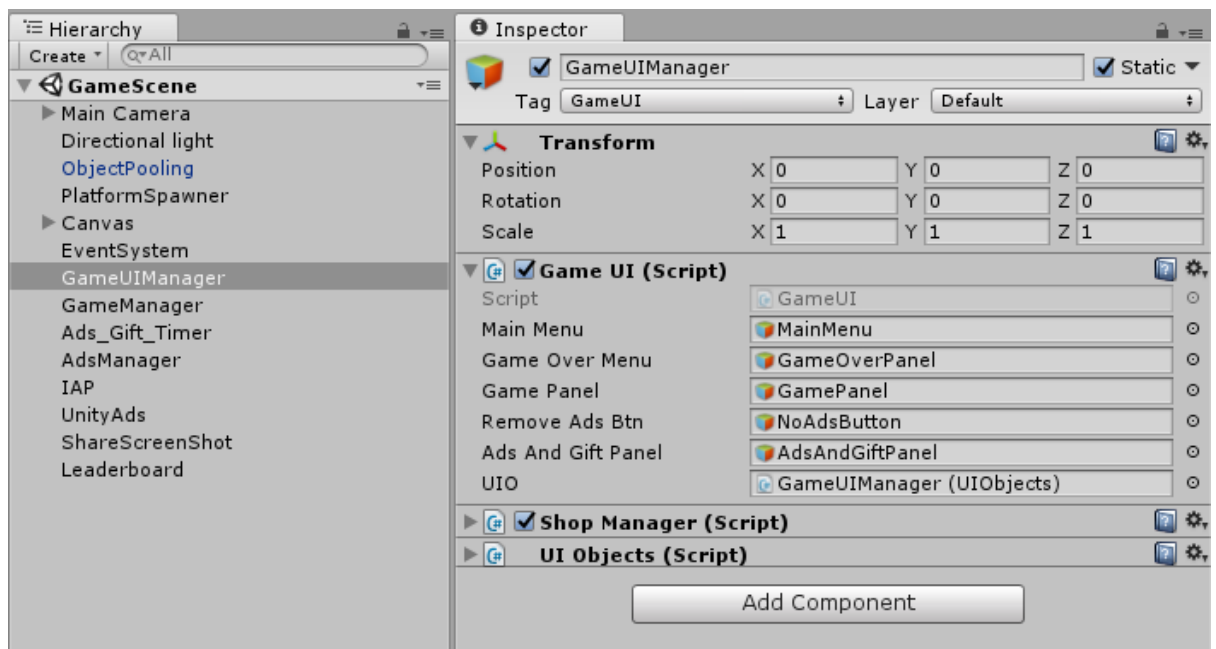
- 2) Leaderboard:- Scripts which control leaderboard of play store and app store.



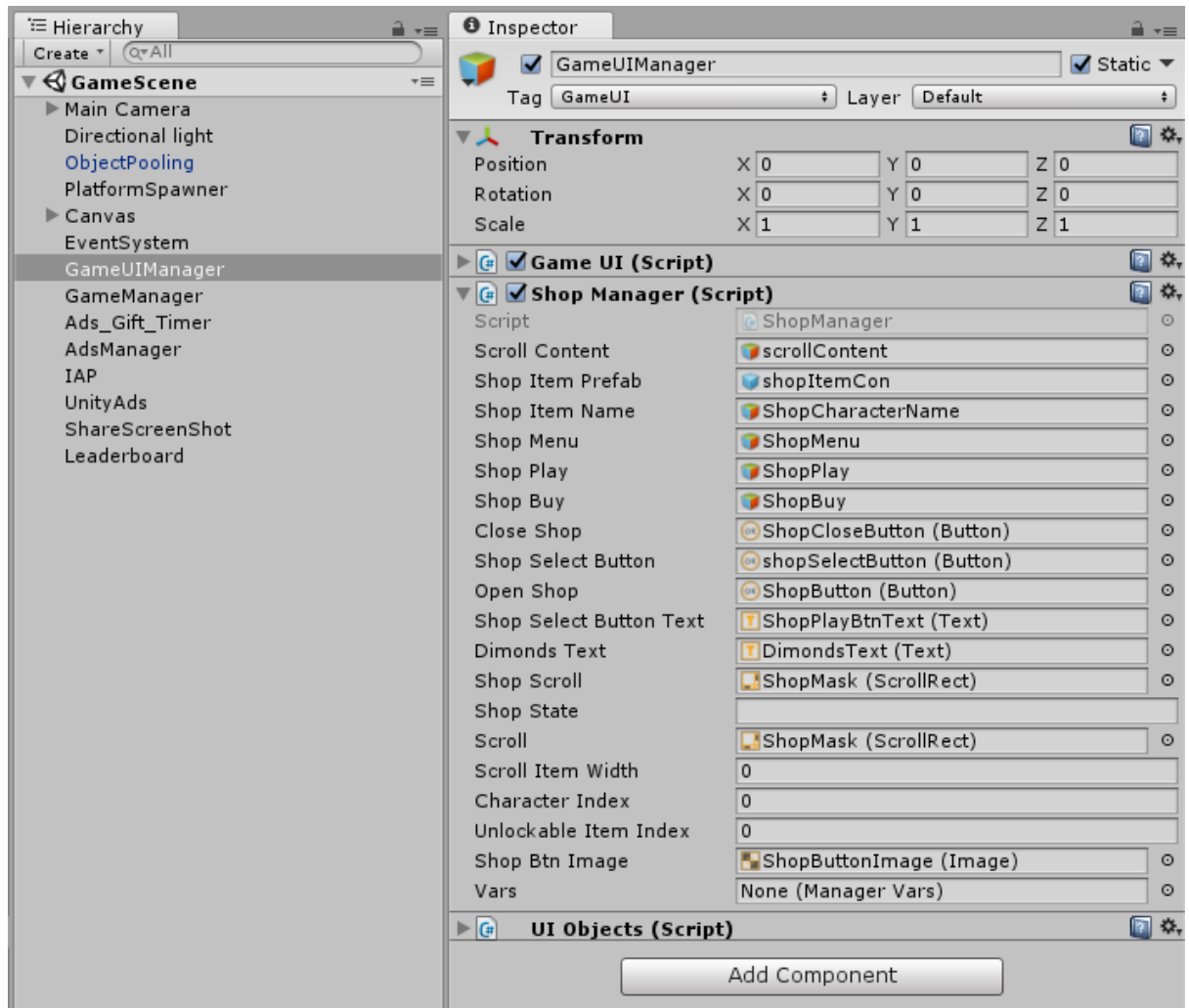
- 3) Unity IAP:- This script controls the Unity IAP for android and iOS. It controls the remove ads function.



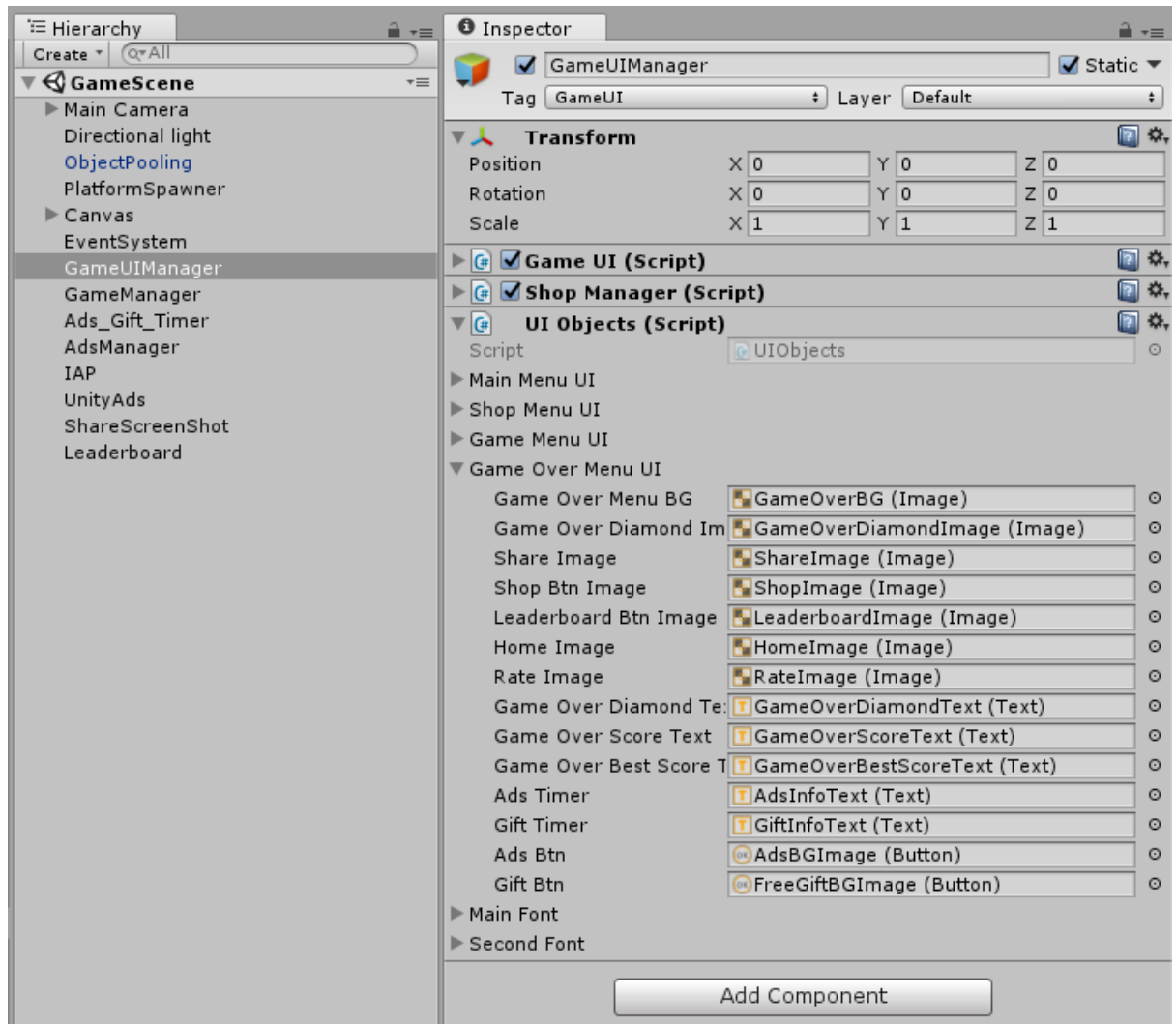
- 4) GameUI:- This script controls the game menu , is assigns the functions to the buttons and updates the text like score , best score , etc;



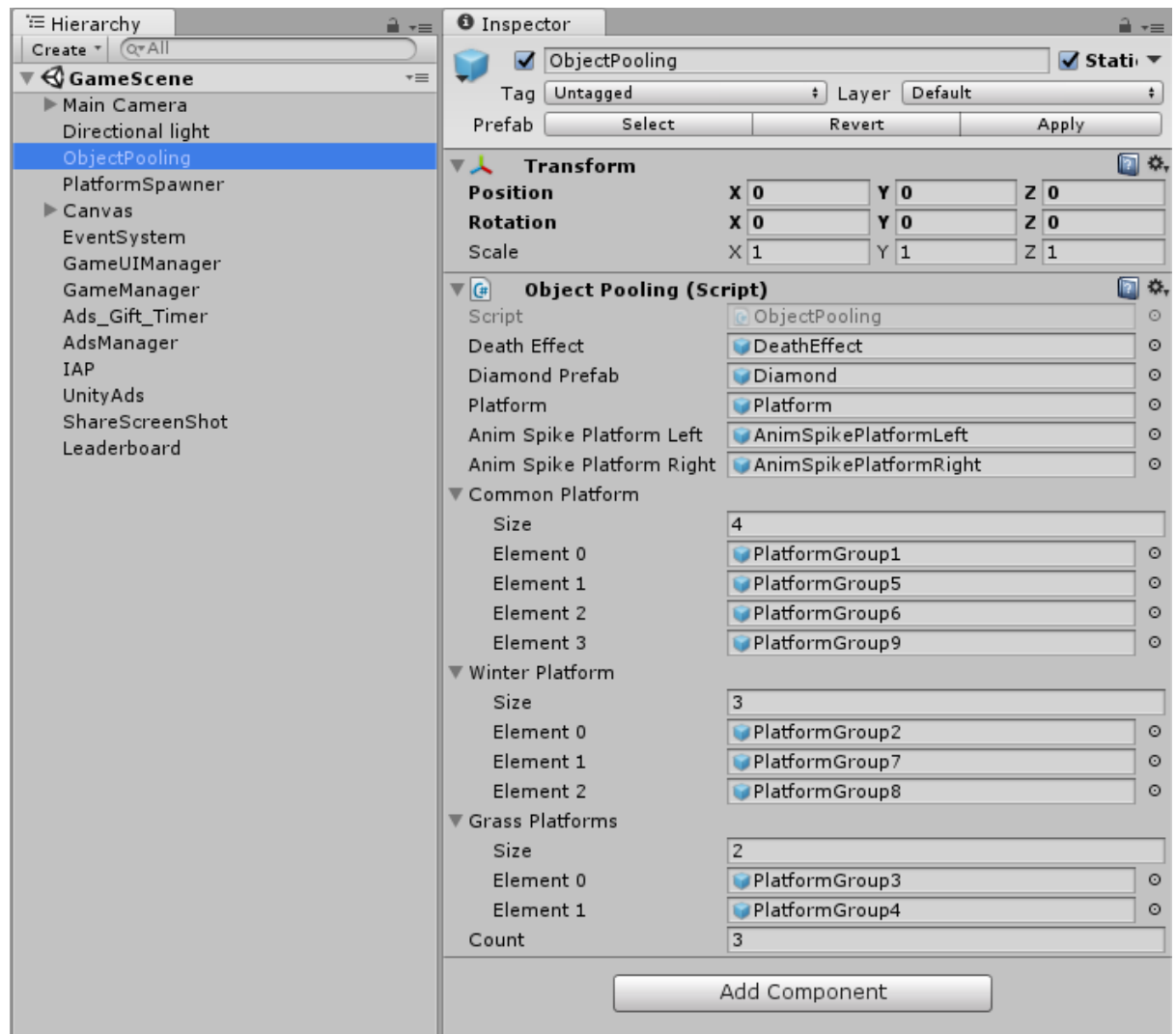
5) ShopManager:- This script controls the shop menu , is assigns the functions to the buttons and updates the character , etc.



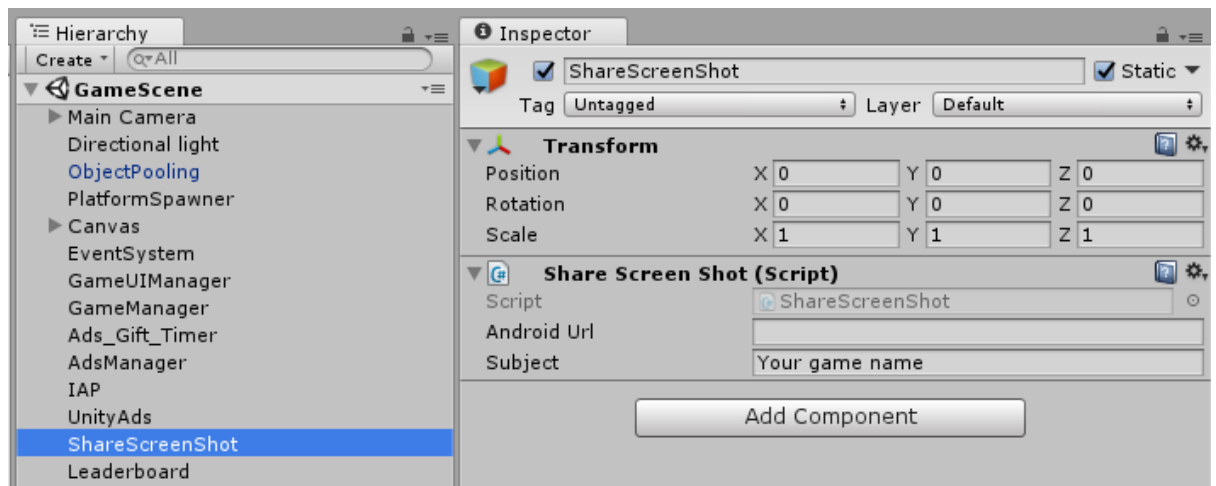
6) UIObject:- This script keep tack of all the elements in the scene like sprites , text , sound , font etc .



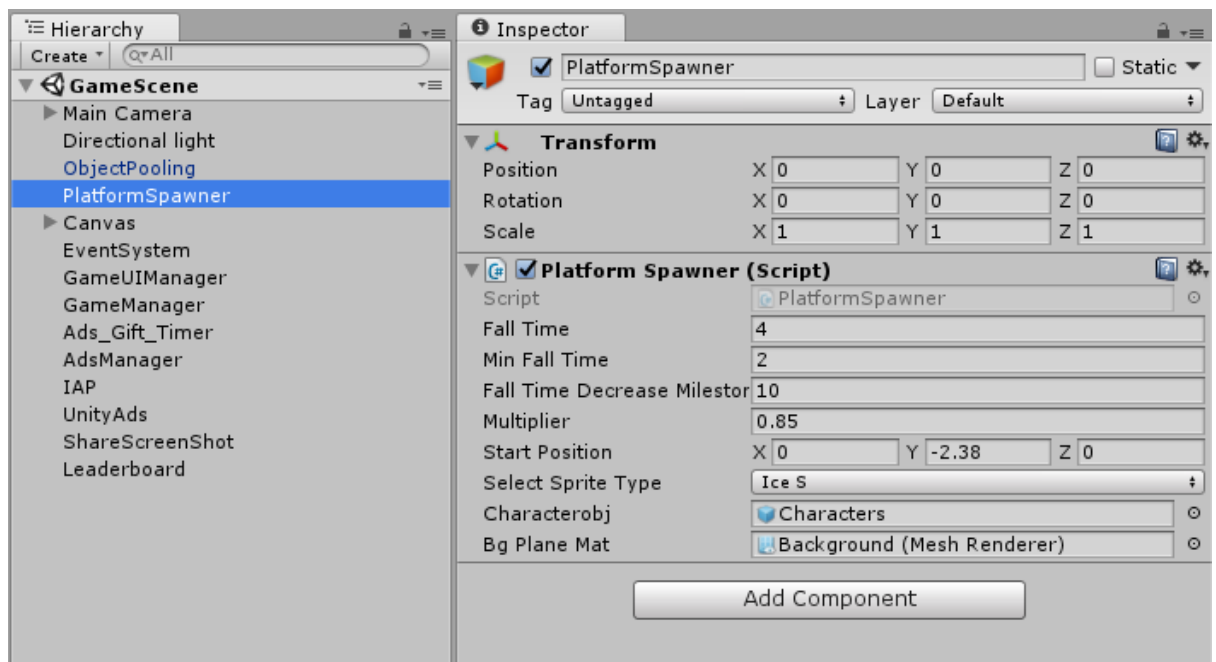
7) ObjectPooling:- This script created the required clone of objects which are used again and again and it the make them active when required , helps in game optimization.



- 8) ScreenShot:- This script helps player to take the screen shot of their game and share it on the social platforms like facebook , whatsapp , etc.

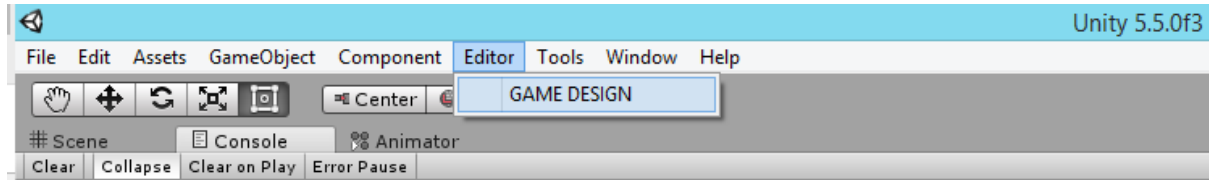


- 9) PlatformSpawner:- This script controls the spawning of platform , there path , theme and much more.

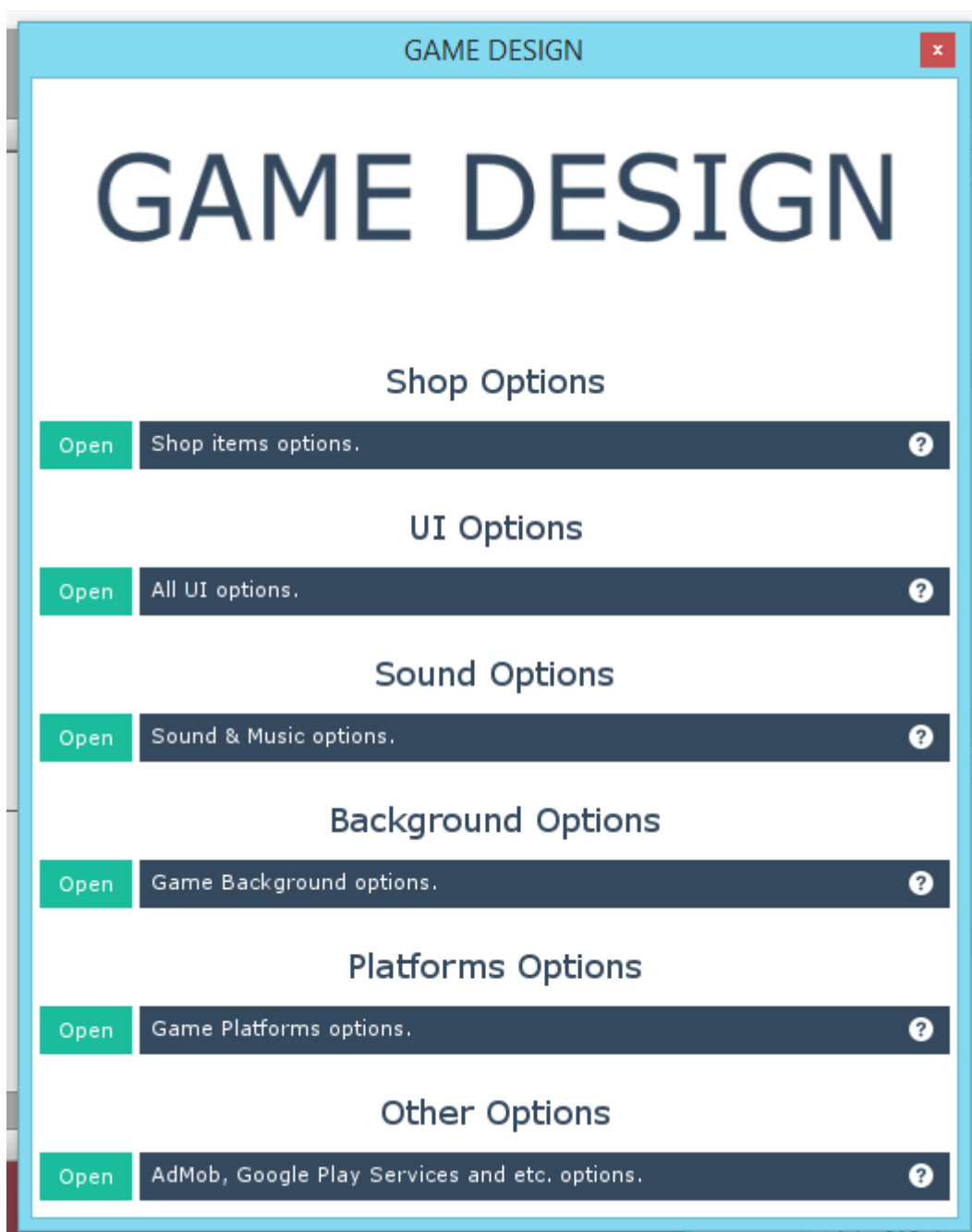


How To Reskin?

Go to Editor -> Click on GameDesign.



GameDesign window will open.

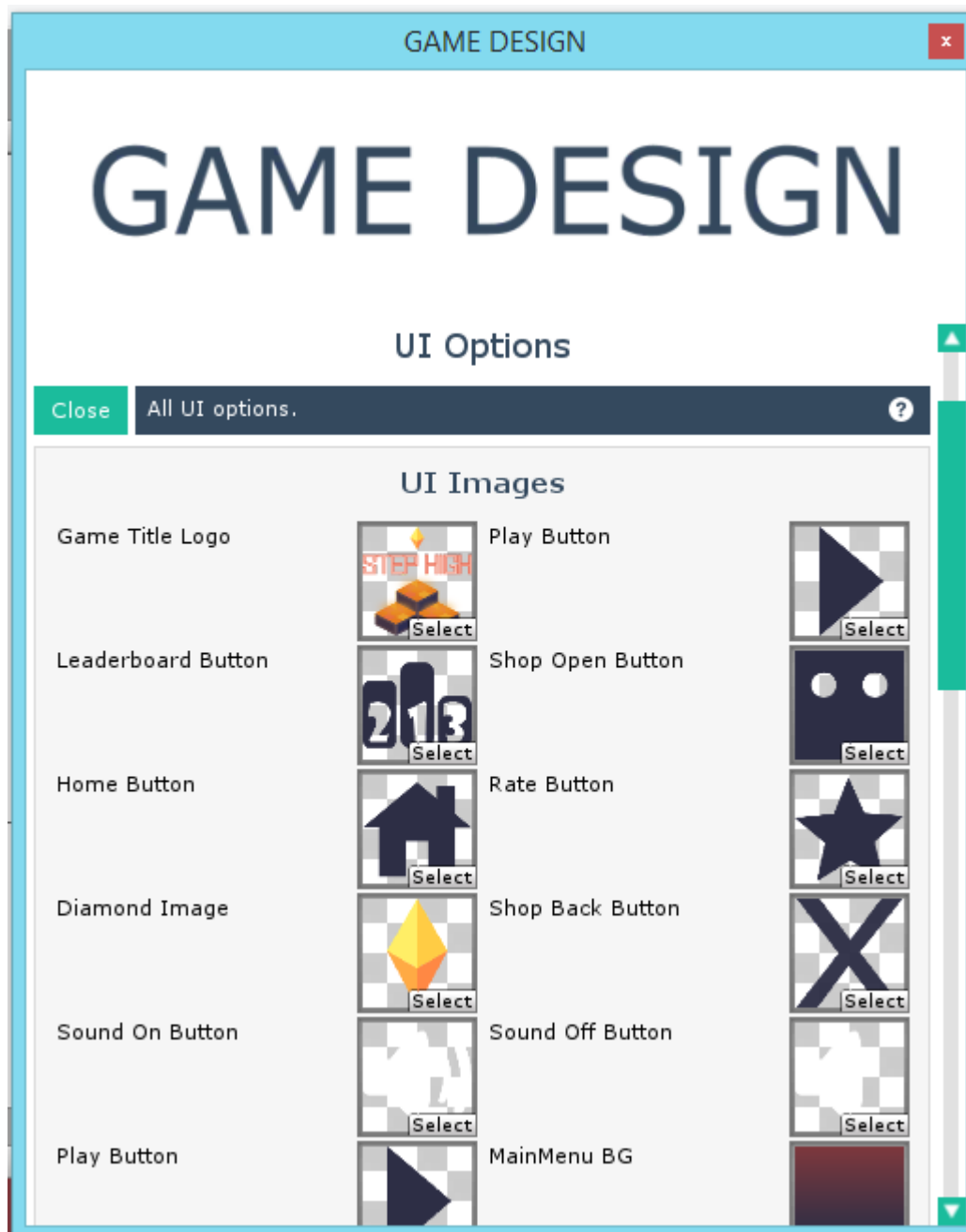


Open any section and you will find fields to change.

Game Design: UI Options

You can easily edit all UI Elements like Button sprites, Text colors.

All available configurations is listed bellow:



Game Design: Sound Options / Other Options

You can easily edit all sounds and musics like characters sound effects, buttons click , admob settings , Leaderboard for iOS and Android , and much more.

All available configurations is listed bellow:





The only thing which you cannot change from here is the sprites of Player , enemies and platform , you will have to do it manually.

Game Design: Shop Options

You can easily add or remove the character by editing the shop options. The shop menu is update by its own.

Note:- The size of character image must be 256*256 and the Pixel per unit must be 250

All available configurations is listed bellow:

GAME DESIGN

×

GAME DESIGN


Shop Options

Close Shop items options. ?

Characters Count : 4 - +


Character 1 options:

Game Character sprite



Select

Shop Character sprite




Select

Character name

Angle


Character 2 options:

Game Character sprite



Select

Shop Character sprite



Select

Character name


Ninja

Character price

50


Character 3 options:

Game Character sprite



Select

Shop Character sprite



Select

Character name

Hobbit

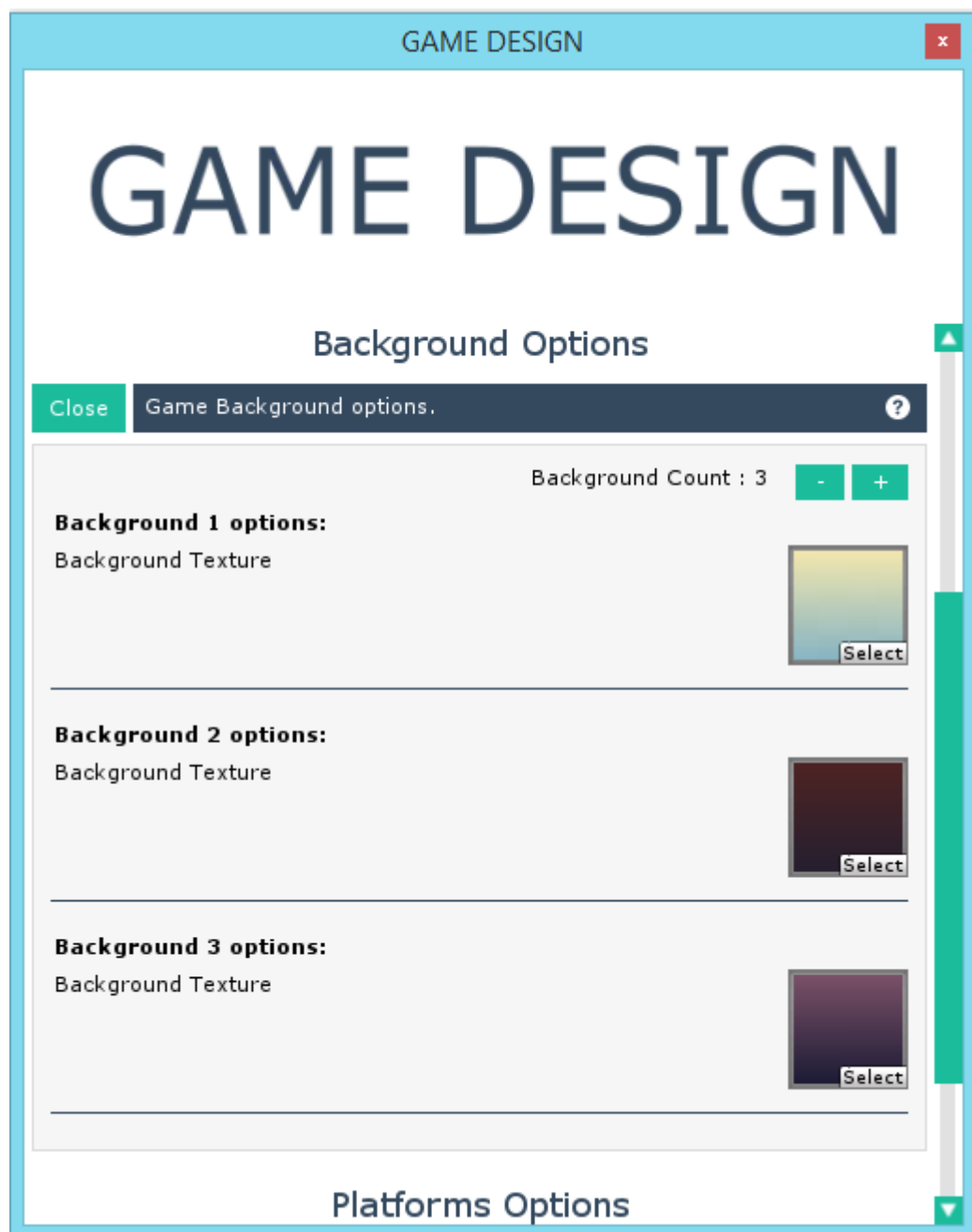
Character price

50

Game Design: Background Options

You can easily add or remove the background here

Note:- The 1st 3 background are being used in game so if you change the 1st 3 bg they will appear in game , but if you add more bg then you will have to configure the script. The script is documented so you can change it easily.



Game Design: Platform Options

You can easily add or remove the platform here

Note:- The 1st 4 platform are being used in game so if you change the 1st 4 platform they will appear in game , but if you add more platform then you will have to configure the script. The script is documented so you can change it easily.

GAME DESIGN

×

GAME DESIGN

Platforms Options

Close

Game Platforms options.

?


Platform Count : 4

-

+

Platform 1 options:

Platform Sprite



Select

Platforms name

Normal

Platform 2 options:

Platform Sprite




Select

Platforms name

Fire

Platform 3 options:

Platform Sprite



Select

Platforms name

Grass

Platform 4 options:

Platform Sprite



Select

Platforms name

Ice

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