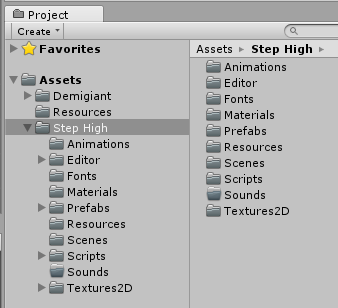


**Step High**

**Thank you for purchasing the asset , if you have any question please contact me at** [**madfireongames@gmail.com**](mailto: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.

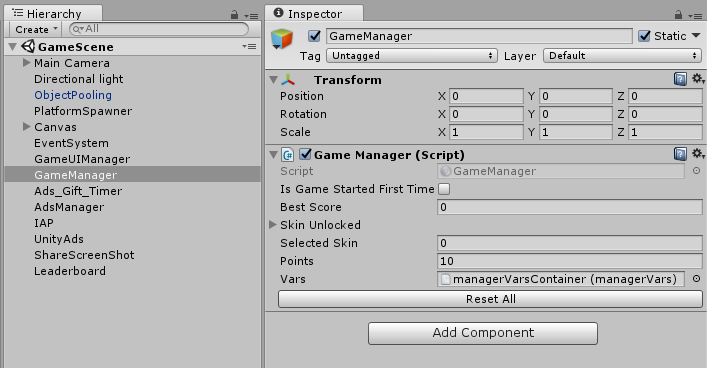
**Resources Folder**: There is stored resources for Game Design (Dont edit anytging in this folder).

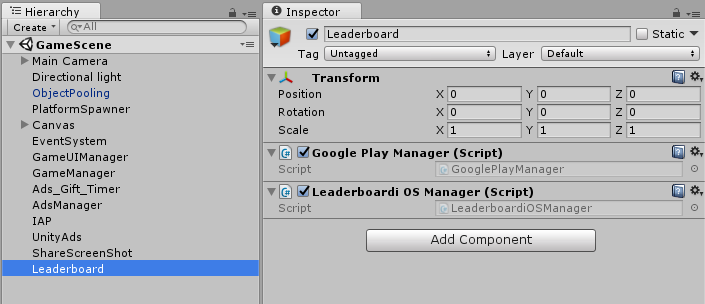
**Scripts Folder**: There is stored Script files used in game.

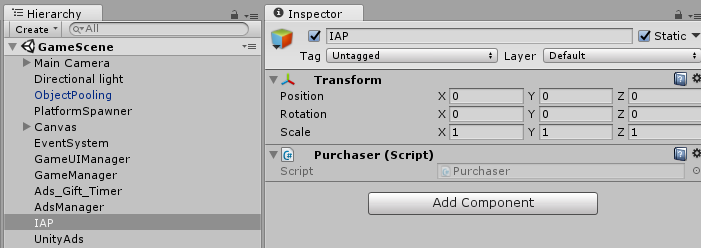
**Sounds Folder**: There is stored Musics and Sound effects used in game.

**Scripts**

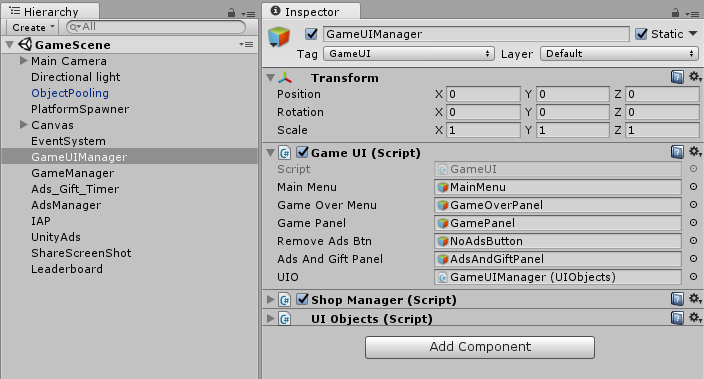
1. GameManager:- This script controls the game , its saves and loads data from the device eg:- Best Score , musics status ,etc.



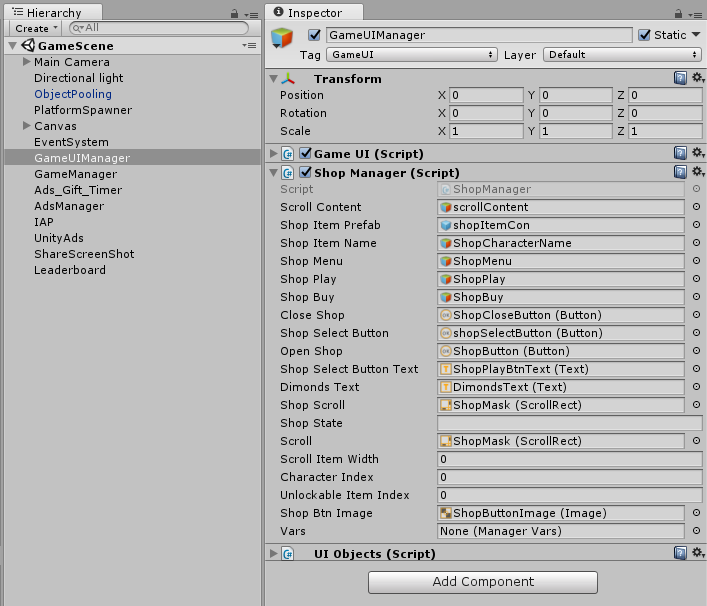
1. Leaderboard:- Scripts which control leaderboard of play store and app store.
2. Unity IAP:- This script controls the Unity IAP for android and iOS. It controls the remove ads function.



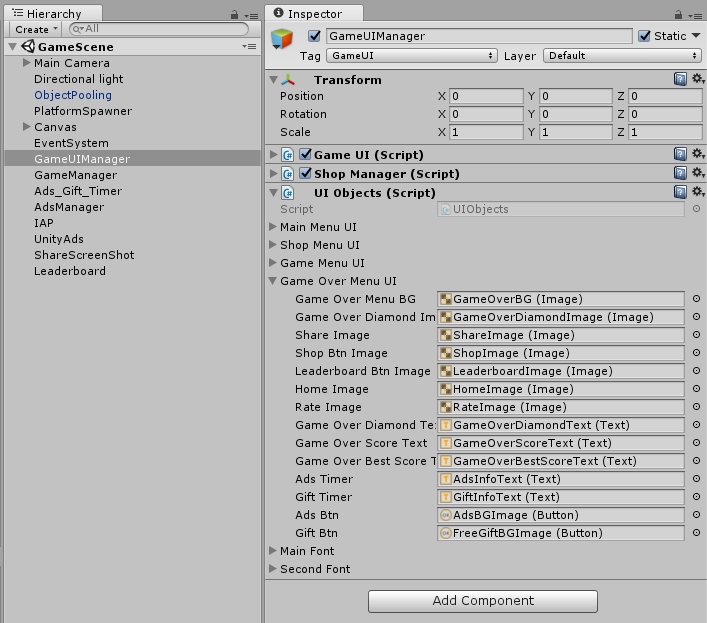
1. GameUI:- This script controls the game menu , is assigns the functions to the buttons and updates the text like score , best score , etc;



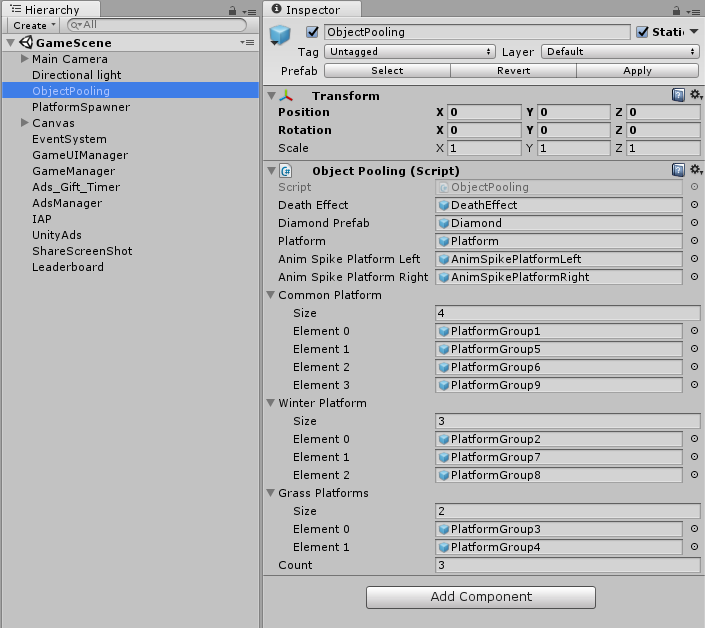
1. ShopManager:- This script controls the shop menu , is assigns the functions to the buttons and updates the character , etc.



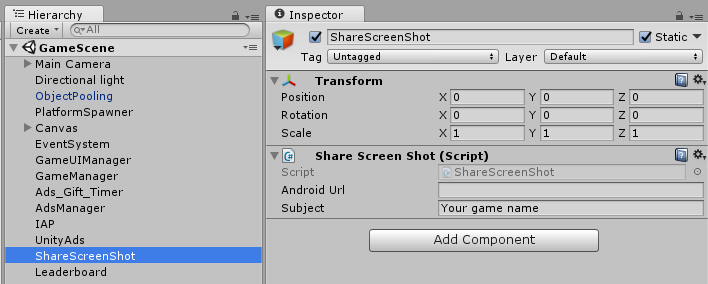
1. UIObject:- This script keep tack of all the elements in the scene like sprites , text , sound , font etc .



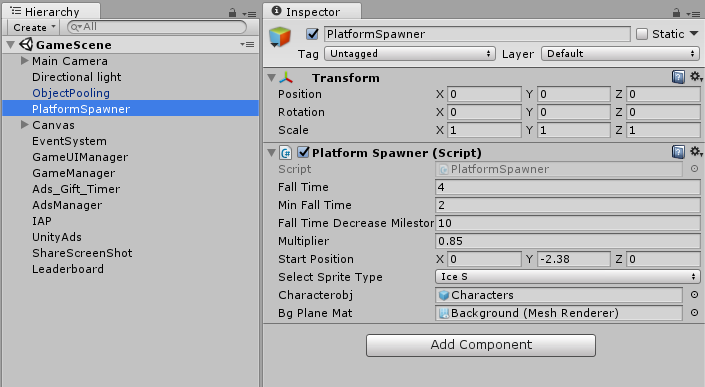
1. ObjectPooling:- This script created the required clone of objects which are used again and again and it the make them active when required , helps in game optimization.



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

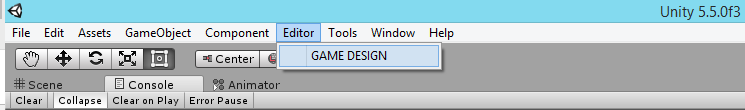


1. PlatformSpawner:- This script controls the spawning of platform , there path , theme and much more.



How To Reskin?

Go to Editor -> Click on GameDesign.



GameDesign window will open.

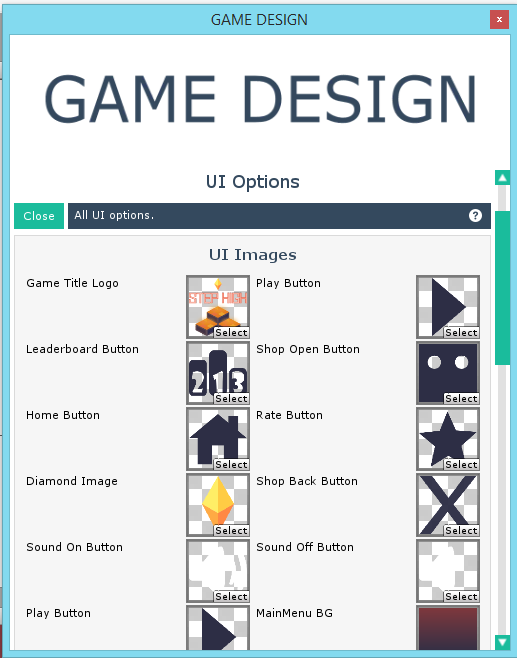


Open any section and you will find fields to change.

**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:



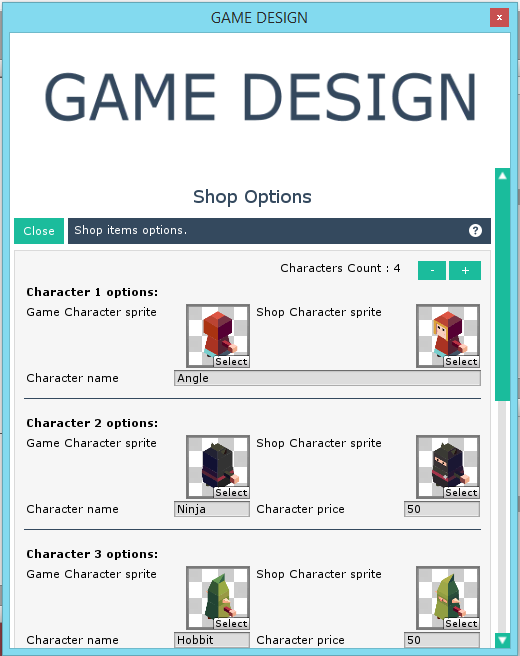
The only thing which you cannot change from here is the sprites of Player , enemies and platform , you will have to do it manually.

**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

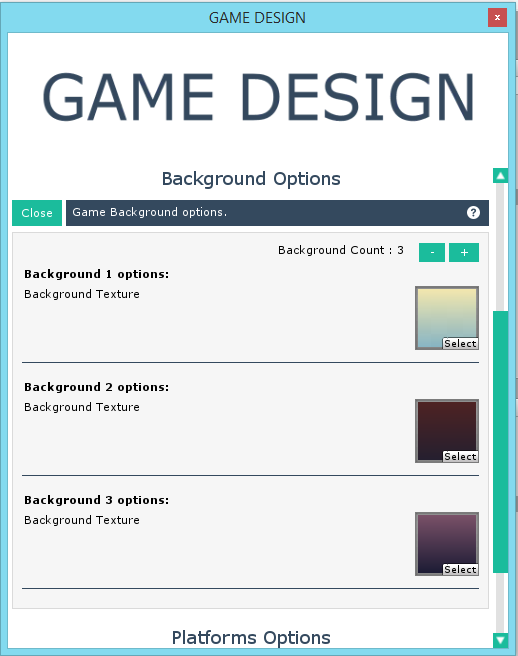
All available configurations is listed bellow:



**Game Design: Background Options**

You can easily add or remove the background here

Note:- The 1st 3 brackground are being used in game so if you change the 1st 3 bg they will apear 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 platformd 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.



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