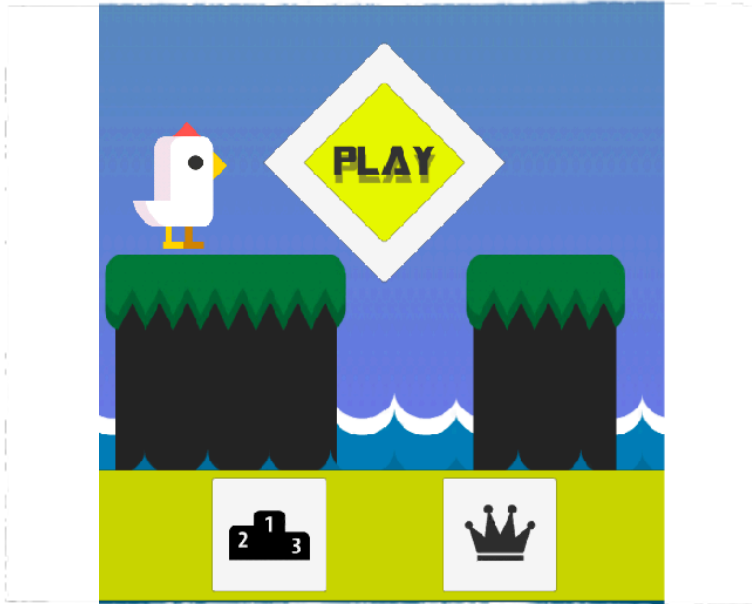


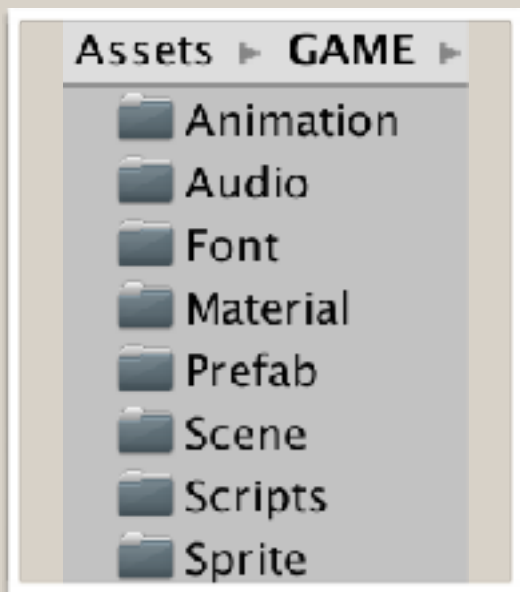
# Scream Chicken

## Tempalte



## Overview

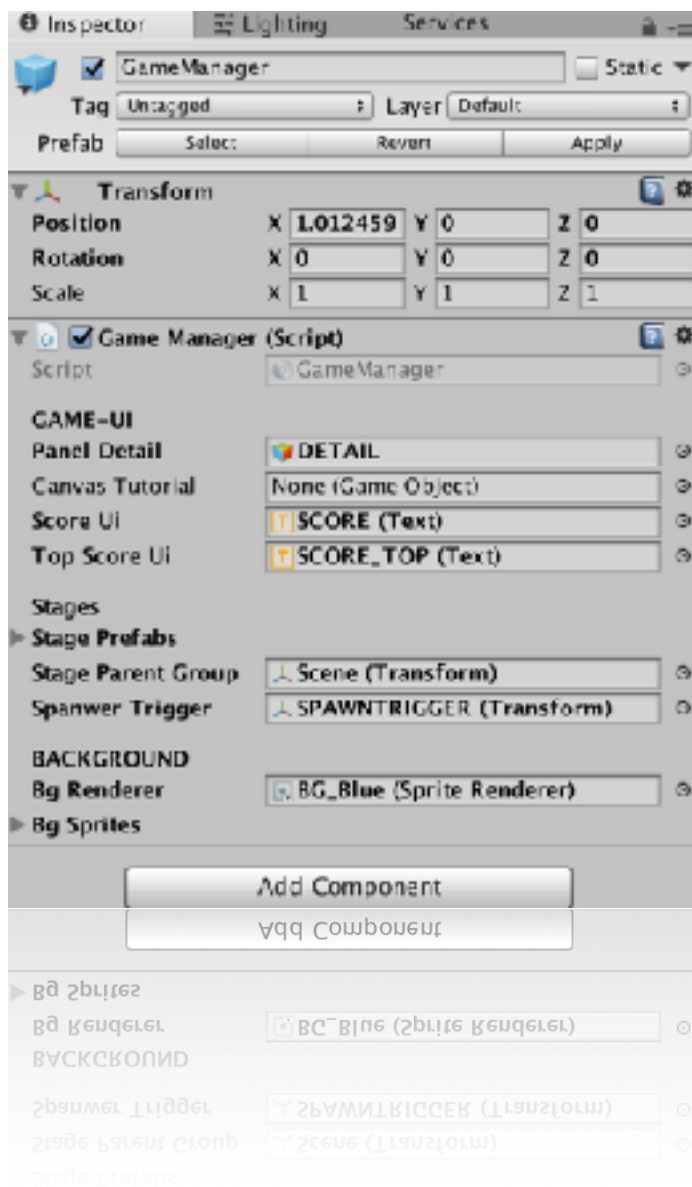
Chicken Scream is a template for building a simple casual car game. You can easily customise sprites, sounds, menu layout to fit your design.



## Folders

- **Animations:**
  - Contains all animations used in the Project.
- **Model**
  - Contains the FBX Models
- **Prefabs**
  - All prefabs are ready to use in this folder.
- **Scene**
  - Demo Scene
- **Scripts**
  - Contains all scripts used in the project
- **Audio**
  - All sound fx used in the game
- **Sprites**
  - All 2d sprites used in the game

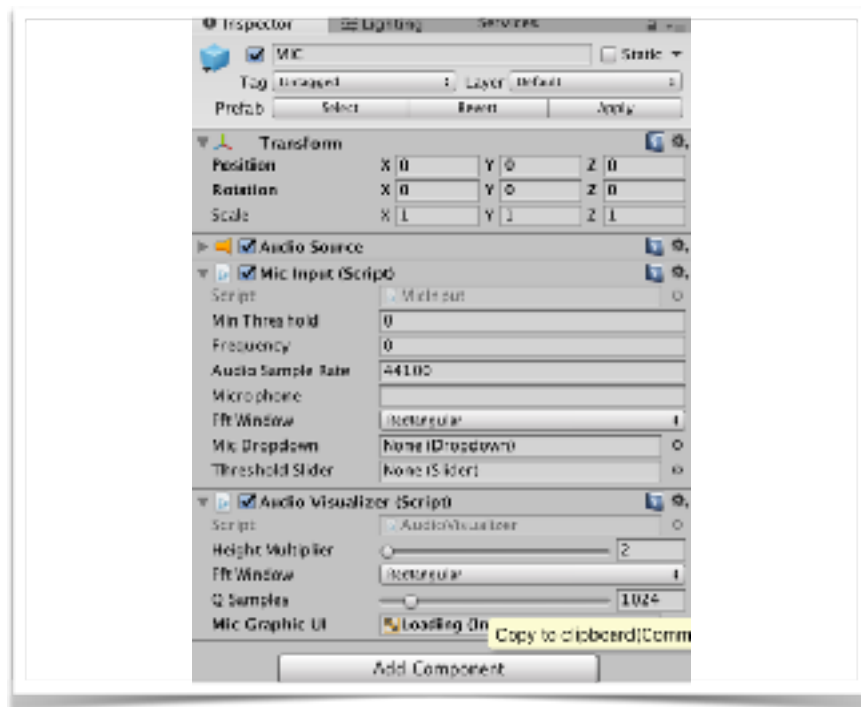
# GAME-MANAGER



## GAME MANAGER:

Controls the spawning of the Stages.  
Handles the UI of the Game.  
Handles also the score.

# MIC-MANAGER

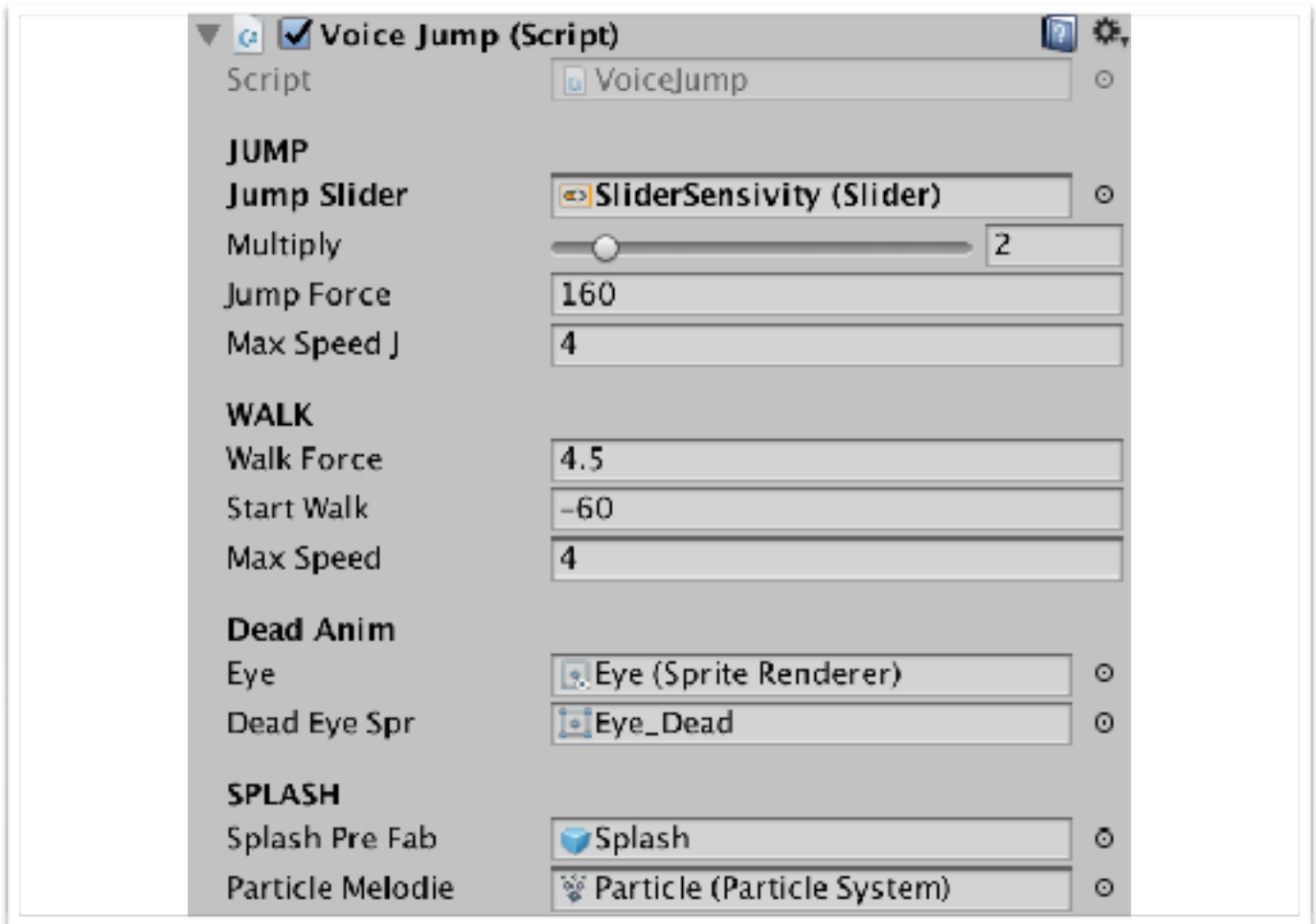


## MIC:

MIC INPUT: Handles the recording of the microphone sound and stores it in a local clip.

AUDIO VISUALIZER: Handles the Sound Spectrum and calculates the DB and VALUE of the MIC Input.

# PLAYER



Chicken: Is the main Player Character.

The Player has the Voice Jump Script attached on it which handles all the movement and collision of the player character.

You can set the values like jump force and walk force directly on this script.