

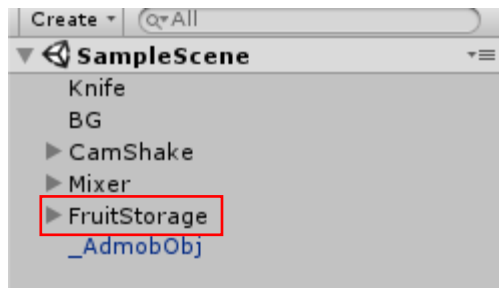
FRUIT MASTER

How to Increase Levels?

Project automatically creates a random levels and difficulties of each level keeps increasing automatically.

How to add Random Fruit Shapes?

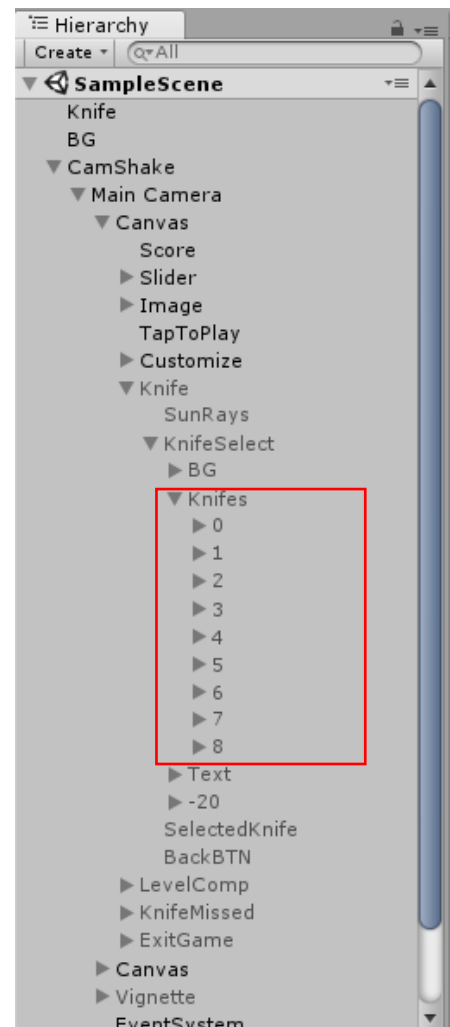
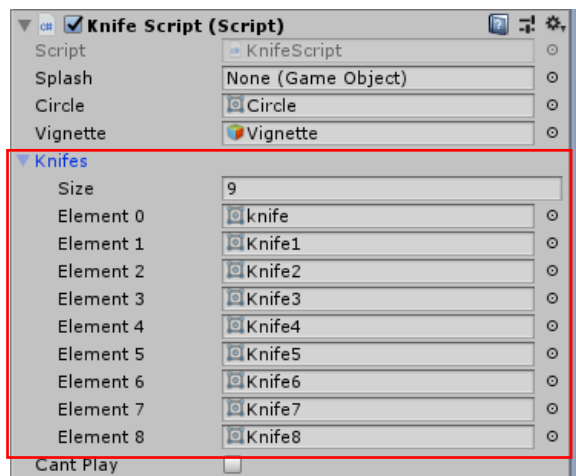
Replicate Existing Child GameObjects of the FruitStorage GameObject then arrange the required fruits from the Prefab folder as the replicated gameobject's child and then add the script (StorePos.cs) to the replicated gameobject as it will store all the Fruits Position then you can simply replicate the parent gameobject and keep adding fruits according to use.



How to Change or Add Knives?

Go to the GameObject

CamShake>>MainCamera>>Canvas>>Knife>>KnifeSelect>>Knives and then change the image according to your need also you will have to add those same knives in same order into the Main Knife GameObject KnifeScript in the same order as it is in Canvas Object



How to Increase the No. Of Coins Generating?

Just select the Mixer>>Drink GameObject and then into RandomDrinkSprite.cs change the no. of coin count and it will be done.

