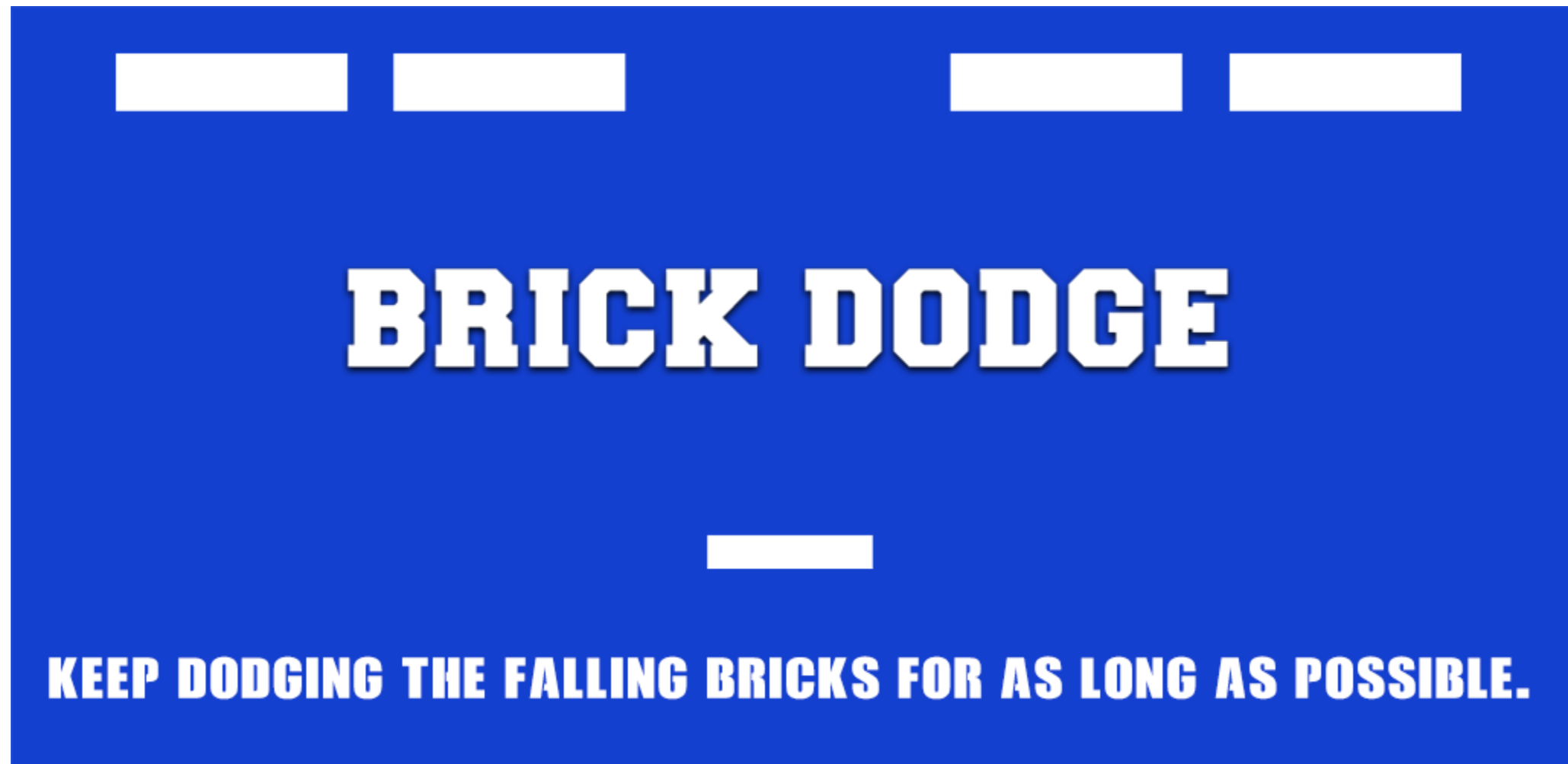


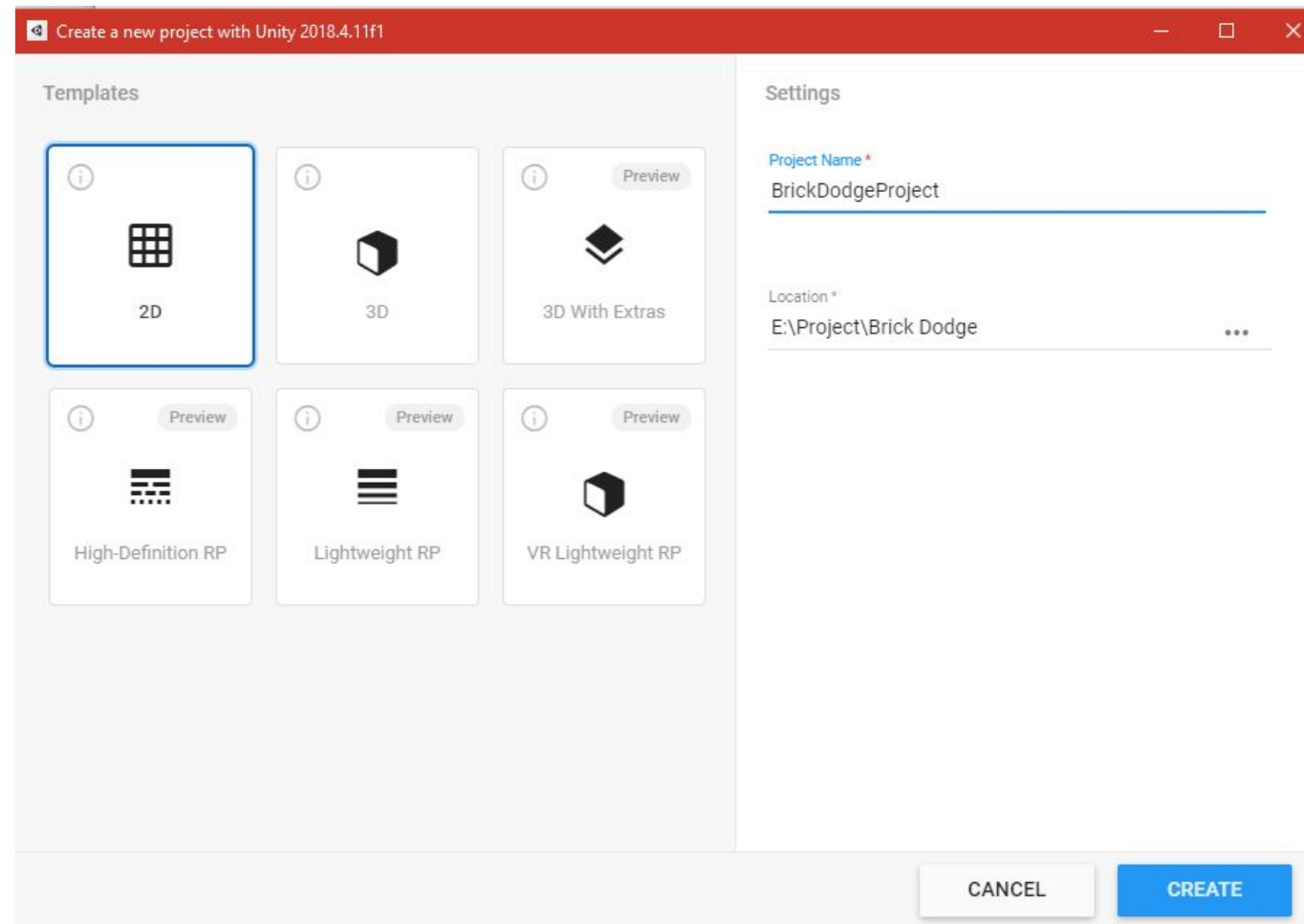
# Brick Dodge

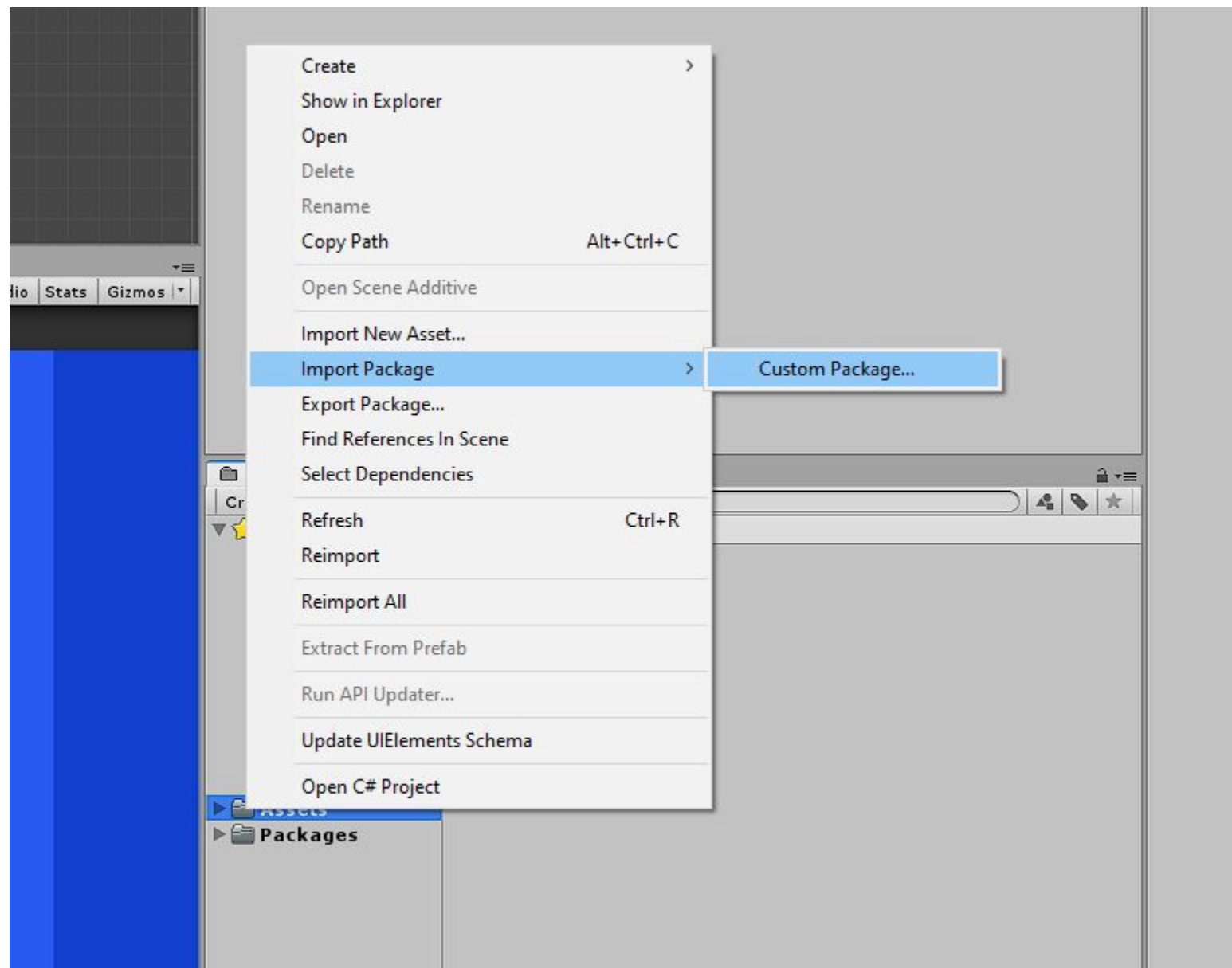
Thank you for purchasing the “**Brick Dodge**” game template.



It is strongly recommended to import this package in an empty project.

Create a new 2D Unity project and import this template.





## Version History

### Version 1.0

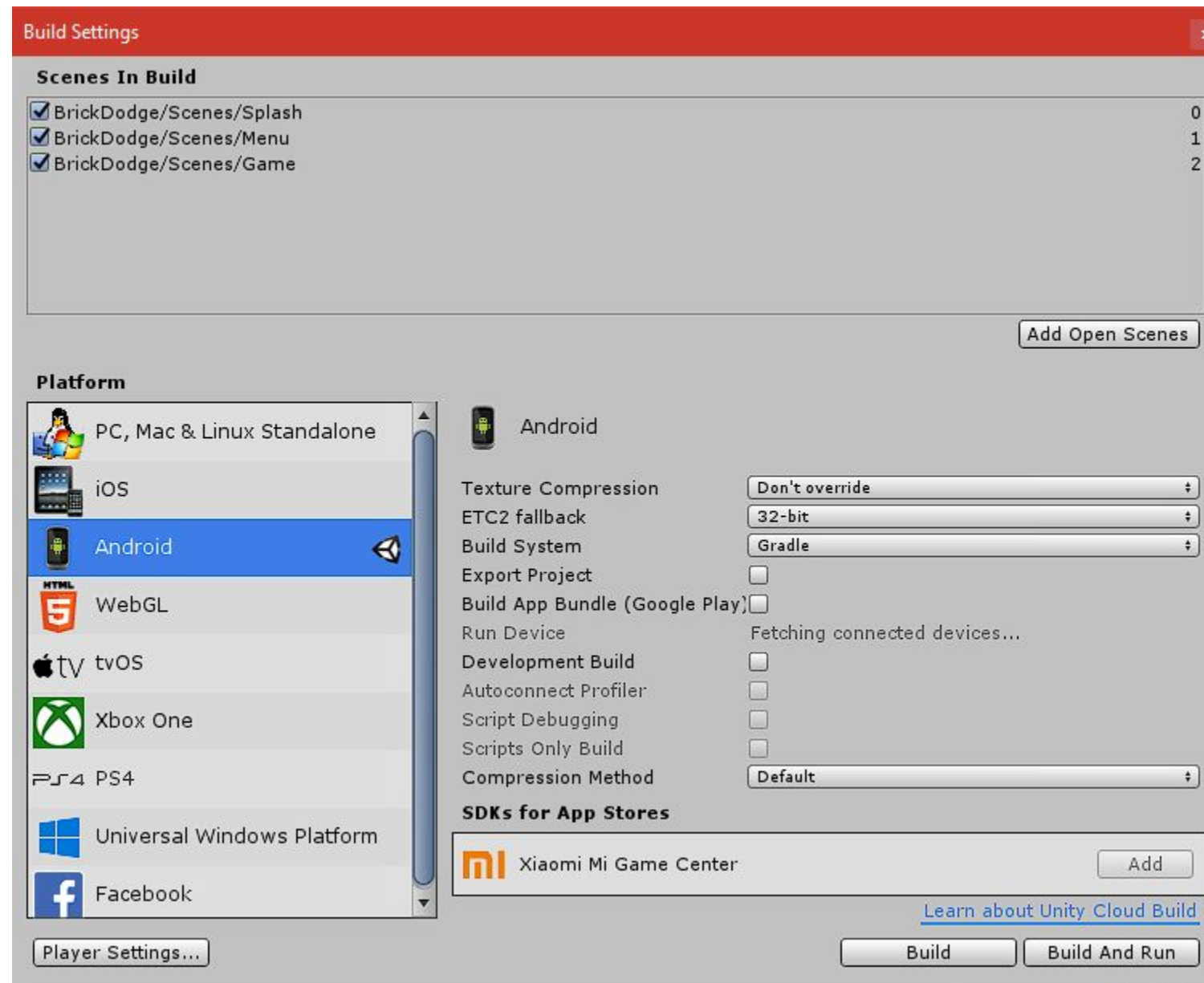
- Initial release.

### Version 1.1

- Upgrade to unity 2018

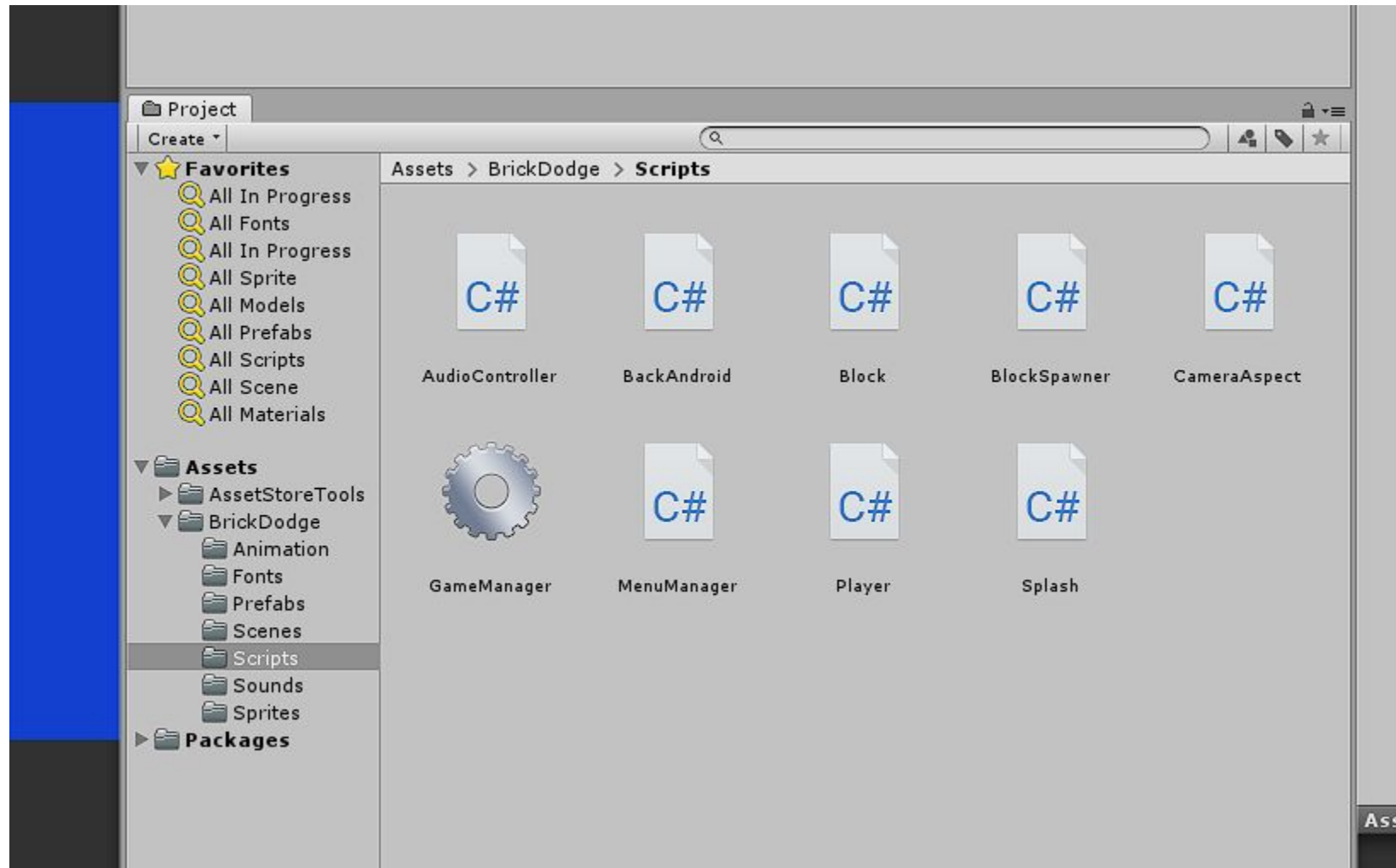
# Build Settings

Make sure you have added these scenes.



# Scripts:

All scripts are under the Scripts folder.



AudioController.cs

A script to control the audio Listener of the game.

BackAndroid.cs

A script to control Android back button.

CameraAspect.cs

A very simple script to set the aspect of the camera for any resolution.

GameManager.cs

This script is attached to the GameObject "GameManager" and set score high score and slow motion.

Block.cs

A script for block gravity and speed .

BlockSpawner.cs

A Script for build Block and their location.

MenuManager.cs

A script to show Score and Highscore in menu and ....

Player.cs

This script is attached to the GameObject "Player" and is in charge of detecting the input and moving the player and collisions detection.

Splash.cs

Show Company logo.

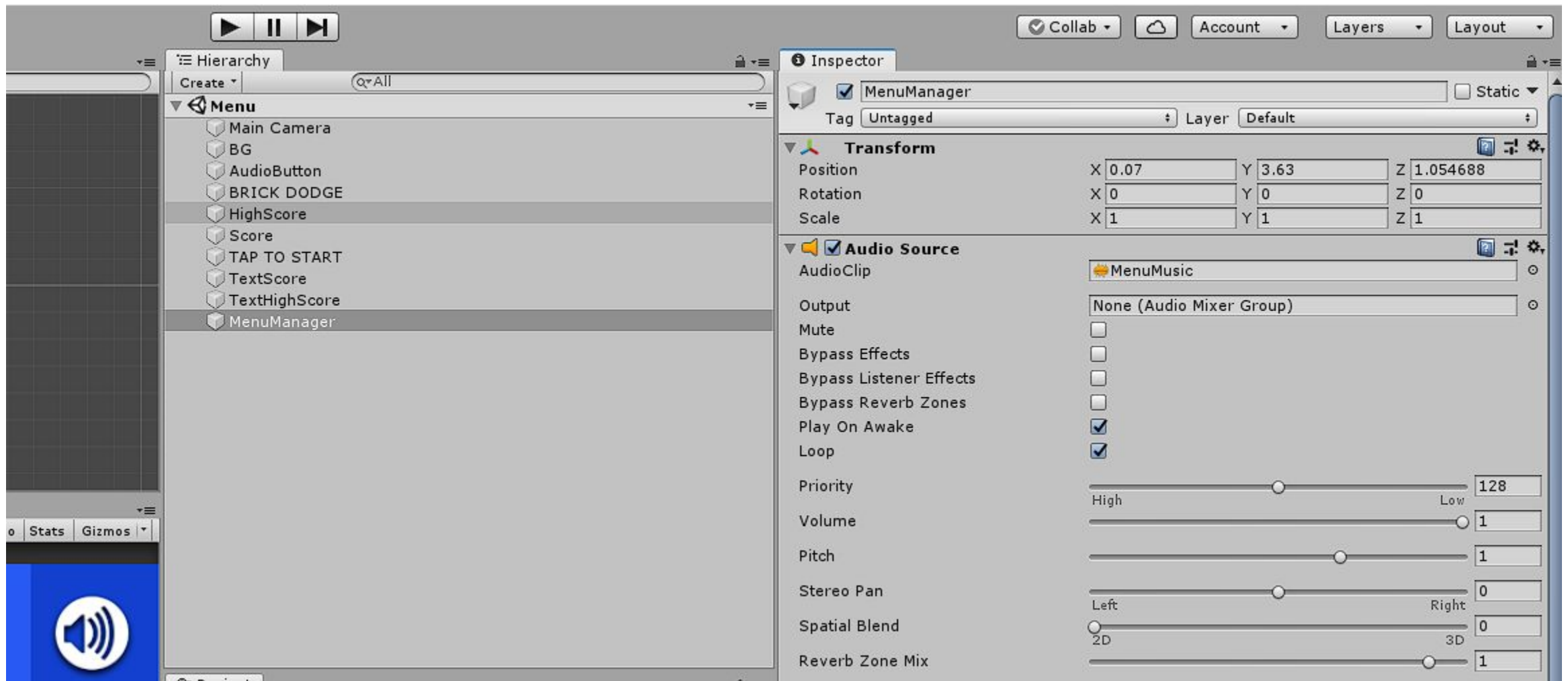
# Music and FXs:

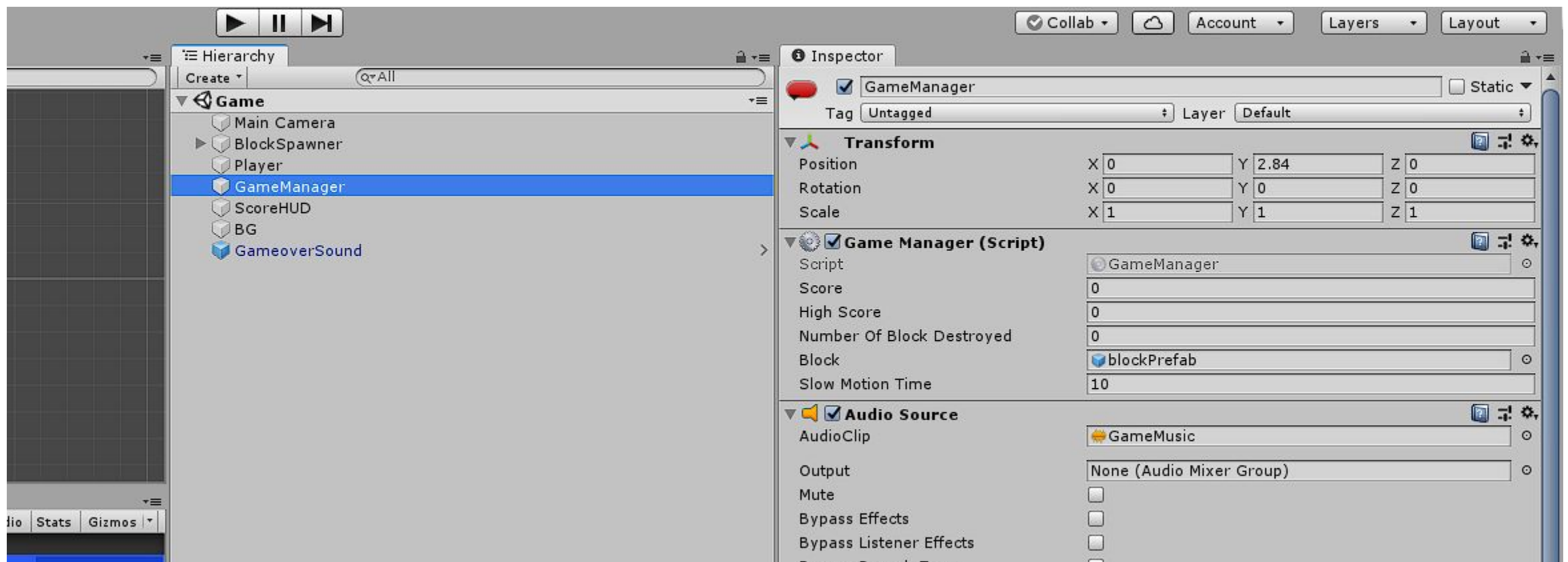
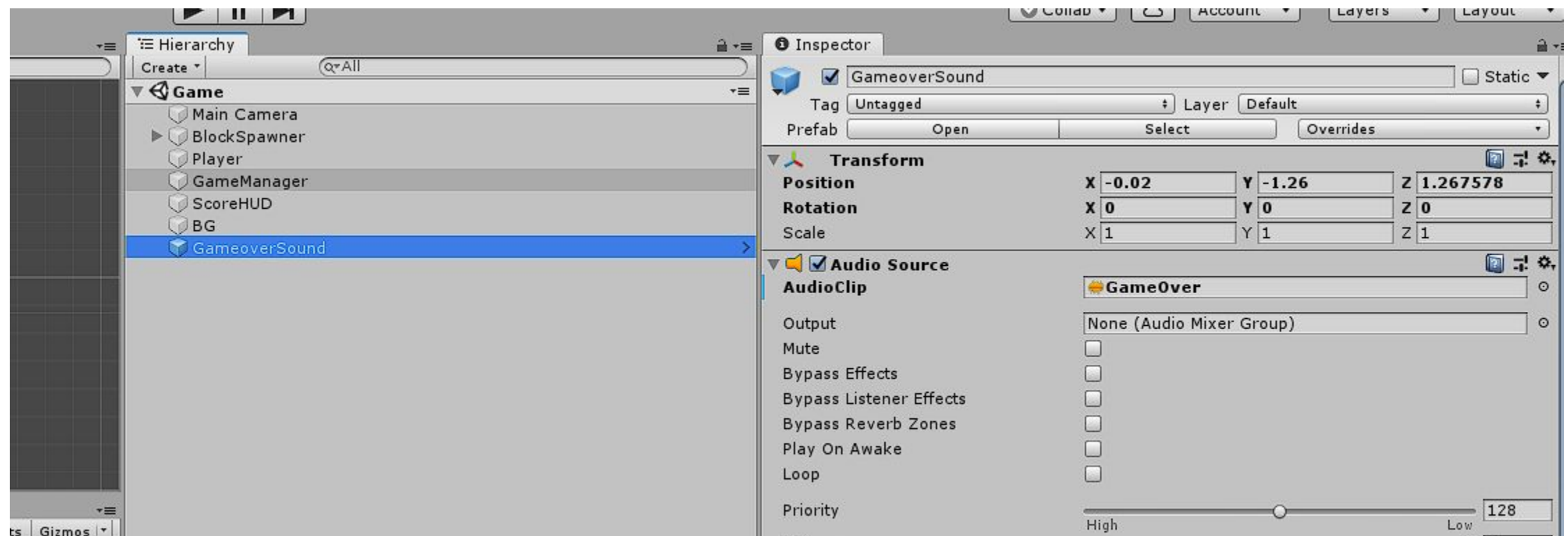
To change background sound in the menu open the "Menu" scene and find and click on the GameObject "MenuManager" and add your Audio Clip in the "AudioClip" field in inspector.

To change background sound in the "Game" scene, find and click on the GameObject "GameManager" and add your Audio Clip in the "AudioClip" field in inspector.

To change gameover sound in the "Game" scene, find and click on GameObject "GameOverSound" and add your audio clip in the AudioClip field in inspector (see below pictures).

**Important note:** All of the sounds that are used in the game are in the Sounds folder.







# Reskin:

All of the images that are used in the game are in the Sprites folder. You can replace the default images with the new ones that you want.

**Important note:** For changing the game's default images, new images should have the same size and name as default ones.

## Support:

Email us at: [digismile.co.nz@gmail.com](mailto:digismile.co.nz@gmail.com)