

# ASSET DOCUMENTATION

---

ASSET NAME: **ENDLESS TURNS - GAME TEMPLATE**

PUBLISHER: **SGLIB GAMES**

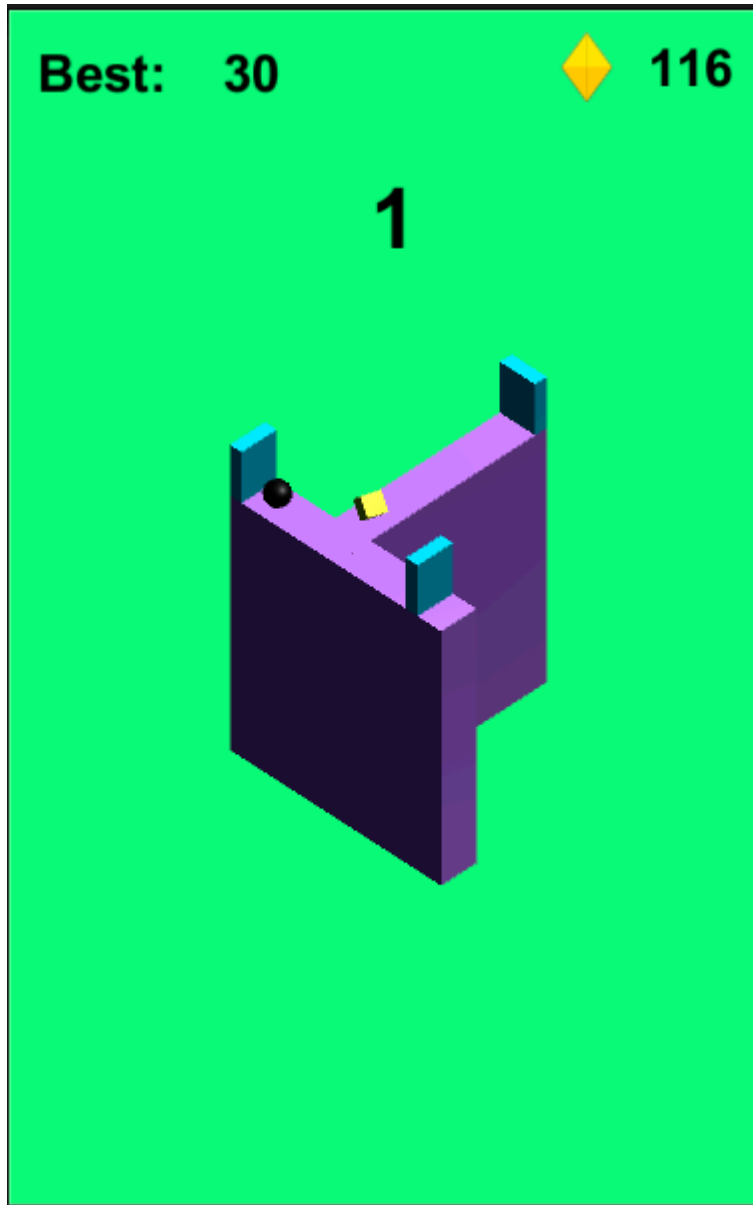
EMAIL: **sglib.games@gmail.com**

DOCUMENTATION VERSION: **1.0**

---

*Thank you for purchasing our asset! We always try to provide the best service as we can! If you have any questions or suggestions please email us!*

## 1. INTRODUCTION



Endless Turns is a complete Unity template of a fully functioning game ready for release. The game is simple yet very fun and addictive and is optimized for touch devices.

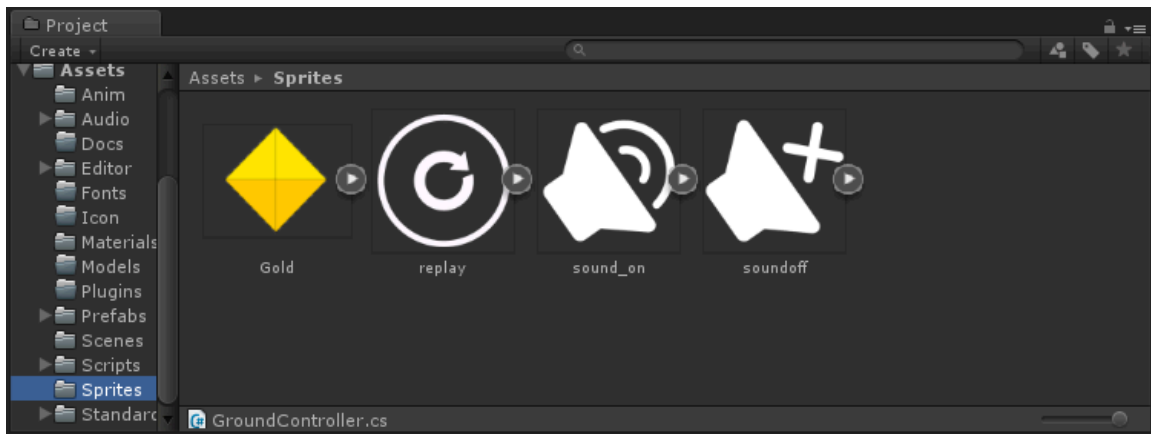
### HOW TO PLAY:

Tap at the right moment to make the ball turn to the next path, collect gold. One mistake and you die! Simple as that!

## 2. HOW TO RESKIN

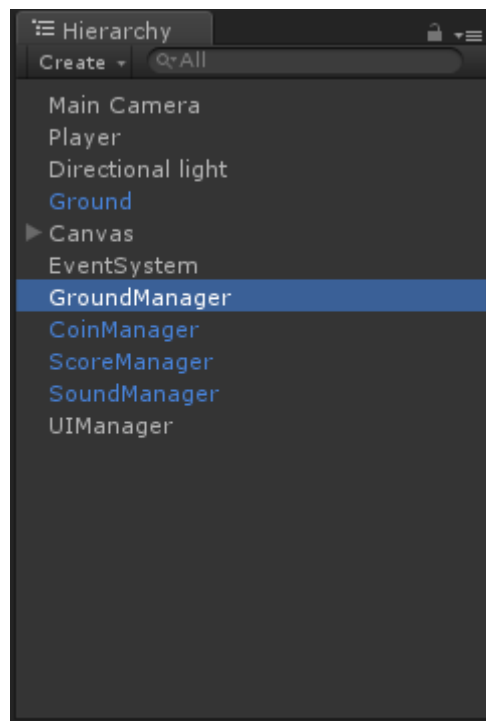
### 3.1 Sprites

All the sprites used in this game are stored in folder Asset/Sprites. You can replaced them with your own sprites as long as new sprites have same sizes as the replaced ones.

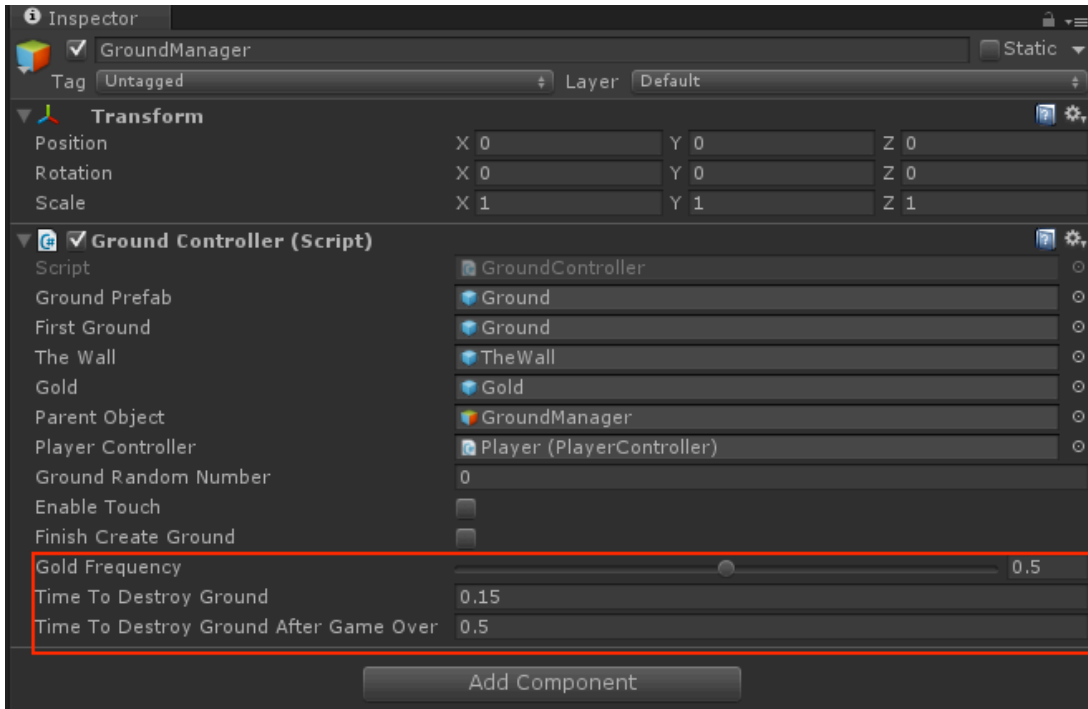


### 3.2 Game parameters

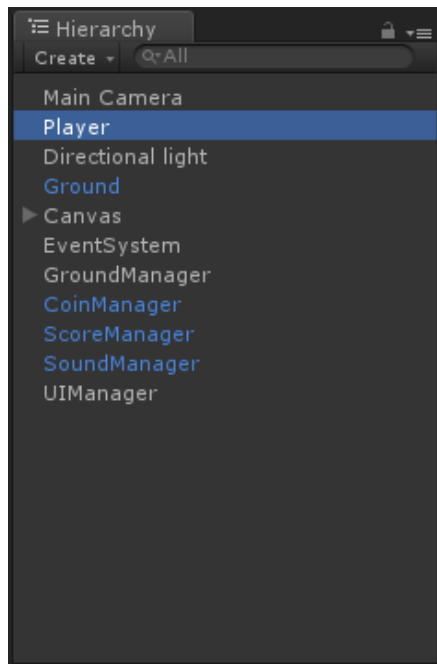
*GroundController.*



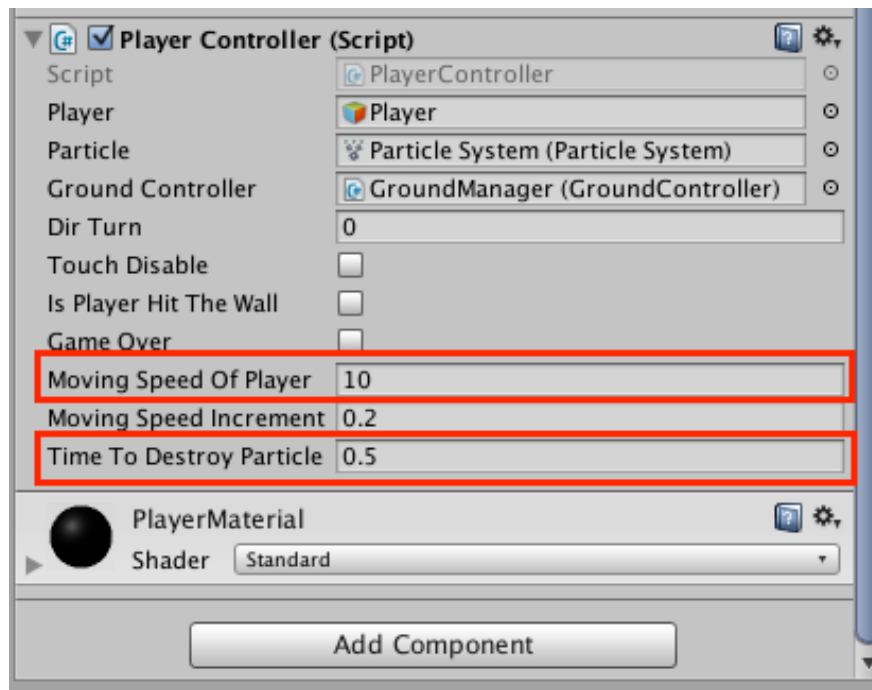
You can increase or decrease the appearing frequency of gold, change the time to destroy ground and time to destroy ground after game over.



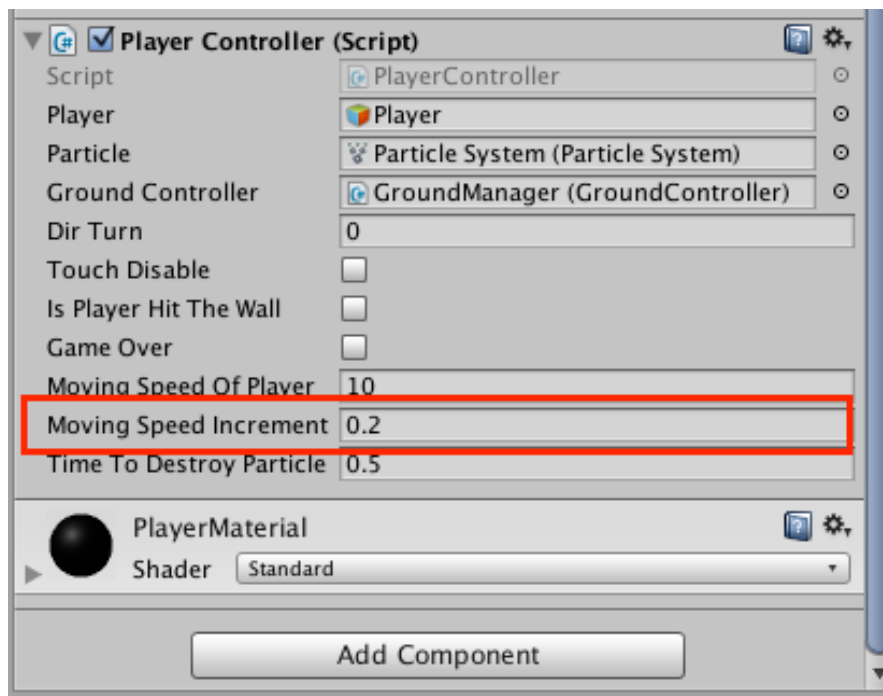
## ***PlayerController***



You can increase or decrease the moving speed of player, change how long particle can survive.

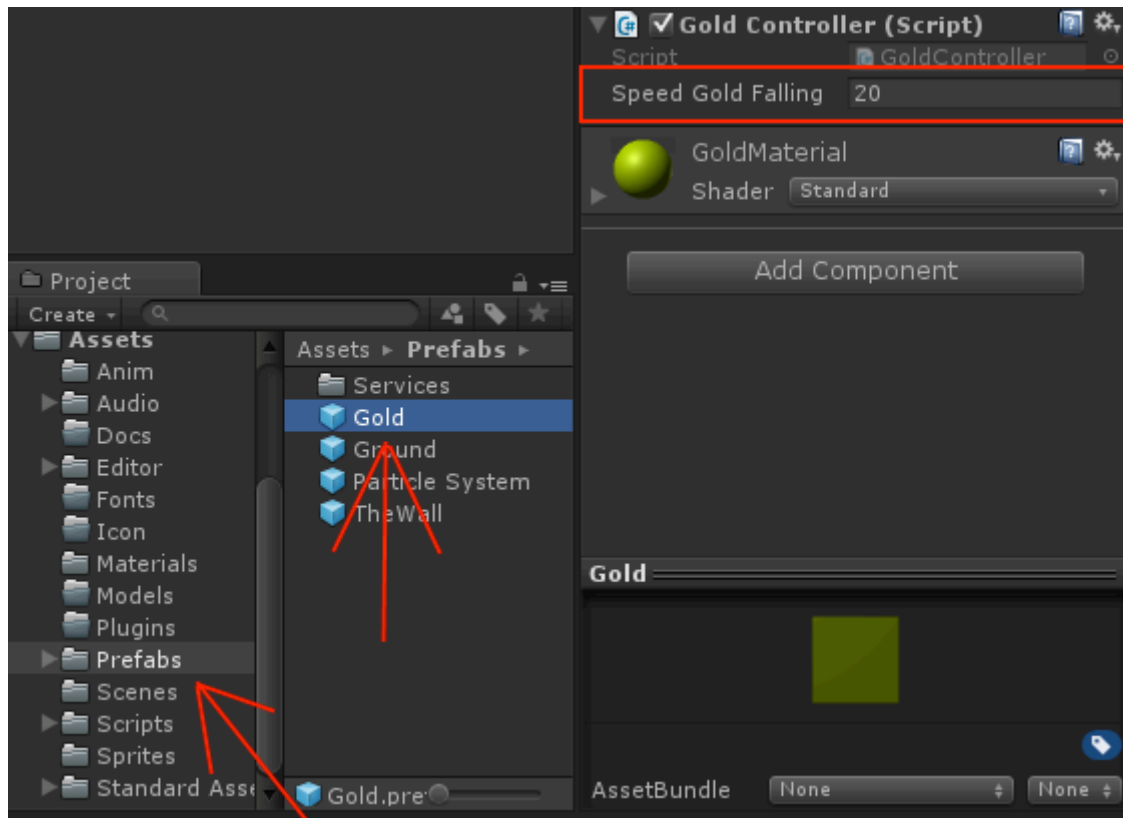


After each score, the moving speed of the ball will be increased a little bit, you can adjust this value (Moving Speed Increment) to control how difficult the game can grow into.



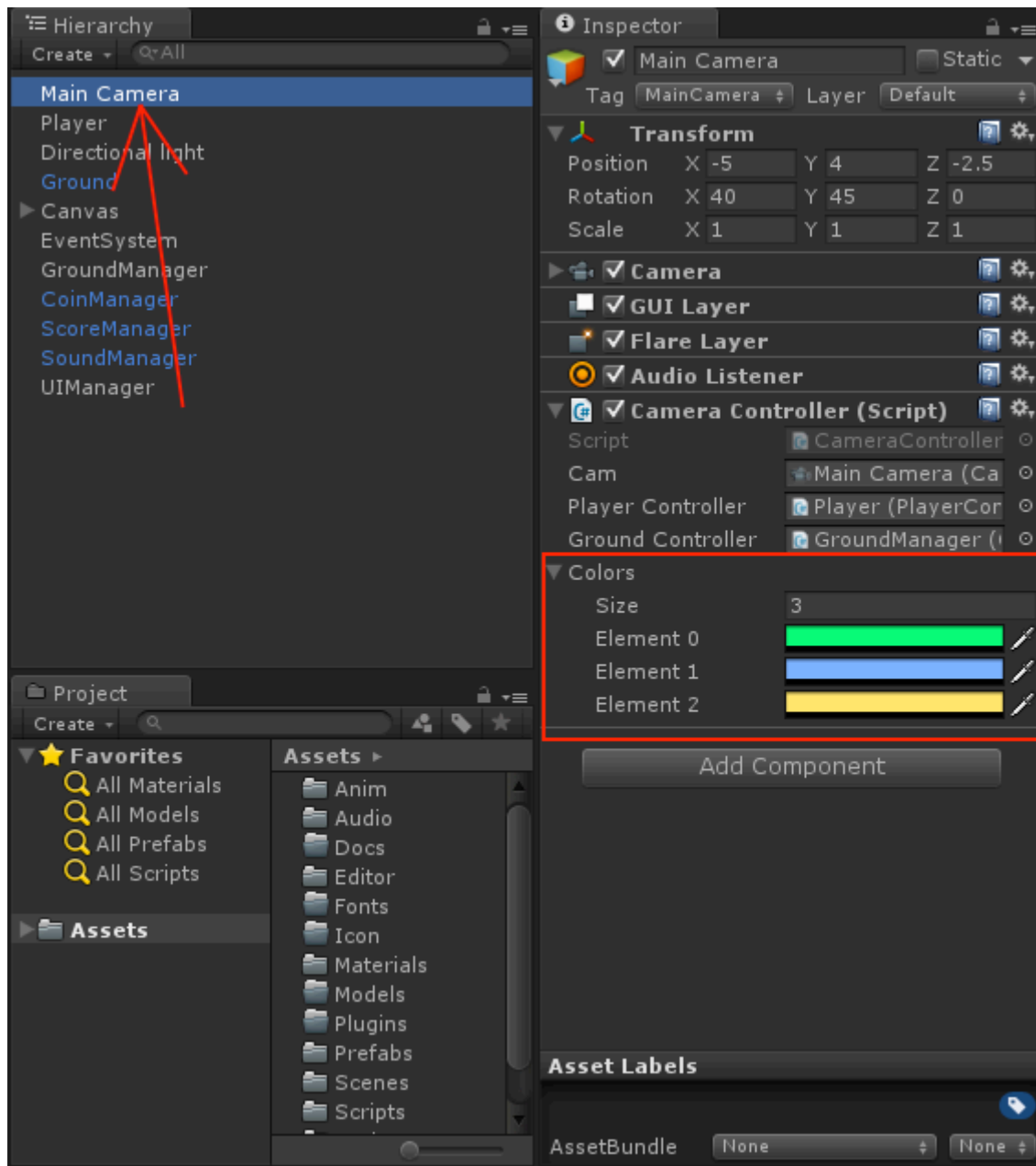
### ***Gold:***

You can increase or decrease the falling speed of gold (if they hadn't been collected after game over).



### ***Background color.***

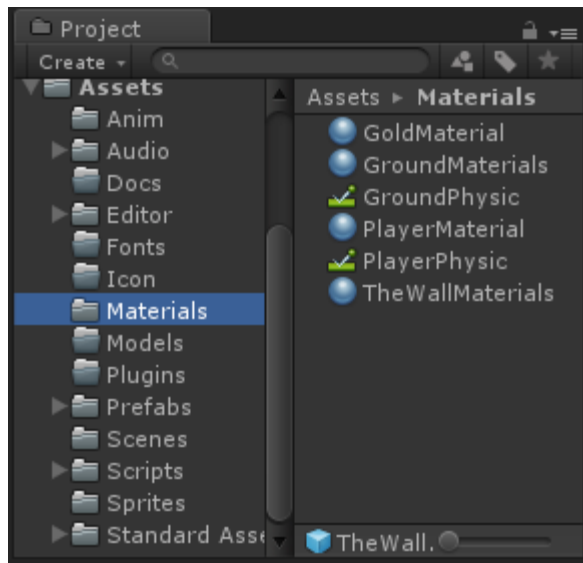
You can resize value of Colors in Main Camera and change to any color you want, color of background will random by array color that you change.



### 3.2 Materials and Particle

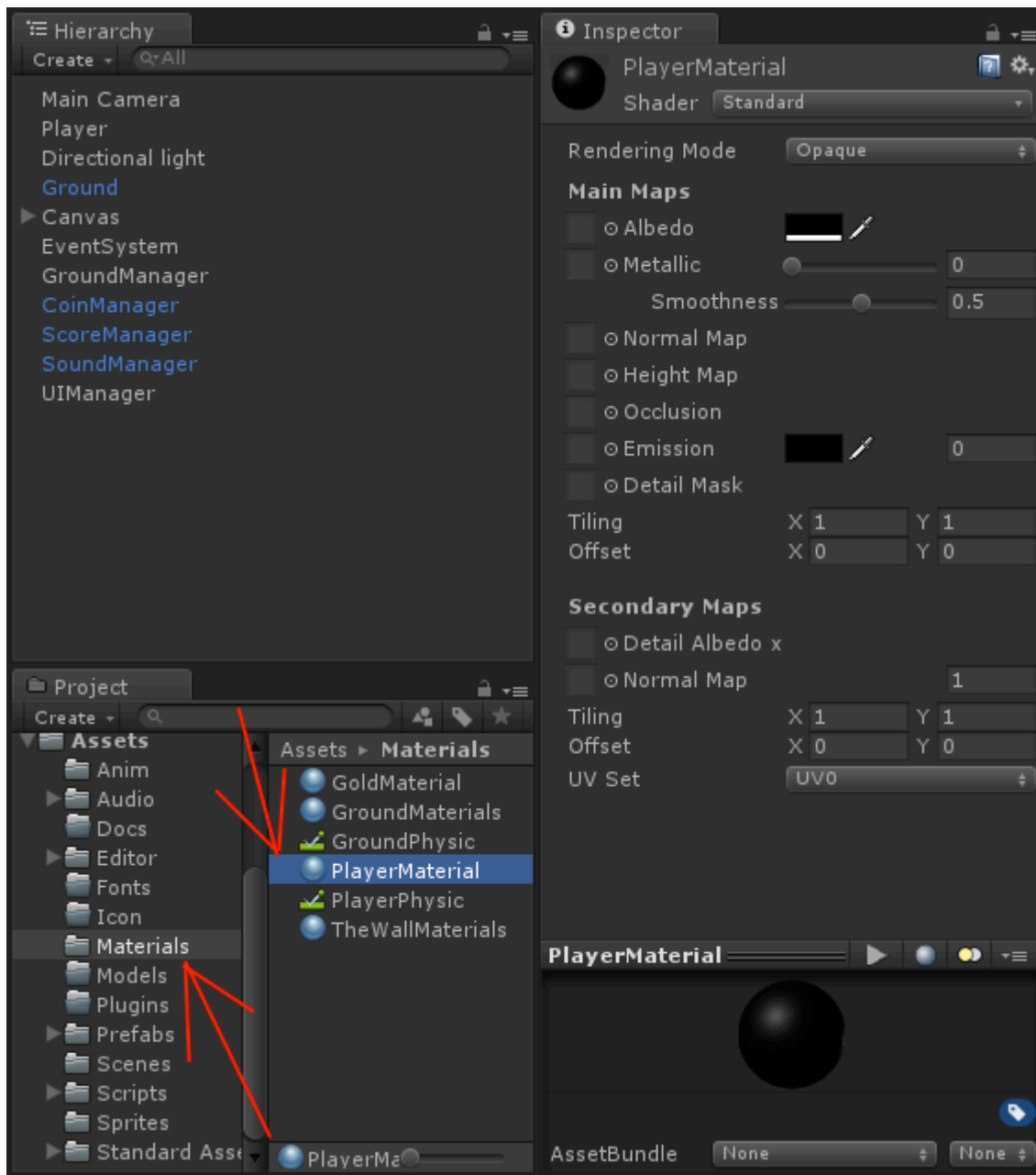
#### ***Materials:***

All the materials used in this game are stored in folder Asset/Materials. You can replace them with your own materials or texture.

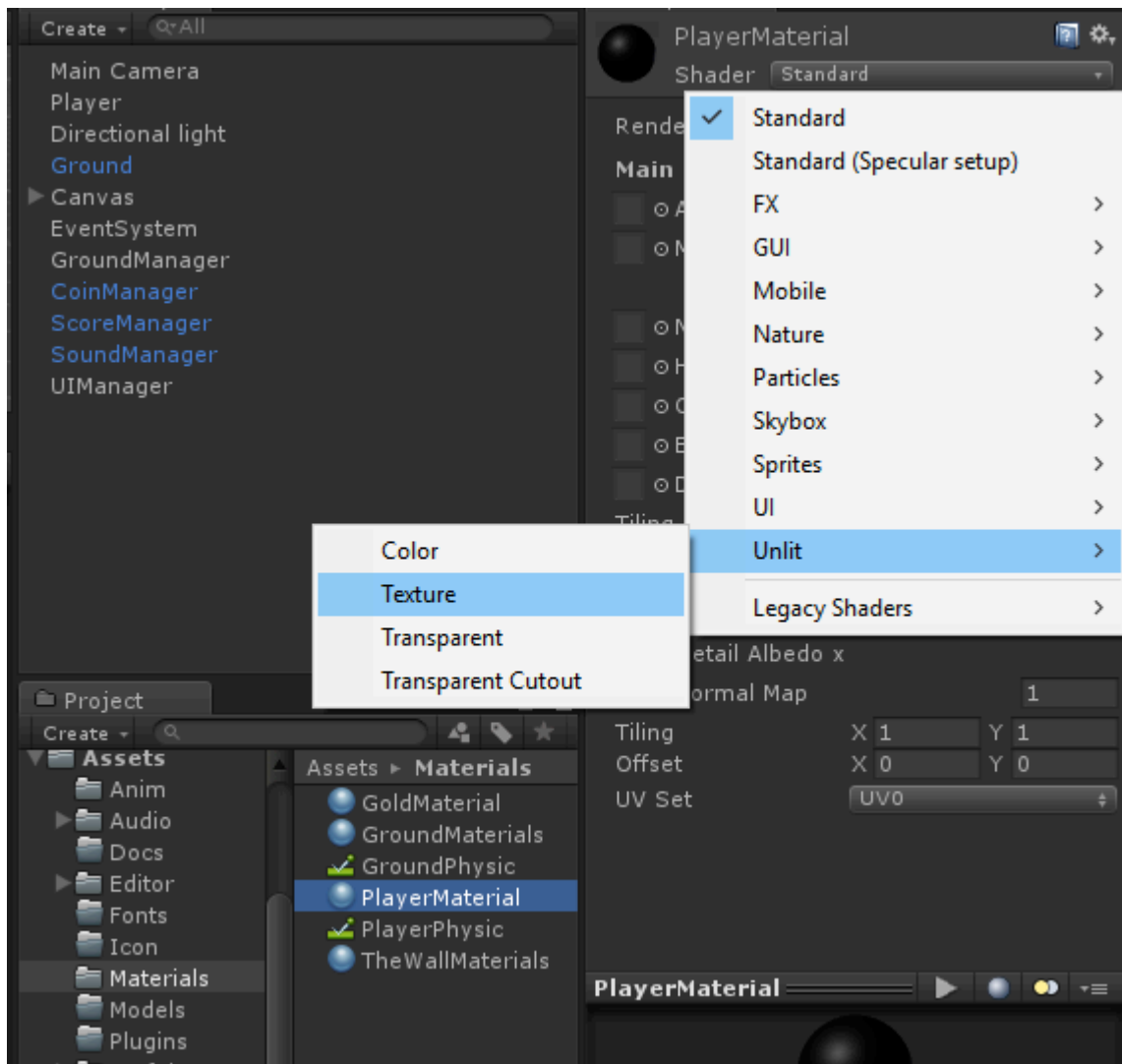


For example: You can replace default material of the player by your texture:

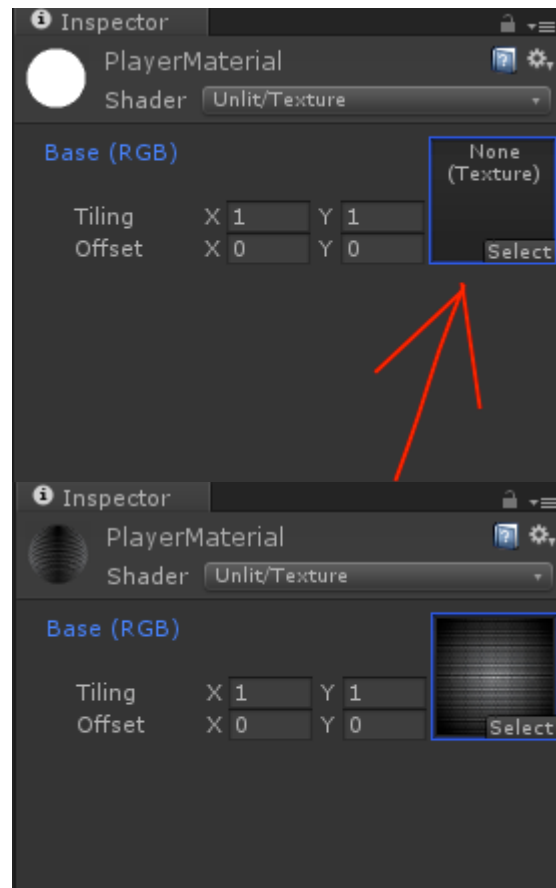




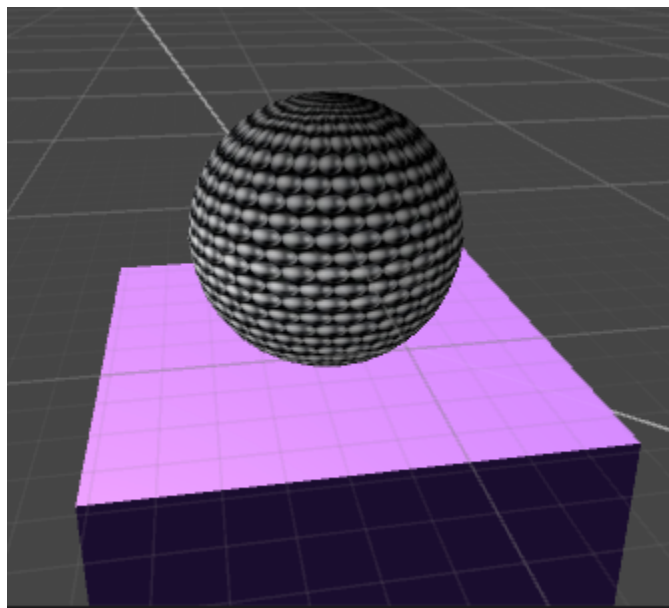
Select Shader → Unlit→Texture



And now, you can change default texture of player by any texture you want



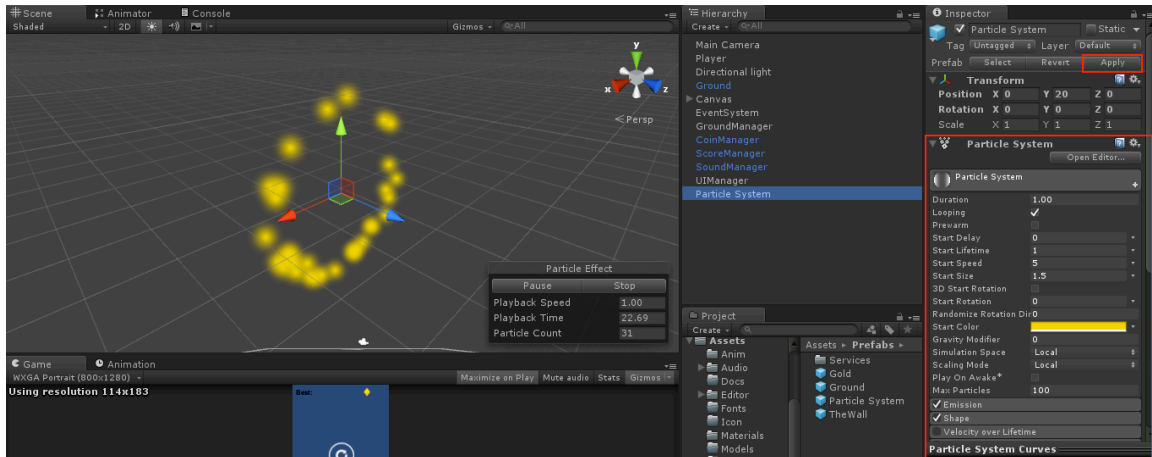
Here your player after change material by texture



Similar to GoldMaterial, GroundMaterial, and TheWallMaterial

### ***Particle:***

Here the particle when the player hit the gold



You can change parameters of it and hit Apply to make change confirmed.

**THANK YOU FOR BUYING OUR ASSET!**  
**GOOD LUCK WITH YOUR GAMES!**