

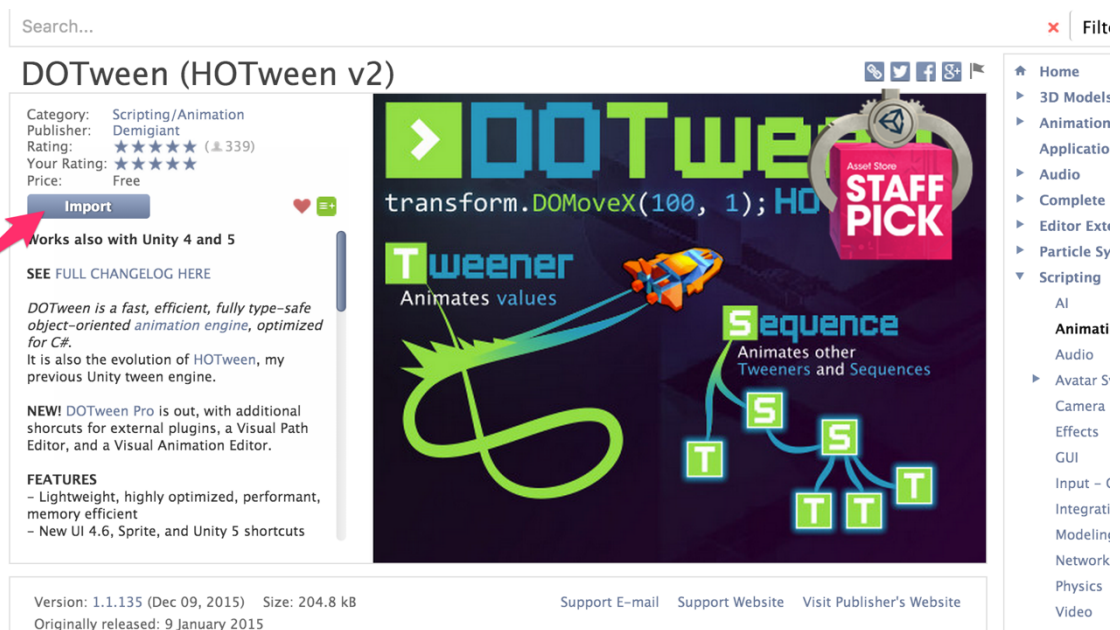
Thanks for your purchase.

First of all, you have to get [DOTWEEN](http://u3d.as/aZ1) from the Asset Store :

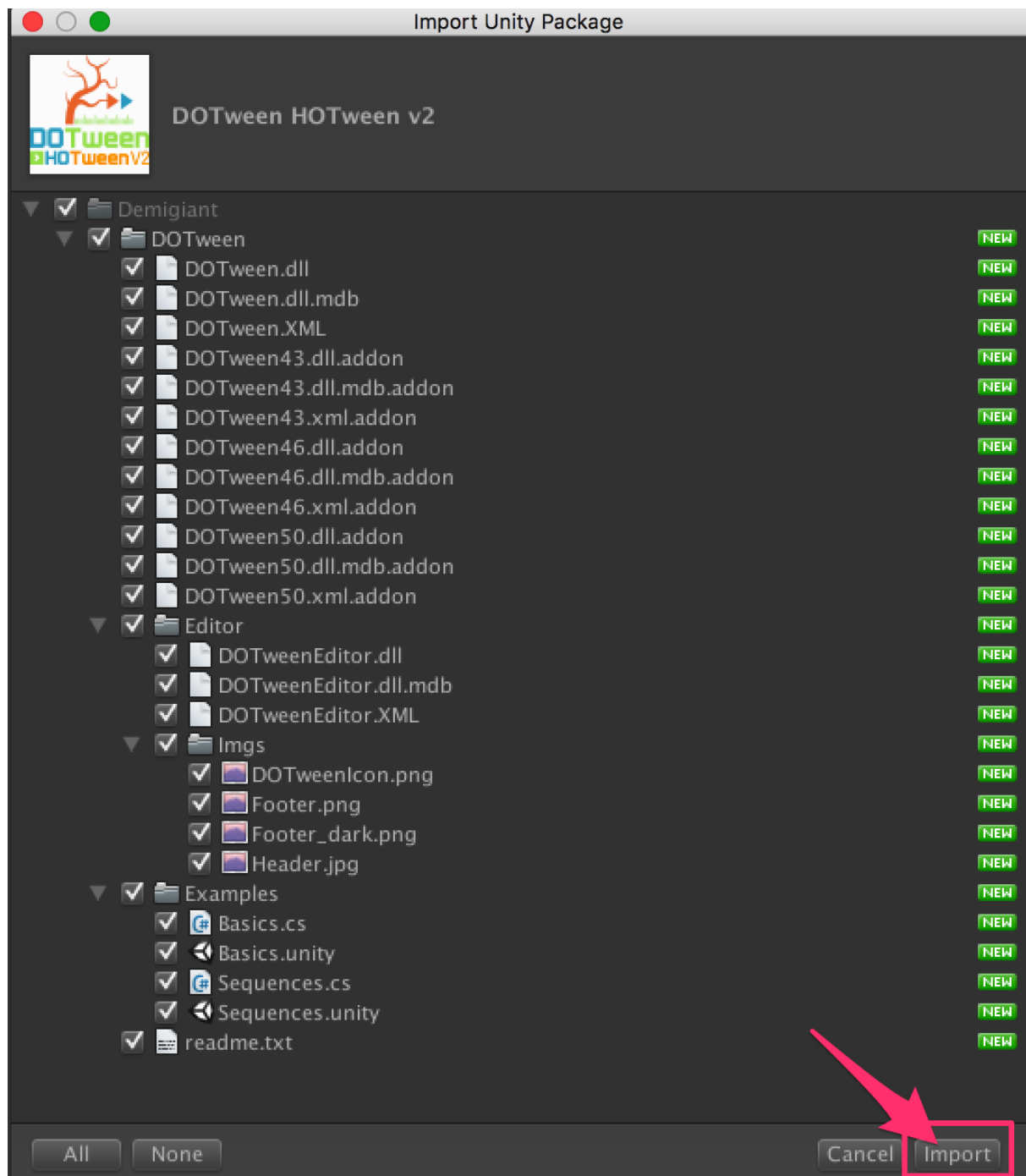
<http://u3d.as/aZ1>

(it's free)

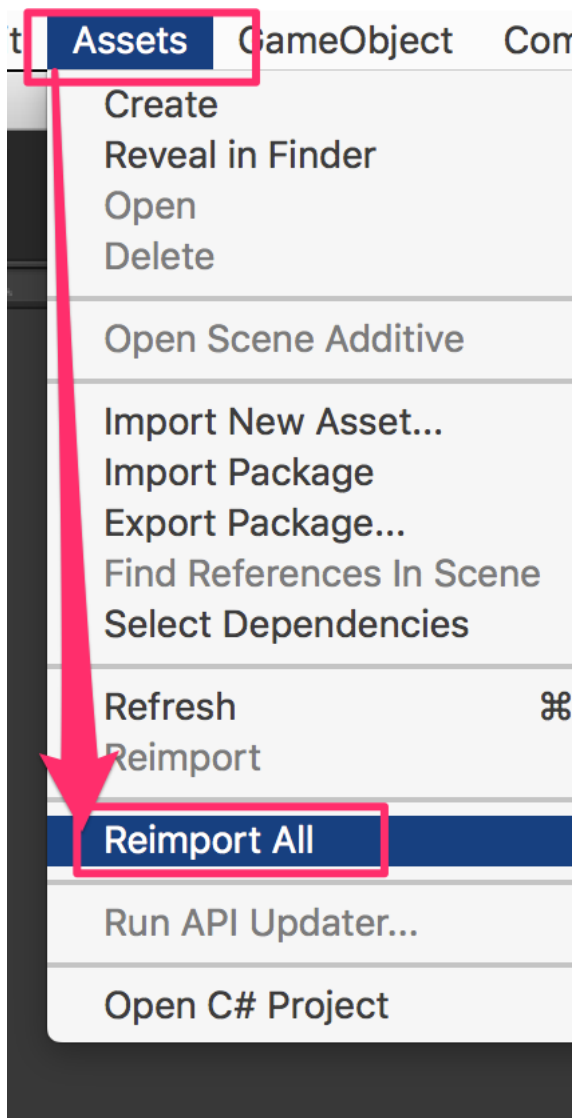
1/ Import Dotween from the asset store : <http://u3d.as/aZ1>



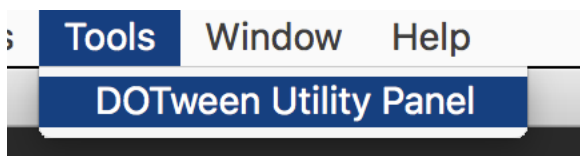
2/ Import the package into Unity



3/If you don't see the « Tools » in the top of the Unity Screen, please do this :



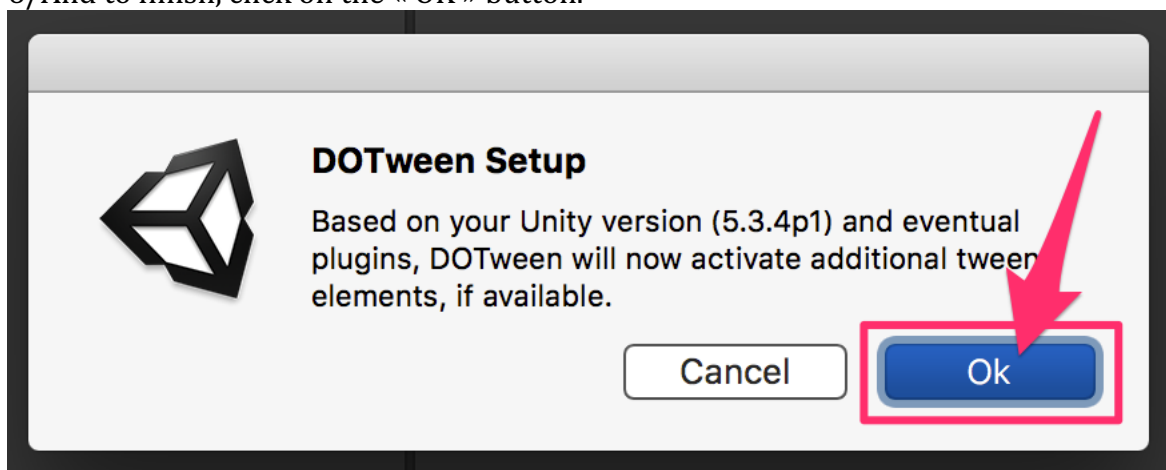
4/Now you have the « Tools ». Open it and click on « DOTween Utility Panel ».



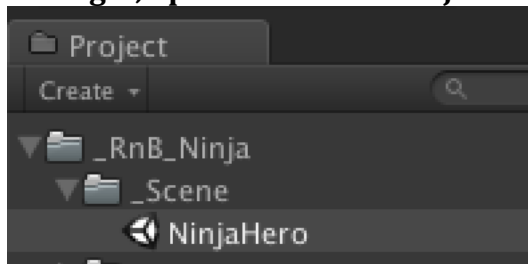
5/Click on « Setup DOTween ».



6/And to finish, click on the « OK » button.

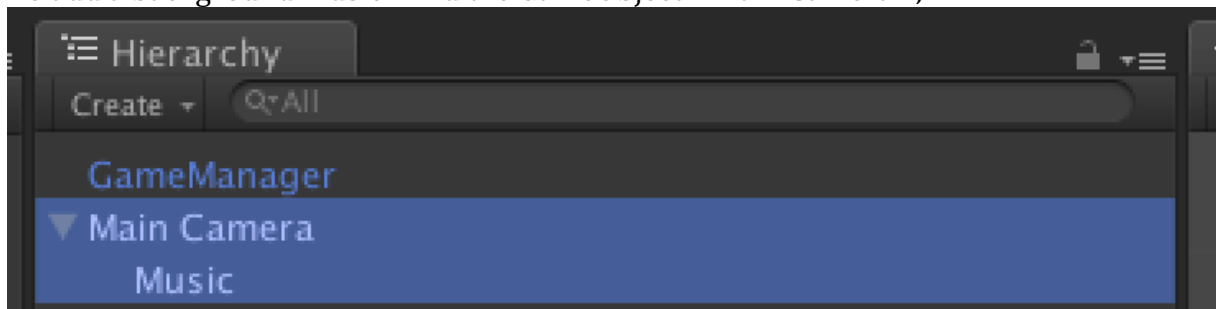


To begin, open the scene «NinjaHero».

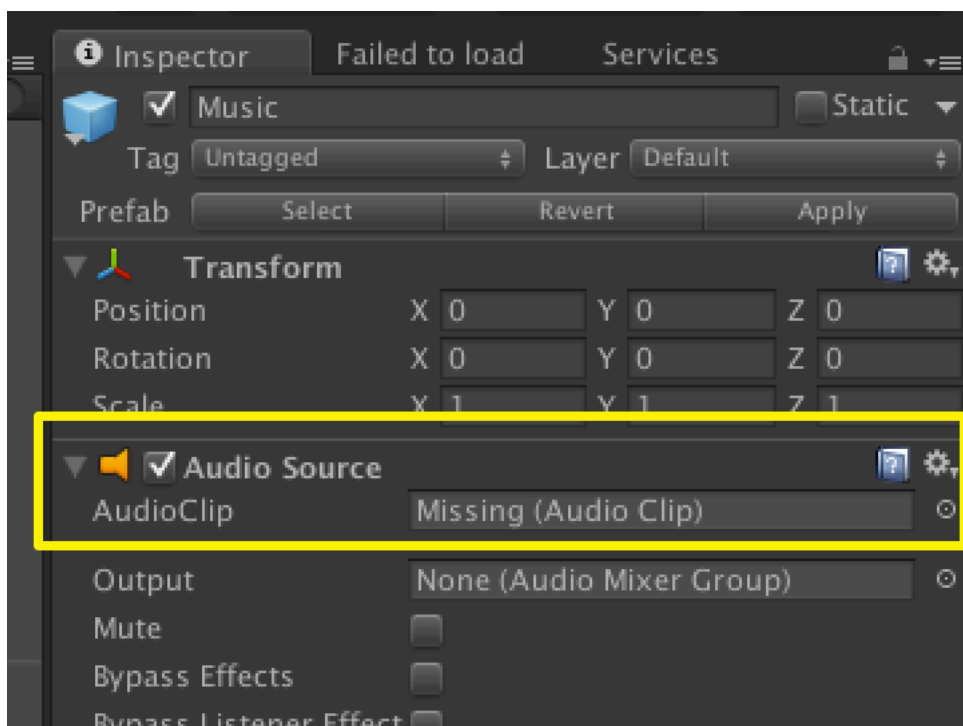


1 - Music:

To add a background music: Find the GameObject « Main Camera »,

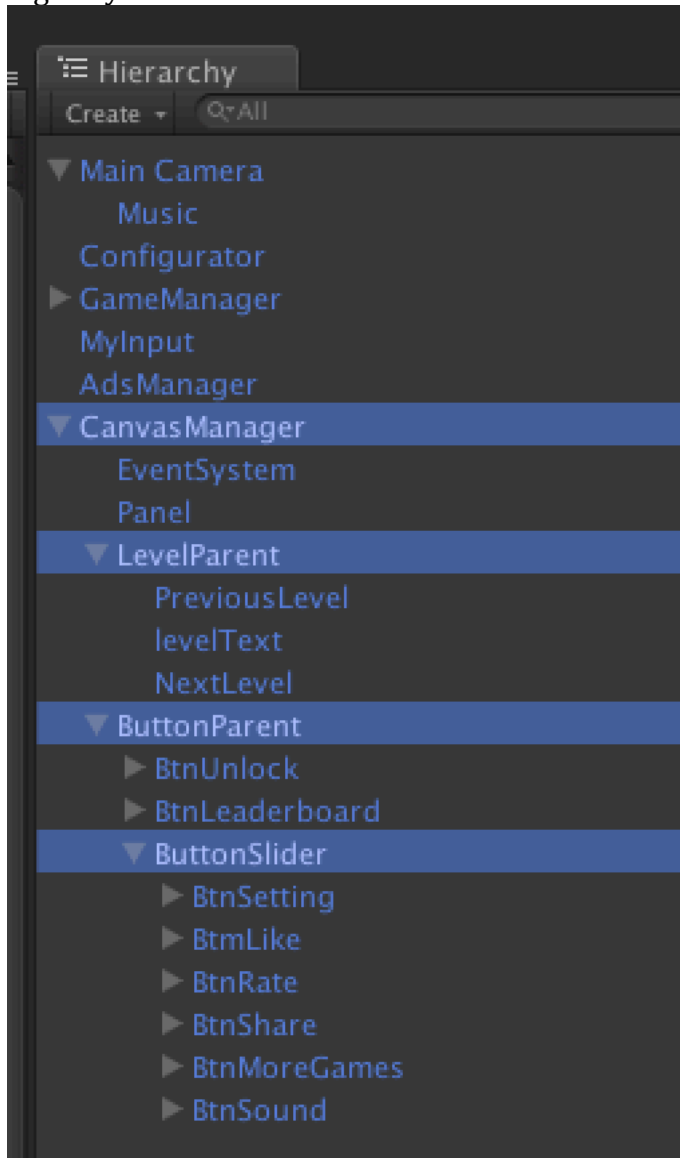


and add your music to his child « Music ».

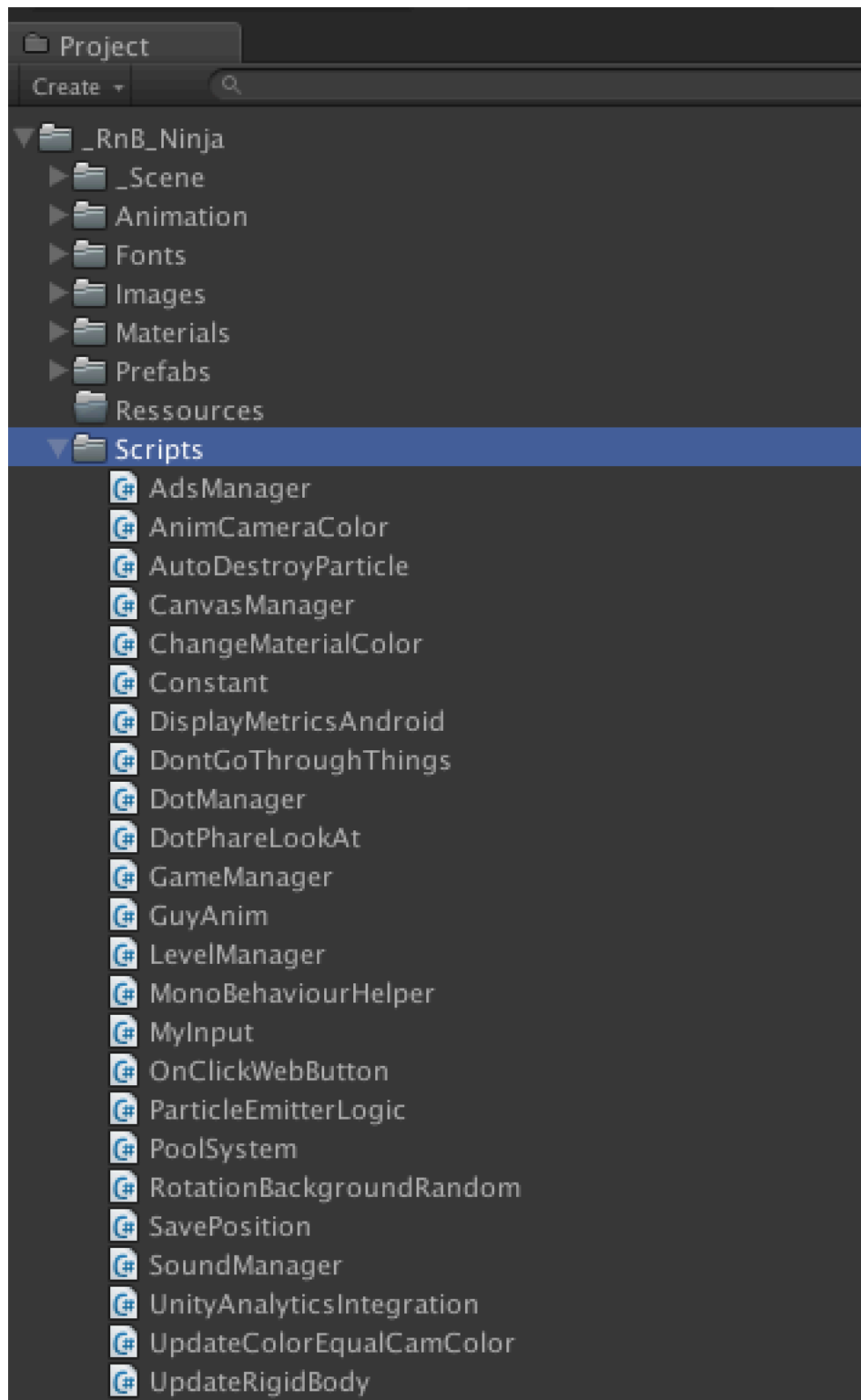


2- Menu:

The menu is in the GameObject « CanvasManager ». Check the childs, they are named logically.

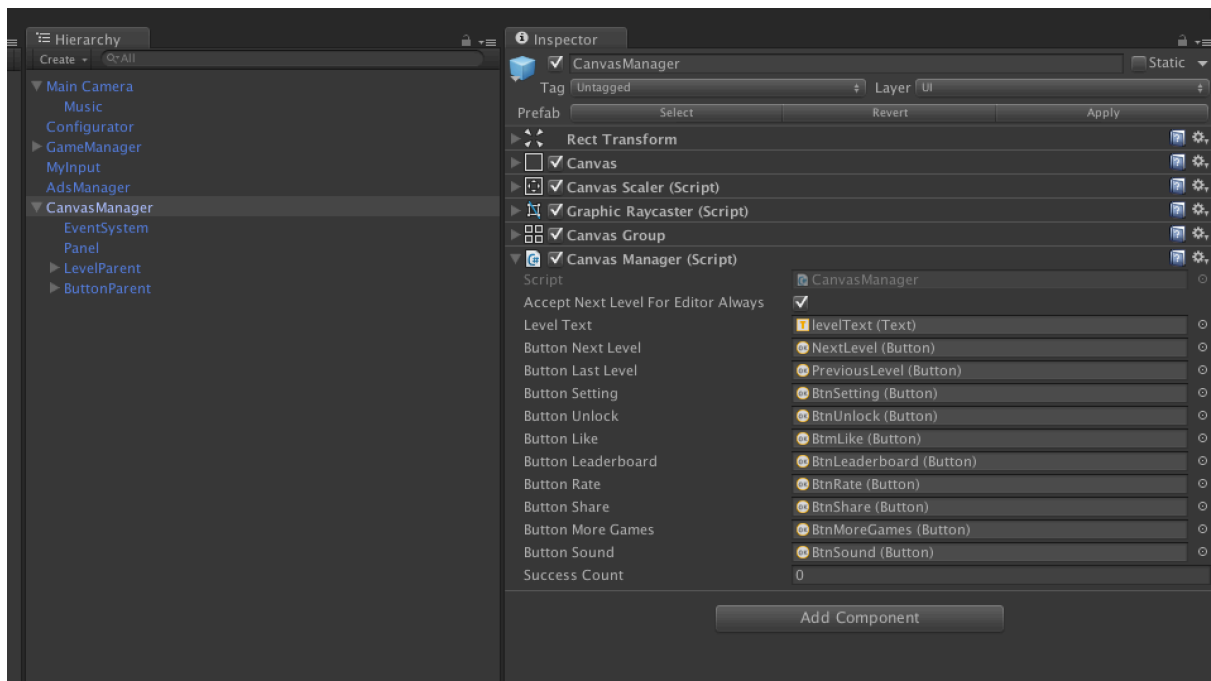


3 - Scripts:



CanvasManager.cs:

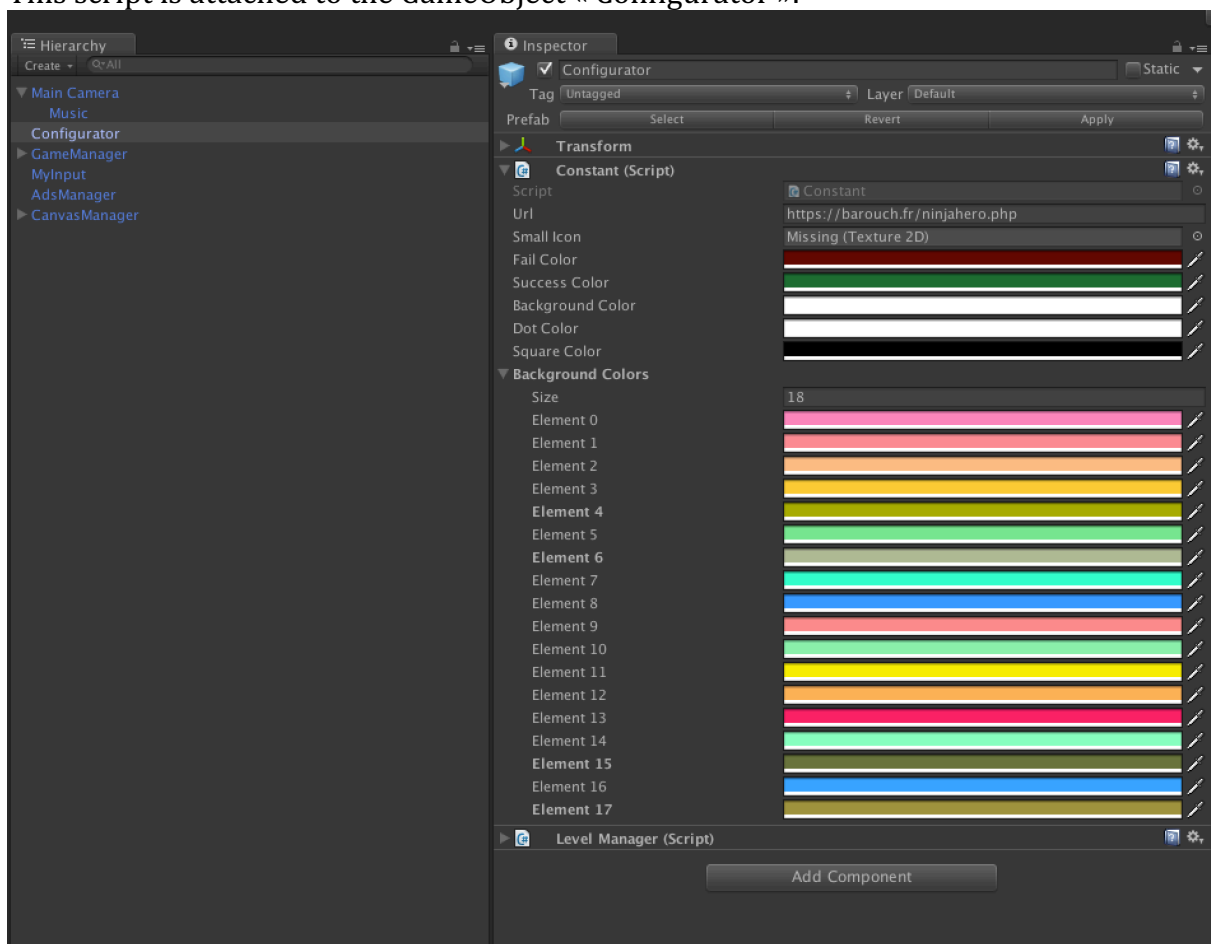
This script is attached to the GameObject « CanvasManager ».



Constant.cs:

Some constants use in the app.

This script is attached to the GameObject « Configurator ».

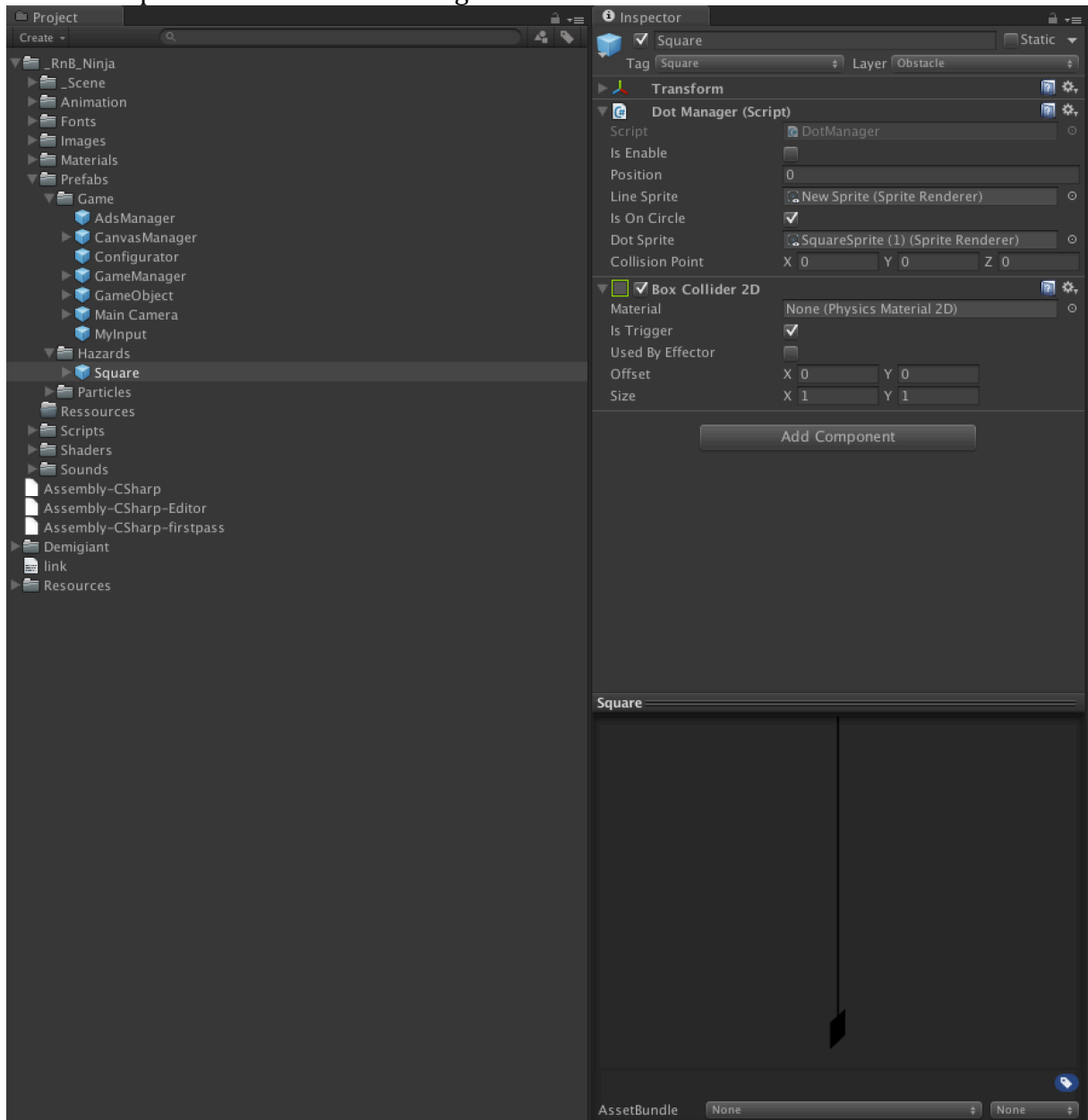


You can change all the color in this game object :

- * Fail color
- * Success Color
- * Background Color
- * Dot Color
- * Background Colors

DotManager.cs:

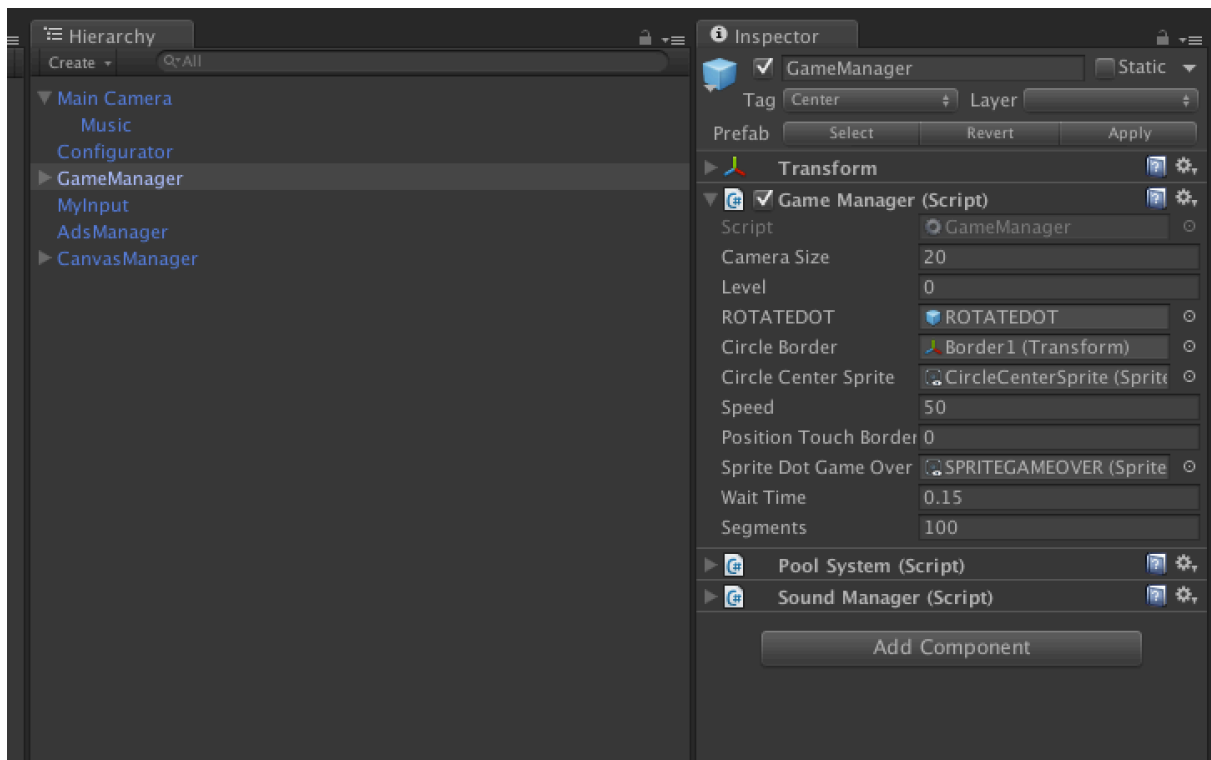
All the dot prefabs have a « DotManager.cs » attached.



This script is responsible to detect collision, enable the hazard type (write or black, write to destroy, black to avoid).

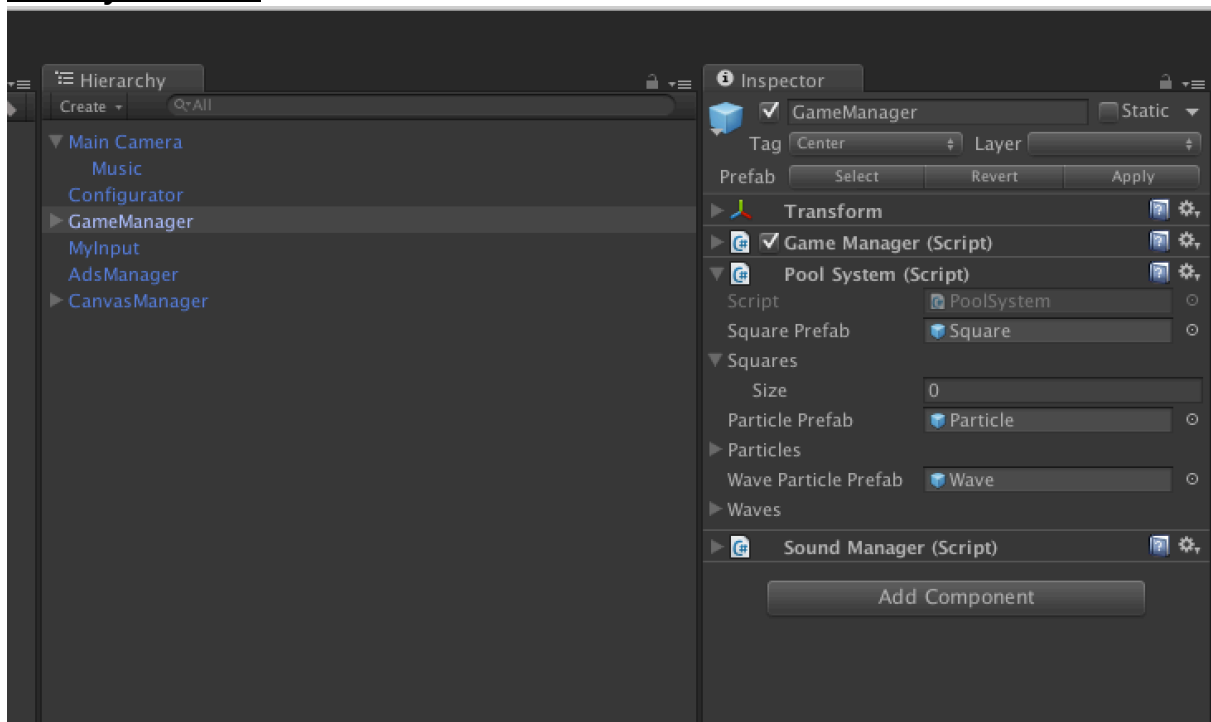
GameManager.cs:

This script is attached to the GameObject « GameManager ».



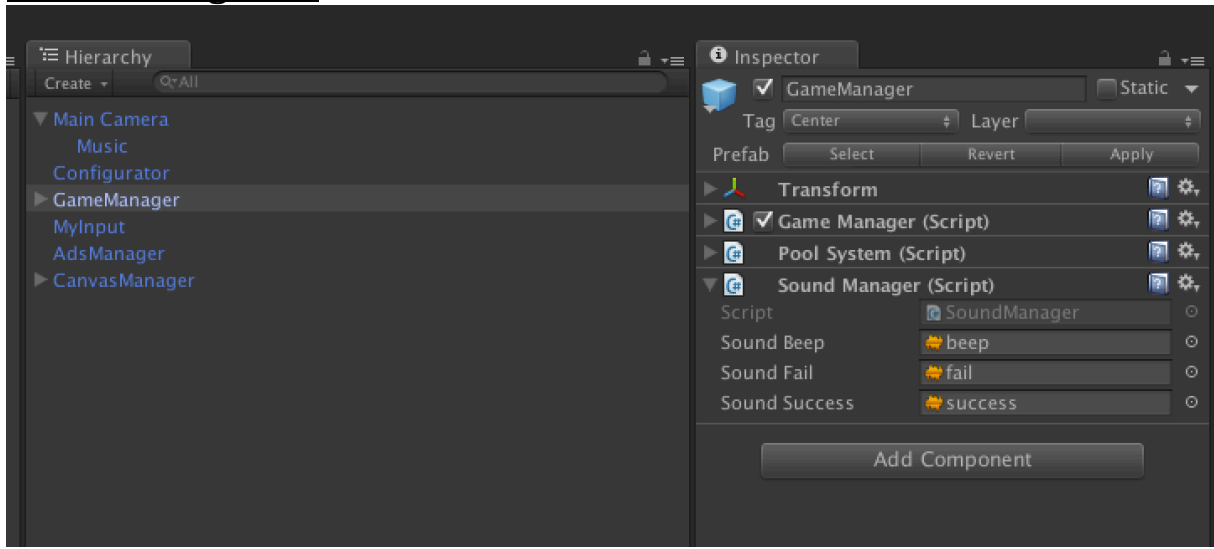
This script is responsible to create game, and detect all the event in the game : Success / Game Over.

PoolSystem.cs:



Instantiate and destroy prefabs are not good. So we use this to do that to simple enable and disable prefabs. Search on google « Object pooling » or write me if you want to understand the principle.

SoundManager.cs:



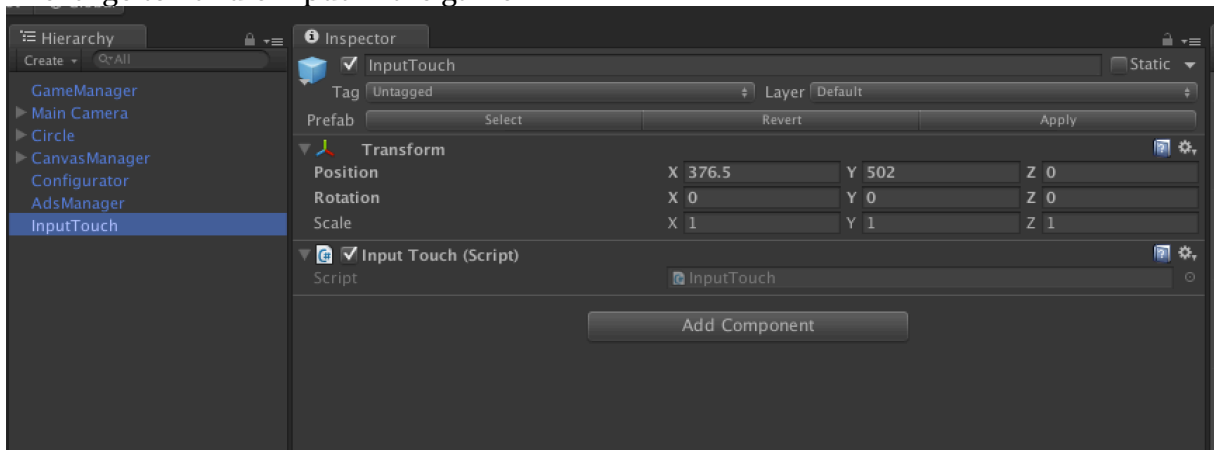
Responsible to play all the FX in the game.
If you want to change them, do it here.

MonobehaviorHelper.cs:

Some class (like CanvasManager, GameManager..) derives from this class to have clearer code.

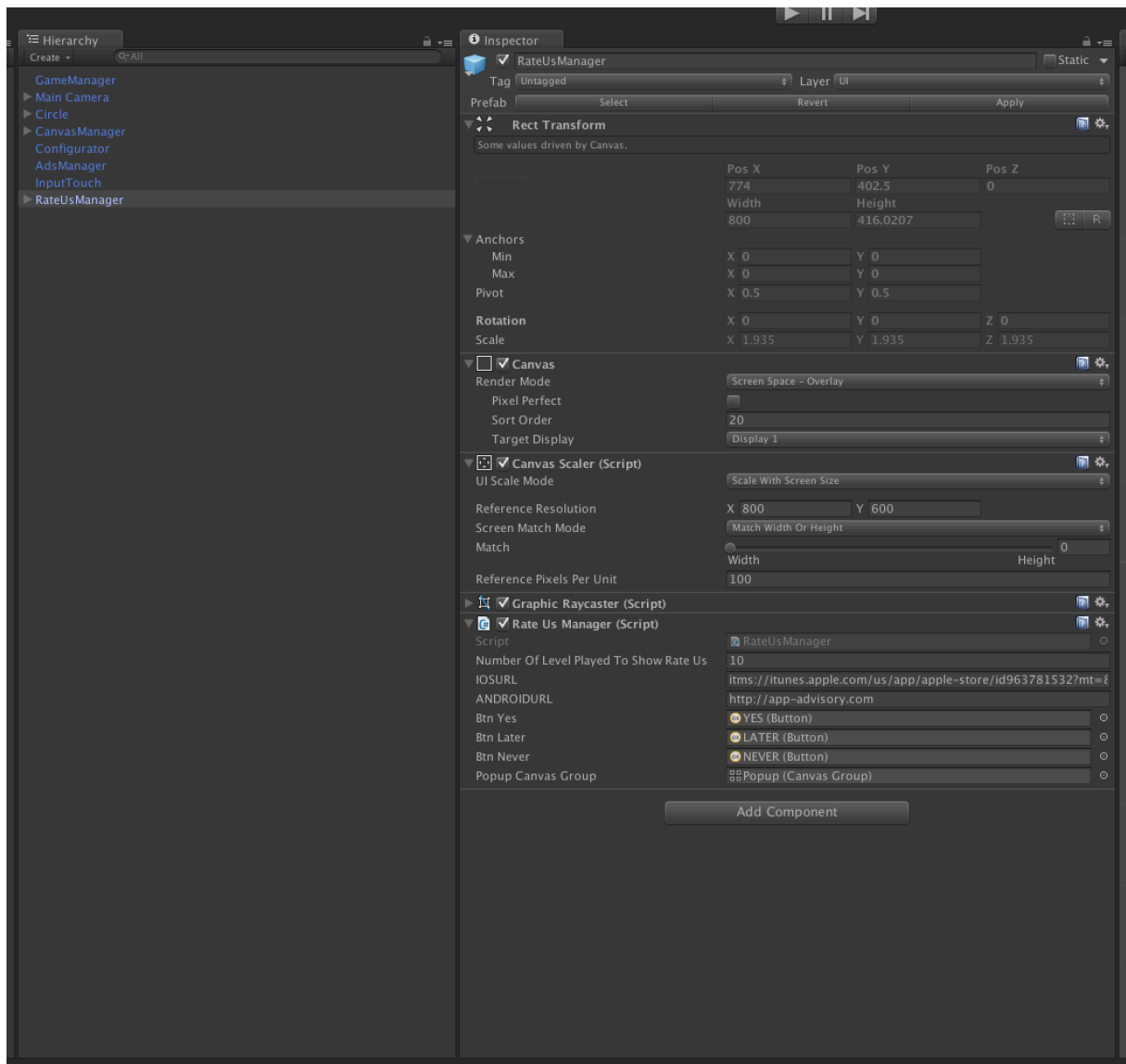
InputTouch.cs :

In charge to handle input in the game.



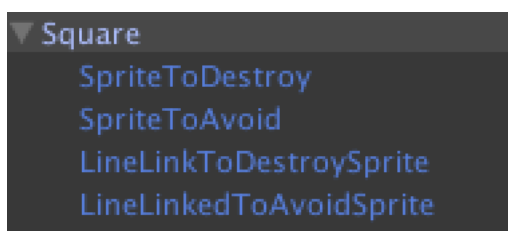
RateUsManager.cs :

In charge to handle input in the game.



Change the url to redirect to your app.
Change the « Number Of Level Played To Show Rate Us » to change the moment we prompt the pop up to ask to rate.

TO CUSTOMIZE THE HAZARDS :



Change those sprites. That's it !

If you have any question, fell free to contact me :

contact@app-advisory.com

Thanks.