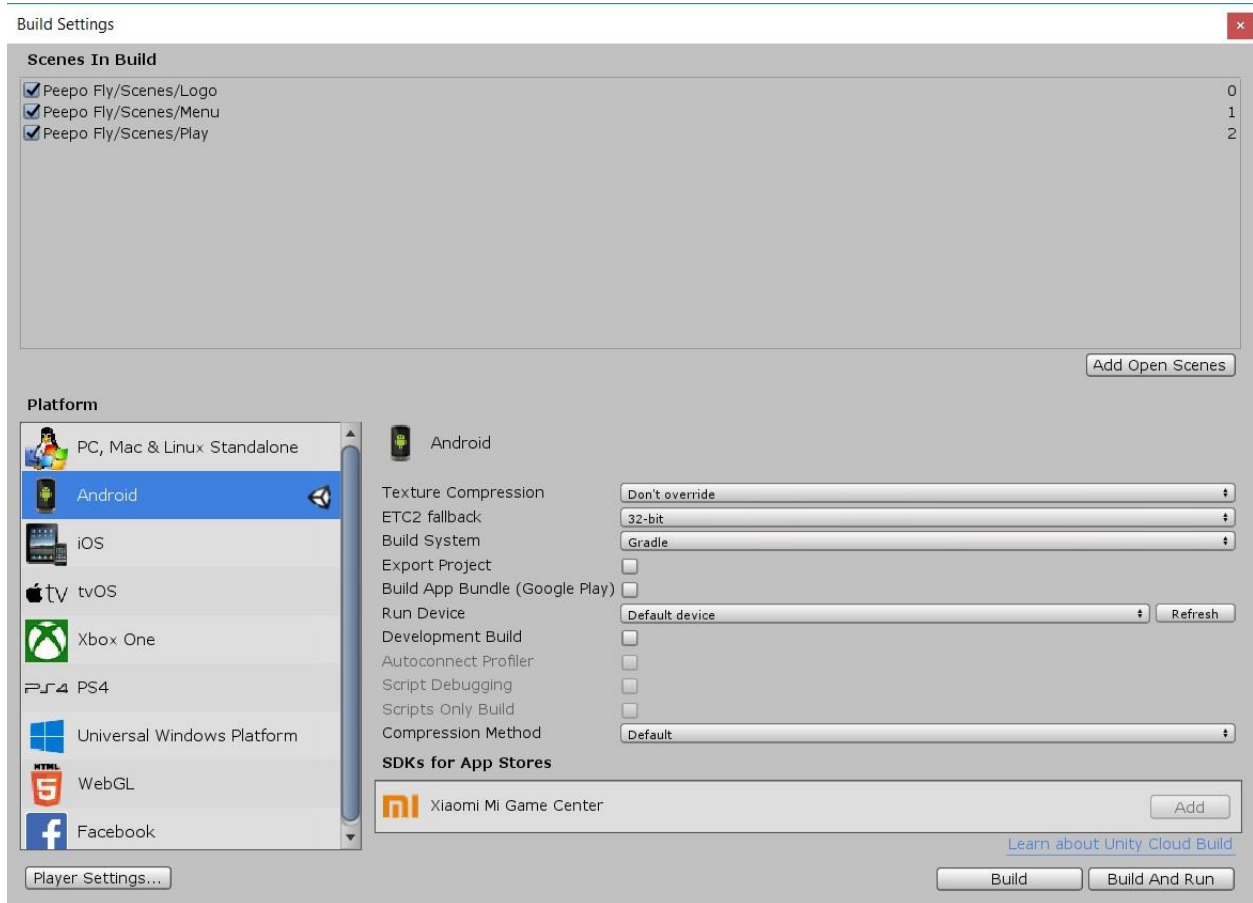


Version History

Version 1.0

Build Settings

Make sure you have added these scenes.



How to Play:

This is a runner game in which you have to jump higher and higher, earn higher scores, gather coins and buy new items in the shop with these coins!

**Scripts:**

All scripts are under Scripts folder.

Balloon.cs

This code is responsible for controlling the balloon.

Barlife.cs

This code has the task of controlling the number of player's lives and zeroes the points at the beginning of the game.

Bird.cs

This code is responsible for controlling birds, balls and hammers in the game.

Buttons.cs

This code is responsible for controlling the game buttons.

Cam.cs

This code is responsible for controlling the camera.

CameraFit.cs

This code is responsible for controlling the size of the camera.

Coin.cs

This code is responsible for controlling coins in the game.

Destroygameobjects.cs

This code is responsible for destroying objects.

Gamebuttons.cs

This code is responsible for controlling the left and right buttons.

Manage.cs

This code is responsible for managing the game, which includes score points and peripherals.

Menu.cs

This code is responsible for controlling the game menus.

Player.cs

This code is responsible for controlling the player.

Rotate.cs

This code is responsible for rotating the object.

Startgame.cs

This code is responsible for creating the player at the beginning of the game.

Transformposition.cs

This code is responsible for moving in the object.

Music and FXs:

To change the game sounds and music, you have to replace the sounds in Audio folder with what you want. But note that you must keep the files names exactly as before.

Reskin:

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

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