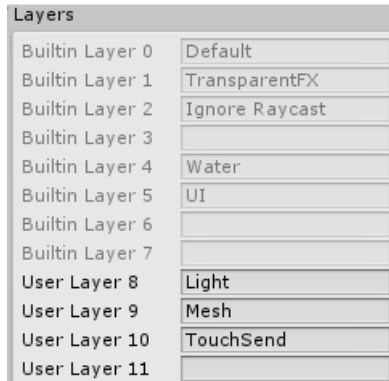


Hello!
Thank you for buying!

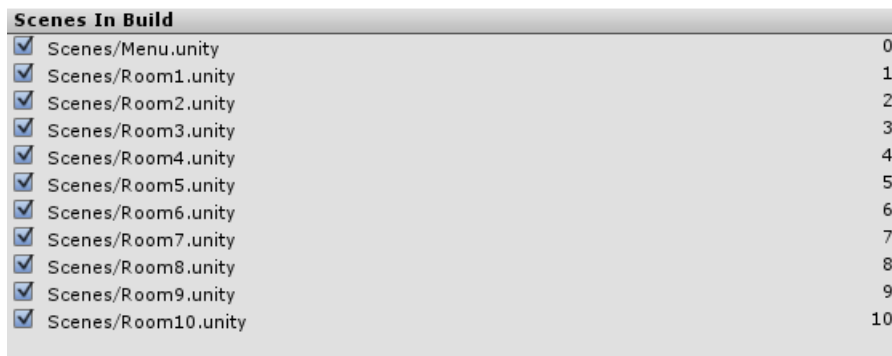
Here is small instruction:

About layers



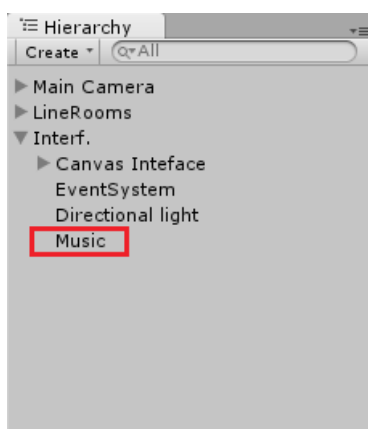
“Layer 8” - In this layer all objects need lighting.
“Layer 9” - If you need a separate layer for the mesh.

Build Settings



The first is the menu.
Other levels in ascending order.

Where you can put your music?



Each level are almost the same hierarchy. In this object you can leave your music. When you click to pause or when game ends the object is deactivated.

About scripts

All JS scripts have their counterparts in CS.

Scripts / Const / AnimSettings.js

(The script is on dangerous objects. When you clicked, it's should play the animation or stop it.) When you click on an object, the animation on it stops.

It used widely in prefab "AnimationBox".

"AnimNew" = true; It needs to ensure that when you're clicking on object animation plays. "Sound" is a sound that plays when you are clicking on object.

Scripts / Const / Force.js

(The script is on dangerous objects. When you are clicking an animation stops, and the object given forces.) When you click on an object, an animation is stopping and the object has the force of repulsion. It used widely in prefab "ConCubeOne".

"BlocCollision" = true if you want that function to work when you touch the mesh. "ConParent" is the object, which stops the animation when pressed. If ForceAdd=true, then the pressing force is added "ForceVel" and rotation "ForceRot". Assign 3-axis. If the object pressing will have a blast, then ExplosionAdd=true. "Explosion" - explosion. If you want to add the effect after the explosion, then activate "FxAdd" and assign the object "Fx". If requires that the object rotates in the game, activate "RotationAdd" and assign the strength of rotation "RotationSpeed". "AudioList" it sounds, one of which will be played when pressed. If you want that when you click on the object, he repeatedly pushed and rotated, activate "TakeAdd", and assign force and rotation, respectively. Definitely into the variable "Cam" insert the camera. (When the camera is farther than the object, it is deleted.)

Scripts / Const / NonGravity.js

(The script is on dangerous objects. When you clicked an object given force.)

This script used on the objects in those levels where there is no gravity.

Activate "ForceAdd", if you will, what would the object took effect, and the rotation at the start. "Sound" is the sound that is played when you click on an object. "ForceVelDoing" and "ForceRotDoing" is the force and rotation of an object which will engage the object when you click on it.

Scripts / Const / RopeSett.js

(On later levels you will see a sort of rope. This script is for this. You will find on the prefab "RopeBox".)

In "ArrayPoint" the first is the object itself, and then empty objects that have a Hinge Joint. "AddForce" is the force that will be added to the object by pressing repeatedly on it. "Sound" is the sound of a click on the object. If you want that an object could deviate in one direction only, activate "OneForce", and assign powers to either negative or positive.

Scripts / Const / ScaleBox.js

(On some levels you will see the objects by which they are resized. Use the script in the prefab "ScaleBox".)

"Glow" is a Particle System that reduce its size. "ScaleEnd" is the final size of the object after the change. "speedScale" is the rate of change of the sizes. "speedParticle" is the speed reduction of the particles. "AddForce" and "AddRotation" the power and rotation of the object to engage in after you (if this is unnecessary, leave 0). "Sound" is the sound of a click.

Scripts / Game / AddReserved.js

(This script is intended to add a life bar when the player presses the pyramid.)

This script is on the object "Add" in the prefab pyramid.

"ThisAdd" the number of lives that will be added when you click on the pyramid. "Cam_Object" insert this variable in the camera.

Scripts / Game / Badly.js

(The script which is responsible for the fact that when the camera collides with an object, -HP, red screen and shakes the camera.)

Assign to "RedFonGO" sprite which appears in the collision. "SoundBadly" - sound of the collision.

Scripts / Game / CamAnim.js

(Responsible for camera movement. Is on the camera itself.)

"speed" is the speed of camera movement. "AnimSpeed" is a curve of the deviation of speed throughout the course. If you want the camera speed up or slow down at the end of the level, then change the value of the curve along the y-axis.

Scripts / Game / Finish.js

(The script is responsible for the finish line. Is on the trigger "LineRooms/rooms/trigger finished" in the hierarchy.)

Basic variables: "ReserveDist" - it is the distance which will finally stop the camera. "NewAssembleL" -

serial number level. "AssembleName" - the name of the variable which stores the distance traveled in PlayerPrefs.

Scripts / Game / Lessons.js

(The script you can find in the first level. "Interf./Canvas Inteface/Lessons" in the hierarchy. He is responsible for the fact that b is on the first level were trained in the form of text at the bottom.)

Scripts / Game / PauseGame.js

(The script is responsible for pause game.)

"FonRend = true" - at the start of the game, the black background disappears. "Pause = true" if the button is a pause game. "Continue = true" if the button is a sequel to the game. "DefaultGo = true" if the button is a transition to another level or restart the level.(write the name of the loaded scene into the variable "NameLevel"). "ColliderNoTap" is an object that has a Collider and is in game camera, and serves to ensure that when you pause the player could not do the actions associated with the game process (E.g. blow up the pyramid).

Scripts / Game / SystemKilling.js

(Is on the camera is the main script that is responsible for health and other settings.)

"WayPercent" this is the text that appears at the top of the circle. "MaxDistance" is the total distance from the start to the finish trigger. "LineReserve" is a circle which shows the approximate percentage of the rest of your life. "Conwertation" this is an important parameter that is responsible for the rate of dissipation of lives during the journey. "Sound_GameOver" is the sound when you lose. "AssembleName" is the name of the variable that stores the distance.

Scripts / GameOther / ControlAll.js

(Control gravity level. Located on the "Interf.".)

"GravityTrue" if you need a regular gravity. "GravityFalse" if you need a weightlessness. "GravityAnti" if you need anti-gravity. "GravityDefaul" if you want to set up your own attraction on all axes.

Scripts / GameOther / DestroyAll.js

(Script needed for when the camera passed the object, it was removed.)

"Cam_Object" - insert game camera. "Distance" piece of distance between camera and object, when this object is deleted. You need to ensure that the object has lived for some time after the camera passed the object.

Scripts / GameOther / DestroyRoom.js

(Need for activation and removal of segments of the room. Is trigger in every bite is on the object "DestroyTrigger".)

Scripts / GameOther / RecordUse.js

(The script is on the label, which shows the maximum distance to which you came. Is "LineRooms/Rooms/Record")

Scripts / GameOther / ResetFloat.js

(If the room is very big, and over time begin to appear inaccuracies in the float position, the script just for this. It is on the trigger, and when the camera enters it and transfer the whole structure to the initial position. "DeleteFloat" this is the Z value, so that when you reset without losing the distance traveled in other scripts. Is the object "LineRooms/Rooms/ResetFloat".)

Scripts / GameOther / Stars.js

(The script is on the game camera and counts the number of collisions during the game, and then puts the number of stars. If the player has passed without collisions, given 3 stars.)

Scripts / GameOther / TriggerOther.js

(It ensures that when you enter the trigger, the chamber began to rotate.)

"ThisRotation" if the camera should rotate. "Cam" is the camera object. "Angle" total angle, which rotates the camera. "AngleSpeed" is the speed of rotation of the camera.

Scripts / Menu /...

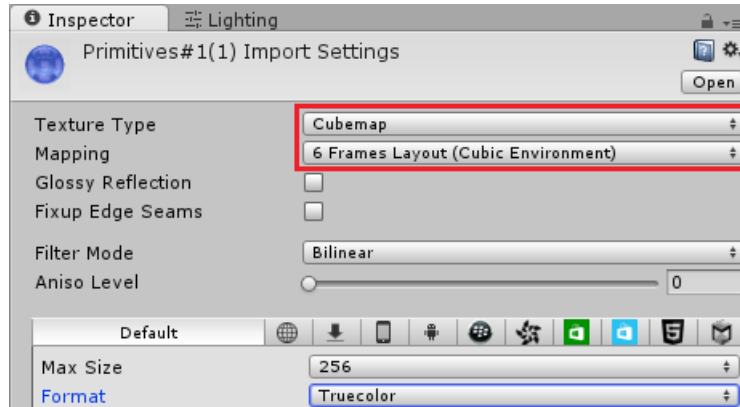
Here are all the scripts related to menu. If you want to add or remove a level, you will need the following objects: "P./Canvas Menu (and the underlying BaseOpen)", "P./Canvas Menu/Path (BasisWay)", "P./Canvas Menu/Buttons/..."

Scripts / GameOther / FireFlareControl.js

This script controls the flash Lens Flare in the pyramids and other objects. Hang it on Lens Flare.

Scripts / GameOther / TimePause.js

Inhibits the activation of some objects. "TimeActive" time after which the object is being activated "ObjectActive".



How to create a reflection?

You must take a screenshot of space approximately similar to the one that should be reflected in the object. In any graphic editor need to crop in a square and rotate 180 degrees.

About music.

Music from the project we have removed, in order not to violate the law. You can always purchase your music anywhere. The sounds were taken from the site freesound.org license "cc0 1.0 universal (cc0 1.0) In The Public Domain"

Sorry for my English. :) I used a translator.

@ For additional questions, please contact the **email:** andrew.brouddus@mail.ru

We wish you good luck in your work.

Sincerely, Andrew.

