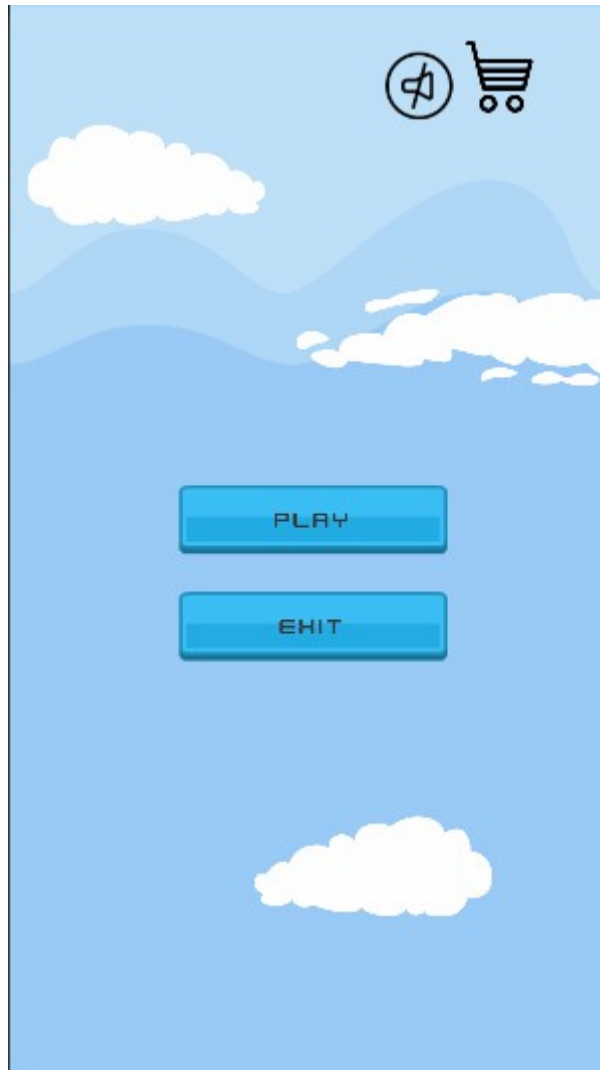
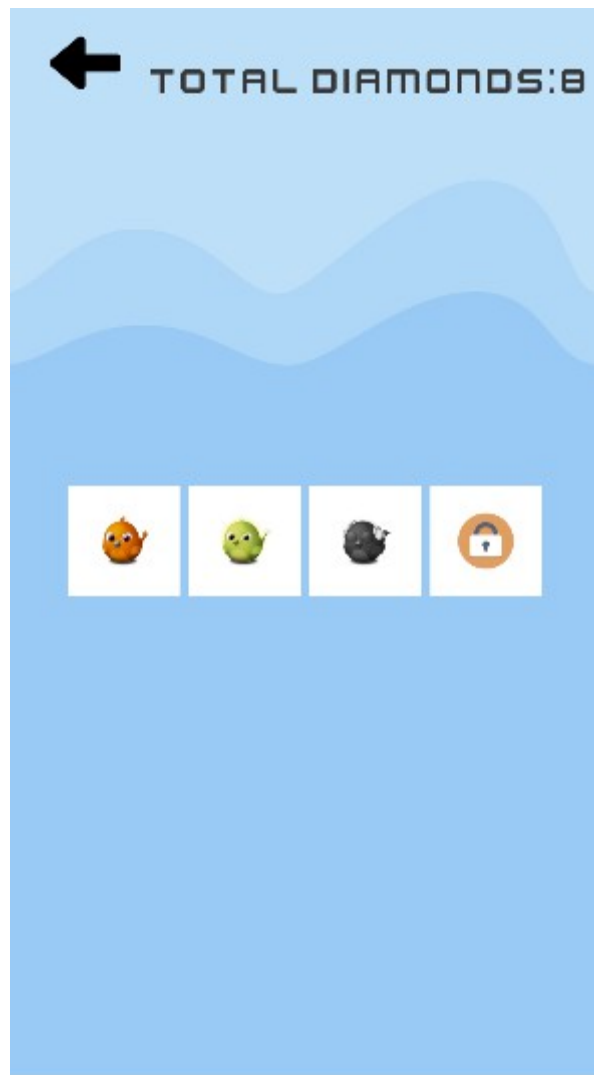


THANKS FOR YOUR PURCHASE

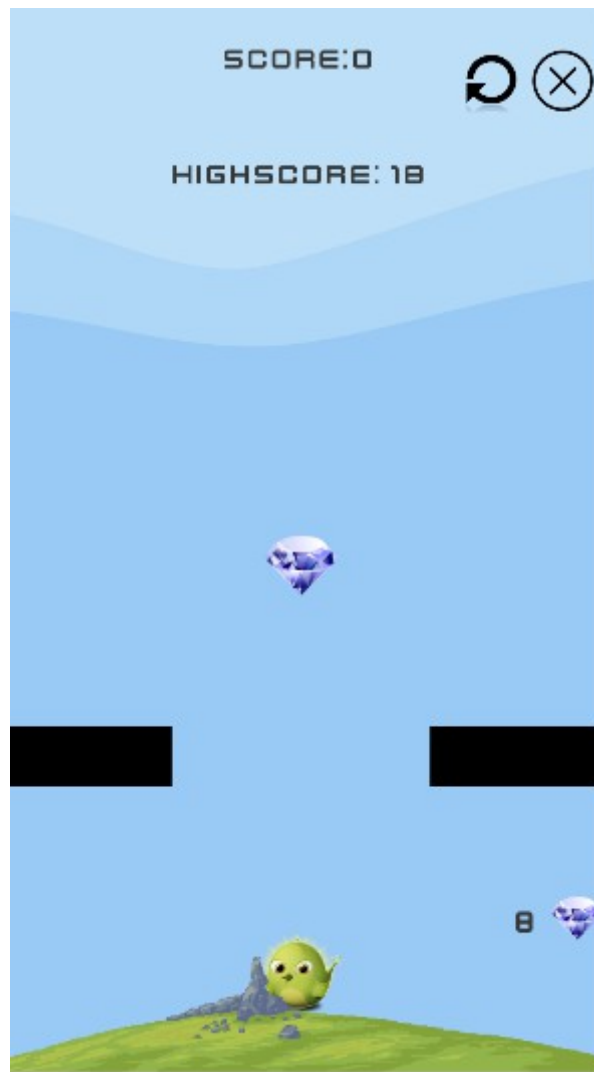
1.Scenes



This is the main scene of the game. There's a 'Play' button which loads the 'Game' scene and exit button for exiting the game. On top of the canvas there's a sound button for Open/Close sound effects in game, and a shop icon for in game shop where you can buy your new bird skins.



This is our shop canvas. On top of the panel you can see a total diamonds text, we are collecting these from our game. Default skin is first one(orange one), others can be bought with collected diamonds.



This is our in game scene. On top of the canvas current score and highest score is listed and will be updated every time you pass the score, on top right there's a restart icon and return to menu icon. Restart icon is for restarting the game, and other is return for menu.

2. Scripts

All scripts in the game will explain in this section, so let's go to it.

- 2.1. BlockMovement.cs :** This script is for in game blocks. Blocks are moving on the direction setted on an enum named 'Direction'. There's 2 options for this, Left and Right. Right and Left blocks move to the each other with a specified speed variable. Note: Speed variable is always same. You can manage it for random variable easily anytime. Variable is named as 'speedMultiplier'.

2.2 Exit.cs: This script is attached to exit button gameobject. It works as its name.

2.3 Play.cs: This script is loads 'Game' scene.

2.4 GameManager.cs: This is one of our important scripts. This creates the new blocks,sets and gets current&highest scores and removes the passed elements for optimization on phones.
Note: Theres a variable called 'distanceBetweenBlocks', this variable sets the distance between current and created blocks. Distance will be same for every block, also theres a variable named 'destroyPassedBlocksDistance',this variable is used for when player's 'y' position is higher than the used blocks 'y' position for destroying it.

2.5 Player.cs: This script is for player controll,also includes player states like is dead,in air and idle. **If player's current state is InAir or Dead => player can't jump again.**

2.6 ShopItem.cs: Look at the script. This script is explained with Tooltips.

2.7 SmoothCameraFollow.cs: This script uses the Demigiants DoTween asset. Script will call every time when player jumps a newly created block.

2.8 SoundOnOff.cs: This script is for sound opening and closing, also changing the image of sound object from resources folder.

2.9 ShopManager: This is for in game bird skins. Theres an array of ShopItems. Player can **unlock** new skins **if has more diamond or equal to the skin price. New skins can easily add via ShopItem array.**

Note: This script also executing on edit mode for set the name,price and lock image easily and faster. Set bool called 'useNamePrefix' to true and write your name prefix,it will automatically generate the name of all shop items.

Note 2: Set bool called 'useDefaultLockImageForAll' to true and drag and drop your default lock image,it will automatically generate the lock image for all shop items.

Note 3: Set bool called 'setItemPriceMultiplier' to true and set your default price,it will automatically generate the prices for all shop items.