



2D game templates for Unity with GameFlow

IMPORTANT: These game templates for Unity 2018.x or higher, only works with the Asset GameFlow 1.x or higher.

In this package you will not find complete games, but basic templates that will serve as the basis to create your own games.

If you do not have GameFlow installed in your Unity, you will not be able to use this package.

This package can be used in the Personal and Plus version of Unity.

What is GameFlow?

GameFlow is an asset that allows programming in Unity without the need to write code. What is currently called "visual scripting".

From here it is possible to buy GameFlow:

<https://assetstore.unity.com/packages/tools/visual-scripting/gameflow-14808>

If you have any question or doubt about GameFlow:

<https://evasiongames.com/gameflow/>

What does this package include?

4 game templates with a menu every 2 templates.

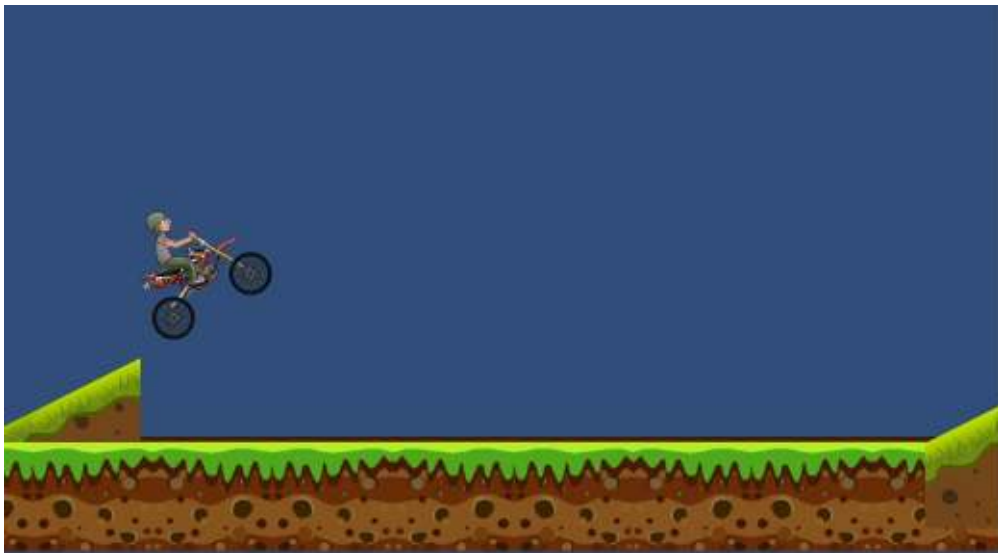
Total:

- A folder with 6 Scenes
- A folder with 2D animations
- A folder with 2D physical materials
- A folder with all the 2D "sprites"
- A folder with the "textures" of the parallax scroll

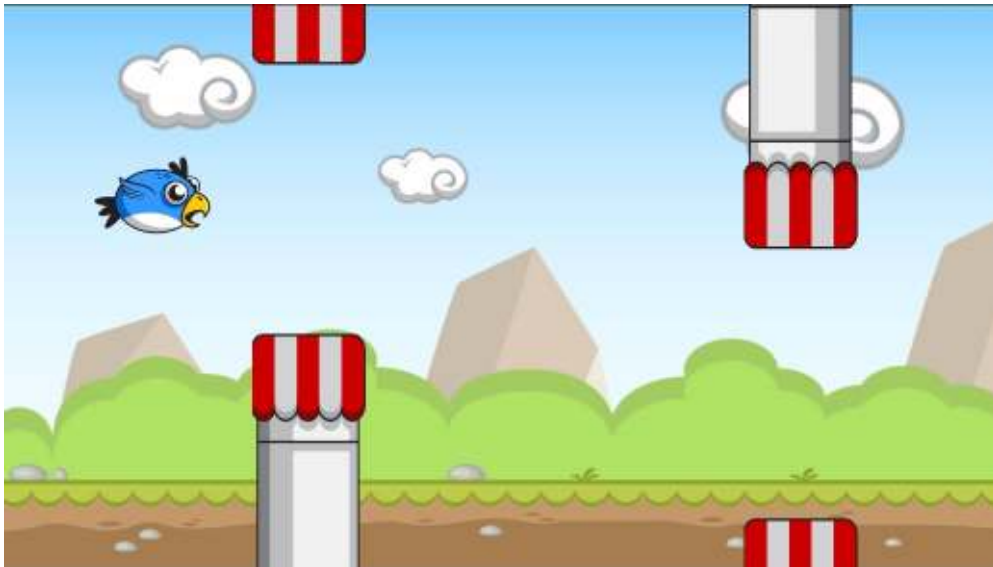
Template "Hill Climb Racing" vehicle "monster truck"



Template "Hill Climb Racing" vehicle "motorcycle"



Template "Flappy Bird"



Template "Runner"



And two menus that link the different templates



Installation:

- 1- Create a new project in Unity as 2D.
- 2- Load the GameFlow asset in your project.
- 3- Load this asset in your project.

The scenes are in the folder GF 2D / Scenes

Configuration of the "Spawner" Prefab



In the "templates" Flappy Bird and Runner, there is a Prefab called "Spawner" which controls the frequency and number of "enemy". You must use this configuration as a base, and adapt it to your liking:



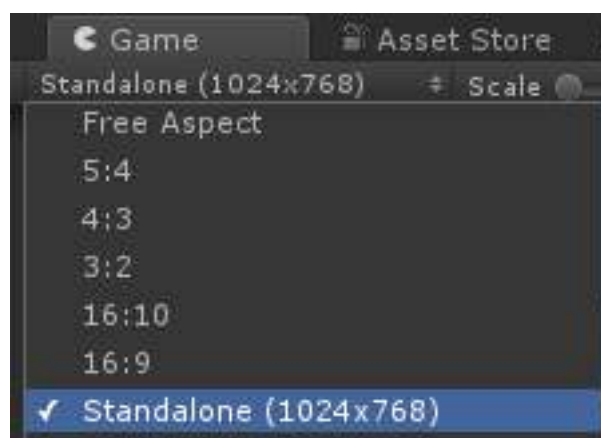
Interval: It is the time of creation of the object.

Amount: It is the number of objects created each time.

Unlimited Spawns: It must be activated to be something continuous.

Screen game resolution:

Since each device has a different screen size, you may have to change the resolution in the "**Game**" tab:



To find the most appropriate and if necessary, move the character or objects to the new resolution.

Information:

In each Scene, in the upper part, there is an object called "Readme / Leeme" where the most relevant information of the Scene is explained in a note.

In each block of GameFlow Program there is a note informing about the operation and details. That note will help you understand the logic of programming blocks by GameFlow.

It is advisable to copy the scene where you want to make tests to always have a copy on hand and so be able to go to it in case of any problem.

If you have any questions or concerns, you can contact the email:

info@franquicia.global

Or go to our support website at:

<https://www.franquicia.global/clientes/contact.php>

Our technical support will not help you learn Unity or program with GameFlow.

We only answer questions related to this package.

You must indicate your package purchase code. If you do not know what your purchase code is, you can check it from here:

<https://assetstore.unity.com/orders>

We hope this package helps you create your own video games.

If this package has seemed interesting, do not hesitate to leave us a good score in the Unity Asset Store, this will help us to continue working and improving the package.

Thank you so much!