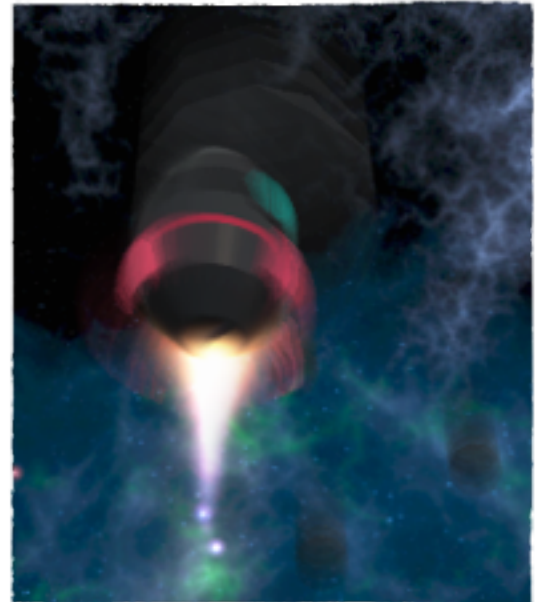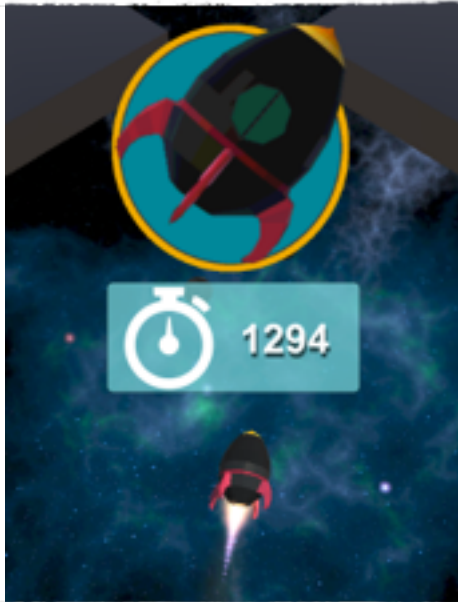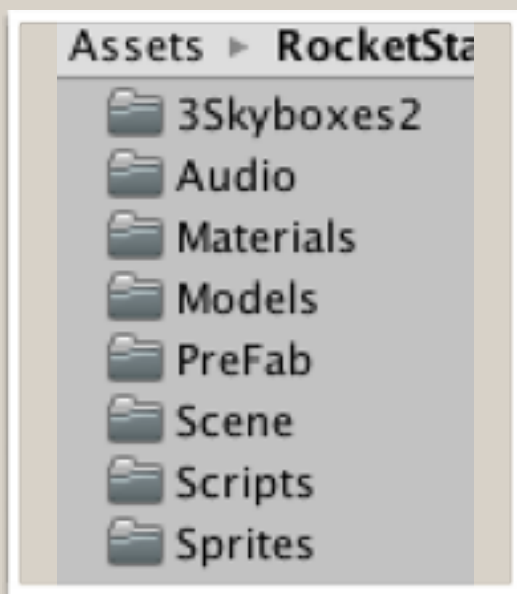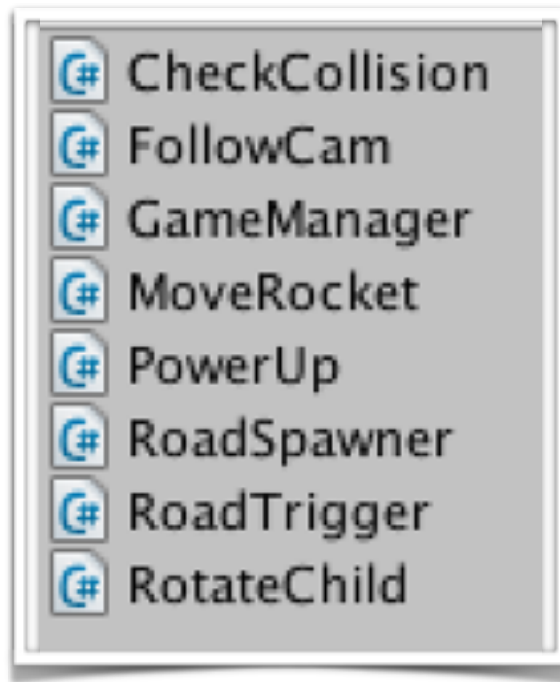# SMASH ROCKET
Tempalte

Overview

Rocket Smash is a template for building a simple casual car game. You can easily customise sprites, sounds, menu layout to fit your design.

Folders

▸ **Materials:**
  ▸ Contains all animations used in the Project.
▸ **Model**
  ▸ Contains the FBX Models
▸ **Prefabs**
  ▸ All prefabs are ready to use in this folder.
▸ **Scene**
  ▸ Demo Scene
▸ **Scripts**
  ▸ Contains all scripts used in the project
▸ **Audio**
  ▸ All sound fx used in the game
▸ **Sprites**
  ▸ All 2d sprites used in the game

SCRIPTS OVERVIEW

```
(# CheckCollision
(# FollowCam
(# GameManager
(# MoveRocket
(# PowerUp
(# RoadSpawner
(# RoadTrigger
(# RotateChild
```

SCRIPTS OVERVIEW

1. CheckCollision.cs

Checks the collision with an Enemy or Powerup

2. FollowCam.cs

Script to let the cam follow your rocket is attached to the cam

3. GameManager.cs

Handles the Game Over, holds the reference to the particles and handles the Menu.

4. PowerUps.cs

Handles the collision with the powerUps ad boost to the rocket.

5. MoveRocket.cs

Moves the rocket based on the user input. Constant forward movement plus left or right sinus steering.
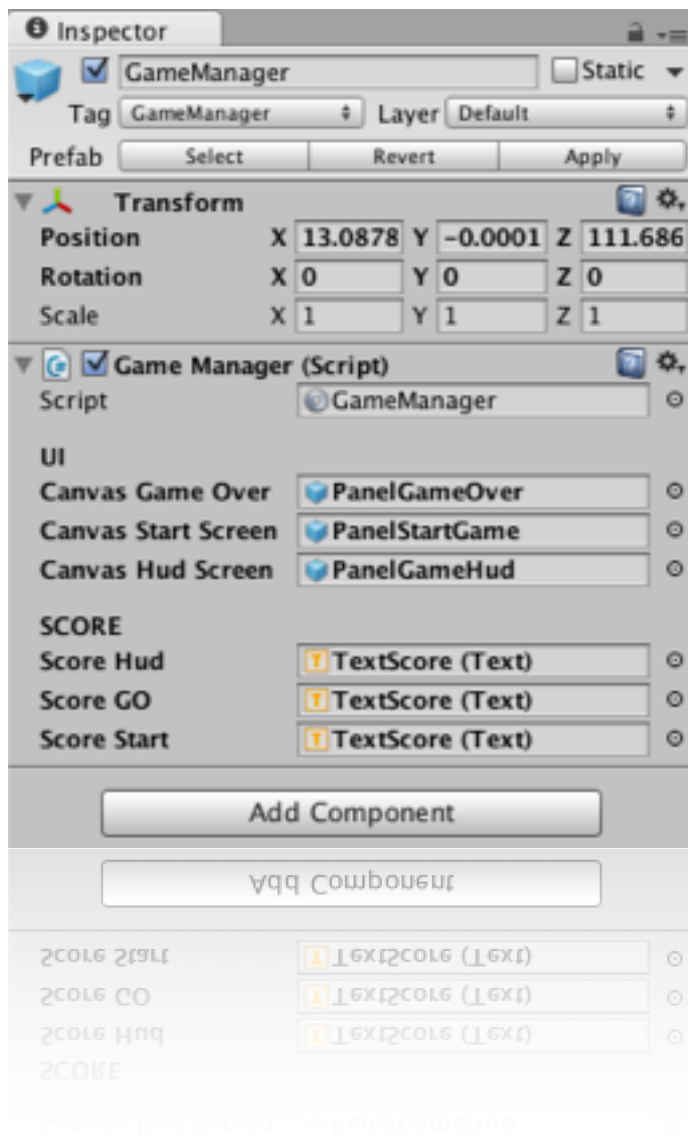
6. RoadSpawner.cs

Spawns or deletes the never ending road or let say obstacles which are crossing your way.

7. RoadTrigger.cs

Handles the Triggering to spawn the new road or to delete them, it is attached to the cam.

GAME-MANAGER

Inspector

☑ **GameManager** ☐ Static ▼

Tag `GameManager` ▼ Layer `Default` ▼

Prefab | Select | Revert | Apply

Transform

Position	X 13.0878	Y -0.0001	Z 111.686
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Game Manager (Script)

Script   GameManager

UI

Canvas Game Over   PanelGameOver

Canvas Start Screen   PanelStartGame

Canvas Hud Screen   PanelGameHud

SCORE

Score Hud   TextScore (Text)

Score GO   TextScore (Text)

Score Start   TextScore (Text)

Add Component

GAME MANAGER:

Holds the Reference to the Canvas Menus and Score Text GameObjects.

POOLING-MANAGER
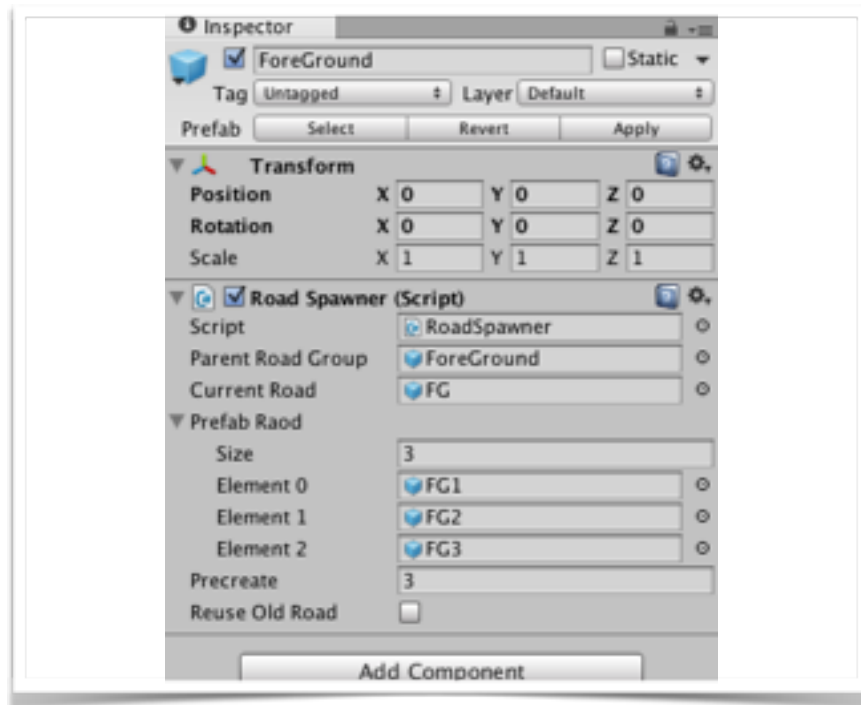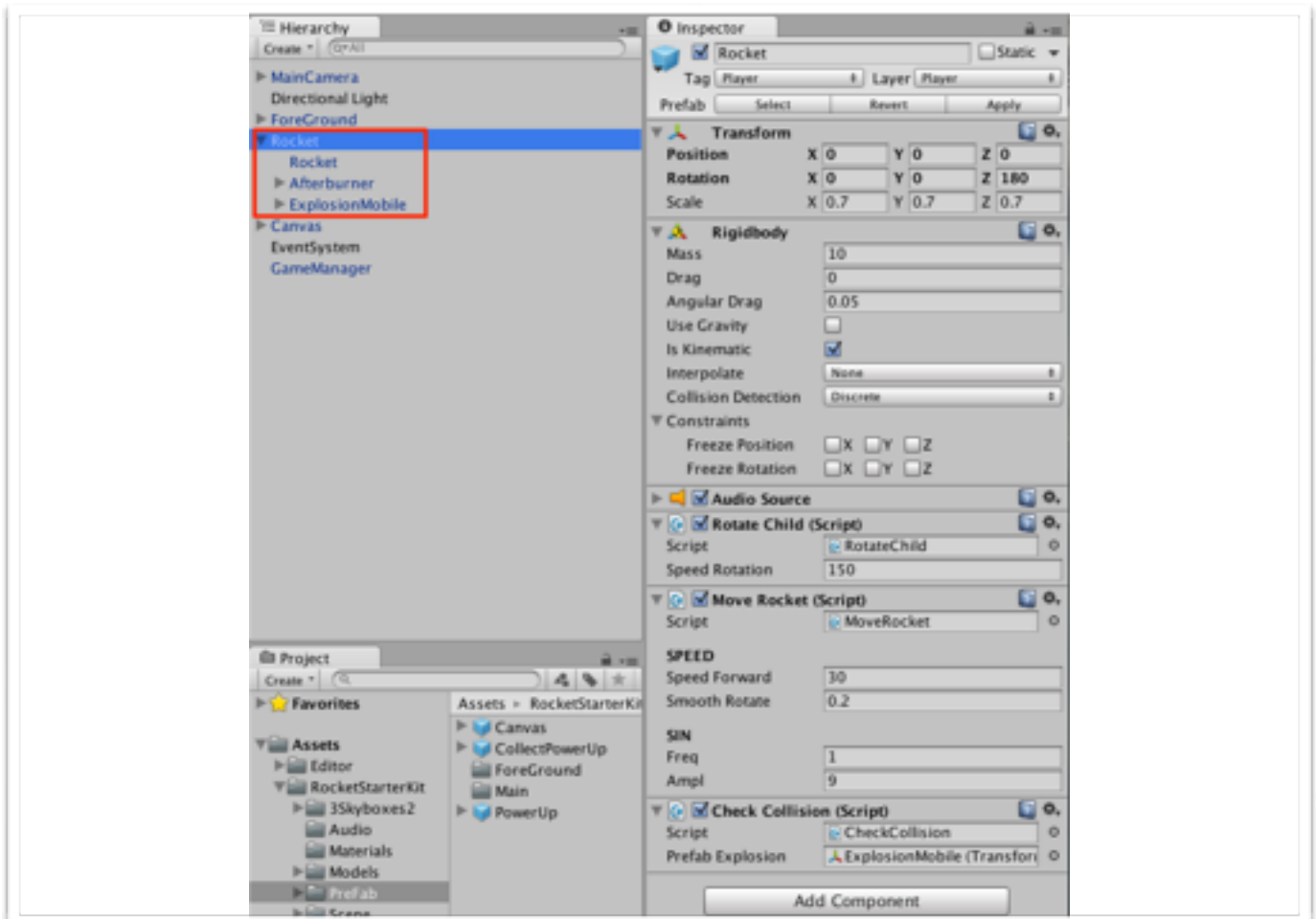

POOLING:

Parent Road Group: Its the Game-object in wich the other roads should be spawn.

Current Road: Dragged from the Hierarchy .

Prefab Roads: Dragged from the Prefab Folder.
Precreate: Pre-create number of enemies, will be reused from the pool.

ROCKET: Is the main Player Character.

The Rocket Group is holding all the game objects which represent the player rocket.

It has tree scripts attached (RotateChild, MoveRocket && CheckCollision)

–> Rotate Child:

　　　Will rotate the Child (0) the Rocket in z direction to have a spin effect.
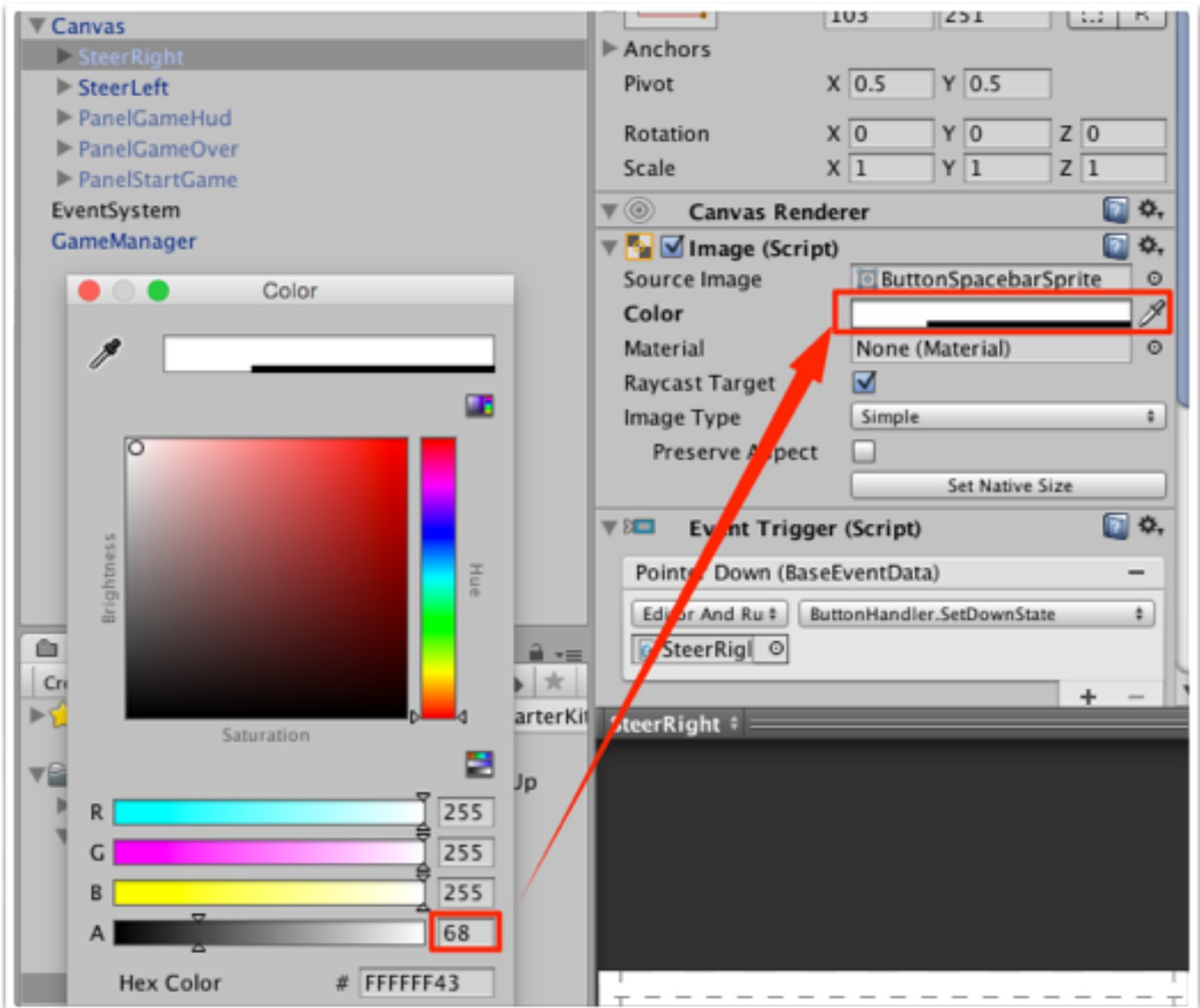
–> MoveRocket:

　　　Moving the Rocket in z direction and handles the steer left or right.

–> CheckCollision:

　　　Handle the collision with the Obstacles

Canvas

CANVAS: TOUCH AREA

- If you want to have the Touch Area visible, just increase the alpha of the images.