Runner Game
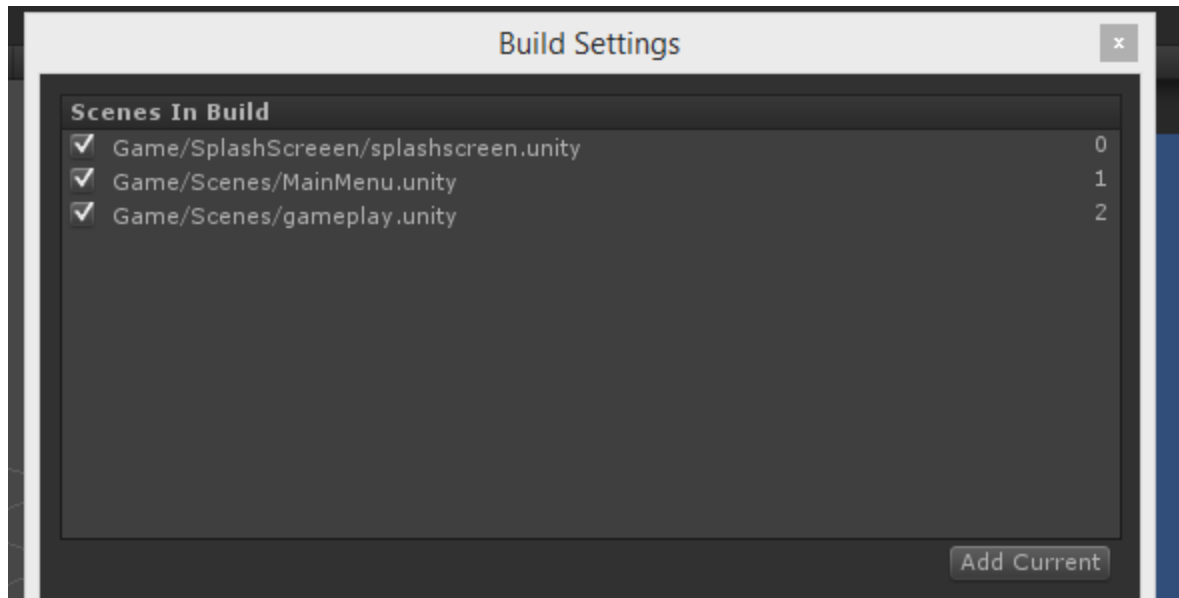
Introduction

This package is a complete game project files have all art assets and scripts , supports android-Mobile /ios/wp8 only .

Scenes to added in Build Settings

Scripts

curverSetter

This script will pass shader global vector4 _offset value to all materials curve shader .when game ends it will reset the _offset Vector to zero.All Game objects material must have Ace/curved shader or curvedAlpha . without this shader ,your objects won't be curved .

Ace_IngameUiControl

this will control all in game ui HUD , Pause menu GameEnd score board ,score counting,coinCounting while player alive.

GameEnd

This script will count score and collected coin from 0 to target . after counting finishes it will restart,leader board ,home buttons . showAd event is also fired from this script .

TotalCoins

This script add or remove coins count in the mainmenu , if you implement inapp purchases . you can refer to this script , TotalCoins, ex- Static.AddCoins(88888);

coinControl

This will control the coin mechanics , rotation and translation towards to the player ,after reaching the player ,it will again translate into sky .

playercontroller scripts will change it's state ,when it is triggered with player .

Destroyer

This script will simply destroy the attached gameobject if it became invisible to camera.

Onbecamevisible is only on gameobjects who has seen in camera at least one ,so if the object is

out of camera view from its initial position ,that object won't be destroyed .

GameController

this script will generate new World blocks on the scene ,power ups generation,coin creation ,and invokes ObstacleGenerator script to create a new obstacle on scene .

World Block Creation .

you can assign new way blocks in world 1 or 2 array , and distance between each block can be set on newWayDistance value .

ObstacleGenerator

this script will create obstacle in scene relative to   player Z position + distance between obstacles variable .

 every obstacle must have collider and a "obstacle" tag with it's objects .and these obstacles must be children of empty parent of object with tag "destroy" .

see the resources\groups objects .

takeScreenShot

This will take a screenshot and store in project root ,besides Assets floder .

PlayerController

This script will control the player states ,translation and trigger and collision check with the other objects on the scene .

PlayerObstacleCheck

This script will check a presence of obstacle on player right or left side .this will only check if player swipes left or right .

InputController

This script will handles input from user ,and set static booleans to true .

SoundController

This script will handles all sounds ,background music etc . see soundController gameobject in

mainmenu and gameplay scene

To Change Player Character

1) drag and drop your mechanim ready character into playercontroller gameboject .
2) disable the exisiting ninja character ,you can remove it later from the gameobject
3) assign playerAnimator_controll animator from the Game/Anims/playerAnimations
4) To the playercontroller script's playerAnimator variable ,assign you newly created animator.
5) You need to assign objects to activate when player got recivees maget ,or jet ,or jump shoe powers ups to the playercontroller script variable .
6) you need to assign player 1 to 4 textures and and player material to scripts playerMaterial and playerTextures

Player Creation video link

https://dl.dropboxusercontent.com/u/19384507/ACEGAMES_ASSETSSTORE_DEMOS/nanoNinjaRun/playerCreation.wmv

To Create Grounds

1) ground collider must have tag "road" to it's objects
2) add groundDestroyer script to the player objects ,so when player leaves the ground ,this script will destroy the ground object.

Ground Creation Video

https://dl.dropboxusercontent.com/u/19384507/ACEGAMES_ASSETSSTORE_DEMOS/nanoNinjaRun/ground%20Creation.wmv

To Create Obstacles

Obstacles are created from single objects or group objects instantiation .

Obstacles must have collider and it's gameobjects tag has to be "Obstacle" ,and add destroyer script to the objects ,so if obstacle means invisible to camera,it will be destroyed .

either single obstacle or group obstacles must be children of a empty game object with tag "Destroy" . so we can find and destroy them when player is flying and presses playagain button at score card .

Obstacle Creation video

https://dl.dropboxusercontent.com/u/19384507/ACEGAMES_ASSETSSTORE_DEMOS/nanoNinjaRun/obstacles.wmv

Note : DO NOT WATCH VIDEOS ON DROPBOX WEBSITE ,they were showing videos in low quality ,download the files and watch it in your prefered player .

if you wish to see any other runner games like this in asset store or if you want us to design your game idea theme ,let me know at kiran.killstreak@gmail.com .

Thanks for purchasing,

For questions & support, contact me at kiran.killstreak@gmail.com

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