

How to play

On desktop : use left and right arrow to move left or right.

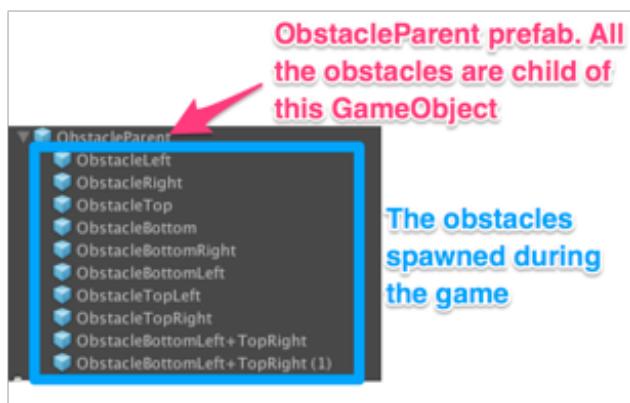
On mobile: touch the left side of the screen to turn left, and right side to turn right.

Configure prefabs

Go to the folder XtremNoBrakes/Prefabs.

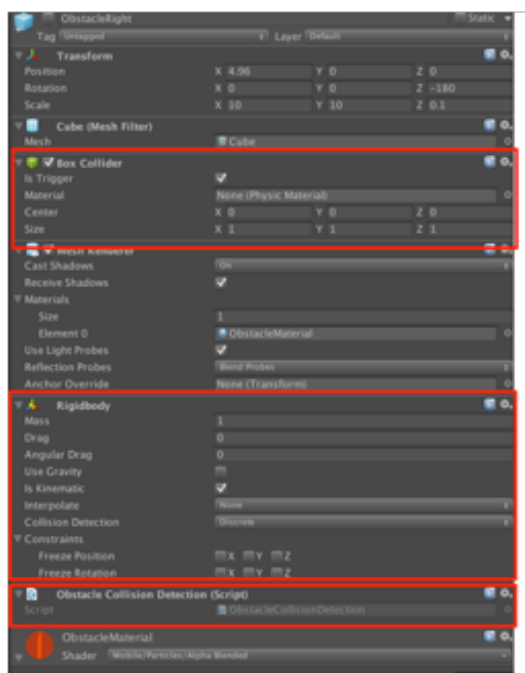
Find the prefab « ObstacleParent ».

Each child of this prefab is an obstacle.



To create a new obstacle, just add a child to this prefab and save it.

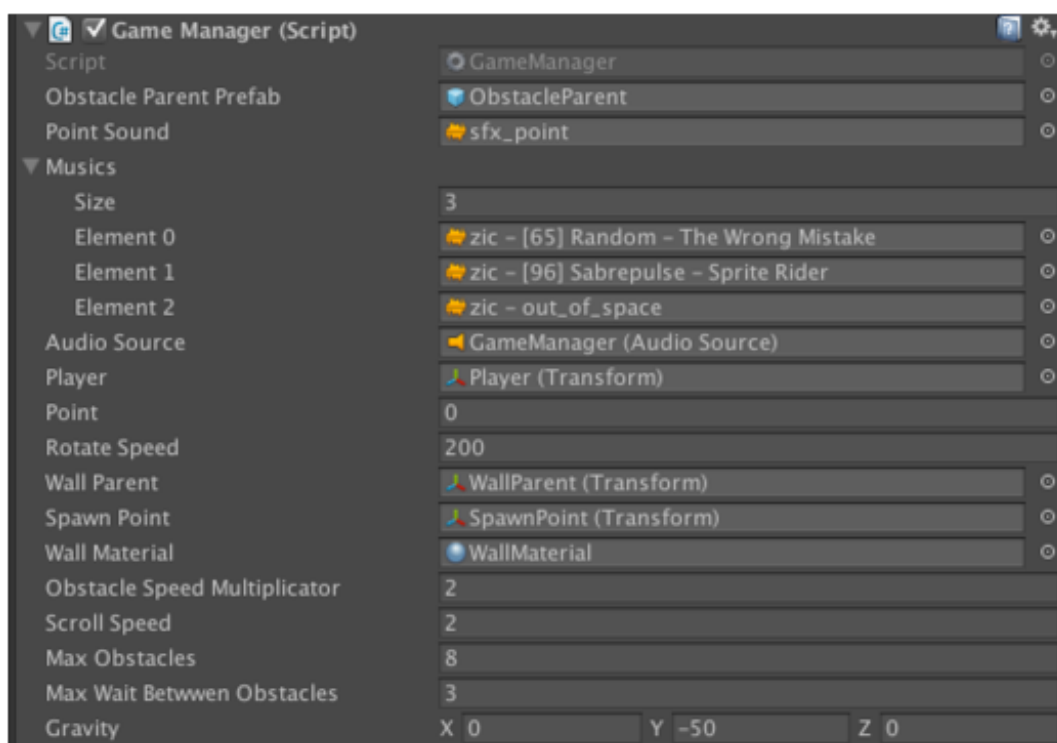
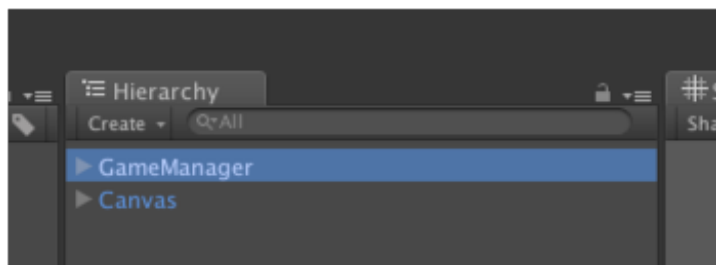
Each obstacle need to have a Collider , a Rigidbody and have the script « ObstacleCollisionDetection » attached.



Configure the game manager

Open the scene « XtremNoBrakes ».

Find the GameObject « GameManager » in the Hierarchy view.



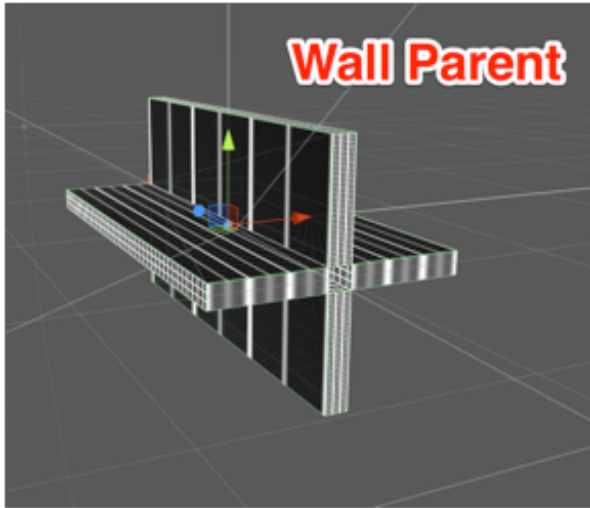
The « ObstacleParent » need to be in the section « Obstacle Parent Prefab ».

The « Point Sound » is played each time you win 1 point. To change it, add your own sound and drag the audio clip in this section.

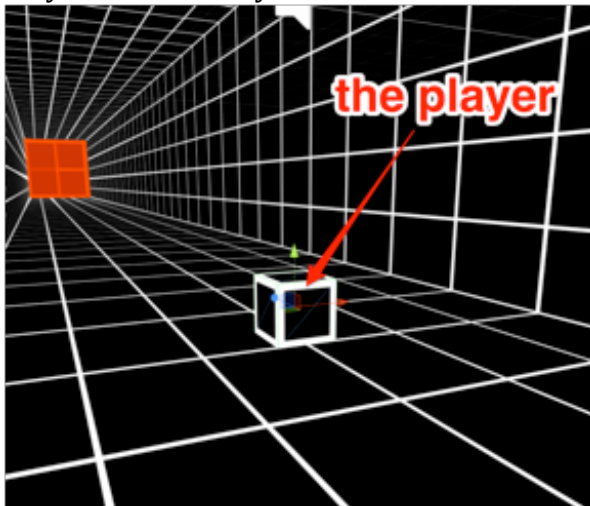
There are 3 musics in the game (that's why you see size = 3 under « Musics »). To add a new music, change the number to 4 and add your music.

If you want to change the musics with your own, just put the good number in the size (if you have 2 music, put 2), and drag your music in the sections.

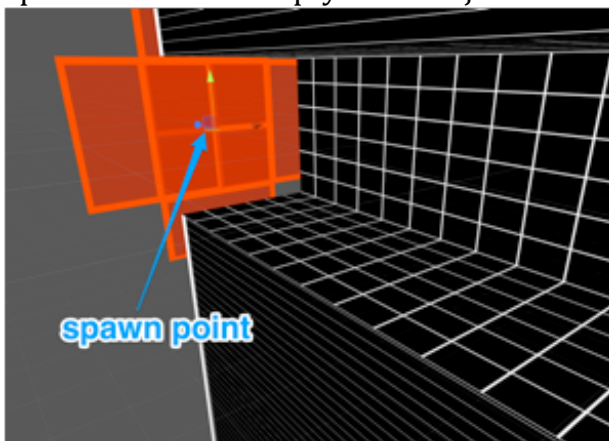
Wall parent is the GameObject who contained the world.



Player is the cube you control.



SpawnPoint is an empty GameObject. It's the point where the obstacles are spawned.



ObstacleSpeedMultiplier : by default is two. It means the obstacles will move 2 times faster than the walls.

ScrollSpeed : the speed the walls move.

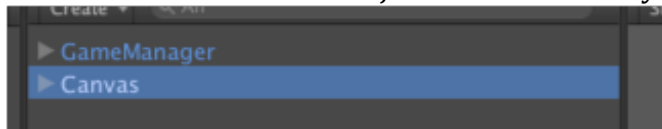
Max obstacles : an integer to limit the number of obstacles we can have at the same time on the screen.

Max wait between obstacles : the maximum time in seconds we wait between two spawn of obstacles.

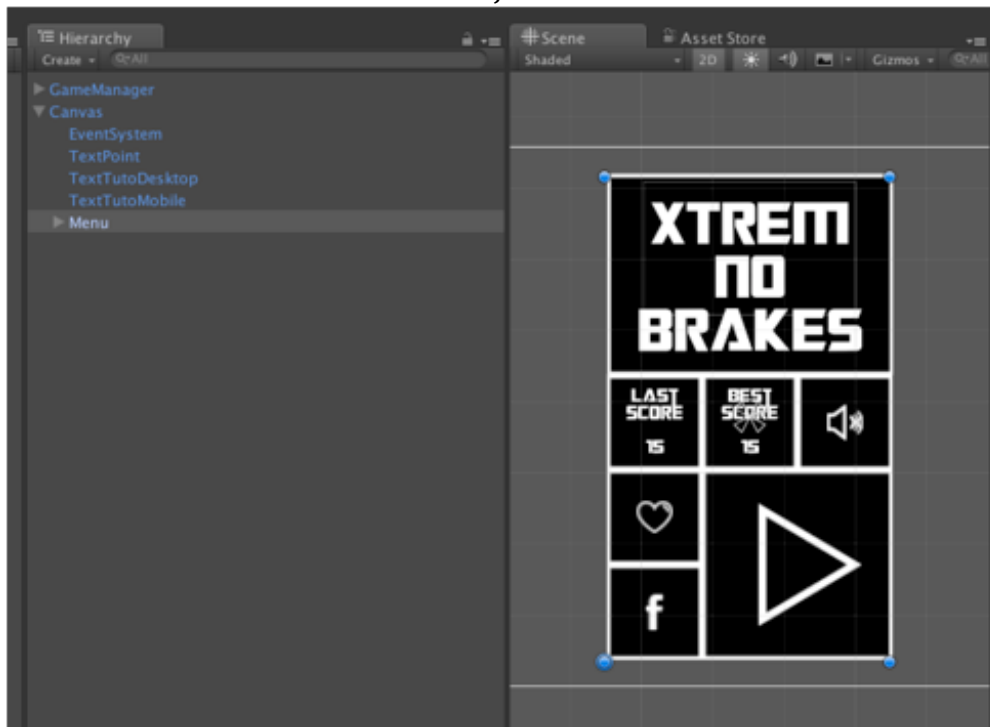
Gravity : the gravity of the game. Don't touch X and Z (always equal to zero).

Configure interface

Find the « Canvas » GameObject in the hierarchy view.



The Menu is a child of this GameObject



All the button actions are in the « CanvasManager » script attached to the « Canvas » GameObject. To change the button actions, open the script « CanvasManager.cs » and change the chose in the methods with name « OnClicked... » :

```

void OnClickedSoundButton()
{
    int soundOn = PlayerPrefs.GetInt ("SOUND", 1);

    if (soundOn == 1)
        TurnSoundOff ();
    else
        TurnSoundOn ();

    SetSoundIcon ();
}

void SetSoundIcon()
{
    int soundOn = PlayerPrefs.GetInt ("SOUND", 1);

    buttonSound.transform.GetChild (0).gameObject.SetActive (soundOn == 0);
    buttonSound.transform.GetChild (1).gameObject.SetActive (soundOn == 1);
}

void TurnSoundOn()
{
    PlayerPrefs.SetInt ("SOUND", 1);
    PlayerPrefs.Save ();
}

void TurnSoundOff()
{
    PlayerPrefs.SetInt ("SOUND", 0);
    PlayerPrefs.Save ();
}

void OnClickedPlayButton()
{
    gameManager.StartGame ();
}

void OnClickedRateButton()
{
}

void OnClickedFacebookButton()
{
}

public void SetPoint(int point)
{
    textPoint.text = point.ToString ();
}

```