

Bouncing Rabbit

Bouncing Rabbit is a full Unity template ready for release. It is compatible with mobile as well as webplayer in portrait screen.

How to Play?

Click or Touch on mobile devices For change direction of rabbit. Avoid the collision and Collect coins to score.

Credits

The sounds are courtesy of the free sound project.

Credits go to these authors for their great sound samples: [lloydevans09](#), [foolboymedia](#) and [fins](#)

Credit Kenney for Textures. You can support or download more assets in [Kenney.nl](#)

Overview

It contain a comment in my script

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts
- **Sounds:** Hold all the sounds used in the games.
- **Materials:** Hold all the material used in the games.
- **Texture:** Hold all the images used in the games.
- **Fonts:** Hold the fonts used in the games.
- **Prefabs:** Hold the object used in the games.

Update History

1.1 (21/9/2558)

- Update Documents
- Fixed player move when pause.

1.2(15/10/2558)

- Add pause canvas

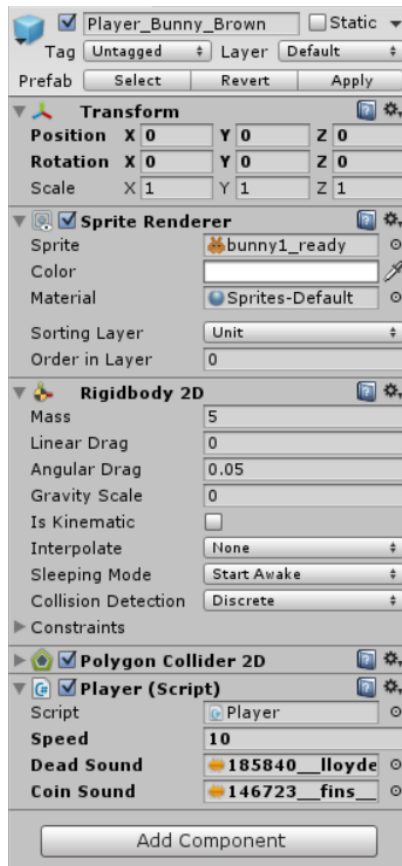
1.3 (29/11/2558)

- Fixed rotation of obstacle

1.4 (11/12/2558)

- Add new pause canvas and use pause in GameController instead.

Editing the Player



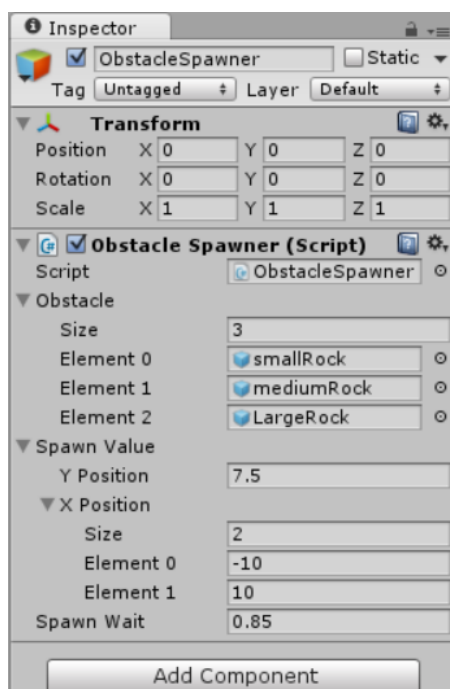
You can change images of the players by change “Sprite”.

Speed: The movement speed of the player.

Dead Sound: When the player dies.

Coin Sound: When the player gets a coin.

Editing Obstacle Spawner



Obstacle: This is a list of the objects that will be an obstacle.

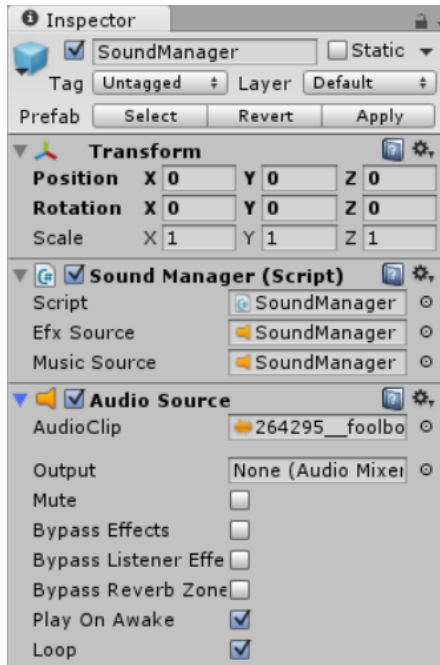
Spawn Value: This is a value for spawn an obstacle. It's include Y position and X position.

X Position:

- Element 0: This is a min value of x position
- Element 1: This is a max value of x position

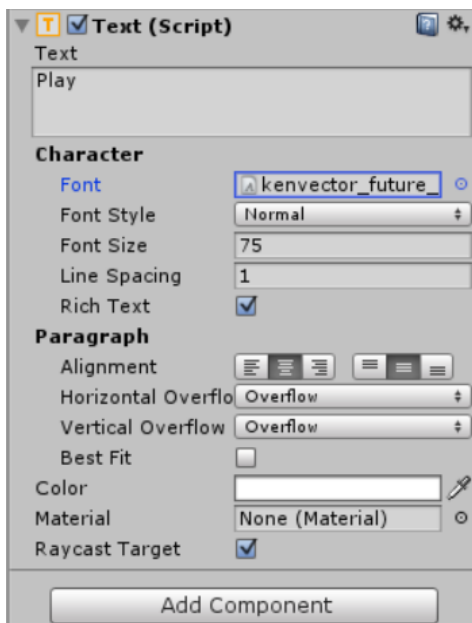
Spawn wait: Wait time for next spawn. You can Make it more difficult by reducing this value.

Sound Manager



You can change the background sound by changing the AudioClip in AudioSource of SoundManager.

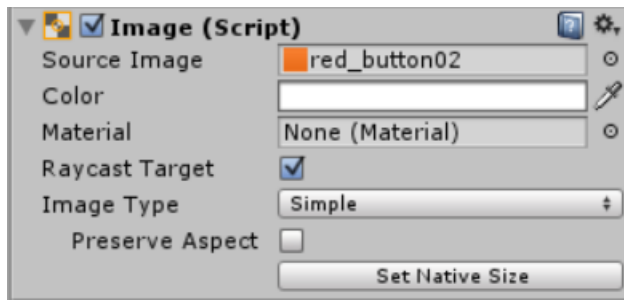
How to change font in the game?



Find a font you like and drag the .ttf file over to the Fonts folder in your game

Select any text object in the game and change its font to the new font you have.

How to change images of button?



Find a images you like and drag the file over to the Texture folder in your game

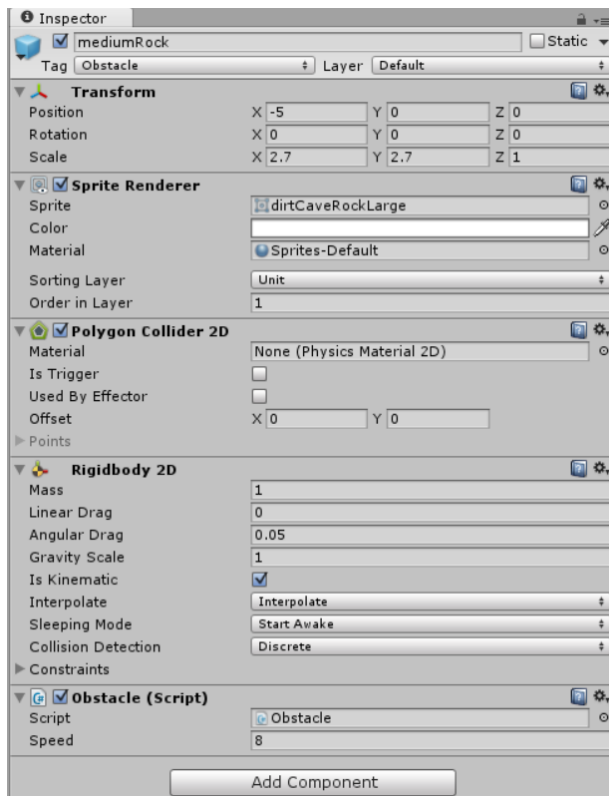
Select any button object in the game and change source image to the new image you have.

Change URL of Rate Button

Open **MainMenu_ButtonFunctions** script and **Game_ButtonFunctions** then change the URL in function Rate.

```
public void Rate() {
    //Put your URL
    Application.OpenURL ("https://play.google.com/store/apps/details?id=com.example");
}
```

Editing Obstacle

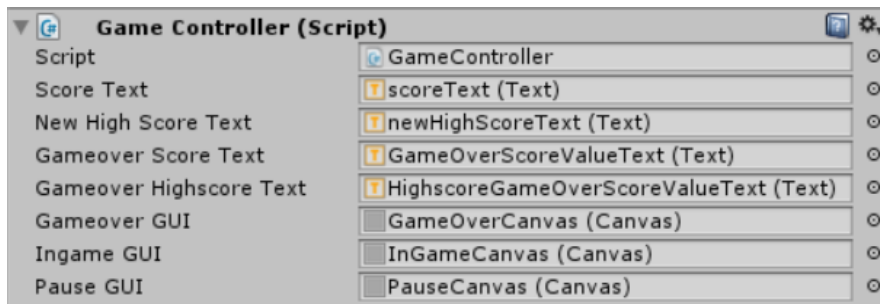


You can change images of obstacle or another objects by change "Sprite"

Speed: The movement speed of the obstacle. You can make more difficult with increasing speed and scale of obstacle.

Is Kinematic: true (Obstacle can't crash another obstacle and not fall down)

Game Controller



Score Text: Text for showing score when play

New High score Text: Text for showing “new high score !” when game over.

Game Over Score Text: Text for showing score when game over.

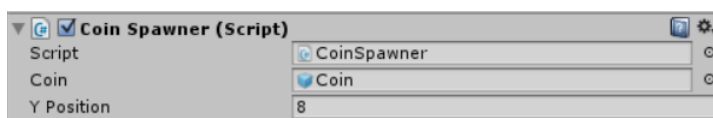
Game Over High Score: Text for showing high score when game over.

In Game Canvas: Canvas to put all parts of the UI while playing.

Game Over Canvas: Canvas to put all parts of the UI while game over.

Paused Canvas: Canvas for show when paused.

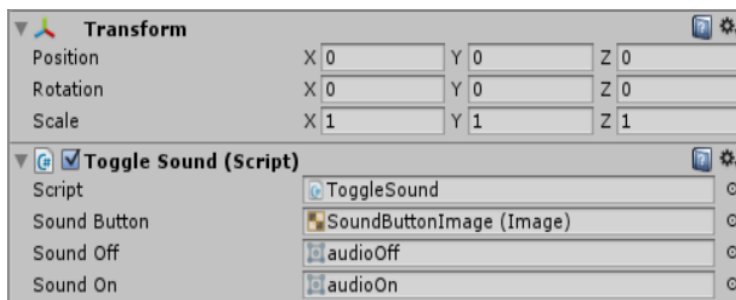
Coin Spawner



Coin: Coin object for spawn

Y Position: y position for spawn

Toggle Sound

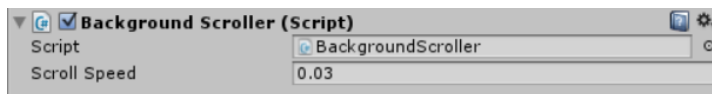


Sound Button: UI Image of Sound Button

Sound off: Sprite for showing when mute

Sound on: Sprite for showing when sound on

Background Scroller

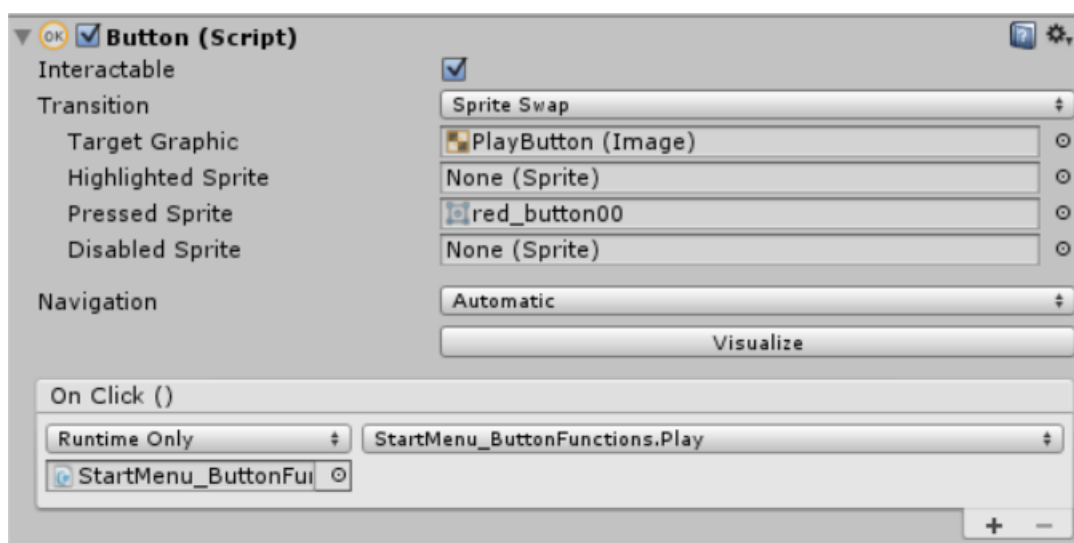
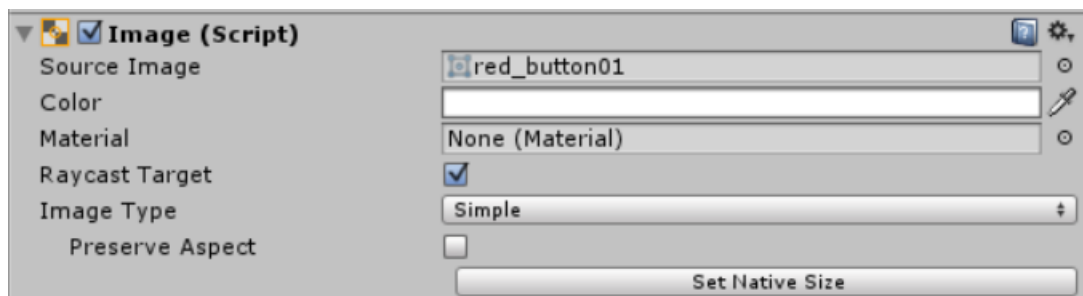


Scroll Speed: The speed of scroll background.

Button

Find a images you like and drag the file over to the Texture folder in your game

Select any button object in the game and change source image to the new image you have.

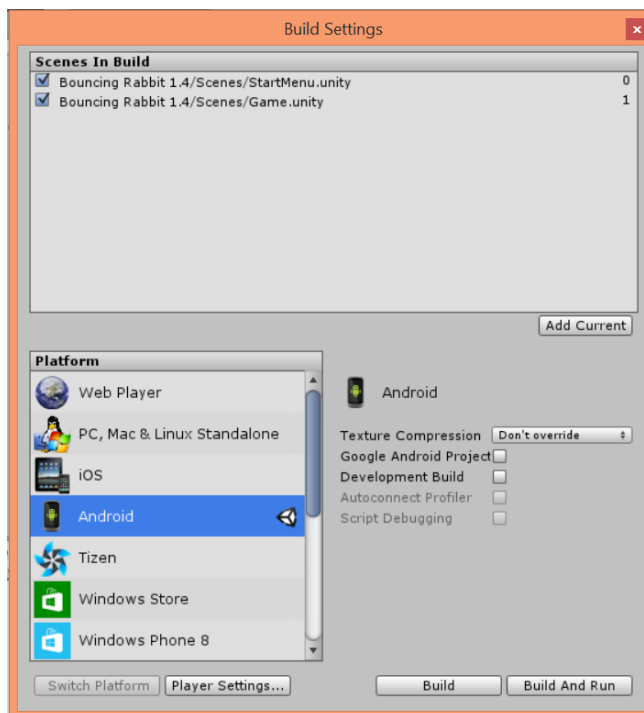


Pressed Sprite: sprite when pressed button

On Click() – Select StartMenu_ButtonFunctions script when in StartMenu scene and choose functions of button.

Select Game_ButtonFunctions script when in Game scene as well.

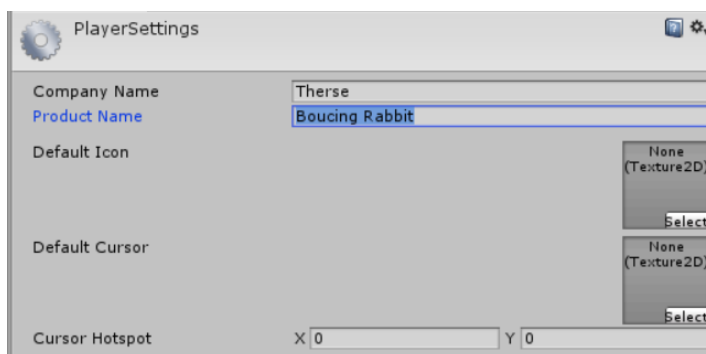
Build



Add scene that you want to use to. In this game there are 2 scene(StartMenu , Game) and choose platform.

Click Player Settings to change data of your product

Player Settings



Change the company name and product name here



Change Icon of your game in resolution and presentation

Other Settings

Rendering

Rendering Path* Forward

Auto Graphics API ☒

Multithreaded Rendering* ☐

Static Batching ☒

Dynamic Batching ☒

GPU Skinning* ☐

Virtual Reality Supported ☐

Identification

Bundle Identifier com.these.bouncingrabbit

Version* 1.0

Bundle Version Code 1

Minimum API Level Android 2.3.1 'Gingerbread' (API level 9)

Configuration

Scripting Backend Mono2x

Disable HW Statistics ☐

Device Filter ARMv7

Install Location Automatic

Internet Access Auto

Write Access Internal Only

Change your package in Bundle Identifier of other settings

Good luck with your modifications!