

# Pipe 2D Game Kit User Guide

Version 1.0

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Thanks for using Pipe 2D Game Kit. This toolkit is a collection of coding framework in C# for Unity3D.

The toolkit is designed with the integration of custom assets in mind. The existing assets included with the package are for demonstration. However you are free to use them in your own game.

For any question, please feel free to contact us: mic-art@outlook.com. Please leave a review on AssetStore if possible, your feedback are much appreciated.

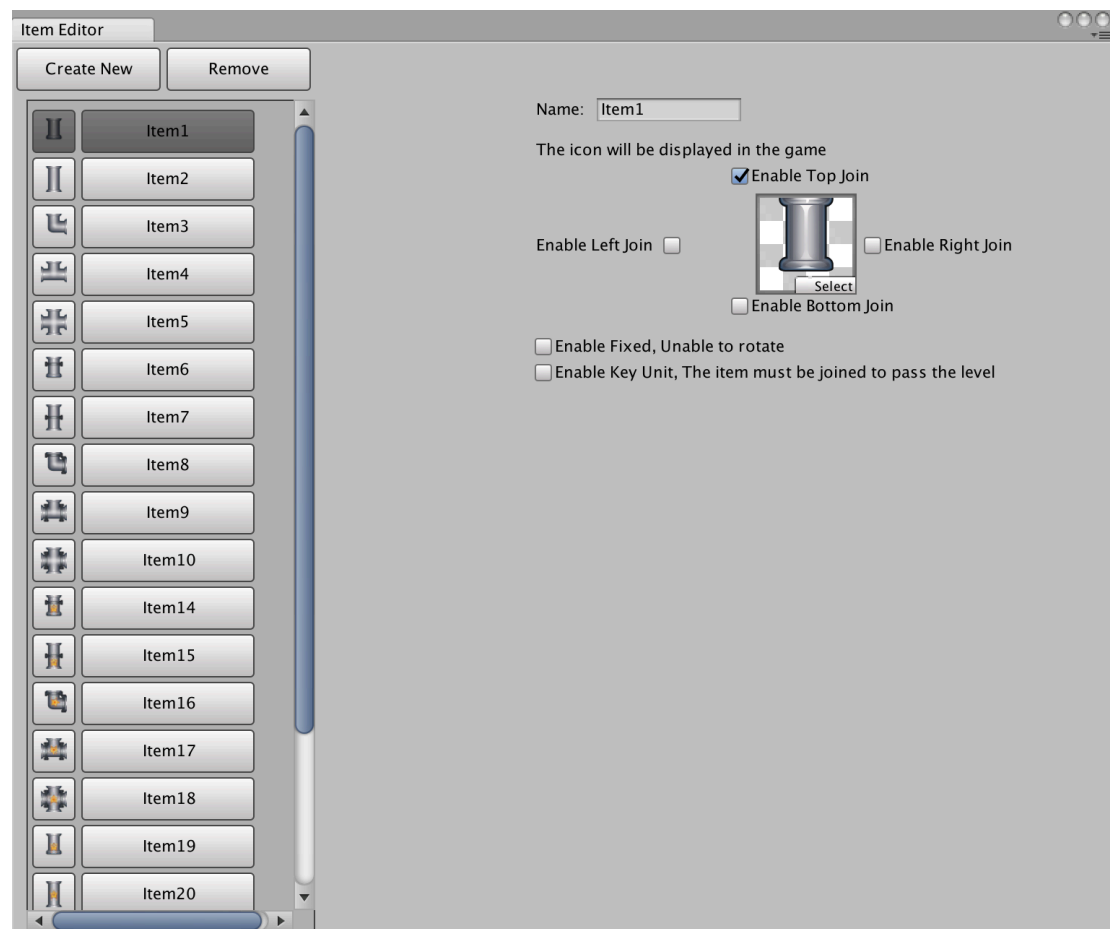
## Unity Editor

How to use Edit window

### 1. Pipe editor

Pipe Game Kit -> Item Editor

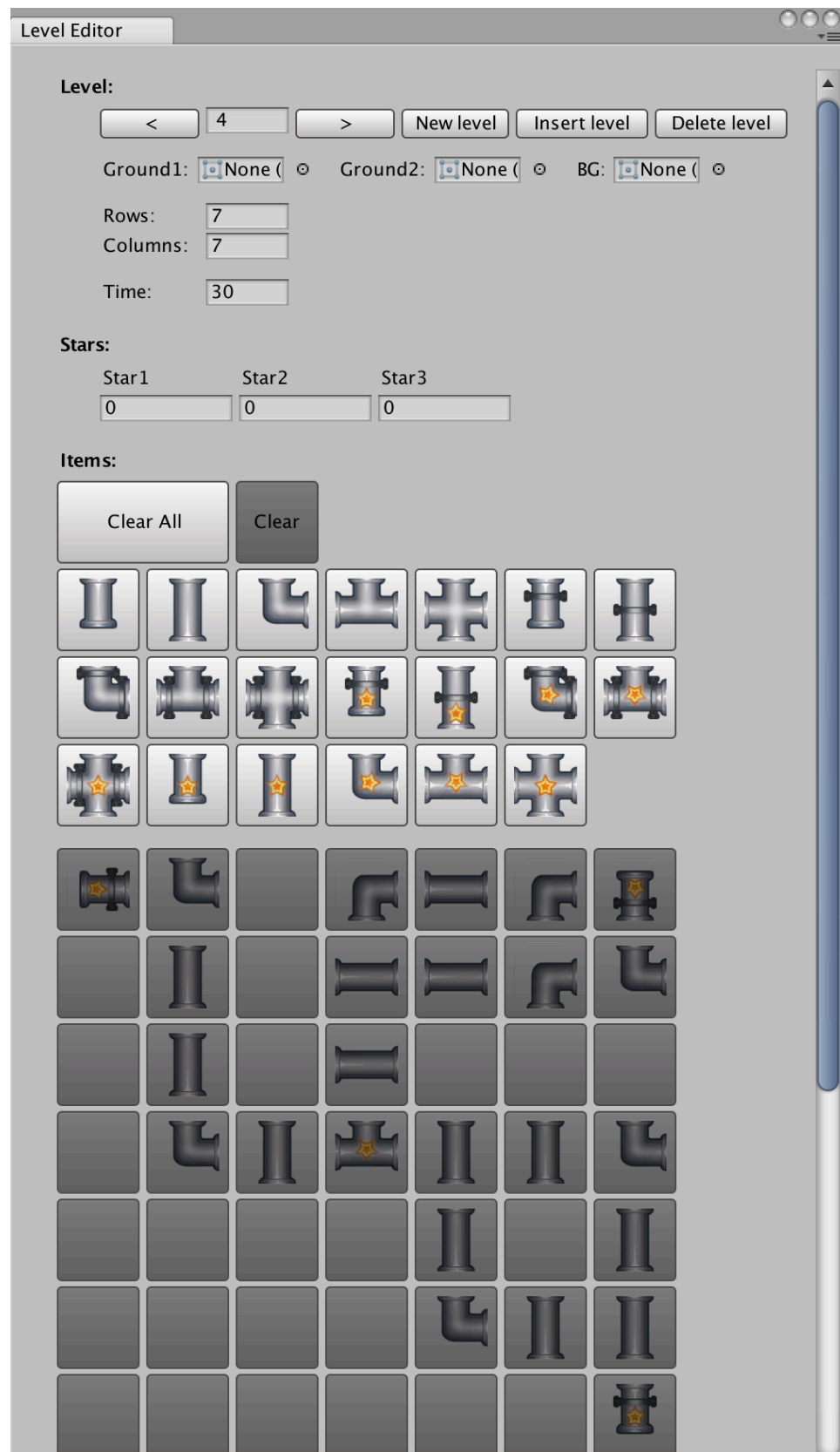
In this window, you can click the button to create a new pipe, you can set the member variables of the pipe, including the direction of connection, and whether it can be rotated, and whether it is necessary pipe to pass the level.



## 2 level editor

Pipe Game Kit -> Level Editor

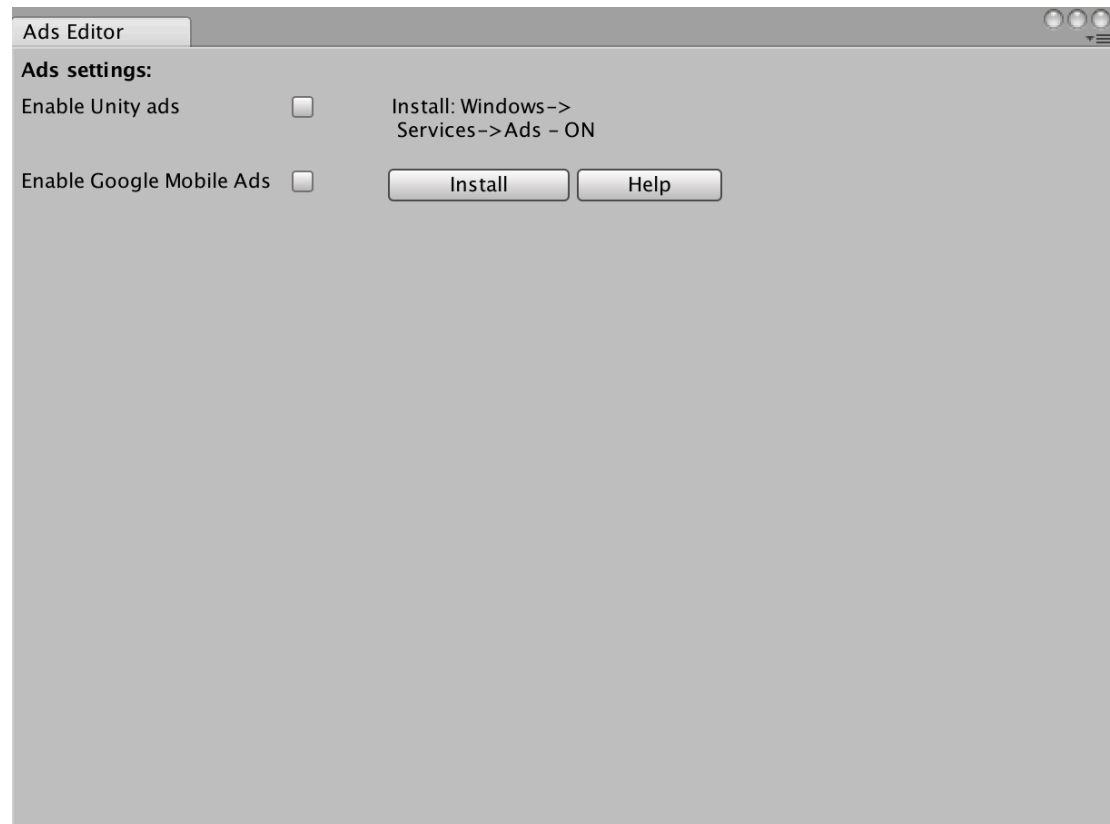
In this window you can add, edit and modify the level, you can set the tile number, time constraints, the conditions to access stars of each level.



### 3 Ads editor

Pipe Game Kit -> Ads Editor

In this window, you can set the Ads which will be played at the end of the each level.



### Script Reference

LevelManager - Management level select menu

GameManager - Control all the general game logic (win/loss state, etc)

TileManager - Responsible to generate, manage the tile.

Tile - The individual tile, All the pipes are on the tiles

Item - The pipe on the tile

SoundManager - Manage all the sound effect .

MusicManager - Manage all the music.