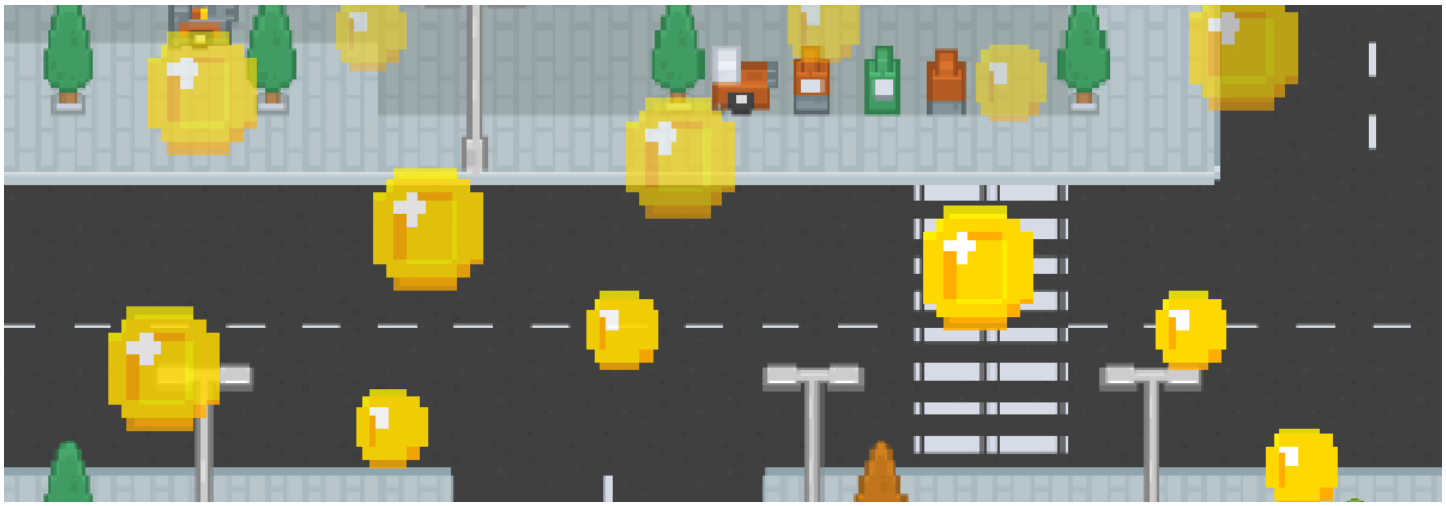
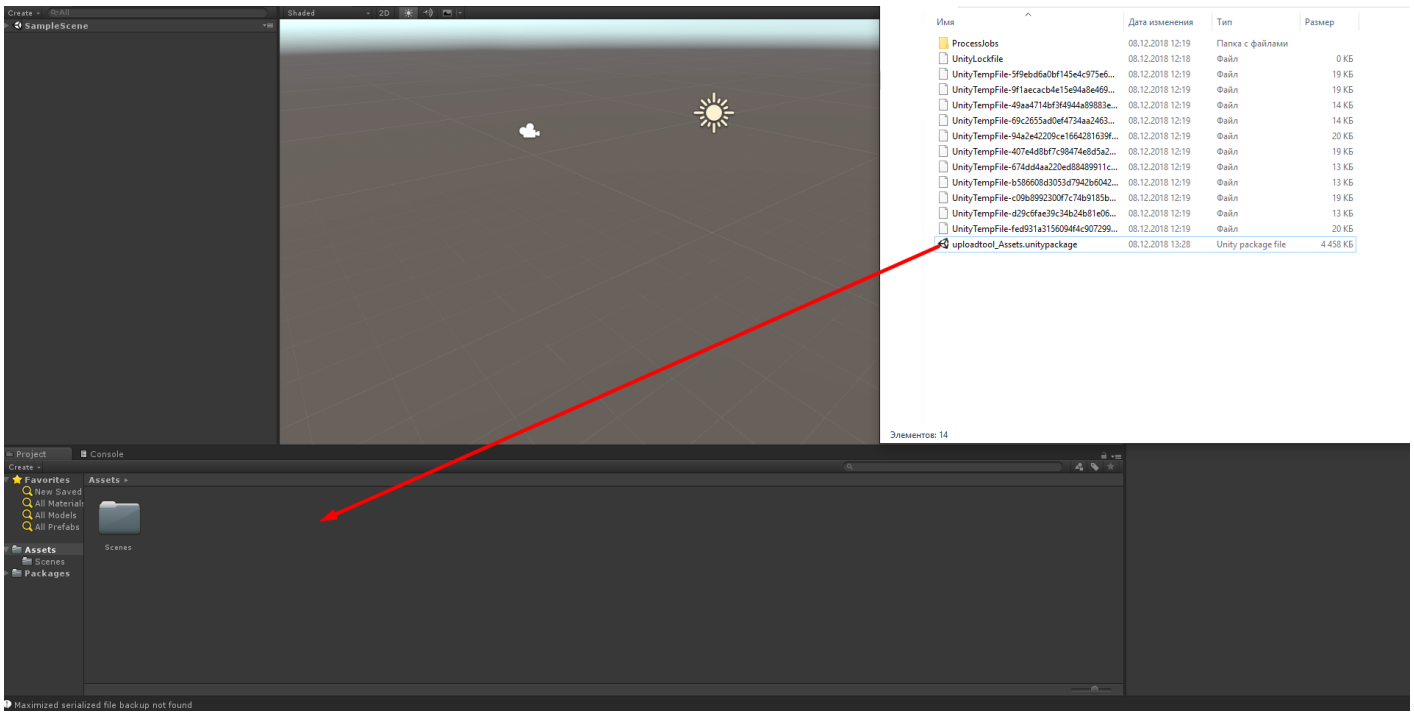


Clicker-Idle Game Template

This Clicker-Idle Game Template was made for the competition. For the reason of hopelessness, it was decided to add it to the AssetStore

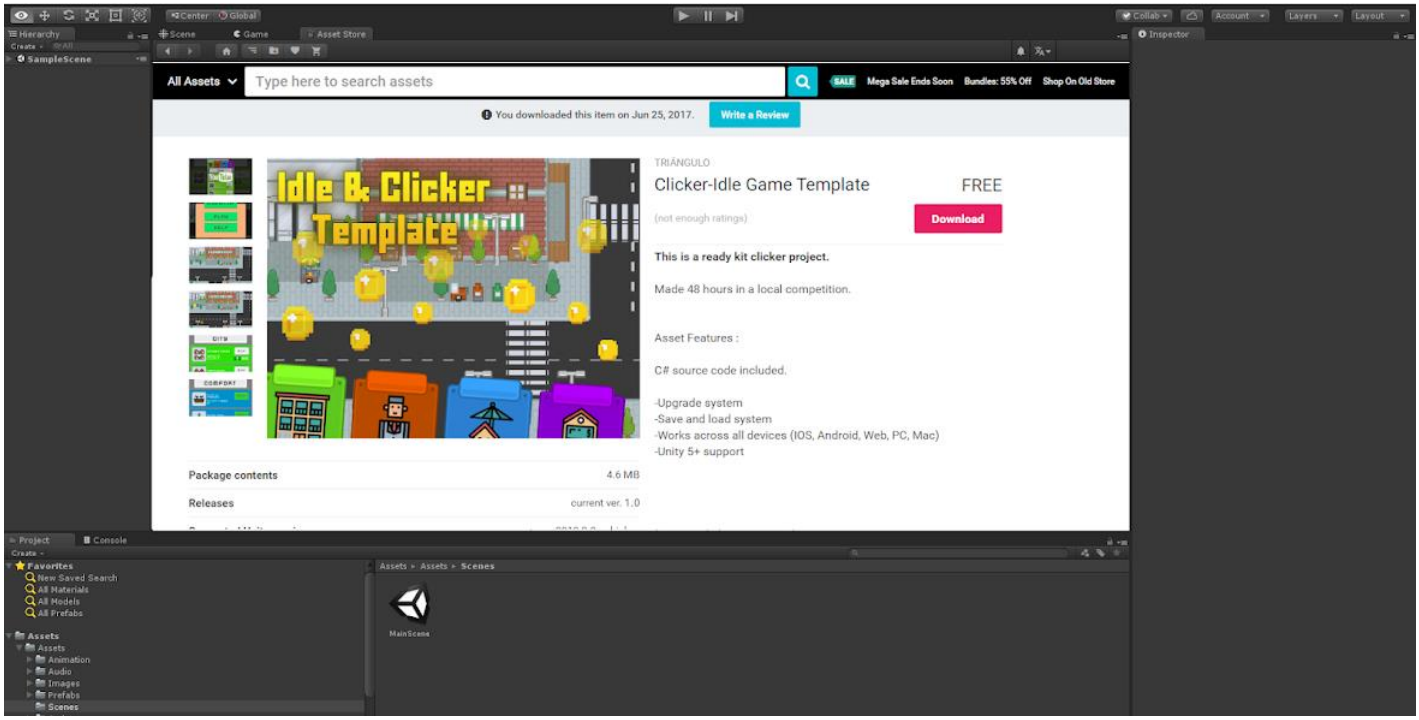
Installation

- Transfer the file to the editor

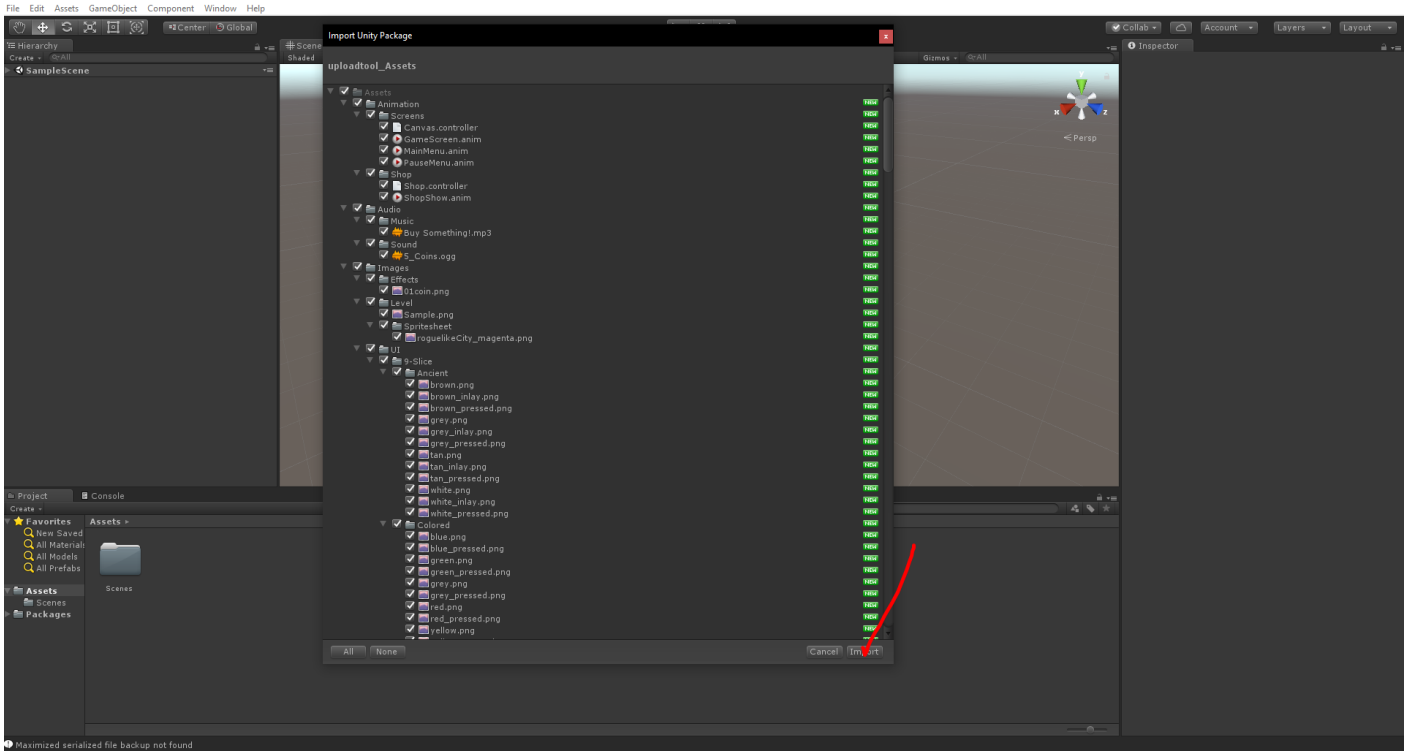


Or

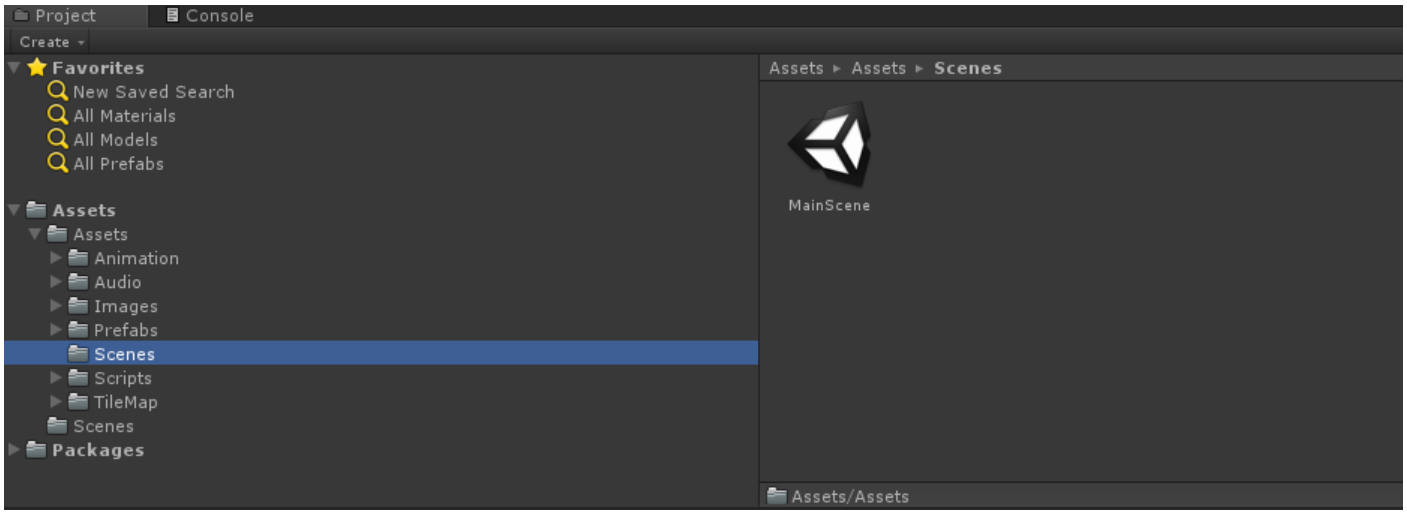
- Go to the product page, download



- Import

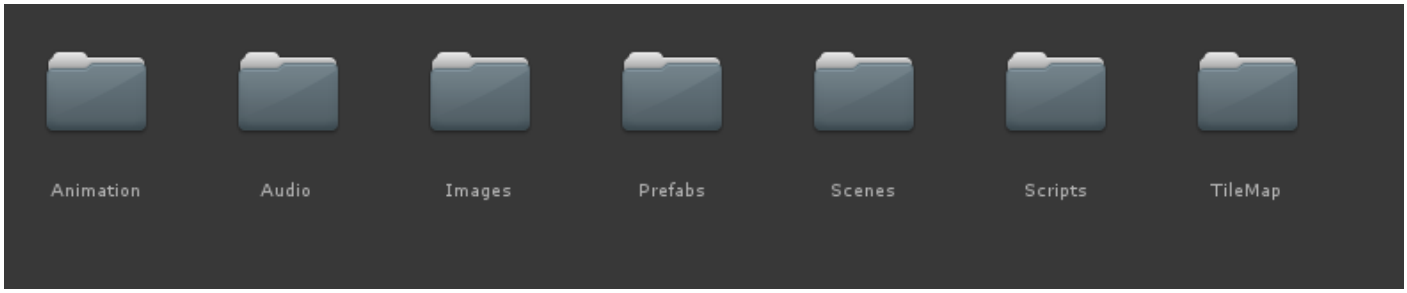


- The scene is in Assets / Scenes



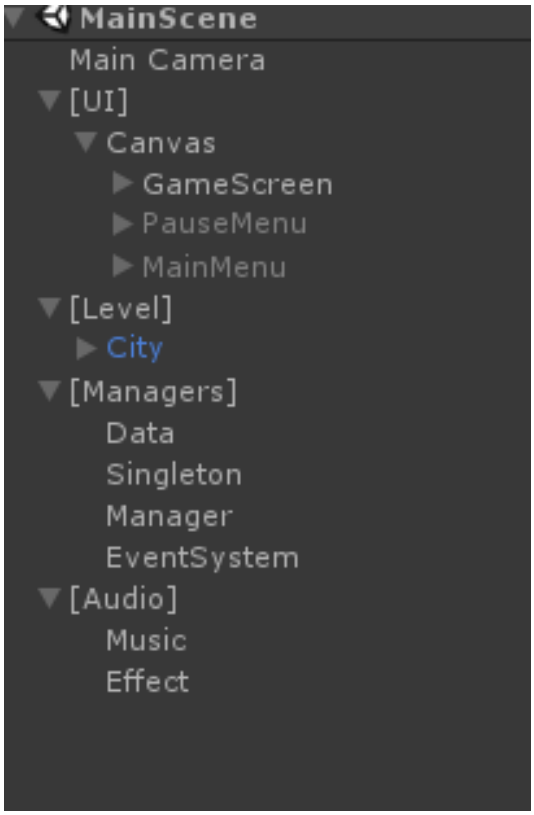
Hierarchy

Project:



- Animation - stores the files responsible for the animation .anim, .controller
- Audio - keeps all the music and sounds
- Images - stores all images (UI, Sprites, etc.)
- Prefabs - keeps all copies of game prefabs
- Scenes - keeps all the scenes
- Scripts - stores all scripts responsible for logic
- TileMap - stores all files associated with the Tilemap system

Scene:



- **Main Camera** - main camera on scene
- **[UI]** -here are all the objects responsible for the UI
- **[UI]/Canvas/GameScreen** - the game screen, which contains all the elements responsible for the game logic
- **[UI]/Canvas/PauseMenu**- screen, called when you pause
- **[UI]/Canvas/MainMenu**- screen, called when the game starts
- **[Level]** - here everything is related to the level, TileMap, Background
- **[Managers]** - all managers are stored here.
- **[Managers]/Data** - on the object is the script responsible for storing Data and its loading, saving
- **[Managers]/Singleton**- on the object is the script responsible for storing all managers for further calling from other scripts
- **[Managers]/Manager**- on the object are scripts responsible for all the logic
- **[Managers]/EventSystem**- default object for UI to work correctly (Do not delete)
- **[Audio]** - stores sound objects

Scripts

Editing scripts is not difficult if you are familiar with c #

```
namespace Idle
{
```

- Idle namespace is used for all scripts to avoid conflicts with your scripts.

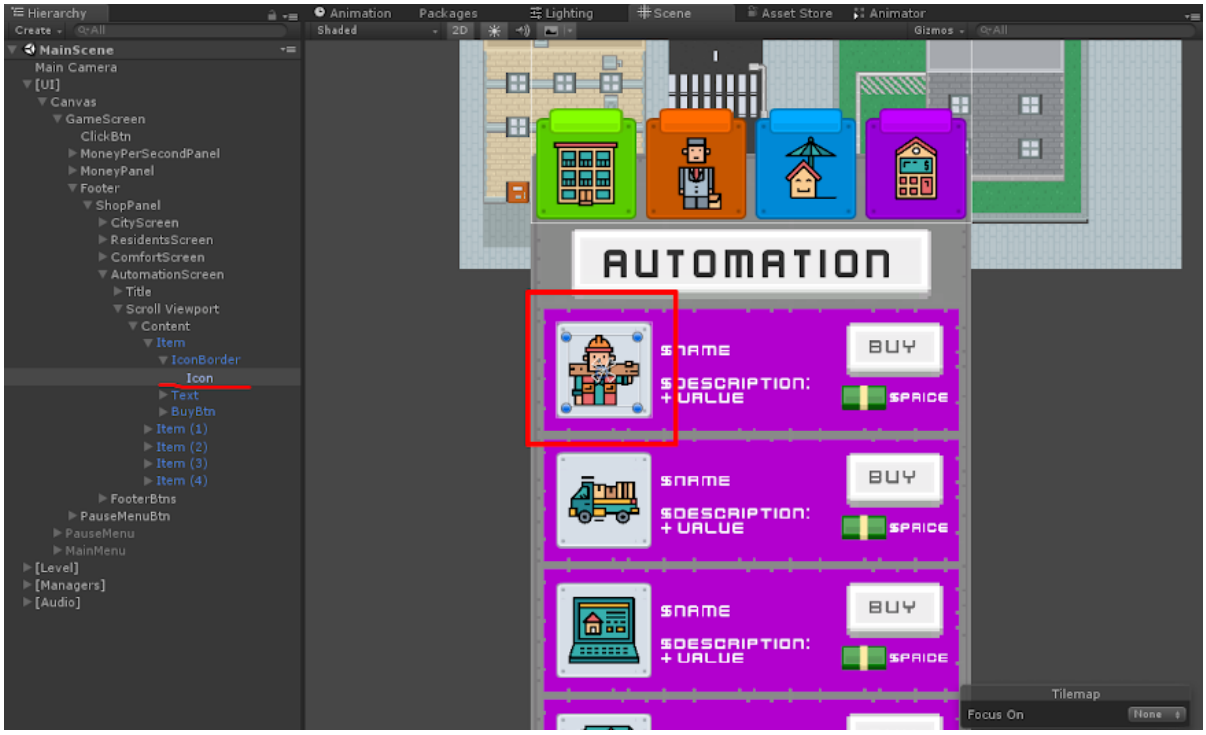
```
//Output File Name
public string fileName;

//Method to save, accepts any types Save(int[]), Save(string[]), Save(SampleClass[])
public void Save(object[] objects)
{
    //Create a local instance of a binary formatter
    BinaryFormatter binaryFormatter = new BinaryFormatter();

    //Open or create file
    using (FileStream fileStream = File.Open(Application.persistentDataPath + "/" + fileName + ".bin", FileMode.OpenOrCreate))
    {
        binaryFormatter.Serialize(fileStream, objects); //We write our Objects to a file.
        fileStream.Close();  //Close the file
    }
}
```

- All code has comments describing each action, so editing is easy.

Images

Images are pretty easy to edit.

- Select any image on scene



1. In the inspector we see the component Image
2. In the Source Image field we transfer any sprite from project files.

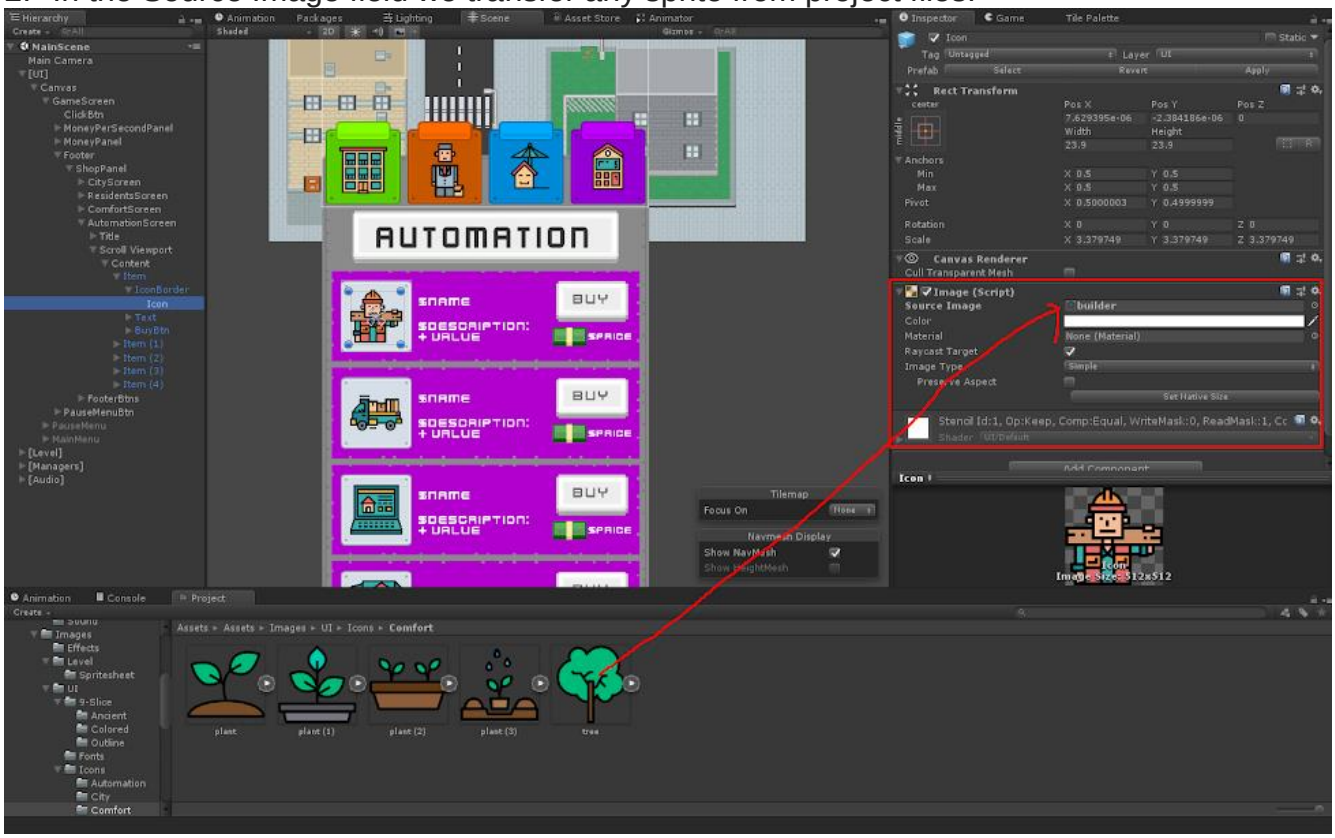
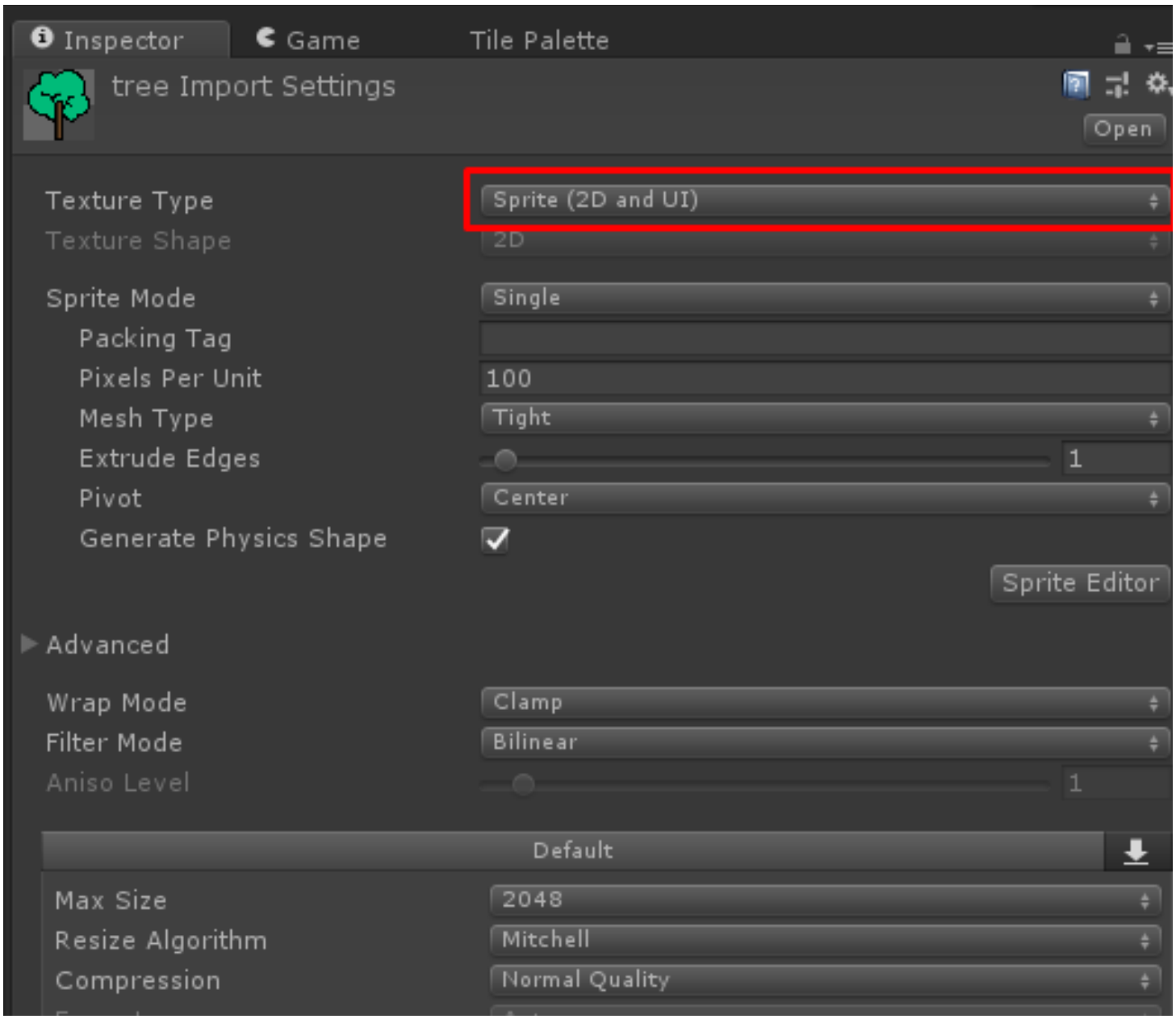
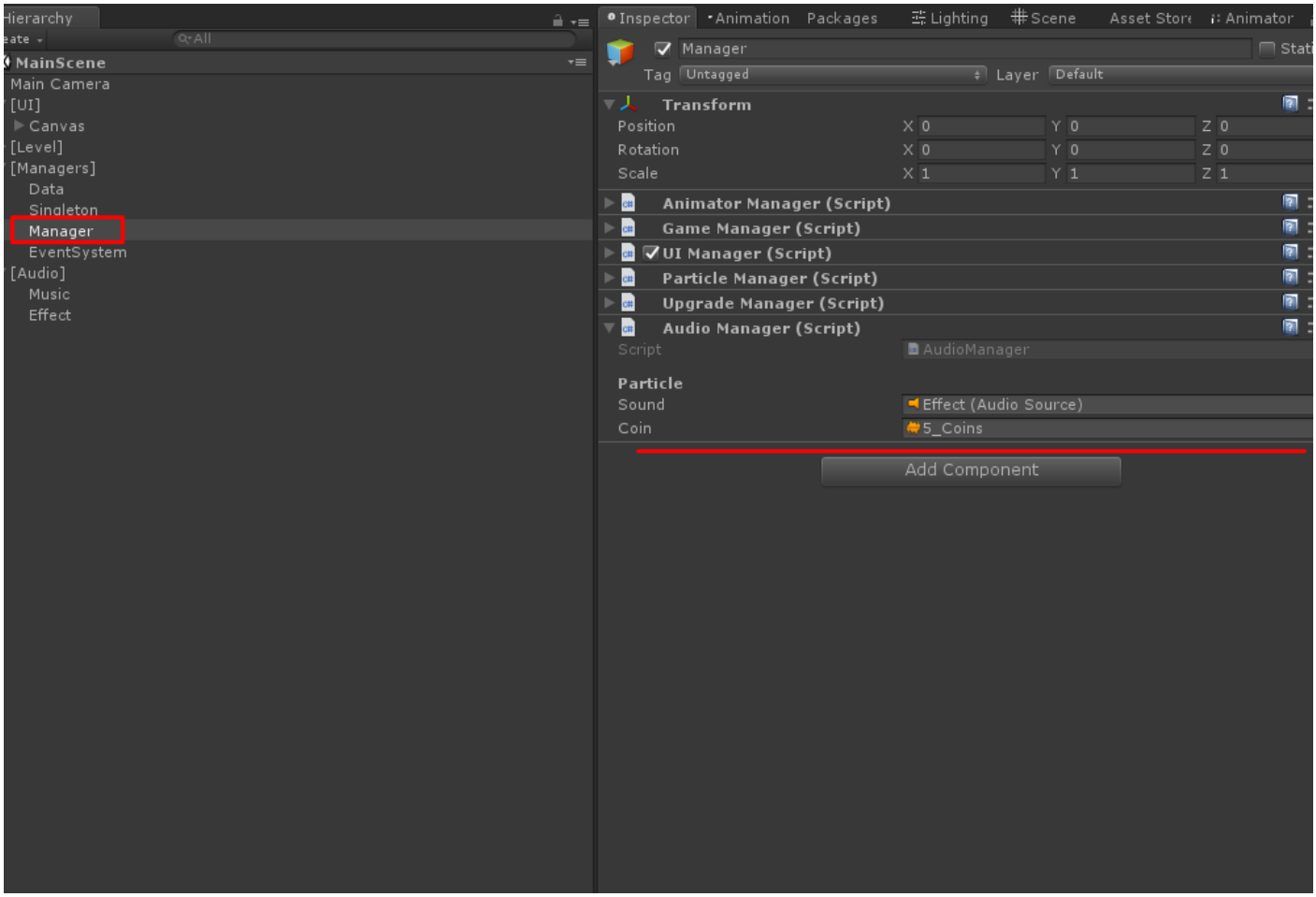


Image Settings:



Audio

In case you want to replace sounds:



If you want to add a new sound effect:

1. Open the AudioManager script
2. add a new field - public AudioClip NAME
3. and call from any script - Managers.Instance.audioManager.PlaySound(Managers.Instance.audioManager.NAME);

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class AudioManager : MonoBehaviour
{

    [Header("Audio")]
    public AudioSource Sound;

    [Header("Audio Effects")]
    public AudioClip Coin;

    // Method of playing effect, accepts any effect from cached
    public void PlaySound(AudioClip sound)
    {
        Sound.clip = sound;
        Sound.Play();
    }
}

```

If you want to replace music: