

Asset Documentation

Asset Name : Jump & Shoot

Publisher : Hyper-Casual Game Factory

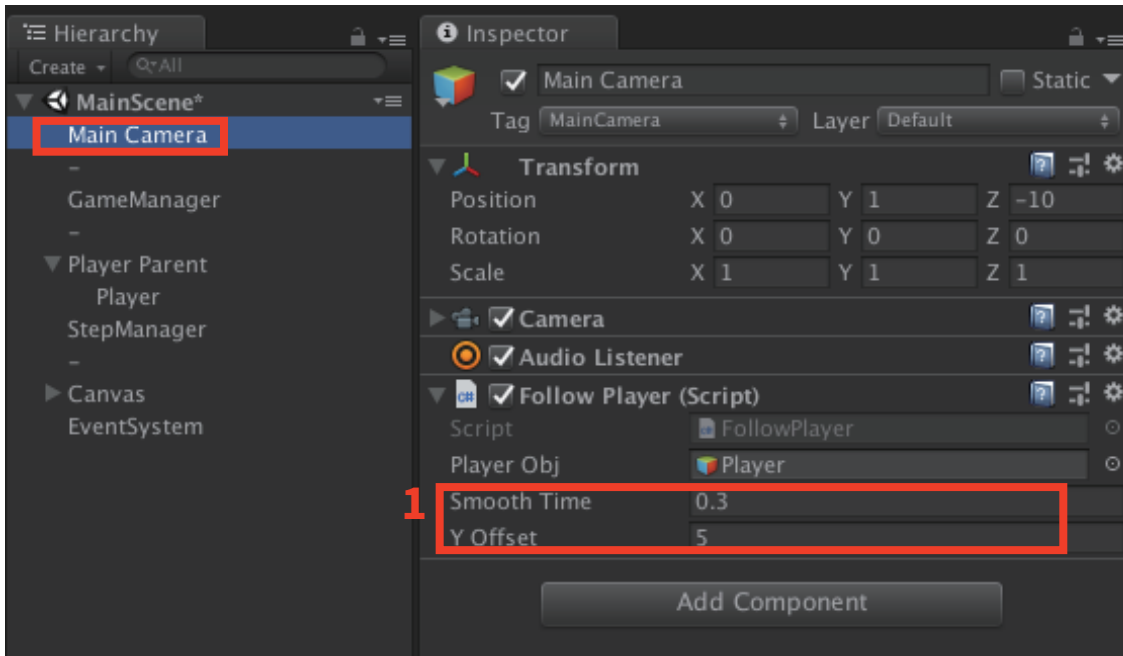
Documentation Version: 1.0

Version Guide

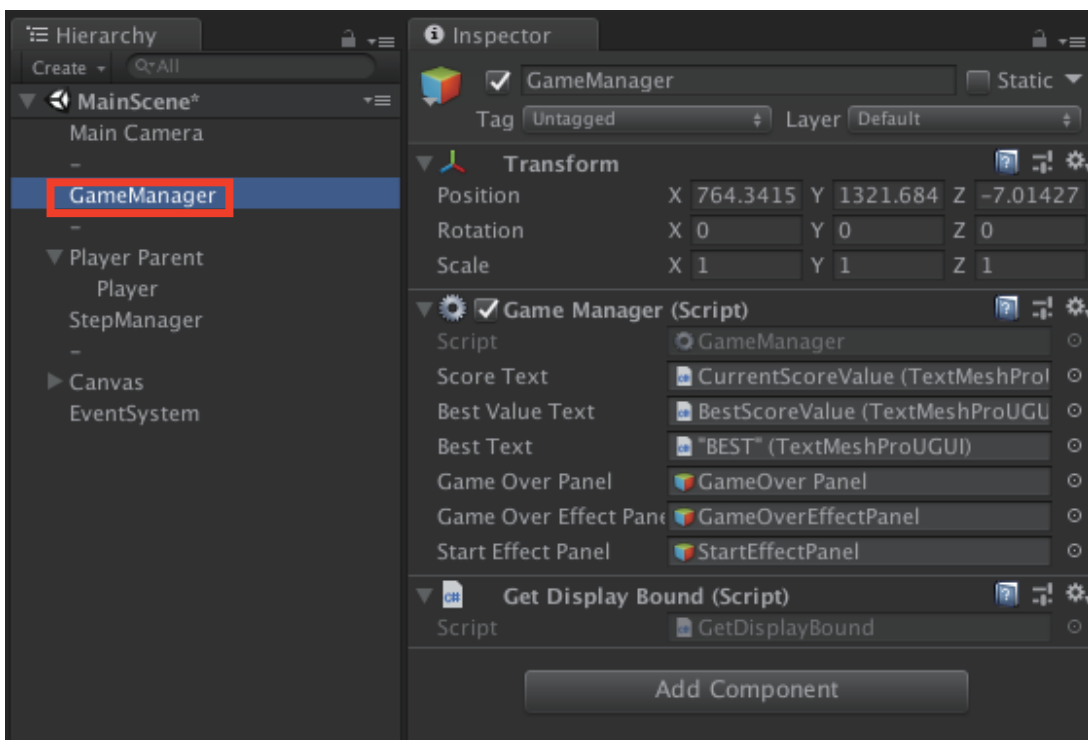
V1.0 - Initial Release

Setup Guide

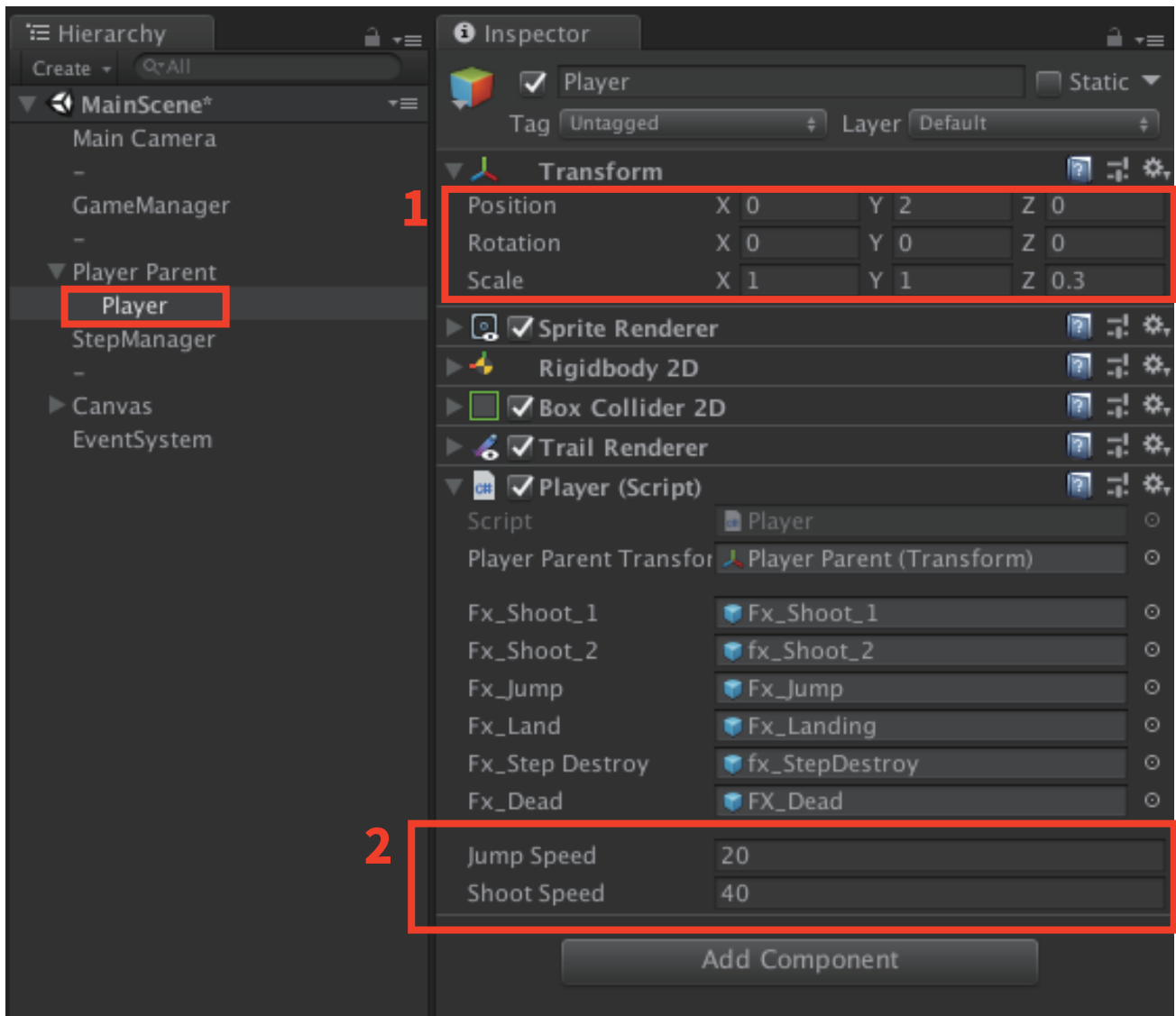
- Open **Assets/JumpAndShoot/Scenes/MainScene**



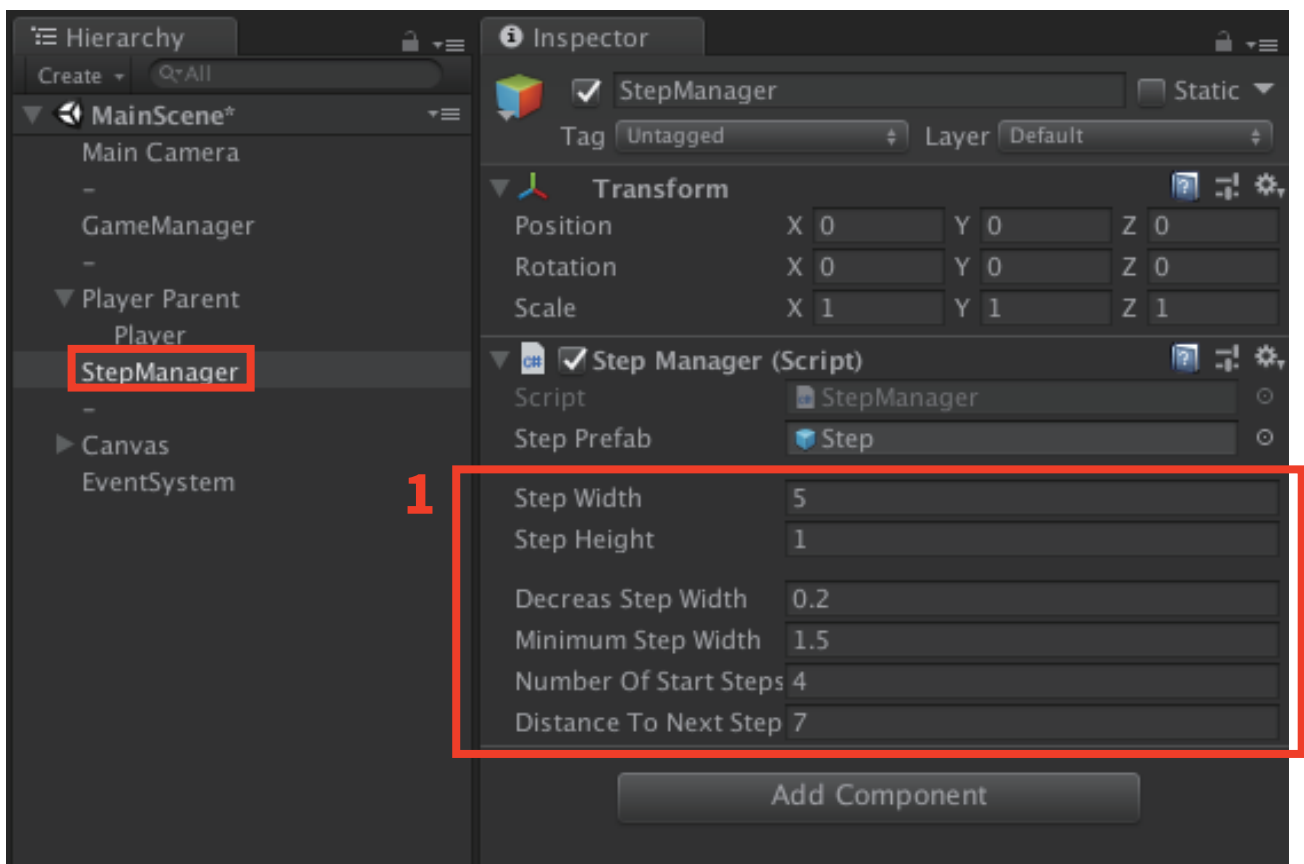
- **Main Camera** : This is camera of game. This camera follow the Player. You Can increase or decrease smoothness and y-axis offset using the fields as shown below in “1”.



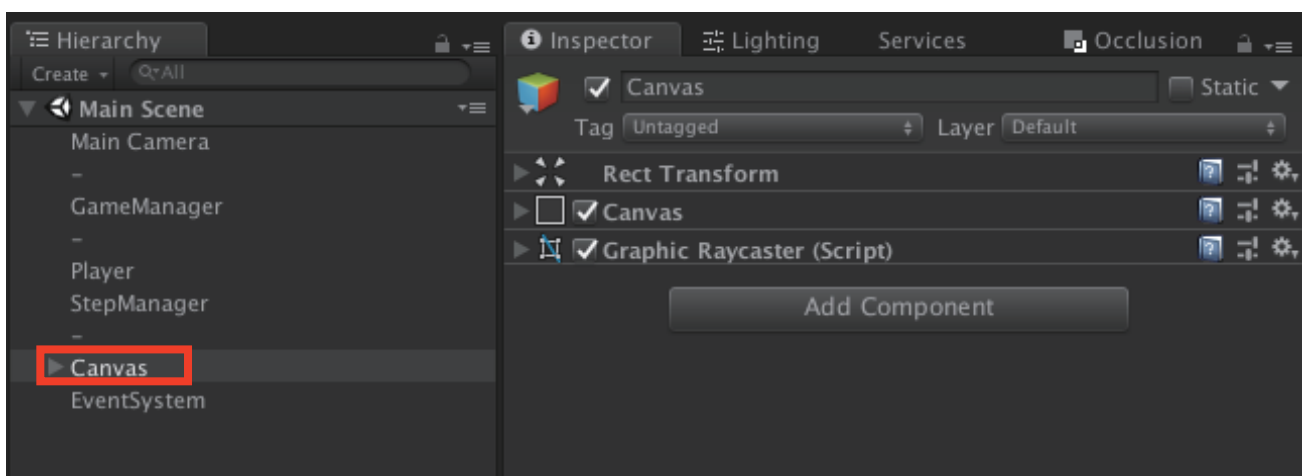
- **GameManager** : This control game UI(Current Score, Best Score, panel for effect).



- You can adjust the **start position** and **scale** of the Player using the fields as shown below in “1”.
- You can adjust the **Jump Speed, Shoot Speed** of Player using the fields as shown below in “2”.



- You can adjust the **variables of step** using the fields as shown below in “1”.



- **Canvas** : This is game UI.