TopDownRace 2D Documentation

Overview

The **TopDownRace 2D** is thoughtfully developed and user-friendly. Function names are clear, and scripts provide step-by-step guidance. This documentation explains the project folders functions. If you encounter any issues, please contact us at blackrosedevelopers@gmail.com.

Project Structure

1. Art

This folder has three subfolders as below:

- **Animations**

This folder contains two car animations.

- **Materials**

Contains a physic material of the cars.

- **Sprites**

Contains 21 UI PNG sprites.

2. Prefabs

The Prefabs folder includes 20 prefabs in three main categories:

- **Gameplay**: Contains 12 prefabs of game elements and joystick control that can be used in levels.

- **Particles**: 2 unique particle effects with different materials.

- **UI**: 6 Prefabs of the game menus and UI elements.

3. Scenes

- Four scenes which have a main menu which is the starting scene of the game and 3 other sample gameplay scenes.

4. Scriptable Objects

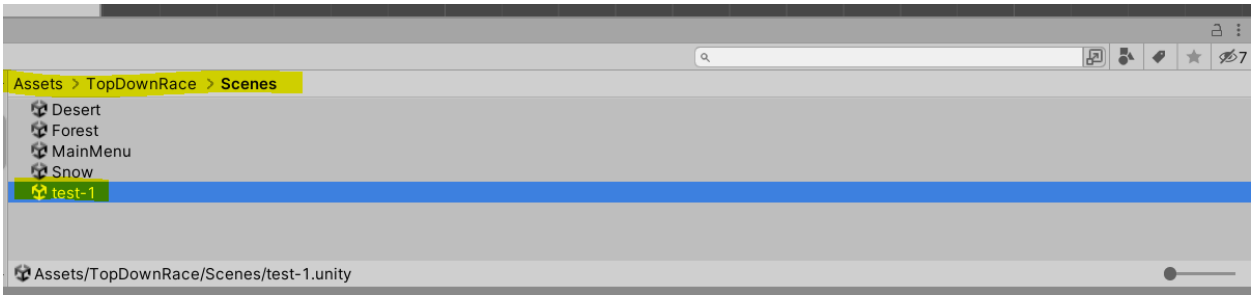
- four different scriptable objects to save game data.

5. Scripts

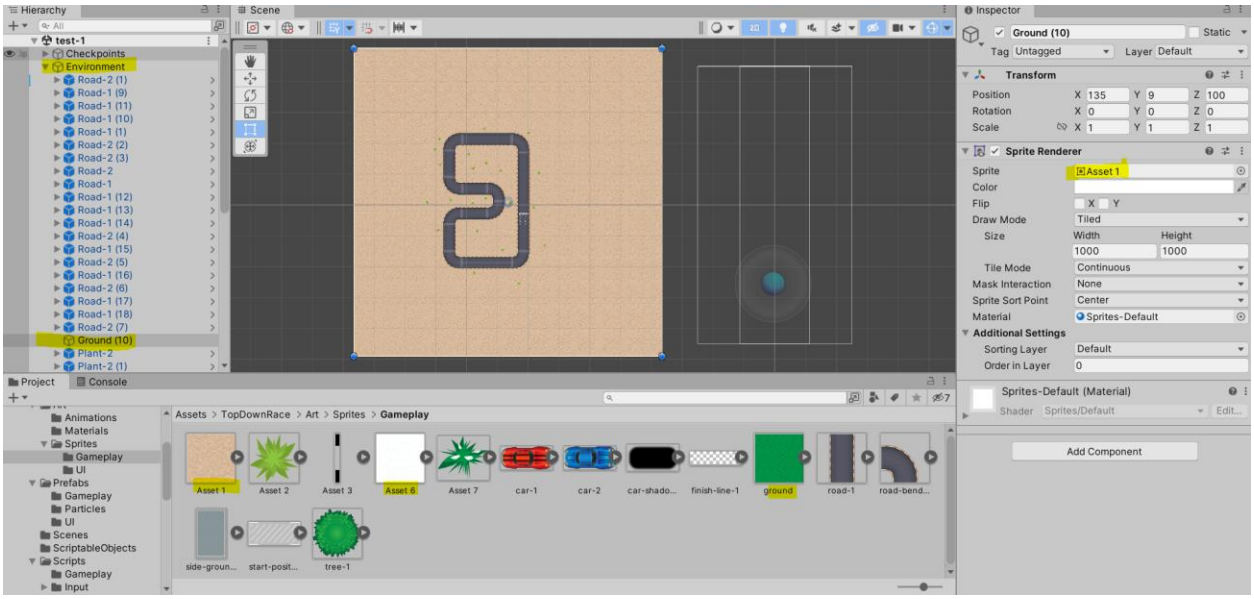
24 Scripts are categorized into four folders, with clear names and functions to ensure easy understanding.

How to add new level:

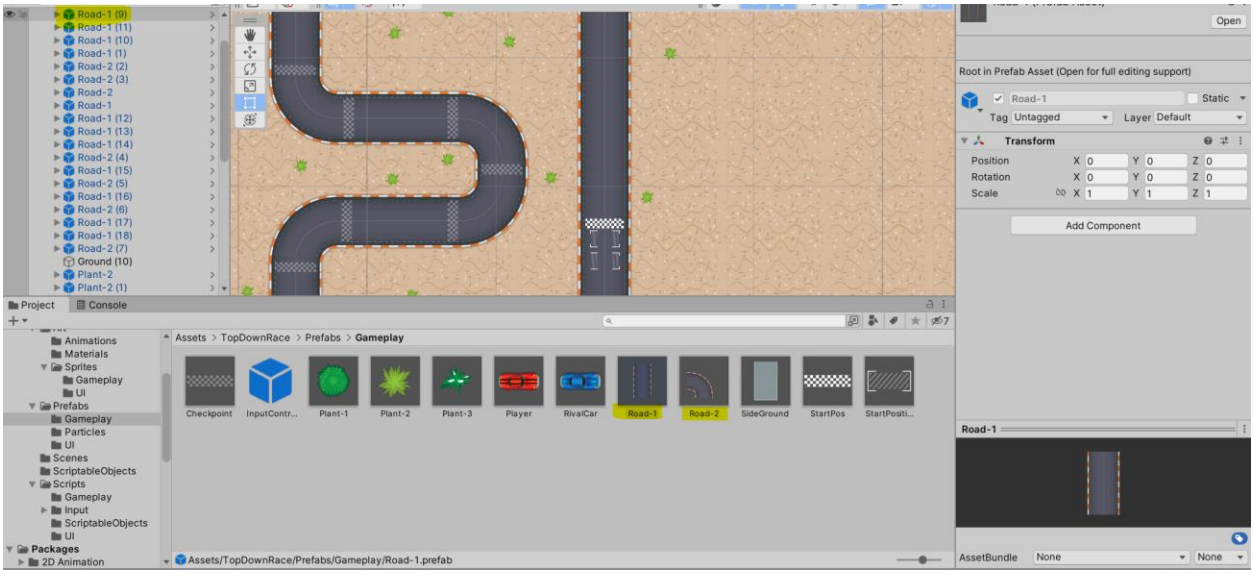
1- Navigate to Project – Scenes folder. In order to create a new level, it is recommended to copy one of your scenes and start modifying. In this example the Desert scene is copied (ctrl+d) and renamed to test-1.



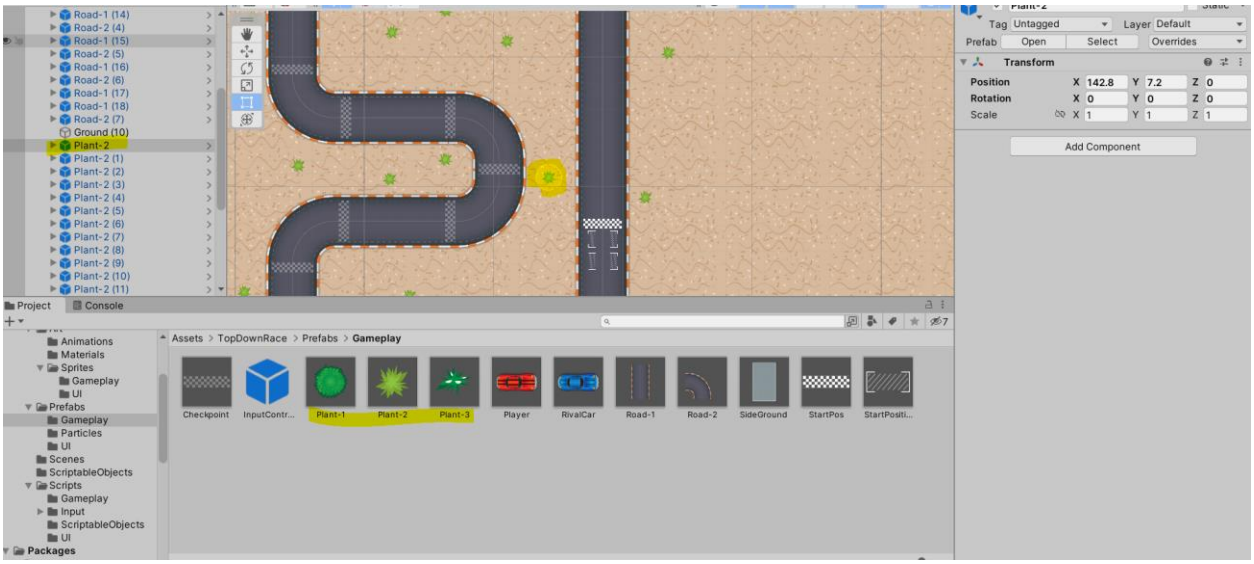
2- Find Environment game object and then the Ground gameobject which is the main theme of the game. You can set grass, dirt, snow image to this game object. Or if you have new image for the theme.



3- You can set up the road and curves by navigating to prefabs-gameplay folder. It is up to you what path and in what shape you want to create. Use Road1 or Road2 prefabs.

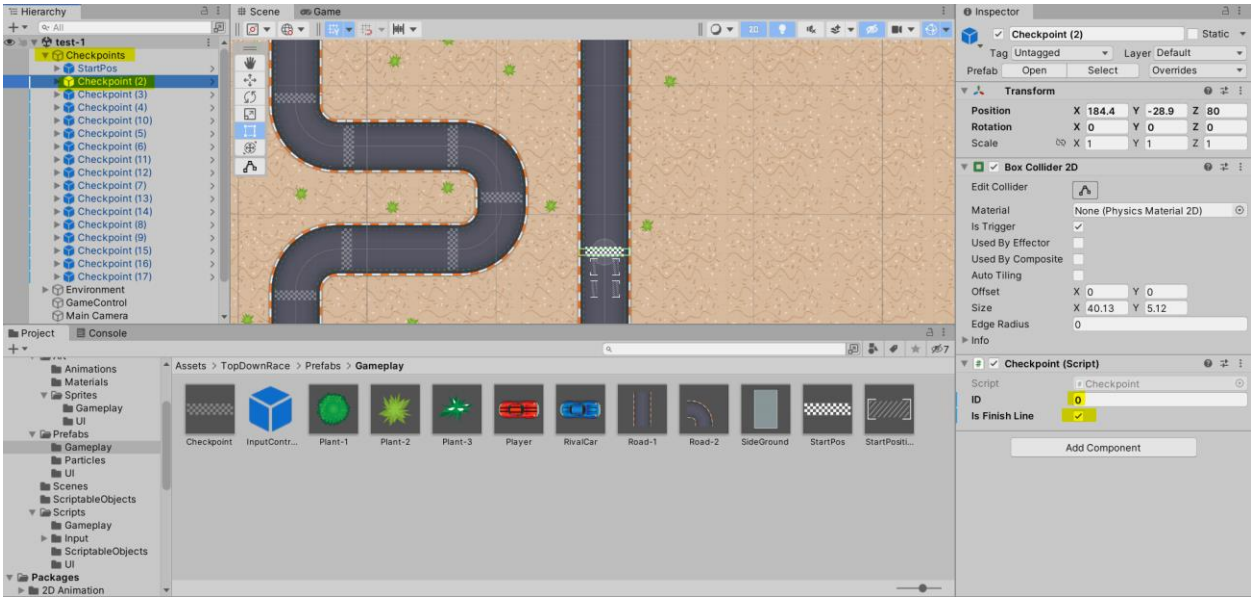


4- You can also add different items to decorate your environment, as samples there are three plant prefabs ready to be used. You can add you intended objects (prefabs) such as rocks, trees or etc. to decorate your environment.

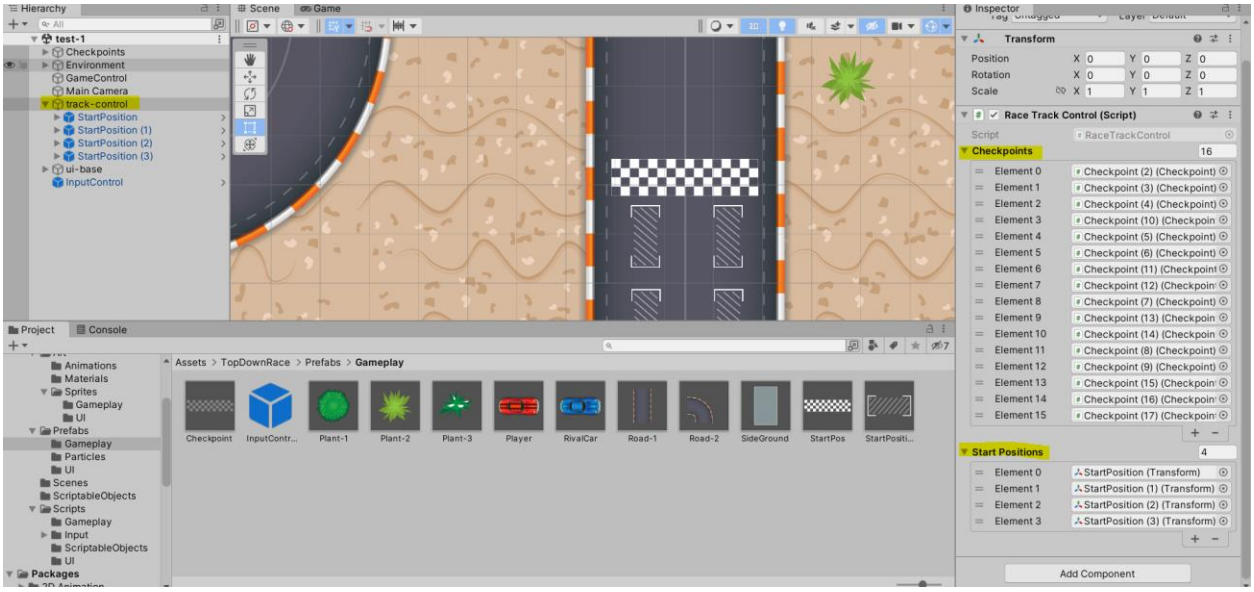


5- You should add checkpoints. These checkpoints calculate the distance the cars have moved and you need to update the id of each one as you put them on the way from prefabs-gameplay folder. Just remember the starting/finishing checkpoint you should

tick IsFinishLine variable.



6- Lastly, you should add track control game object(with RaceTrackControl script) which gets the starting positions of the cars and the checkpoints which you added in step 5.



For any questions or further assistance, please reach out to blackrosedevelopers@gmail.com.