

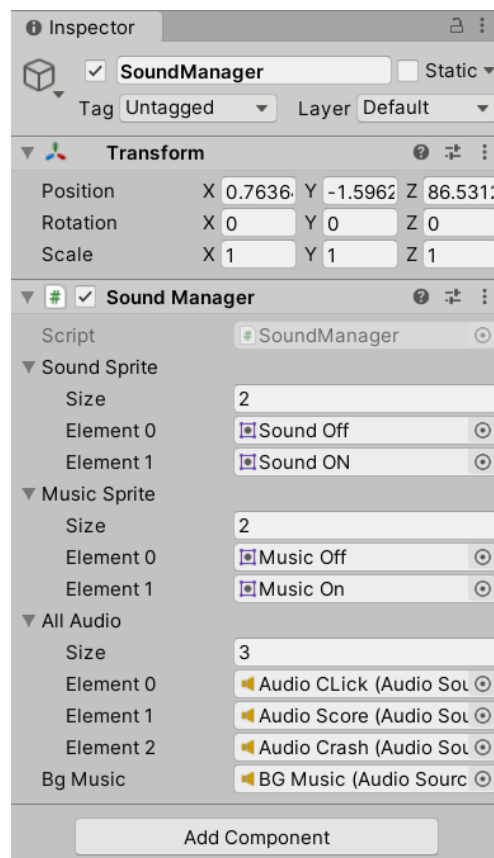
Circulet Documentation

About the Game :

- Game starts with duo players.
- Players can change rotation direction to save themselves from coming obstacles or to collect the score objects.
- Just tap anywhere on screen to change rotate direction.

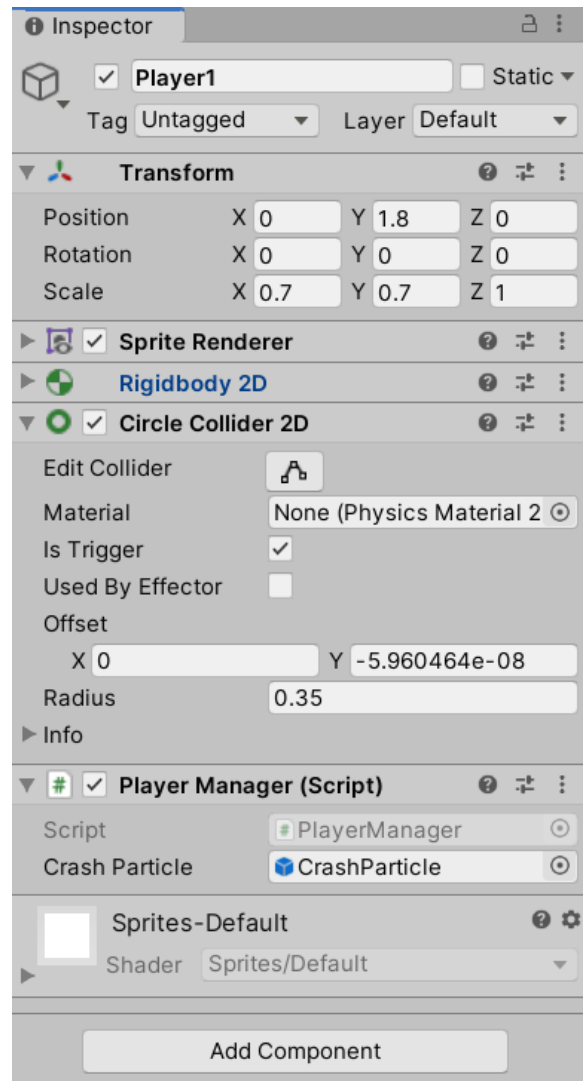
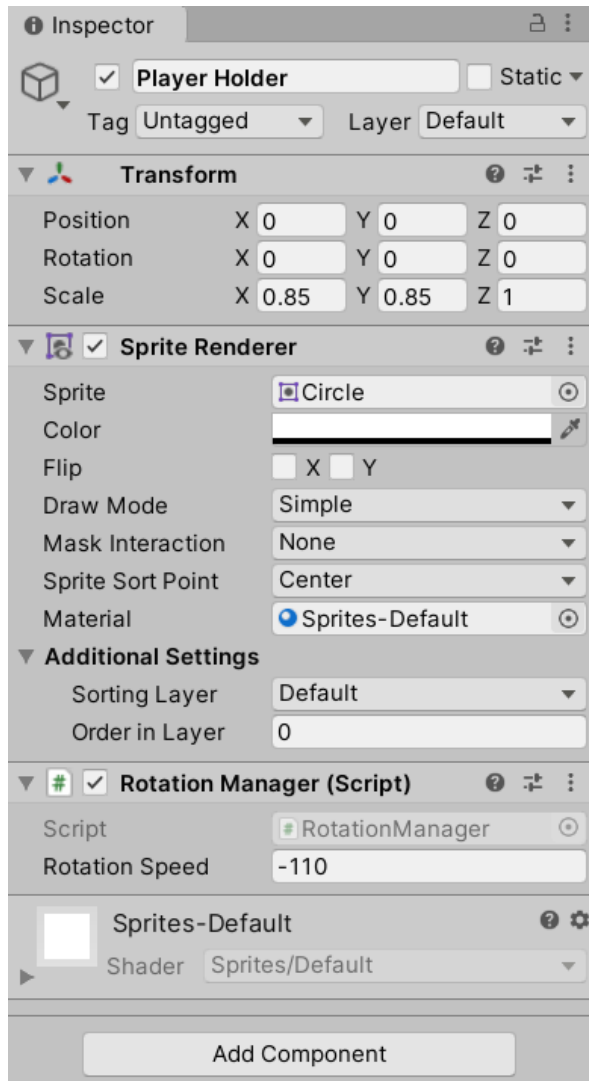
Audio

- Background Music is stored in Circulet/Audio.
- Sounds are stored in Ultimate Circulet/Audio.
- All Music/Sounds are managed by SoundManager.cs



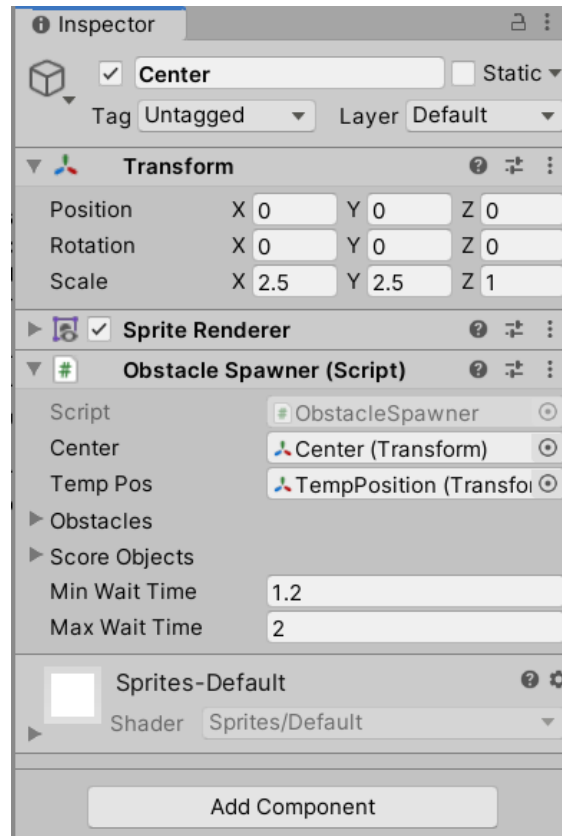
Player

- Player hit triggers are managed by Circulet/Script/PlayerManager.cs and located at scene in object “Player1” and “Player2”.
- Player rotation is managed by Circulet/Script/RotationManager.cs and located at scene on parent object of players named “Player Holder”.



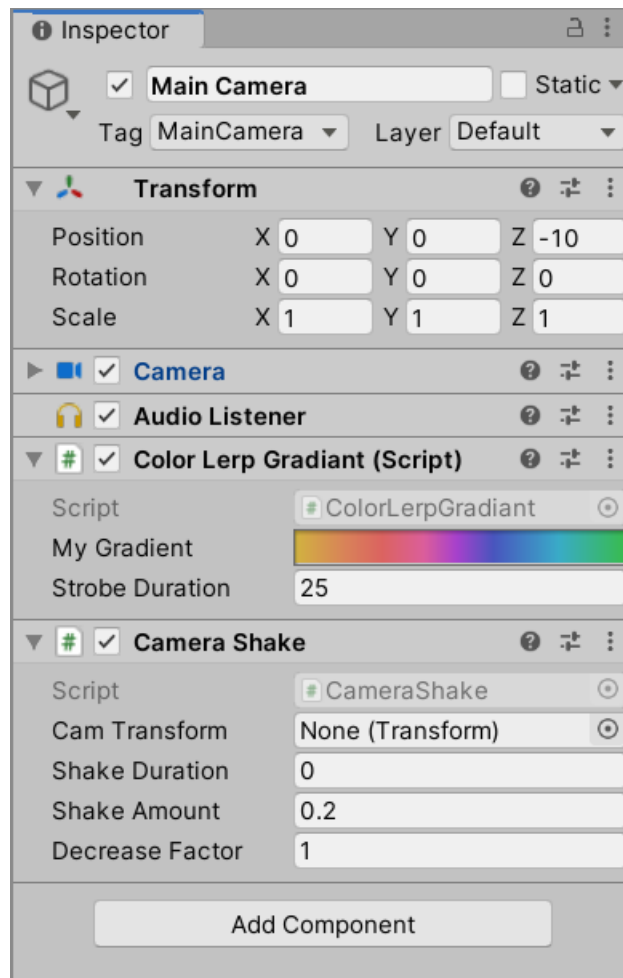
Obstacles

- The obstacles and score objects spawns from same center points.
- This is managed by Circulet/Script/ObstacleSpawner.cs
- Object Pooling system is used for both obstacles and score objects spawning.



Background Color Manager & Camera Shake

- The background color lerps constantly and it is managed by Circulet/Script/ColorLerp.cs and attached to the Camera as a component.
- Whenever player crashed with obstacle, camera shakes. And it is managed by Circulet/Script/CameraShake.cs and attached to the Camera as a component.



Feel free to ask if you have any queries!

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