

Zigzag

Basic information:

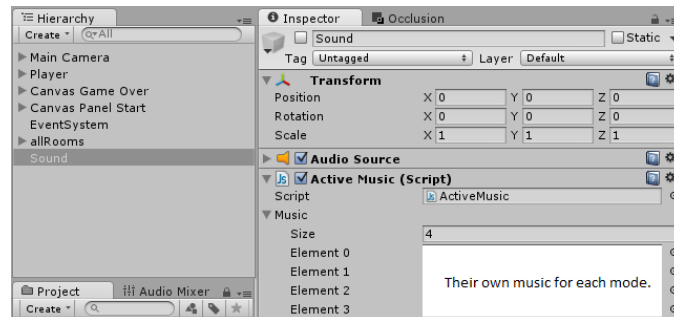
- All the main scripts are written in JavaScript.
- All the sprites in the format .psd;
- Sprites are divided into main layers, which you can edit in any graphic editor;
- The script is quite simple and convenient;
- The game consists of one scene.
- The game has 4 game modes. To open a new profile, you must earn a certain number of points.

Description scripts

Very important! Not to rename the objects in the inspector. Many scripts Take access to the object by searching its name. (GameObject.Find("Name"));

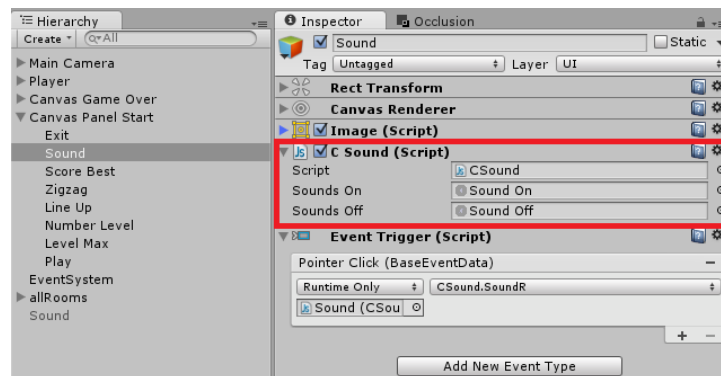
1. Scripts/ ActiveMusic.js

In the script there is an array and the variable level number. When you activate the object you select music that corresponds to the mode.



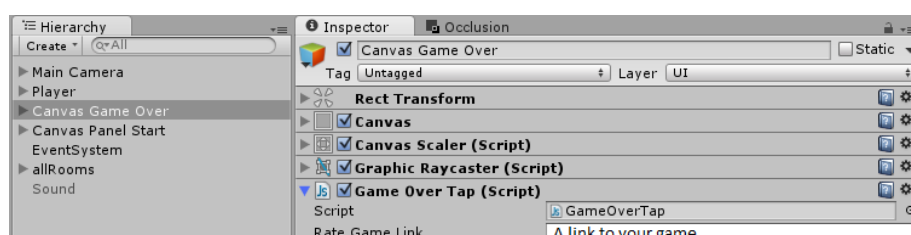
2. Scripts/CSound.js

When you click on the object that calls the function, which remaps the sprite and change "AudioListener.pause". Also in the script there is a function to exit game "function ExitFunction()".



3. Scripts/CSound.js

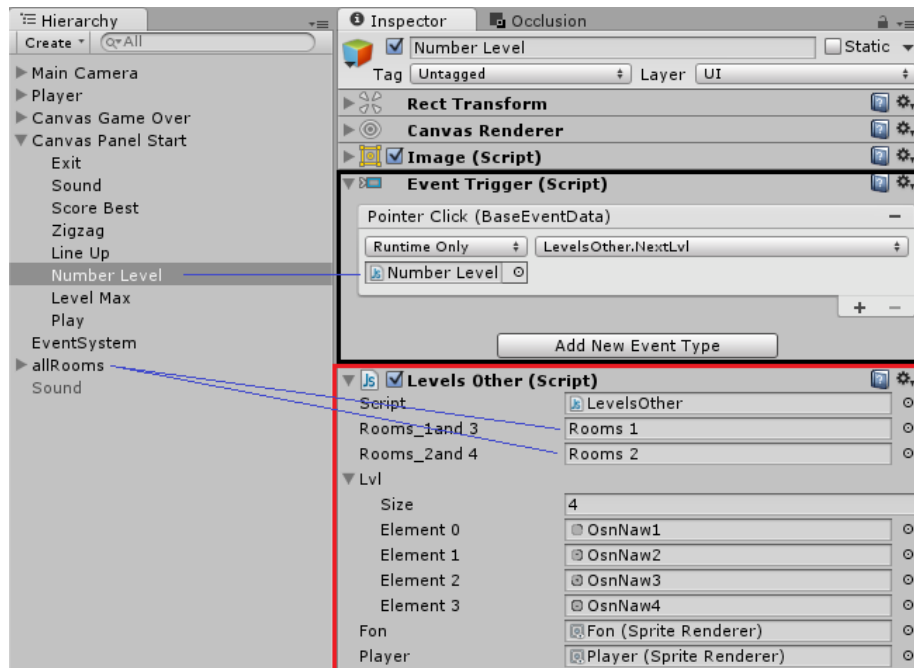
If you lose appear 2 buttons: retry and rate the game. This script has 2 functions for each button. "InRetry function()" and "function RateGame()".



4.

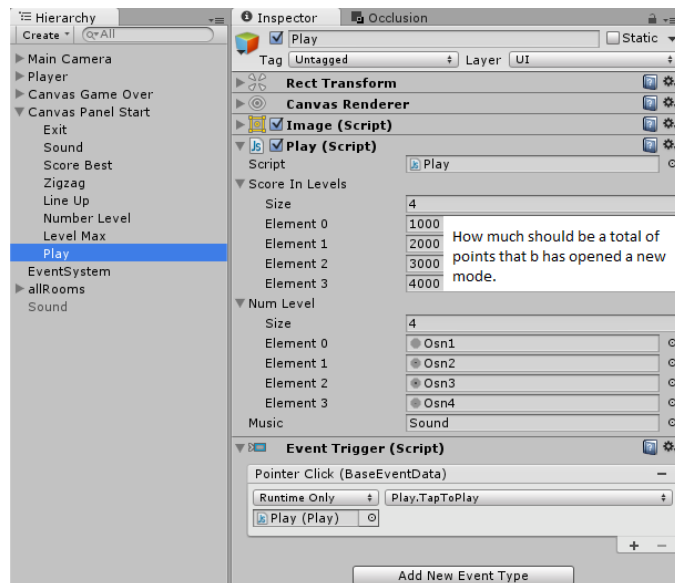
Scripts/LevelsOther.js

At the start of the script is determined by the level number, and depending on the number configurable selection between two sets of paths (allRooms), as well as the color of the sprites and lighting. When you click on the object that contains this script, you move between levels.



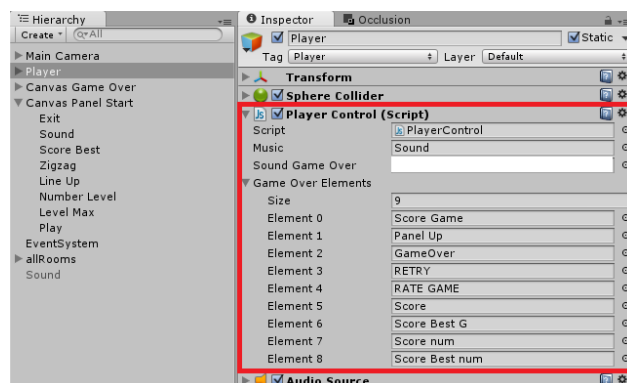
5. Scripts/Play.js

When you start the game is to set some objects ("Line Up", "Level Number"). When you press the Play button, run the function (function TapToPlay();), which through the cycle removes the objects which belong to the menu.



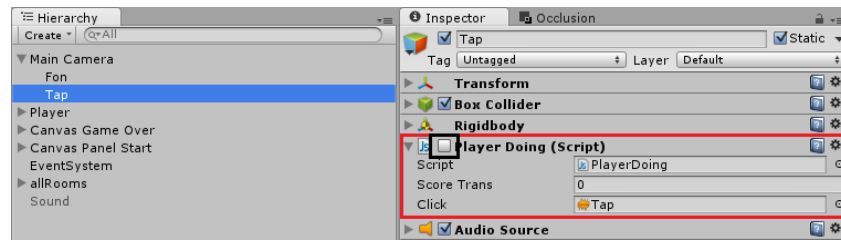
6. Scripts/PlayerControl.js

Loss occurs when in a Trigger the player enters the Collider of the wall. Run a function that activates all the objects in the interface loss. Assign a sound defeat in a variable "SoundGameOver".



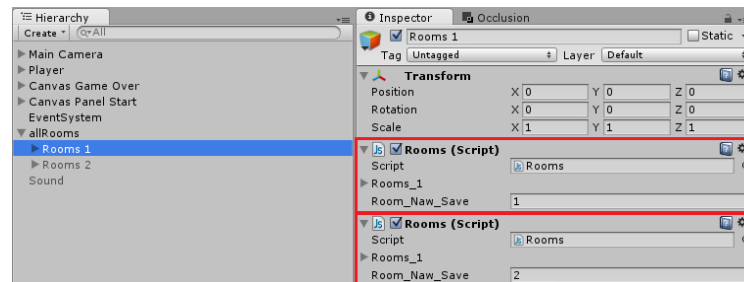
7. Scripts/PlayerDoing.js

This script is responsible for the fact that the player moved, and change their movement when you touch the screen. Initially, the script is off. "ScoreTrans" is the number of points.



8. Scripts/Rooms.js

This script is responsible for the wall. When a player passes a certain piece of wall, it is removed, and at the same time activates the piece of the wall that will be in front of the player.



Other

If you suddenly have renamed the objects, and you need to take it all back.



Were translated from another language.

Thank you for purchasing our product. ☺

@For additional questions, please contact the email: vip.7andrey@mail.ru

We wish you good luck in your work.

Sincerely, Andrew.

