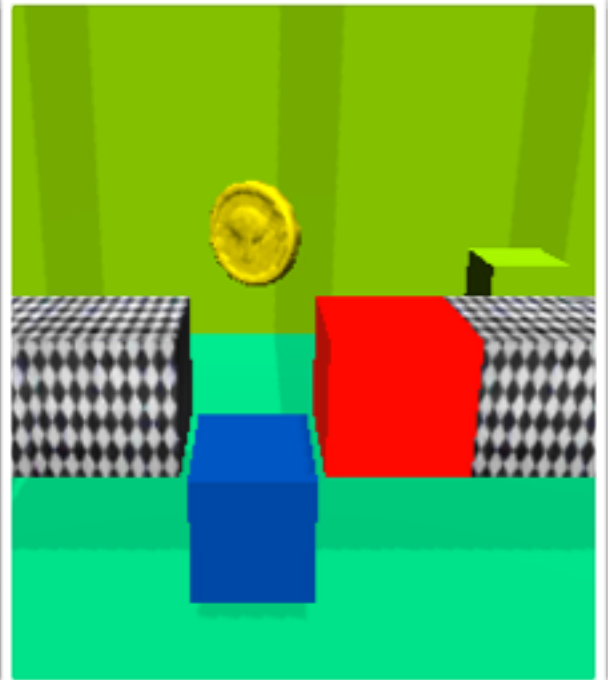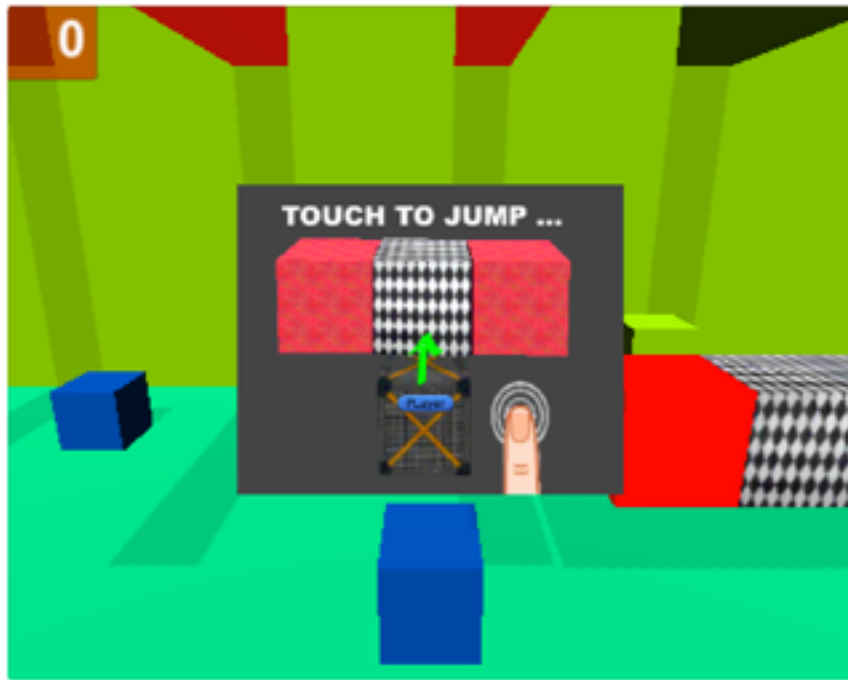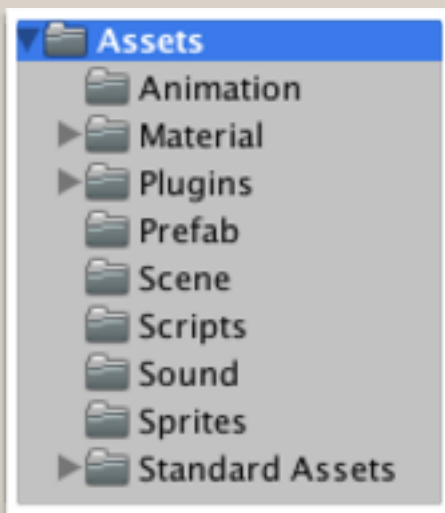# BLACK WHITE
## Starter Kit

## Overview

Black White is a template starter kit for building a simple casual game. You can easily customize sprites, sounds, menu layout to fit your design.

## Folders

- **Animation:**
  - Contains all animations used in the Project.
- **Material**
  - Material for the Walls floor
- **Plugin**
  - The Plugin folder contains all the Unity ADS plugins.
- **Prefabs**
  - All prefabs are ready to use in this folder.
- **Scene**
  - All your scenes are located here.
  - In this case only one scene.
- **Scripts**
  - Contains all scripts used in the project
- **Sprites**
  - Contains all sprites used to build the game
- **Sound**
  - All soundfx are in this folder used by music manager

# SCRIPTS OVERVIEW
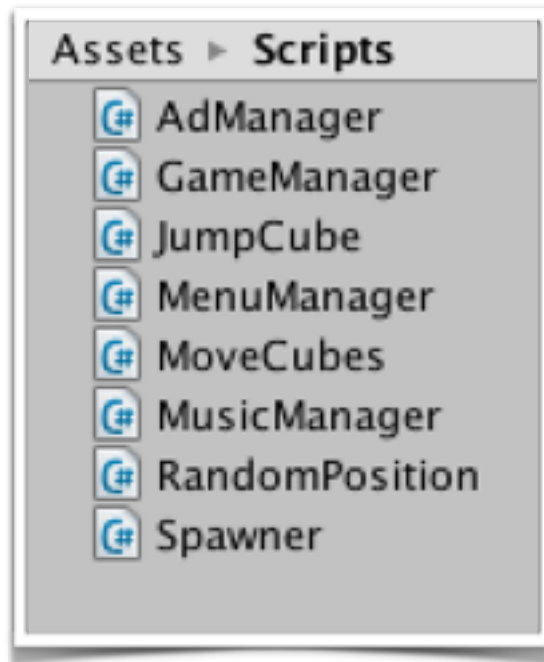


## SCRIPTS OVERVIEW

### 1. AdManager.cs

Controls the Unity Ads, shows your ads with the Android or IOS ID depending on the system.

### 2. GameManager.cs

Controls game logic from menu to game starts to game over.

### 3. JumpCube.cs

Handles the player's input (Touch) to let the cube jump when the user touches the screen. Also counts the score when the cube collides with the black white cube.

### 4. MenuManager.cs

Handles the menu like GAME OVER, START SCREEN, HUD, and updates the Score.

### 5. MusicManager.cs

Controls the game sounds, like Game over, Coin collected,..

### 6. MoveCubes.cs

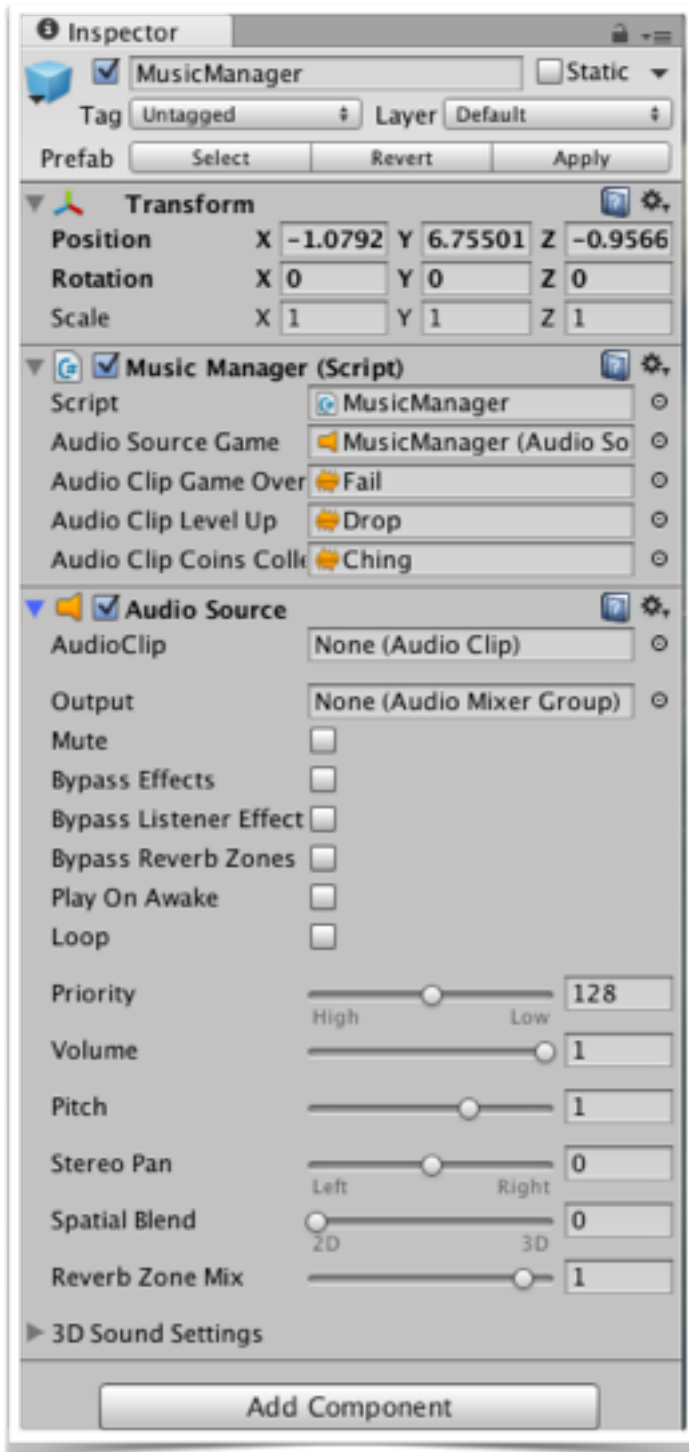Handles the moving of the cube group, will increase the moving speed.

### 7. RandomPosition.cs

Handles the random position of the Background cubes.

### 8. Spawner.cs

Spawns the cubes and put them into an group, the group is then moved by the MoveCubes script.
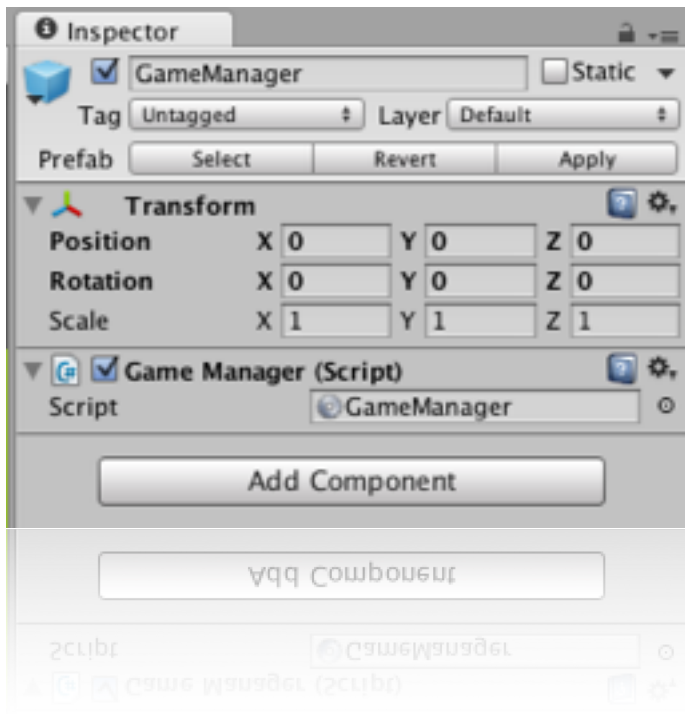
# MUSIC



## MUSIC MANAGER

1. The Audio-source is for the SoundFx and will be used in the Music Manager
2. Music Manager script has reference to all the audio clips in the game and can by used from any script just by typing..

```
MusicManager.Instance.PlayGameOver ();
```
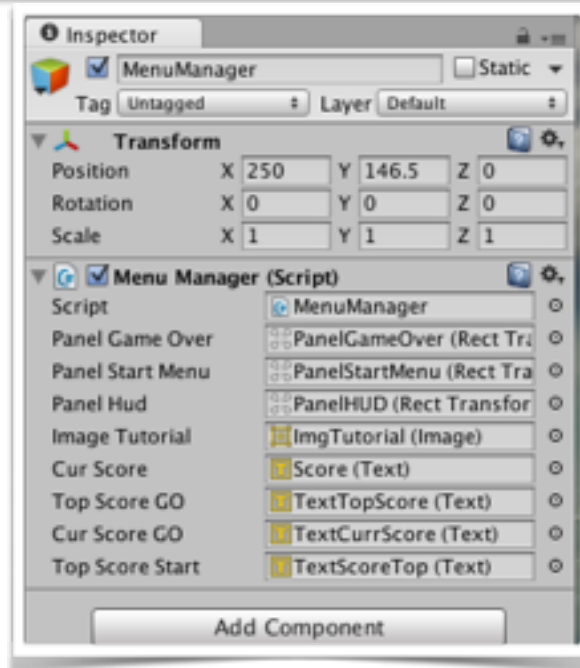
# GAME-MANAGER



**GAME MANAGER:**

The Game Manager will also check if the game is over to show or hide the menus.
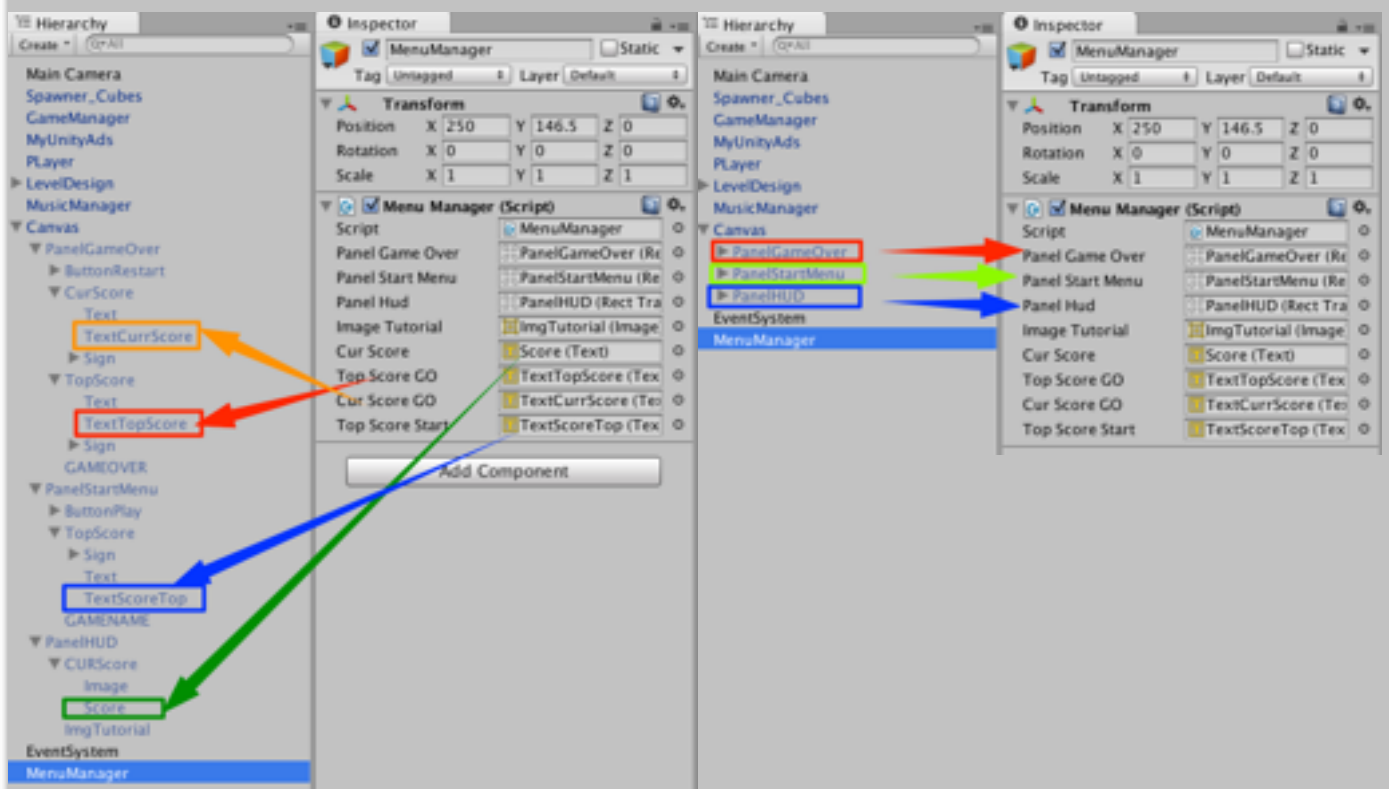The Script also handles the update of the current hud score.

# MENU-MANAGER



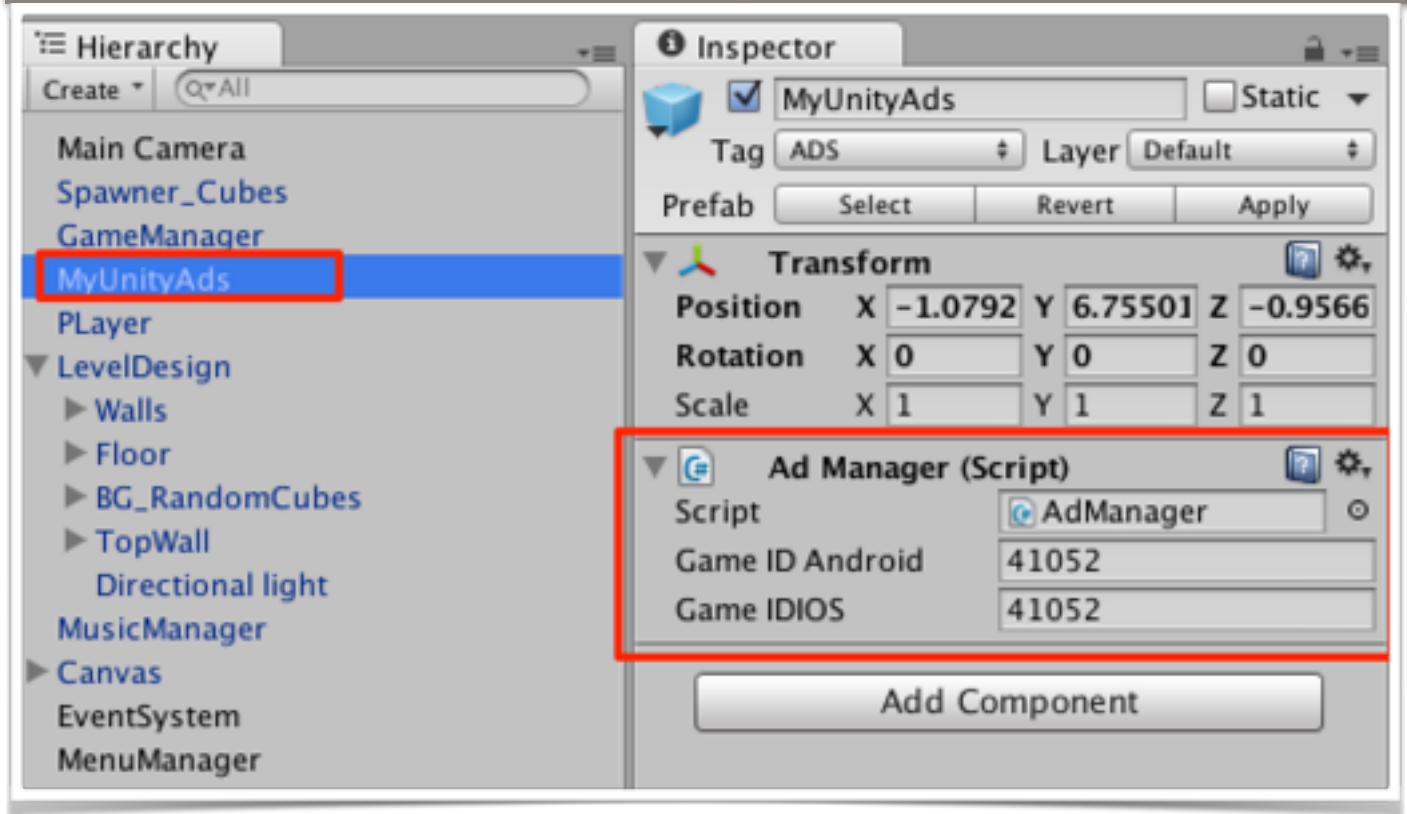## Menu Manager:

The MenuManger handles all the Menus.
With the MenuManager you are able to show or hide the panels and also update the scores.

SETUP:
Drag and drop all the Panels and text ui from the Canvas in the scene on the MenuManager
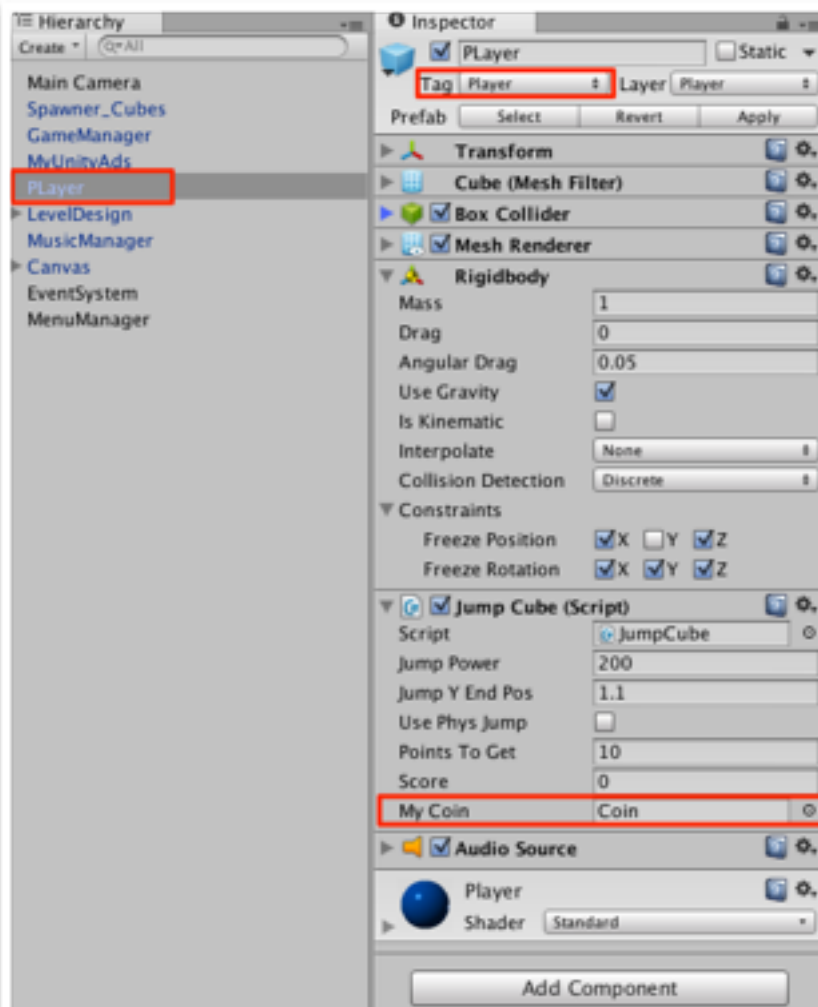
# UNITY ADS



## UNITY ADS:

There is also and PreFab for this Gameobject.

What you need to do is to add your Android and IOS GameID from the UnityADs.



The Ads will be shown, when you hid the red cube and the game is over, before the GameOver Screen.

# PLAYER



## PLAYER:

The Main Character is the Player Cube.

**The Player has the JumpCube script attached, where you can set following parameters:**

**JUMP POWER: 200**

    is the jump power of the cube if the physic jump system is used.

**JUMP Y END POS:**

    is the jump position where the cube should be translated if jumping without physic.

**USE PHYS JUMP:**
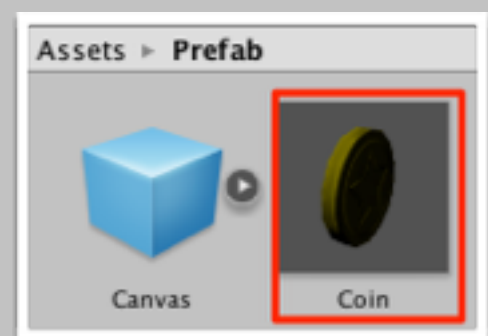
    Switch Physic Jumping on/off.

**POINTS TO GET:**

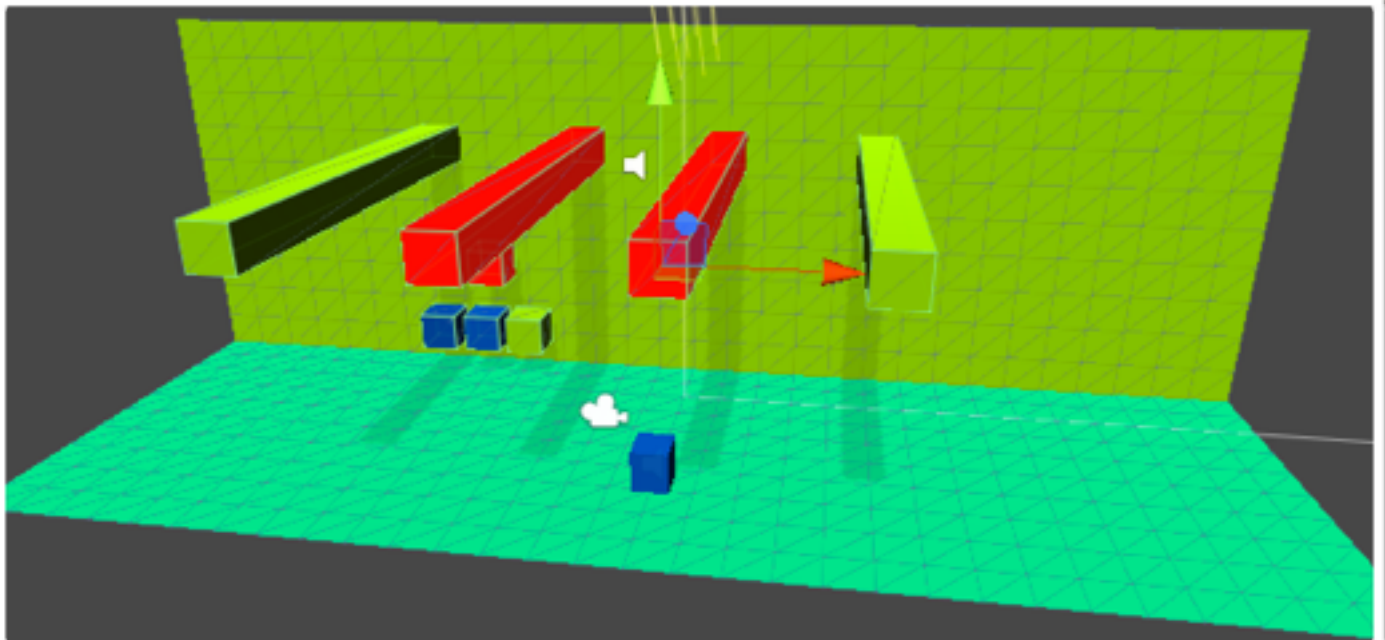    How many points should be added if you hit the right cube.

**SCORE:**

    Is the current score.

**MY COIN:**

    Here you need to set the Coin prefab it will be shown when you hit the black-white cube.

# LEVEL



## LEVEL

This i the Level design you can change it and edit to fit your needs.