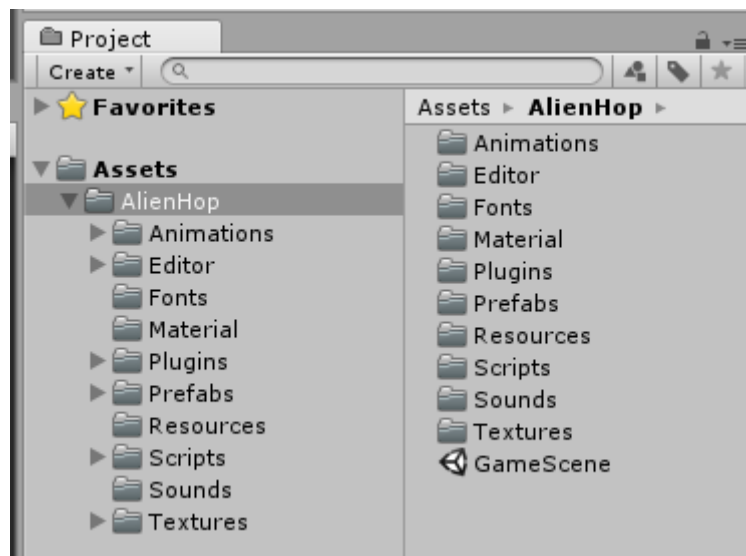# Alien Hop

Thank you for purchasing the asset , if you have any question please contact me at madfireongames@gmail.com

Project Structure

Animations folder: There is stored animations used in game.
Editor Folder: There is stored Game Design window script (Dont edit anytging in this folder).

Fonts folder: There is stored fonts used in GameScene.

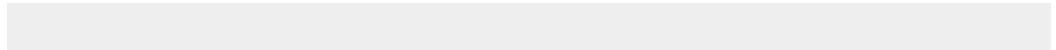**Textures**: There is stored all sprites and textures used in game.

Materials: There is store material of GameObjects used in game.

Prefabs Folder: There is stored Game Objects spawned in game.

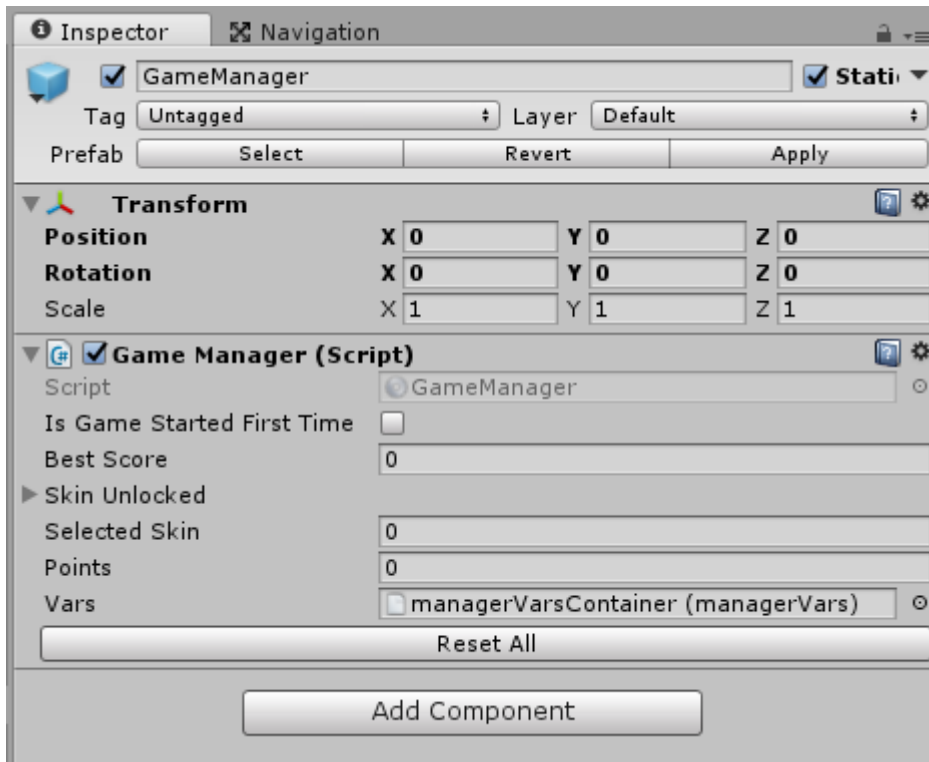**Resources Folder**: There is stored resources for Game Design (Dont edit anytging in this folder).

Scripts Folder: There is stored Script files used in game.

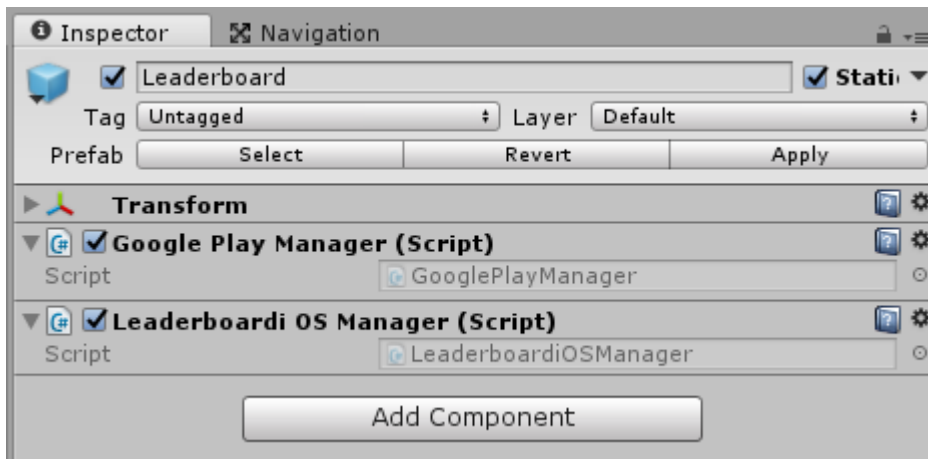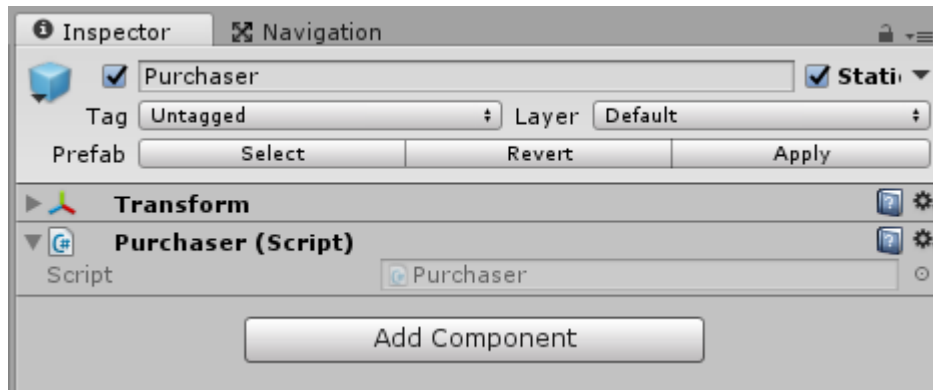**Sounds Folder**: There is stored Musics and Sound effects used in game.

Scripts

1) GameManager:- This script controls the game , its saves and loads data from the device eg:- Best Score , musics status ,etc.
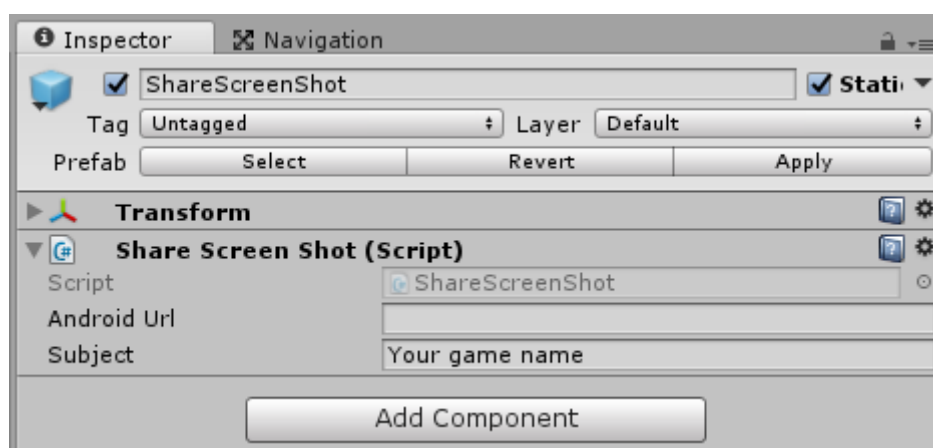

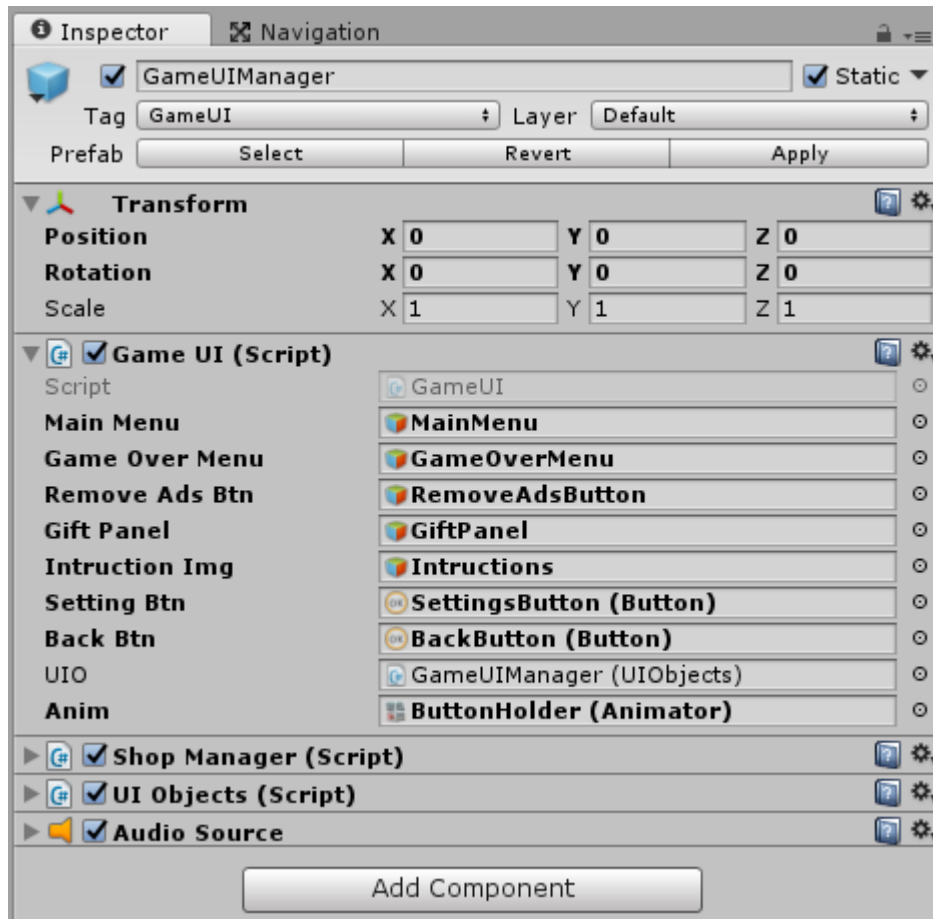2) Leaderboard:- Scripts which control leaderboard of play store and app store.

3) Unity IAP:- This script controls the Unity IAP for android and iOS. It controls the remove ads function.
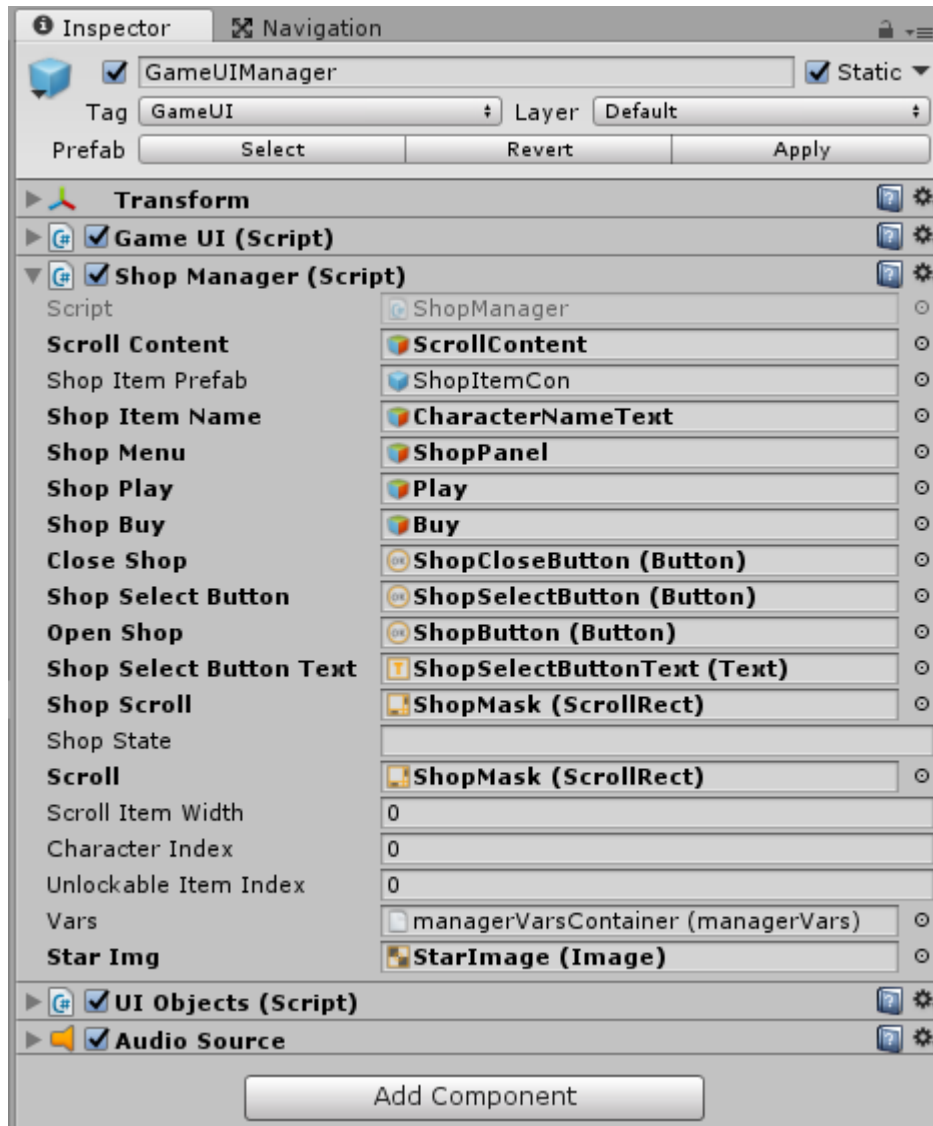

4) ScreenShot:- This script helps player to take the screen shot of their game and share it on the social platforms like facebook , whatsapp , etc.
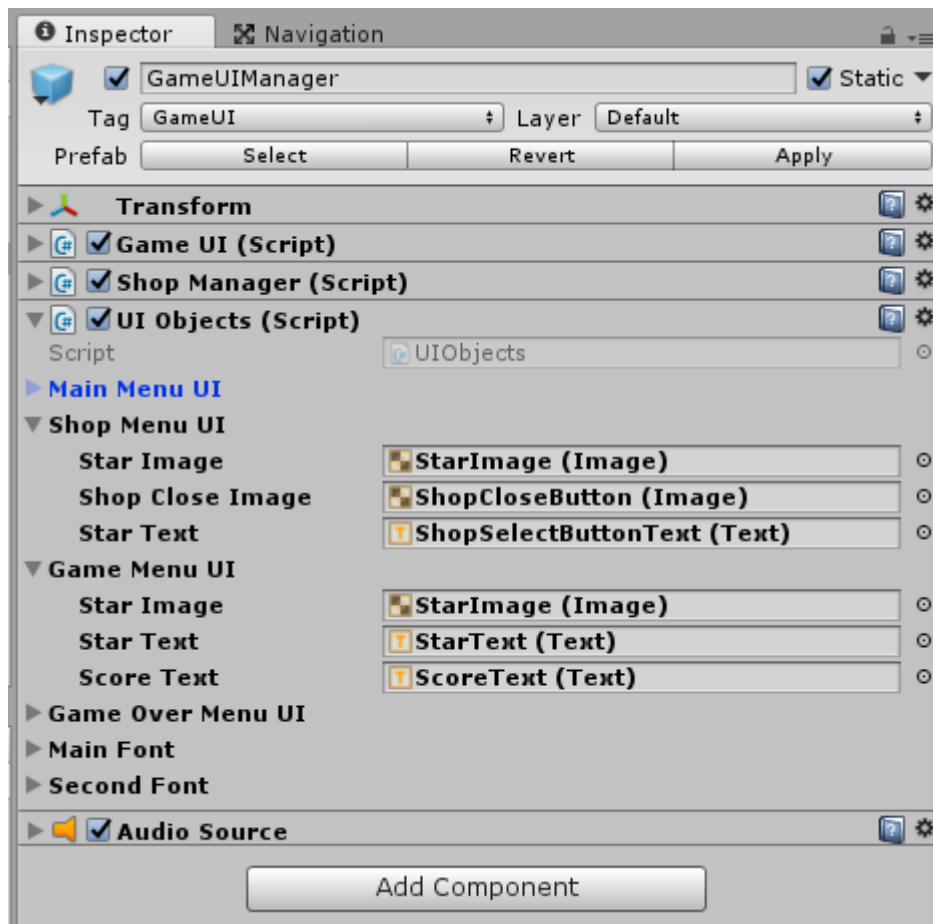
5) GameUI:- This script controls the game menu , is assigns the functions to the buttons and updates the text like score , best score , etc;
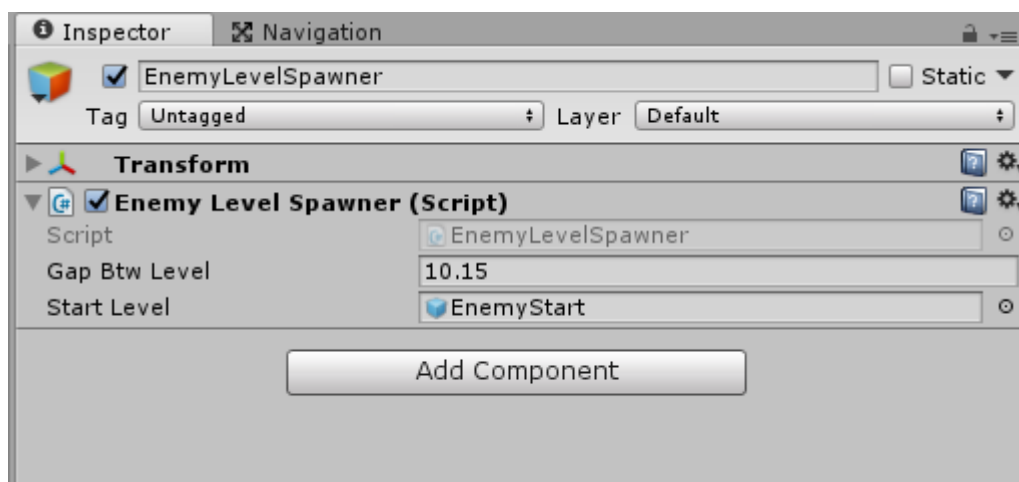
6) ShopManager:- This script controls the shop menu , is assigns the functions to the buttons and updates the character , etc.
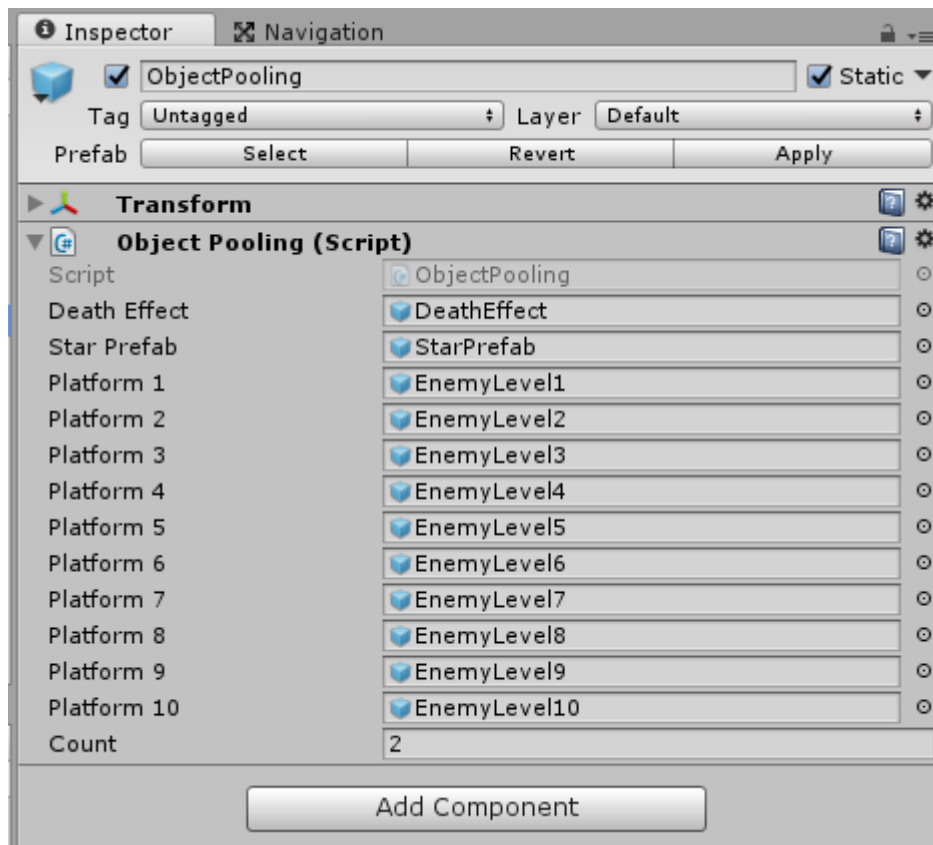
7) UIObject:- This script keep tack of all the elements in the scene like sprites , text , sound , font etc .

8) EnemyLevelSpawner:- This script controls the spawning of enemyLevels and much more.
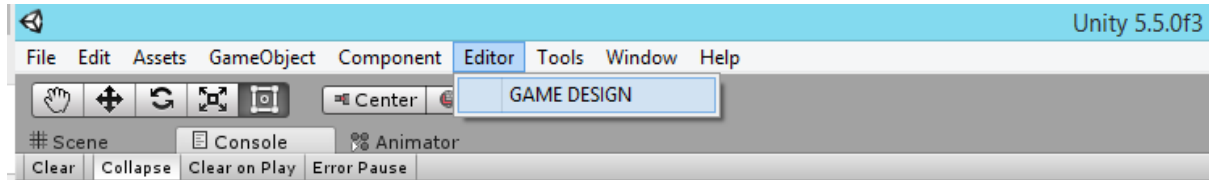
9) ObjectPooling:- This script created the required clone of objects which are used again and again and it the make them active when required , helps in game optimization.

How To Reskin?

Go to Editor -> Click on GameDesign.
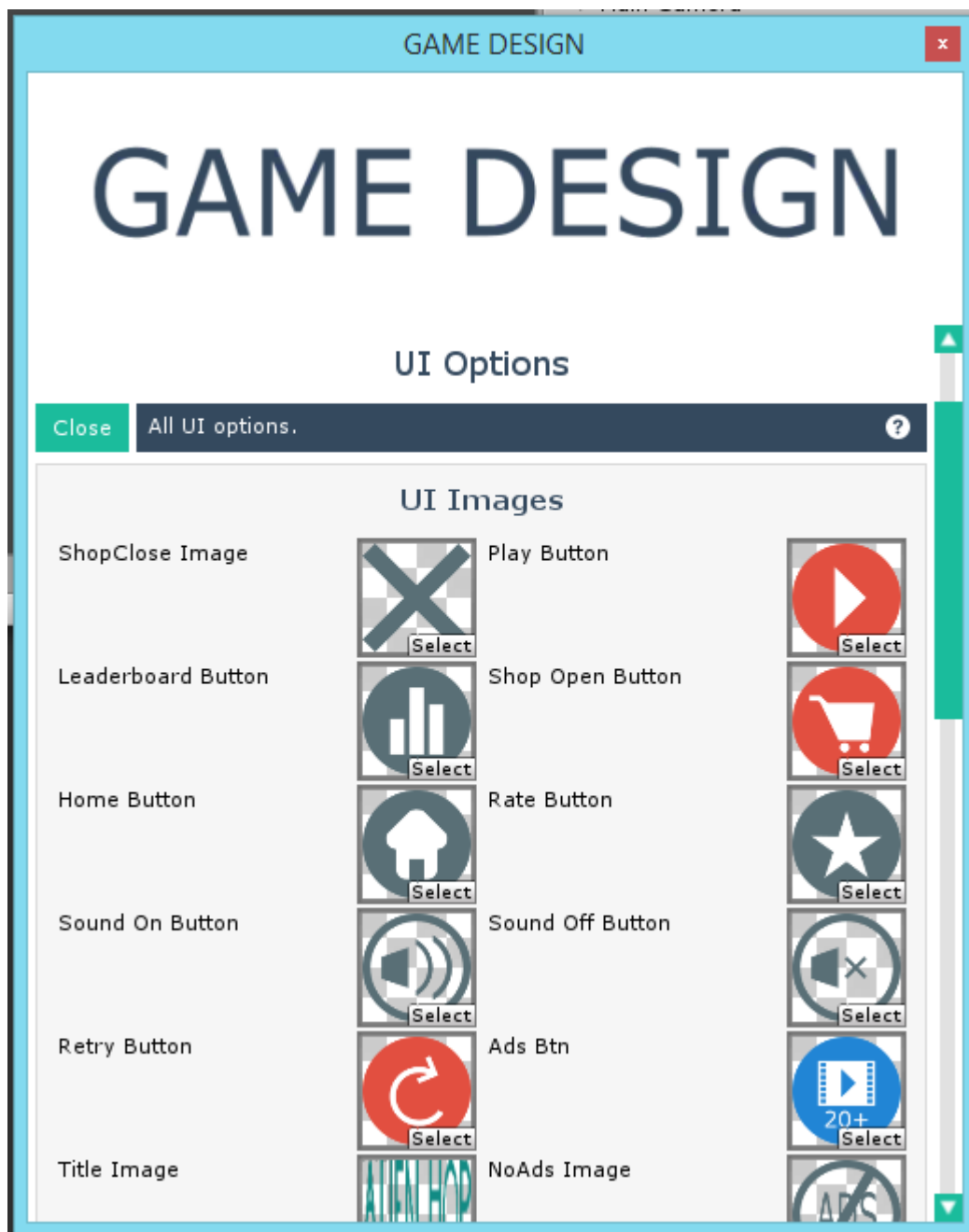

GameDesign window will open.

Open any section and you will find fields to change.

Game Design: UI Options

You can easily edit all UI Elements like Button sprites, Text colors.

All available configurations is listed bellow:

Game Design: Sound Options / Other Options

You can easily edit all sounds and musics like characters sound effects, buttons click , admob settings , Leaderboard for iOS and Android , and much more.

All available configurations is listed bellow:
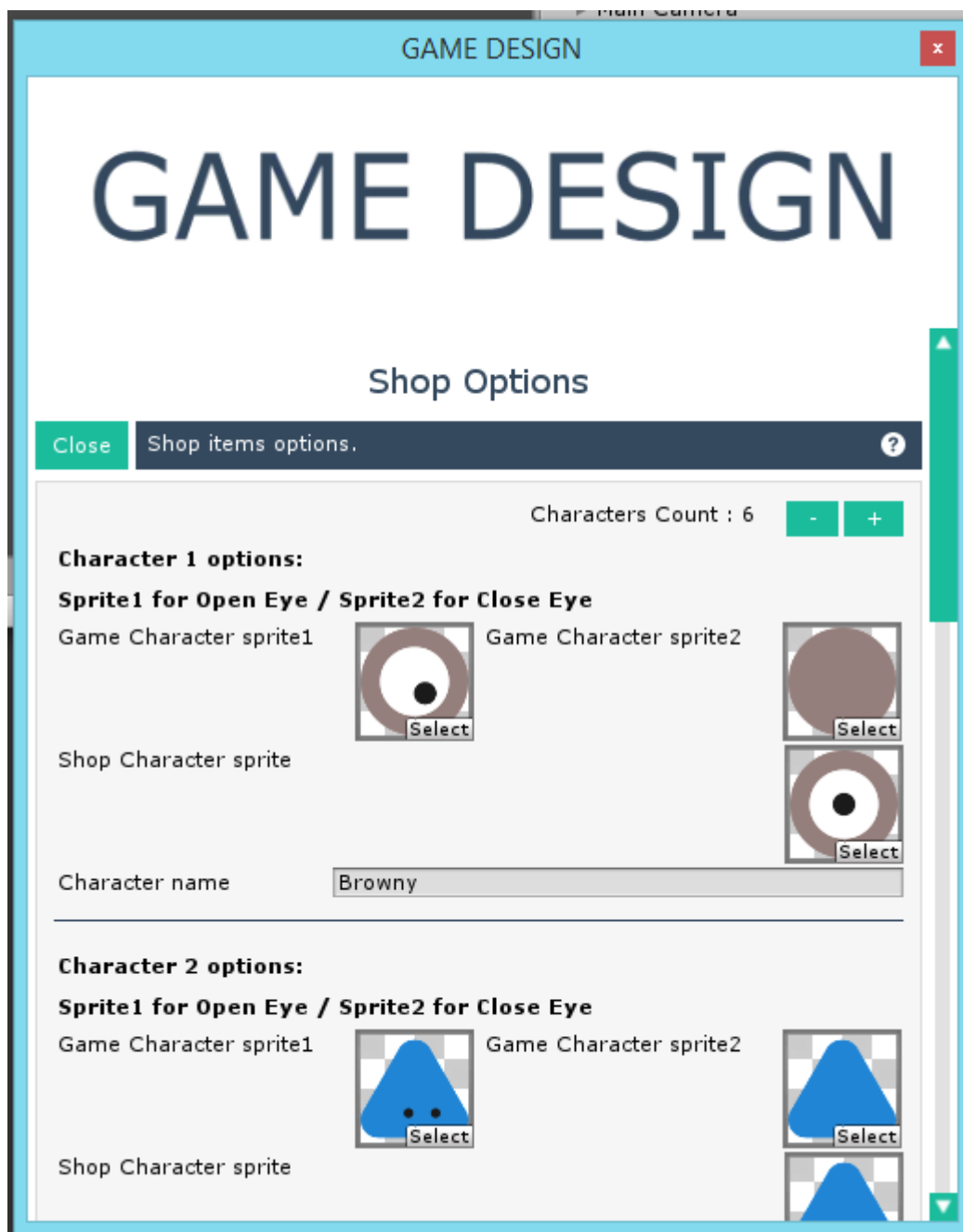
Game Design: Shop Options

You can easily add or remove the character by editing the shop options. The shop menu is update by its own , and the character in game also get updated you have to do nothing

All available configurations is listed bellow:

The only thing which you cannot change from here is the sprites of enemies and platform , you will have to do it manually.

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