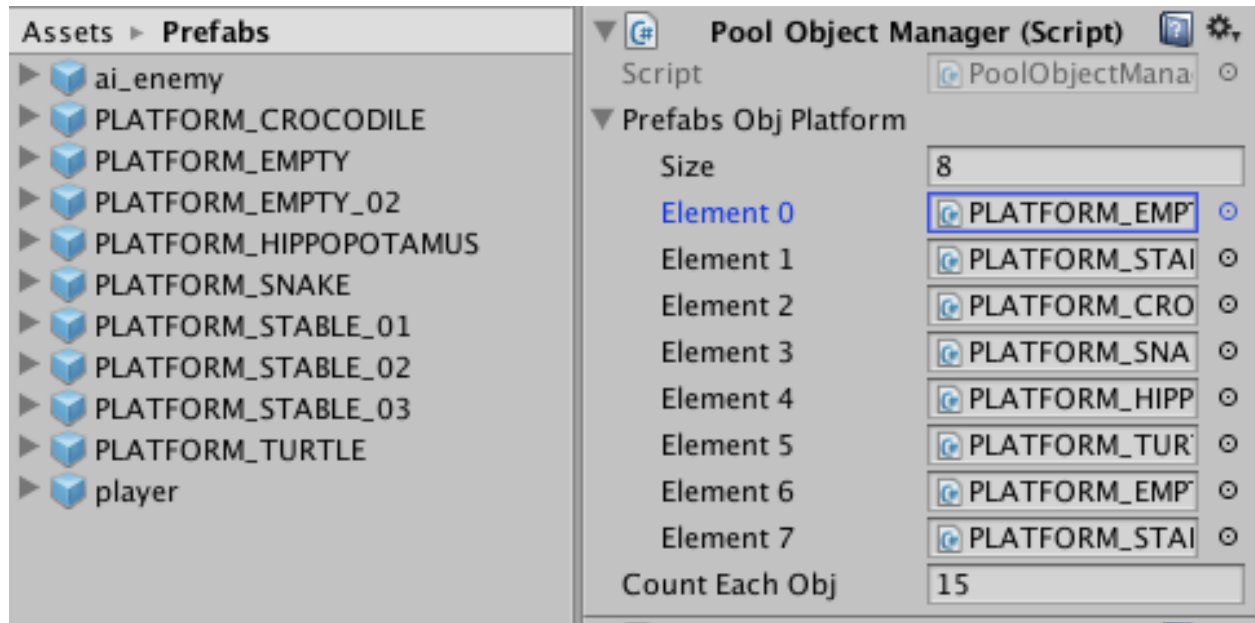


BLOCKY RABBIT JUMPING DOCUMENT

1. Change platform in game play.

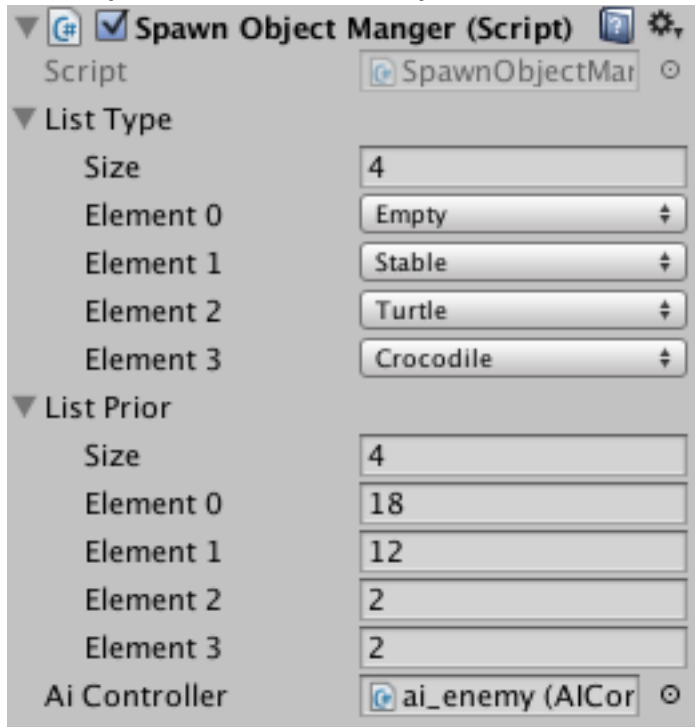
- +) Change objects in folder Prefabs that it will effect to what object spawn in gameplay.
- +) Make sure object with name : “ PLATFORM...” have been pushed to script PoolObjectManager.cs.
- +) Set “Count Each obj” value to give number objects will spawn in gameplay. Make sure it great enough to not reach to limit.



2. Change level difficult

- +) SpawnObjectManager.cs use serializable dictionary in unity so change size value in “ListType” will make change size “ListPrior” that make you safe to custom Dictionary<TypeObstacle,int> in this script.

+)ListType present type obstacles and ListPrior present probability correspond to each type obstacle. Change it if you want make your own difficult level.



3. Make your own script behavior platform.

+) Make sure your own scripts inherit from Platform class.

4. Custom effect background

+) Change List Sprite and set suitable with order layer and gradient (if you want make image not clearly)

+) Tick to water (Check box) that suitable with effect water background object.

C#

Gradient Color Change Object (Sc

Script

GradientColorChar

▼

List Sprite

Size

4

Element 0

spring_mountain (S

Element 1

summer_mountain

Element 2

autumn_mountain

Element 3

winter_mountain (S

Order Layer

-60

Gradient

255

Water

☐