

2D Racing Game Guide

Hi

Thank you for purchase my asset. I'm works a lot on this package and with purchasing this asset, you help me to continue updating it and made asset much better than now.

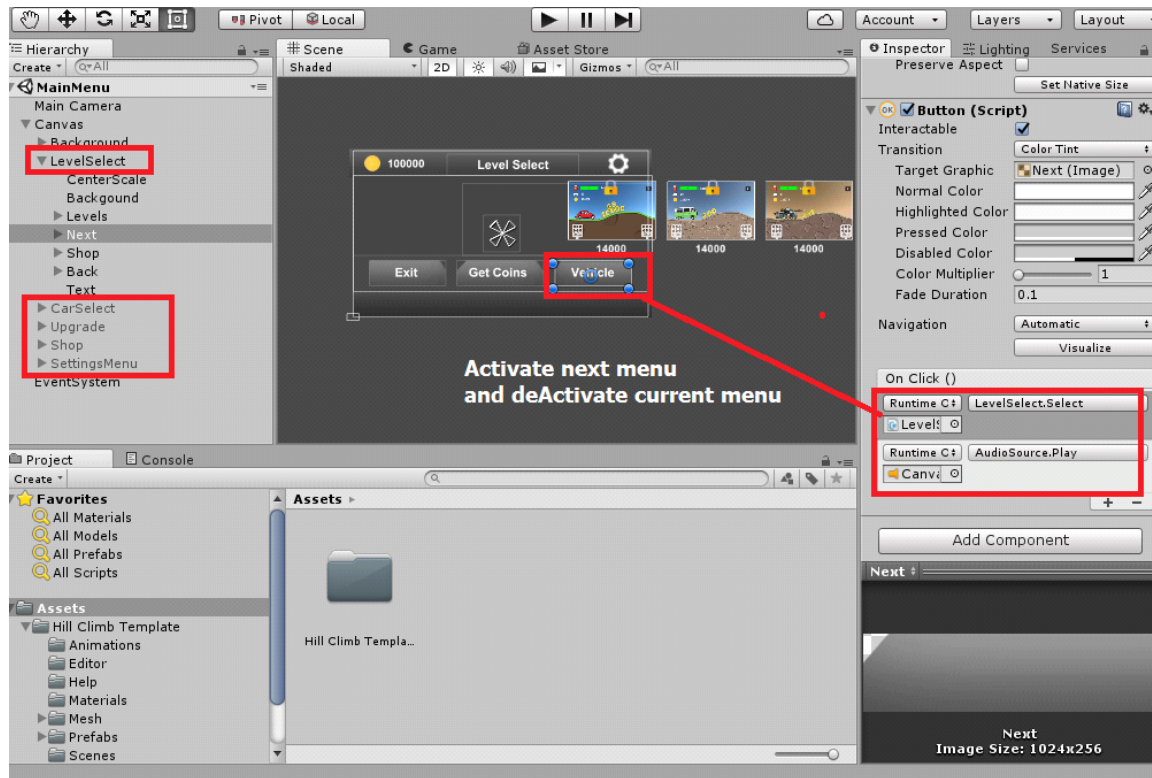
Thank you

Tutorials video:

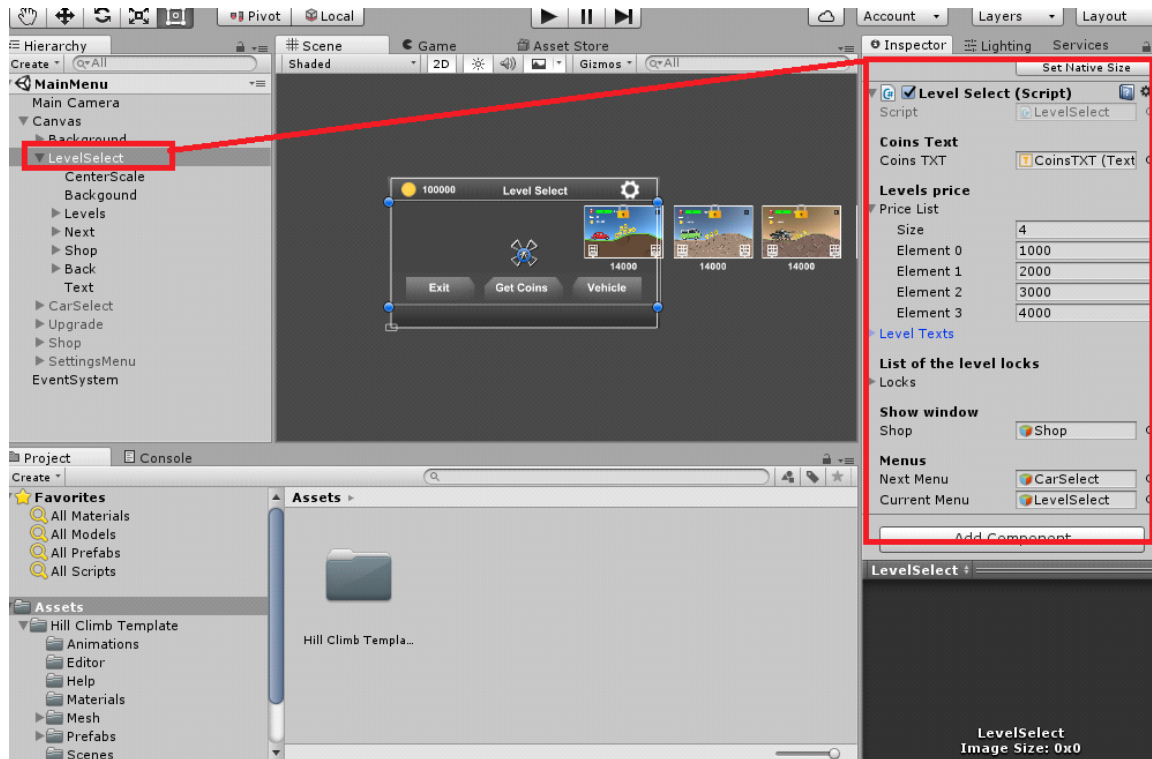
<https://www.youtube.com/watch?v=VIgqLsQ3dNE&list=PLeXlrICYEO53vwqgTy p3KLcXZ11otE8sO>

Main Menu system:

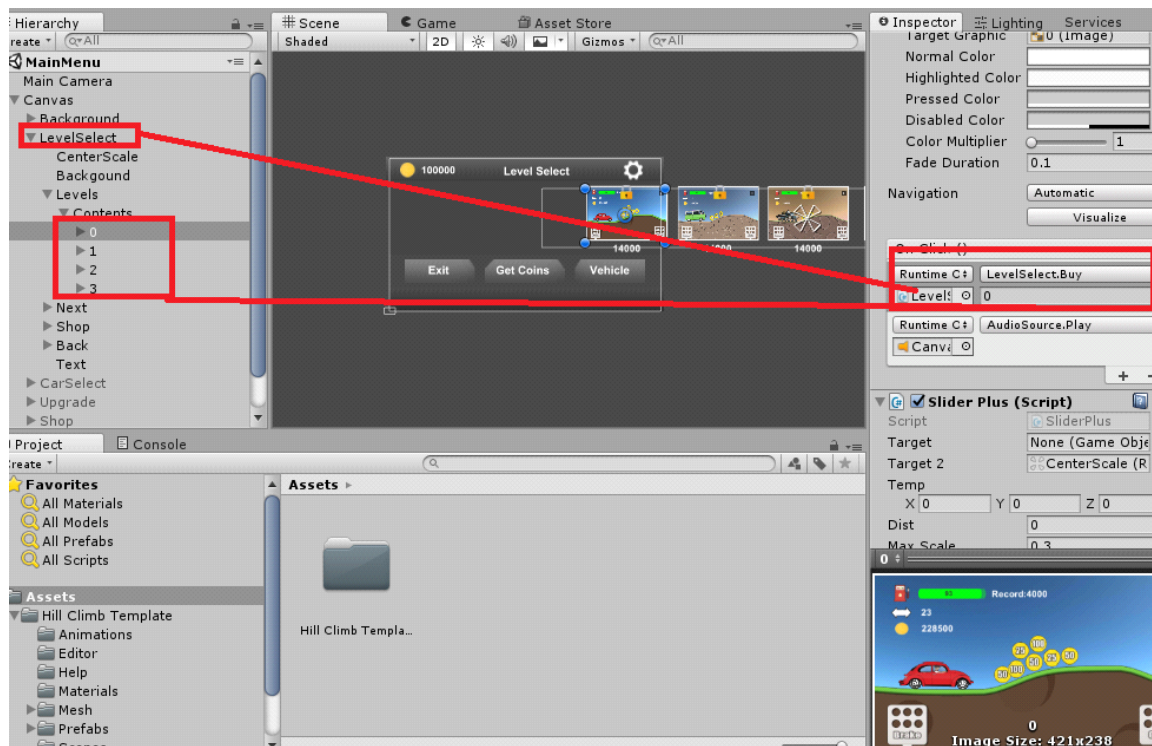
Main menu system is based on activate and deactivating menu elements. Each element is under empty game object and activated when you switch to that menu. For example LevelSelect, CarSelect, SettingsMenu and Upgrade menu is under an empty game object with his name:

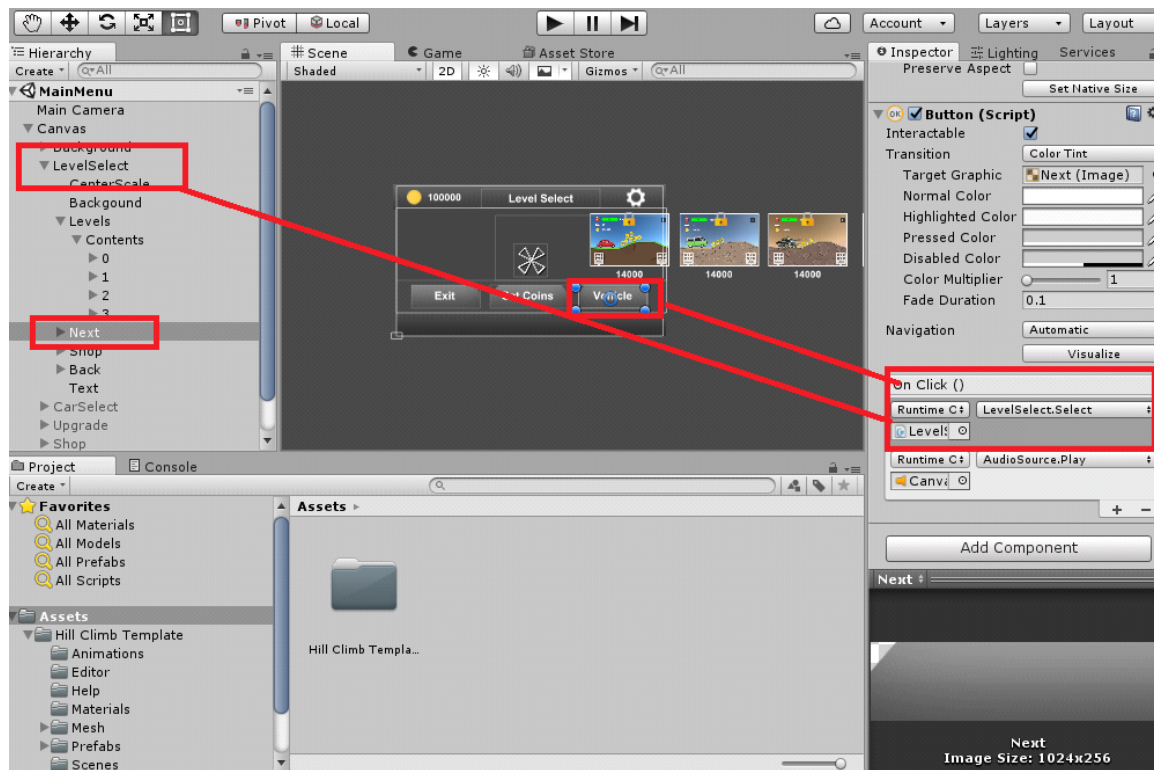


For each item of main menu, we have a specific component. For example, you can see LevelSelect component that attached to LevelSelect menu:

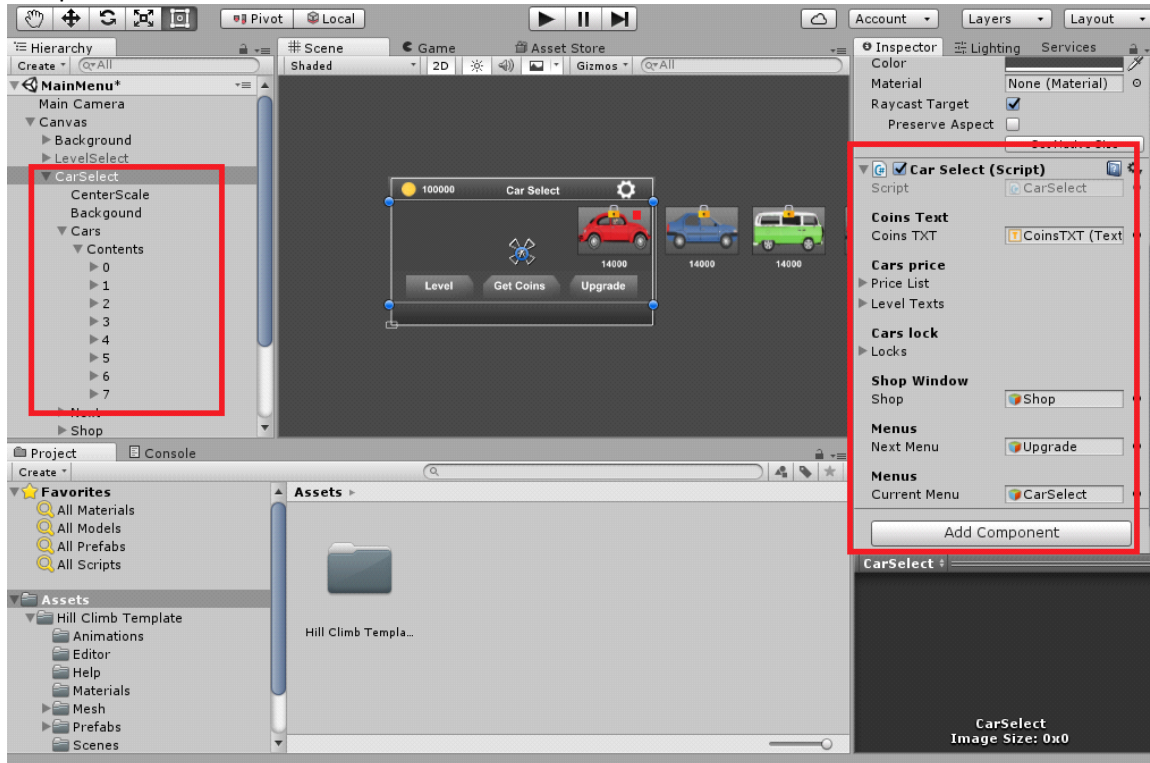


And we need to call level selection function for each level button:

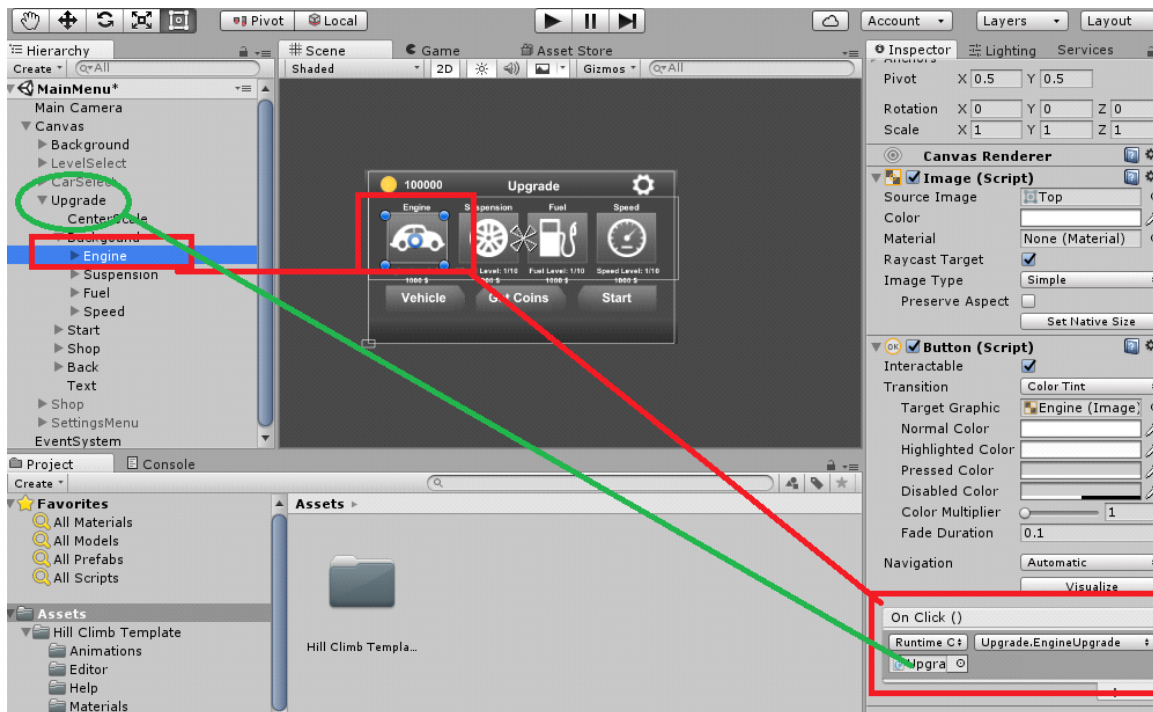
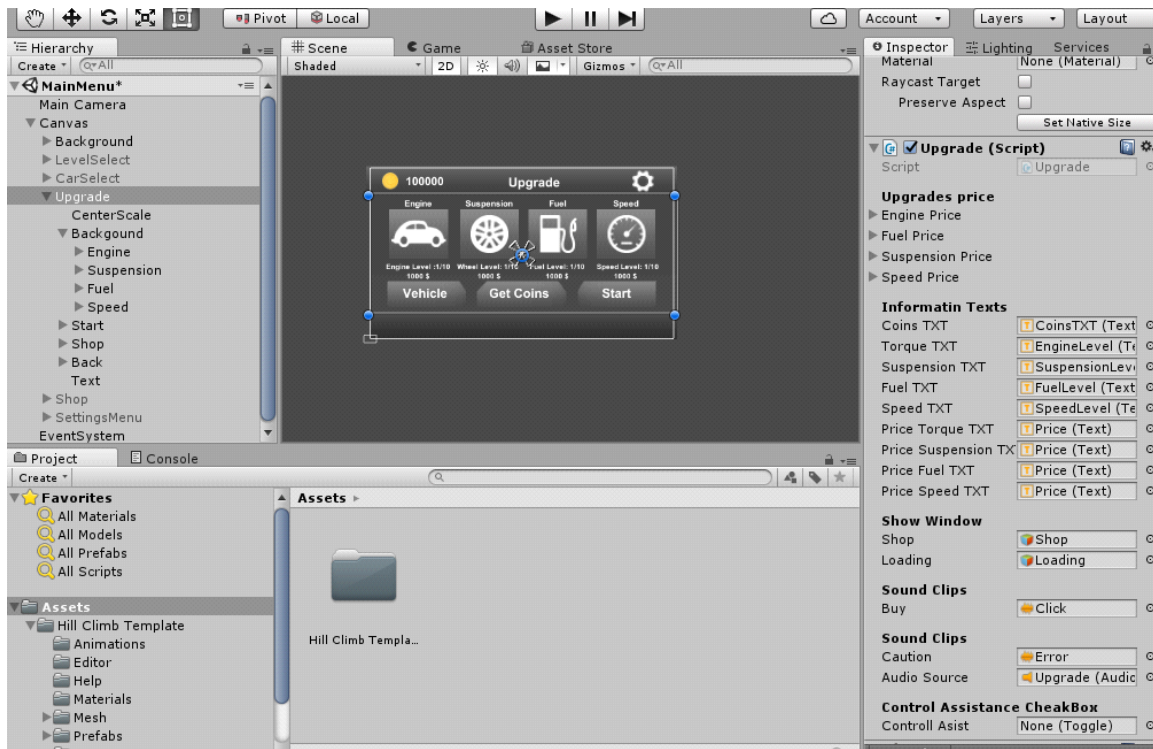




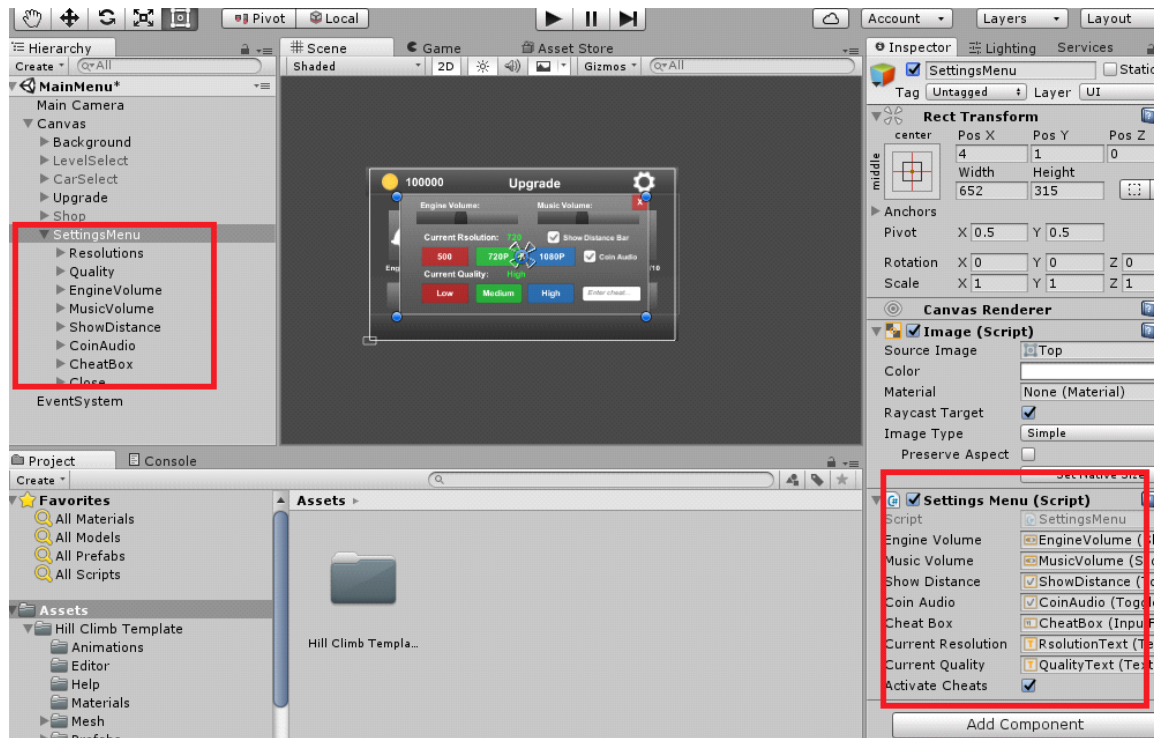
Car select component is very similar to level select component:



Same thing for upgrade menu:



Settings menu:



Note: game scores is stored as "Coins" key in playerprefs:

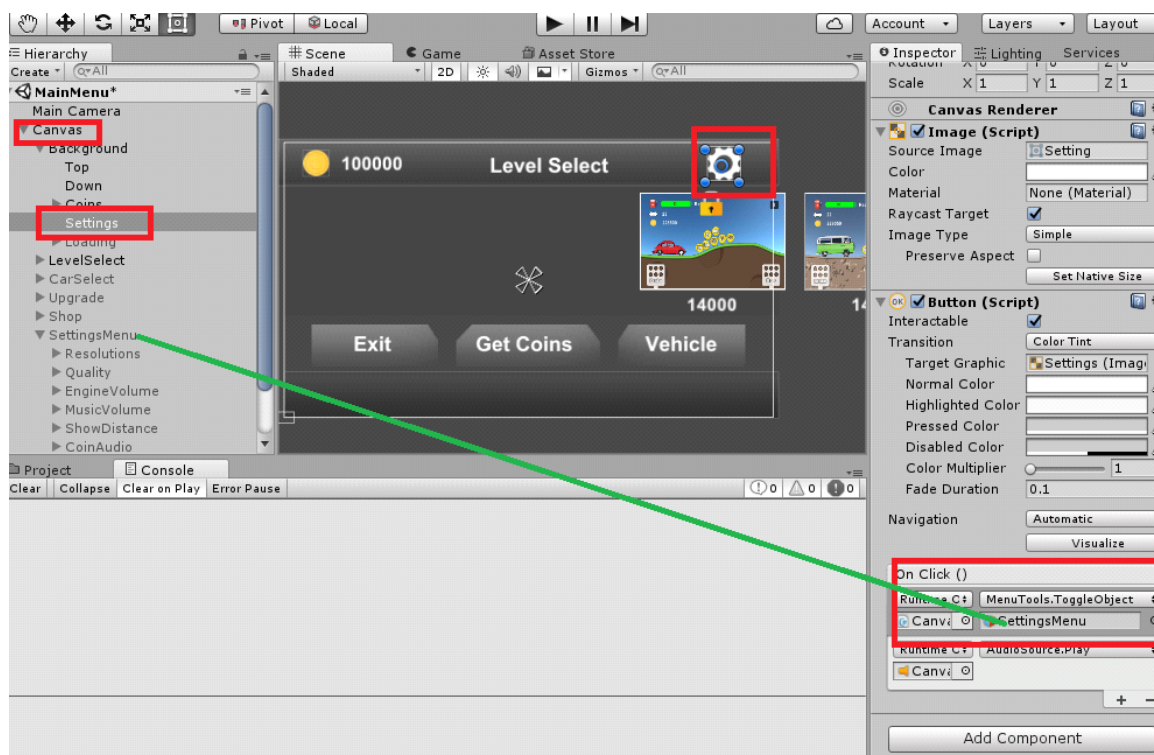
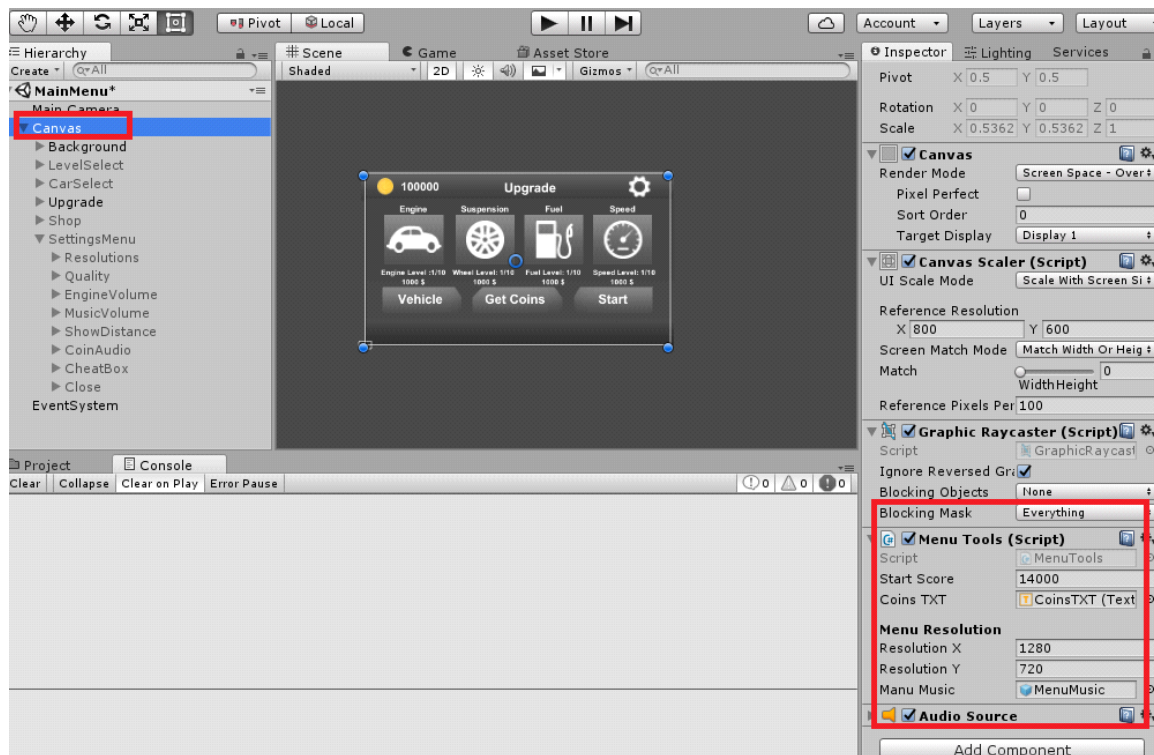
Read:

```
PlayerPrefs.GetInt("Coins");
```

Write (add 1000 coins to total coins):

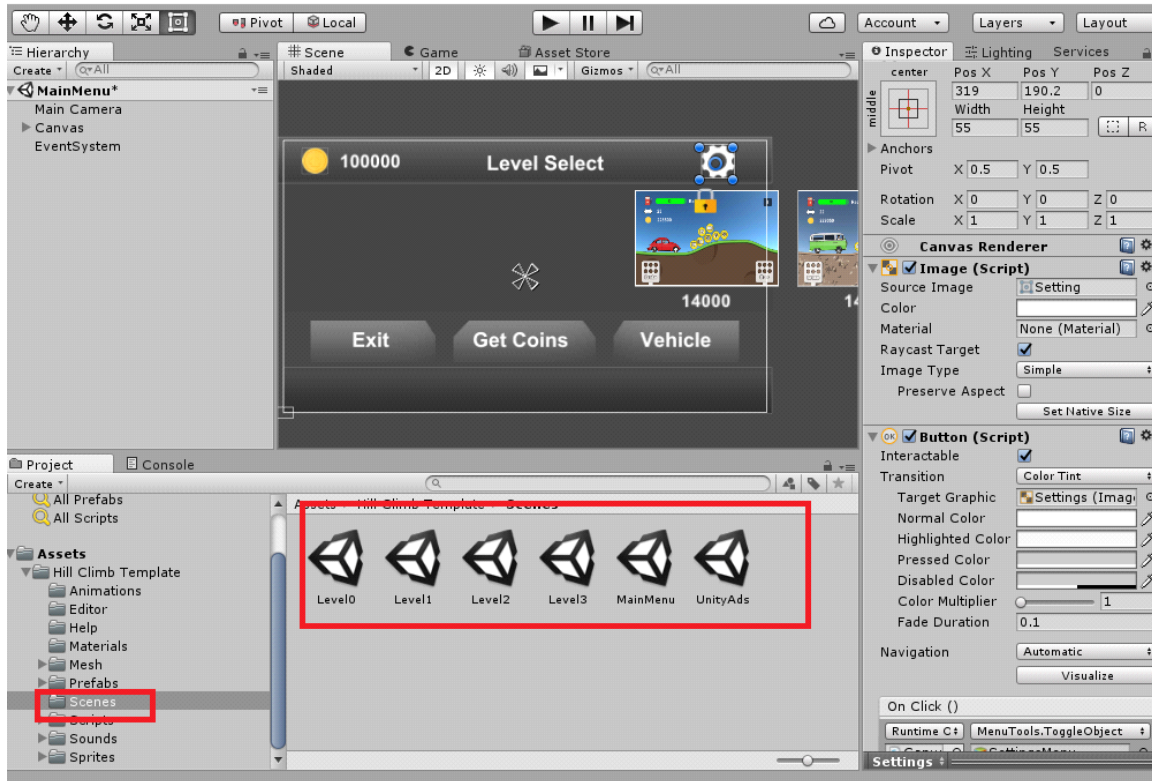
```
PlayerPrefs.SetInt("Coins",PlayerPrefs.GetInt("Coins")+1000);
```


Main menu management is here (and activate and deactivate menu items with **SetActive** and **SetActive** functions from this component):



Game Scenes:

You can see all of the scenes here:

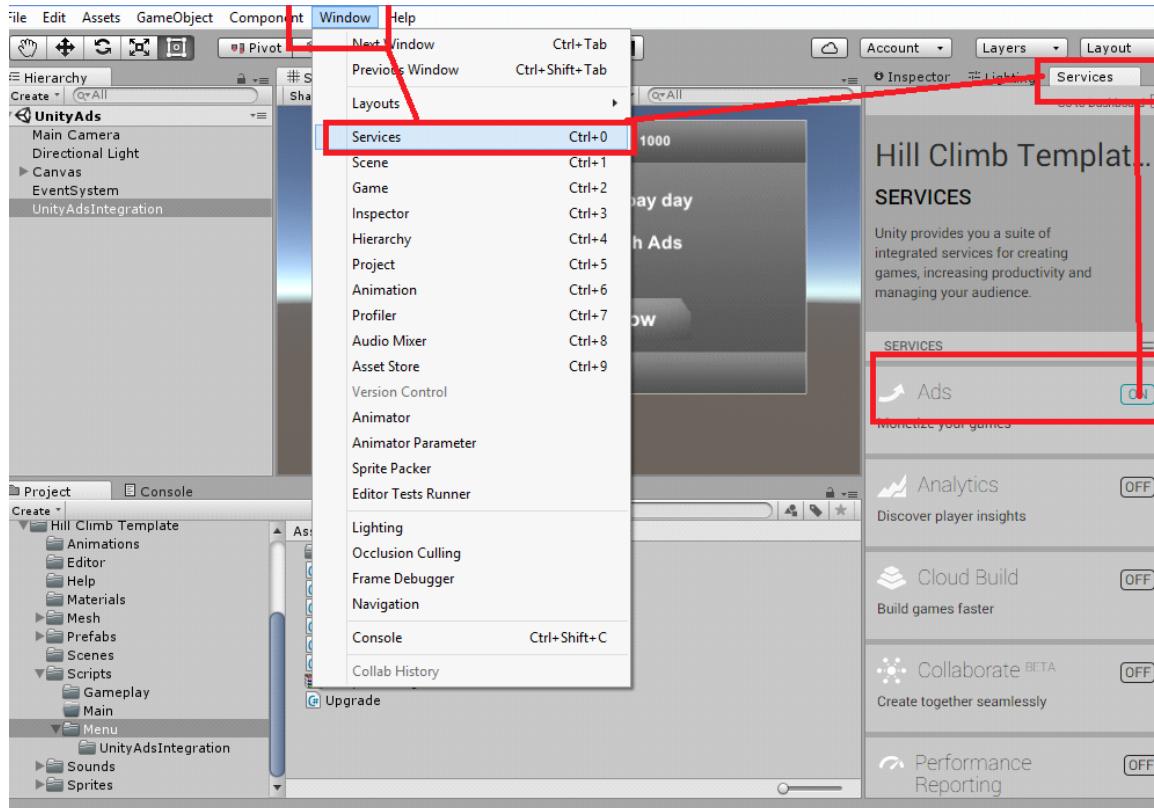


MainMenu: refer to above descriptions

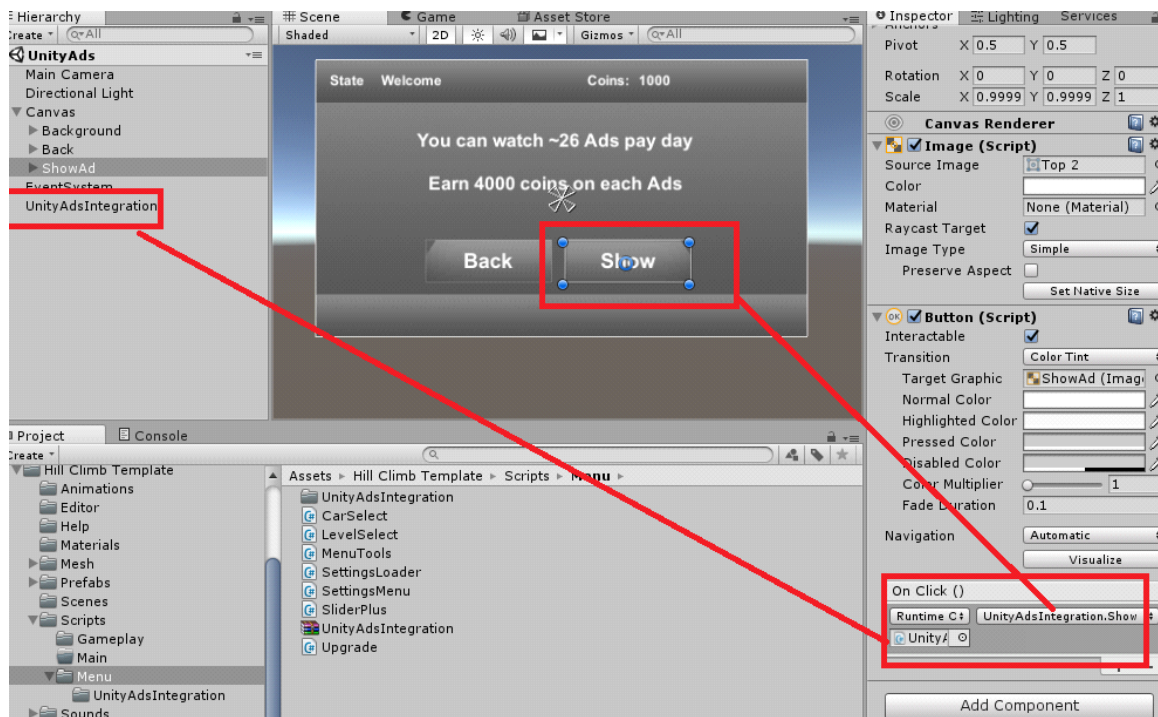
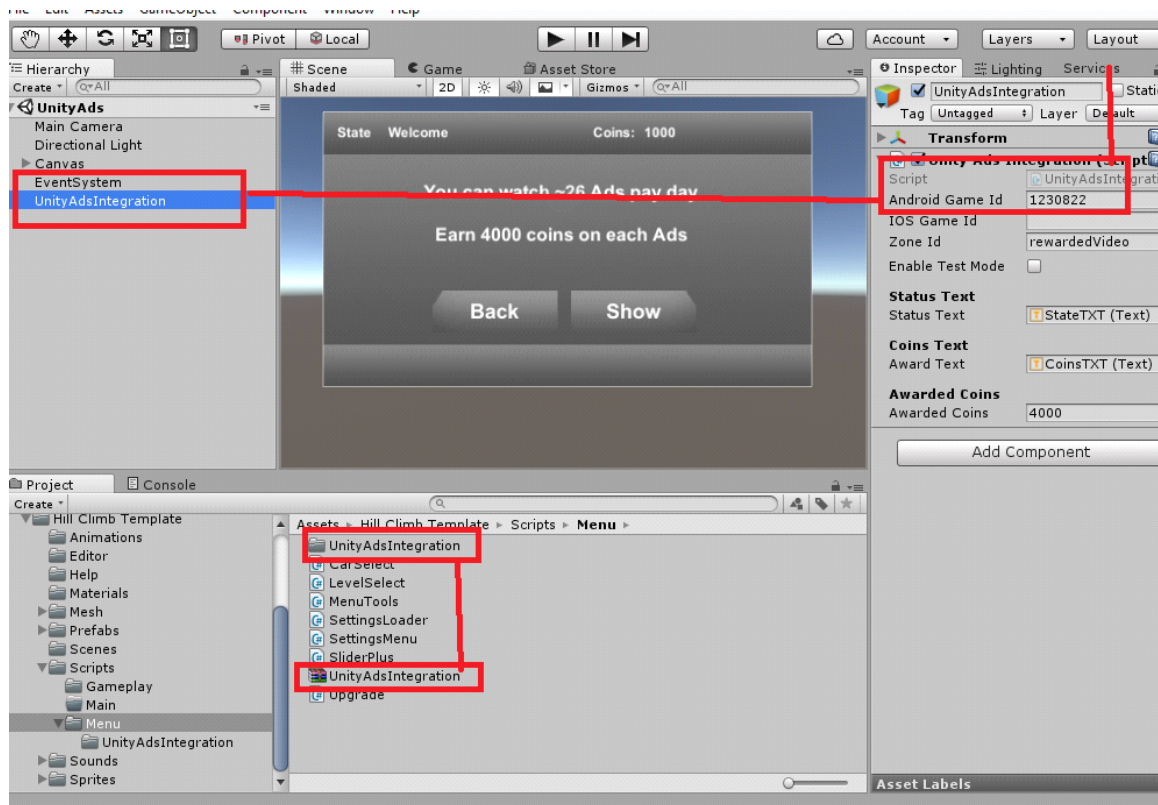
Level0-3 : Is Game levels with his number (Must has same name because used in main menu scripts).

Unity Ads: In this scene you need to first activate your unity ads service from services window and enter Android or iOS game id to this component:

1. Open services window and activate unity ads service:



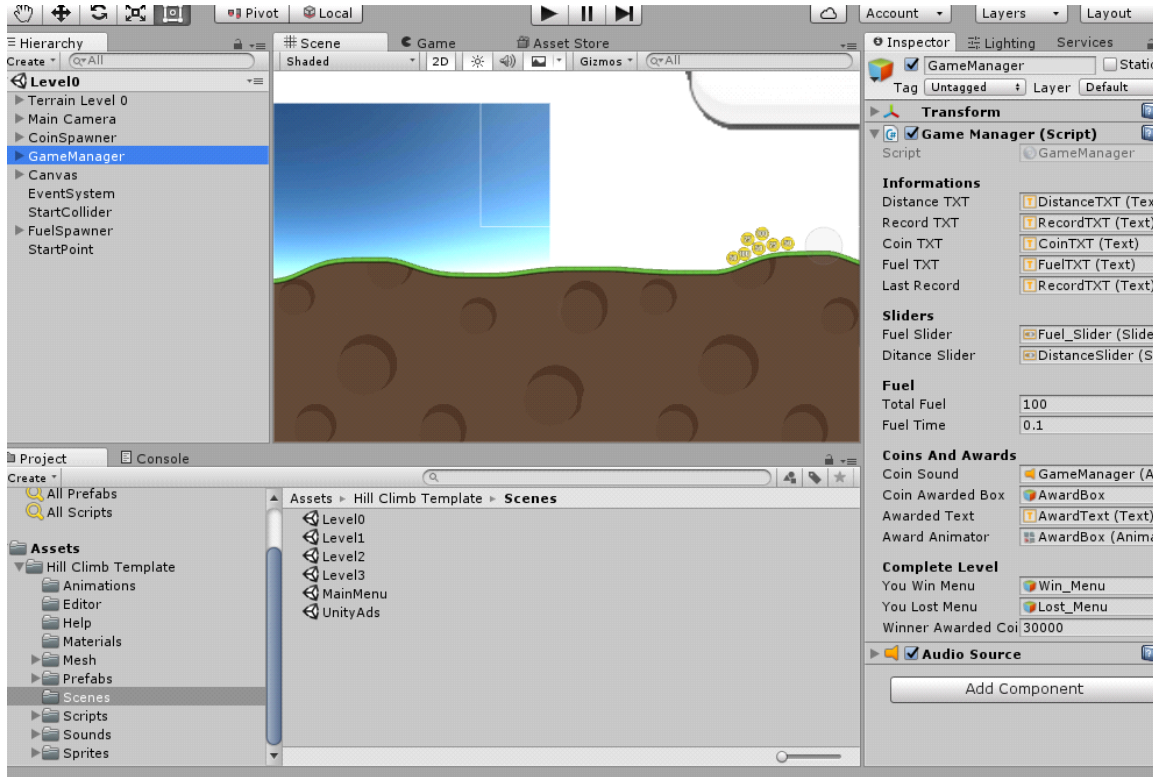
2. Unzip UnityAdsIntegration.CS and enter your GameID:



Game Play:

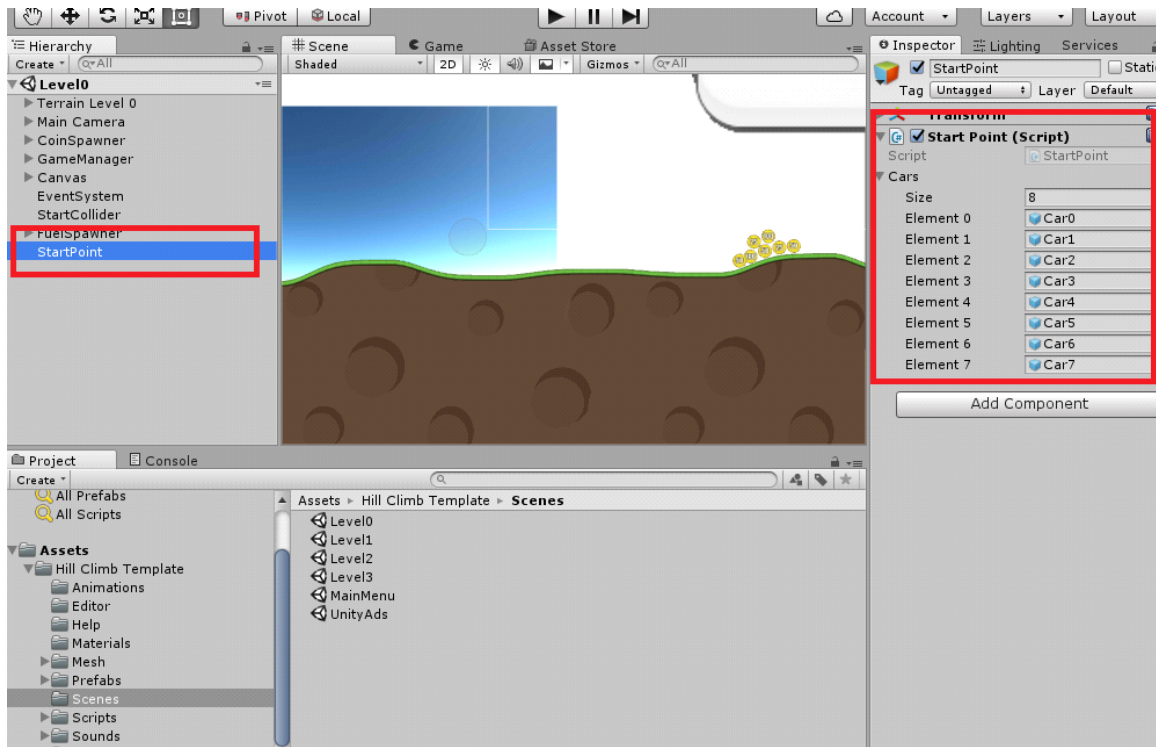
In each levels, we have same game objects and the same components. You just need to customize terrain heights for each level.

Game management is in GameManager component:

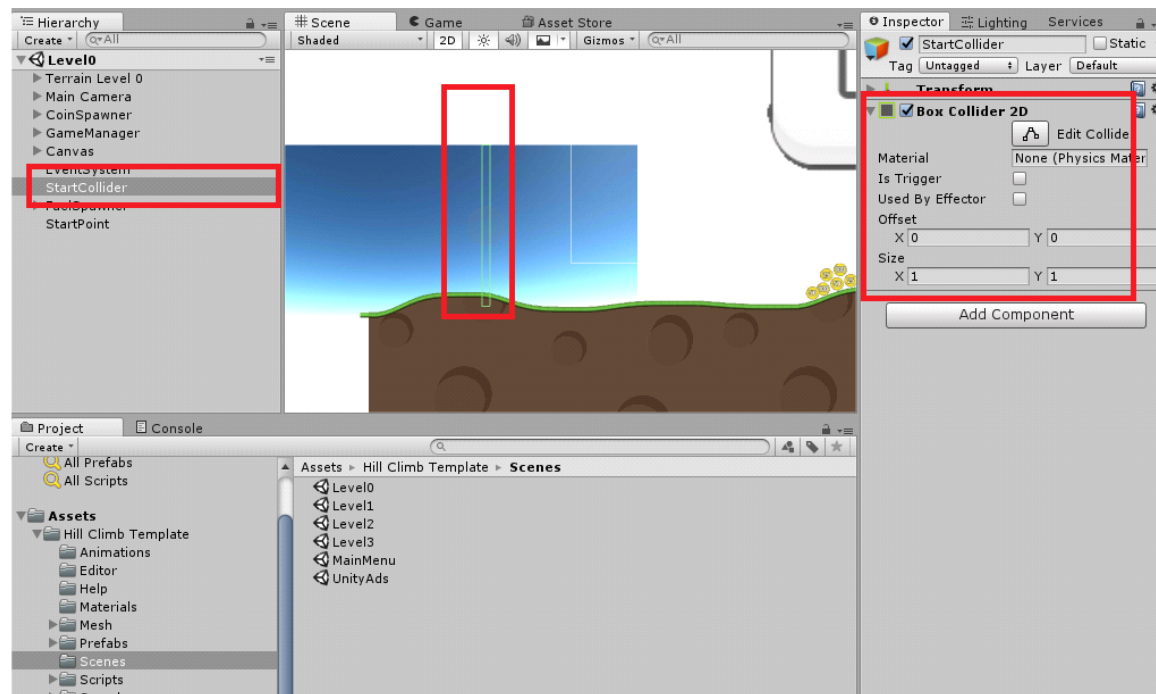


Note: If you want to create a new level from scratch, Simply drag GameManager as child of the Canvas game object and make a prefab from Canvas and drag to your new scene!!!

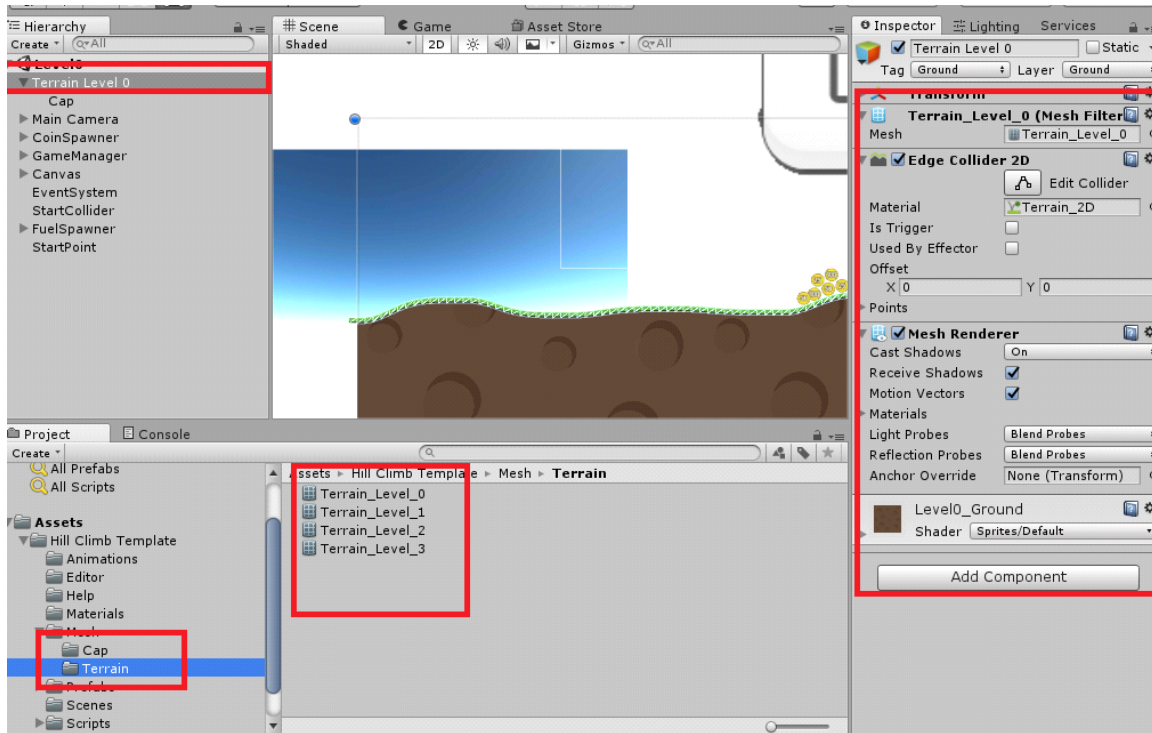
For each level we need a car spawner:



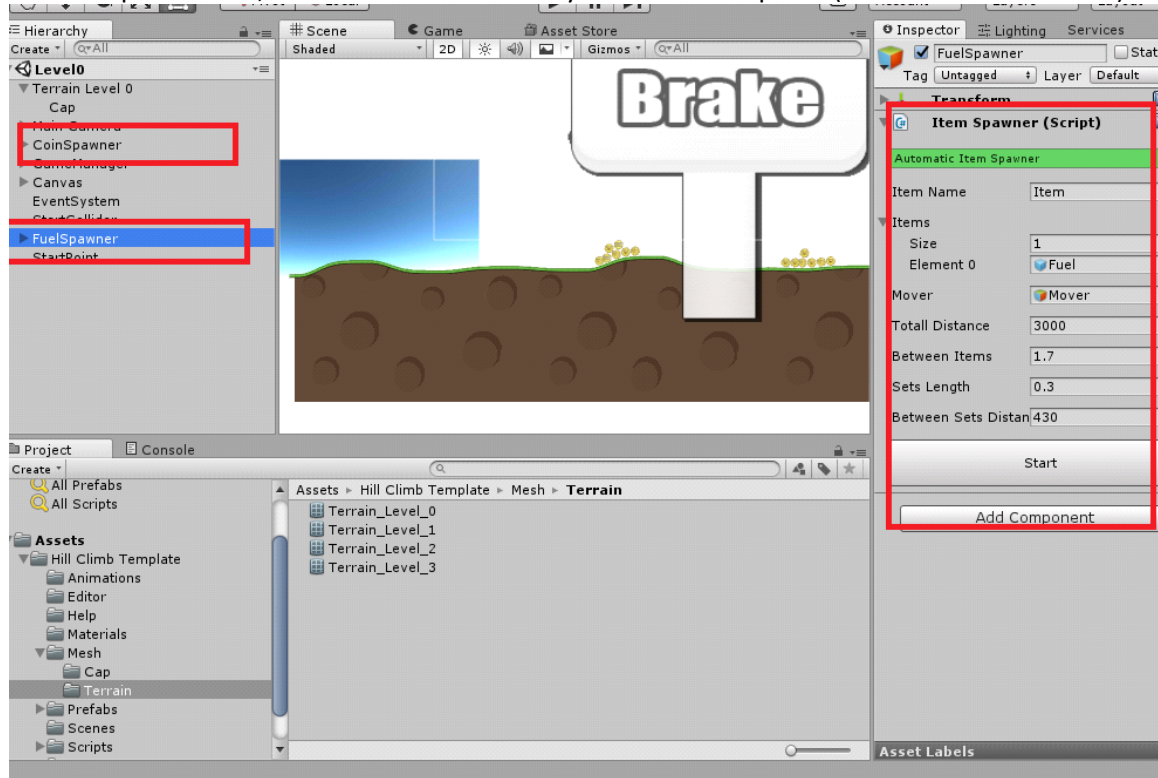
Start Collider use to block level start. You can add another to end of the terrain to block terrain on end of the level .



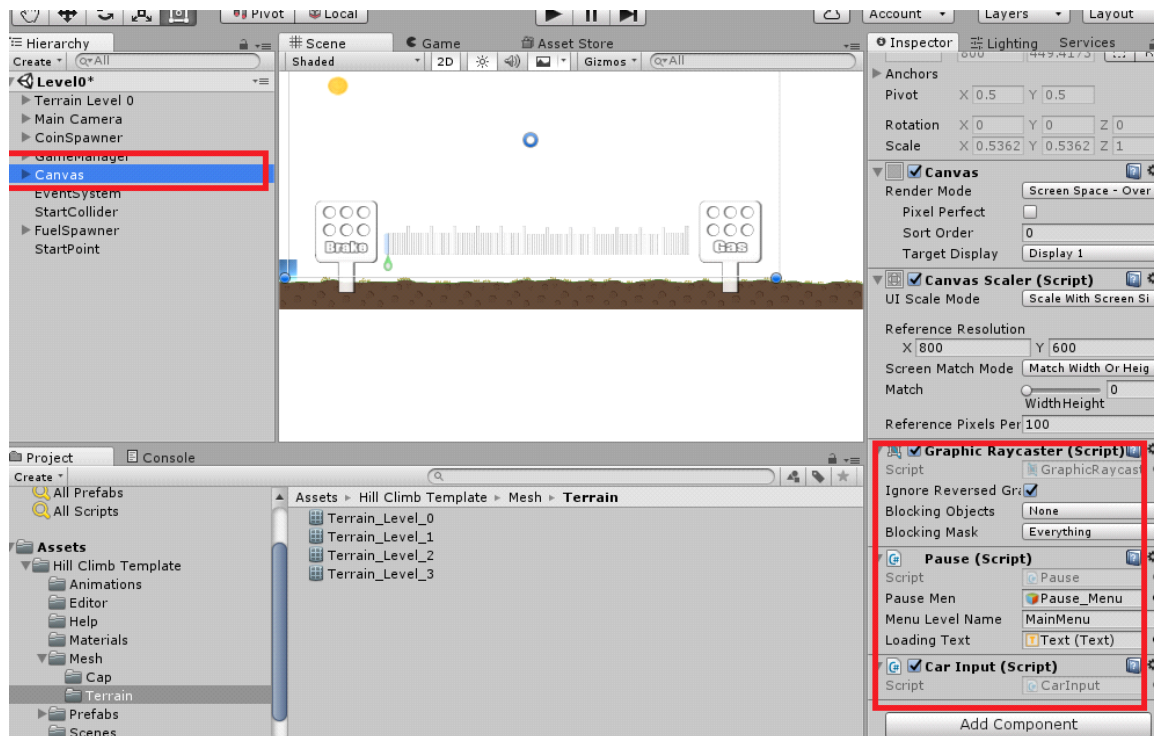
You need a 2d terrain editor to create new terrain. I've used 2D Terrain Editor from asset store (is 14 \$ now - December 2016).



You can spawn Coins, Fuels and items randomly with these scripts. (Refer to tutorial videos)



Input component is attached to Canvas and will be switched between keyboard and touch buttons automatically on each platform:



Thank you