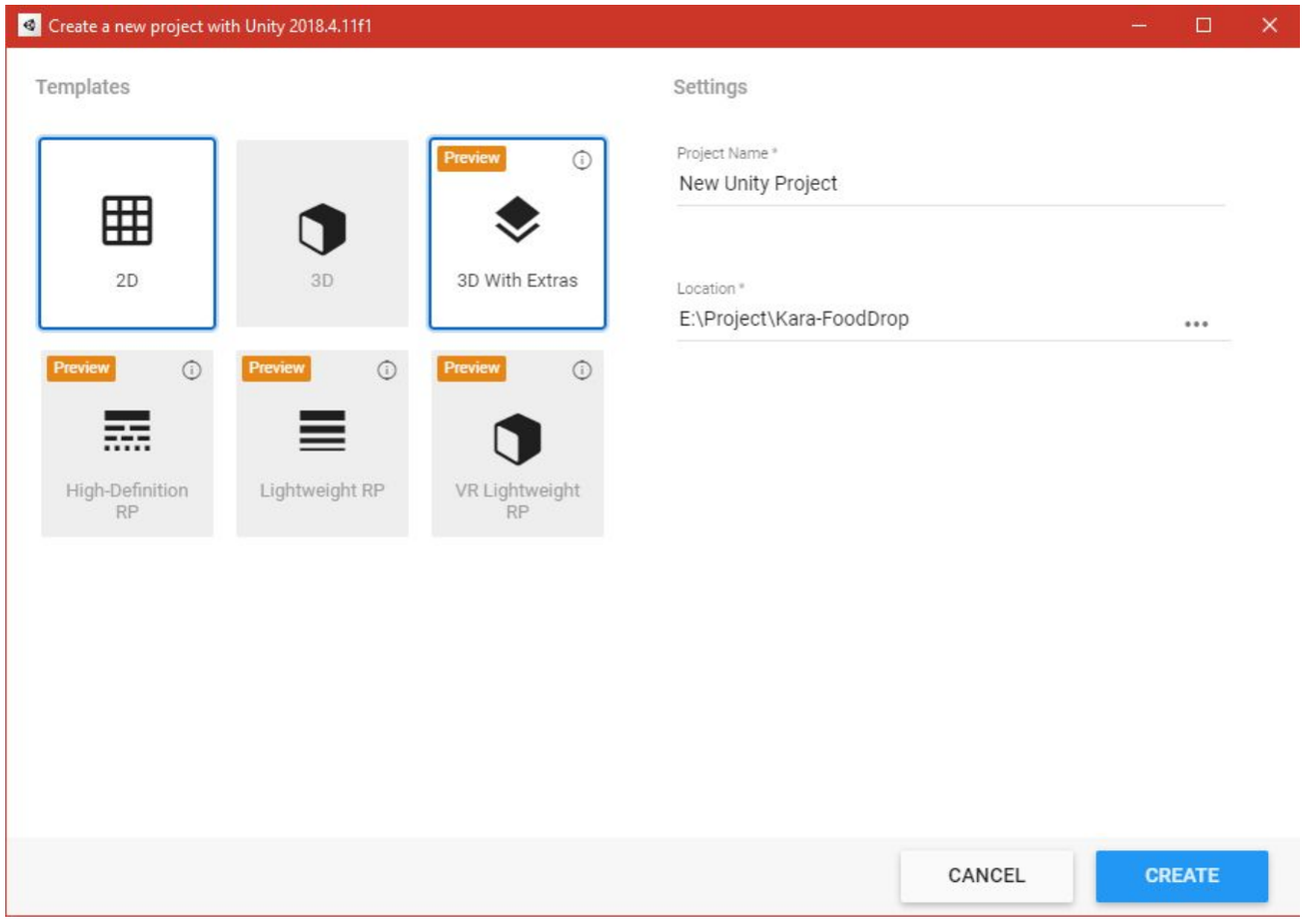
Kara – Food Drop

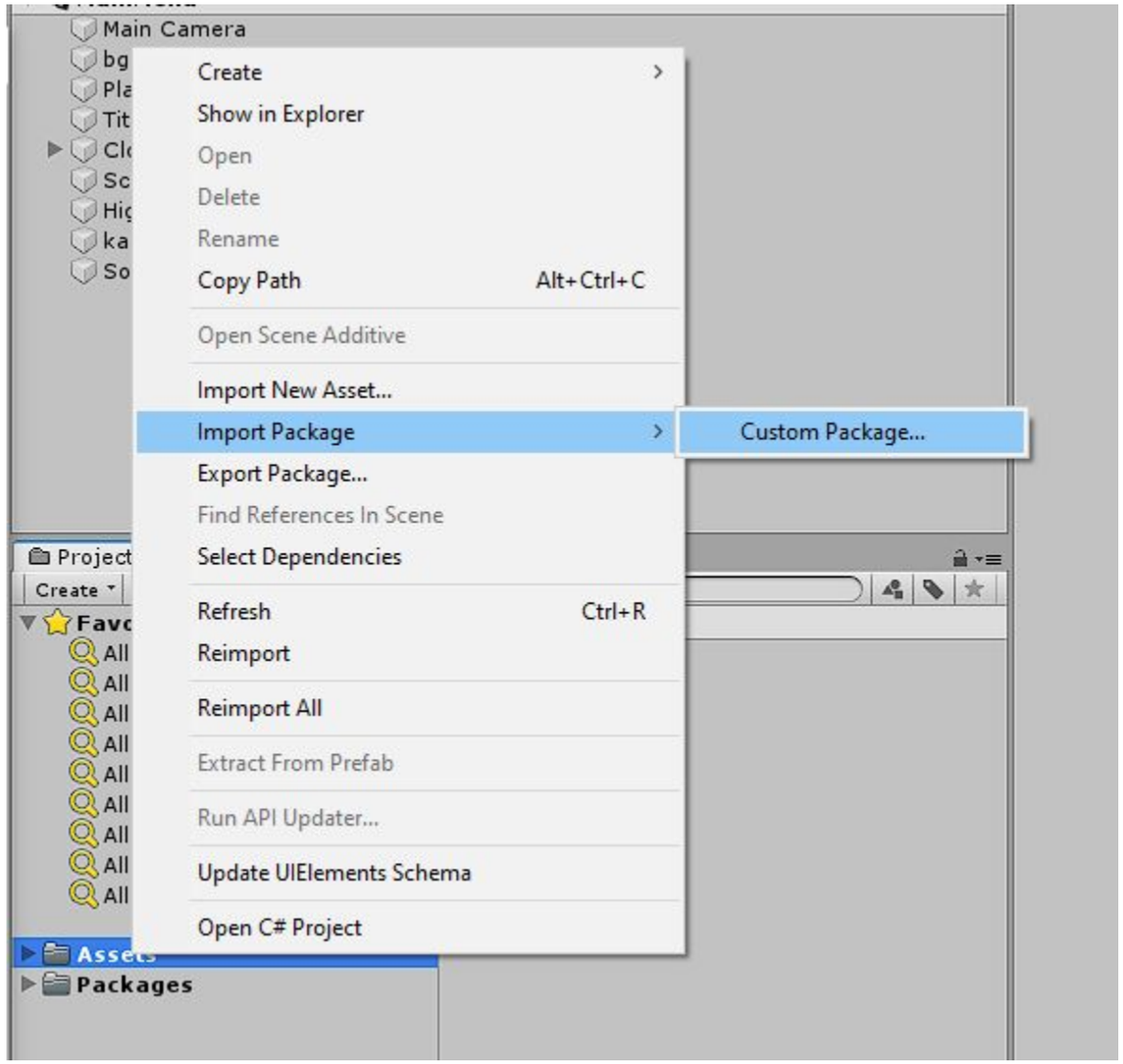
Thank you for purchasing the "**Kara – Food Drop**" game template. This is a full Unity template that gives you a quick and easy way to create a simple kids game or can be used as a starting base to learn Unity and C# programming.

This game can be built for android, iOS & Windows Phone.

It is strongly recommended to import this package in an empty project.

Create a new 2D Unity project and import this template.



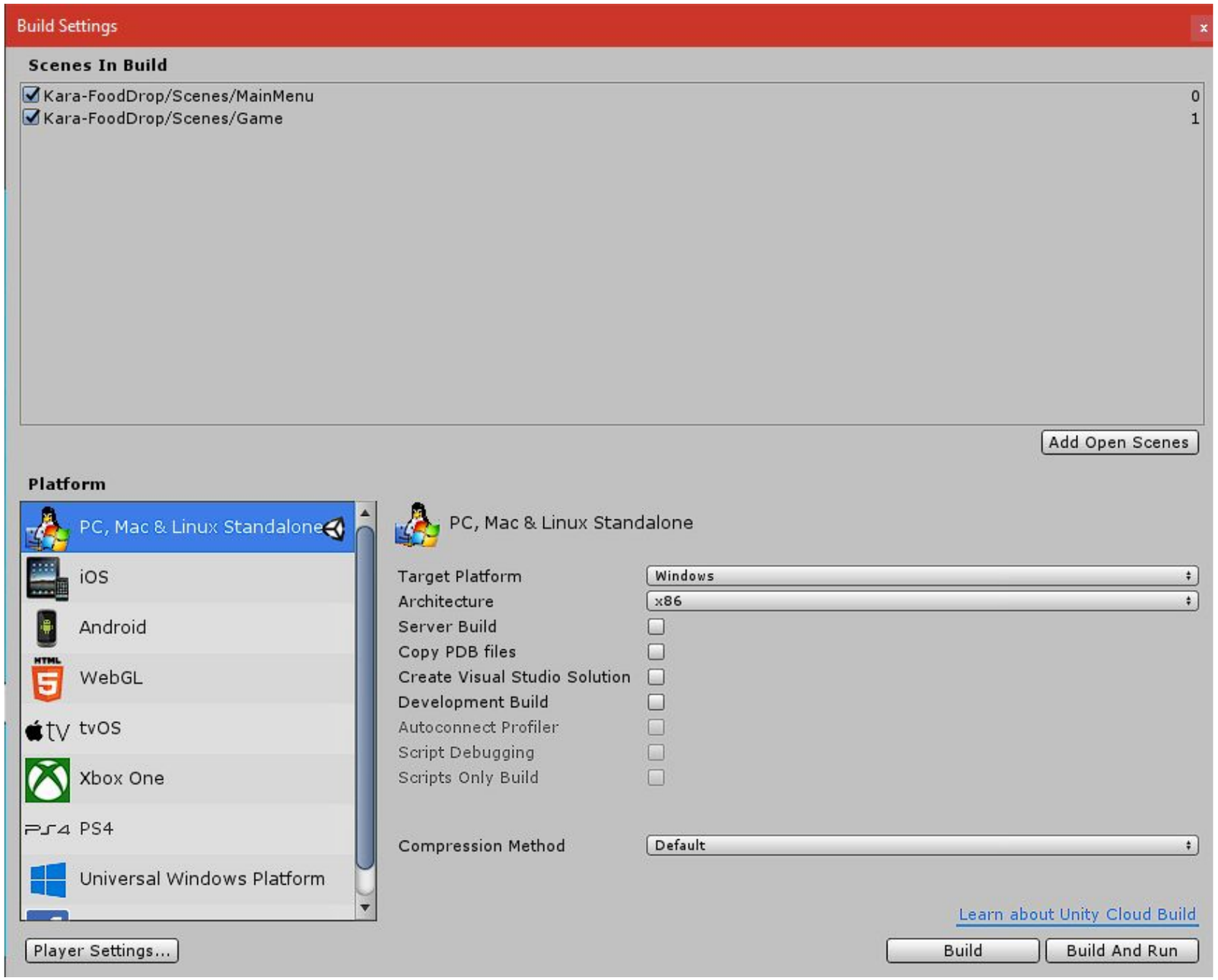


VERSION HISTORY

- **Version 1.0**
  - Initial release.

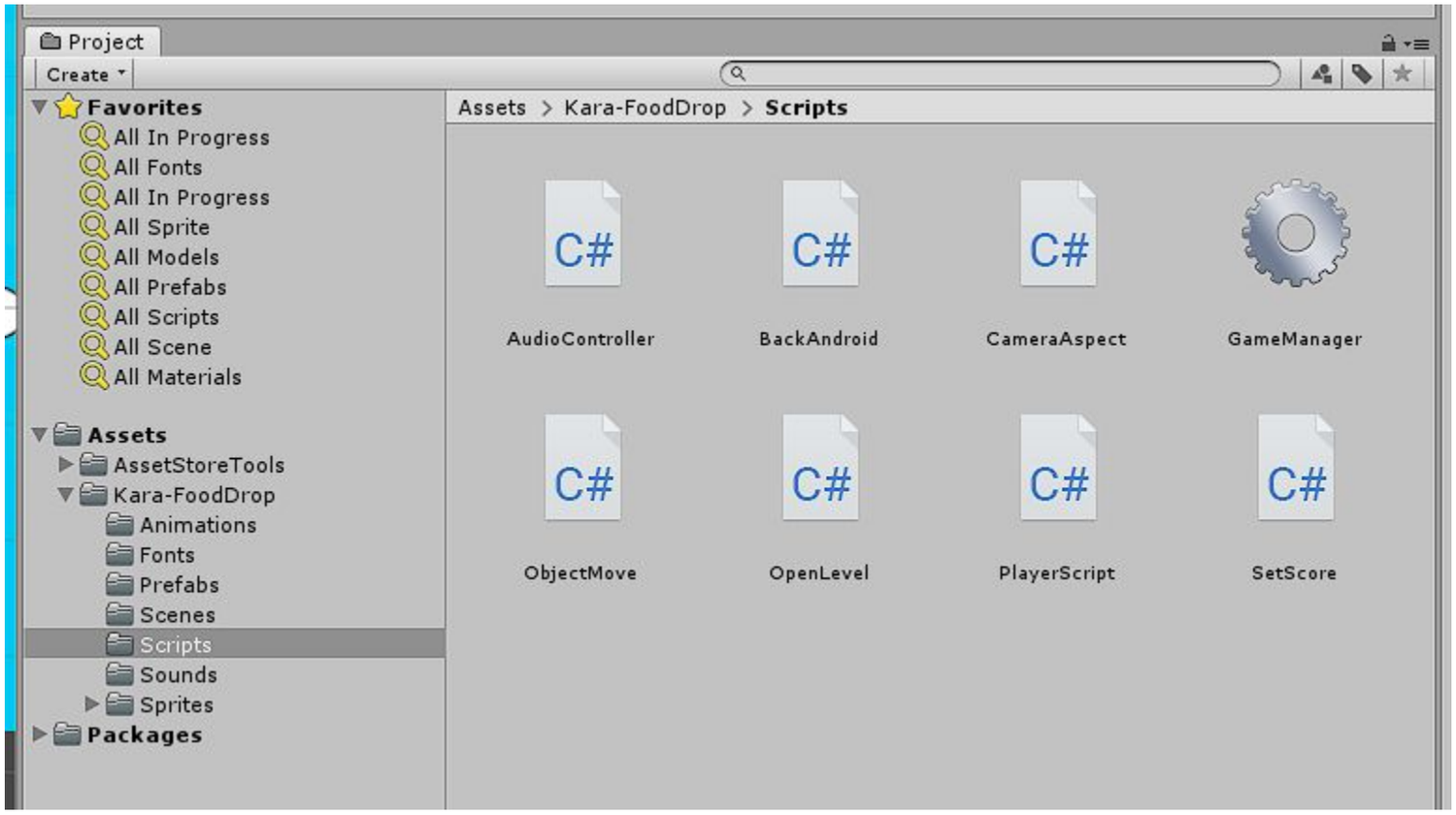
Build Settings

Make sure you have added these scenes.



Scripts

All scripts are under the Scripts folder.



AudioController.cs
A script to control the audio Listener of the game.

BackAndroid.cs
A script to control Android back button.

CameraAspect.cs
A very simple script to set the aspect of the camera for any resolution.

GameManager.cs
This script is attached to the GameObject "GameManager".

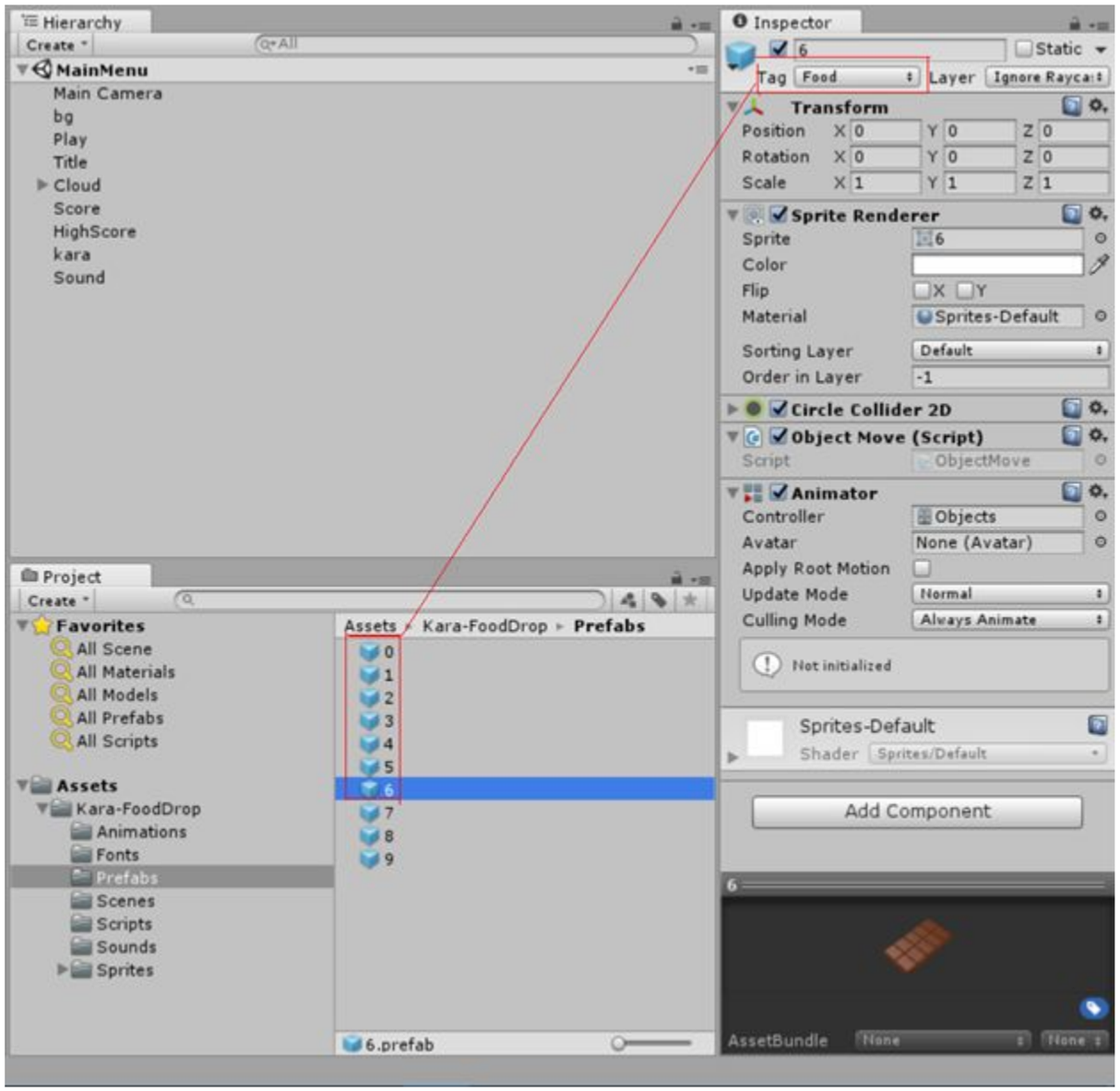
This script is in charge of the game's logic.

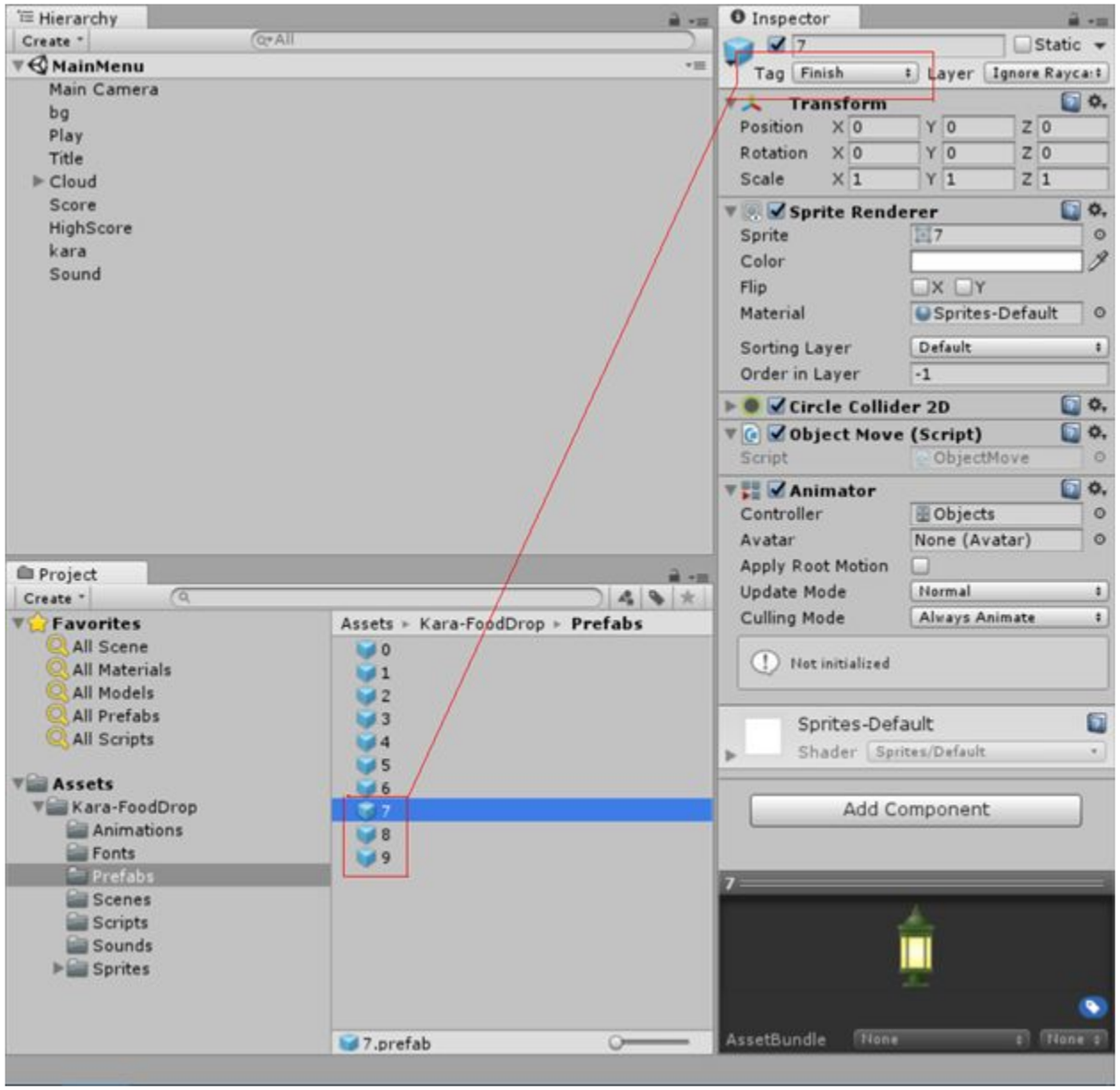
ObjectMove.cs
A script for Move Objects Like food, bomb and ... .

OpenLevel.cs
A script to open a new scene.

PlayerScript.cs
This script is attached to the GameObject "Player" and is in charge of detecting the input and moving the player and collision detection.

Important note: after importing unitypackage, make sure that prefabs number 0 to 6 have Food tag and prefabs number 7 to 9 have Finish tag (pictures number 5 and 6).

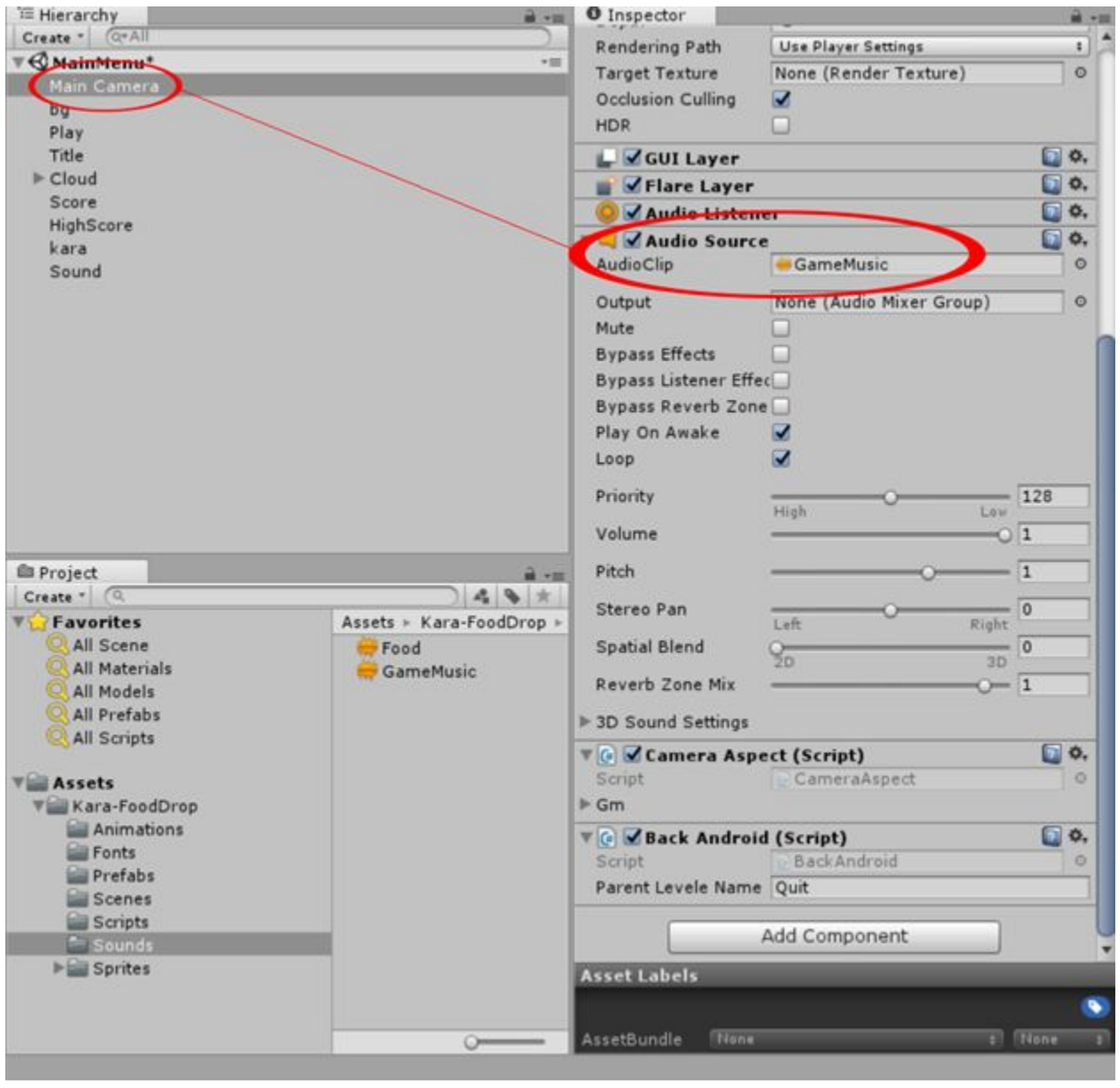


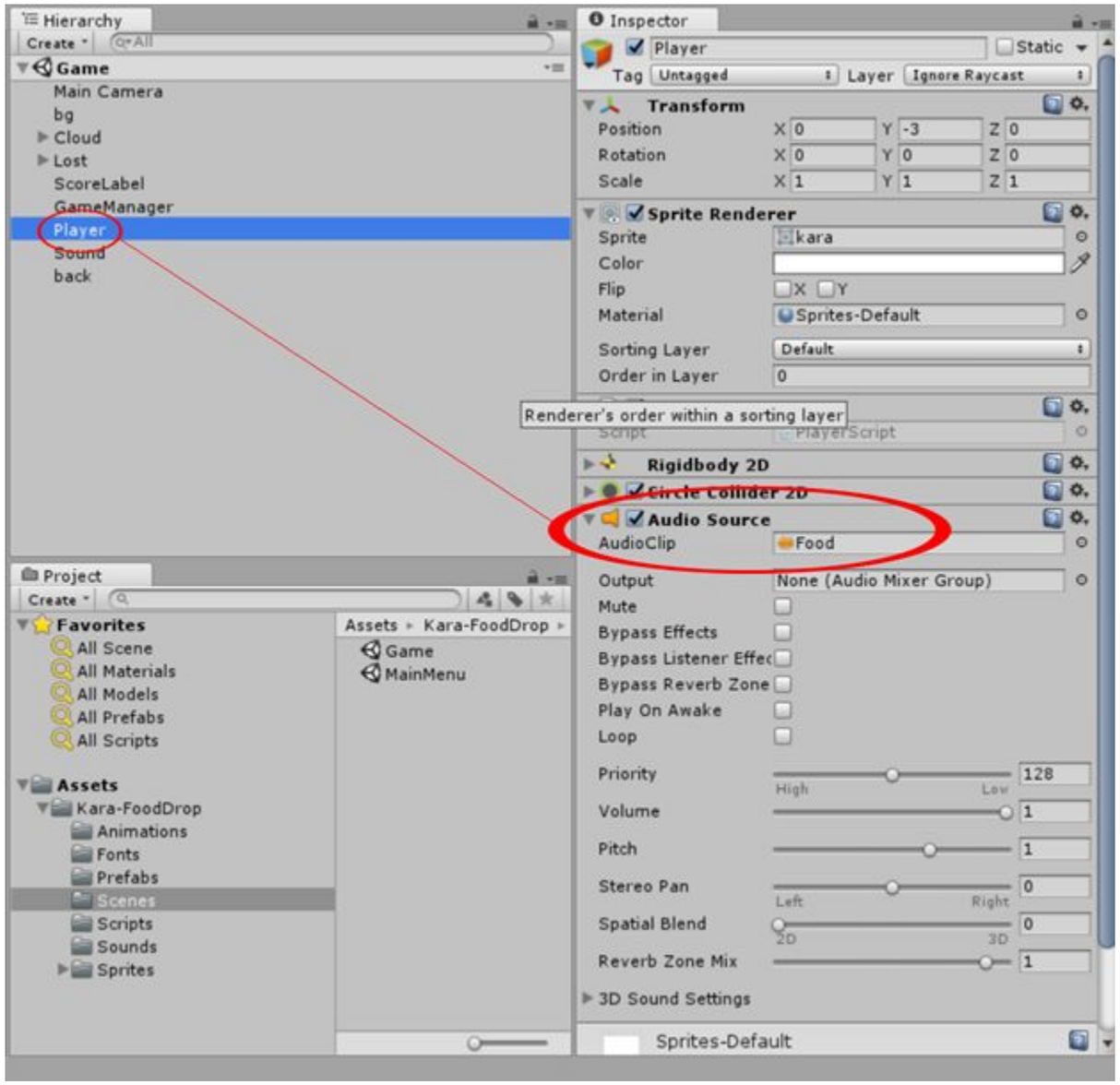

Hierarchy
Create
All
MainMenu
Main Camera
bg
Play
Title
Cloud
Score
HighScore
kara
Sound
Project
Create
Favorites
All Scene
All Materials
All Models
All Prefabs
All Scripts
Assets
Kara-FoodDrop
Animations
Fonts
Prefabs
Scenes
Scripts
Sounds
Sprites
Assets ▸ Kara-FoodDrop ▸ Prefabs
0
1
2
3
4
5
6
7
8
9
7.prefab
Inspector
7
Static
Tag Finish
Layer Ignore Rayca
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Sprite Renderer
Sprite 7
Color
Flip X Y
Material Sprites-Default
Sorting Layer Default
Order in Layer -1
Circle Collider 2D
Object Move (Script)
Script ObjectMove
Animator
Controller Objects
Avatar None (Avatar)
Apply Root Motion
Update Mode Normal
Culling Mode Always Animate
Not initialized
Sprites-Default
Shader Sprites/Default
Add Component
7
AssetBundle None None

Music and FXs

To Change Background Sound: Find the GameObject "Main Camera" and add your Audio Clip in the "AudioClip" field.
To Change Food Sound: In the "Game" scene, find the GameObject "Player" and add your Audio Clip in the "AudioClip" field (see below pictures).

Important note: All of the sounds that are used in the game are in the Sounds folder.




Hierarchy
Create
All
Game
Main Camera
bg
Cloud
Lost
ScoreLabel
GameManager
Player
Sound
back
Inspector
Player
Static
Tag
Untagged
Layer
Ignore Raycast
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
kara
Color
Flip
Material
Sprites-Default
Sorting Layer
Default
Order in Layer
Renderer's order within a sorting layer
Script
PlayerScript
Rigidbody 2D
Circle Collider 2D
Audio Source
AudioClip
Food
Output
None (Audio Mixer Group)
Mute
Bypass Effects
Bypass Listener Effec
Bypass Reverb Zone
Play On Awake
Loop
Priority
High
Low
128
Volume
1
Pitch
1
Stereo Pan
Left
Right
0
Spatial Blend
2D
3D
0
Reverb Zone Mix
1
3D Sound Settings
Sprites-Default
Project
Create
Favorites
All Scene
All Materials
All Models
All Prefabs
All Scripts
Assets
Kara-FoodDrop
Animations
Fonts
Prefabs
Scenes
Scripts
Sounds
Sprites
Assets ▸ Kara-FoodDrop ▸
Game
MainMenu

Reskin

All of the images that are used in the game are in the Sprites folder. You can replace the default images with the new ones that you want.

Important note: For changing the game's default images, new images should have the same size and name as default ones.

Support:
Email us at: digismile.co.nz@gmail.com