

# CAVE RUN 3D

## Game documentation and HowTo guide.

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### This document contains:

1. Package description and contents.
2. A description of the game's library items.
3. Cheat Sheet: All the components with quick descriptions



## Package Description and contents

[This is a UNITY3D file. To use it, download the free Unity tool from here.](#)

This is a 3D version of my [Cave Run Flash Game](#). Run like crazy, jumping on platforms and avoiding obstacles. Collect as many gems as you can and don't fall!

### CONTROLS:

Move with the mouse, and Hold the mouse button to jump. Hold longer to jump higher, and click twice to double jump.

Have Fun!



- ☆ Easily publish your game for mobiles, web, PC/Mac, and consoles.
- ☆ Add any number of obstacle types with varying effects on player speed, rotation, and jump power. Make obstacles that stick to the player, or others that knock him up in the air.
- ☆ Control the shape and size of platforms by setting various attributes like length, width, height, rotation, and shift, rate of obstacles and gems.
- ☆ Customizable horizontal menu for easier button setup
- ☆ Customizable player attributes, Speed, rotation, jump power, animation sets and sounds.
- ☆ Many customization options for tweaking the level of challenge the game provides.

### CREDITS:

The font used in this game is [JFRock](#) by [Jester Font Studio](#)

The sounds are courtesy of [the free sound project](#).

Credits go to these authors for their great sound samples: **Prozaciswack, RHumphries, pushtobreak, HerbertBoland, hello\_flowers, rutgermuller, CGEffex**

Please rate my file, I'd appreciate it 😊

## A Description of the Game's Library Items

Open the game project to look at the library folders:

- FBXModels: Contains the 3d models used in the game. These were created in 3DSMax and then exported. If you need the original Max files, send me a message.
- Materials: Contains the materials (not textures) used within Unity.
- Prefabs: These are the objects you actually play with in-game, comprised from several elements put together into a single object (3d model, script, sound, etc). For example, the Player is made up of a 3d model, along with a script to make it interactive, and a sound.
- Scenes: The start, game, and end, scenes which you play.
- Scripts: Many small pieces of code you add to your prefabs to make them interactive. You'll find a script for the camera, the player controls, obstacles etc.
- Sounds: All the sounds for the game, courtesy of the Free Sound Project.
- Textures: Textures for the Platforms, the obstacles, and the effects.
- GUI: Textures for the HUD, the menu, and the fonts

## Cheat Sheet: All components, with a quick description

To start editing the file, open Unity3, then choose File>Open Scene then go to the directory of the game, and open Assets > CaveRun3D Assets > Scenes > game.unity. This will open the main game scene. Notice there are 2 other scenes in the directory, start, and end.

I gathered all the components in one Cheat Sheet. Here you can read about every customizable feature in the game:

[Excel sheet](#)

[Open Doc Sheet](#)

It is highly advised, whether you are a designer or a developer to look further into the code and customize it to your pleasing. See what can be improved upon or changed to make this file work better and faster. Don't hesitate to send me suggestions and feedback through my profile page at majd\_abdul on the activeden.net

Good luck with your modifications!