Perfect Jump

2D Game Template Project
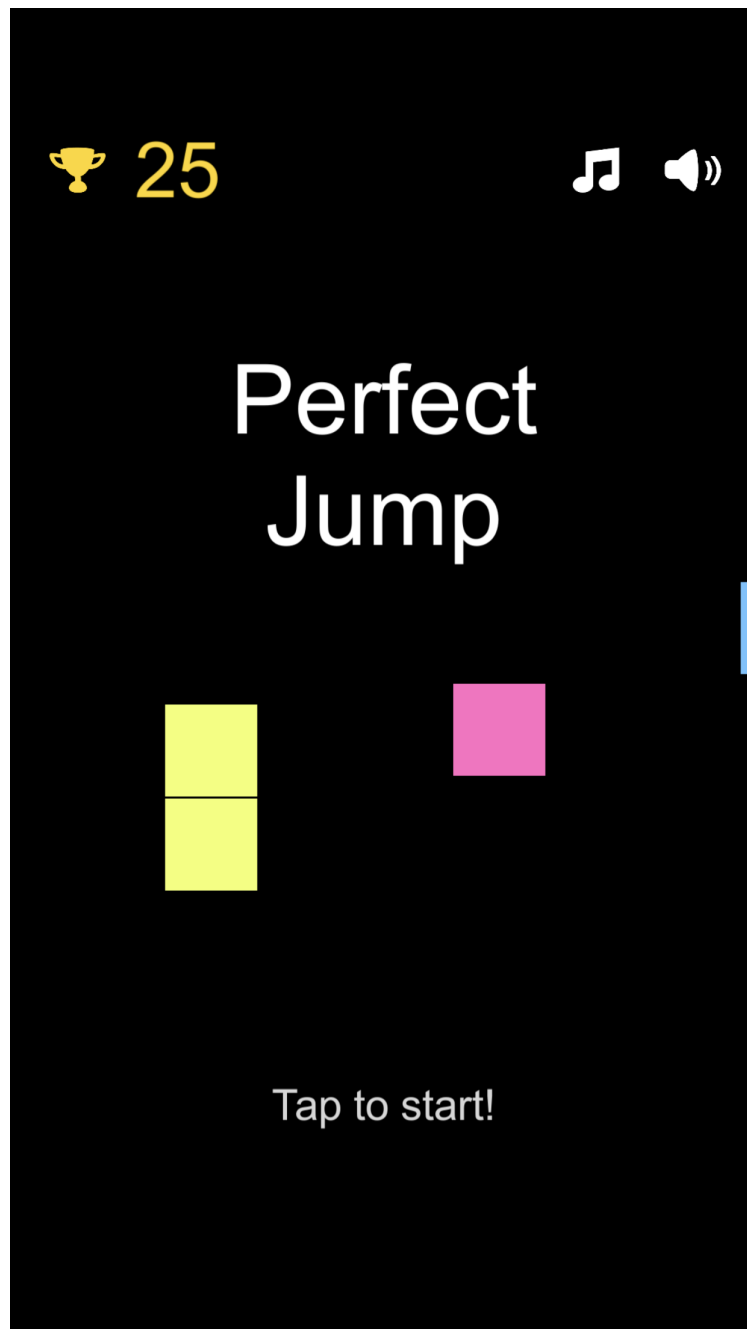
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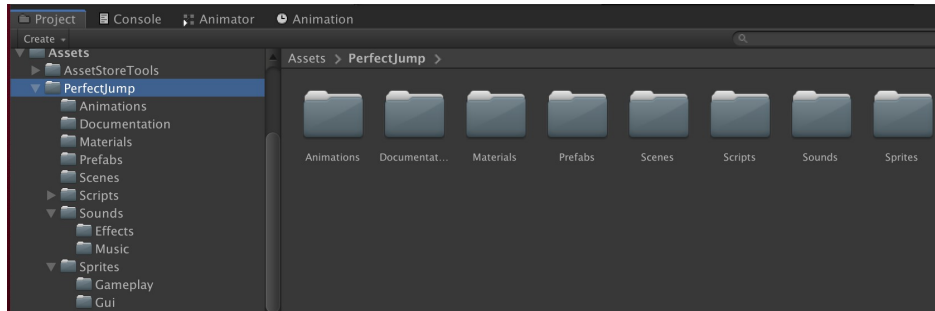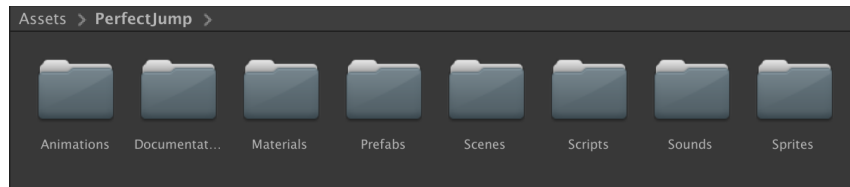
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1. INTEGRATION

Download and import Perfect Jump Asset into your project. After that new folders appears under your Assets project folder.

Picture 1: Integration

2. FOLDER STRUCTURE


Picture 2: Folder Structure

2.1. Perfect Jump

This is the main project folder. It includes the following subfolders:

- **Animations:** animations which are used in project
- **Documentation:** documentation about the project
- **Materials:** materials used in the project
- **Prefabs:** all prefabs used in template
- **Scenes:** scenes used in project
- **Scripts:** script files
- **Sounds:** sound files used in project
- **Sprites:** sprite files used in project

3. INTRO

Perfect Jump is a simple 2D time timing arcade game template that anyone can enjoy! Tap on the screen to jump between the obstacles. How far forward can you reach?
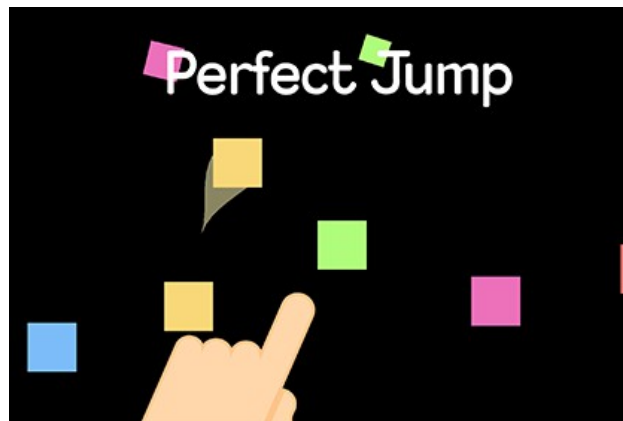

Picture 3: Introduction

4. TEMPLATE FEATURES

- **Simple and Minimalistic**

- **Addictive gameplay:** tap on the screen to jump between obstacles

- **Diversity:** obstacles are spawned on random positions

- **Visual effects:** animations, colours are changing during gameplay

- **Score system**

- Full C# source code included

- **User customizable**

- **Works in Unity Personal** and **Unity Professional**

- Well commented code

- **Works on all platforms:** PC, MacOS, iOS, Android, WebGL

- **Optimized for mobile and tablet devices**

5. GAME MANAGERS

5.1. AudioManager

AudioManager controls background music and sound effects used in project. It is also used to enable or disable sound and music in the settings popup. To change sounds just drag and drop new AudioClips on AudioManager script.
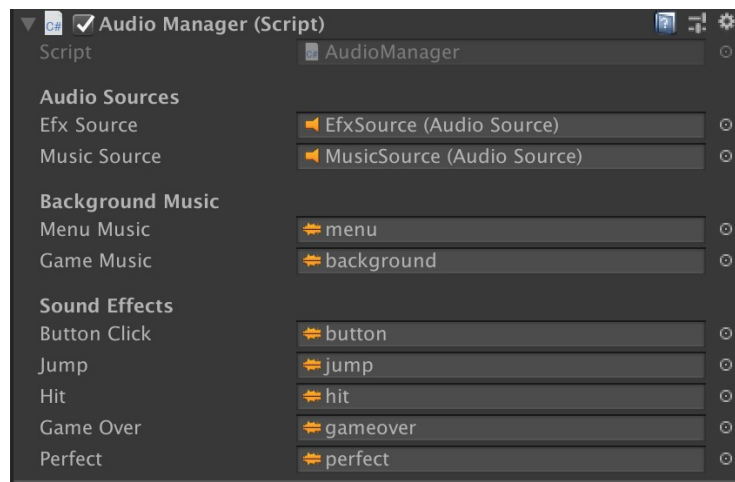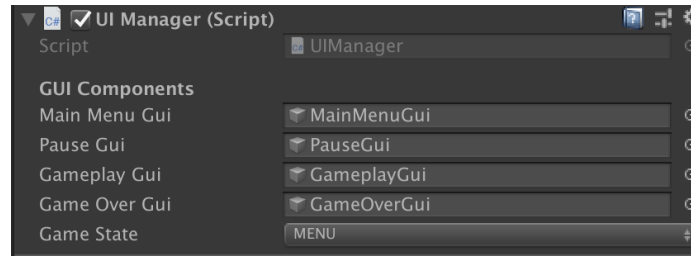

Picture 4: AudioManager

5.2. GameManager

GameManager controls the gameplay logic. To edit the game logic change this script to your own desires. To change obstacle colors just add new colors or edit current.

Picture 5: GameManager

5.3. UIManager

UIManager controls game states. Also it is used to show different GUI elements like Pause popup, GameOver GUI, etc...

Picture 6: UIManager

6. HOW TO RESKIN

6.1. GRAPHIC

Almost all graphic elements are located in the folder **Assets/PerfectJump/Sprites**. To use your own images replace image files and do not forget to keep the same name, size and **PNG** format (else you will need to change prefabs, object positions, edit scripts...)

6.2. AUDIO

Audio files are located in the folder **Assets/PerfectJump/Sounds**. To replace your own music and sounds replace files in this folder, keep the same names and format **Wav**.

6.3. IMPORTANT

Before publishing project on app stores, we encourage you to reskin the game and add new functionalities.