

# Swing, Endless Jump

(Complete Game Template)

Unity 5 Ready!

Supports Android, iOS, WebPlayer, Windows and Mac

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Dear Customer,

Thank you so much for purchasing this game kit. Here you can find the most important information on how to use this kit with maximum proficiency. All script and code assets are fully commented, but if you ever needed a hand on a block of code or anything else, feel free to contact us at <http://www.finalbossgame.com>. We'll try our best to support you with your questions as soon as possible and till you are most satisfied.

## Overview

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**Swing** is a flexible 2d & 3d casual game kit at your fingertips. The game is complete and ready to release. It already has menu, game and game-over scenes, and you just have to specify the target platform and hit the build button.

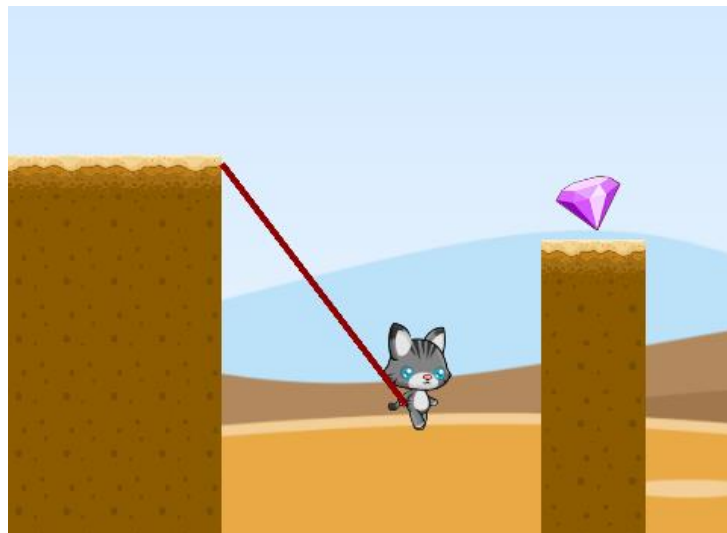
It uses a flexible structure that can be used to produce a 2d or 3d game at no time. You can easily change all objects with their equivalent 2d (sprite) or 3d (model) to come up with a brand new game of your own.

It's also very easy to integrate your custom ad solution with the kit to start generating revenue from your new title.

## Game Play

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Swing from platform to platform. Simply tap the screen when the rope is long enough to reach the next platform. How long can you survive? Don't forget to collect all the gems.



# Introduction to Scripts, Classes and Game Objects

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All scripts in this kit are fully commented and have short description about what they do. But here we take a look at some classes used in the kit.

## **BackgroundHolder**

This object holds the main game background. The child background object uses a randomizer class which changes its texture every time player starts a new game.

## **Camera**

The main camera of the game is set to orthographic projection to simulate the flat look and feel of the game. It uses “CameraController” class to follow player’s position when player moves outside of default game view.

## **GameController**

This is the main game controller which handles saving score, best score, last score, changing game object’s textures by assigning a random ID, and also handling game over situation. This class is also responsible for making new platforms in the game.

## **PlayerManager**

Player is the center point of the whole game. Player object has no renderer and uses a child object called “playerBody” which renders player’s texture and animates the player walk sequence. By using this structure, we divide the design from the codes that gives you more flexibility to change and re-skin the kit to your liking.

PlayerManager class handles player jump, swing forward, swing back, collision detection, line (rope) rendering, audio playing, and also handling platforms status like setting their movements.

## **PlatformMover**

This is the main controller for all platforms inside the game. This class is responsible for:

- positioning the platforms when are being created
- Their target position inside the game (which can be tweaked to make the game harder or easier)
- Their width (ratio of 1, 2 or 3 tiles) that can also helps to add a level of difficulty to the game
- And their destroy routine after they went far away from game view.

## Tags settings

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This kit needs the following tag in order to work correctly. Make sure to maintain them in your personal projects. Required Tags:

- **Player**
- **GameController**
- **platform**
- **platformHead**
- **platformBody**
- **platform-gem**
- **PlayerBody**
- **dummyTarget**
- **hook**
- **ground**
- **gem**

## Final Word

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If you have any questions, feel free to ask us at <http://www.finalbossgame.com> and we will get back to you as soon as possible.

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