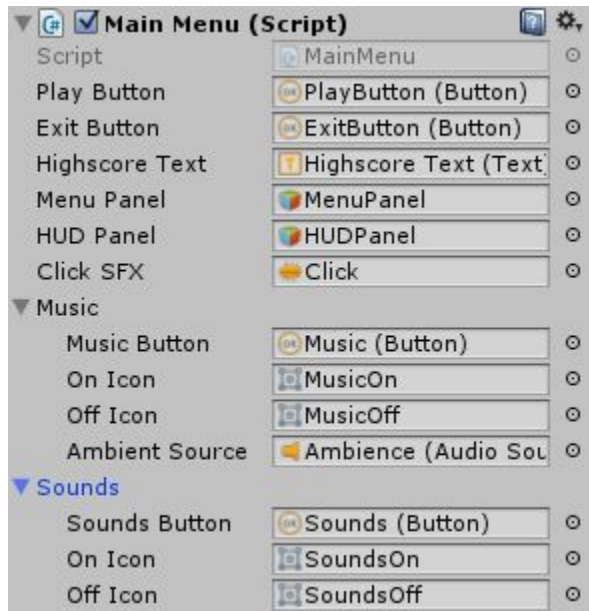


# REJUMP 2D GAME TEMPLATE

REJUMP is a 2D infinite jumper game designed for mobile platforms.

## MAIN MENU



**Play Button** - start game button

**Exit Button** - quit game button

**Highscore Text** - text component for displaying highest score in main menu.

**Menu Panel** - root object which holds all main menu UI elements.

**HUD Panel** - root object which holds all ingame UI

**Click SFX** - button click sound effect.

**Music:**

**Music Button** - button for toggle music on and off

**On Icon** - button sprite for music on state

**Off Icon** - button sprite for music off state

**Ambient Source** - music AudioSource component.

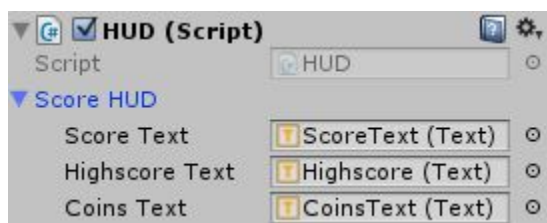
**Sounds:**

**Sounds Button** - button for toggle sounds on and off

**On Icon** - same as for music.

**Off Icon** - same as for music.

## HUD



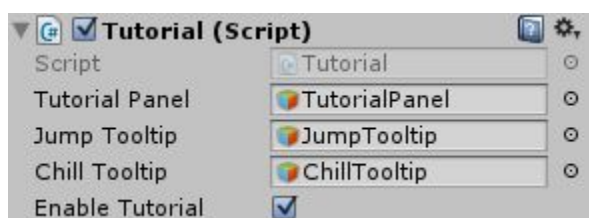
**Score HUD:**

**Score Text** - text component for displaying score in game.

**Highscore Text** - text component for displaying highest score in game.

**Coins Text** - text for displaying coins count.

## TUTORIAL



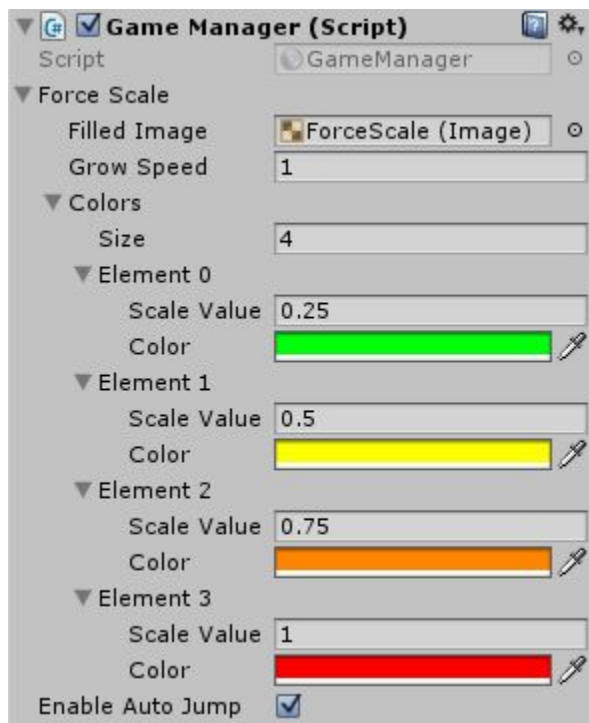
**Tutorial Panel** - tooltips root object

**Jump Tooltip** - jump tooltip root

**Chill Tooltip** - chill tooltip root

**Enable Tutorial** - disable or enable showing tutorial

## GAME MANAGER



**Force Scale** (Used for displaying jump power):

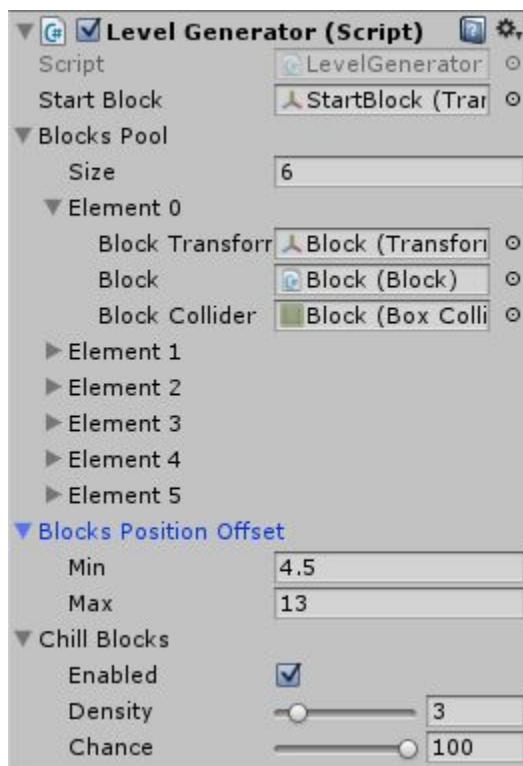
**Filled Image** - image type of 'Filled'

**Grow speed** - scale grow speed

**Colors** - colors array for **Filled Image** based on scale value. Max array size is 4, max scale value-1

**Enable Auto Jump** - toggle for enable or disable player auto jump on non chill blocks.

## LEVEL GENERATOR



**Start Block** - start block transform.

**Blocks Pool** - array of blocks class which holds transform, block, and box collider components for each block in pool. Blocks can be found under GameManager gameObject.

**Blocks Position Offset** - minimum and maximum distance between blocks.

**Chill Blocks** (block where player can stay unlimited amount of time).

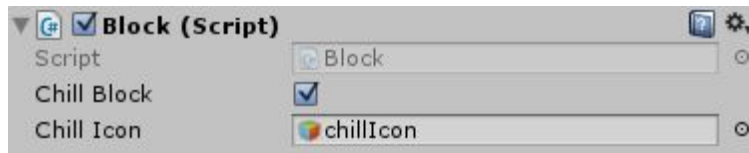
If enabled you can specify how often block type will be chill and its chance.

Density 3 and Chance 100 means that chill block will be every 3d block with 100% chance.

If block is not chill player will jump automatically if the power scale reach its maximum.

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## BLOCK

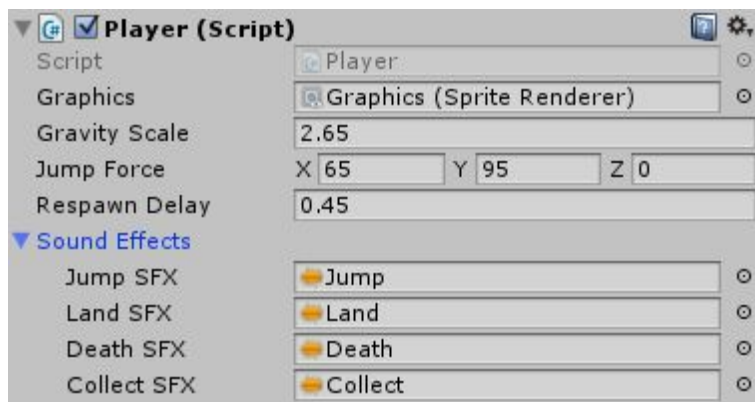


**Chill Block** - block state by default (this state is overriding for blocks pool from level generator if Chill Blocks are enabled.)

**Chill Icon** - sprite to visualize if block is chill or not (optional).

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## PLAYER



**Graphics** - player Sprite Renderer component

**Gravity Scale** - player rigidbody gravity scale

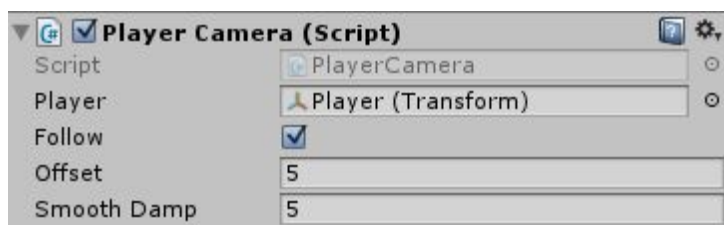
**Jump Force** - maximum player jump power

**Respawn Delay** - player respawn delay if died.

**Sound Effects** - player sound effects.

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## PLAYER CAMERA



**Player** - player transform

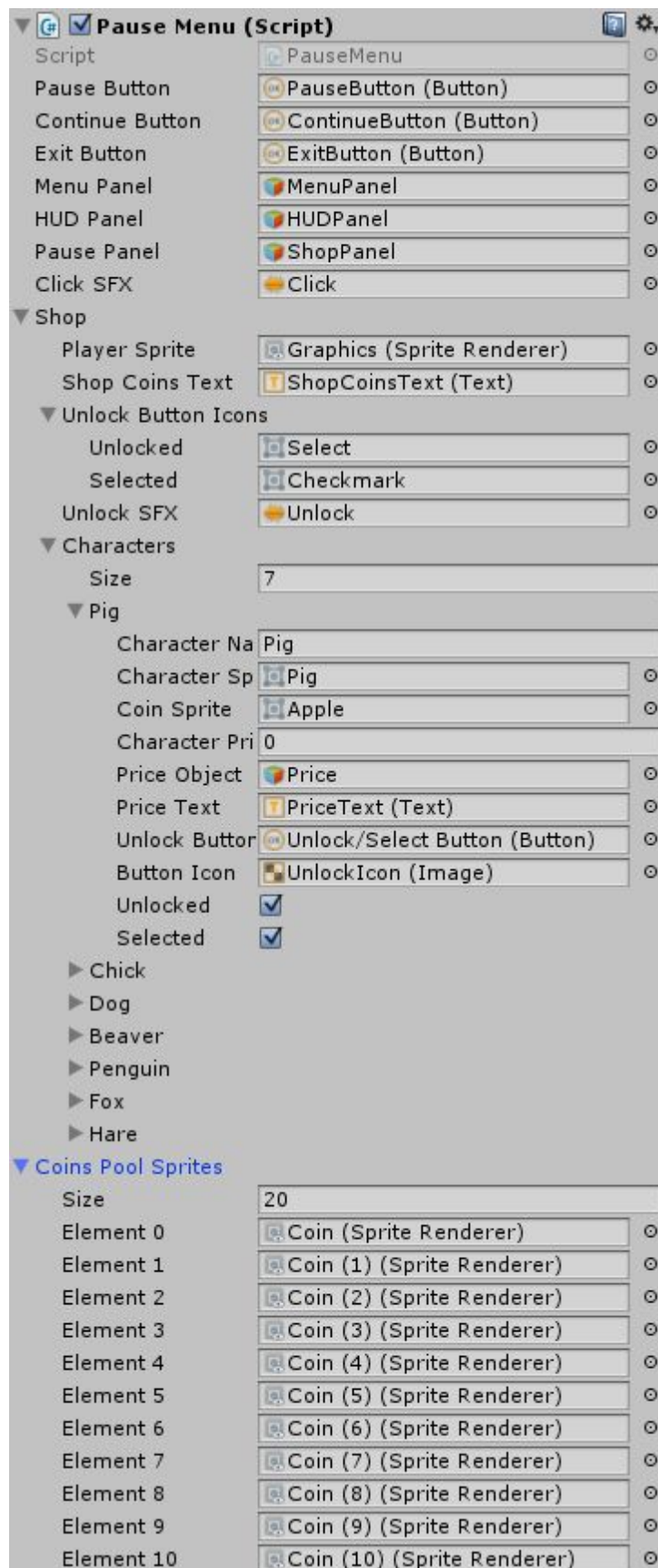
**Follow** - should camera follow player or not

**Offset** - horizontal camera follow offset

**Smooth Damp** - camera follow smooth

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## PAUSE MENU



**Pause Button** - pause game button

**Continue Button** - continue game button

**Exit Button** - go to menu button

**Menu Panel** - menu UI root

**HUD Panel** - game UI root

**Pause Panel** - pause menu root

**Click SFX** - button click sound effect

### Shop:

**Player Sprite** - player sprite renderer component

**Shop Coins Text** - text to display coins count in shop menu.

**Unlock Button Icons** - icons for unlocked and selected character states.

**Unlock SFX** - unlock sound effect

### Characters:

**Character Name** - unique character name

**Character Sprite** - character sprite, will assign to player's Sprite Renderer after selecting this character

**Coin Sprite** - coin sprite for this character

**Character Price** - cost of this character

**Price Object** - root of price text (Coin icon)

**Price Text** - text for displaying character price (child of Price Object)

**Unlock Button** - unlock character button

**Button Icon** - unlock button Image component

**Unlocked** - character is unlocked or not

**Selected** - character is selected or not

**Coins Pool Sprites** - array of coins sprite renderers. Coins pool is located under GameManager object.

If you will have any problems using this template feel free contact me via [nbg\\_yalta@hotmail.com](mailto:nbg_yalta@hotmail.com)  
Do not forget to watch a quick video how to setup new character for shop in tutorial folder.