Asset Documentation

Asset Name : Wall To Wall

Publisher : Hyper-Casual Game Factory

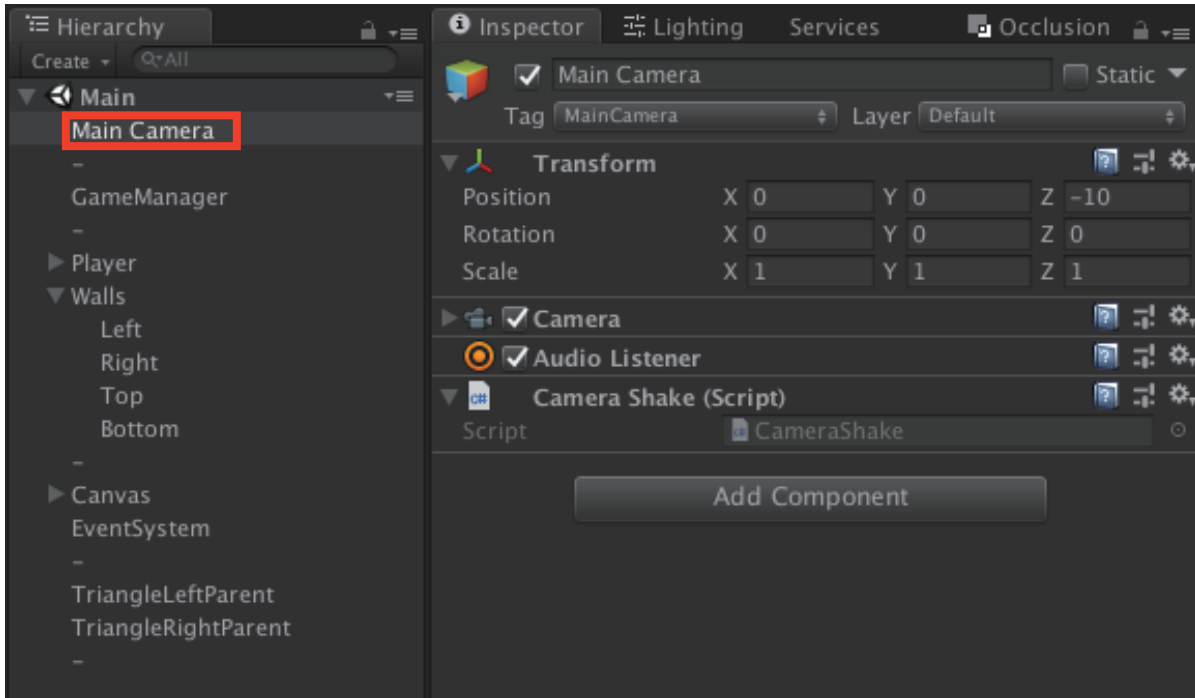Documentation Version: 1.1

Version Guide

V1.0 - Initial Release

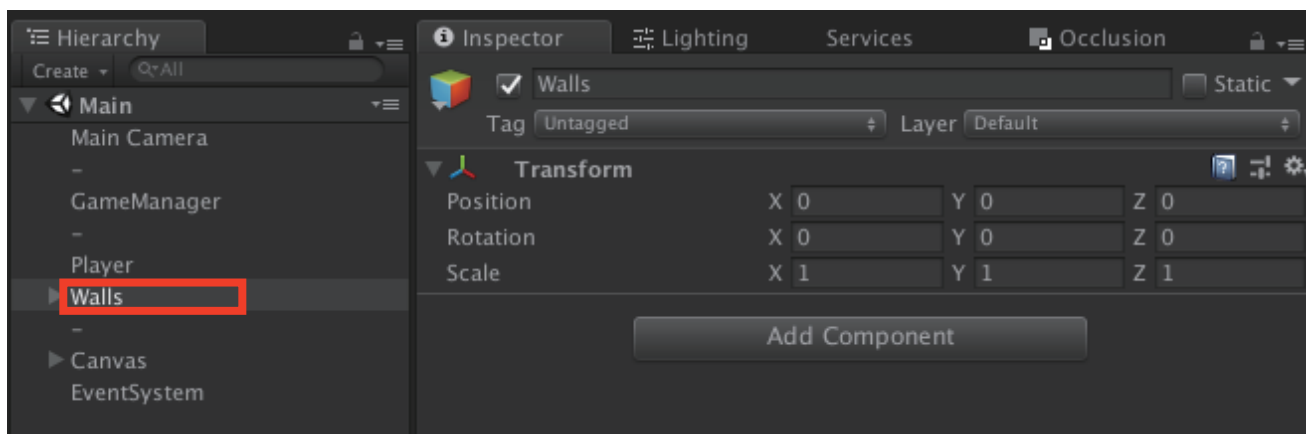V1.1 - Add public variables to customize.

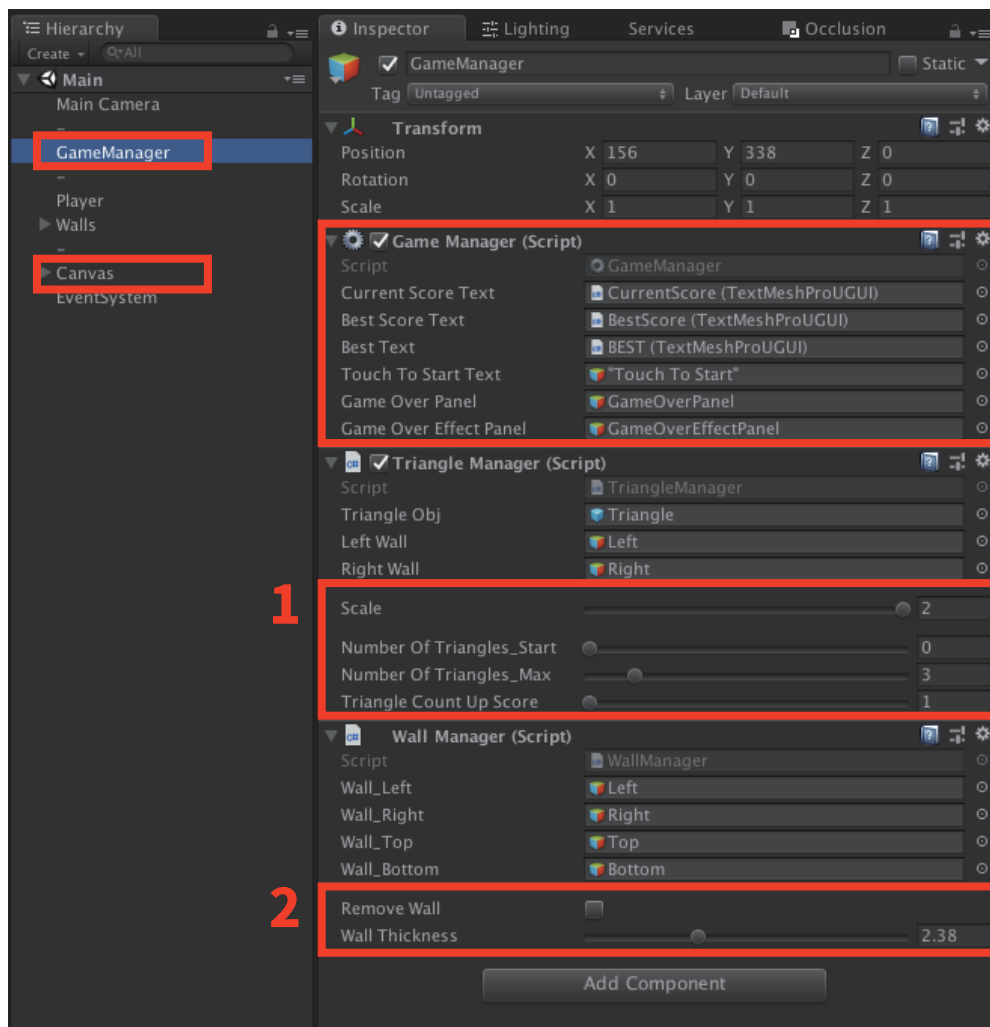   - Code cleanup

Setup Guide

This asset has minimal setup. Below is a short guide to get started with the "Wall To Wall".


- **Main Camera** : This is camera of game.

Wall : This is walls of game.

GameManager(GameObject)

- **Game Manager**(script) : This control game UI(Current Score, Best Score, panel for effect).
- **Triangle Manager** : You can adjust the **scale of triangle**, **Number of triangles at start**,
        Number of maximum triangles, and **TriangleCountUpScore**(If this value is low,
        it becomes difficult at high speed.) using the fields as shown below in "**1**".
- **WallManager** : WallManager Script set position and width of walls to support multiple resolutions.
        Also, You can adjust the **thickness of wall** or **remove wall** using the fields
        as shown below in "**2**".

Canvas: This game UI.
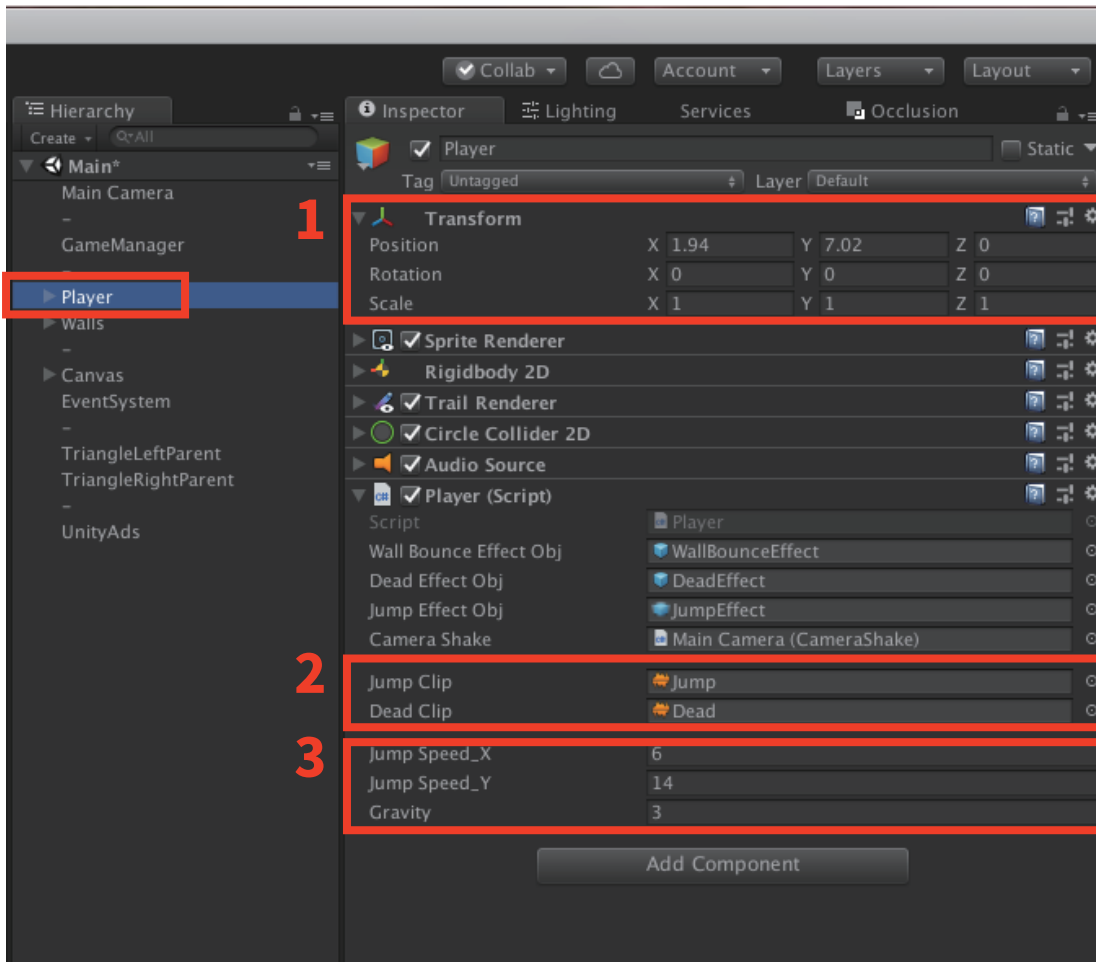
Player : This is player of game.

- You can adjust the **start position** and **scale** of the Player(Ball) using the fields as shown below in "**1**".

- You can add the jump and dead **sound clip** of the Player using the fields as shown

   below in "**2**".

- You can adjust the **jump speed or Gravity Scale** of the Player using the fields

   as shown below in "**3**"