

# An Idle Game

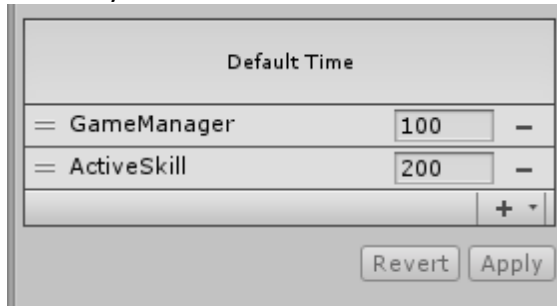
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## Build Settings

There are 2 scenes in this package. By default, both of them should already be in the build settings, but somehow if they are not, please add them to the 'Scenes In Build' list and make sure the scene 'Menu' has an index 0 and scene 'Game' is indexed as 1.

## Project Settings

Scripts execution order does matter. 'GameManager' and 'ActiveSkill' should be executed first. If you get NullReferenceException, you probably need to check if the execution order is set correctly.



## Game Controls

Left mouse click is all you need.

## How to Add More Monsters

Make a monster prefab and add it to the 'monsterPrefabs' array on 'GameManager' object. The prefab needs two animations, one for idle and one for getting attacked.

## How to Change Skill Icon

Active skills are placed in 'HUD/AbilityWindow/Abilities'. You only need to change the 'skillIcon' in the inspector under 'Active Skill' section.

## Final Words

I highly recommend you go through every scripts and have some ideas of what each script does. All scripts are commented in great details. If you have any questions, concerns, problems, or suggestions with the package, please feel free to email me: [j.harrison.runner@gmail.com](mailto:j.harrison.runner@gmail.com).