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1) Introduction

Thank you for purchasing Hexagon Touch Color !, with your contribution i can continue to improve this and other assets.

2) Instalation

In order to use HTTC you only have to drag the prefab that is in "HTTC / FullGame" to an empty scene (without camera).

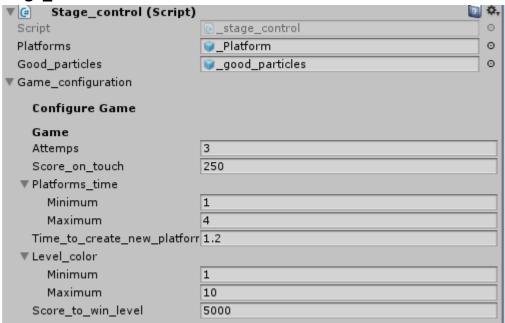


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3) Configuration

In the gameobject "FullGame" is attached the configuration script.

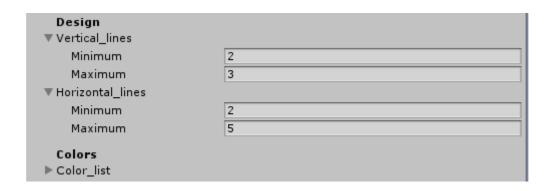
Stage_control:



- Platforms: Prefab of hexagons.
- Good_particles: Prefab of particles.
- Attemps: Player attemps.
- Score_on_touch: Score when user hits.
- Platforms_time: Time before a platform disappears.
- Time_to_create_new_platforms: Time space between platform activation.
- Level_color: Colors for creating levels.
- Score_to_win_level: Score obtained when hit (This is multiplied by the remaining time
 of the platform),



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- Vertical_lines: Hexagons in upright position.
- Horizontal_lines: Hexagons in horizontal position.
- Colors: Array that contains all the colors that can be used during levels.

Any problem, doubt, suggestion, help or if you want to hire my services as a developer, I am at your entire disposal:

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