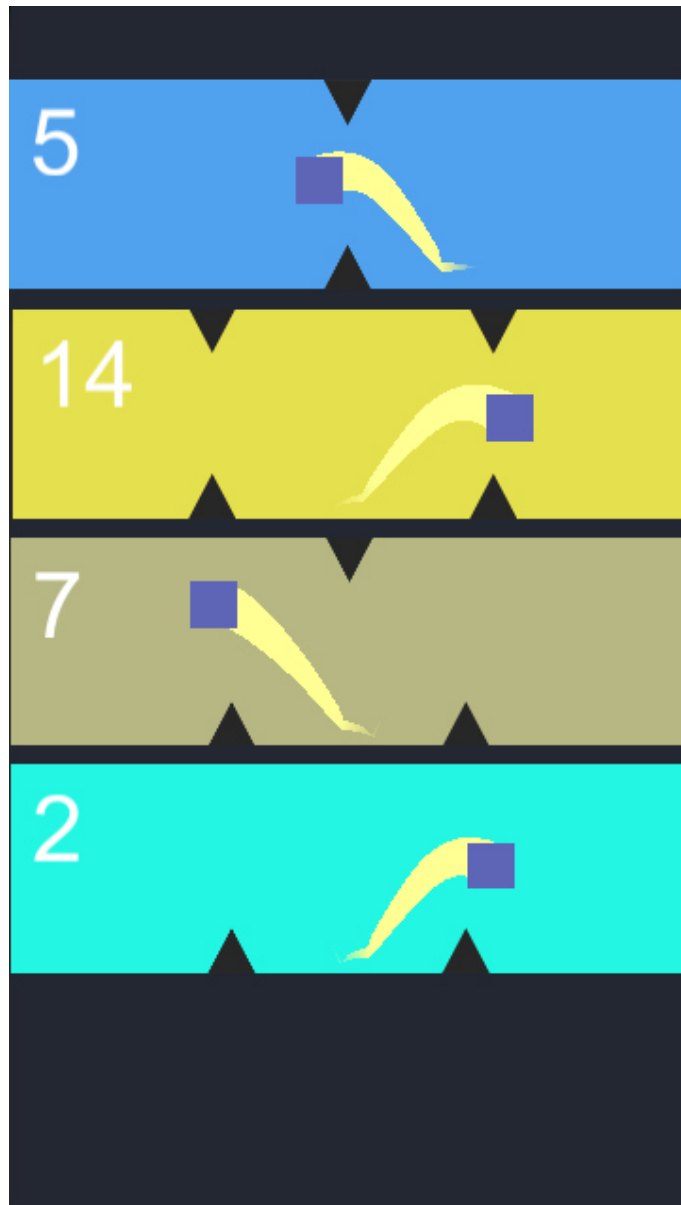


RUN FLOOR - COMPLETE GAME TEMPLATE



- I. Introduce gameplay and features
- II. Tutorial
 - 1. Game Editor
 - 2. Game Controller
 - 3. Admob Ads [link download admob package: http://bit.ly/24phSYQ](http://bit.ly/24phSYQ)
 - 4. Unity Ads

If you like this game, please review it, I appreciate it ;)

I. Introduce gameplay and features

Run Floor is an endless arcade platformer with a twist!

Run and jump your way through endless amount of floors and deadly spikes! How long can you survive?

+ Tap to perform a low jump.

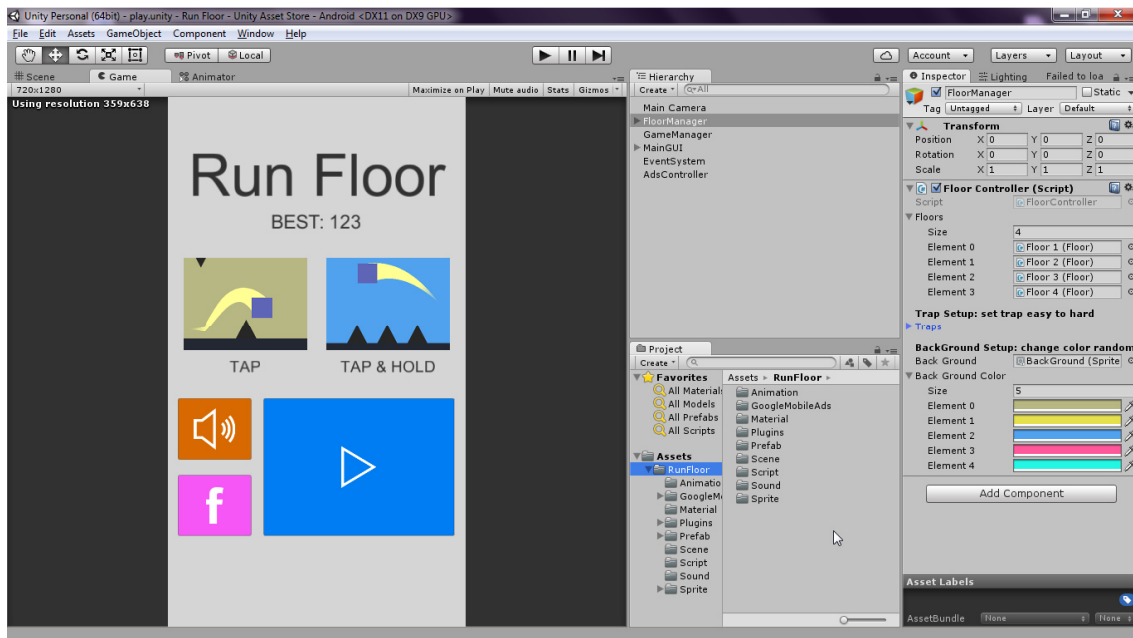
+ Hold to jump higher.

FEATURES:

- + Nice sound and graphics
- + Simple gameplay, just tap and tap
- + Monetization with Admob integrated
- + Addictive gameplay
- + Total C#, Easy to play, easy to learn, easy to reskin

II. TUTORIAL

1. Game Editor



2. Game Controller

Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Prefab:** Holds all the prefabs used in the game. These are distributed to various folders for easier access.
- **Scenes:** The first scene that runs in the game is MainMenu. From this scene you can get to the Game scene and goto levels.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Sounds:** Holds all the sounds used in the game. Jump, Click, etc
- **Sprite:** Holds all the textures used in the game which are used as sprites in Unity.

Main Controller gameplay:

a. Game Manager

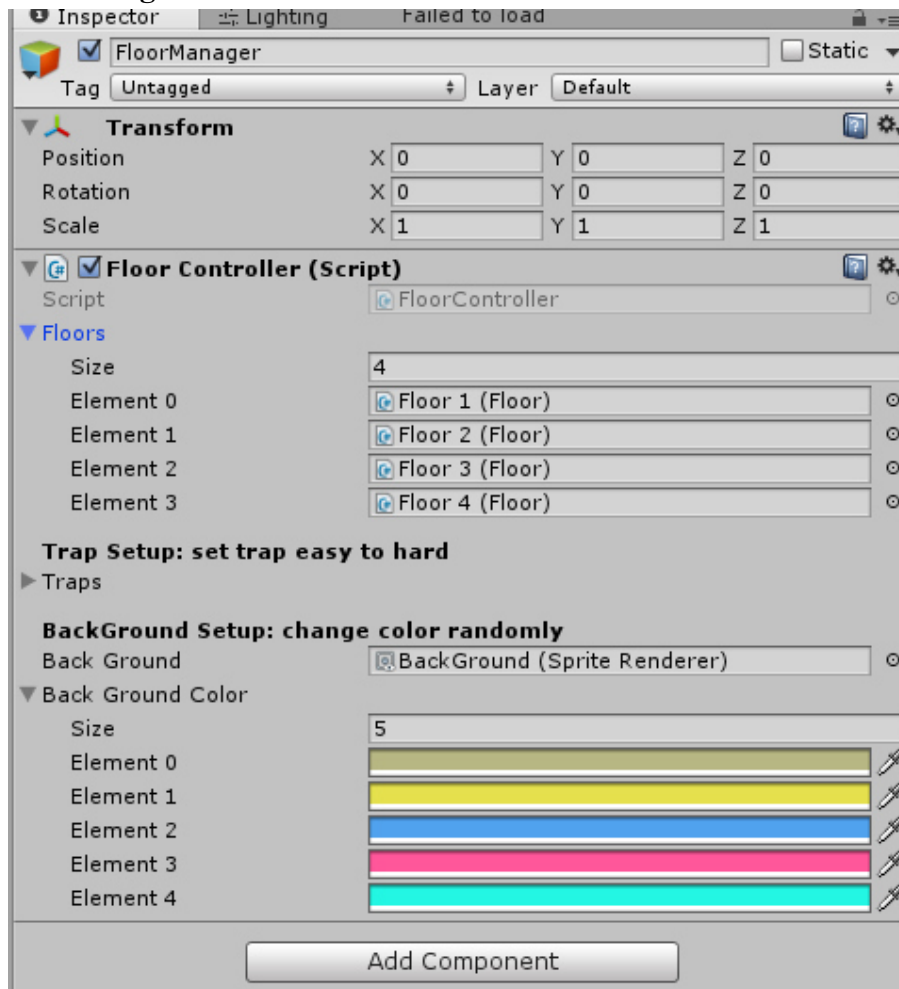


GameManager script control game state, store score, best score and Fail function. You can call the function directly.

- **Speed Player:** first speed of the player moving, it will increase over time
- **Limited Speed:** max speed that the player can get.
- **Increase Speed After:** the speed will increase the speed after 5 points in this case, you can change it as you want
- **Increase Step:** the amount of speed will add after **Increase Speed After**

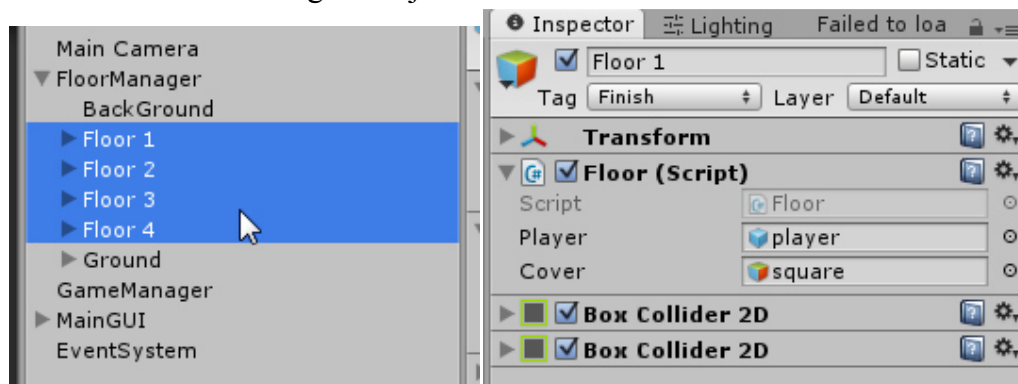
Sound Manager script: control the music and sound. In another script, you can play the sound clip by
`SoundManager.PlaySfx(your_clip)`

b. FloorManager



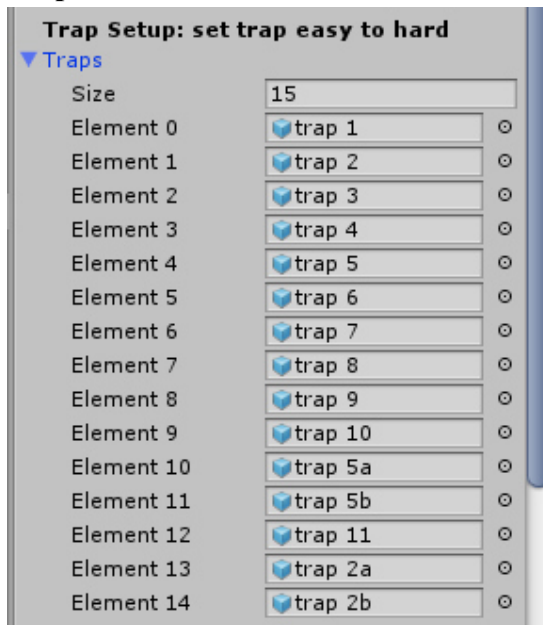
This script **Floor Controller** is handle creating the traps during gameplay, include 4 floors, traps prefabs and the background graphic.

Floors: Place 4 Floors gameobject to 4 Elements



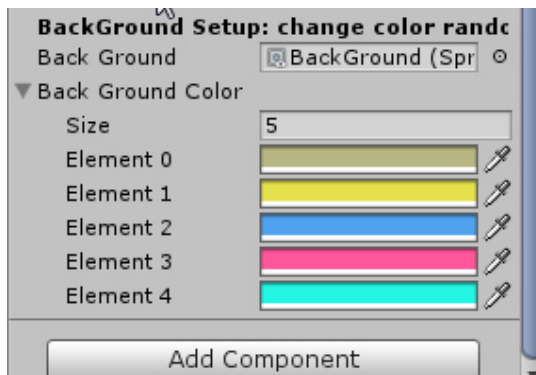
- The floor object will choose one trap in trap list of FloorManager and spawn it with player.

Traps:



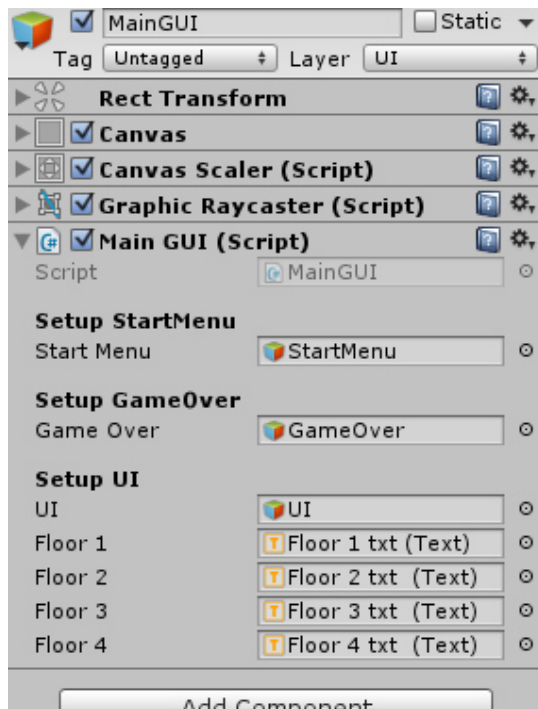
Place all traps prefab in list, you can add more as you want, but remember that you should place 5 easy trap on the top, because in first 5 scores the game will only spawn just 5 top object of this list, after 5 scores the game will choose random form this list to spawn.

BackGround Color



This will change the color of the Background sprite every time when the new trap created, you can add more colors in this list to make it colorful.

c. UI Manager



*This is main GUI of game, it control all child in there: StartMenu, UI, GameOver
Place all items in it to setup correctly.*

d. The Player: found in Prefab folder



Control the player by tap on screen to jump and hold to jump higher and longer.

Jump force: the force of jump

Gravity Normal: Change the gravity of the player back to this value when it on the ground.

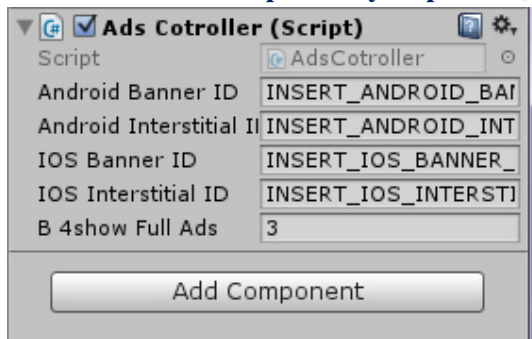
Gravity Jump: Change the gravity of the player to this value when it jump off the ground.

Sound: set sound clip for those action

3. Admob ads

Please download the Admob package then install it to this project:

Link: <http://bit.ly/24phSYQ>



Place the AdsController prefab into the scene.

Then fill your admob Banner and Interstitial ID.

B 4show Full Ads: how many time you finish game (Success, Fail) before show the ads up?

How to show and hide ads: Open the

GameManager, in void Start(), you should hide ads by add this line:

AdsController.HideAds();

To show ads, better add this line in GameOver(), GameSuccess...:

AdsController.ShowAds();

4. Unity Ads

Please Goto Window/Services and turn on Unity Ads.

Okay, That's it! If you have any questions please contact me:

phanbanhut@gmail.com

Please review my game, I appreciate it!

Thank for your purchase! Good luck!