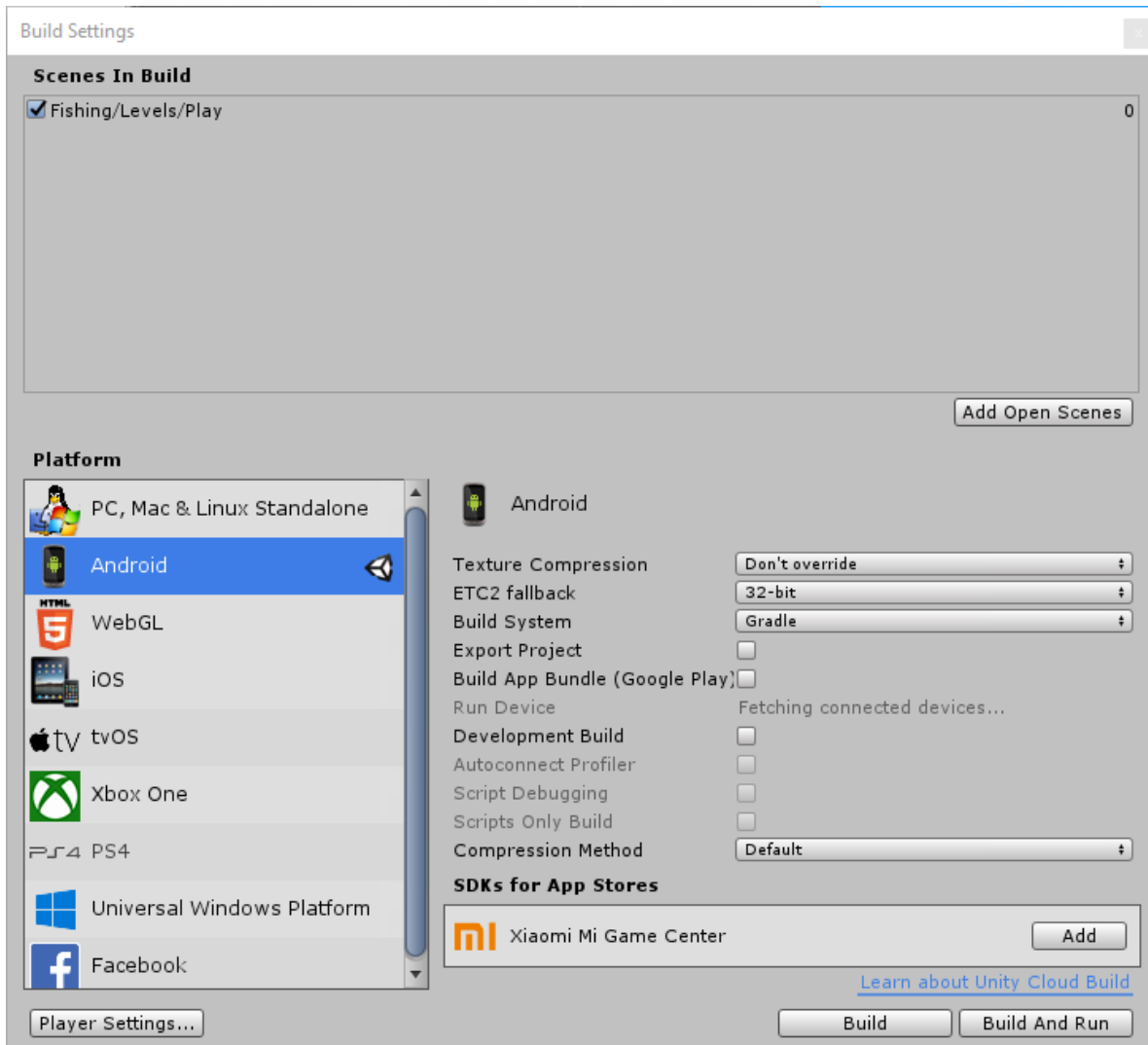# Version History:

Version 1.0

Build Settings:

Make sure you have added these scenes:

How to Play:

In this game, you have to catch as many fish as you can during your time limit and earn a higher score. Note that catching fishes will give you extra time to fish!

Scripts:

All scripts are under Scripts folder.

Barlife.cs

This code controls the game's timer.

BestScore.cs

This code is a sprite score and is for showing the best score.

Blackfish.cs

This code controls the black fish in the game.

Bone.cs

This code controls movement of the fish's bone.

Cam.cs

This code controls camera size.

Exit.cs

This code is for exiting the game.

Fish.cs

This code is for fishes' movements.

Fish2.cs

This code controls the fishes when they are caught.

Fishing.cs

This code is for starting fishing.

Globe.cs

This code controls the bubbles.

Home.cs

This code is for replaying the game.

Manage.cs

This code is for managing the game and includes scores, sounds and fishes.

Myscore

This code is a sprite score and shows the score when the game is running.

Play.cs

This code is for starting the game.

Rope.cs

This code controls the fishing line.

Sound.cs

This code controls the sounds.

Taptoplay.cs

This code is for replaying the game.

Target.cs

This code controls the fishing rod.

Music and FXs:

To change the game sounds and music, you have to replace the sounds in Audio folder with what you want. But note that you must keep the files names exactly as before.

Reskin:

All of the images that are used in the game are in Sprite folder. You can replace the default images with the new ones that you want.

Important note: For changing the game default images, new images should have the same size and name as default ones.

Support:

For further support, email us at: digismile.co.nz@gmail.com