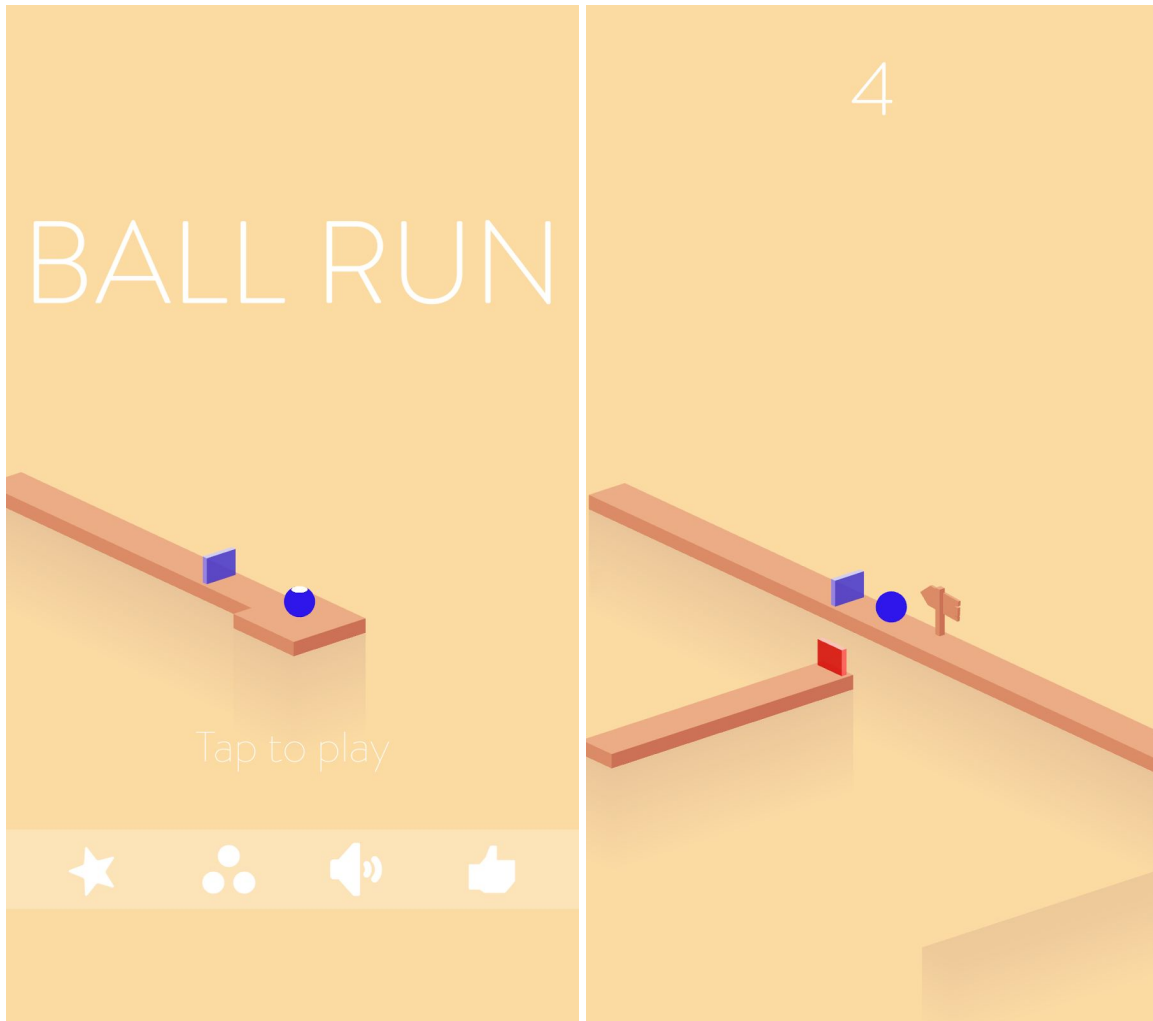


# Ball Run Document

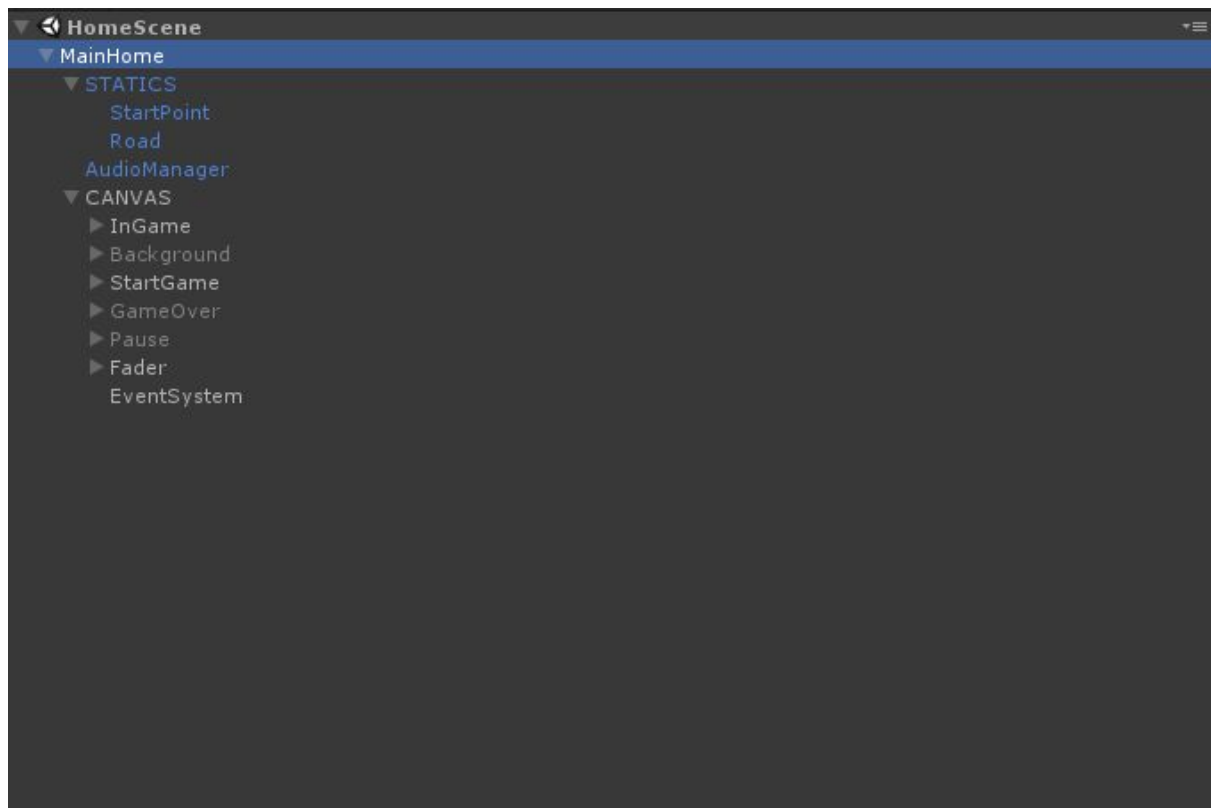
THANKS FOR DOWNLOADING BALL RUN GAME.

Setup Guide :



## I - HomeScene

This scene don't destroy when open other scene.



### 1 - STATICS

Statics gameobject . View when open game end don't destroy.

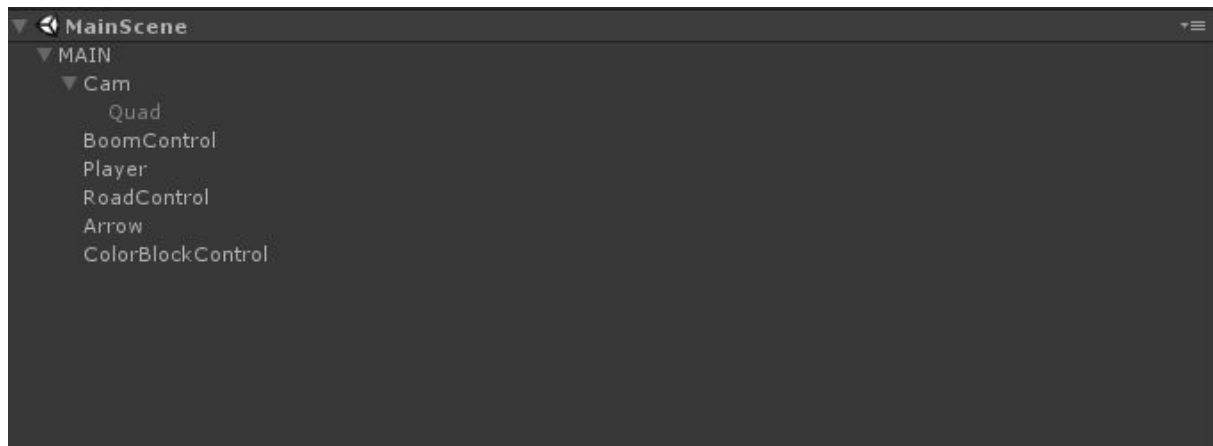
- AudioManager : This gameobject will control audio of game. You can change audio by drag and drop audio with AudioManager.

### 2 - CANVAS

This is game UI. this canvas don't destroy and include some panel :

- InGame : UI when playing game.
- Background : UI background game.
- StartGame : UI when Start game.
- GameOver : UI when gameover.
- Pause : UI when pause game.
- Fader : UI fade screen when switch between 2 panel.

## **II - MainScene**



MainScene will open after HomeScene.

- Cam : This is camera of game, You can change background color game by change color of "solid color" camera. It include Quad gameobject, it disable now, but you can enable and use texture as background.
- BoomControl : this control effects when ball broken.
- Player : This is ball, you can change speed of ball in script.
- RoadControl : This Instantiate road.
- Arrow : This gameobject control arrow ingame. (switch arrow by tap screen)
- ColorBlockControl : This control color of all gameobject on game (ball, road ....). You can change color of road by change color of script.

**Project is ready to release. Thank for downloaded.**