

AGUIRRE

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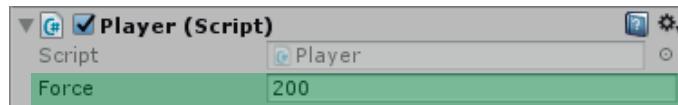
BY

**COINS
COLLECTOR**

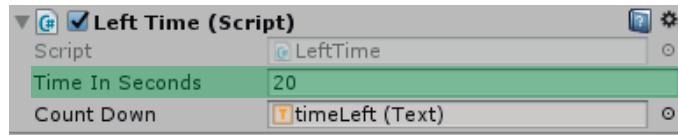


In this simple game, you have to collect all coins before time runs out.

You can configure:



Player's force, this affects the movement's speed.



Maximum time of the game, when it reaches 0, the game is over.



Number of "coins" that scene has, the project automatically recognizes how many coins there are, and configures the number of coins that the player has to collect to win.



You can add more coins as simple as dragging in the scene the prefab called "coin", or remove it from the scene, anyway the project will recognize the number of coins.

HAVE FUN