

Thanks for your purchase.

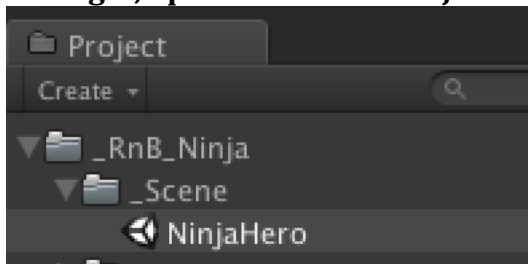
// FIRST OF ALL //////////////////////////////////////

You need Dotween (available for free on the asset store) to use this template.

If that is not downloaded, the game does not function and you won't be able to get it to work.

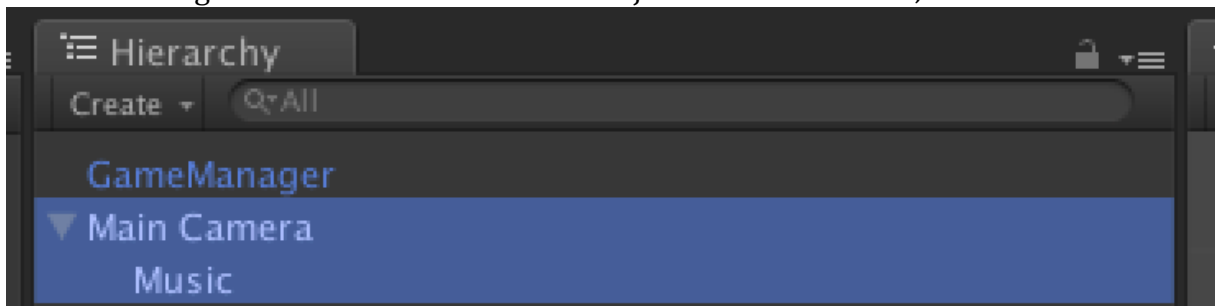
// FIRST OF ALL //////////////////////////////////////

To begin, open the scene «NinjaHero».

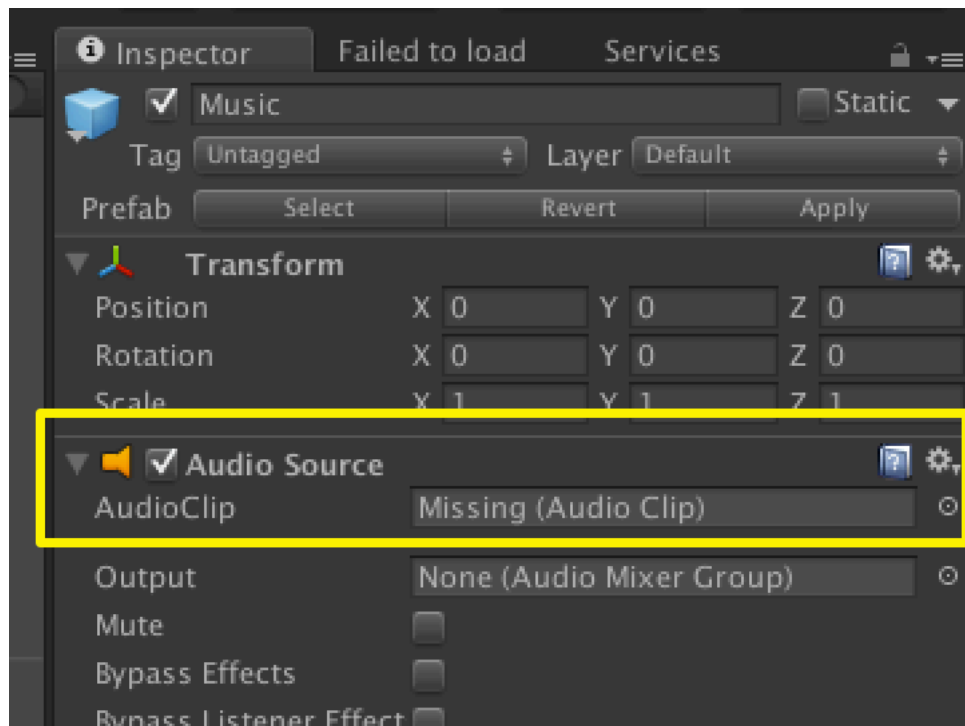


1 - Music:

To add a background music: Find the GameObject « Main Camera »,

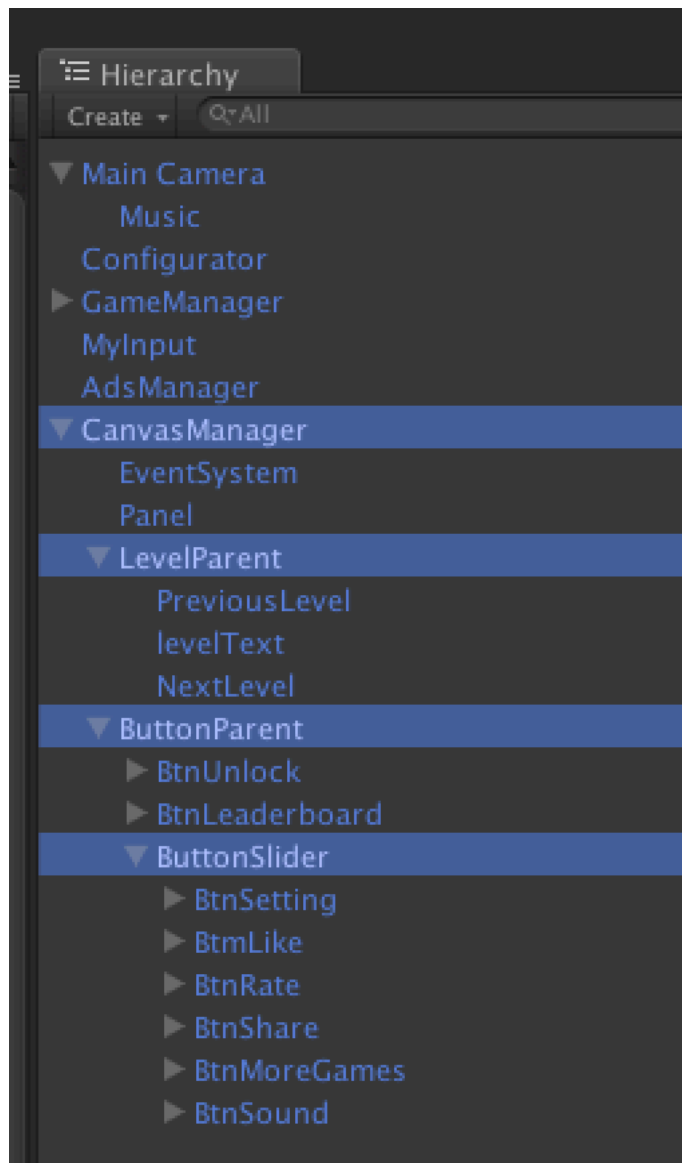


and add your music to his child « Music ».

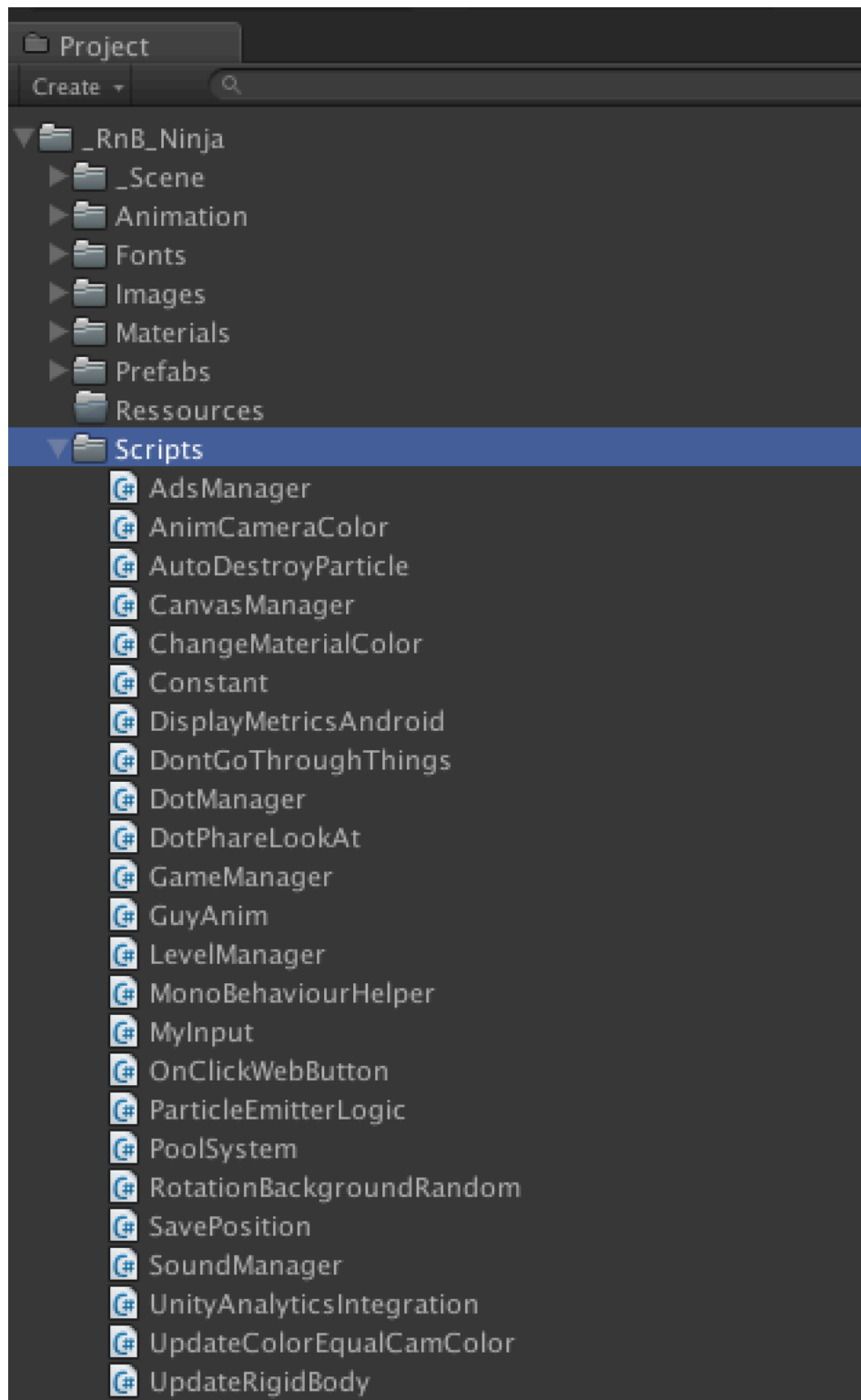


2- Menu:

The menu is in the GameObject « CanvasManager ». Check the childs, they are named logically.

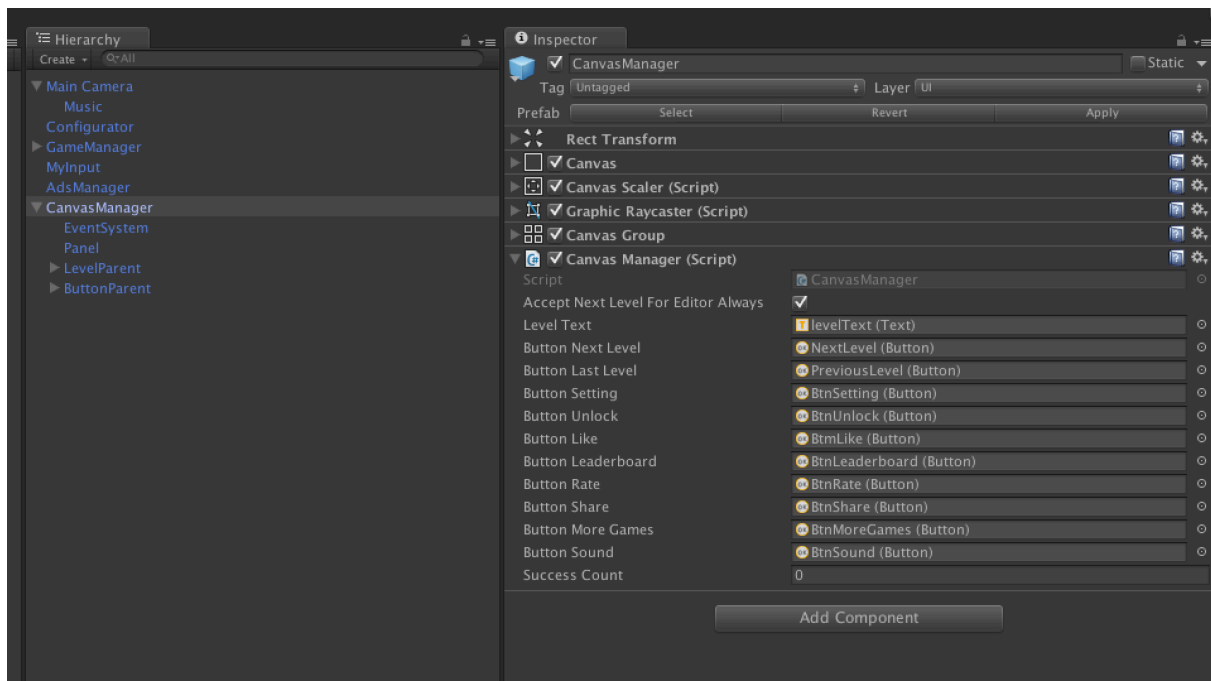


3 - Scripts:



CanvasManager.cs:

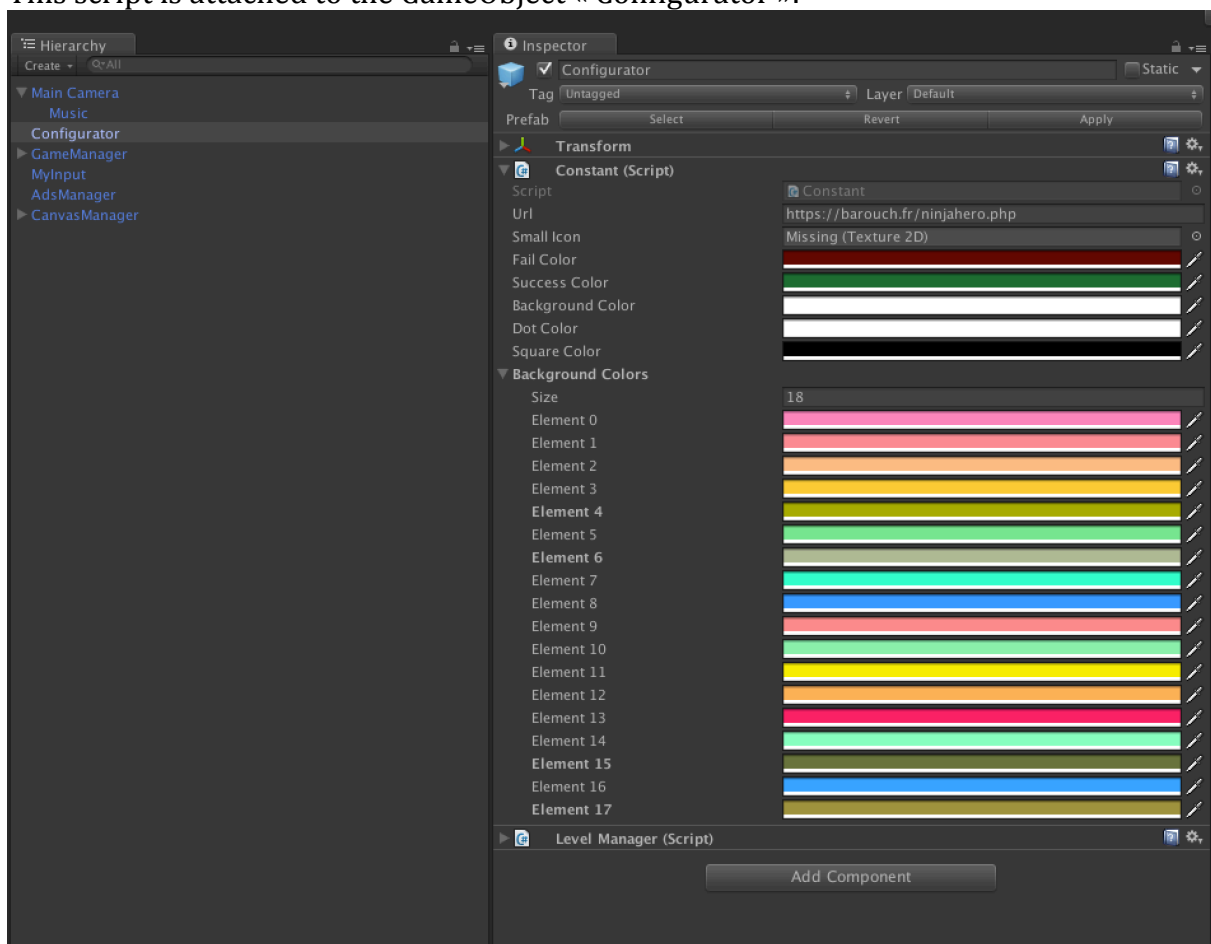
This script is attached to the GameObject « CanvasManager ».



Constant.cs:

Some constants use in the app.

This script is attached to the GameObject « Configurator ».

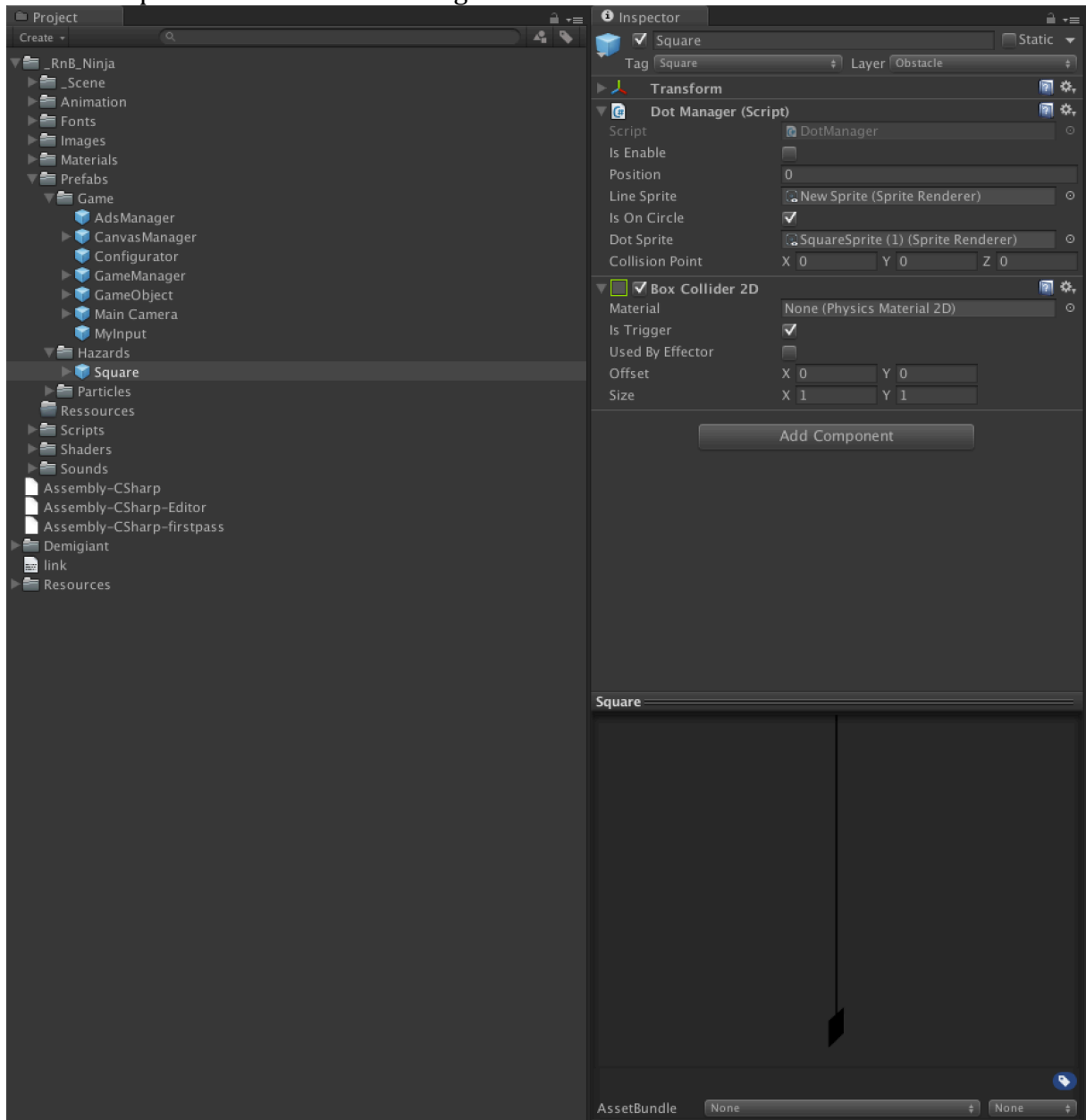


You can change all the color in this game object :

- * Fail color
- * Success Color
- * Background Color
- * Dot Color
- * Background Colors

DotManager.cs:

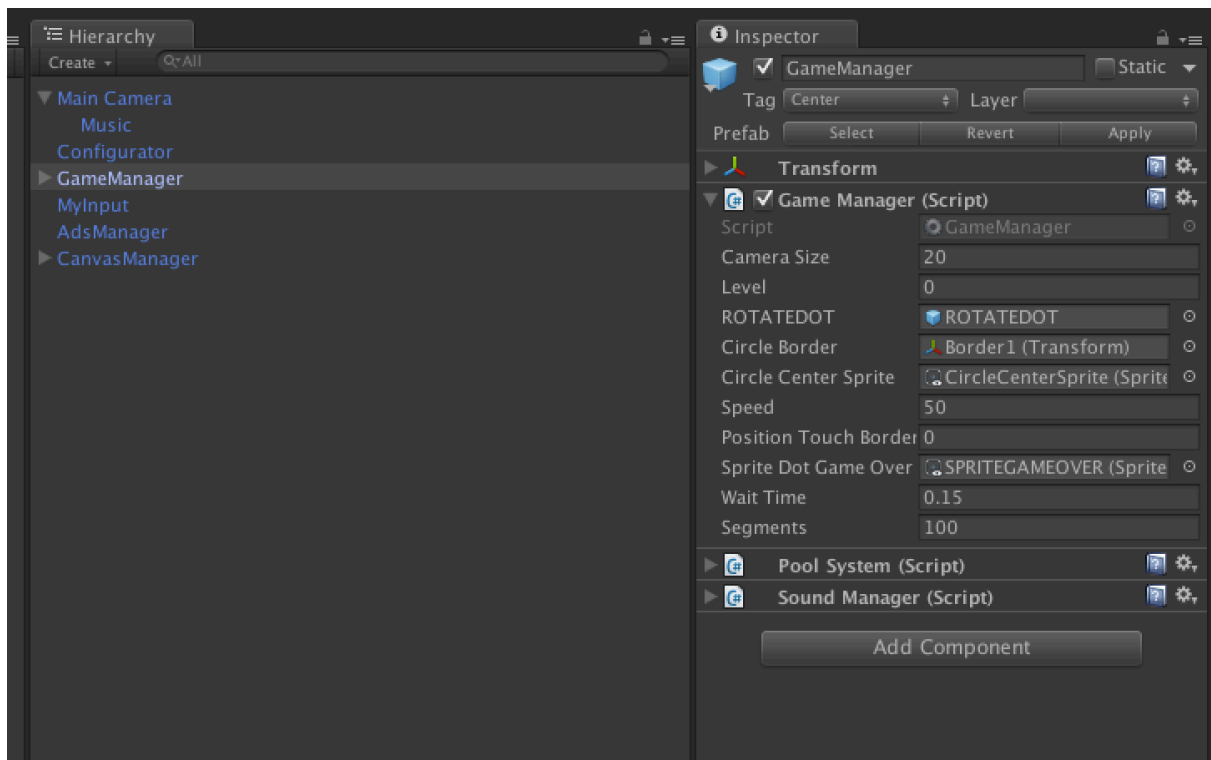
All the dot prefabs have a « DotManager.cs » attached.



This script is responsible to detect collision, enable the hazard type (write or black, write to destroy, black to avoid).

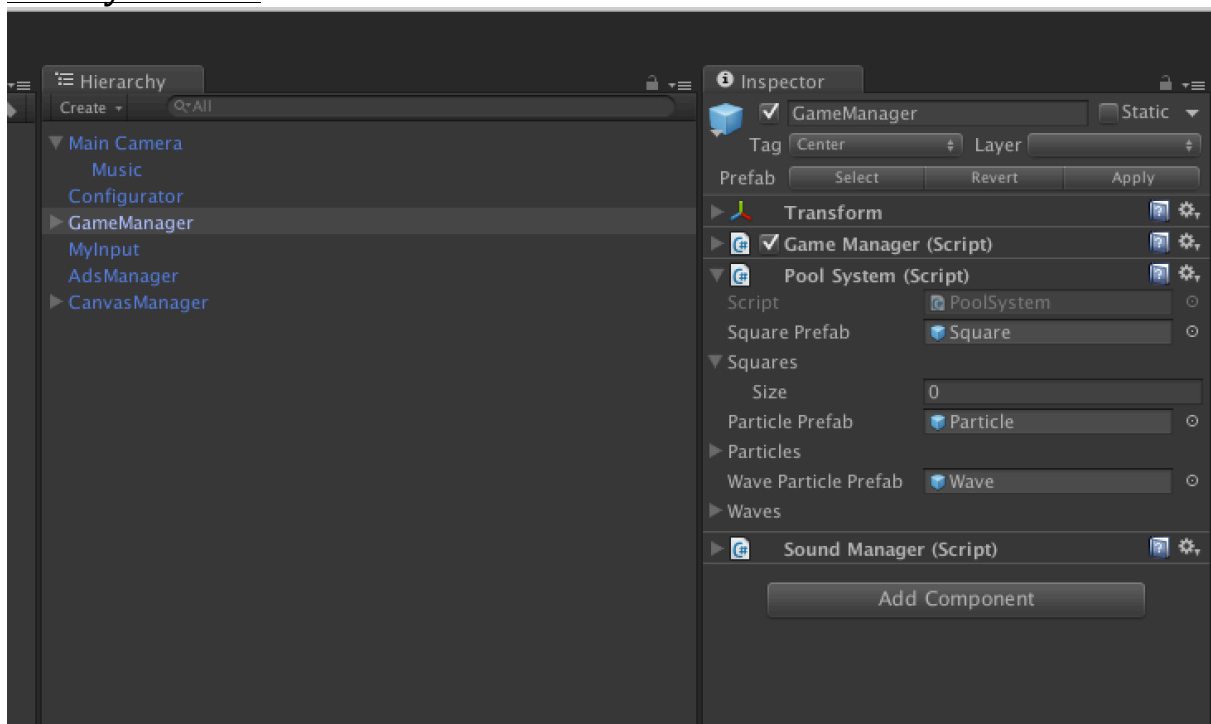
GameManager.cs:

This script is attached to the GameObject « GameManager ».



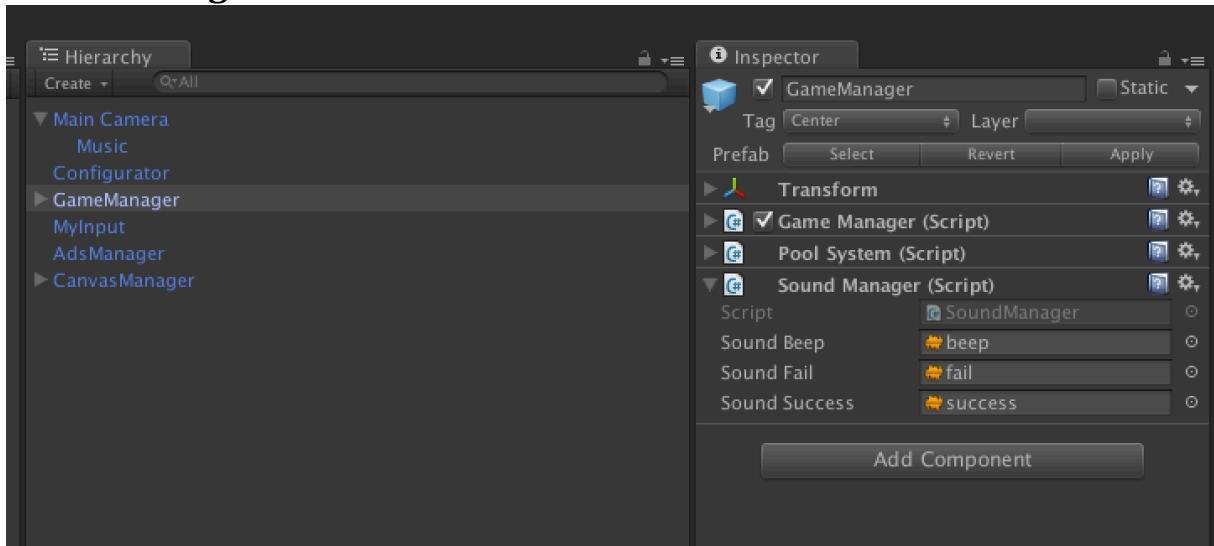
This script is responsible to create game, and detect all the event in the game : Success / Game Over.

PoolSystem.cs:



Instantiate and destroy prefabs are not good. So we use this to do that to simple enable and disable prefabs. Search on google « Object pooling » or write me if you want to understand the principle.

SoundManager.cs:



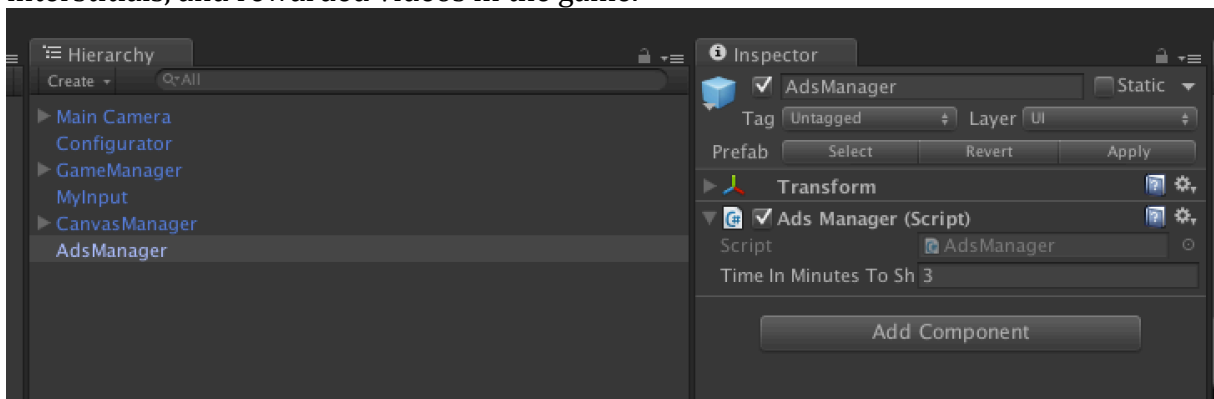
Responsible to play all the FX in the game.
If you want to change them, do it here.

MonobehaviorHelper.cs:

Some class (like CanvasManager, GameManager..) derives from this class to have clearer code.

AdsManager.cs :

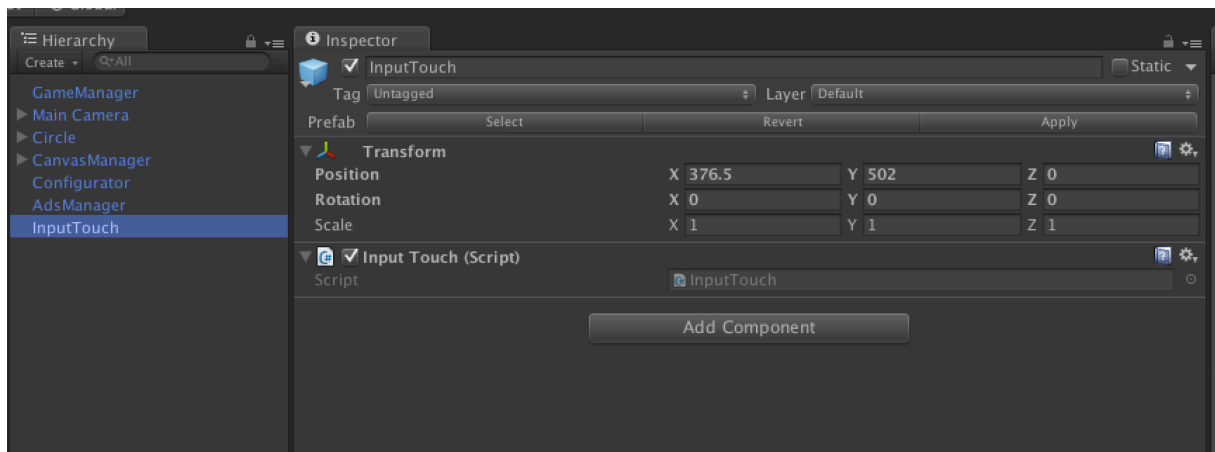
Script attached to the GameObject AdsManager, and responsible to display banners, interstitials, and rewarded videos in the game.



To more information about ads implementation, please have a look to the [_Ads_Integration_Documentation.pdf](#).

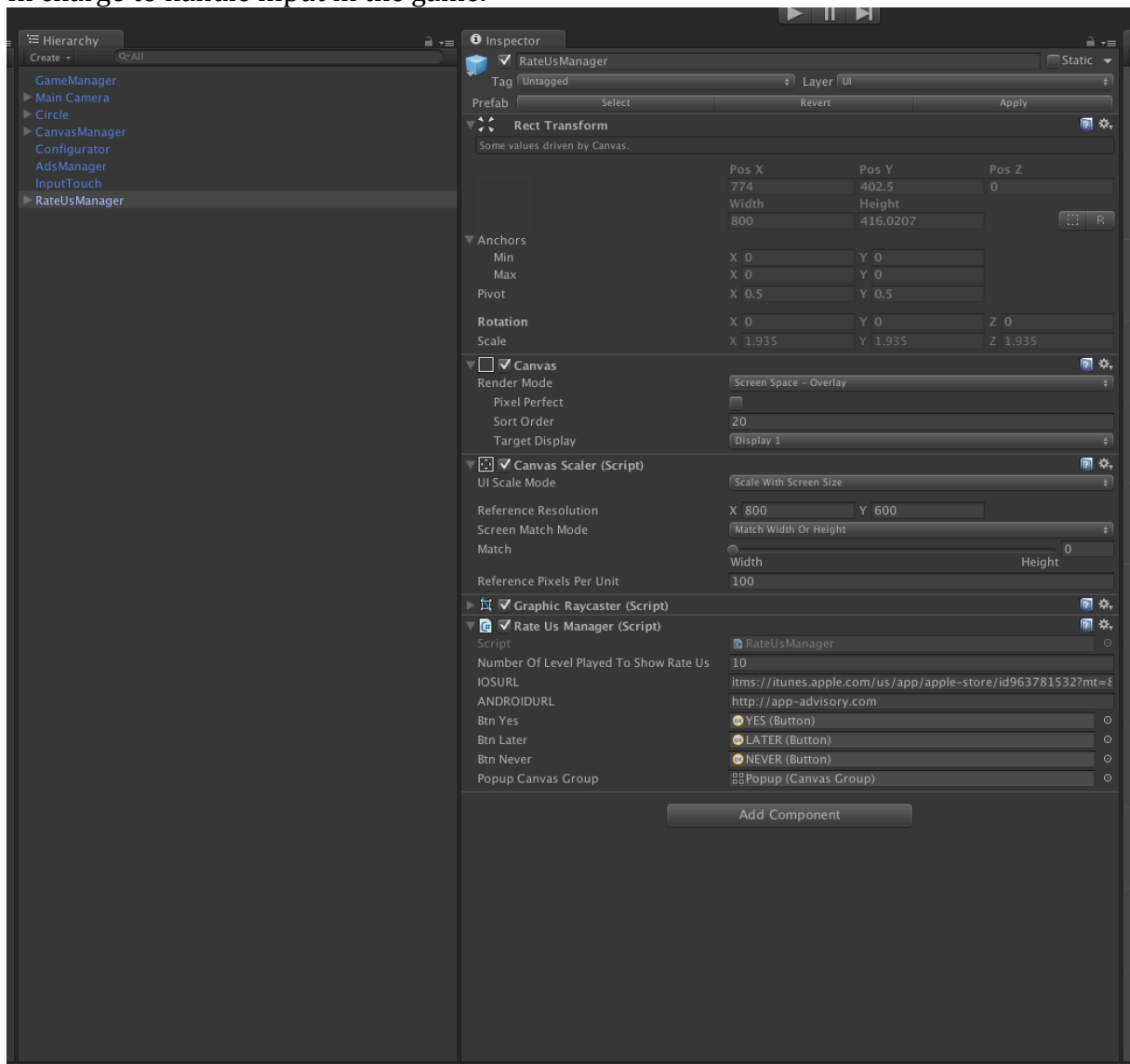
InputTouch.cs :

In charge to handle input in the game.



RateUsManager.cs :

In charge to handle input in the game.



Change the url to redirect to your app.

Change the « Number Of Level Played To Show Rate Us » to change the moment we prompt the pop up to ask to rate.

If you have any question, fell free to contact me :

contact@app-advisory.com

Thanks.