

Ice Hop

Game Template

Game documentation and How To guide.

Ice Hop is a full Unity template ready for release. It is fun arcade game. It is compatible with mobile(iOS and Android) as well as standalone and webplayer.

How to Play?

Mobile: Touch Left side of the screen for a small jump and Right side of the screen for big jump.

Others: Press Left arrow key for a small jump and Press Right arrow key for big jump.

How the game works

The base below player is iceberg floor and 1 iceberg floor consist of 5 iceberg .there are 4 iceberg floor prefab and in each floor some icebergs are missing creating gap between 2 iceberg. Randomly these floors get instantiated. Left key makes the player jump the distance of 1 iceberg and when there is a gap the player has to jump with twice power and right key does it. After every jump speed increases making it difficult to choose whether to use left or right key . which makes the so intresting, fun and hard.

Please rate my file, I'd appreciate it 😊

Customization Guide

First of all, you have to get [DOTWEEN](http://u3d.as/aZ1) from the Asset Store :

<http://u3d.as/aZ1>

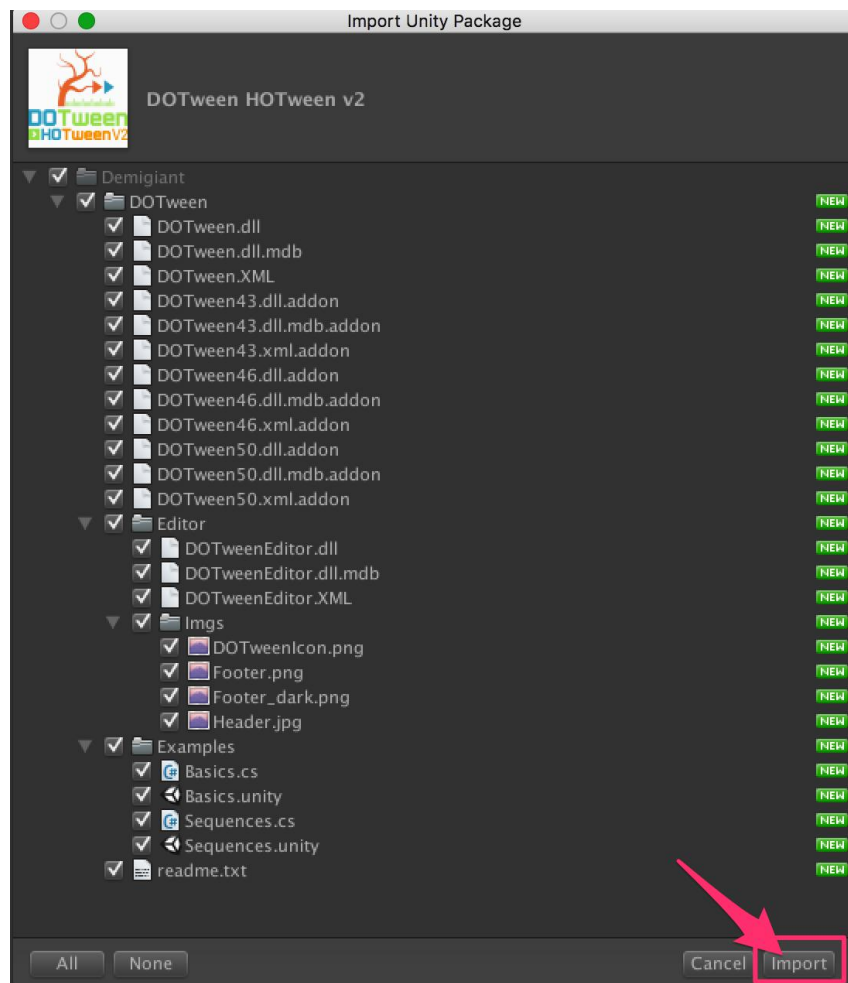
(it's free)

1/ Import Dotween from the asset store :

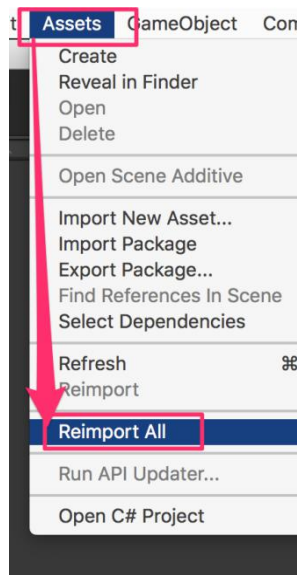
<http://u3d.as/aZ1>

The screenshot shows the Unity Asset Store interface for the DOTween (HOTween v2) asset. On the left, a sidebar contains the following information: Category: Scripting/Animation, Publisher: Demigiant, Rating: 5 stars (339 reviews), Your Rating: 5 stars, Price: Free. Below this is an 'Import' button, which is highlighted by a red arrow. Further down, it says 'Works also with Unity 4 and 5' and 'SEE FULL CHANGELOG HERE'. A description follows: 'DOTween is a fast, efficient, fully type-safe object-oriented animation engine, optimized for C#.' It also mentions that it is the evolution of HOTween. A 'NEW!' section states that DOTween Pro is available with additional features. A 'FEATURES' list includes: Lightweight, highly optimized, performant, memory efficient; and New UI 4.6, Sprite, and Unity 5 shortcuts. The main content area features a large graphic with the DOTween logo, a code snippet 'transform.DOMoveX(100, 1); HO', and a 'STAFF PICK' badge. Below the graphic, it says 'Tweener Animates values' and 'Sequence Animates other Tweeners and Sequences'. On the right, a navigation menu lists various asset categories like Home, 3D Models, Animation, Application, Audio, Complete, Editor Ext, Particle Sy, Scripting, AI, Animati, Audio, Avatar S, Camera, Effects, GUI, Input - C, Integrati, Modelin, Network, Physics, Video, and more. At the bottom, it shows the version (1.1.135, Dec 09, 2015), size (204.8 kB), and release date (9 January 2015). Links for 'Support E-mail', 'Support Website', and 'Visit Publisher's Website' are also present.

2/ Import the package into Unity



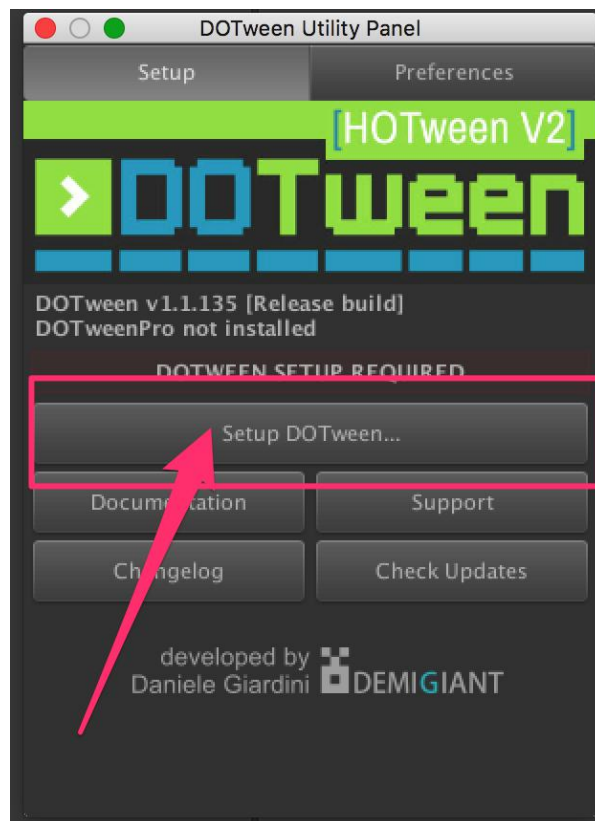
3/If you don't see the « Tools » in the top of the Unity Screen, please do this :



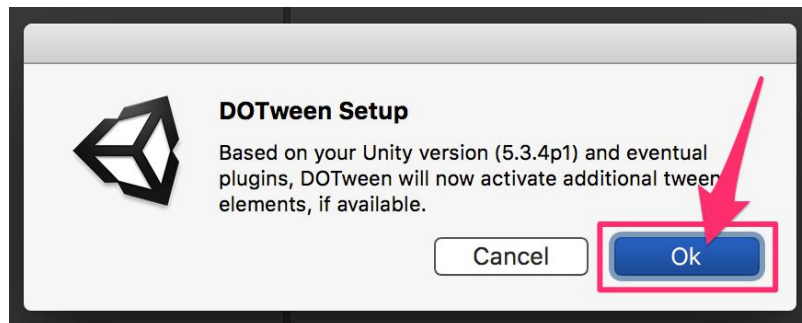
4/Now you have the « Tools ». Open it and click on « DOTween Utility Panel ».



5/Click on « Setup DOTween ».



6/And to finish, click on the « OK » button.



GameController



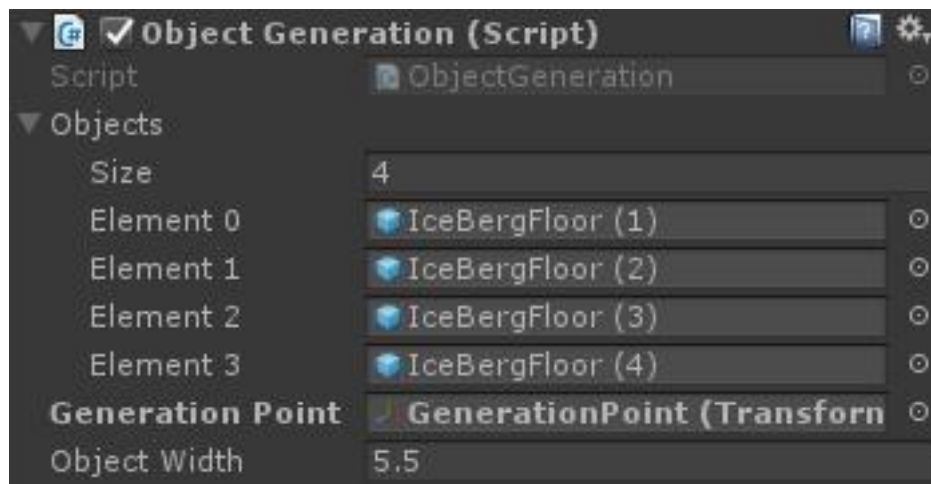
Play Button: contains play game button.

Restart Button: contains restart game button.

Title: contains the Ice Hop Title image.

Game Over Img: contains game over title image.

IceBerg Generation

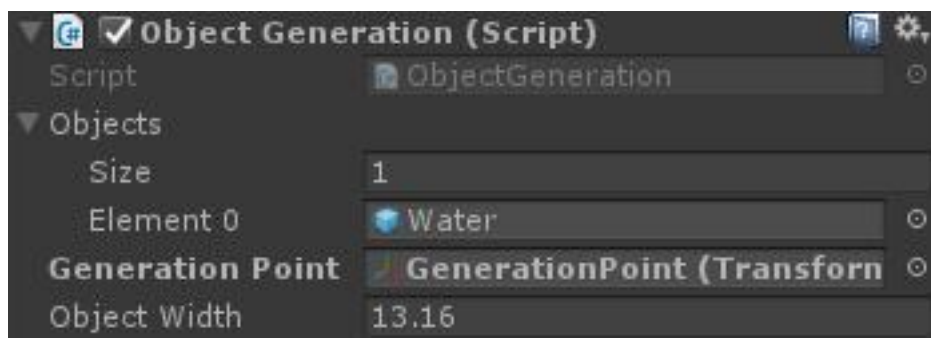


Objects: contains all different type of iceberg floor.

Generation Point: The point after where new iceberg floors are generated(present in main camera).

Object width: the total width of iceberg floor so next floor can be instantiated exactly after the current one.

Water Generation

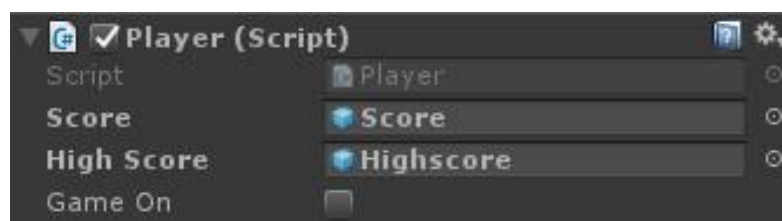


Objects: contains the water prefab.

Generation Point: The point after where another water prefab is generated(present in main camera).

Object width: the total width of water prefab so next prefab can be instantiated exactly after the current one.

Player



Score , High score: Contains score and highscore text.

SFX Manager



Contains all the audio files.

For any inquiry contact: aakarshak51@gmail.com