

Dino Rush - Documentation

Luis Gabriel Kingeski

Scripts

SingletonMonobehaviour.cs

Allows turn all Monobehaviour into a Singleton

ADS.cs

Controls when to display ads

AnalyticsManager.cs

Controls analytics.

InitializeADS.cs

Launch unity ads from the menu.

CameraController.cs

Makes the camera follow the player.

Menu.cs

All menu methods (play button, options button, exit).

Meteor.cs

Makes the meteor aim at the player for a few seconds.

MeteorSpawn.cs

Control meteor spawns.

Music.cs

Controls the music of the game. It also prevents it from being destroyed when loading the scenes.

Plataform.cs

It contains the individual information for each platform. It also controls the spawn of the eggs.

Player.cs

It makes all the control of the player, from the movement to the kills. It also makes the calls from the analytics.

PostController.cs

It controls the post game, gathering the match information and showing it on the screen.

ProgressBar.cs

Calculates the progress bar based on the level size of the options menu and the player's distance from the final platform.

ScenarioGenerator.cs

Generate the scene based on the level size. The scenario is generated randomly, with five different platforms. Each platform is generated at a fixed distance, based on its size and the size of the space between platforms.

Score.cs

Contains the methods related to the score.

SoundController.cs

Calls methods related to sound effects, such as jumping and running.

Time used

Day 1 - Character movement and scenario generation.

Day 2 - Meteors, material physics and scenario generation improvements.

Day 3 - End of phase conditions and addition of unity ads.

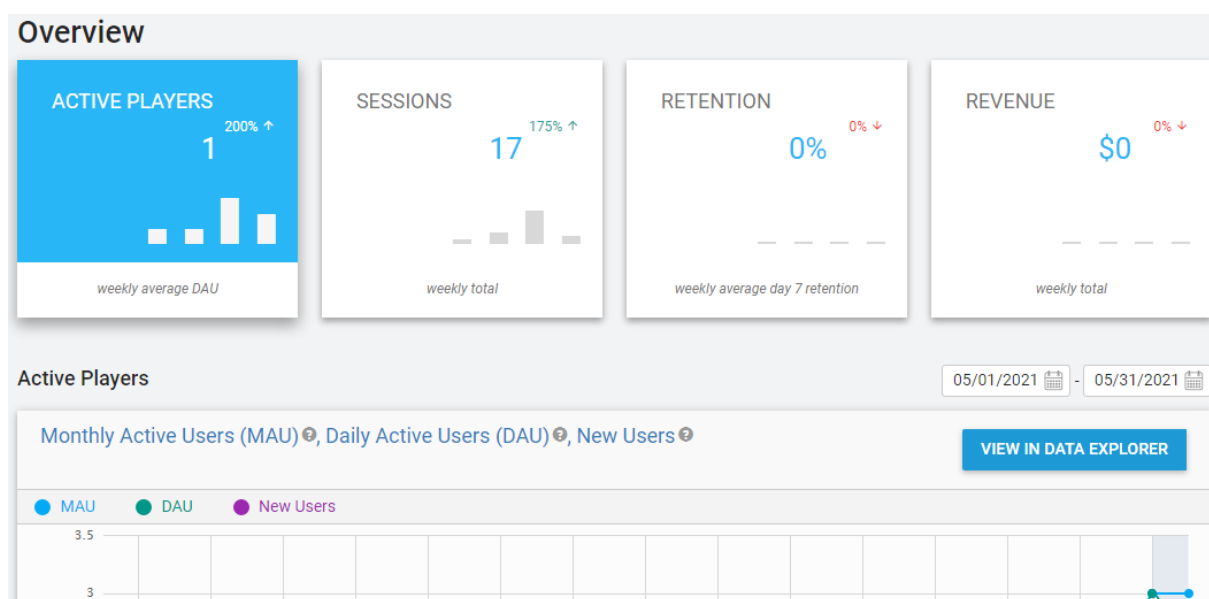
Day 4 - Integration with analytics.


Day 5 - General improvements and tests.

Day 6 - Documentation and refactoring of the code.





Note: The github game id (unity ads) is not the same as the build, for security reasons.

Analytics



Events & Parameters	Status 
> Death	<input checked="" type="checkbox"/>
> DeathByFall	<input checked="" type="checkbox"/>
> DeathByMeteor	<input checked="" type="checkbox"/>
> game_start	<input checked="" type="checkbox"/>
> LevelEnd	<input checked="" type="checkbox"/>
> LevelStart	<input checked="" type="checkbox"/>
> ShowAd	<input checked="" type="checkbox"/>

SAVE CHANGES

> DeathByMeteor	<input checked="" type="checkbox"/>
> game_start	<input checked="" type="checkbox"/>
▼ LevelEnd	<input checked="" type="checkbox"/>
> time 	
> size 	
> score 	
▼ LevelStart	<input checked="" type="checkbox"/>
▼ size 	
250	
> ShowAd	<input checked="" type="checkbox"/>