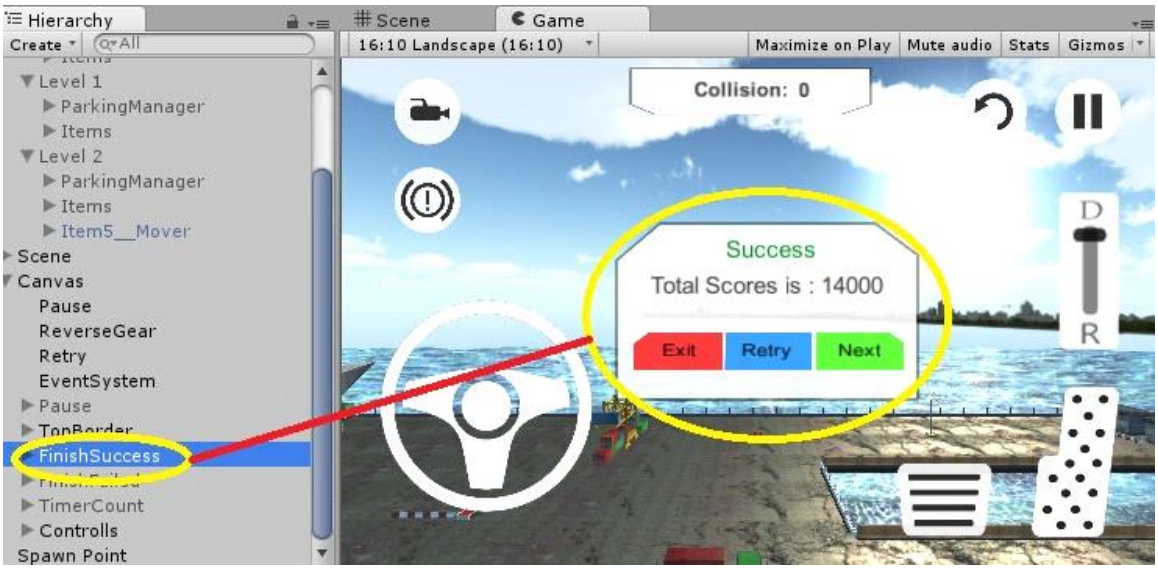
Car Parking Kit

Hello

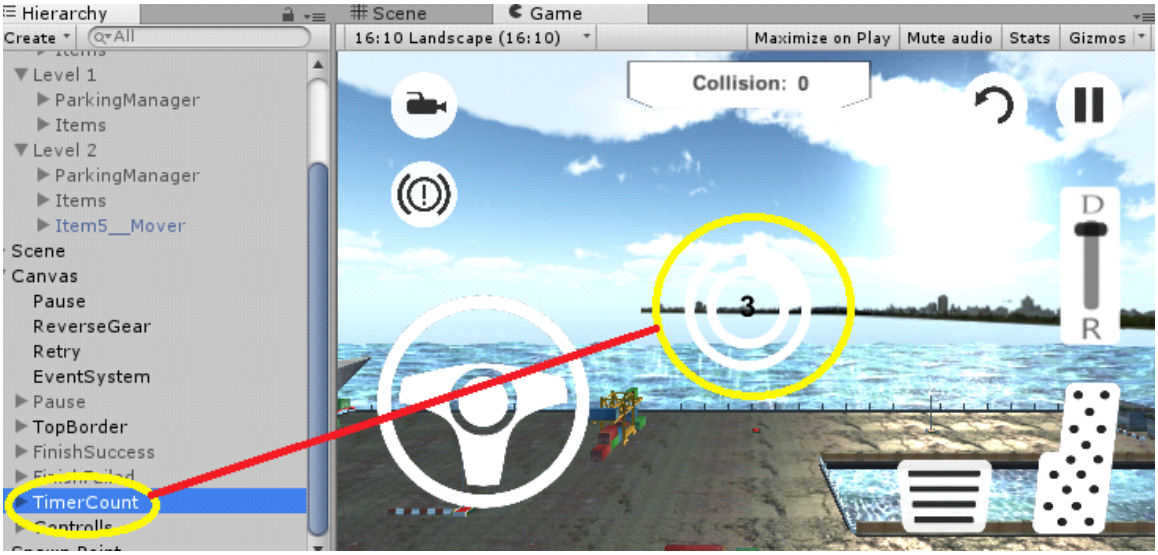
Thank you for purchase my asset.This is based on my own game. My main goal is **Performance** , **Good Looking** and **Simplicity** !!! You can simply make your own car parking game in few hours with this amazing simple kit!!!!

This is main parking manager component:

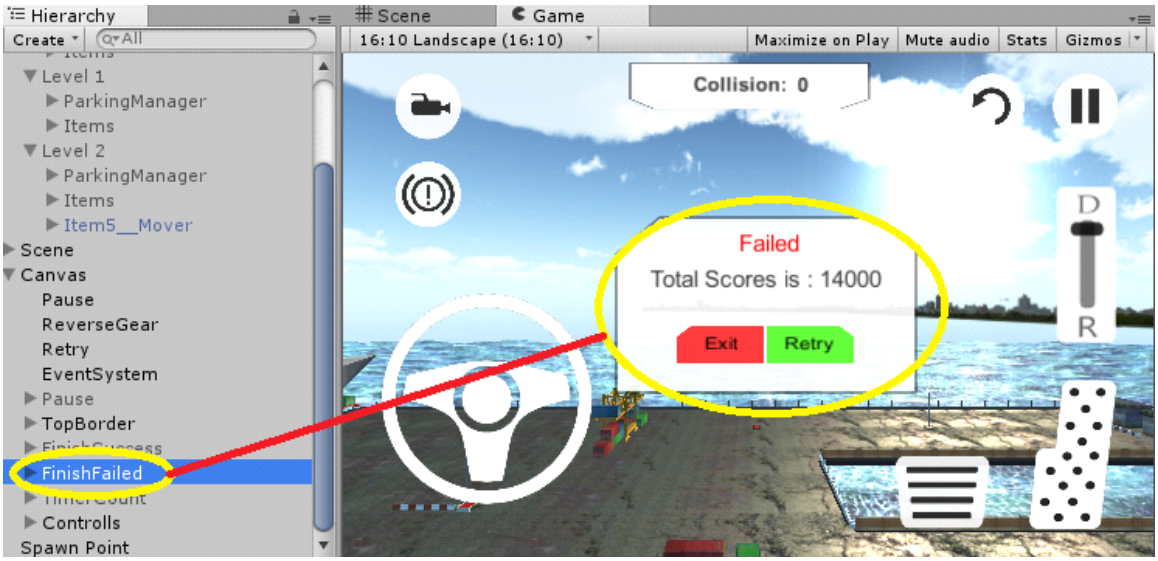
Finish Menu: Drag here your menu gameObject that you want to be activated when parking is done successful.



TimerCount Menu: Drag here your Time Counter gameObject when car is stay in correct place of park location.

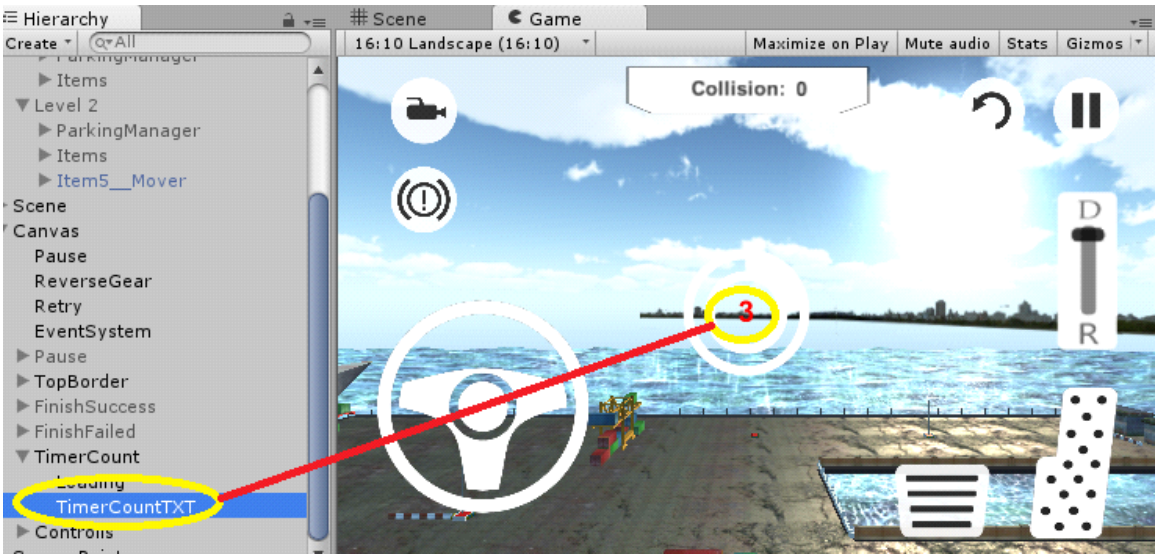


FailedParking Menu: This will be activated when parking is failed. This is happen when player car is collide more than 3 times with parking side objects



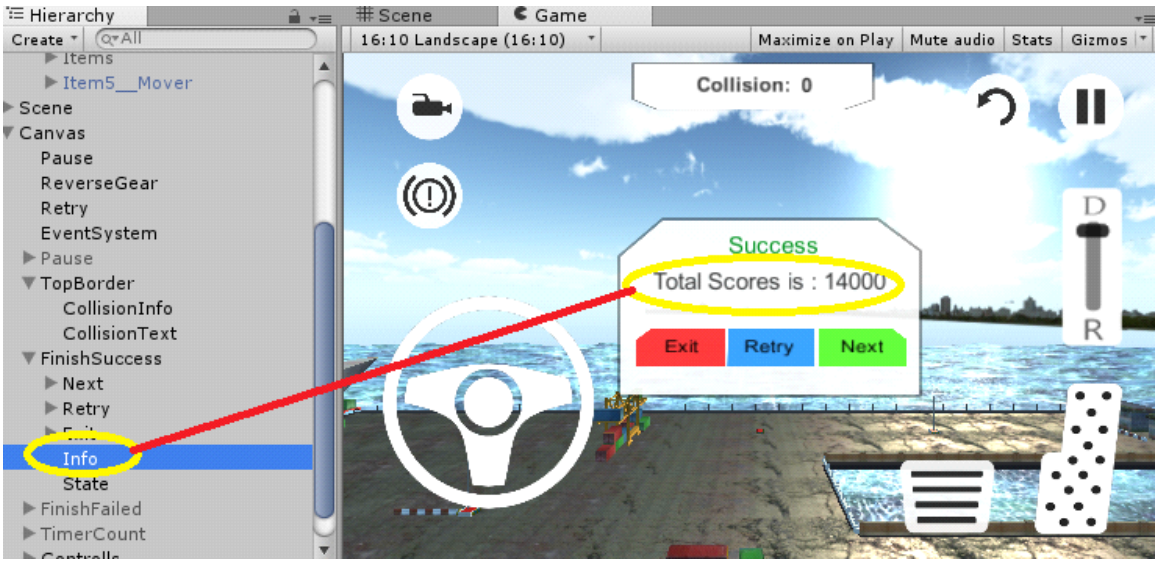
Collision Score 0 1 2 3 4: How much score give to player based on collision counts before parking is done? more collision count, means less score

Count Down Text: This is 3...2...1...=>Parked!!! text

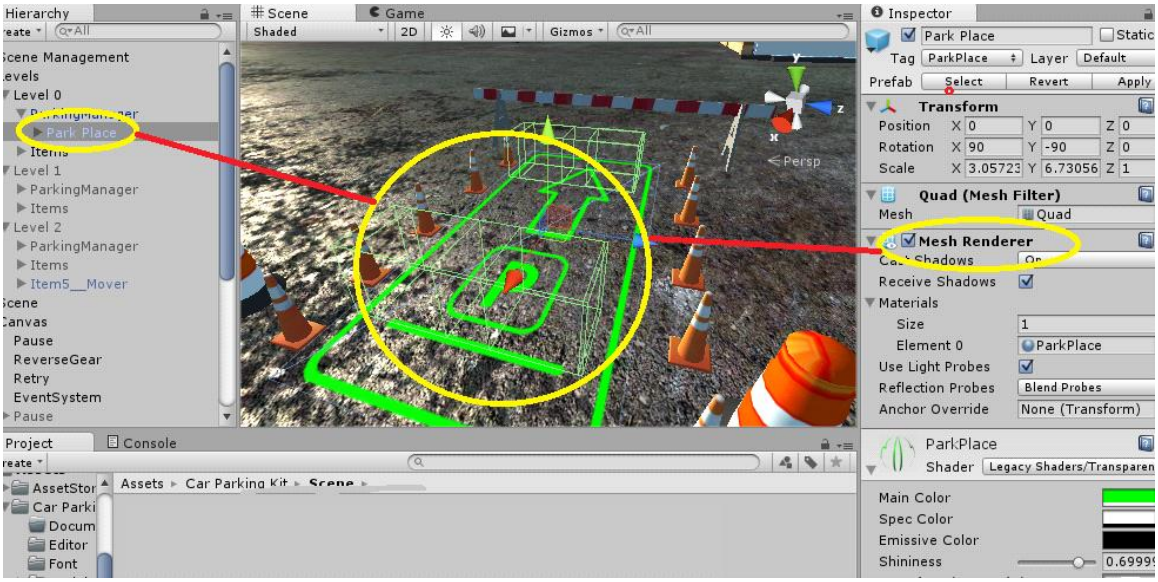


Collision Count Text: This is collision counter text on top of the screen.

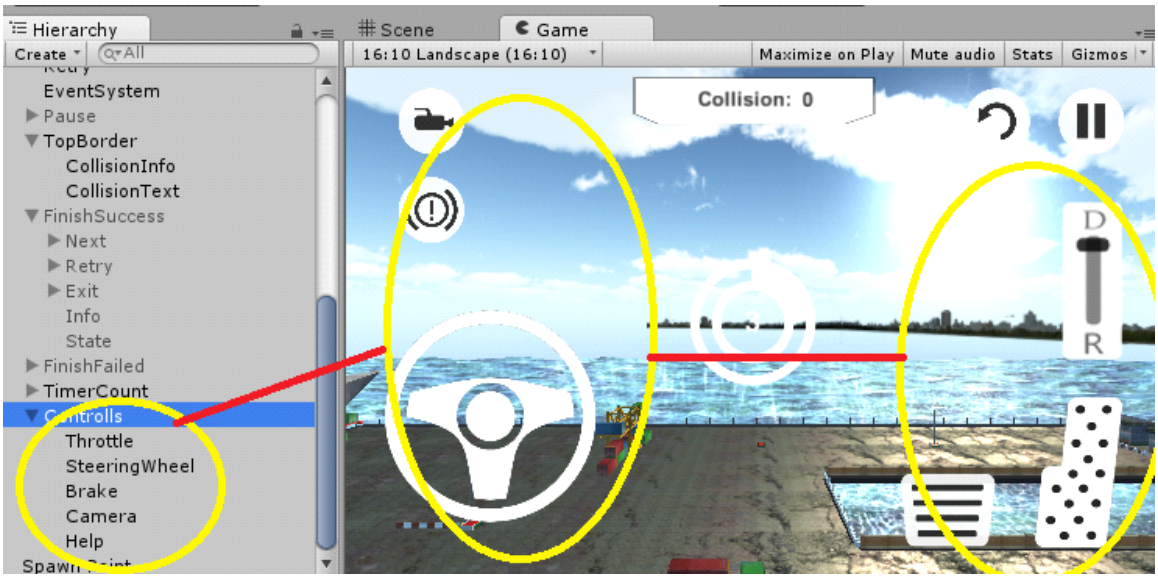
Finish Score Text: Drag your finish menu score text to show player earned score after parking is done.



Park Place Renderer: This is parking place renderer for changing color to green when car in correct place on park location.



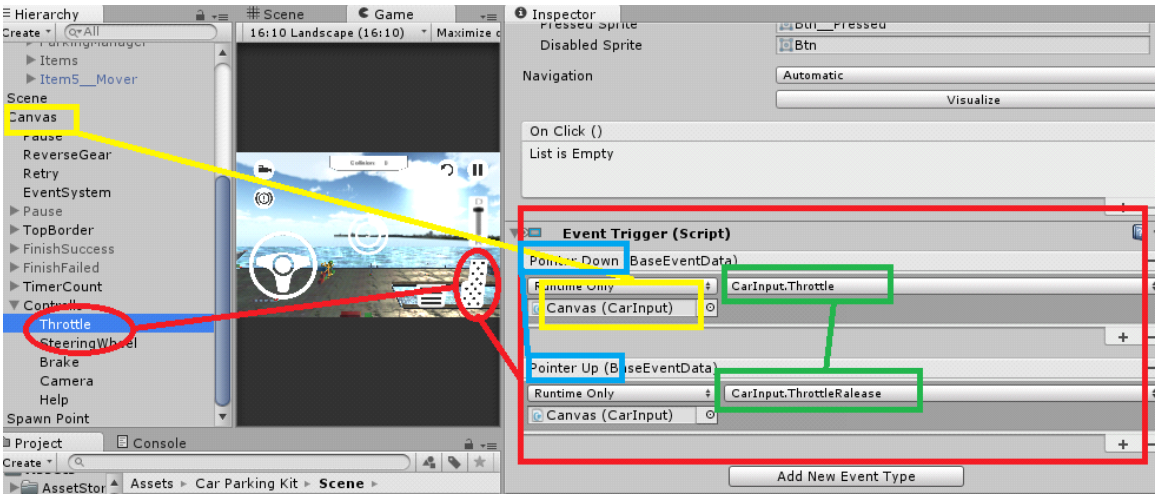
Car Controller: Deactivate mobile controll buttons when parking is done.

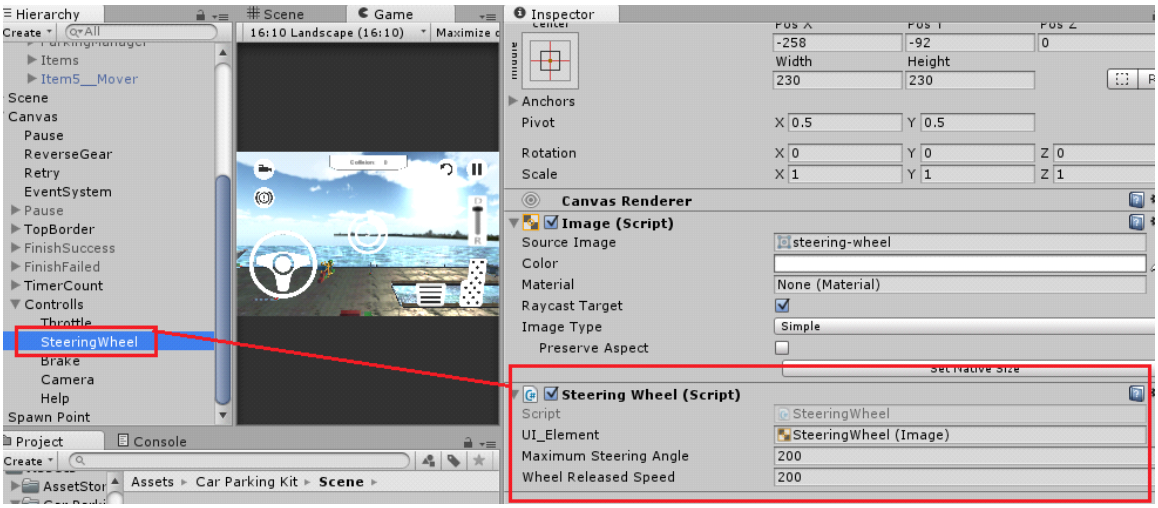


Alarm Sound: Alarm sound when player car touch something!!!

Car Input System:

All car input system is on Canvas and CarInput.cs component. more info on screenshots:


Hierarchy
Scene
Game
Inspector
Canvas
Throttle
Brake
Camera
Help
Spawn Point
Disabled Sprite
Btn
Navigation
Automatic
Visualize
On Click ()
List is Empty
Event Trigger (Script)
Pointer Down (BaseEventData)
CarInput.Throttle
Canvas (CarInput)
Pointer Up (BaseEventData)
CarInput.ThrottleRalease
Add New Event Type
Project
Console
Assets ▸ Car Parking Kit ▸ Scene


Hierarchy
Scene
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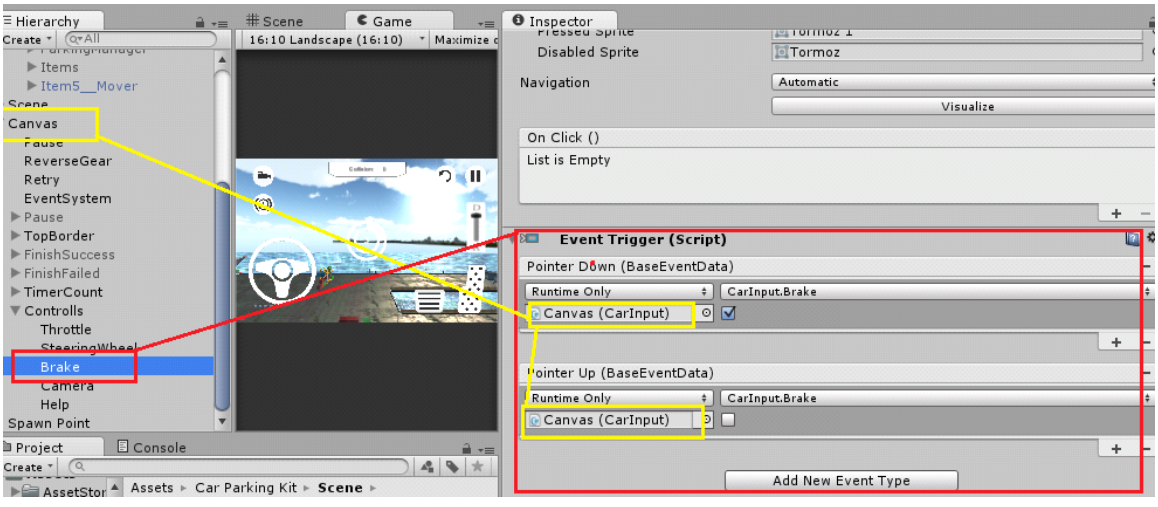
Inspector
Canvas
SteeringWheel
Brake
Camera
Help
Spawn Point
-258
-92
Width
Height
230
230
Anchors
Pivot
X 0.5
Y 0.5
Rotation
Scale
Canvas Renderer
Image (Script)
Source Image
steering-wheel
Color
Material
None (Material)
Raycast Target
Image Type
Simple
Preserve Aspect
Steering Wheel (Script)
Script
SteeringWheel
UI_Element
SteeringWheel (Image)
Maximum Steering Angle
200
Wheel Released Speed
200
Project
Console
Assets ▸ Car Parking Kit ▸ Scene


Hierarchy
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Brake
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Help
Spawn Point
Disabled Sprite
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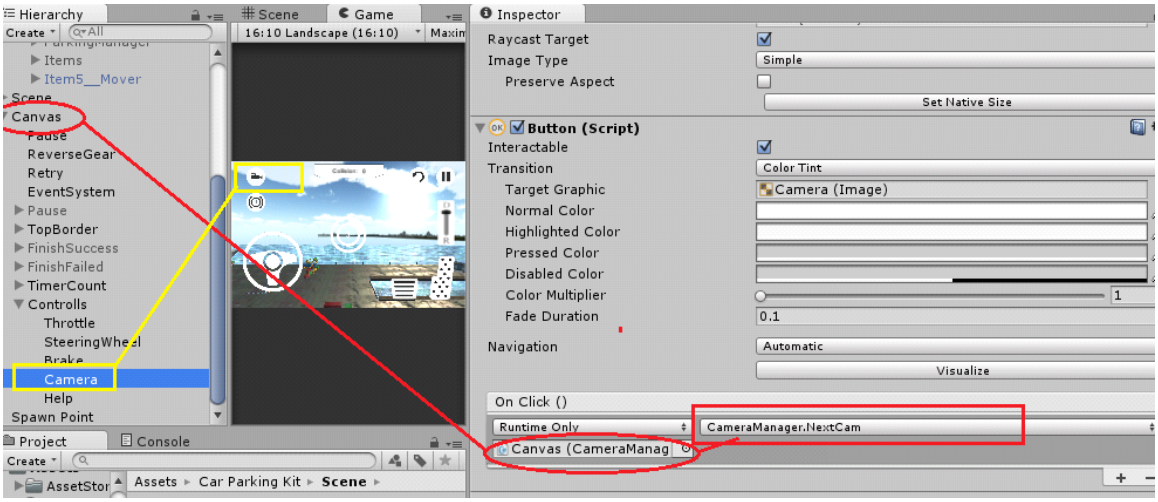
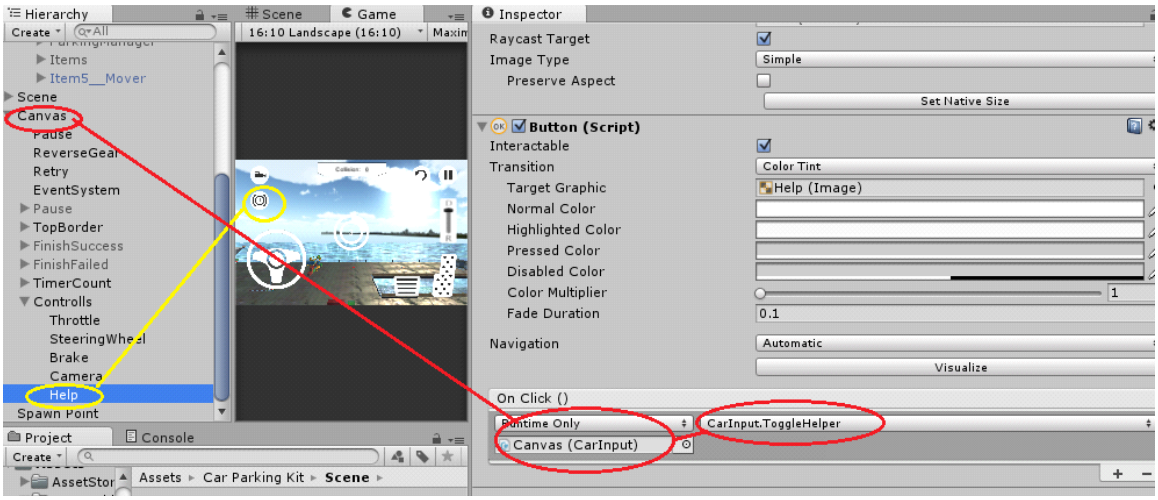
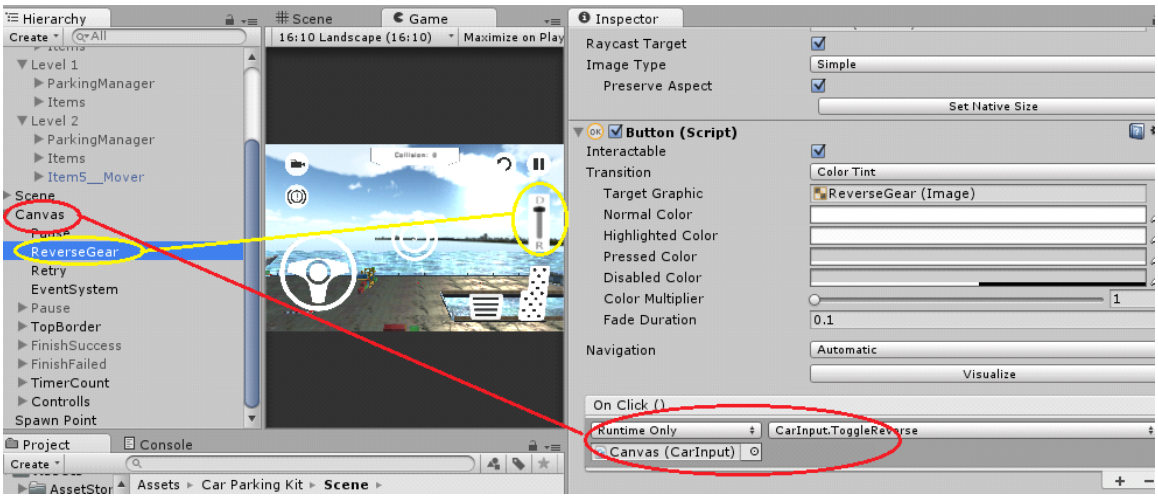
Navigation
Automatic
Visualize
On Click ()
List is Empty
Event Trigger (Script)
Pointer Down (BaseEventData)
Runtime Only
CarInput.Brake
Canvas (CarInput)
Pointer Up (BaseEventData)
Add New Event Type
Project
Console
Assets ▸ Car Parking Kit ▸ Scene

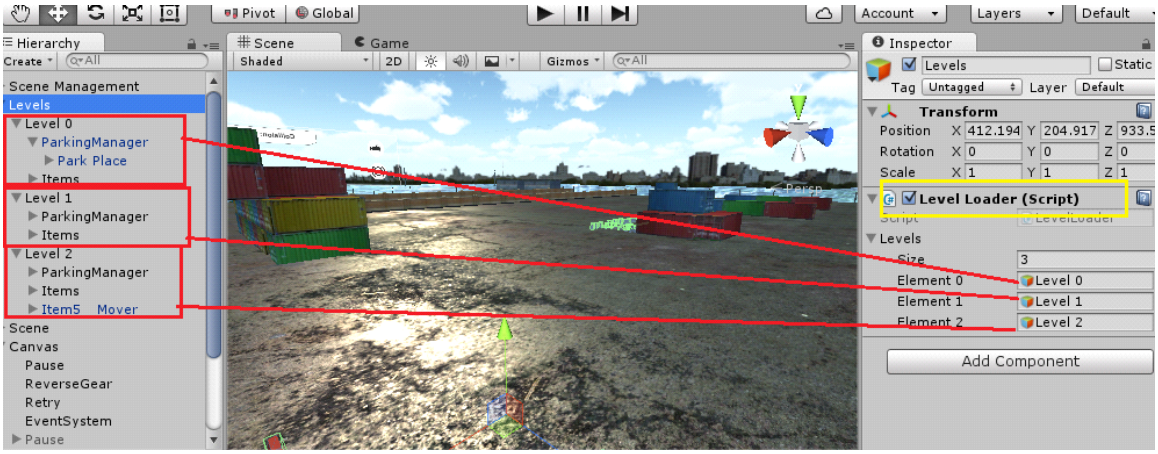






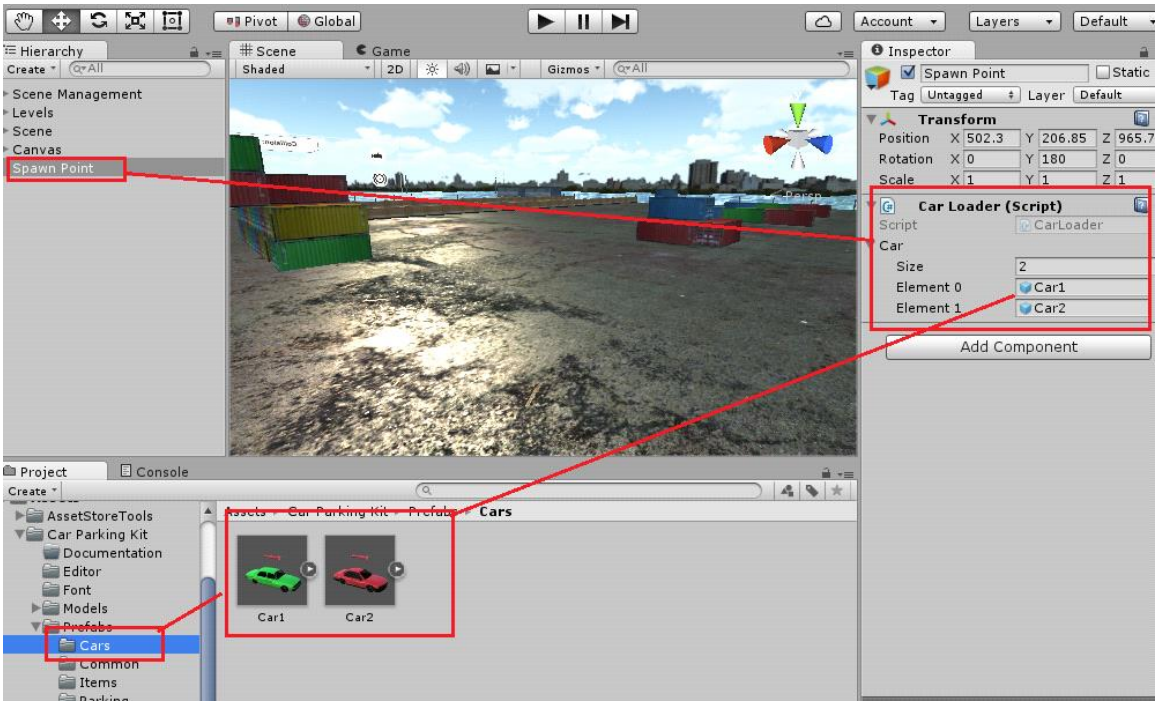
Level System:

You can place ultimate number of the levels prefabs on the scene. See video tutorials for more information



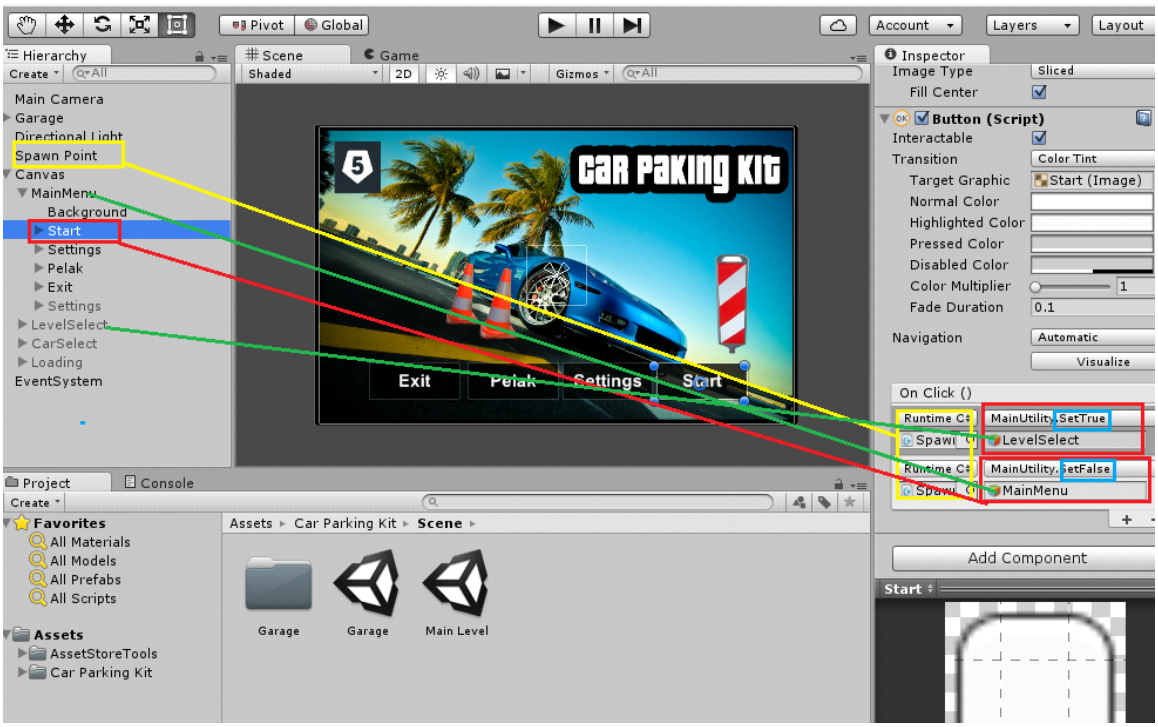
Car Loader:

Drag your car prefabs here:

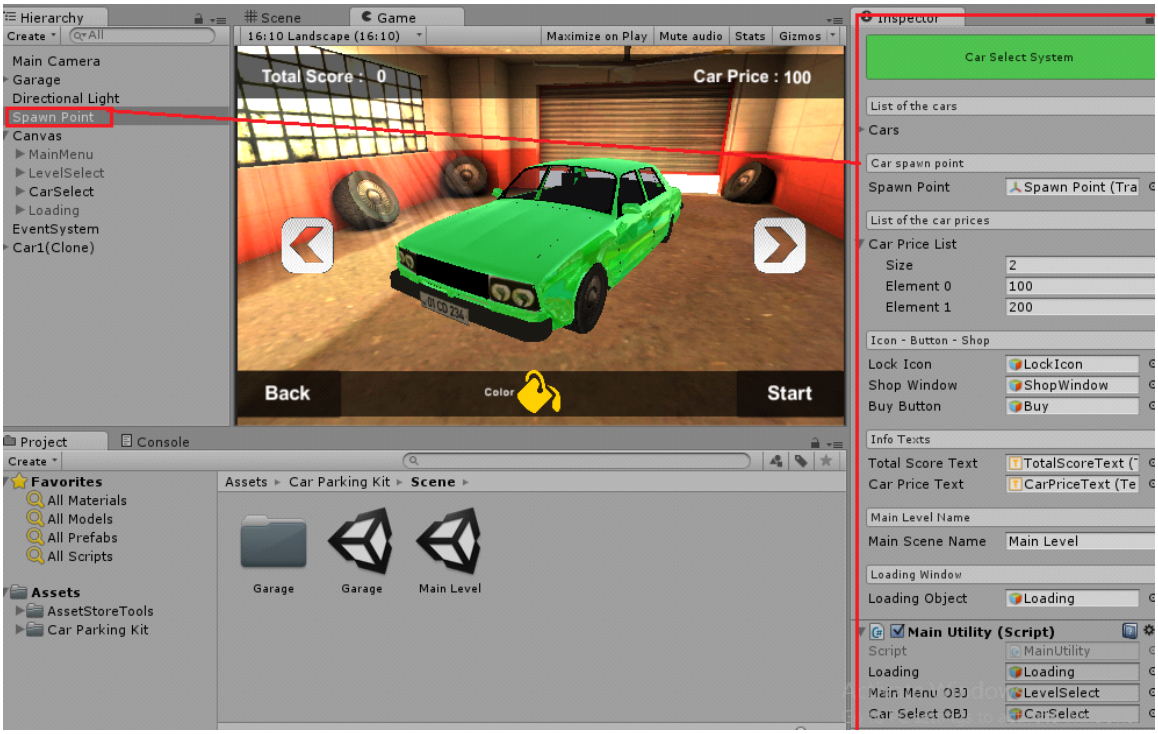


Main Menu:

Game main menu system is based on activate and deActivate menu elements by selecting them. in this picture when you click on Start button, First we deActivate MainMenu gameObject,then activate LevelSelect gameObject.



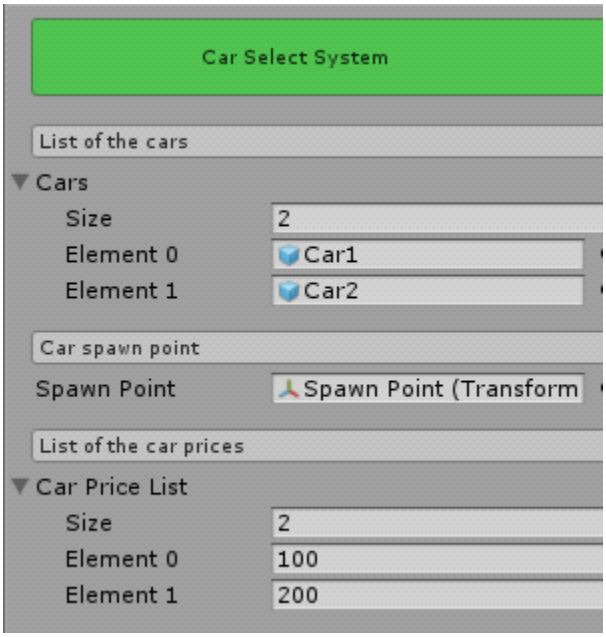
CarSelect System:



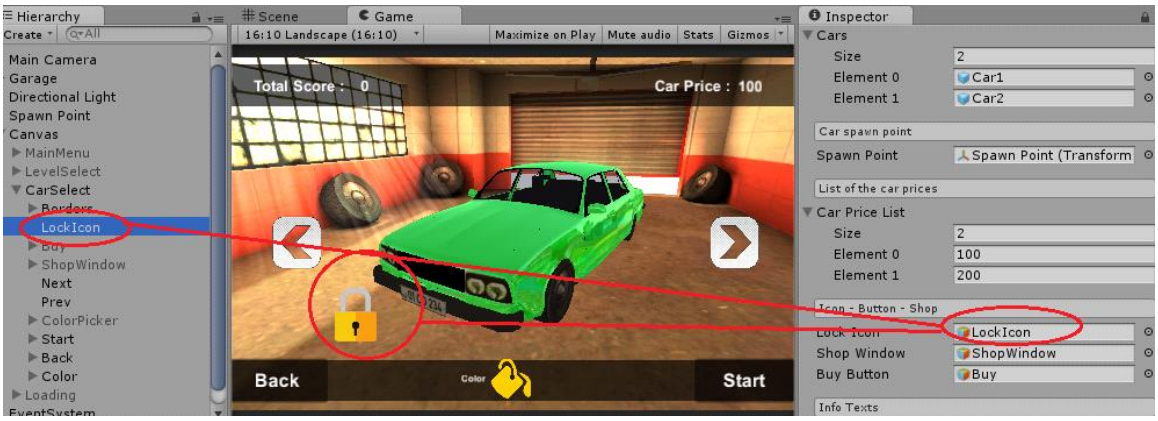
Cars: List of the all car prefabs from Project View tab.

Spawn Point: where car should spawn there.

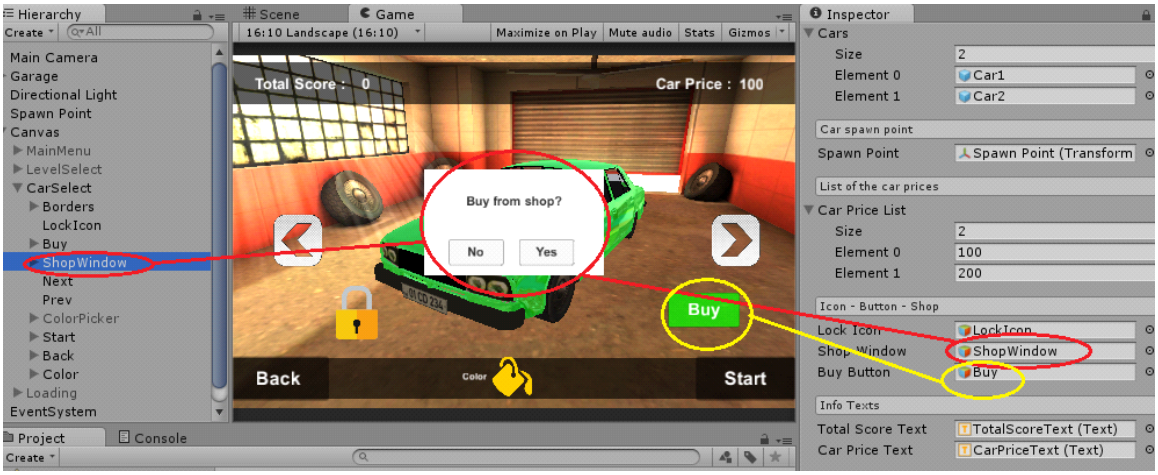
Car Price List: List of the each car value(Price)

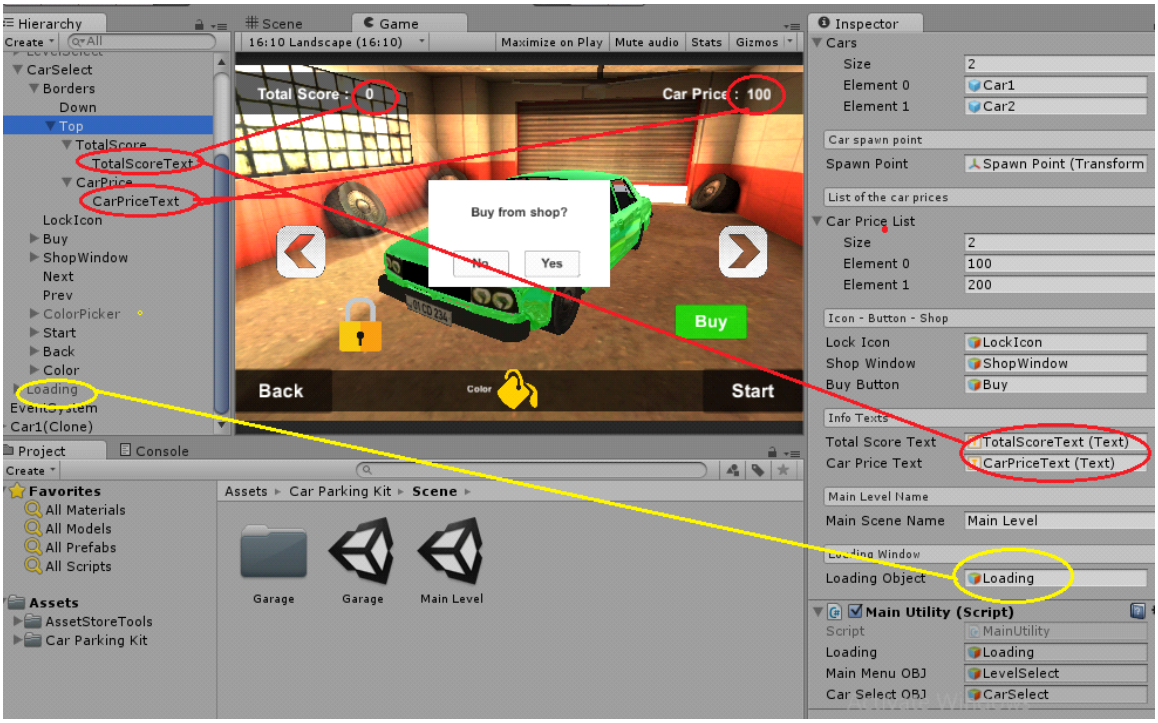


Lock Icon: Be activated when current selected car is lock



and...





For more details and tutorials, refer to my video tutorials on AssetStore page:

Step by step tutorials for recreate **MainMenu**,**New Cars**,**New Levels** and ...

https://www.youtube.com/watch?v=z4DbGZVtJrI&list=PLVXvfvDWvto1IfWtUVyVVPyxg_mVKjVj8

Cheers

Ali Zanjiran

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