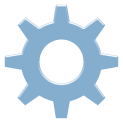
Clicker-game example.

Readme

Thank you for purchasing this game.

This is the simple example of Clicker game. The aim of which is on clicking on some object (in our case it is cookie).

On the “main” scene (by the way, there’s only one scene), you will see kind of a bar with buttons and indicators on it.

*  Settings button
* Indicators:
  + First indicator: CPS (clicks per second)
  + Second indicator: Current/Total score
* Refresh button is needed to rise the total score (total += current)
*  Store button (items and upgrades)

Folders:

* Fonts: contains font-types that are used in the game.
* Resources: contains background music [[1]](#footnote-1) and sound effects.
* Scenes: contains scenes of the game.
* Scripts: contains functionality scripts [[2]](#footnote-2)
  + GameController.cs – main functionality of the game.
  + GenerateText.cs – the script that implements dynamically generated text (when you click on the cookie)
  + GUI.cs – the script that implements events and the GUI elements.
  + Item.cs – the script that implements purchasing items in the store.
  + RotationBG.cs – the script that implements rotation of the background sprites.
  + SoundManager.cs – the script that implements music and sound functionality.
  + UpdateItem.cs – the script that implements purchasing updates for each item in the store.
* Sprites: contains all sprites used in project.
  + atlas.png (Sprite Mode: multiple): contains all sprites except for background image.
  + bg.png: background image.
  + Items folder: contains sprites of items.

This game can be build for any platform.

We strongly recommend you to import this package into an empty project to avoid any conflicts.

If you have any questions, please contact us via e-mail: [tripledagames@gmail.com](mailto:tripledagames@gmail.com) or write a review on the unity3d asset store web page.

Thanks to [TemplatedWise.com](http://www.templateswise.com/) for background music.

1. <http://www.templateswise.com/> [↑](#footnote-ref-1)
2. More detailed information about functionality and code implementation can be found in the script files in form of inline comments. [↑](#footnote-ref-2)