# Line Runner Documentation

About the Game :

- Player need to save itself from upcoming spikes on the way.
- Don't crash with spikes
- Tap anywhere to change the line
- Collect the color changer object which will lerp the BG color
- The game is very easy to reskin, Just replace all the sprites in Sprite folder. Replace all the audios.
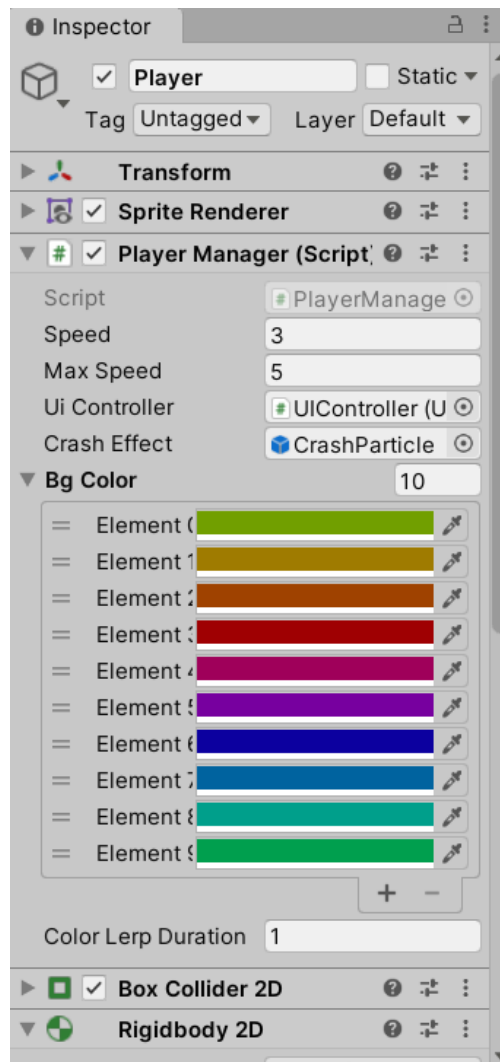
Audio

- Background Music is stored in Line Runner/Audio.
- Sounds are stored in Line Runner/Audio.
- All Music/Sounds are managed by SoundManager.cs
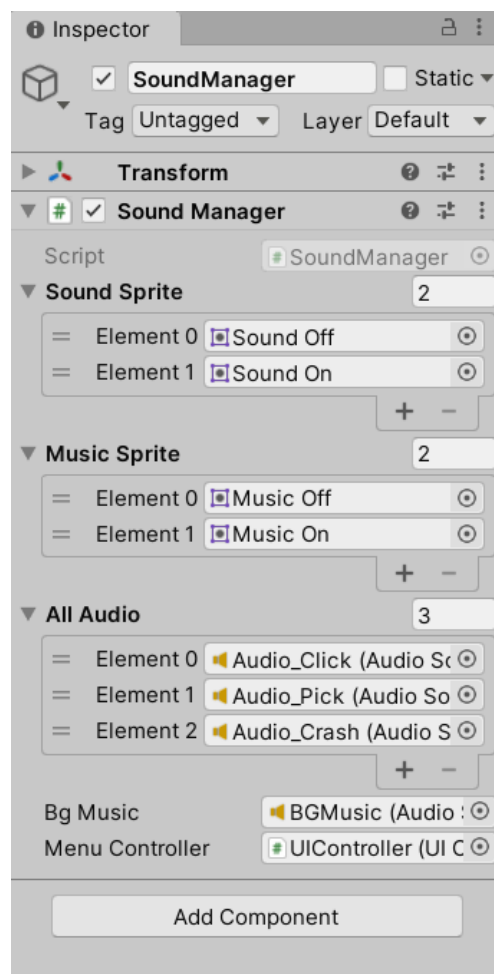
Player

- Player is managed by Line Runner/Script/PlayerManager.cs and located at scene in object "Player".
- By tapping anywhere on the screen player will be able to change the line sides.

Spikes

- The Spikes on both sides of the Line is generated rather can say replaced one upon one using predefined gaps
- Object Pooling method is used for spike generation.
- Color Changer objects are generated randomly that can be used to change the background color.
- You can edit/add whatever color you like in array resides at PlayerManager component on the object Player.
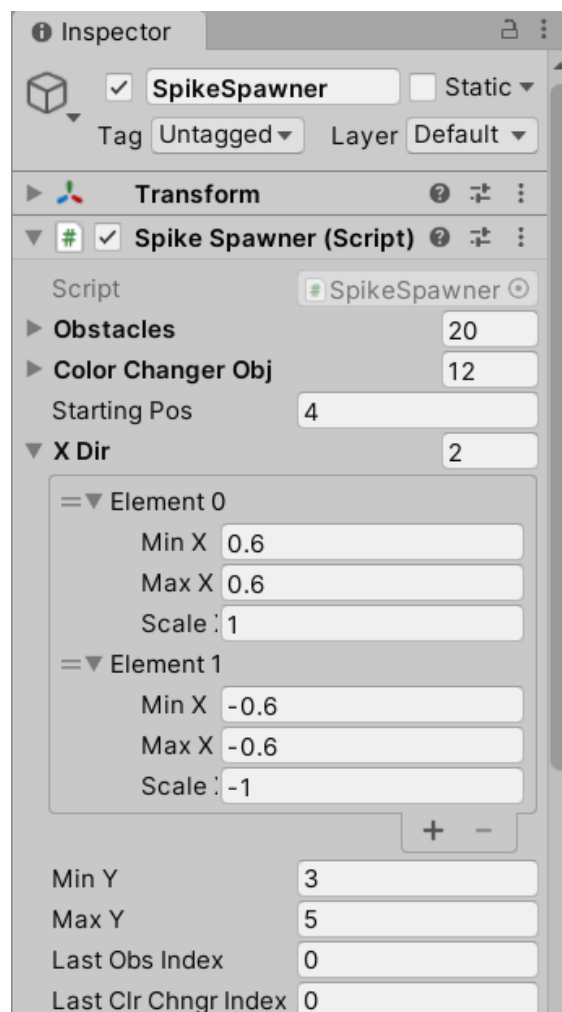
Feel free to ask if you have anu queries!
Contact Email : rarecoders12@gmail.com