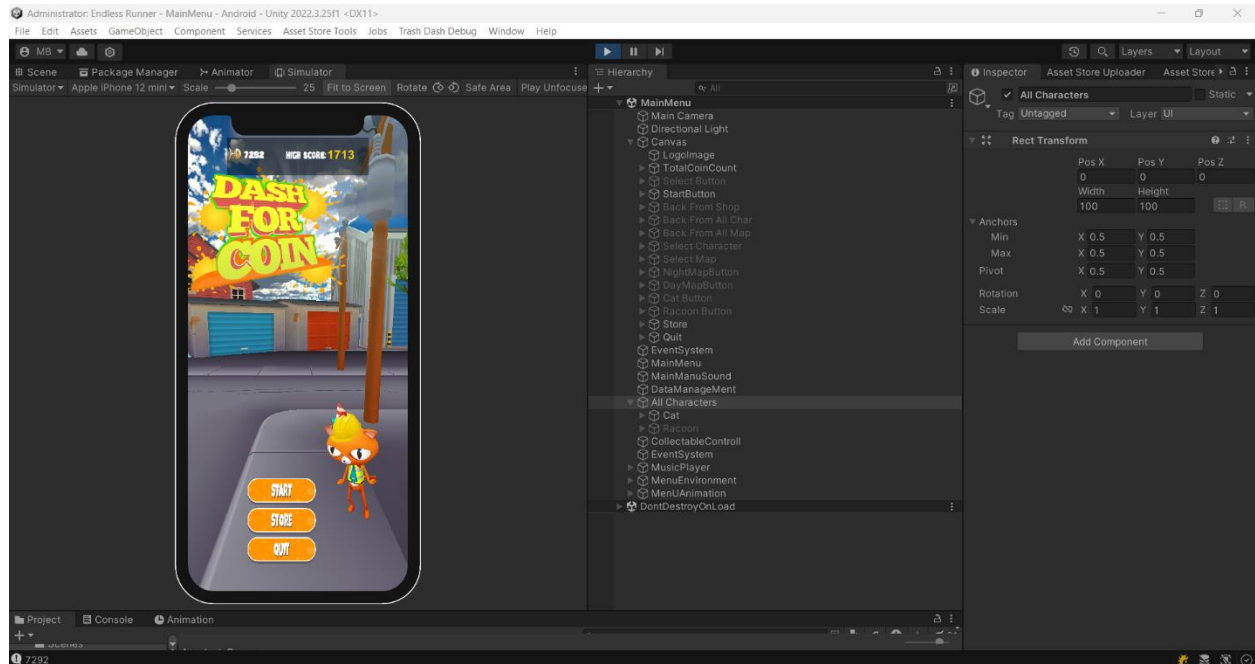
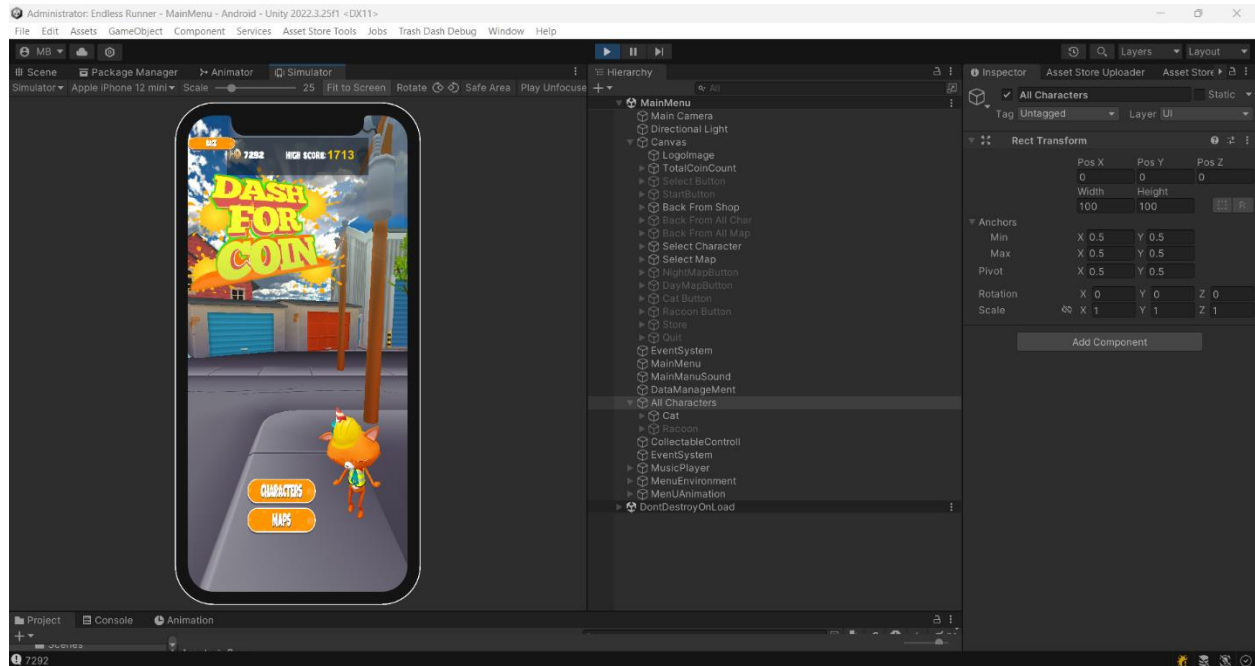


Main Menu Screen

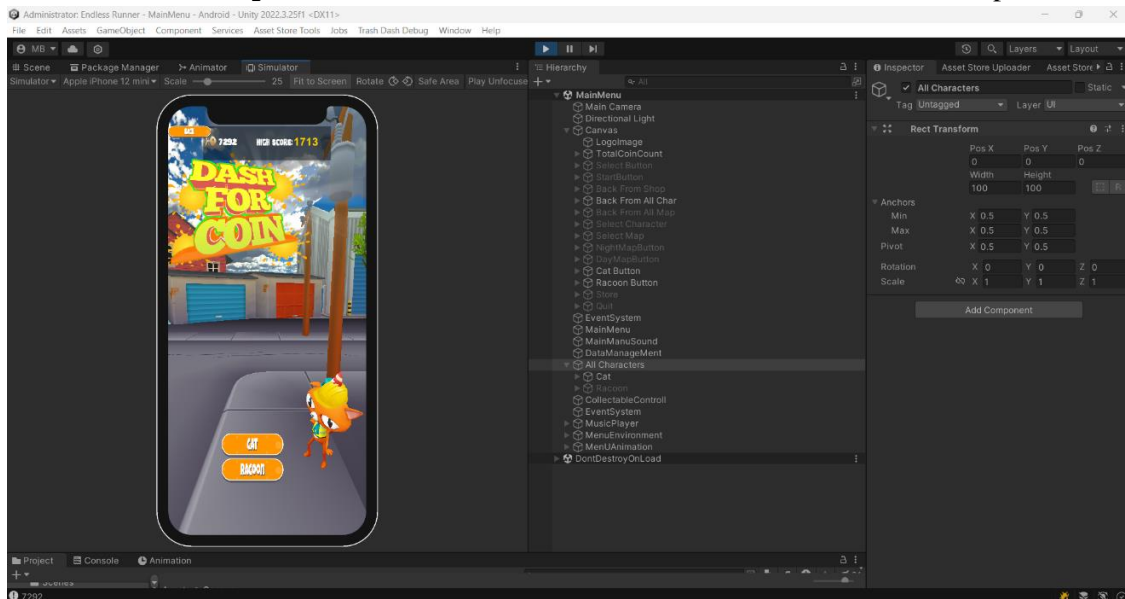


This is main menu screen. Here there are several gameobject. Some of them are button and some of them are screen environment and theme. Here In the Canvas All the game Object are define below:

1. **logoImage:** this is the main logo image named “ Dash For Coin ”.
2. **TotalCoinCount:** this game object have some sub game object. 1 is for coin count and another is for highscore count.
3. **Start button:** When we press on this game object it will take me to the gameplay screen. Gameplay will start as soon as we press the button.
4. **Quit Button:** this button is used for close the application.

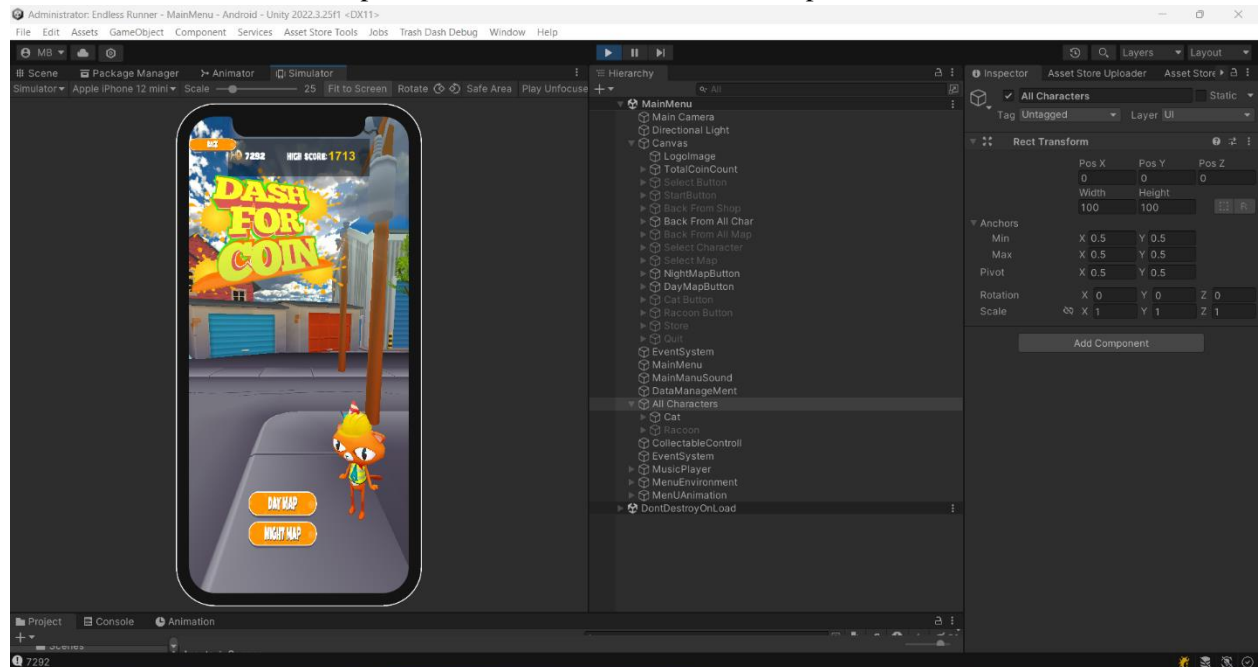


5. **Store Button:** When we click the store button this screen will open. Here Start, store and quit button will hide and Character and Maps Button will appear.
6. **Characters and Map Button:** When we click on character button this screen will open:



If we select cat button the cat character will select for the game and if we select Racoon button Racoon character will select for gameplay.

And when we click on the map button this interface or screen will open.

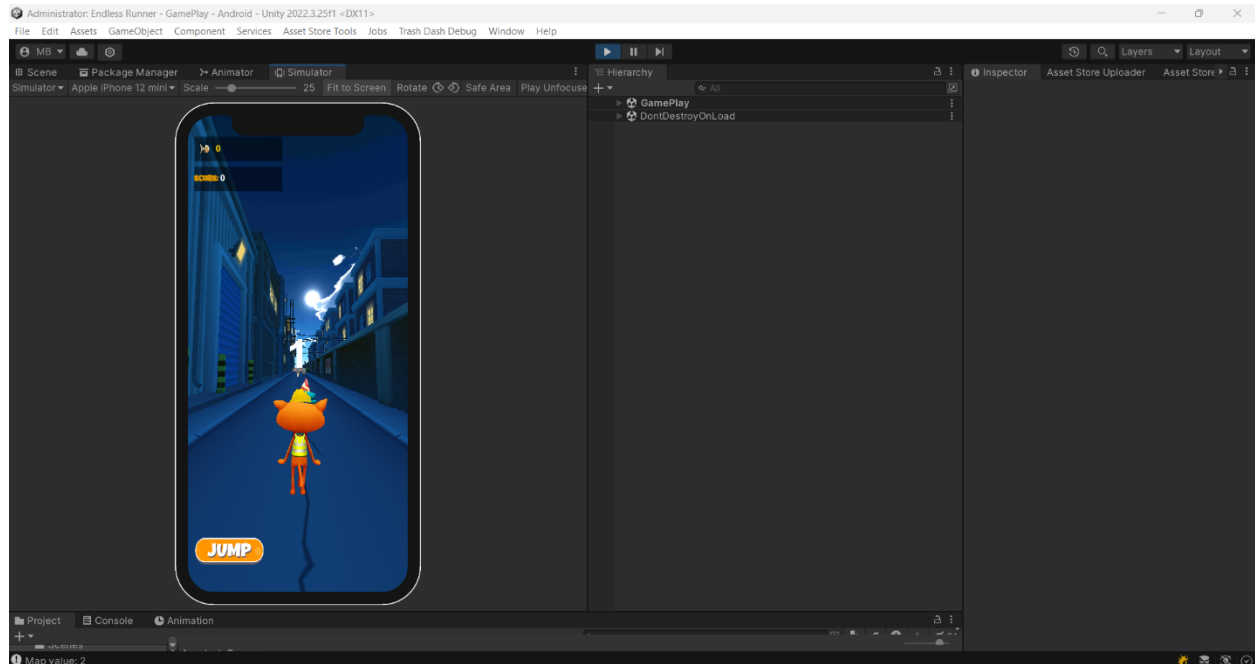


If we click on Day Map game object The day map will enable and game will start in day map environment. And If we click on Night Map game object The Night map will enable and game will start in Night map environment.

7. **Back Button:** This button is used for back from any screen where this button is appear.
8. **Main Menu Game Object:** this object is use to control all the button. By this Game Object we can assign any game object and functioned those button on the screen that those button will appear or disappear as the code writings. Such as if we click on Store button than Store, Start, Quit button will disappear and Characters and Maps Button will appear. That's how its work.
9. **Main Menu Sound :** This game Object have some audio source according to the game play. Such as background music sound, jump sound.
10. **All Characters:** In this game object we have the character prefabs. Both cat and racoon characters which will shown in the main menu screen according to the selection of the characters.
11. **Collectable control:** this game object is use to save the coins that's are collected in any run.

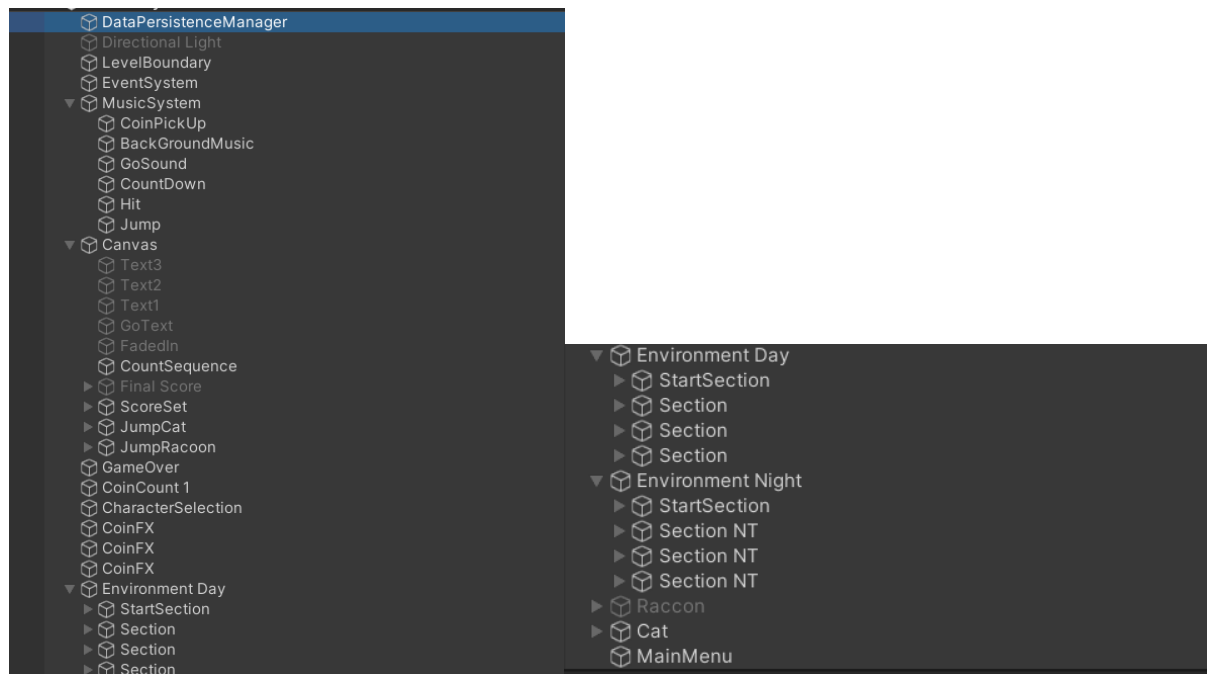
GamePlay Scene:

Now lets come to the Gameplay scene. When we click on start button The game play screen will appear.



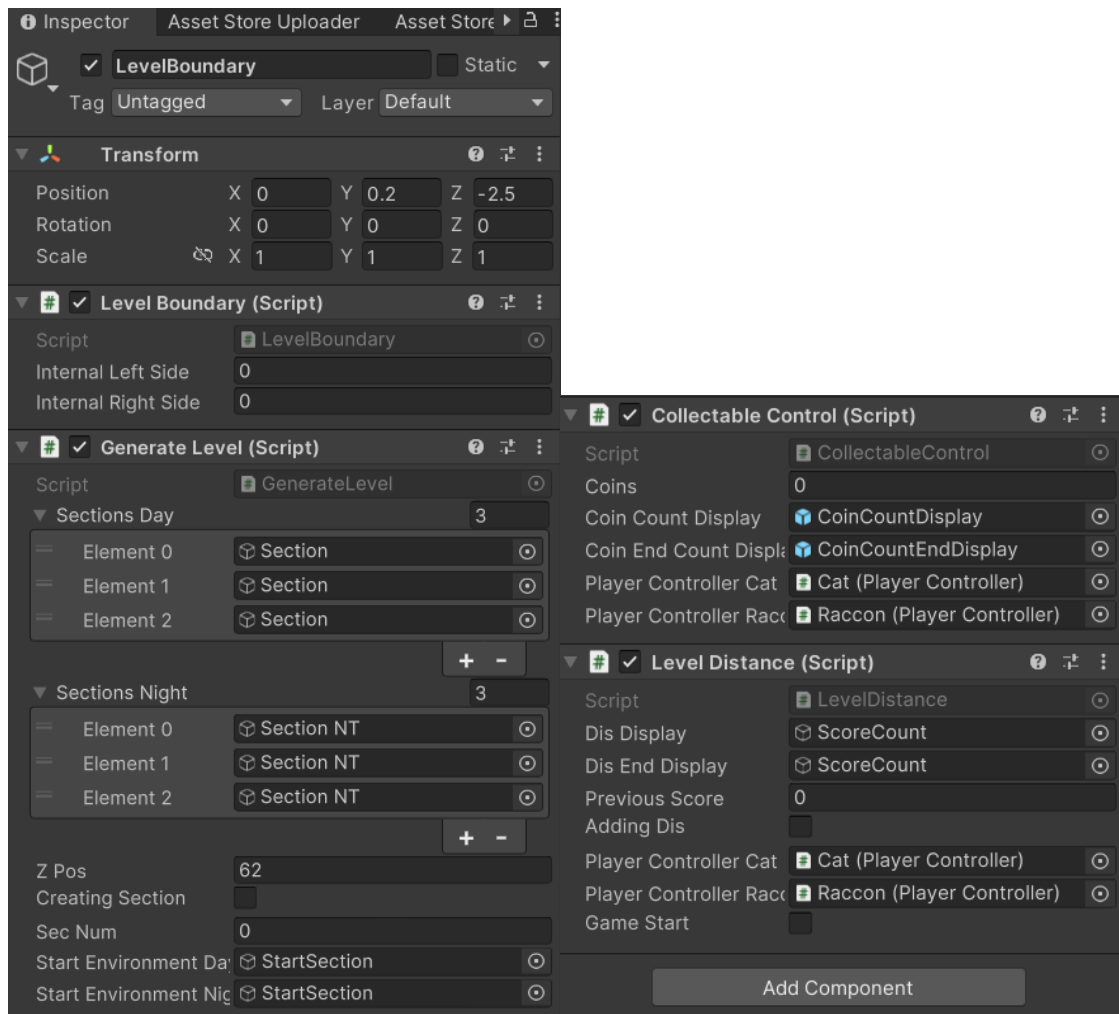
The game character will started to run and we have the control for swap the character left or right or jump using jump button. The character will start to run and will collect coins. He also have to pass the obstacle by using jump button. Now lets talk about the gameobject of that scene:

Here are all the game objects photo in below:



Here are the details:

1. **DataPersistenceManager:** this game object will create a file in my local file. Which will store all the game data such as total coin, last selected map and last selected coins.
2. **Level Boundary:**



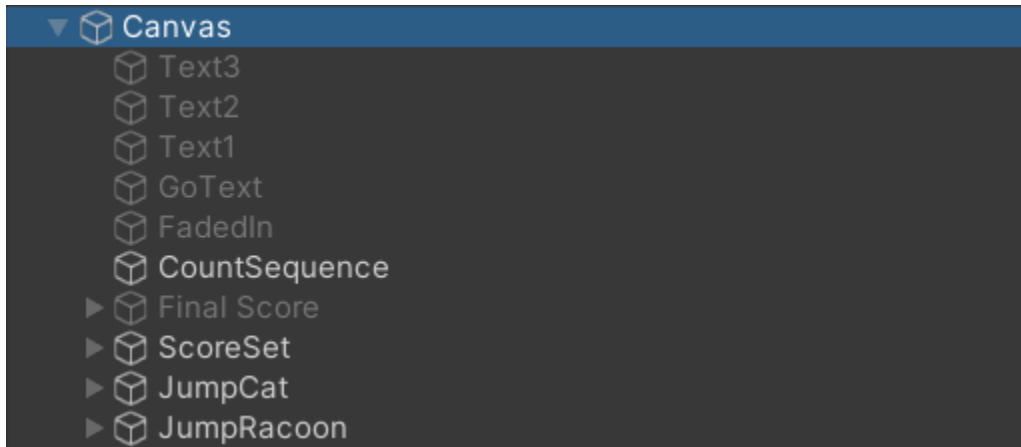
In this game object there are several Script. Level boundary is for the boundary in which the character can move. Out of this boundary cannot move.

Generate level will generate the environment automatically as it is endless game. This function will generate environment according to the map selection of the player. And also delete the environment which is past by the player. That how its work.

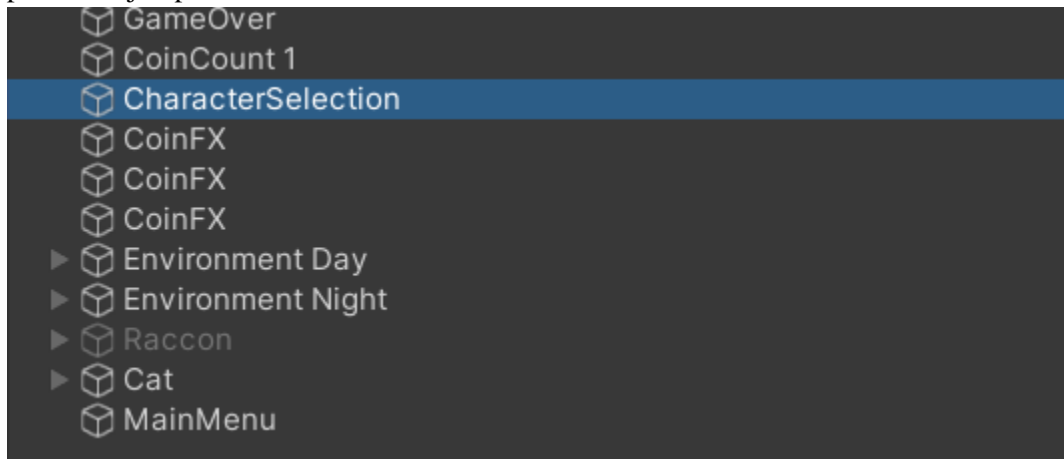
Collectable control script will control the collection of the coins or game score. And show that in the game play screen.

LevelDistance script will determine the distance that is complete by the player.

3. **MusicSystem:** this gameobject will control the musics on the game play. Such as background sound.



4. **Canvas:** Here in canvas text3, text2, text1, gotext, fadeIn GameObject are used as countdown down system. While the game will start this countdown will start. Final score will shown when the game will over. Where the end run score and collected coin will show. ScoreSet will show the total score while running. JumpCat, JumpRacoon are two button which will enable according to the selection of character. If we select Cat character jumpCat will be enable and when we press on that button cat will perform a jump. Same for the racoon.



5. **Gameover:** this gameobject will enable when the game will over
6. **coinCount1:** this game object will count all the coins and save it in game data files.
7. **CharacterSelection:** this game object will enable that character which was selected by the player before while playing the game.
8. **Environment Day:** this gameobject is the environment for the day which will enable if day map is selected.
9. **Environment Night:** this gameobject is the environment for the night which will enable if night map is selected.
10. **Raccon:** this gameobject is the character with character movement and jump function . it will enable when player select raccon character for the gameplay
11. **Cat:** this gameobject is the character with character movement and jump function . it will enable when player select cat character for the gameplay

12. **MainMenu:** this game object will enable the character according to the player selected character. And dissable the other character. It will also work in jump button for both characters.