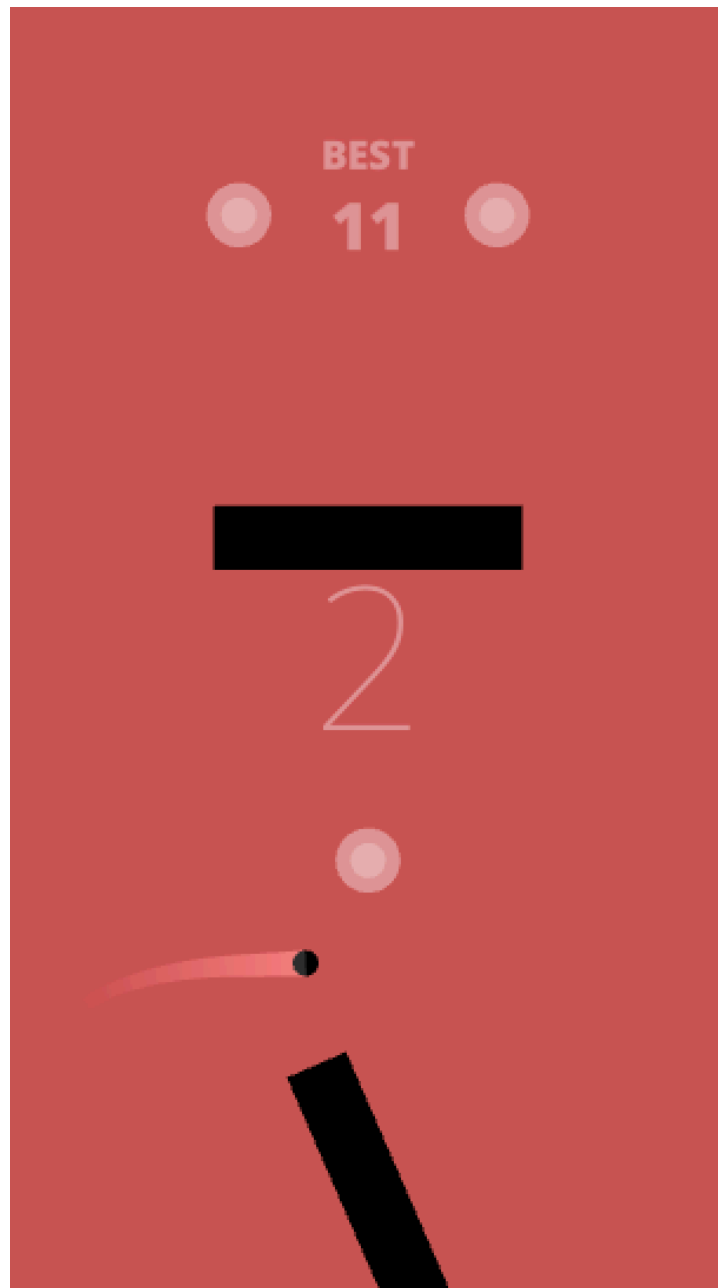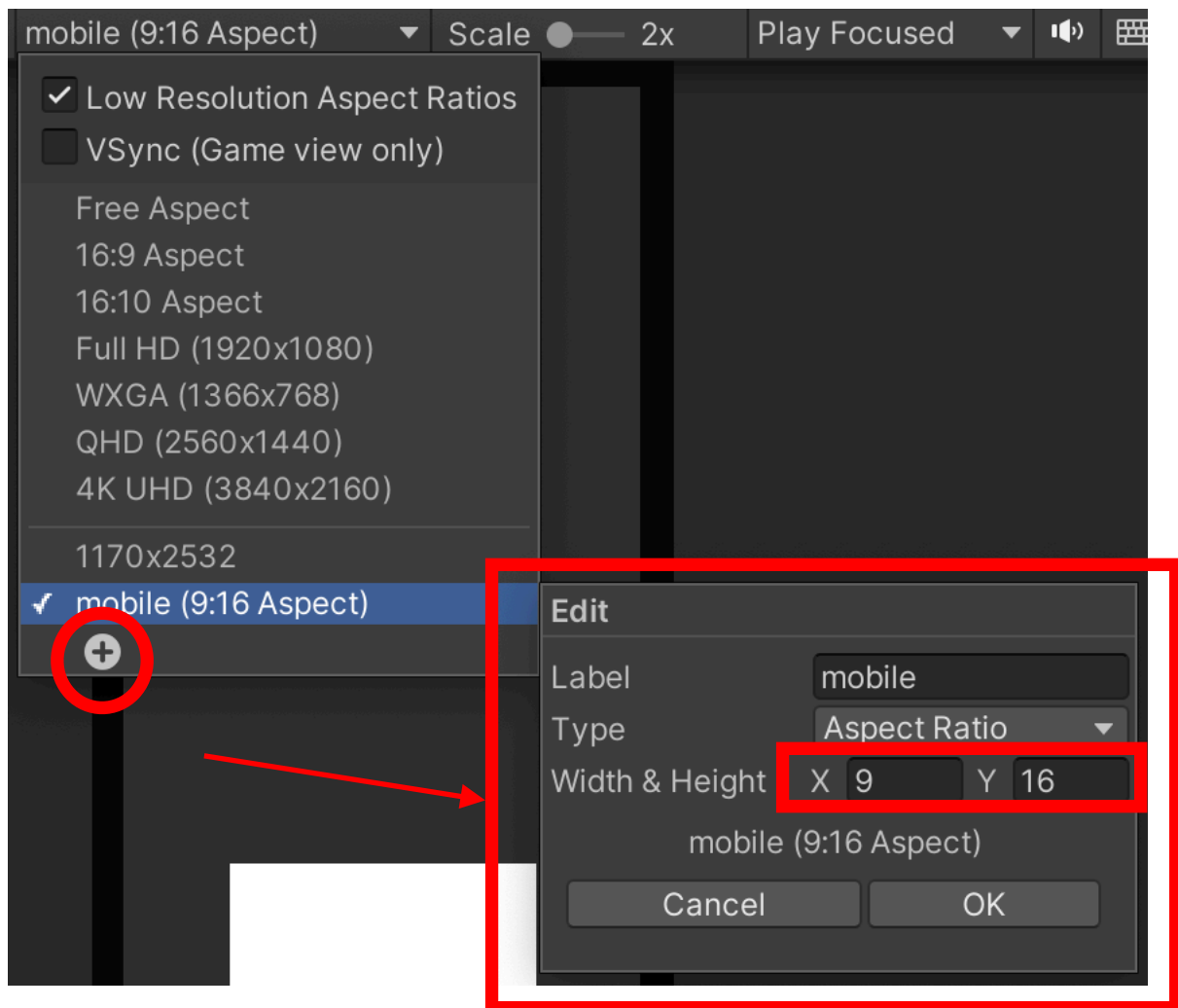# Wave

Hyper-Casual 2D Game Template

How To Remove Errors

1.   Set Game View aspect to 9:16 Aspect

Please see the information below.
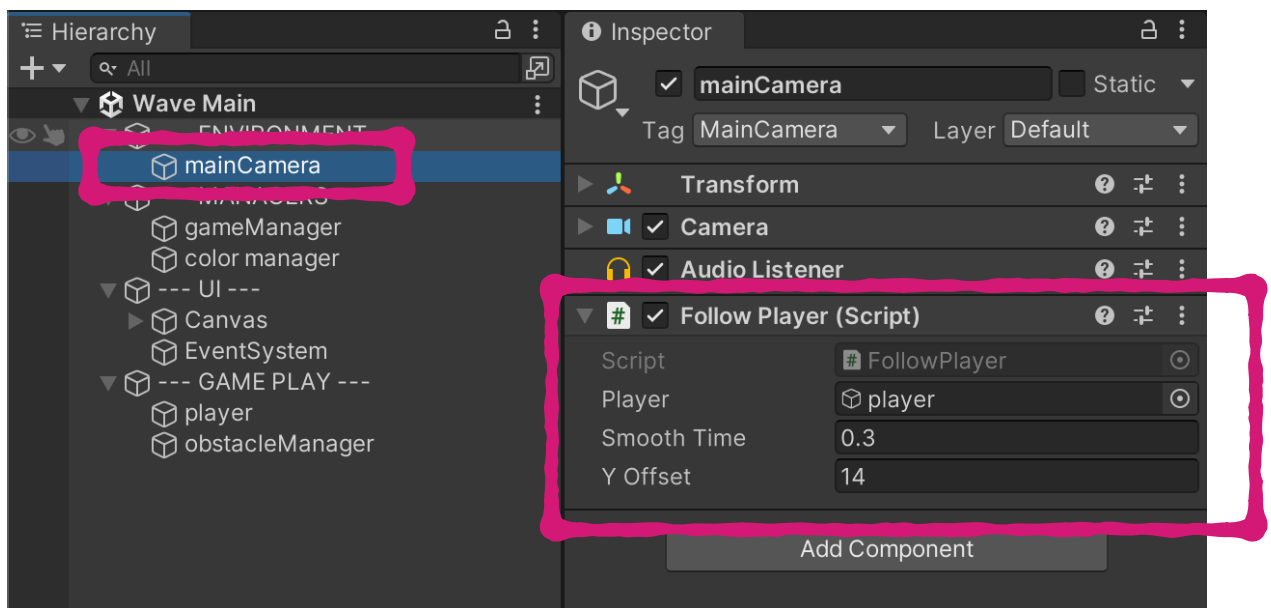
• Set Game View aspect to 9:16 Aspect Ratio

we strive to provide the best service possible.

If there is a problem with this asset or if you have any questions,

please feel free to contact us!
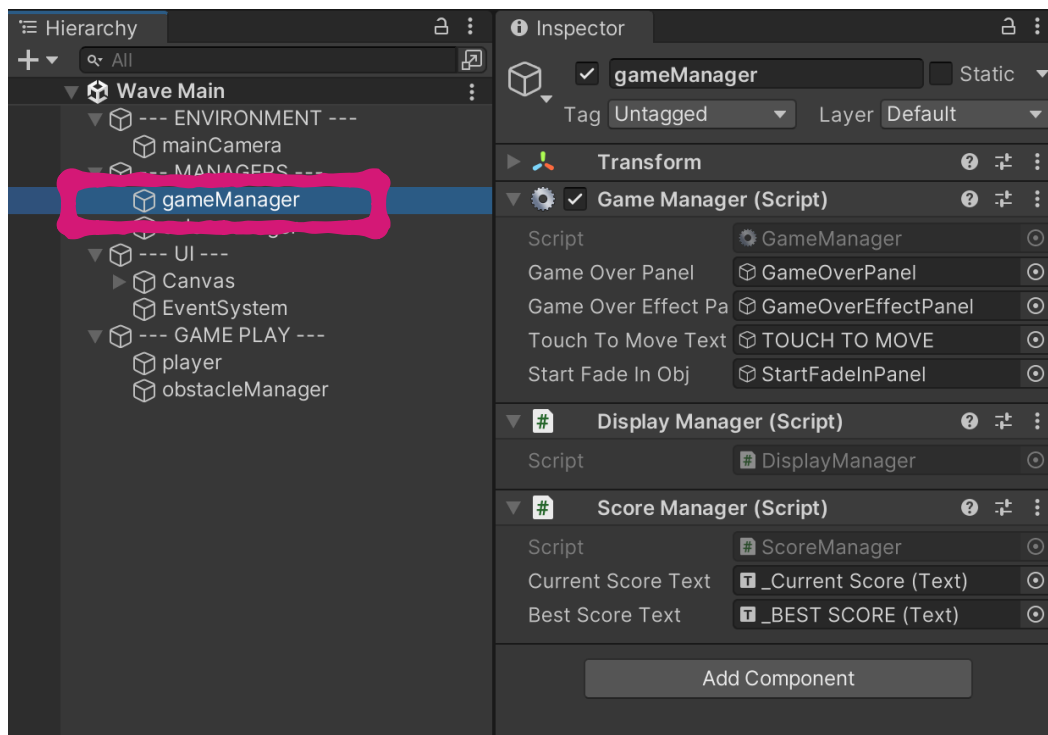
email : soloo@soloo.studio

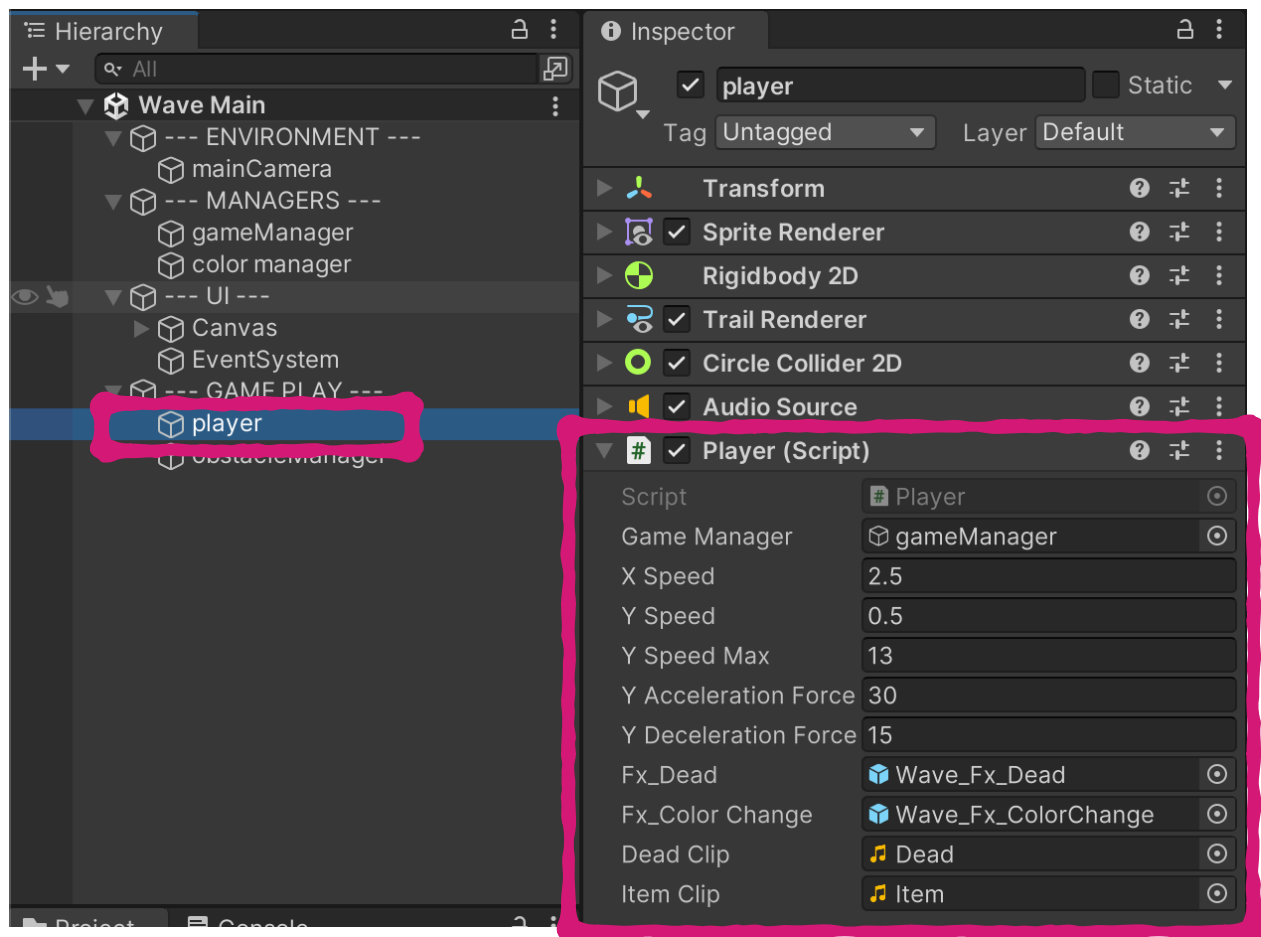Assets / Wave / Scenes / **Wave Main**

mainCamera :

This is camera of game. This camera follow the Player.

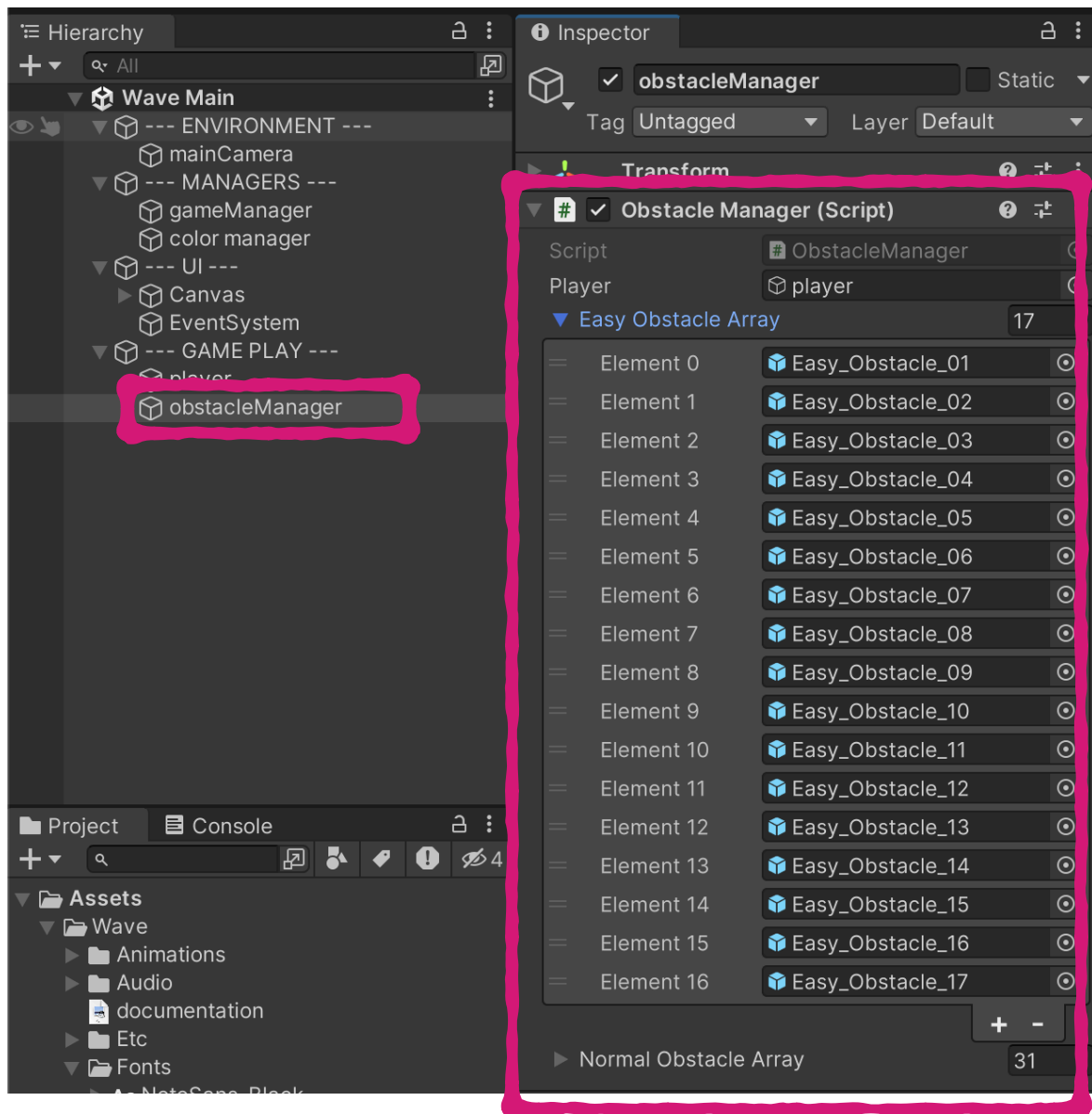You Can increase or decrease smoothness and y-axis offset.

gameManager :

GameManagerThis control game UI(Current Score, Best Score, panel for effect).

player :

You can adjust the speed of x-Axis and y-Axis, acceleration force, deceleration force and max speed of y-Axis of the Player.

obstacleManager : This control obstacles. You can create more obstacles and add to game.

- Add a collider to the your obstacle objects and set it to trigger.
- Set the game objects tag to "obstacle"
- Your obstacle objects add to other empty game object as a child.
- Attach the ObstacleParent script to the parent game object.
- Make a prefab for every new obstacle you build.
- After create a new obstacle, you can add it to the game by dragging it to the Obstacles(array) in the ObstaclesManager component

All scripts have comments to help you understand.

If you have any questions, please feel free to contact us.

email : soloo@soloo.studio

Thank you for your purchase again!

If you are satisfied with this **Wave** template,

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