

## **Circus Fun – Documentation**

This project contains following folders : -

- Art - Contains all the artwork contained in the game.
  - ◆ FireFloor- Contains artwork and animation used for the obstacle fire floor.
  - ◆ FireRing- Contains artwork and animation used for the obstacle fire ring. We split this into left and right part so that the player can pass through the fire ring.
    - Left- Contains artwork and animation for left part of fire ring obstacle.
    - Right- Contains artwork and animation for right part of fire ring obstacle.
  - ◆ Jump- Contains artwork and animation for jump animation of player.
  - ◆ Run- Contains artwork and animation for run animation of player.
  - ◆ GUI- Contains the graphics used for Graphical User Interface.
  - ◆ Prefabs- Contains prefab used in the game.
  - ◆ BG- Contains the BG prefab used in the game.
  - ◆ Obs- Contains the prefab obstacles used in the game.
  - ◆ Scenes- Contains the different scenes used in the game.
  - ◆ Scripts- Contains the scripts used in the game.
  - ◆ Sound- Contains the different scripts used in the game.

### ■ Scripts :

- ◆ Main Menu: This script is used to present a basic UI to the player.
- ◆ Generate BG: This script is used to generate the background repeatedly.
- ◆ Generate Obs: This script is used to generate obstacles based on two timer conditions
- ◆ Move BG: This script is used to move the background image along the negative X axis.
- ◆ Move Obs4: This script is used to move the obstacle along the negative X axis with speed of 4.
- ◆ Move Obs5: This script is used to move the obstacle along the negative X axis with speed of 5.
- ◆ Move Obs6: This script is used to move the obstacle along the negative X axis with speed of 6.
- ◆ Move Obs7: This script is used to move the obstacle along the negative X axis with speed of 7.
- ◆ Move Obs8: This script is used to move the obstacle along the negative X axis with speed of 8.
- ◆ Player: This script is used to control the player.

As it can be seen in the game that the player jumps through the FireRing1 & FireRing5 and that there are actually two different animations playing in sync with each other. one of these is on a Sprite Renderer order in layer 9 and the other one is on Sprite Renderer order in layer 11 and the player is on Sprite Renderer order in layer 10. Therefore the compound colliders for these are placed on other game object with Sprite Renderer order in layer 10 and the collider for player is also on a game object with Sprite Renderer order in layer 10 and all other obstacles including collectible coins have been given colliders on a game object with sprite renderer order in layer 10 to ensure successful collision detection.