

Infinite Runner Engine 3D By Denvzla Estudio
Documentation 7.1

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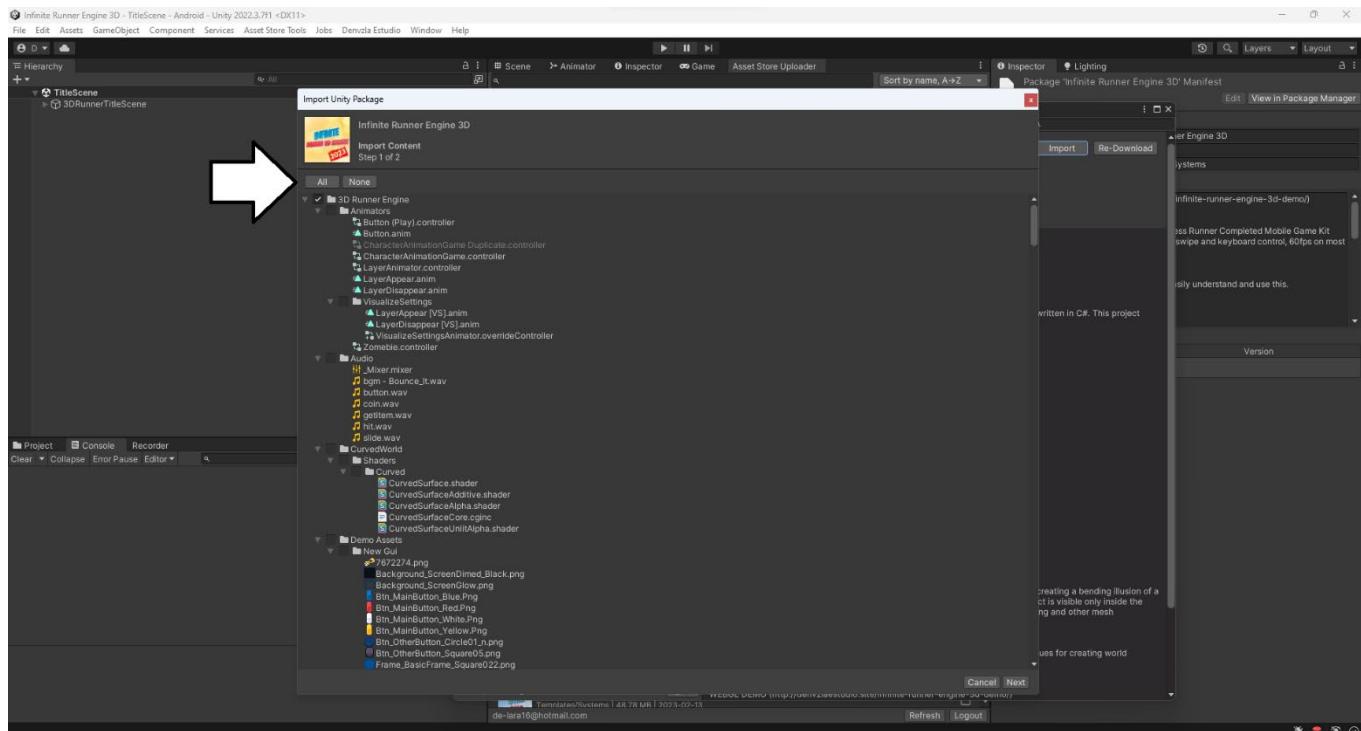
Installation:

Attention: Import all files

Do not Install or send only the folder, the template needs all the files to work.

Requirements:

Unity 2022.3.7f1 or higher (LTS version only)



How to start?

The game is divided into 2 scenes:

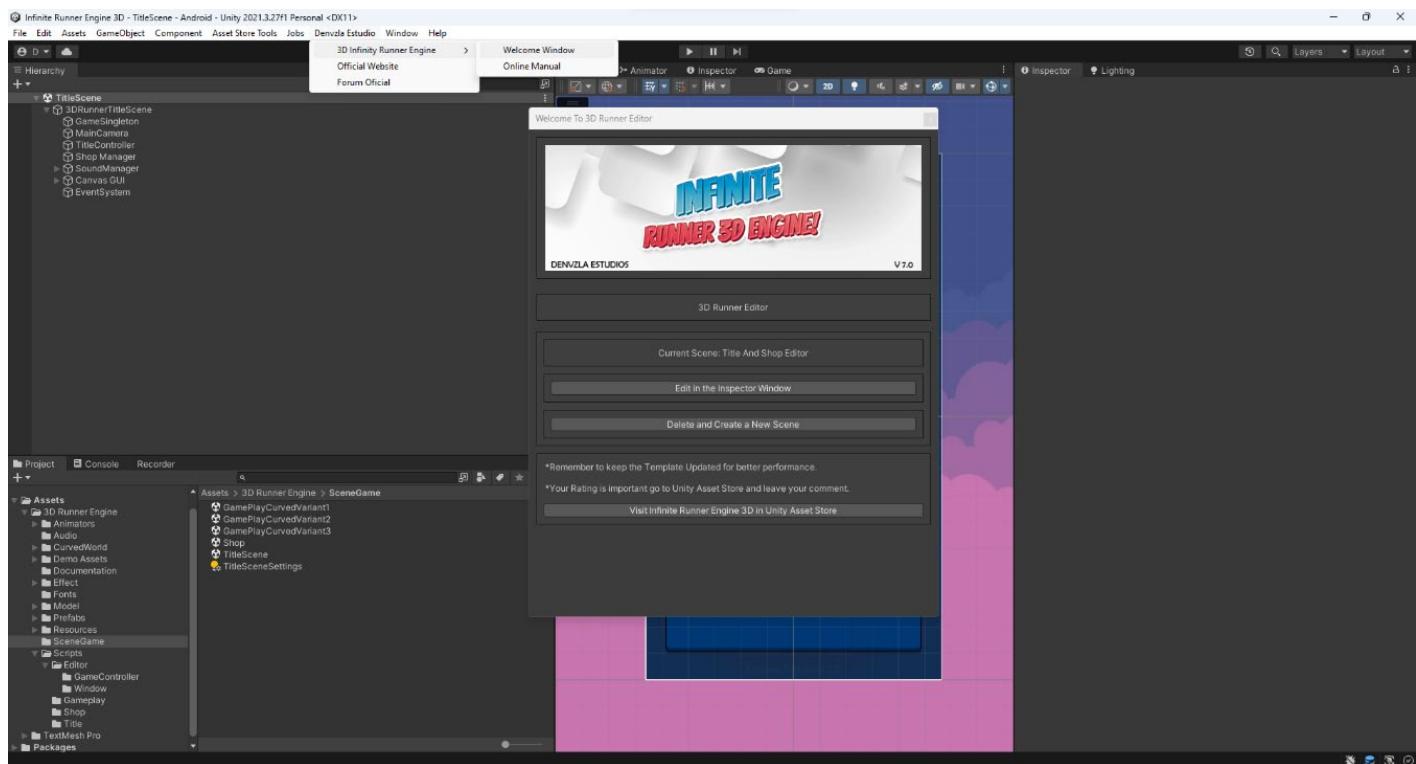
1- Game Scene

2- Title Scene

verify that each one is configured in Unity build settings.

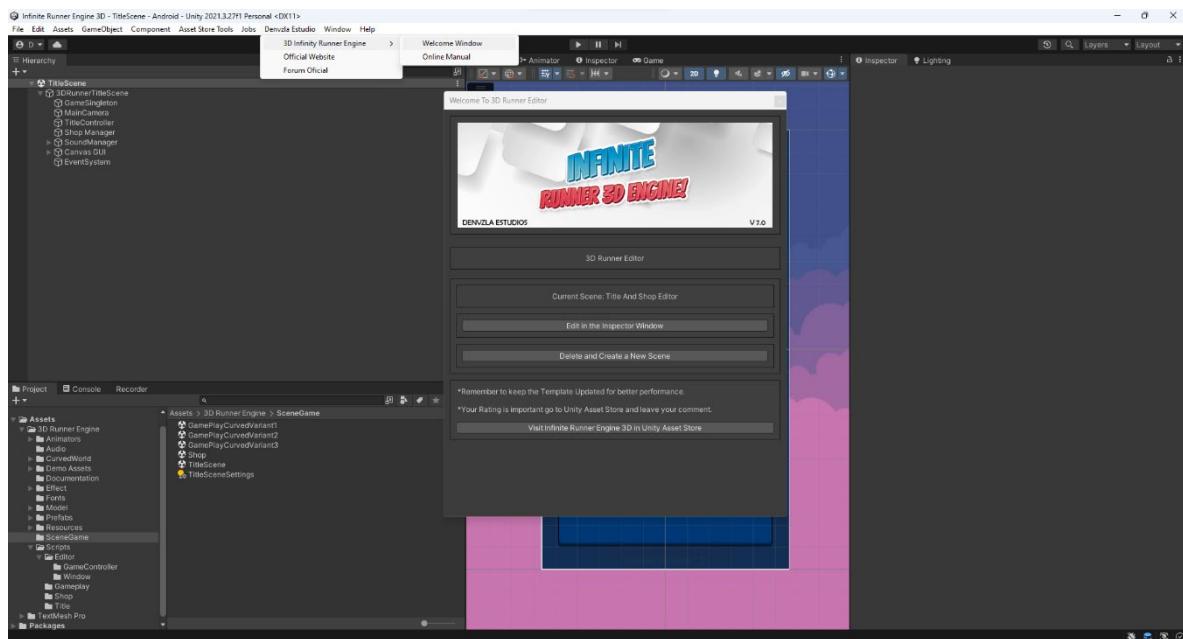
It is in the "Scene Game" folder.

Choose the scene you want to modify or create a new one blank.



Game Scene

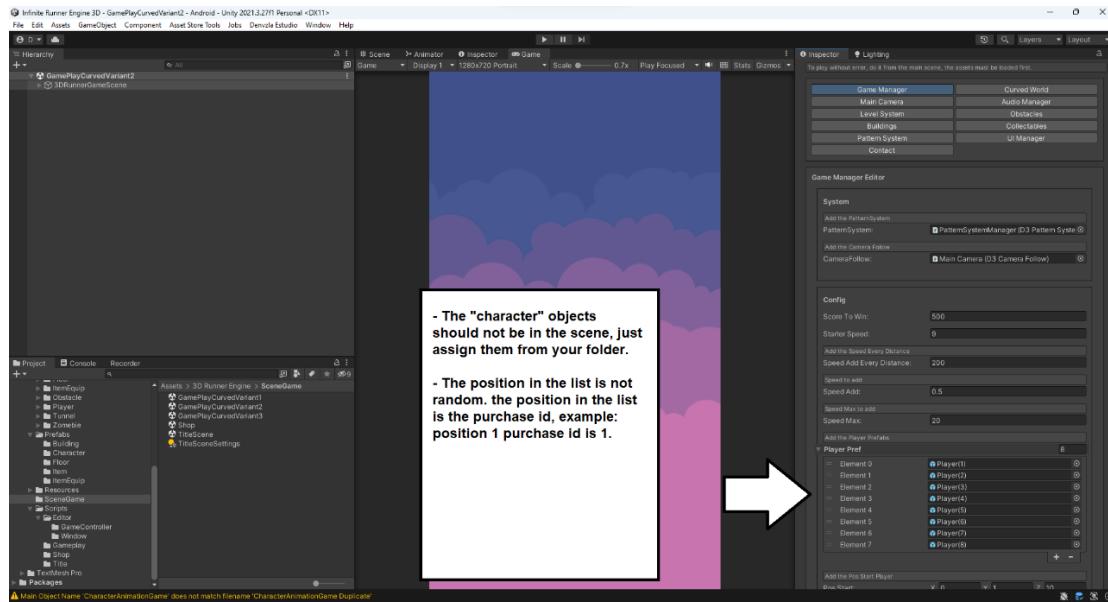
To Edit Go to Unity Menu:
Denvzla Estudio/3D Infinity Runner Engine/ Welcome Window
Select the scene to create



Game Manager

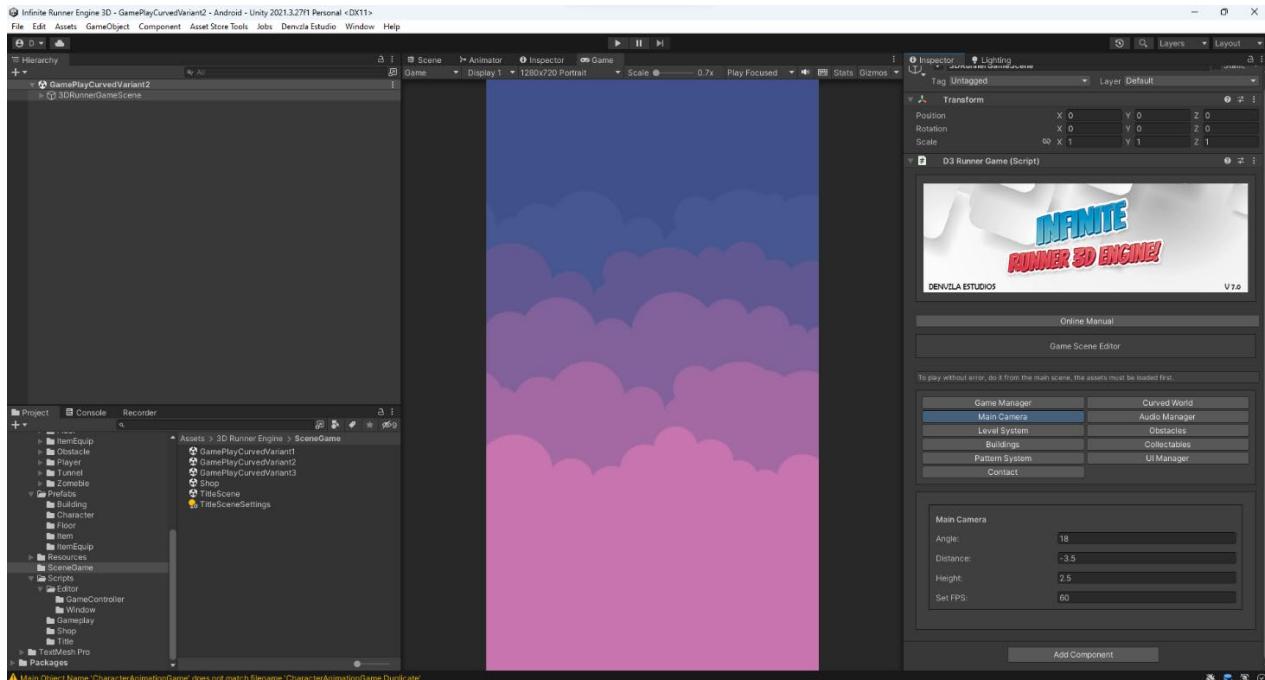
It allows to carry out all the general adjustments of the game, such as the speed of the player, here you must add the objects "characters" saved in your personal folder.

- The "character" objects should not be in the scene, just assign them from your folder.
- The position in the list is not random. the position in the list is the purchase id, example: position 1 purchase id is 1.



Main Camera

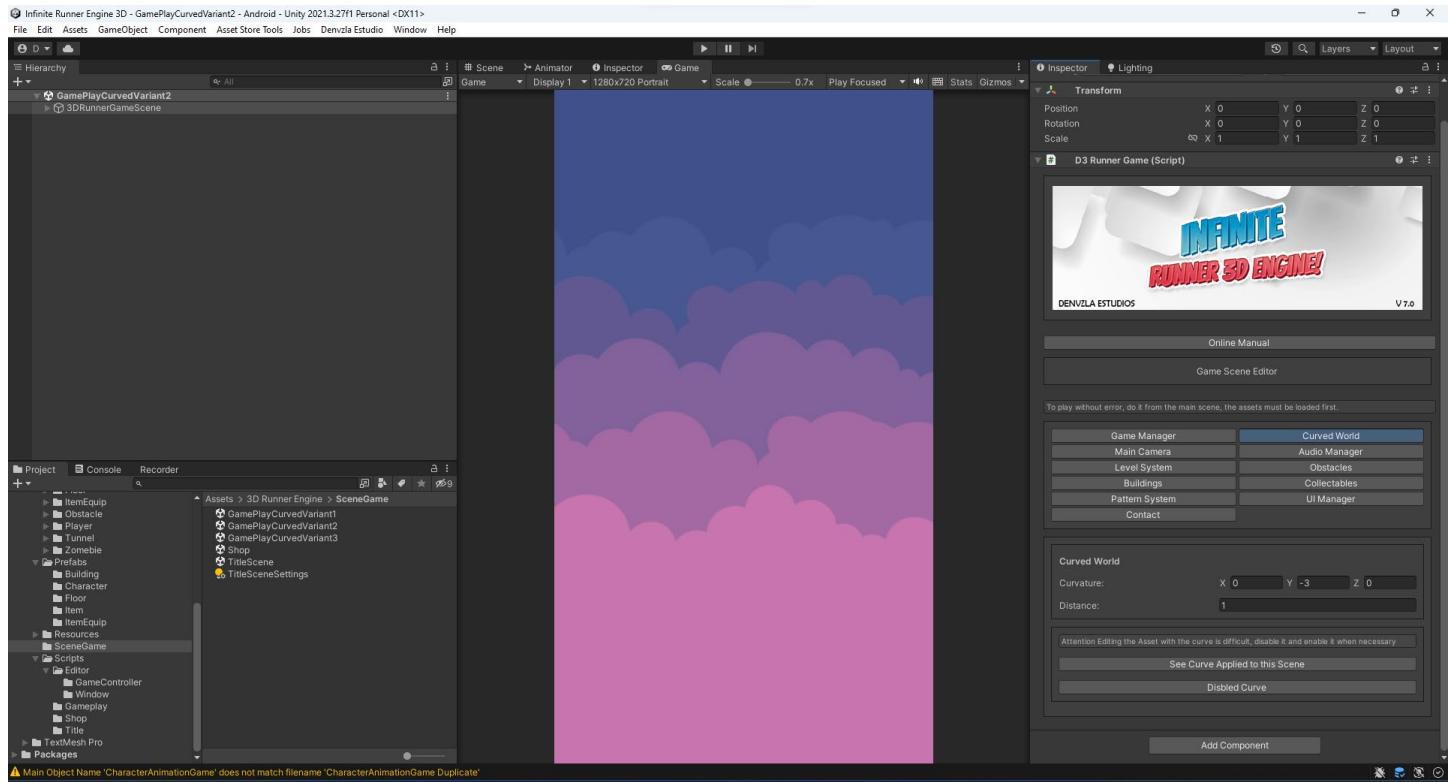
Allows you to adjust the angle of the camera, the distance from the player and the maximum fps that can be reached on the device.

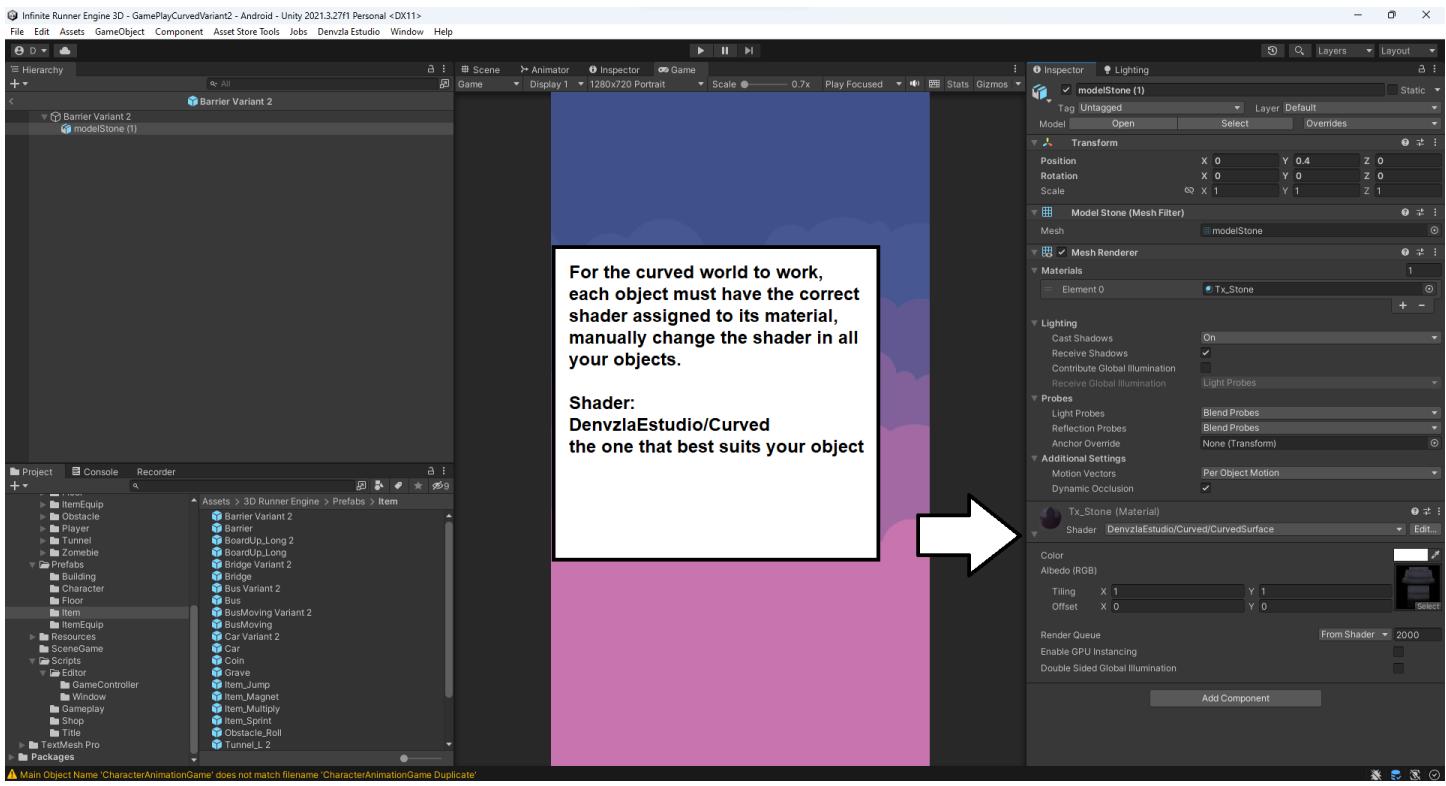


Curved World

Here you can apply the world curvature settings.

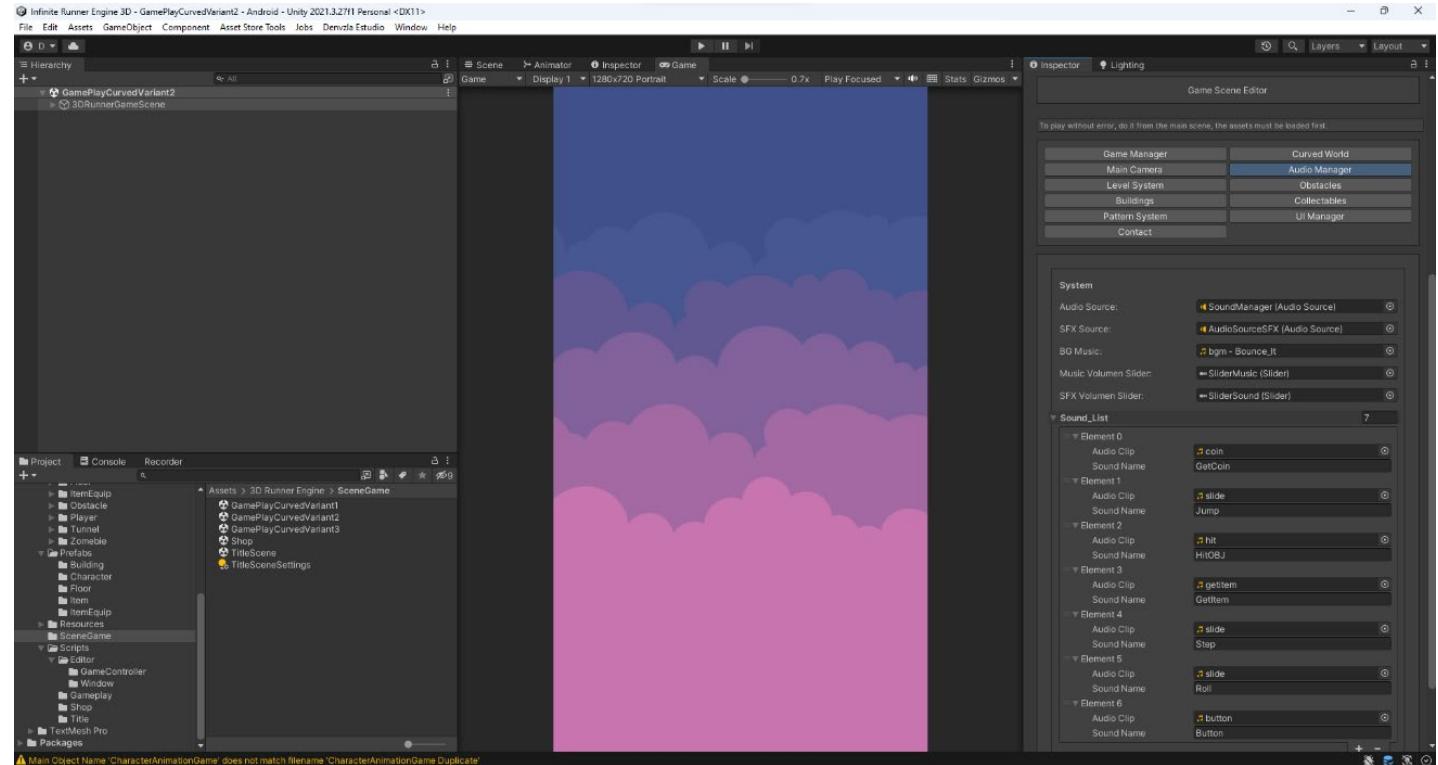
- It is optional if you leave everything at 0 there is no curvature.
- Once you apply the curvature all the objects will be distorted.
- If you are going to edit the objects deactivate the curvature.
- It is not necessary to press the apply button, the system applies the curvature automatically.
- This configuration is valid only for this scene.





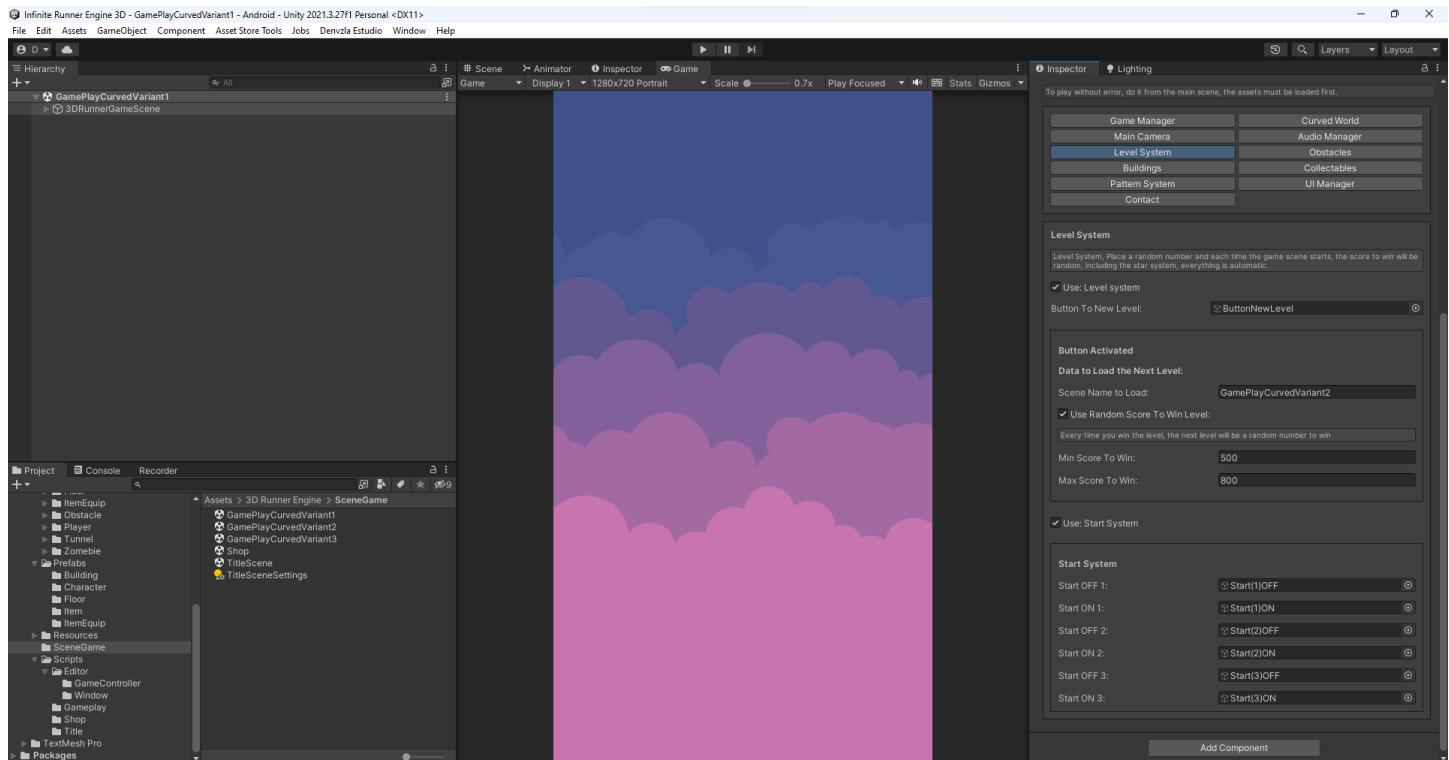
Audio Manager

Here you can Edit all the sounds of the game, it is recommended not to change the names, only edit the sounds.



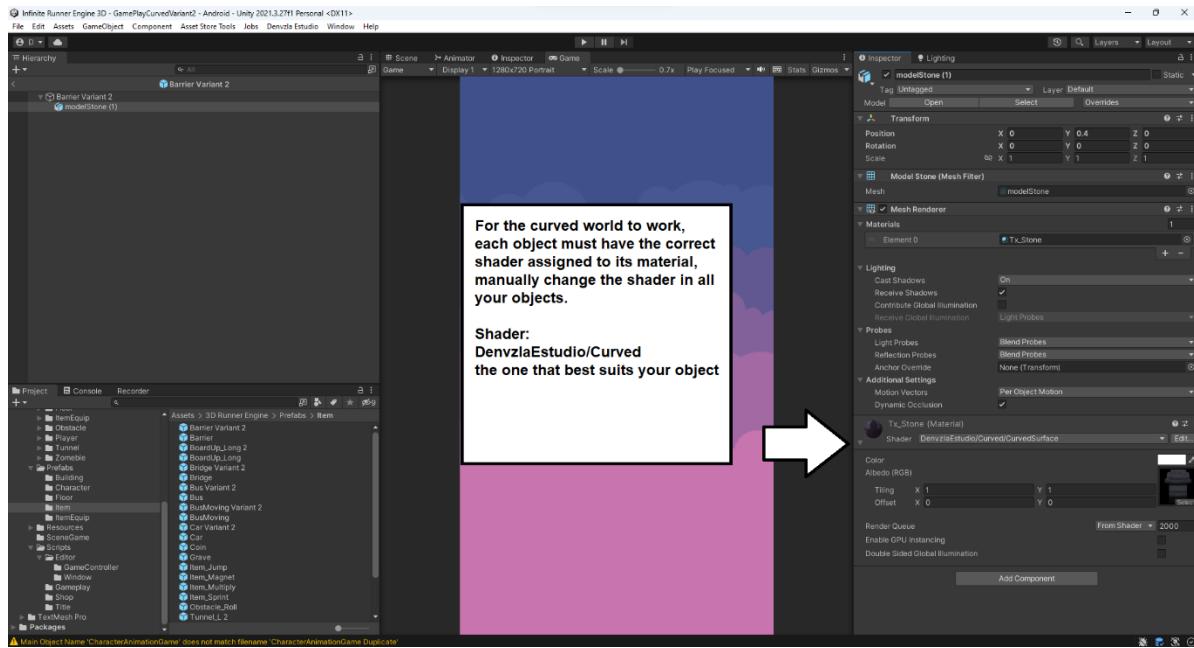
Level System

- You can assign a number and choose if you want the system to choose it randomly.
- The star system is random, the first star is won with the first chosen number, then it is multiplied based on the first.
- All this is optional.
- You can choose the scene that continues after this one or assign the same scene. if you have a random number the score to win will never be the same.

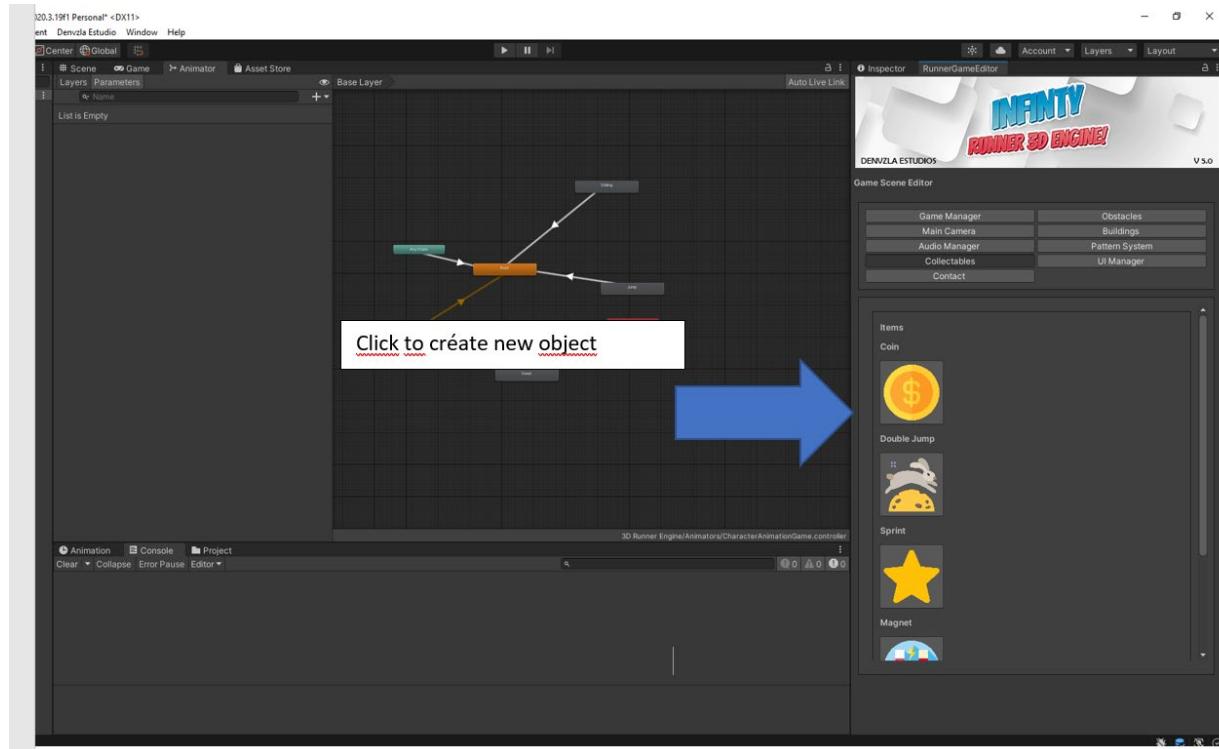


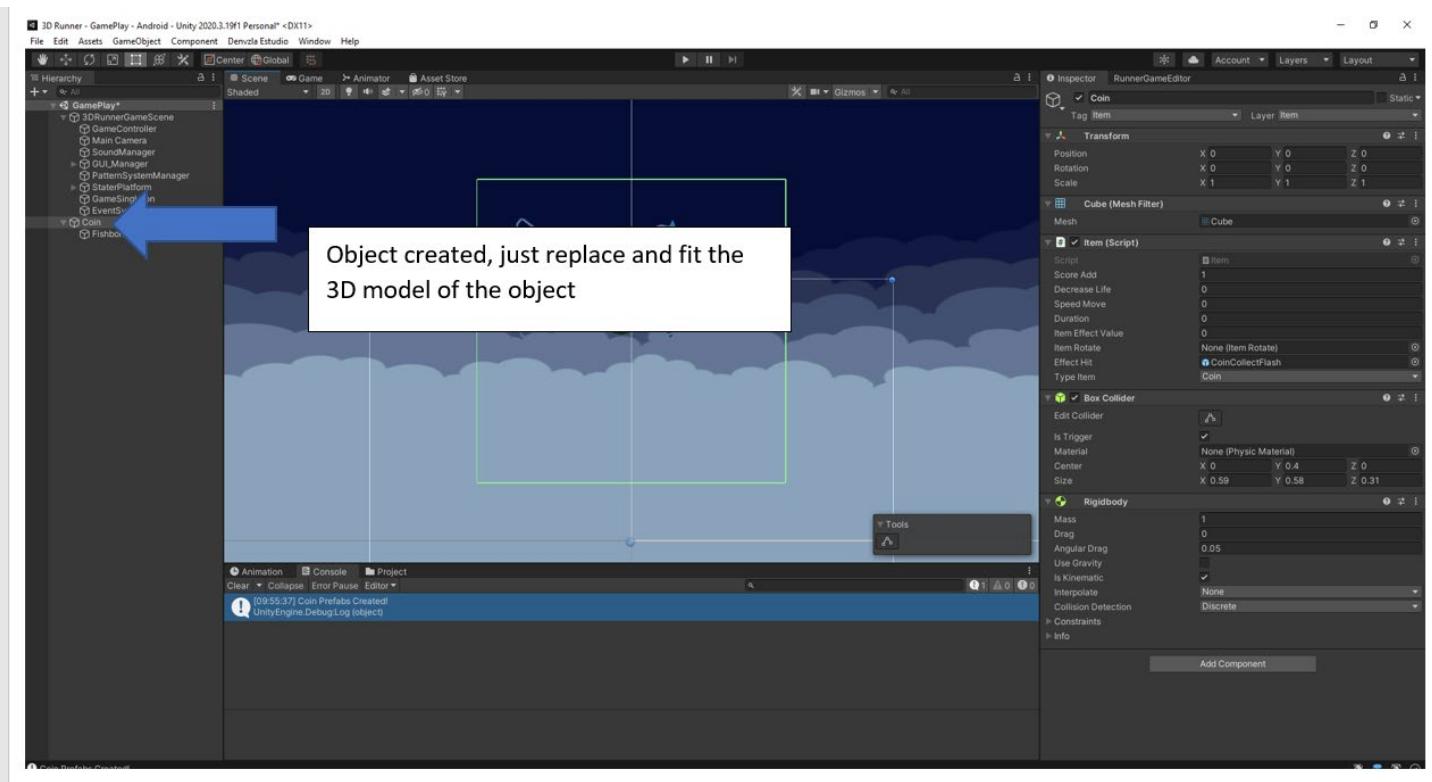
Collectables

Attention: All objects must have the Shader Curve Assigned, assign it in the texture of your object



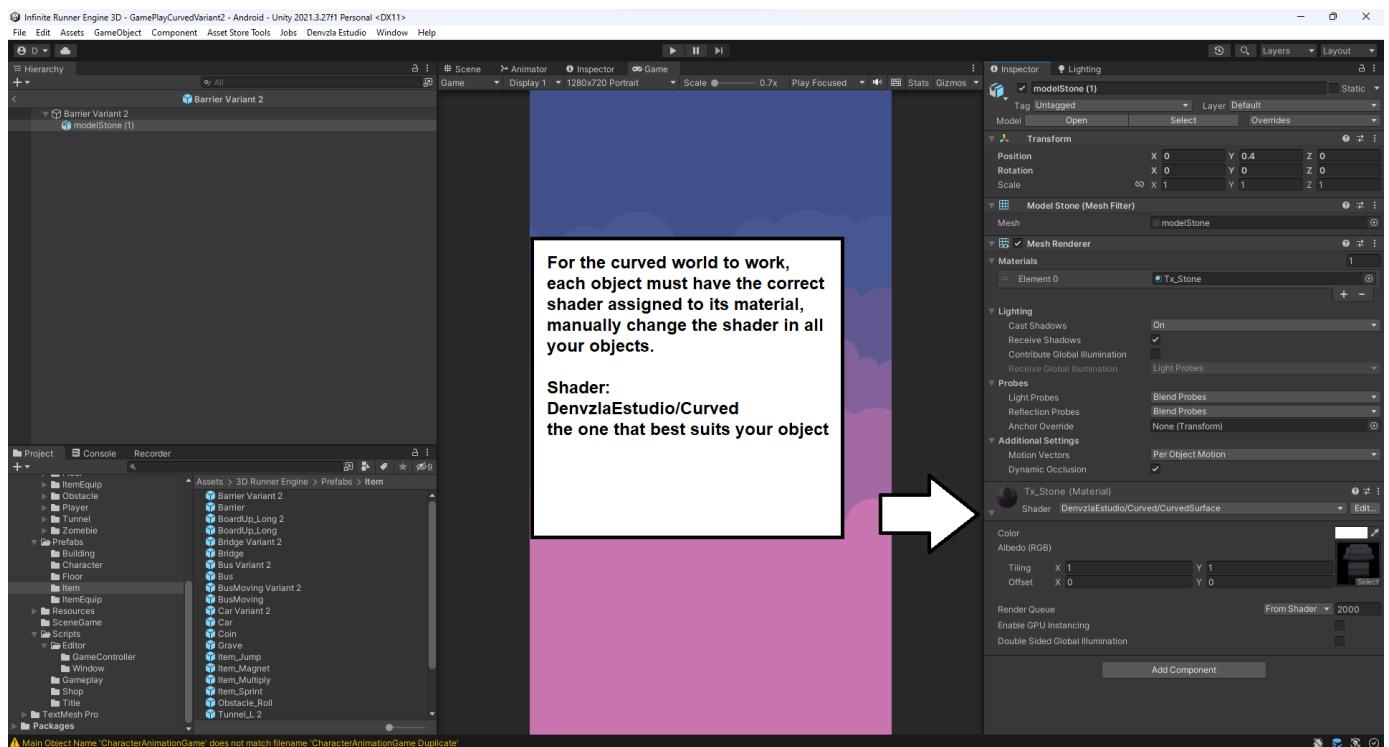
Here you can Create the objects that the player collects in the world, simply click on the object you want to create, then look for it in the edit scene and save it in your preferred folder.



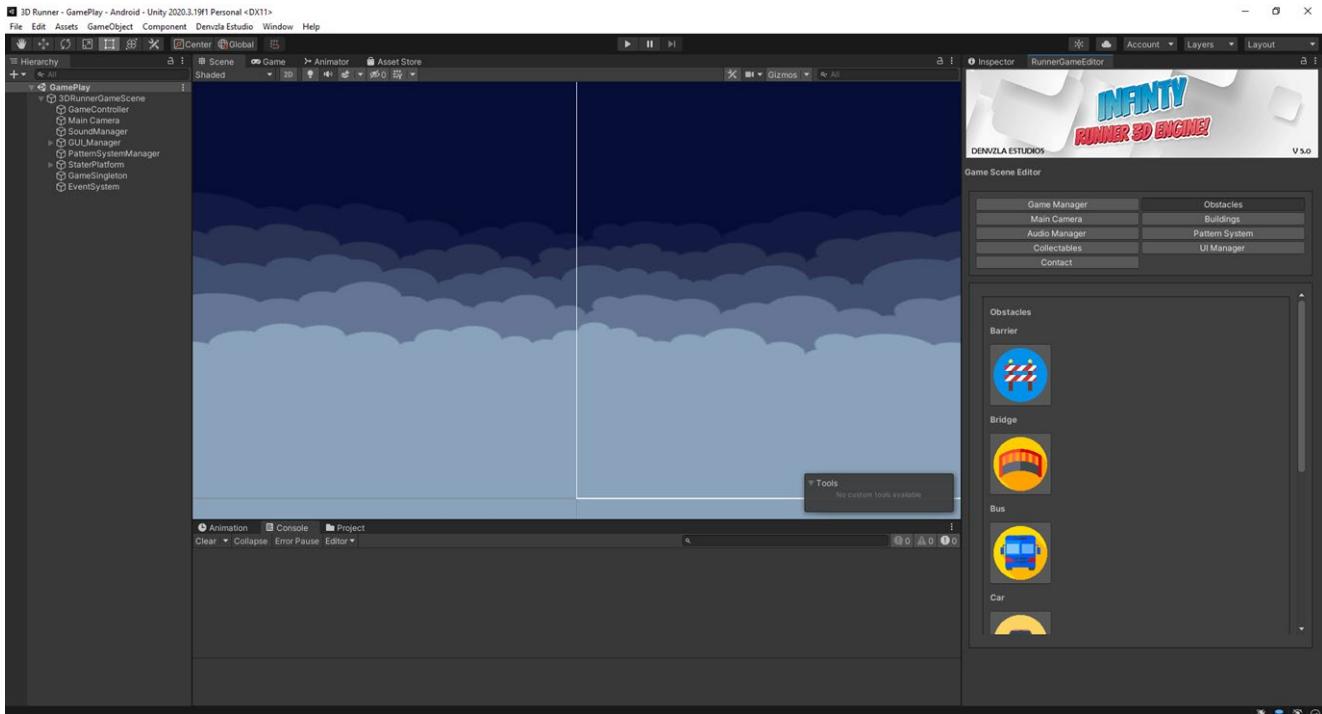


Obstacles

Attention: All objects must have the Shader Curve Assigned, assign it in the texture of your object

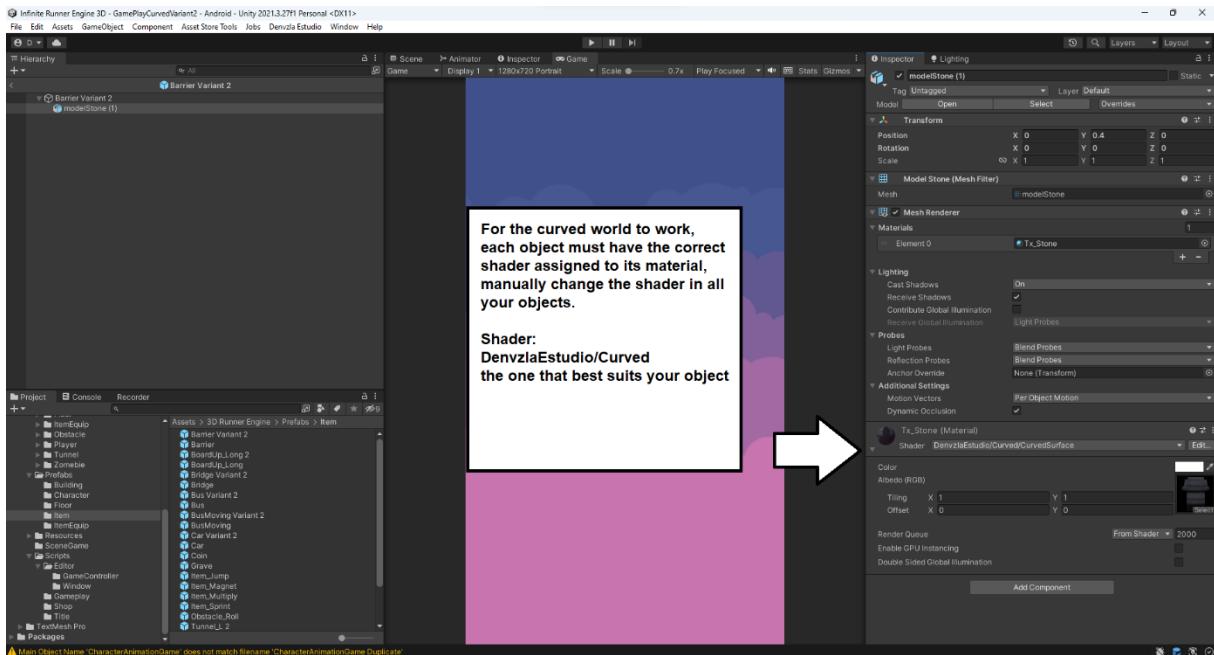


Here, like the collectable objects, you can create obstacles, just click on the object you want to create and edit its 3D model, it is only advisable to edit the 3D model.

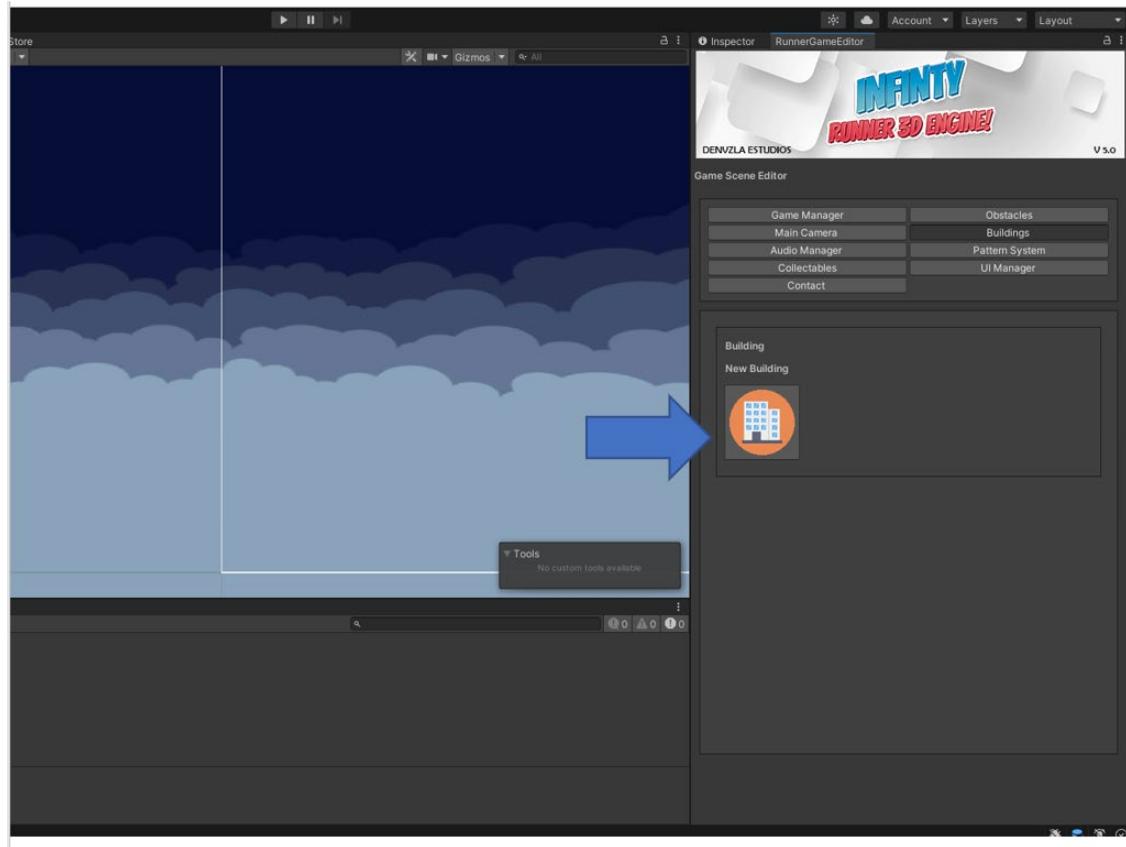


Building

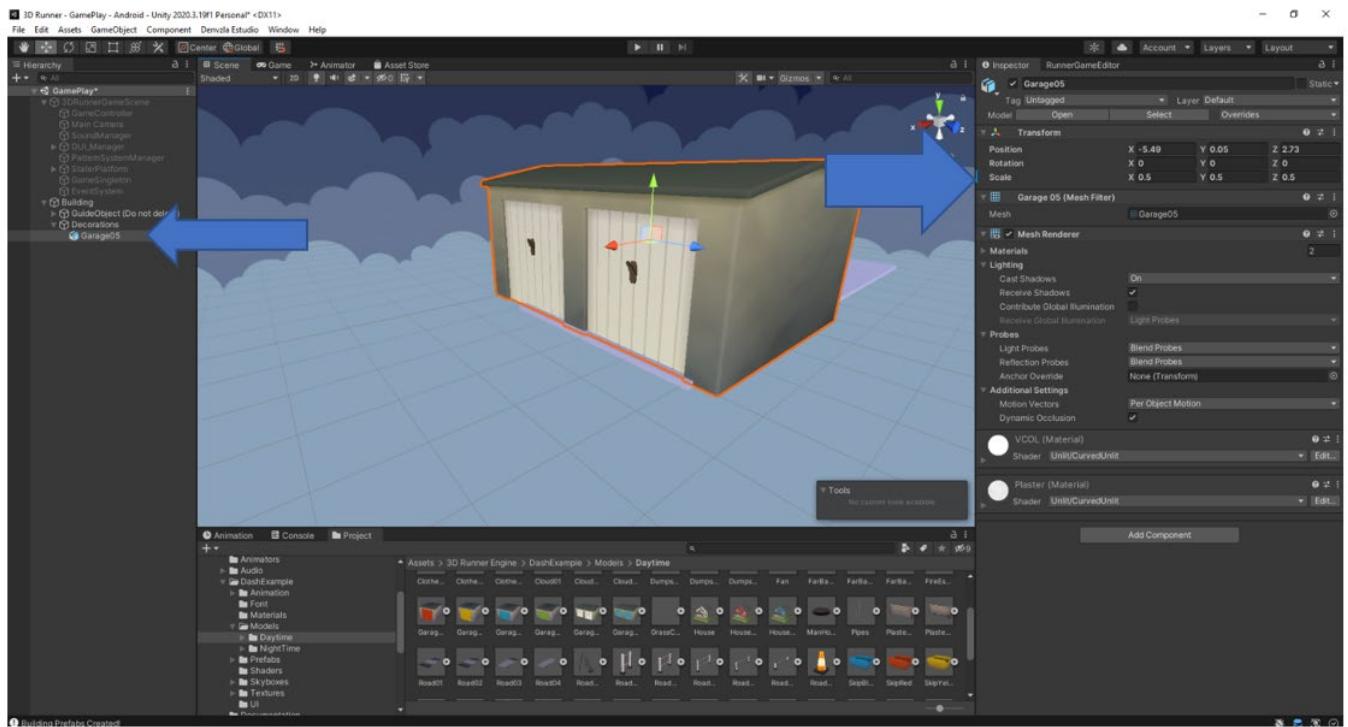
Attention: All objects must have the Shader Curve Assigned, assign it in the texture of your object



Here, you can create the buildings that appear on the sides of the world, click on create new building.

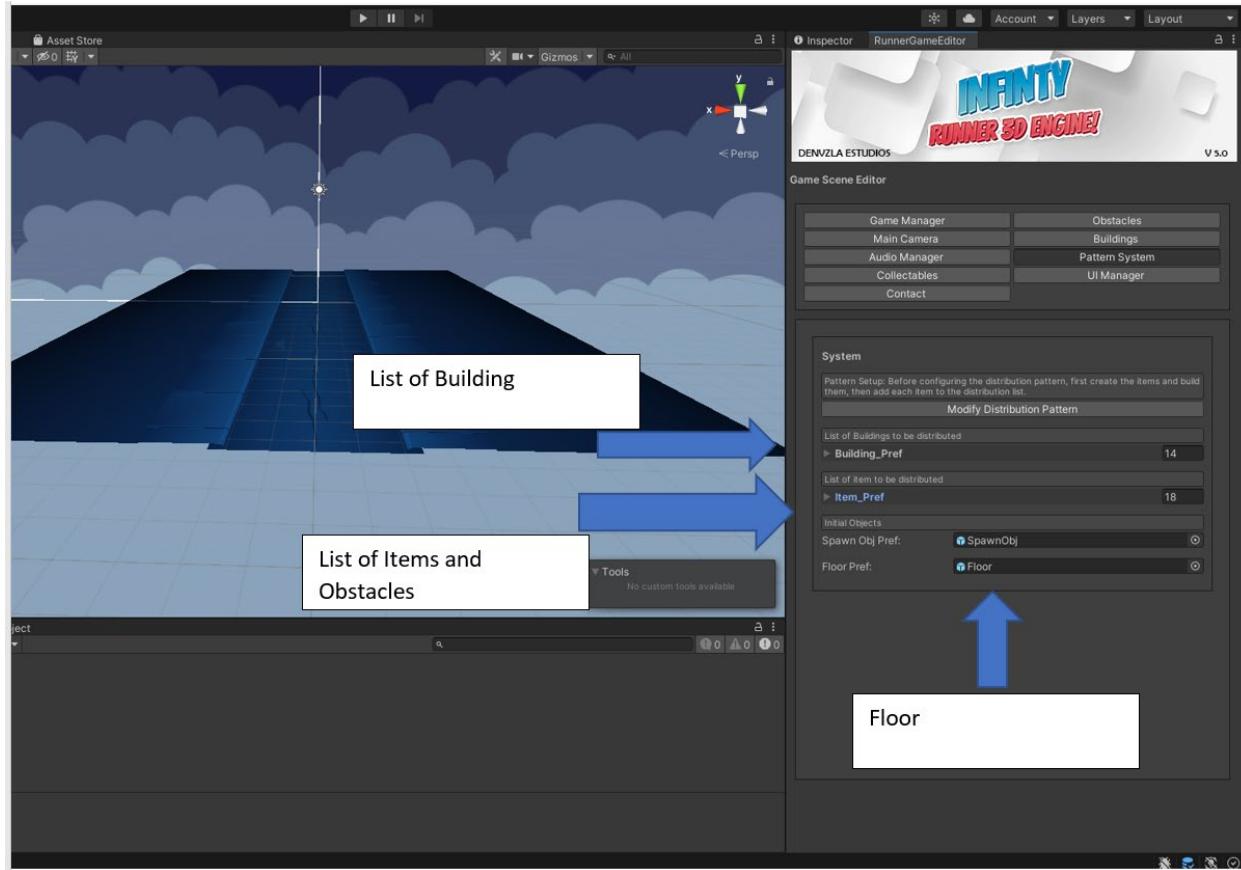


Creating a building is easy, just add your 3D models to where it says "Decoration" adjust its size to the guide object.

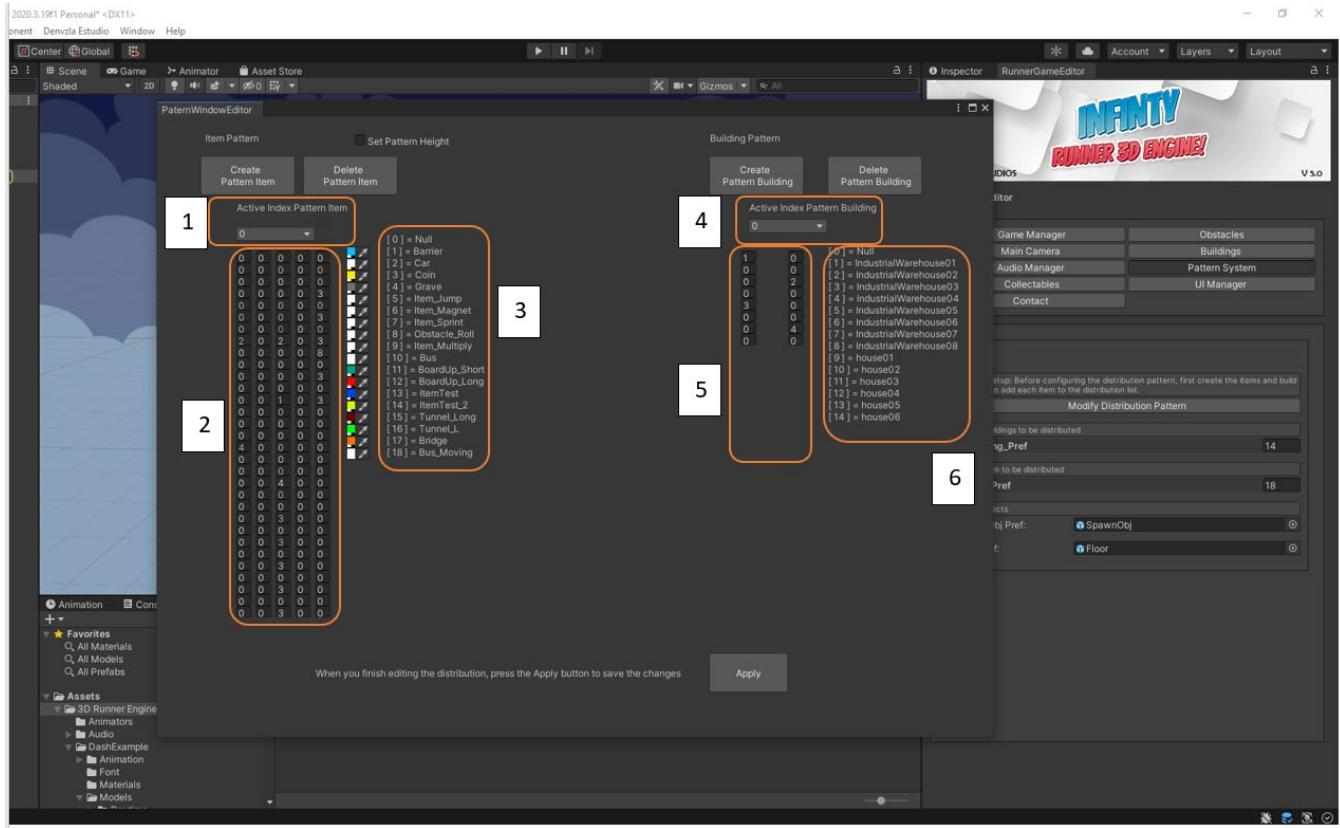


Pattern System

Here you can edit the order of appearance of the objects, first create the collectibles in "Collectables", then the obstacles and finally the buildings, add each object to your list and edit the pattern of appearance.



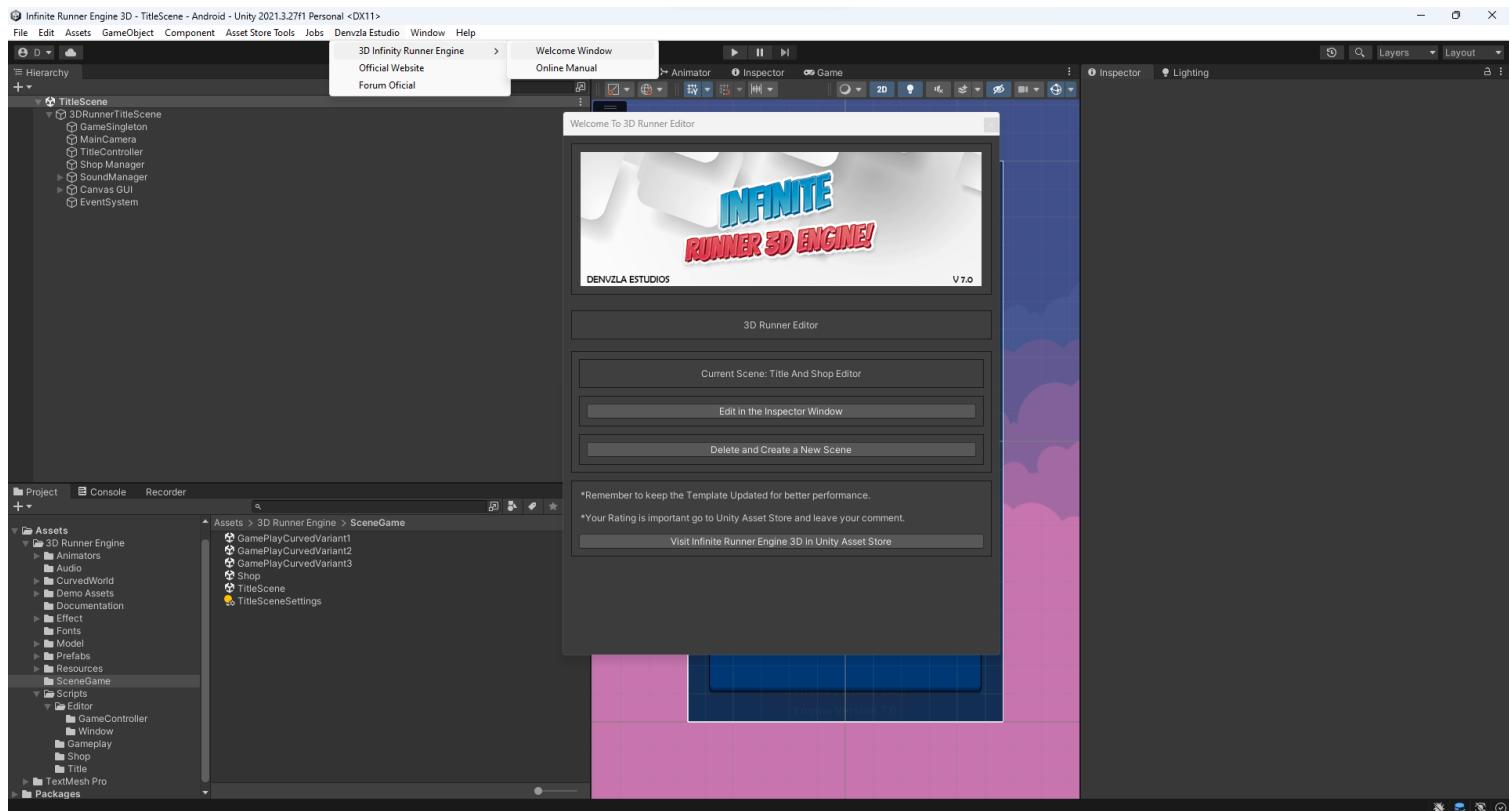
After click “Modify Distribution Pattern” it will display a Setting Pattern Window



1. Active Index Pattern – is a now selected index
2. Item Pattern – is a slot of item in 1 Pattern (31 block(1block = 1*1 meter) each 1 lane)
3. Item List
4. Active Index Pattern Building – is a now selected index
5. Building Pattern – is slot of building in 1 Pattern
6. Building List.

Title Scene

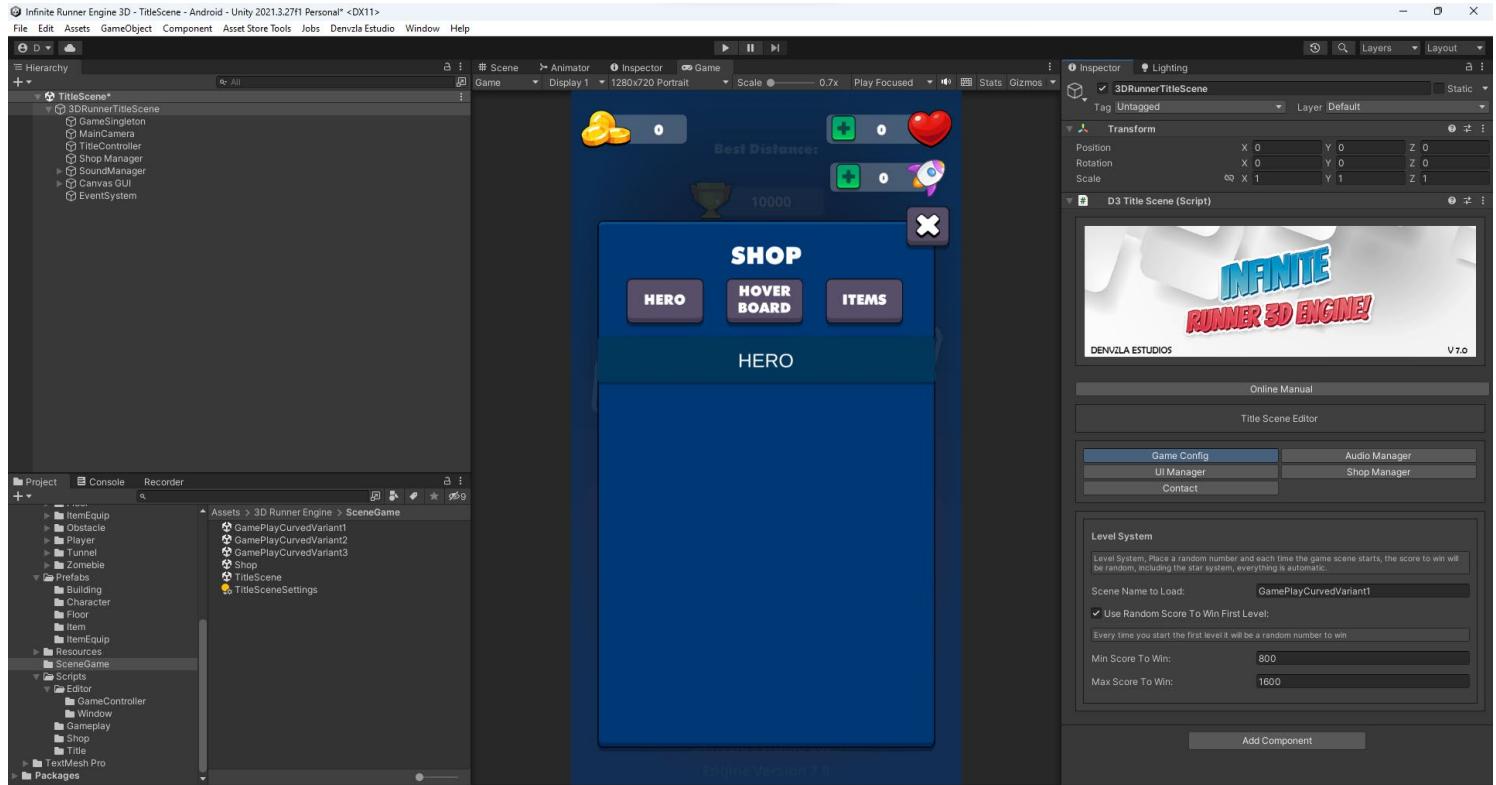
To Edit Go to Unity Menu:
Denvzla Estudio/3D Infinity Runner Engine/ Welcome Window
Select the scene to créate



Game Config

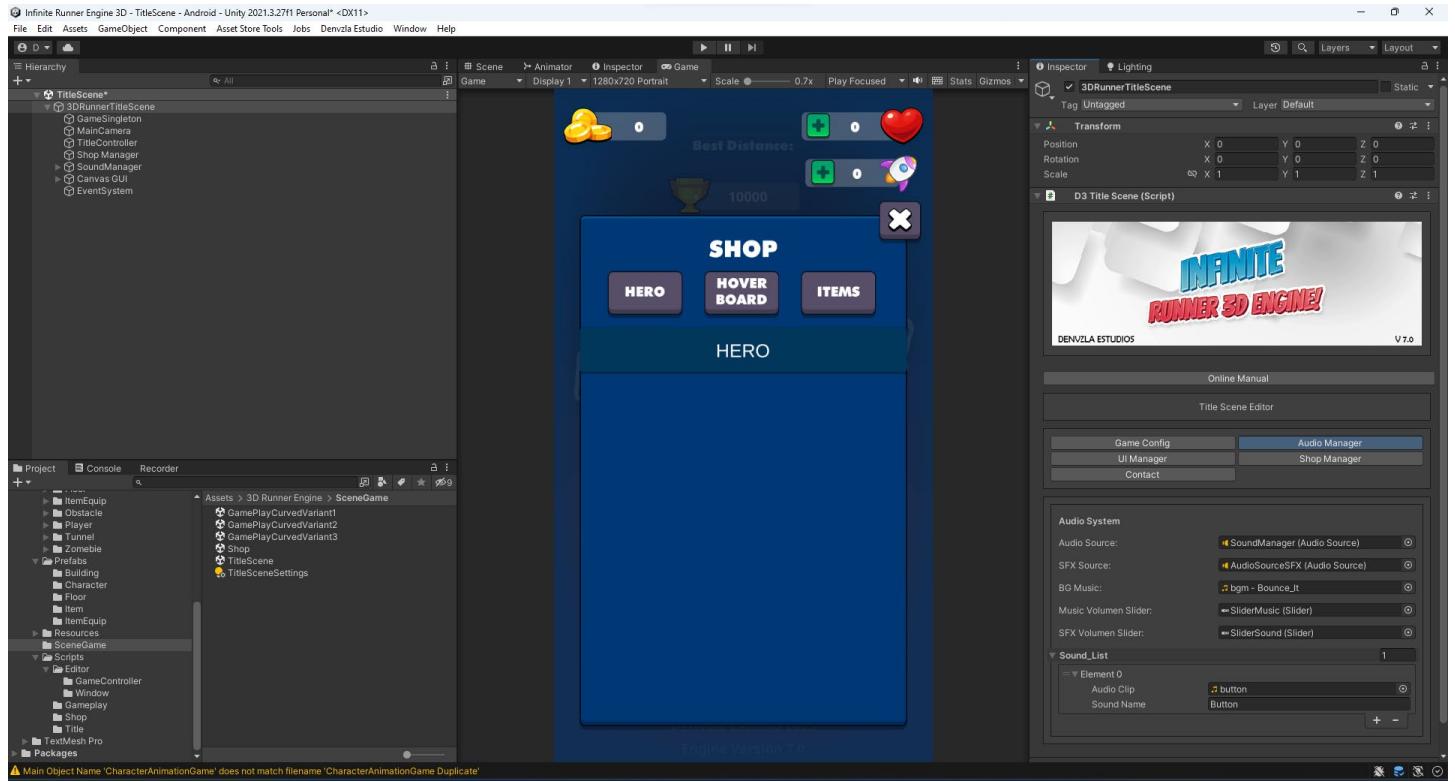
Level System

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-



Audio Manager

Here you can Edit all the sounds of the game, it is recommended not to change the names, only edit the sounds.



Shop Manager

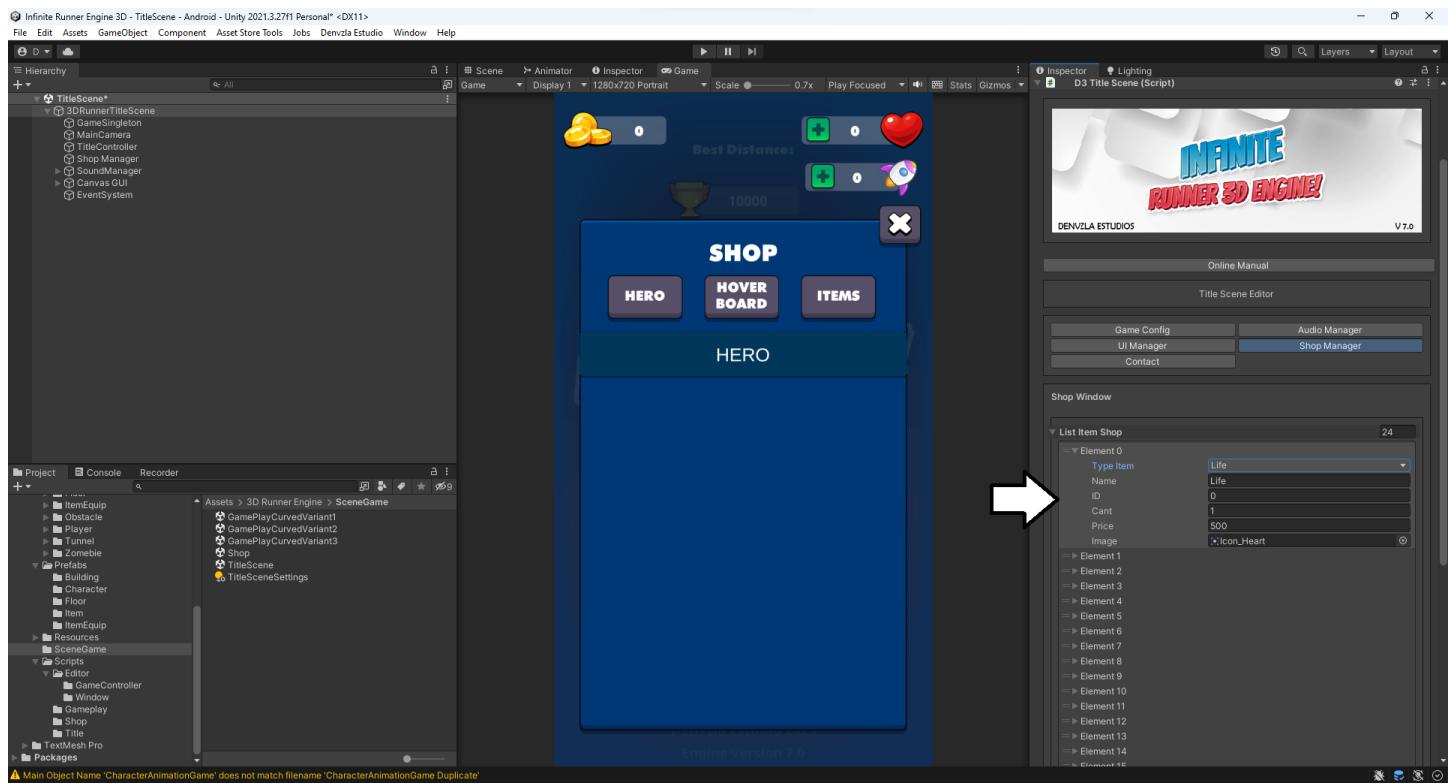
Contains the list of object with their price and name.

Adding an item to the list is easy.

- Select the type of element.
- The name that reflects in the store.
- ID:

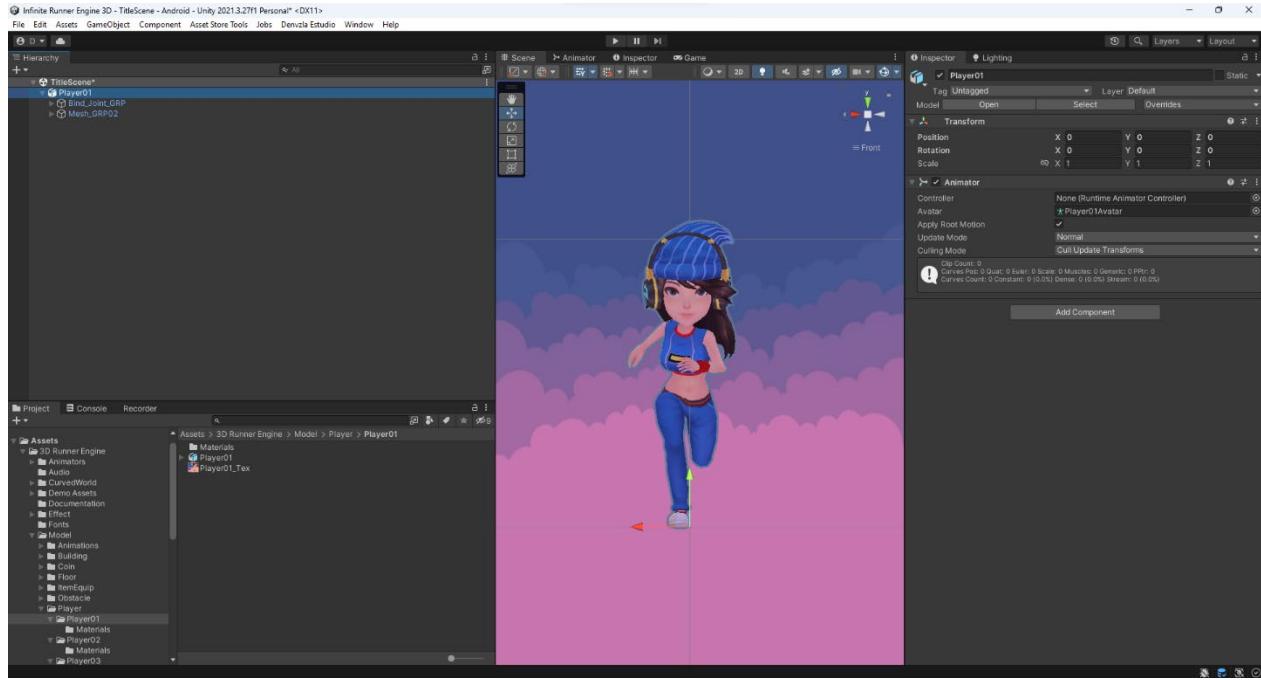
For objects like "Player or Hoverboard" the ID must be the same as the list position. check Character Controller or Game manager. For the other objects the number does not matter.

- Assign the price and the icon, that's all. The rest uses the default settings, you can customize everything manually, if you have some knowledge in Unity.

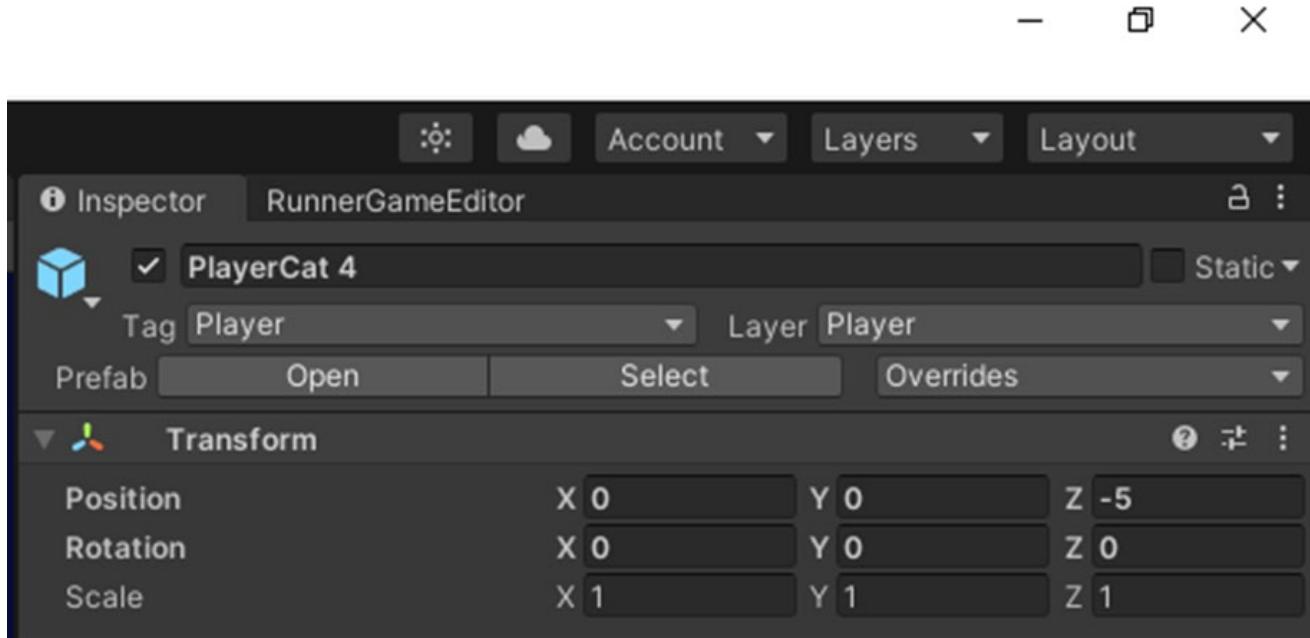


Character Controller

- Paste “Model” to hierarchy



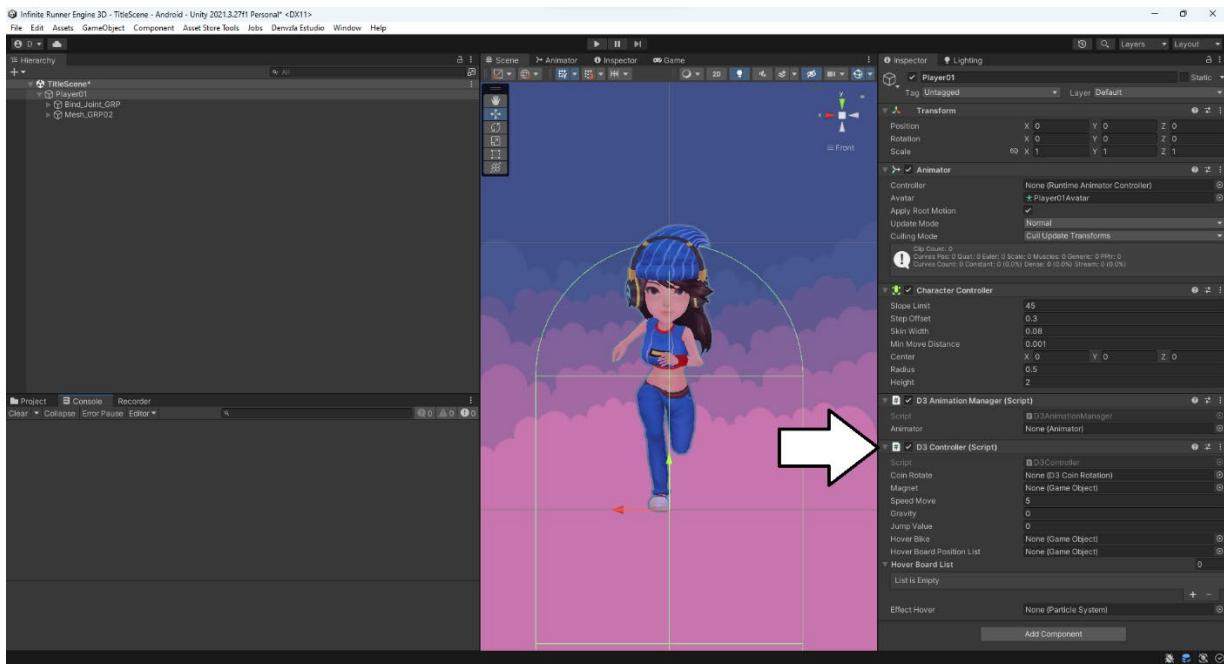
- Rename this model to “Player” and add tag to “Player”.
- Setting this model layer to “Player”



4. Add script to this model > D3CONTROLLER:

This Contain:

Character Controller, Animation Manager, Controller and Animator
let it be as follows:

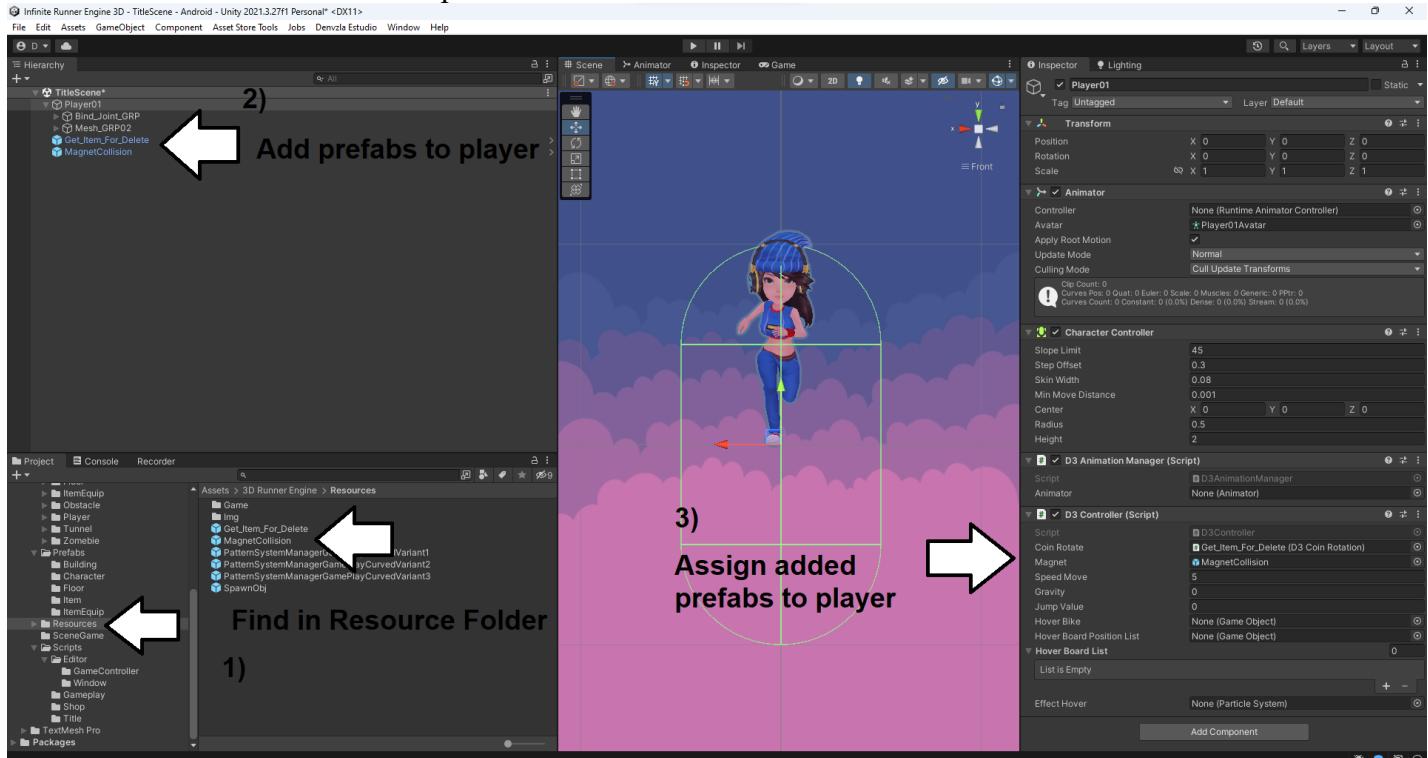


5. Create detection collision coin (use to detect coin) and Create magnet effect detection add the following objects to your player, they are found in the "Resources" folder.

-Get_Item_For_Delete

-MagnetCollision

and add them to the Controller script.



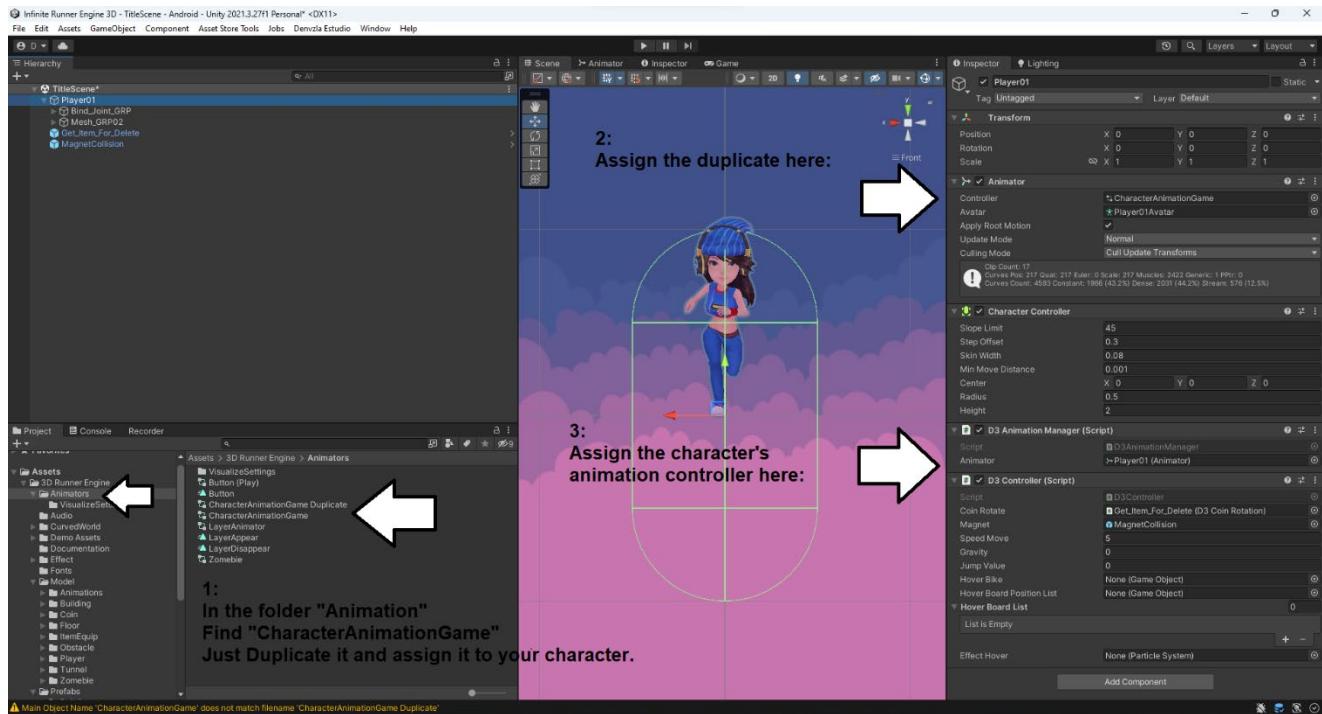
6. Animation Manager

In the folder "Animation"

Find "CharacterAnimationGame"

Just Duplicate it and assign it to your character.

Optional: replace the default animations.

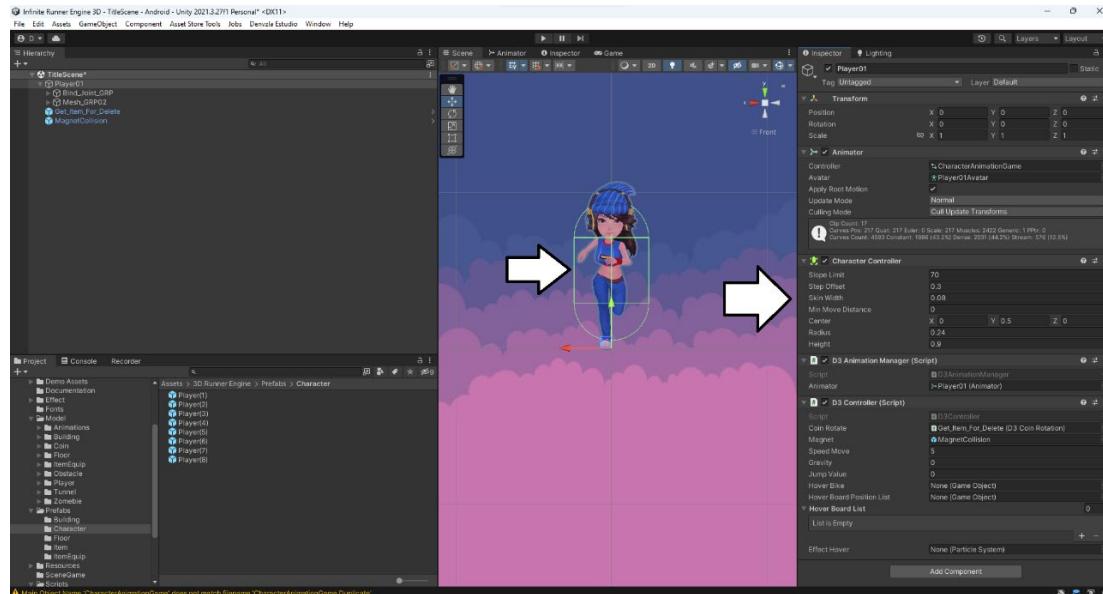


7. Character Controller

This allows character movement .

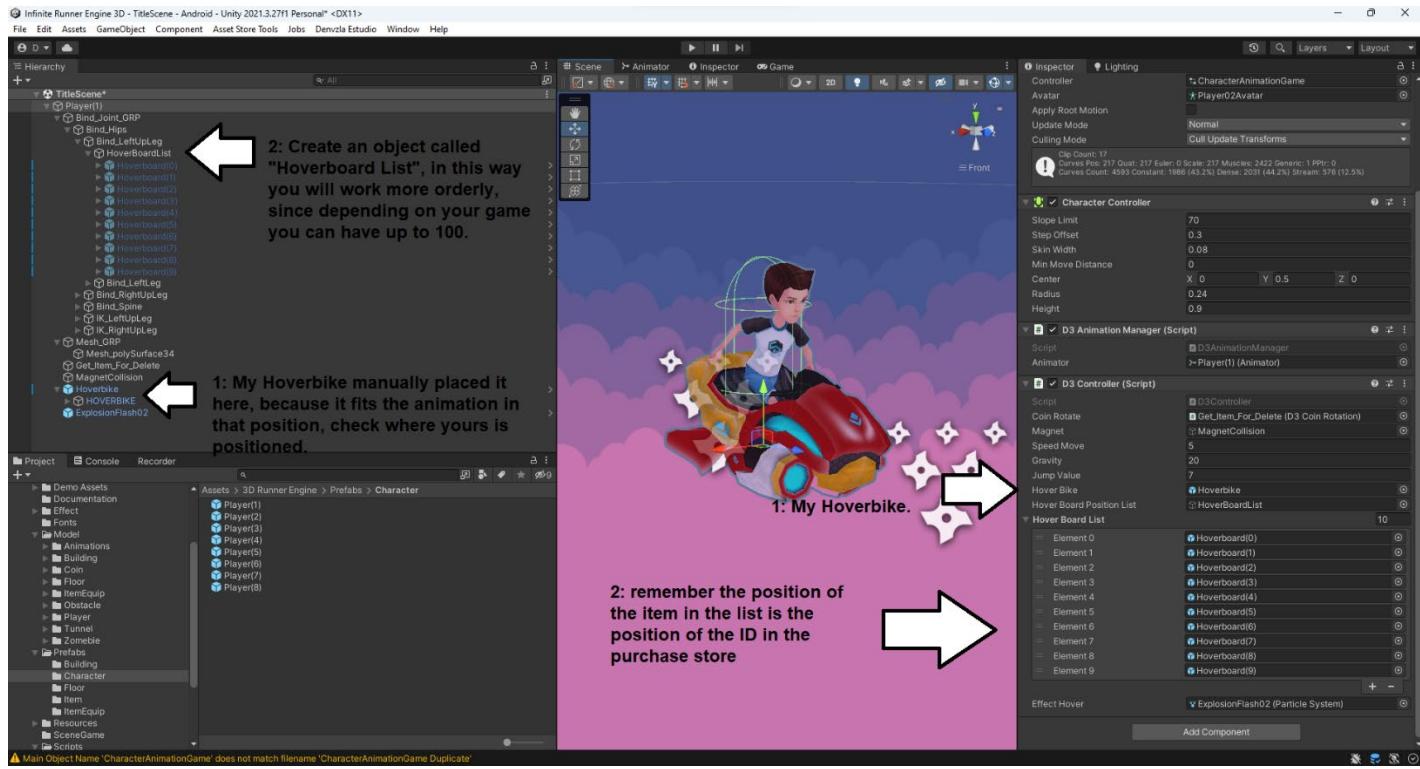
Change the size of the collider to fit your character.

- This is the recommendation:



8. HoverBike And HoverBoard (Optional):

- Add all the objects to your character.
- Configure the position of the objects manually, which adjusts to the animation of your character.
- It does not matter if they are Active or deactivated in the hierarchy, the system automatically deactivates and activates them depending on the player's selection.
- The HoverBike list is not random, the position in the list of each element is the purchase ID, example position 1, ID in the Purchase 1 store. Do not forget. For more information check out the sample created players. If you have objects with specific animations you should change the animation (follow here for more information)



Change Animations

Animation controllers:

1- Animation for the Game

Just Duplicate it and assign it to your character and then replace the default animations.

*Just replace the animation

*don't change the name.

