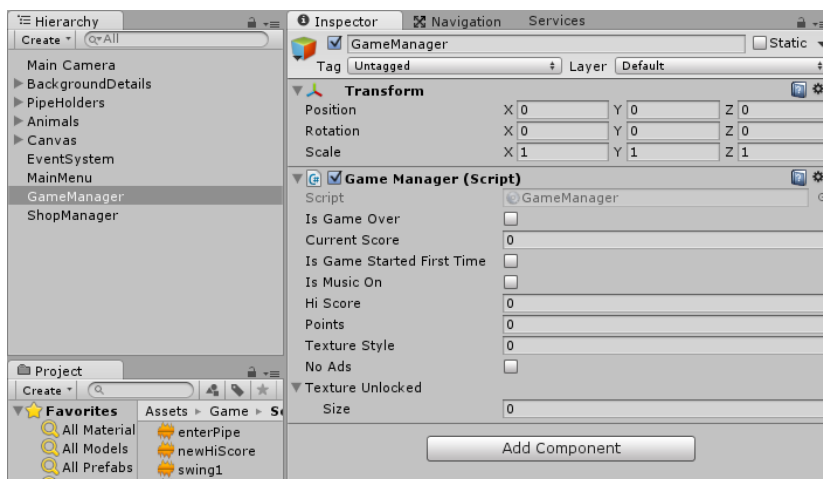# 4 Animals

Thanks for downloading the asset , for any help contact me at madfireongames@gmail.com

Scripts

GameManager – This script controls the game from start to end. It keep track of game , saves and loads the data , and do many important functions.
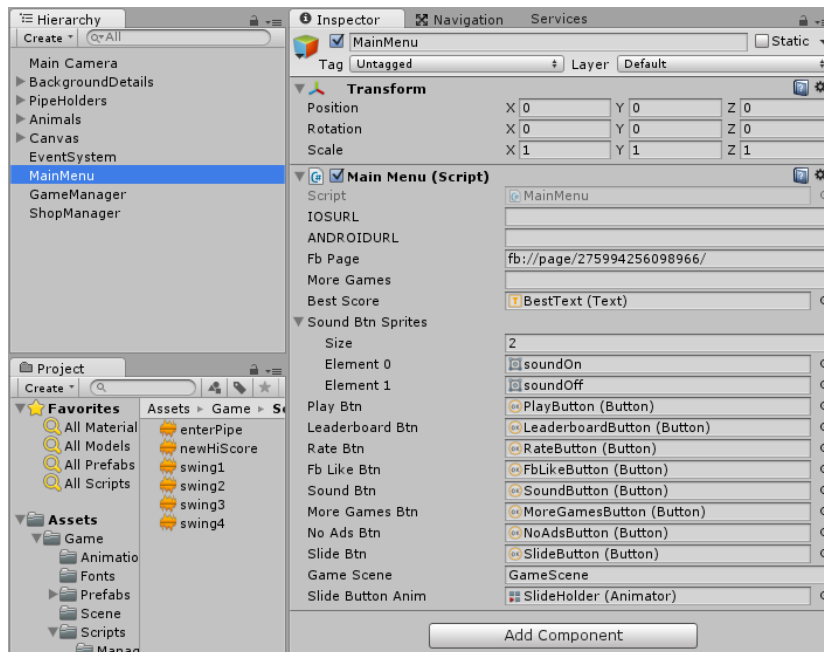

GameManager

GameManager controls the game from start to end, it saves and loads the game data.

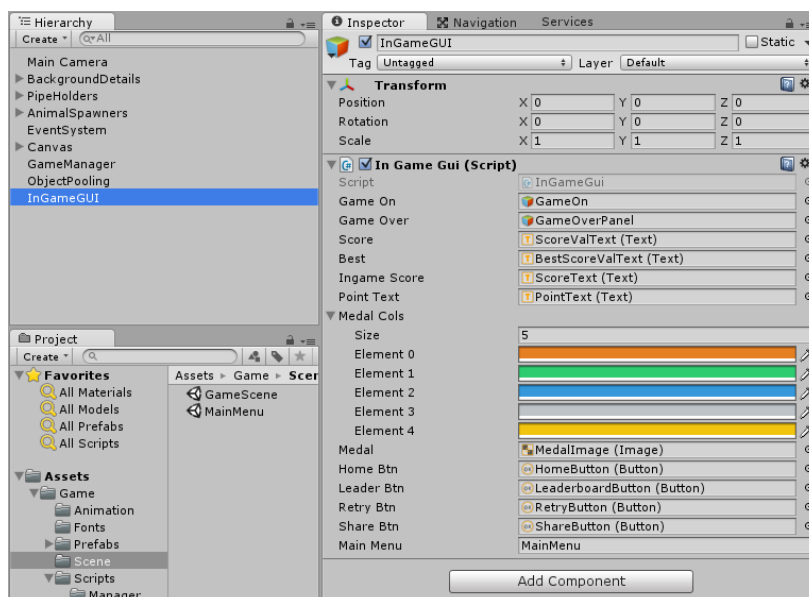Note:- Dont modify game manager from inspector

MainMenu- This script controls the function of the buttons in the main menu. Here you assign the buttons are write the function for them.

MainMenu

MainMenu controls the main menu scene of game , here you assign game links , fb page links , and many other function.
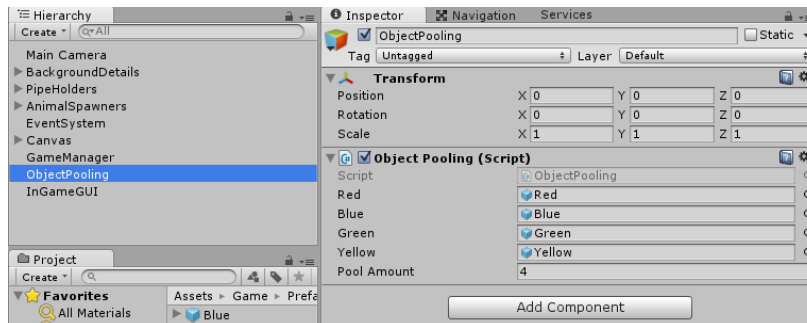
InGameGui- This script controls the gui of the game play scene.

InGameGUI

InGameGUI controls the game play scene gui. It controls the score , buttons ,etc.
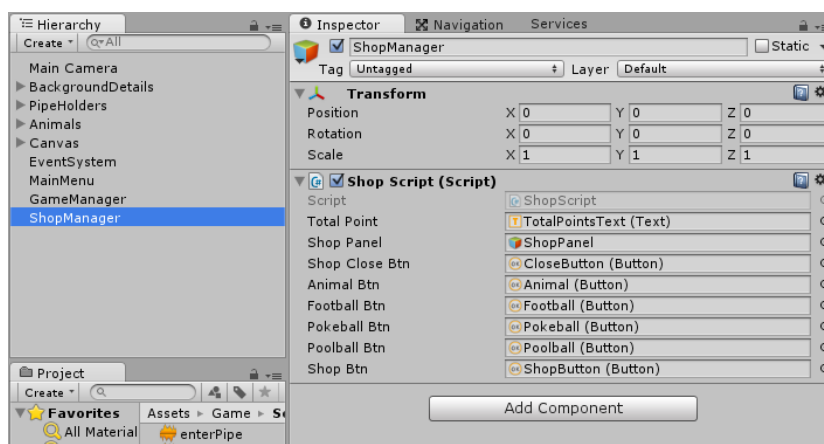
ObjectPooling – This creates the clone of object to be used repeatedly in the game. This help in increase in the smoothness of game.

ObjectPooling

ObjectPooling creates the multiple clone of single object and helps to reduce destroy ram usage.
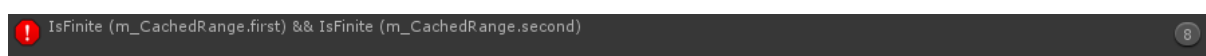
ShopManager – This script controls the in game shop.

ShopManager

ShopManager manages the game purchases , like buying new asset.

Important:- If you want animation of pipe you can go to "Pipe" gameobject and activate the "PipeAnim" and "Animator" component.

In unity 5.4+ you may see some error like this when you activate the animation.

But it has no effect on the game , I think its some kind of unity bug.