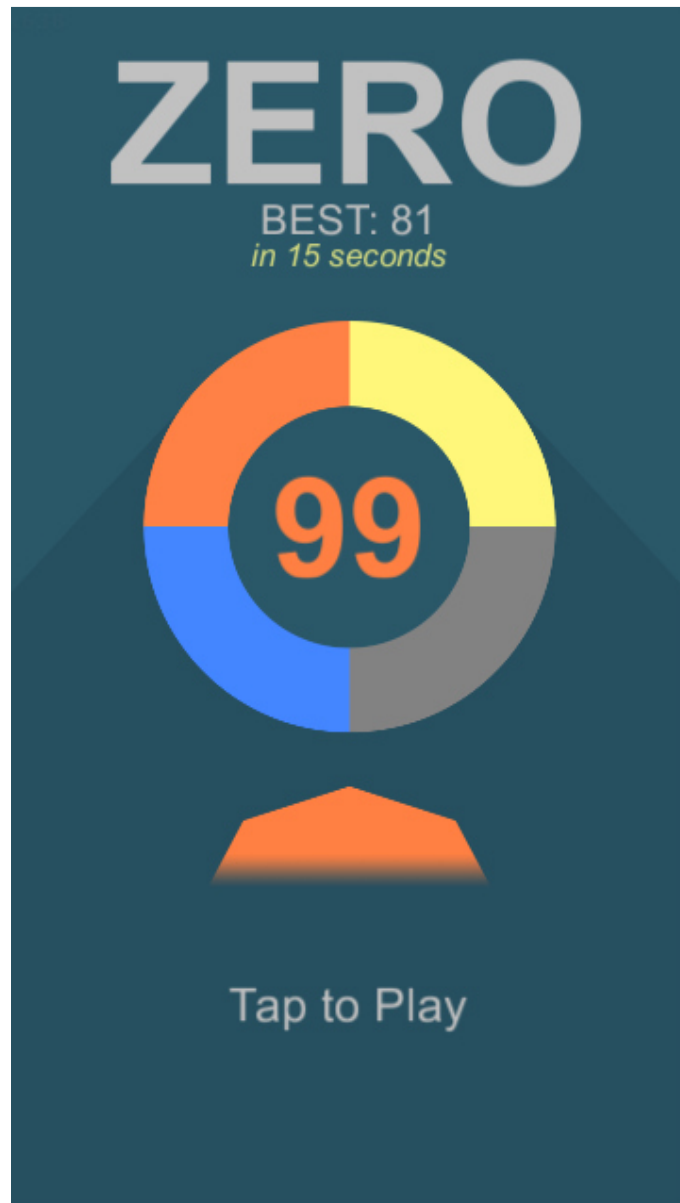


ZERO - COMPLETE GAME TEMPLATE



- I. Introduce gameplay and features
- II. Tutorial
 - 1. Game Editor
 - 2. Game Controller

If you like this game, please review it, I'd appreciate it ;)

I. Introduce gameplay and features

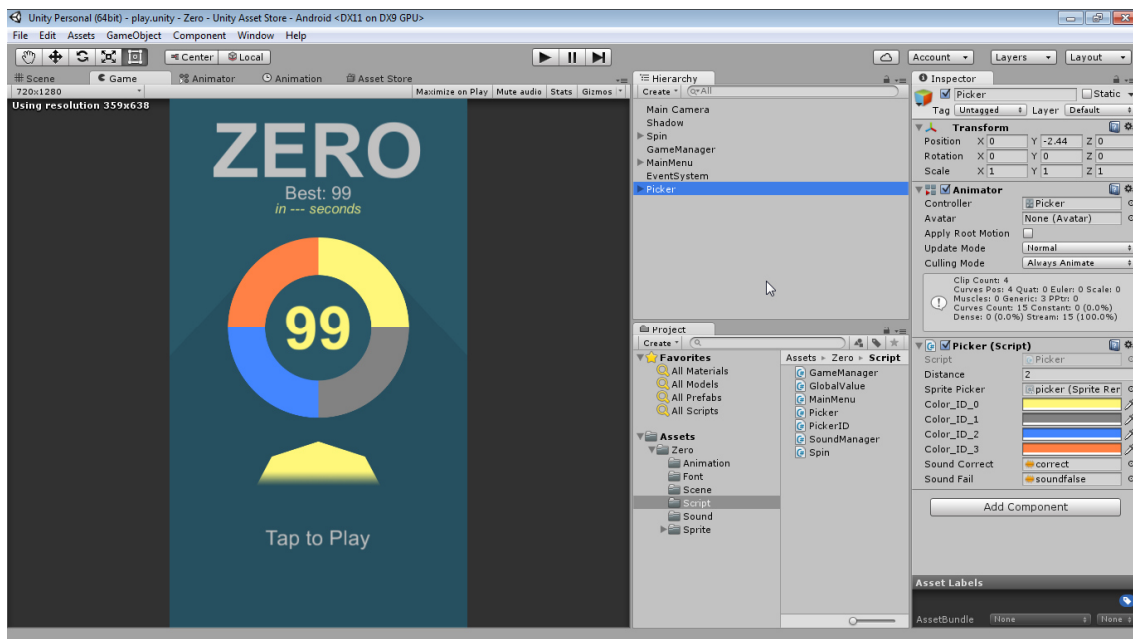
- Tap when the arrow is on the right color, and don't miss!
- Survive as long as you can, and prove your value by reaching zero!

FEATURES:

- + Nice sound and graphics
- + Simple gameplay, just tap and tap
- + Addictive gameplay
- + Total C#, Easy to play, easy to learn, easy to reskin

II. TUTORIAL

1. Game Editor



2. Game Controller

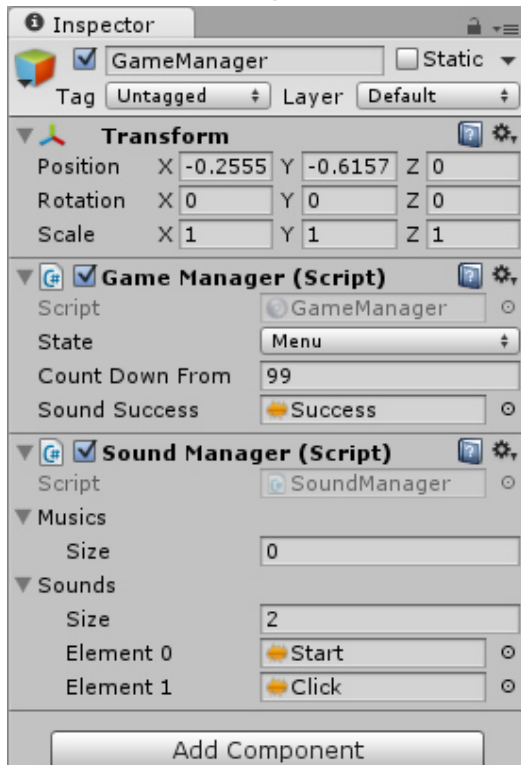
Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Fonts:** Holds the font used in the game
- **Scenes:** The first scene that runs in the game is MainMenu. From this scene you can get to the Game scene and goto levels.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Sounds:** Holds all the sounds used in the game. Jump, Click, etc

- **Sprite:** Holds all the textures used in the game which are used as sprites in Unity.

Main Controller gamplay:

a. Game Manager

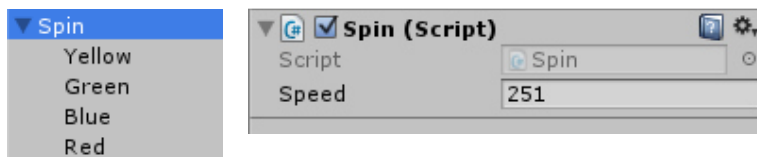


GameManager script control game state, store score, best score and Fail function. You can call the function directly.

Count Down From: where you want to start count to zero

Sound Manager script: control the music and sound. In another script, you can play the sound clip by `SoundManager.PlaySfx(your_clip)`

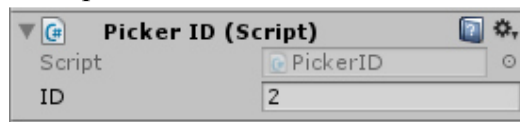
b. Spin



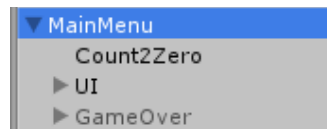
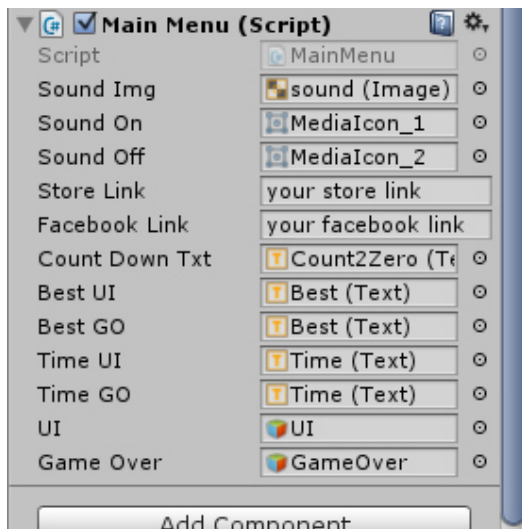
This is spin that will rotate when the game start.

Speed: is the speed of rotation

The Spin include 4 color items and each have its own ID for Picker detect it.

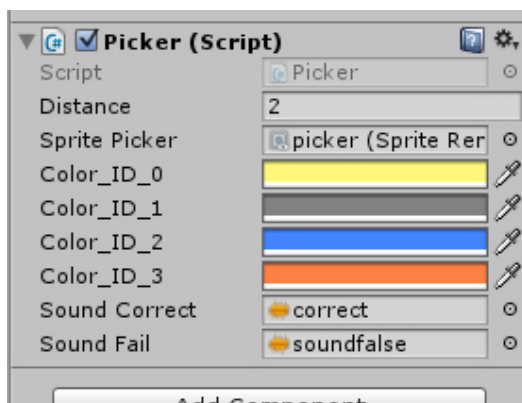


c. MainMenu



*This is main GUI of game, it control all child in there: UI, GameOver
Place all items in it to setup correctly.*

d. Picker



This will point to the Spin, it'll change the color randomly. When it's pointing to the same color of spin you must tap on screen to choose, if correct then it'll change to another color else game over.

Distance: the distance detect the spin, you can see it in editor

Sprite Picker: the picker image

Color_ID_0,1,2,3: must choose the same color of the item color in Spin object.

Okay, That's it! If you have any questions please contact me:

phanbanhut@gmail.com

Thank for your purchase! Good luck!