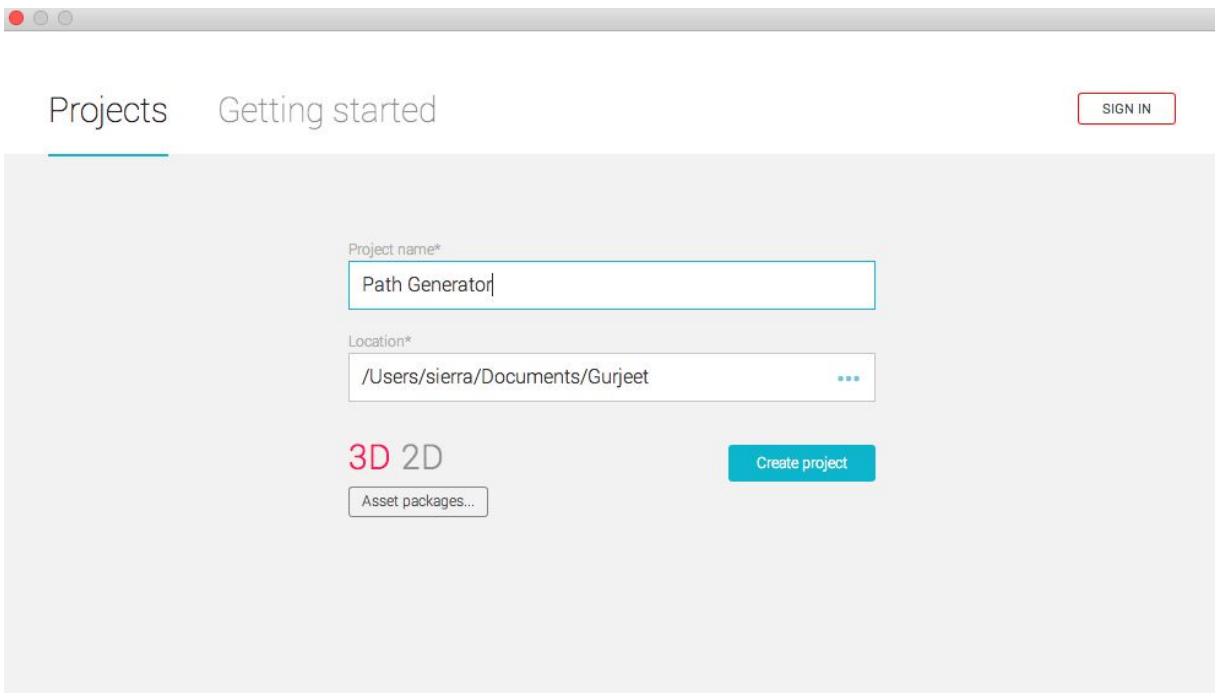


Infinite Runner Platform Plugin



XEEMU
studios

- Open Unity3d, Click on **Create New Project** tab of the Project Wizard window.
- Select the path where you want to save this project and give it a name, I've named mine as Path Generator. Keep the rest of the options same.



Projects Getting started SIGN IN

Project name*

Path Generator

Location*

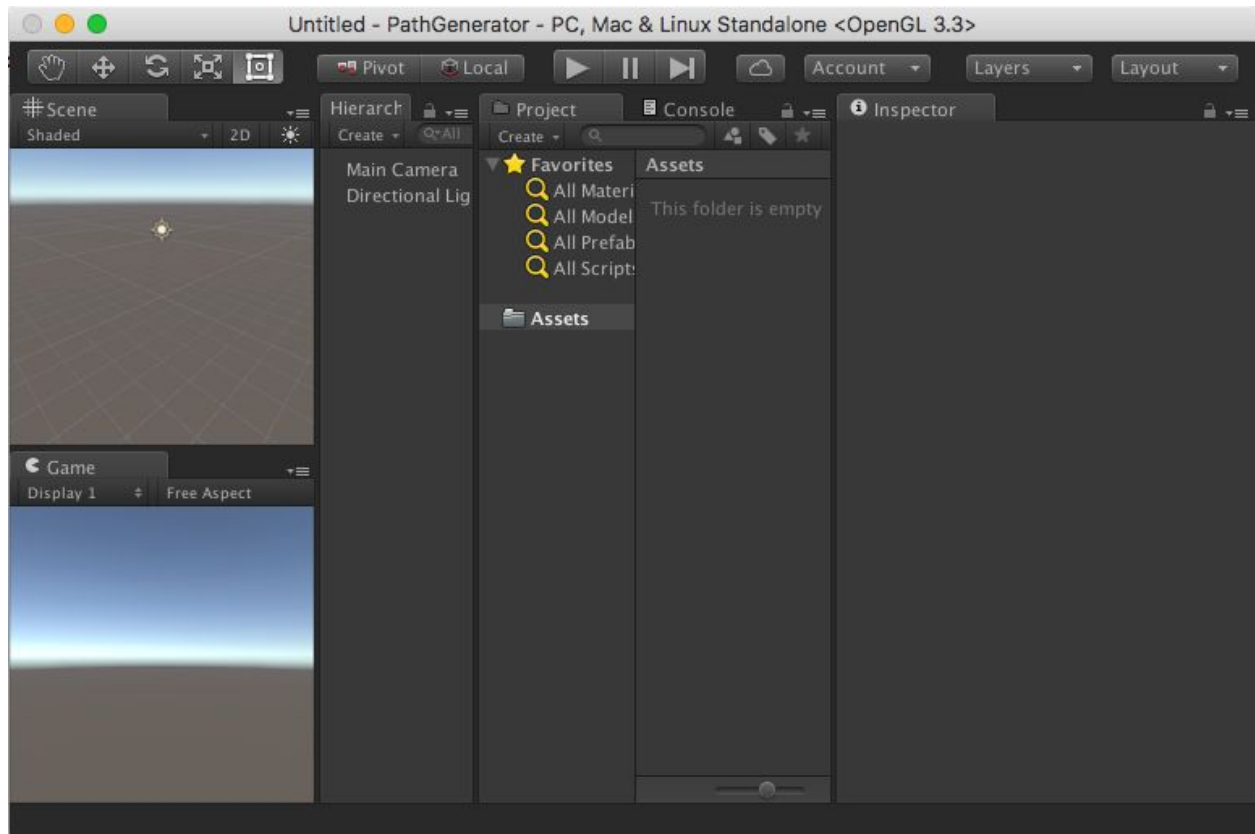
/Users/sierra/Documents/Gurjeet

3D 2D

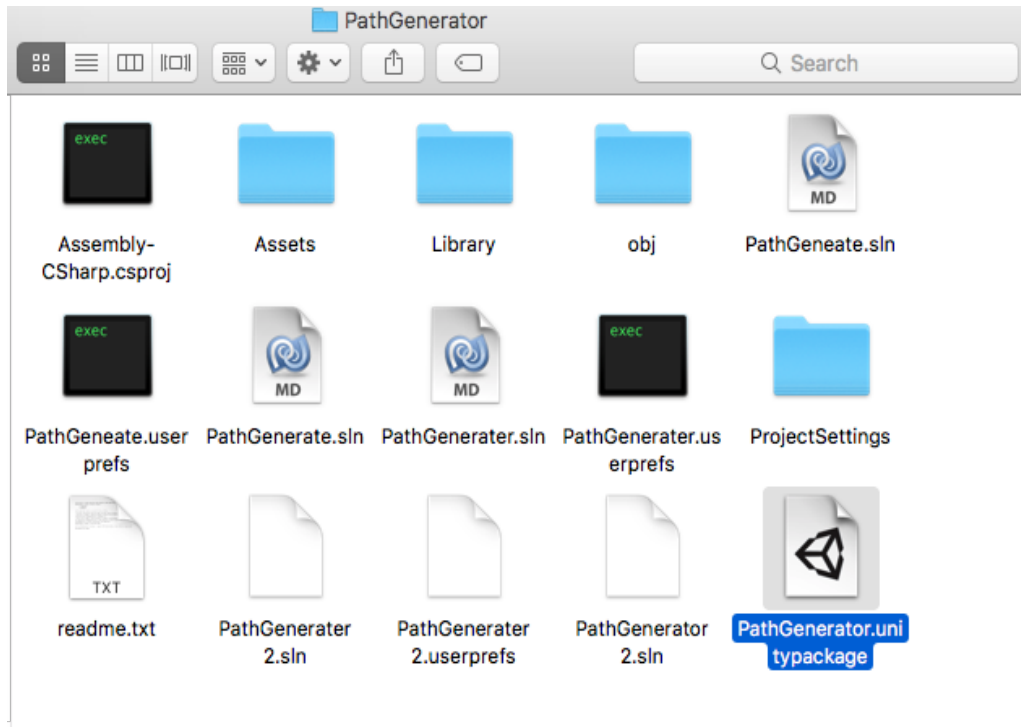
Asset packages...

Create project

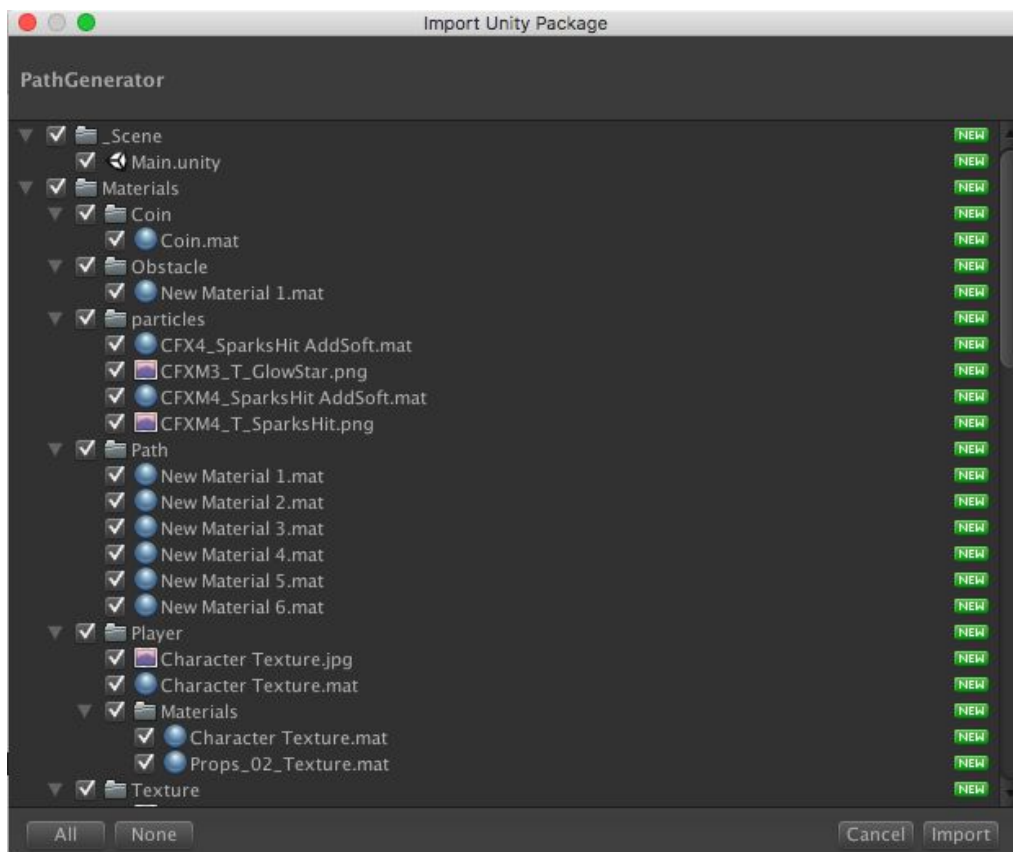
Once done, click on **Create Project**.



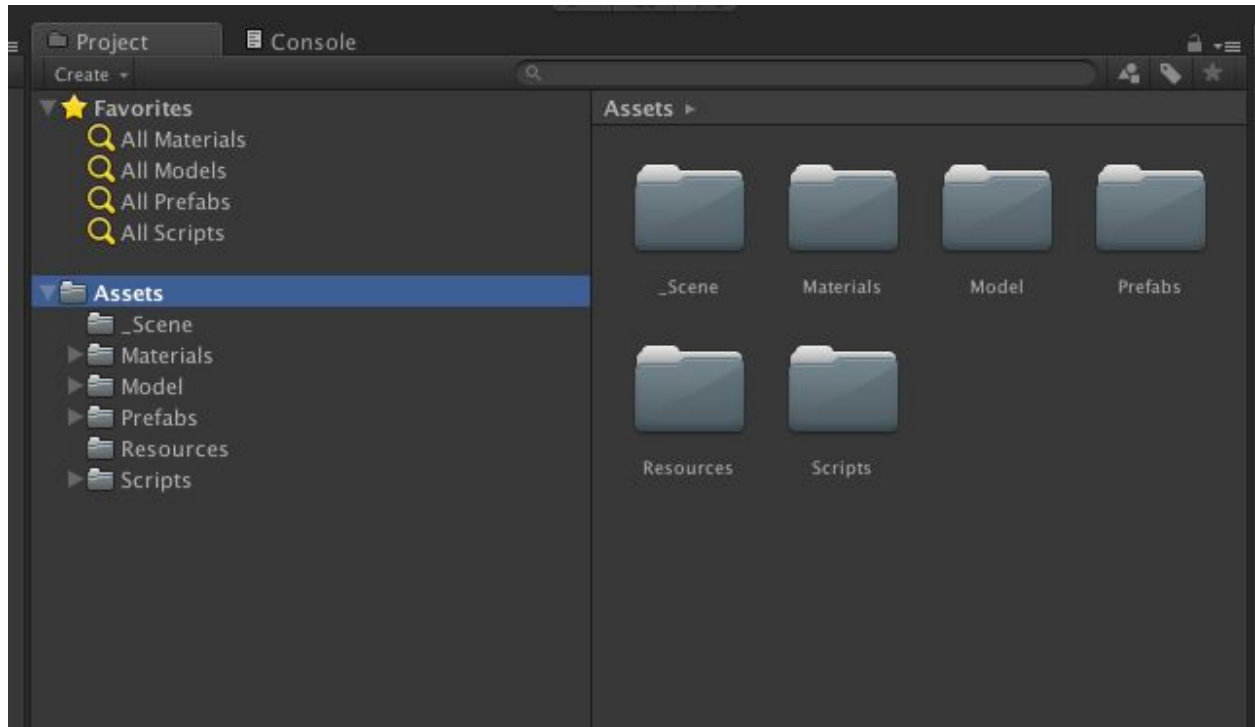
- Now Import Infinite Runner Platform plugin by double clicking on the **“PathGenertor”** Unity package.



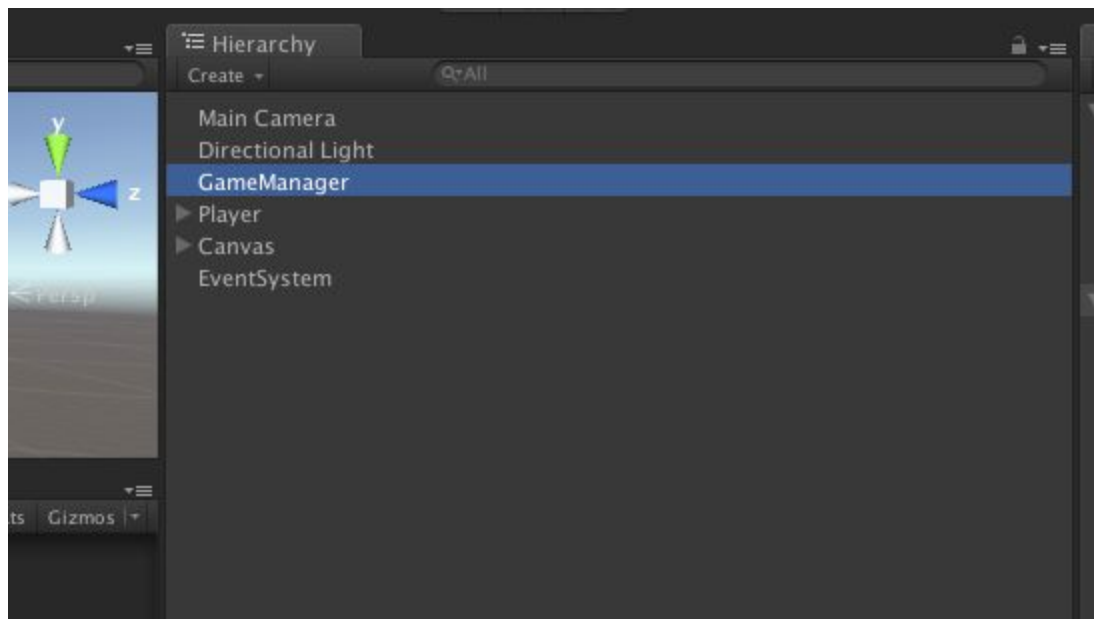
- A Import Unity dialog opens import the plugin in your project.



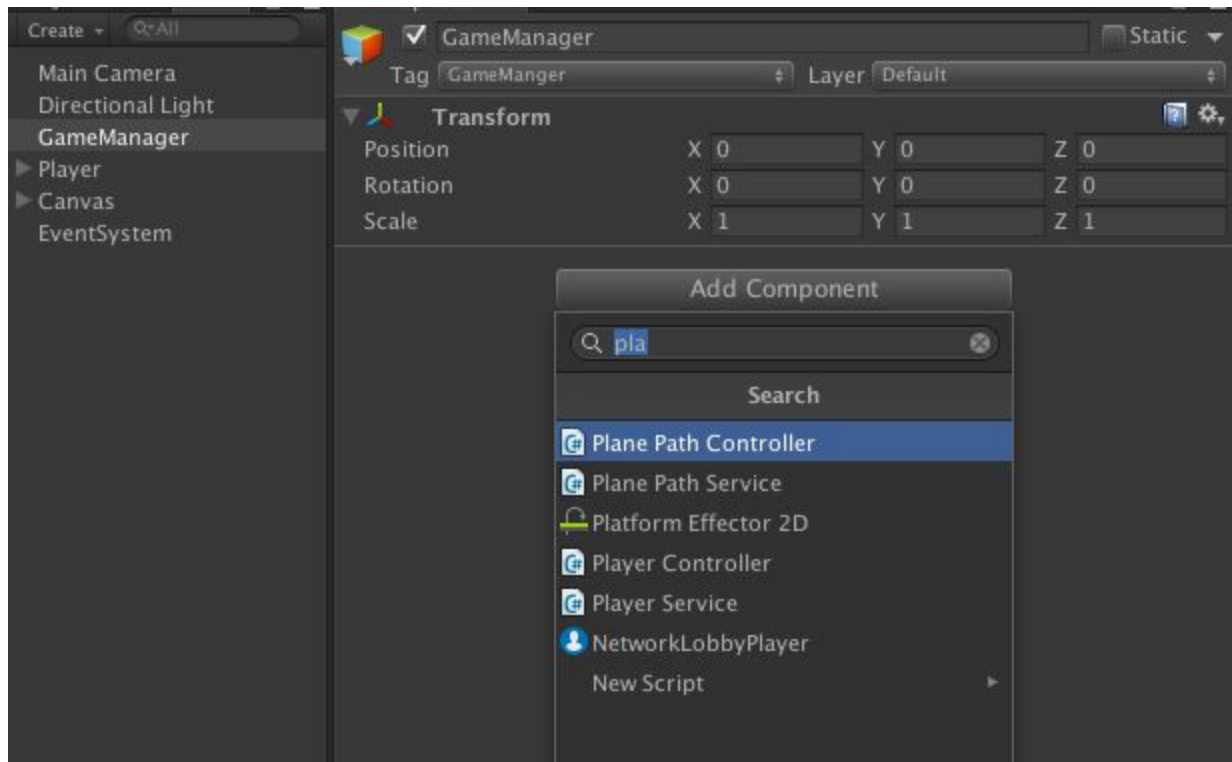
- Click on **Import** button and wait for few second and you will get all the files into your project.



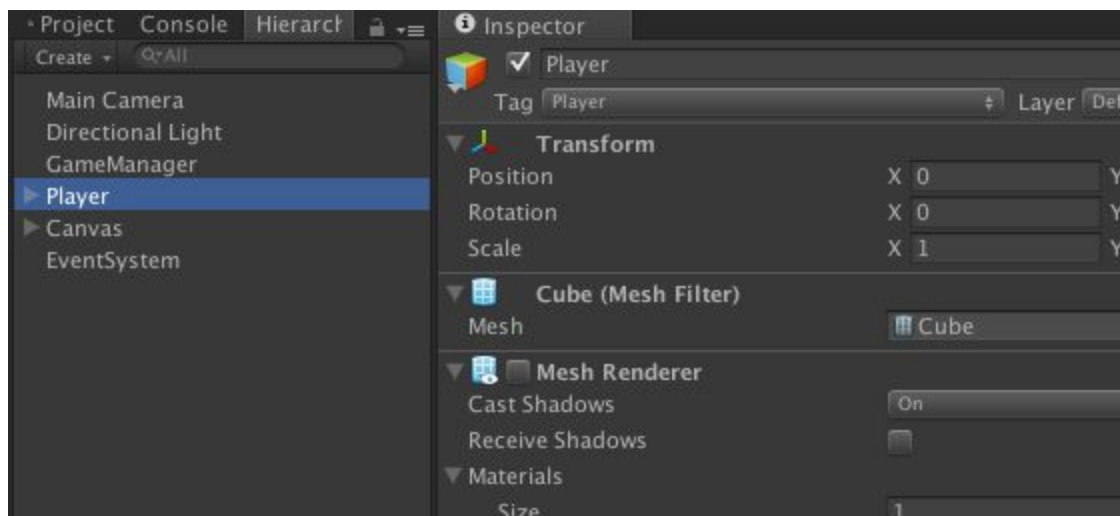
- Add a **Empty Game Object** to your scene by navigating to **GameObject-> Create Empty**. Rename it as **GameManager** in the inspector panel.



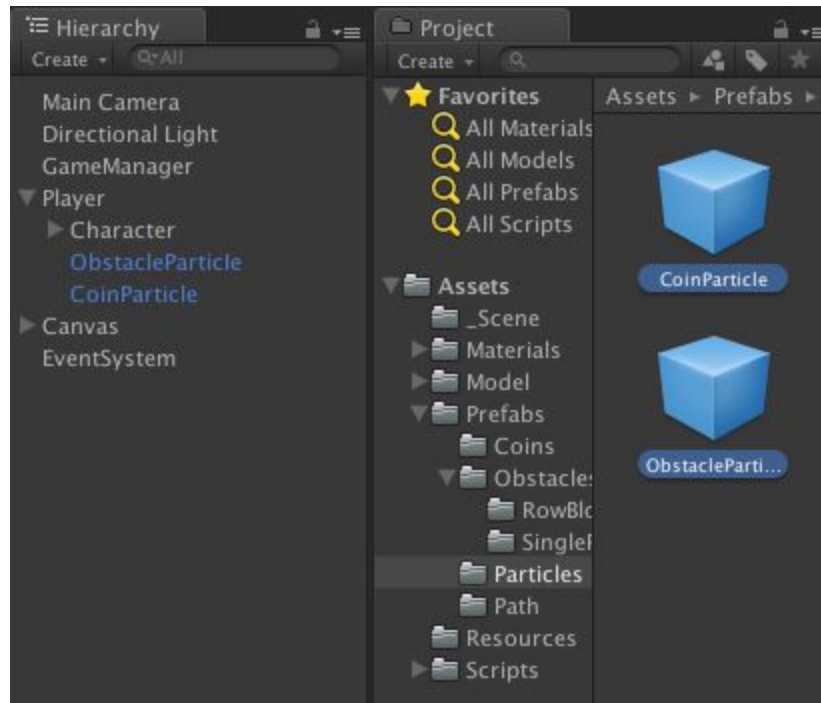
- Click on **Add Component** in inspector panel and search for **PlanePathController.cs** File.



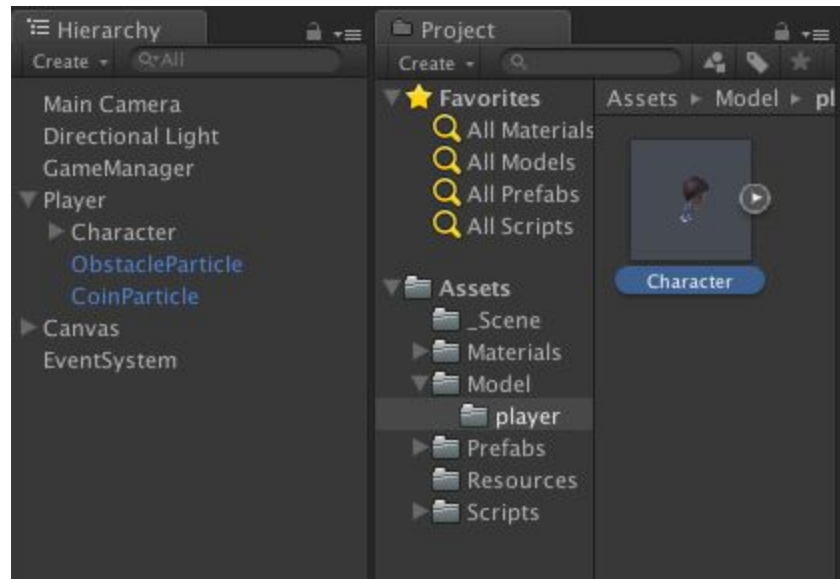
- Add a **Cube** to your scene by navigating to **GameObject-> 3D Object**. Rename it as **Player** in the inspector panel.



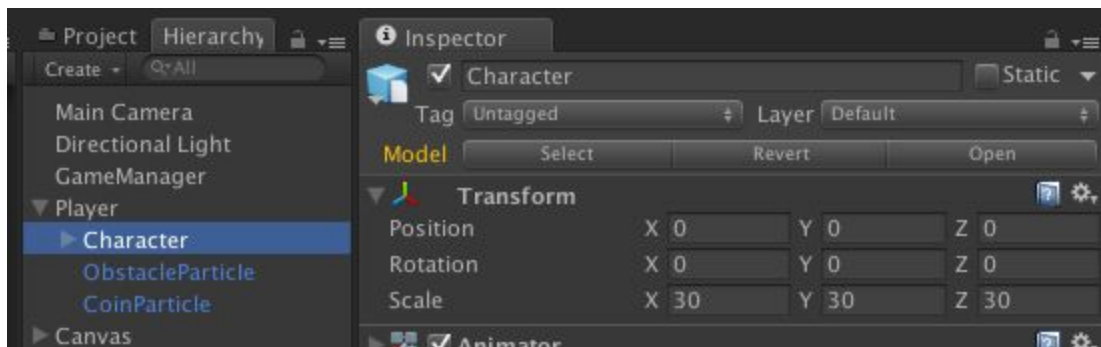
- Browse to “**Assets/Prefabs/Particles**” path and Select **CoinParticle** and **ObstacleParticle** . Drag and drop both Particles to **Player** gameobject.



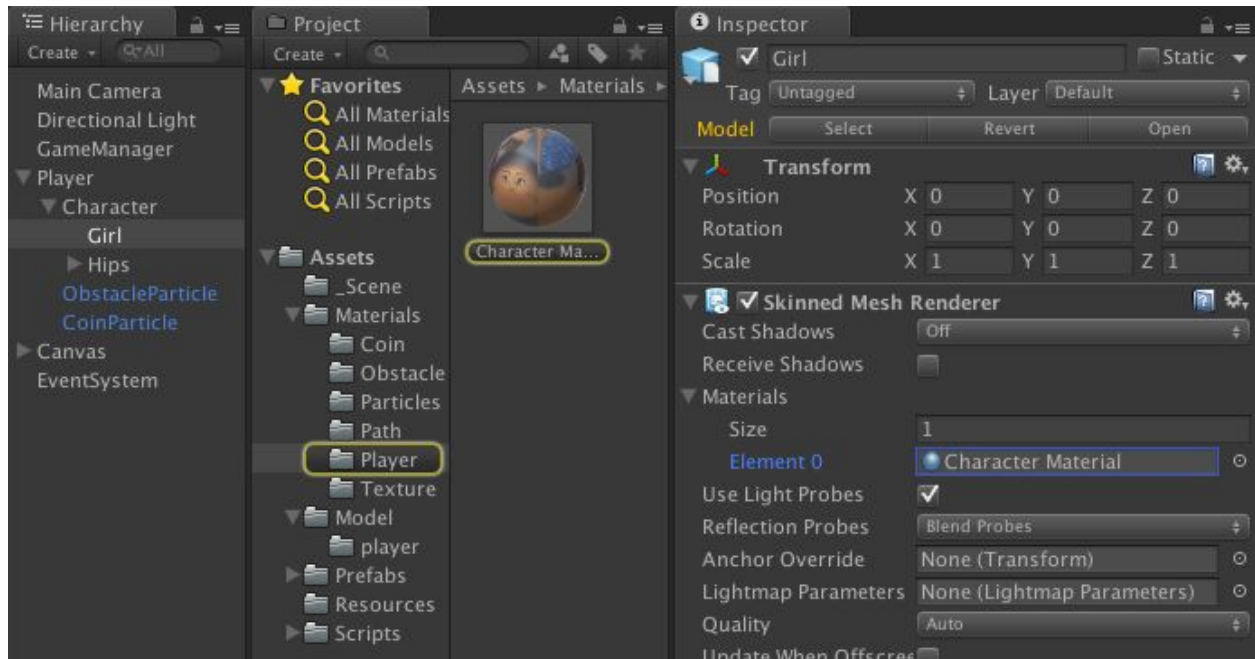
- Browse to “**Assets/Model/Player**” path and Select **YOUR CHARACTER 3d** model. Now drag and drop to **Player** gameobject.



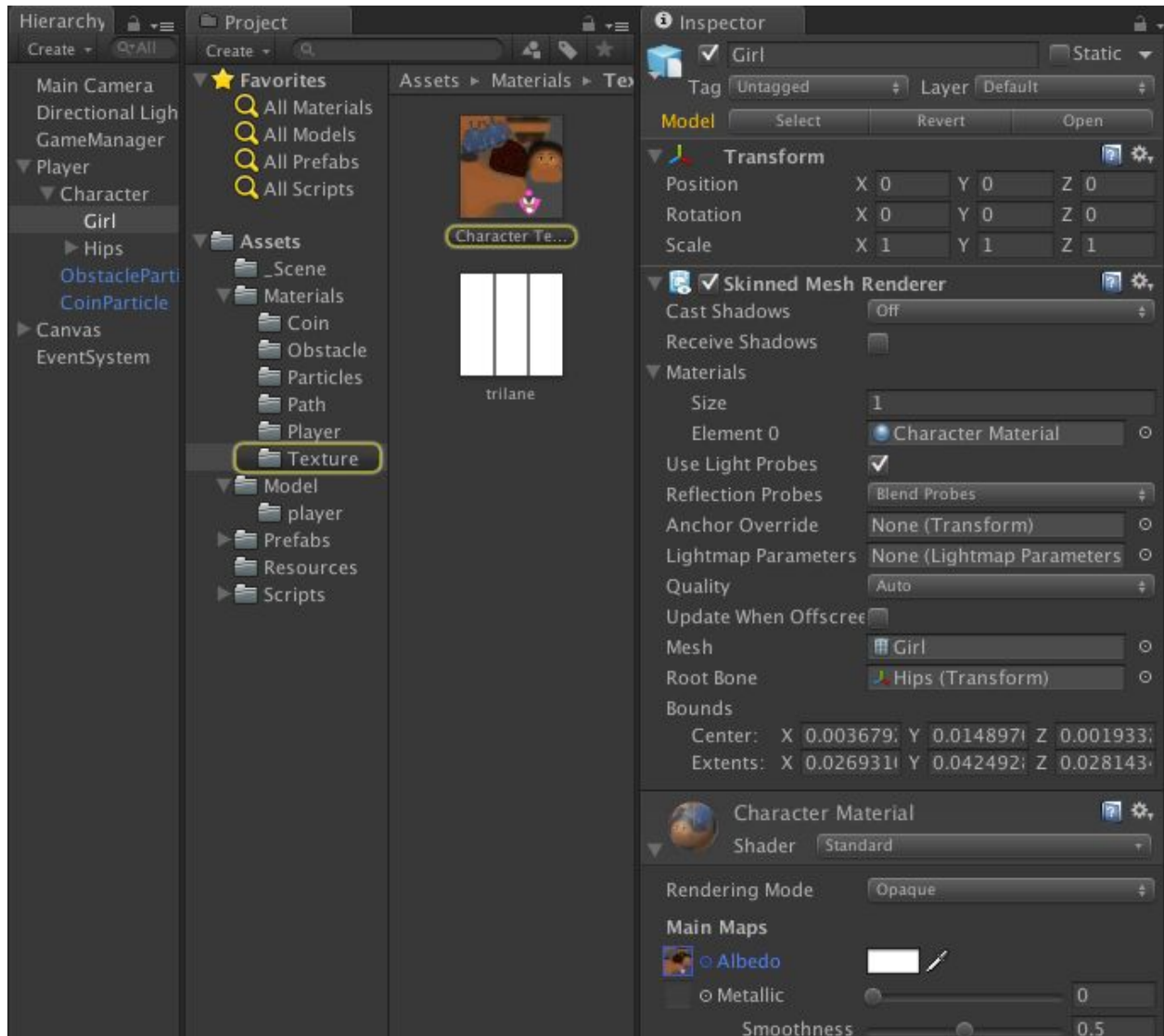
- Change **Character Scale** gameobject from (1,1,1) to (30,30,30) using Inspector.



- Click on **Character dropdown Arrow** and select **Girl** gameobject . Now Browse to **Assets/Materials/Player**. Select **Character Material** and assign to **Material** property of **Skinned Mesh Renderer** Component of **Girl** gameobject in **Inspector** panel.



- Again Browse to **Assets/Materials/Texture**. Select **Character Texture** and assign **Albedo** property of **Character material** Component to **Girl** gameobject in **Inspector** panel.



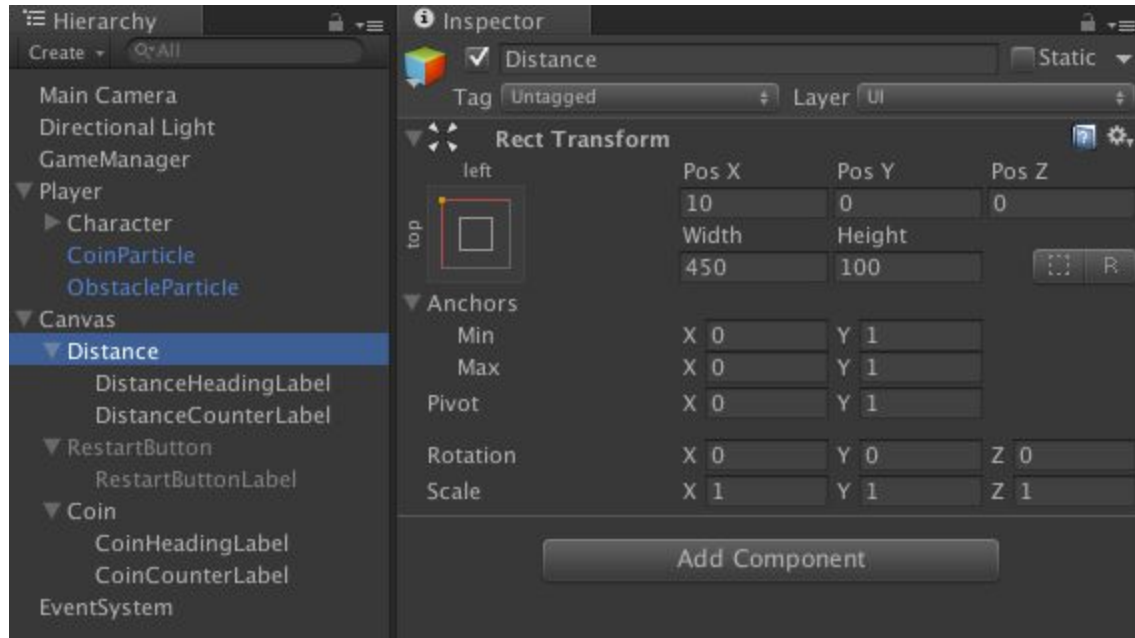
- Add a **Canvas** to your scene by navigating **GameObject-> UI** and their **Respective Childs** i.e.



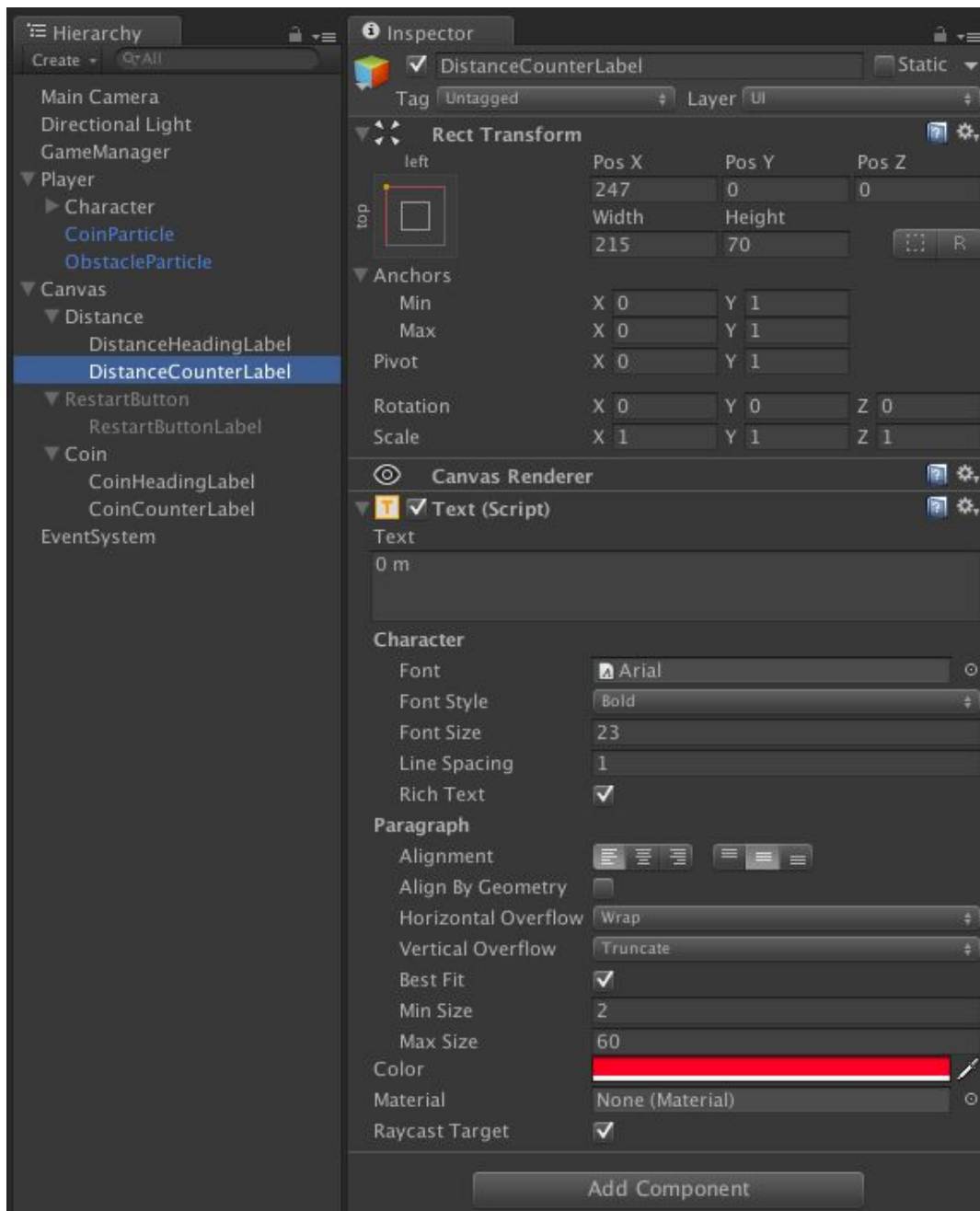
- **Distance** is a **Empty GameObject** which is controlling both **DistanceHeadingLabel** & **DistanceCounterLabel**
 - **DistanceHeadingLabel** is a UI Text.
 - **DistanceCounterLabel** is a UI Text.

Assign same values as shown to view same results:

Distance:

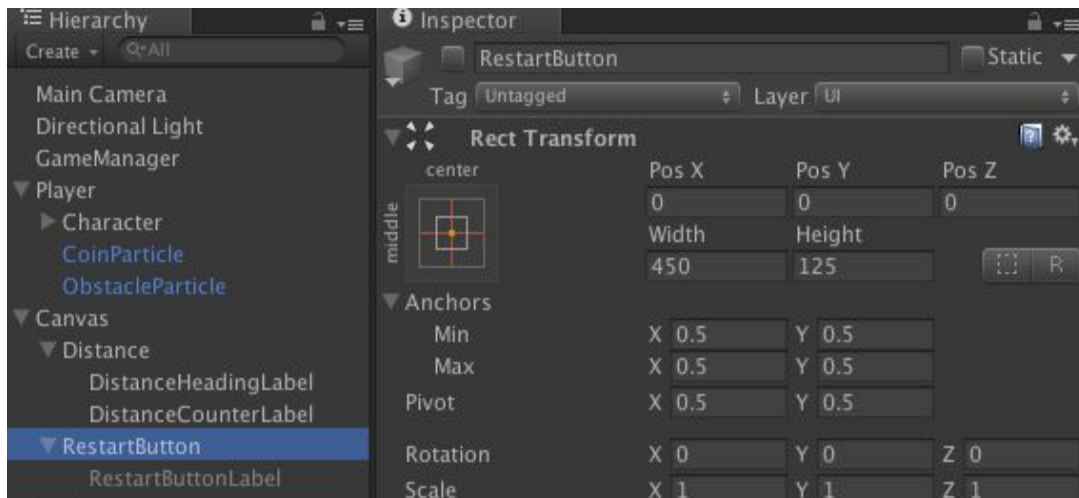


DistanceCounterLabel:



- **RestartButton is a GameObject.**
 - **RestartButtonLabel is a UI Text.**

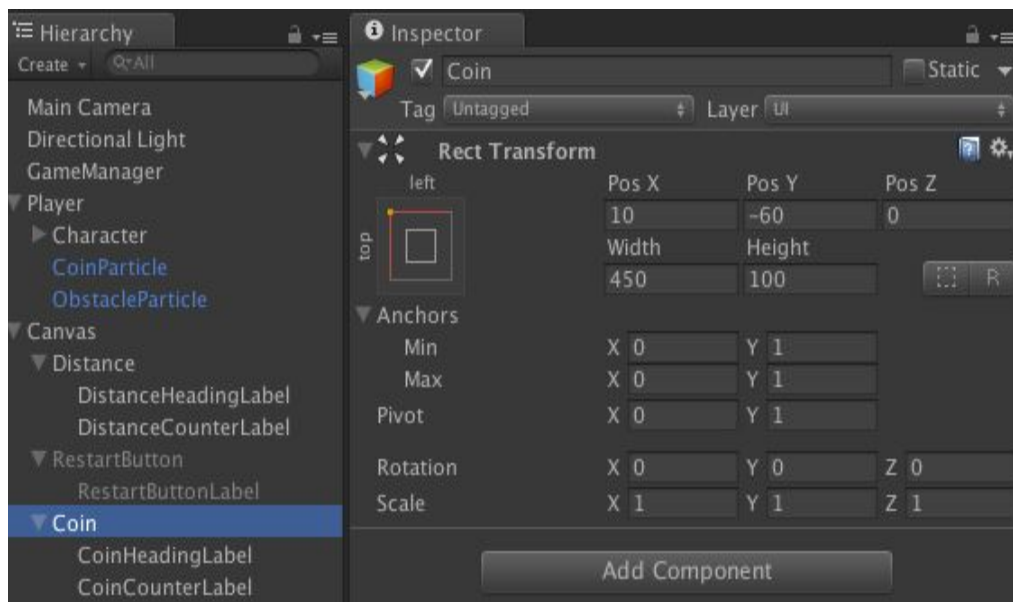
Assign same values as shown to view same results:



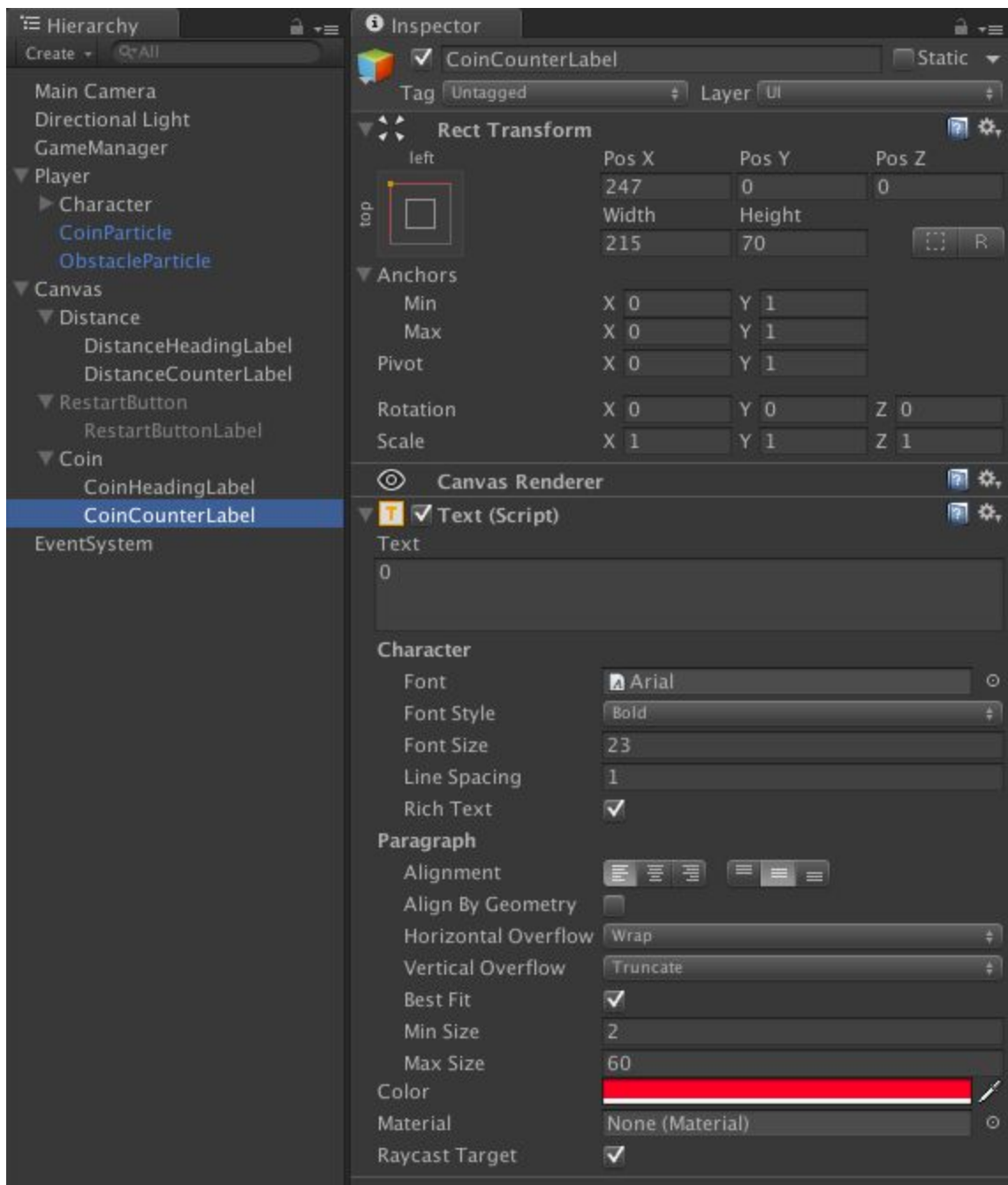
- **Coin as Empty GameObject** which is controlling both **CoinHeadingLabel** and **CoinCounterLabel**
 - **CoinHeadingLabel is a UI Text.**
 - **CoinCounterLabel is a UI Text.**

Assign same values as shown to view same results:

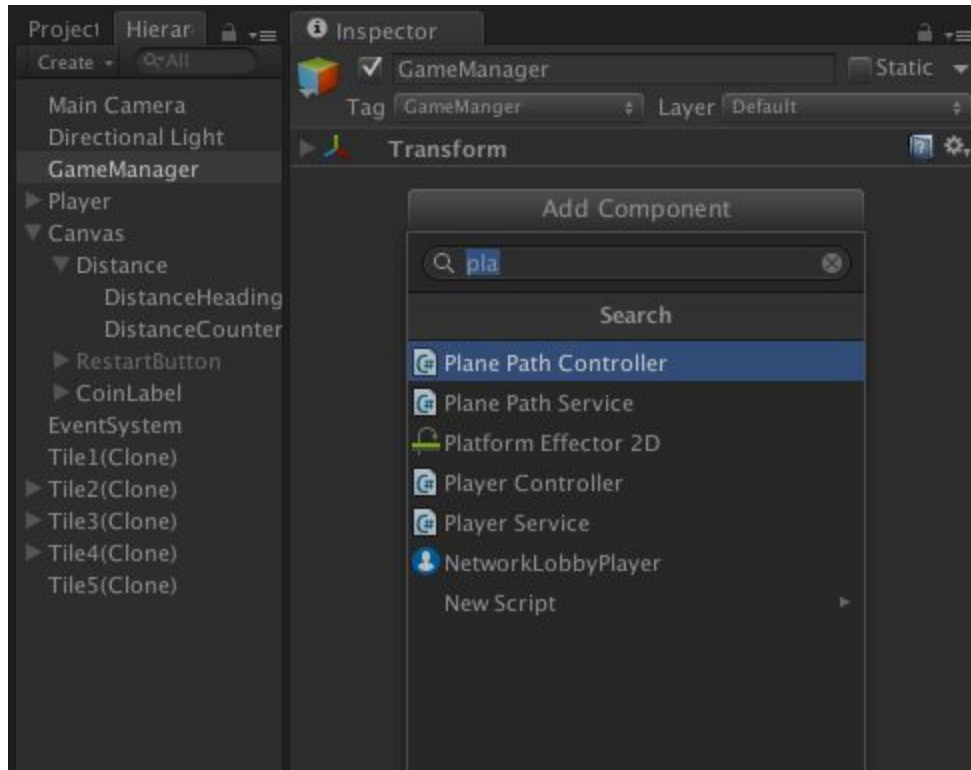
CoinHeadingLabel:



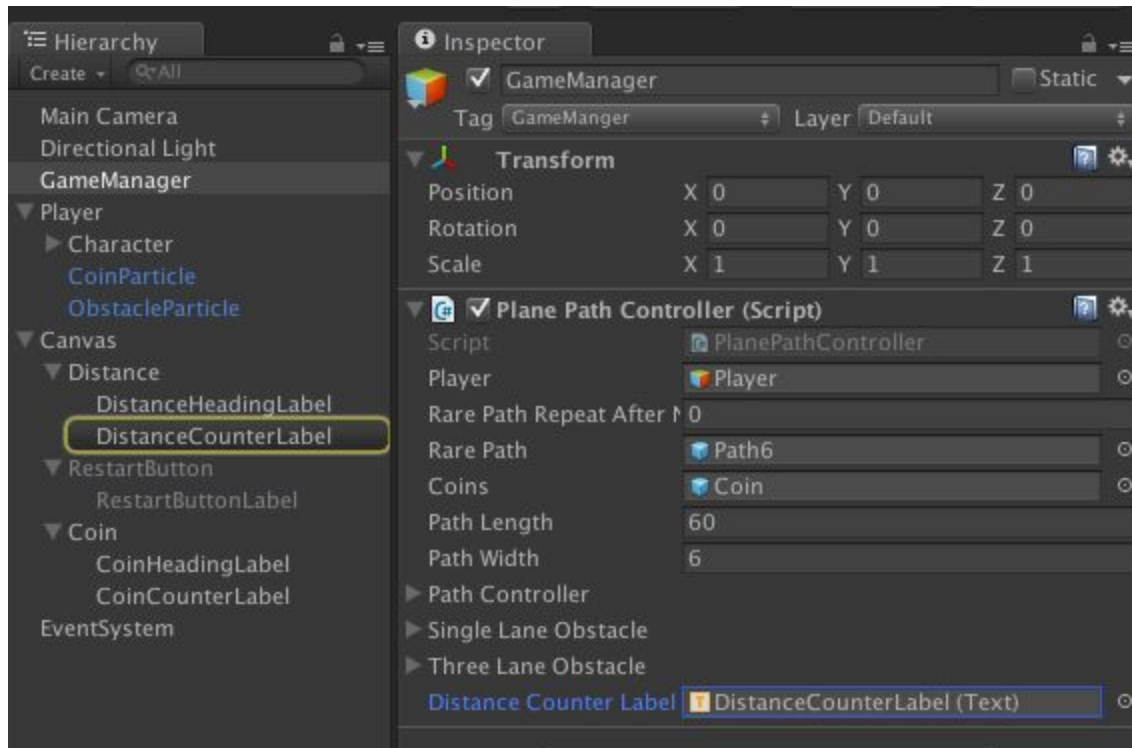
CoinCounterLabel :



- Select **GameManager** gameobject and Click on **Add Component** in inspector panel and search for **PlayerController.cs** File.

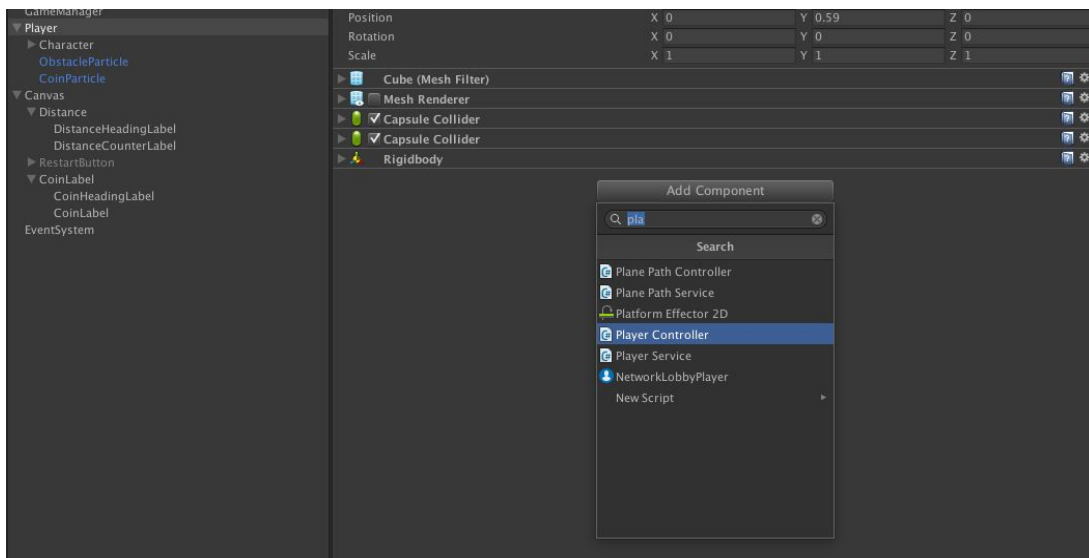


- Click on **Plane Path Controller** and script will add as a component of **GameManager** Object.
- Now Drag and drop UI Text **DistanceCounterLabel** to **DistanceCounterLabel** variable of **PlanePathController** Component

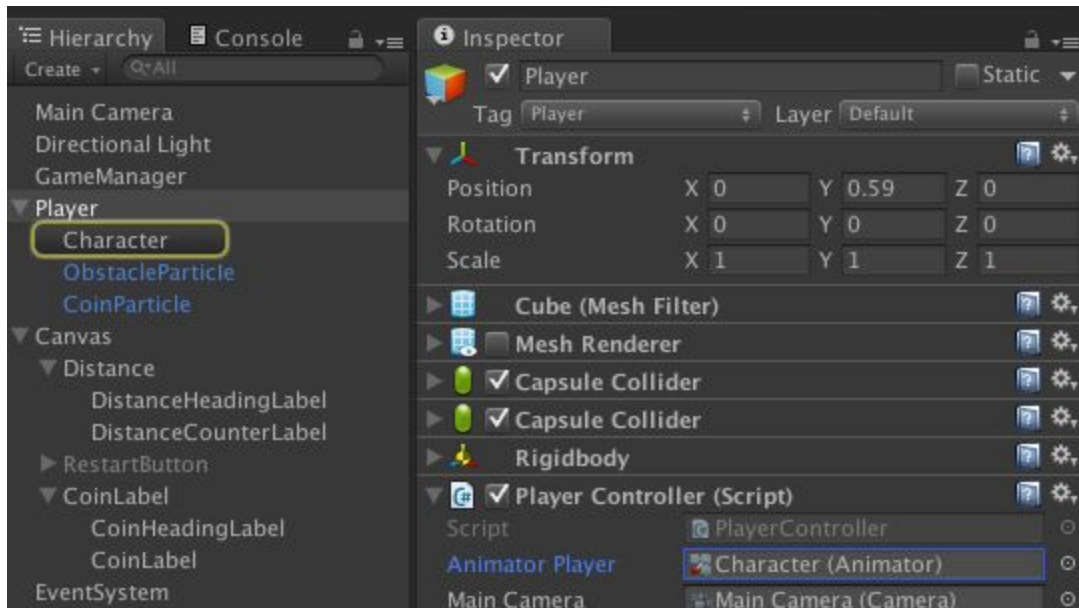


To activate other functionalities through Inspector panel it is required to follow basic steps:

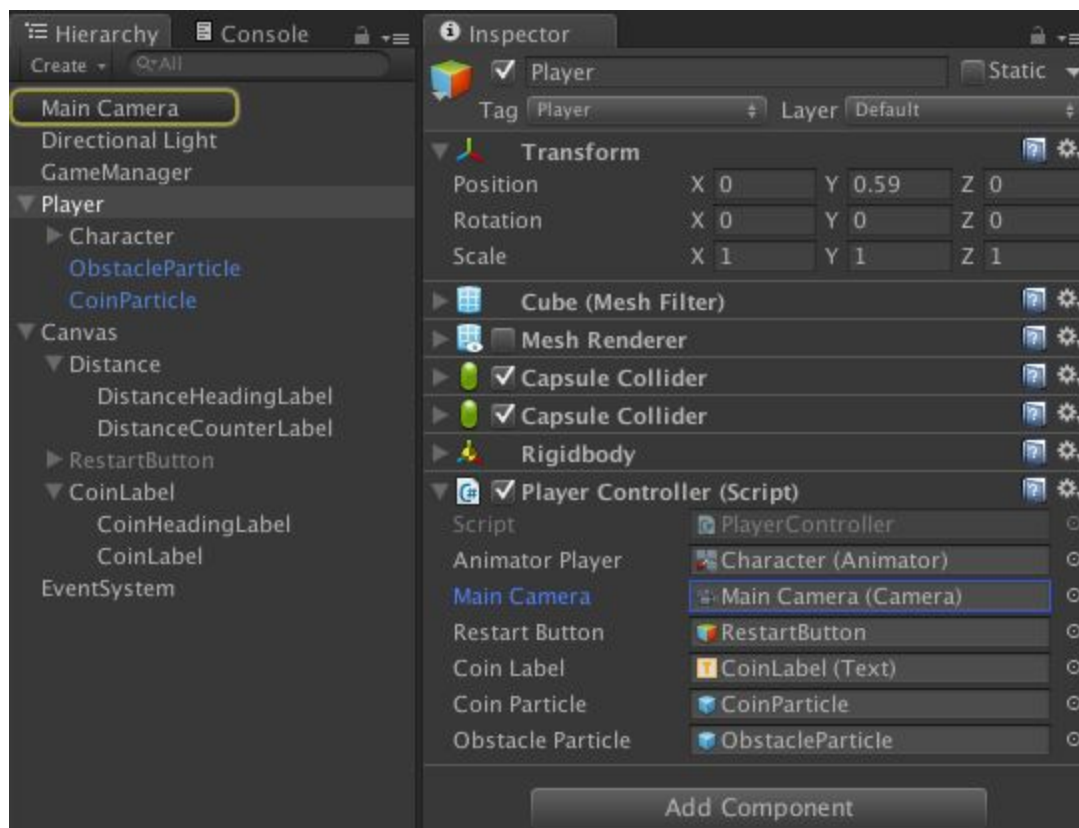
- Select **Player** gameObject and go to **Inspector Panel** and Click on **Add Component Button** add PlayerController.cs script on Inspector.



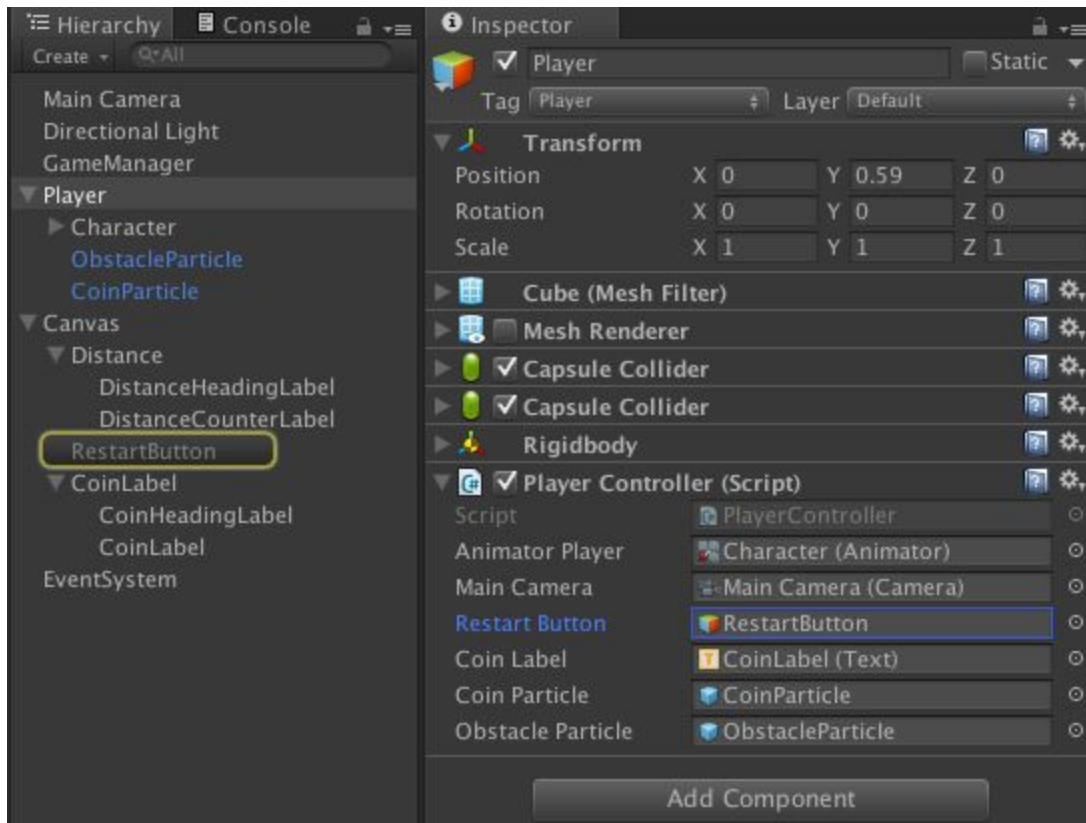
Again Drag and Drop & assign **Character** Gameobject to **Animation Player** variable of Player Controller (Script)
(Make sure you have same Inspector properties)



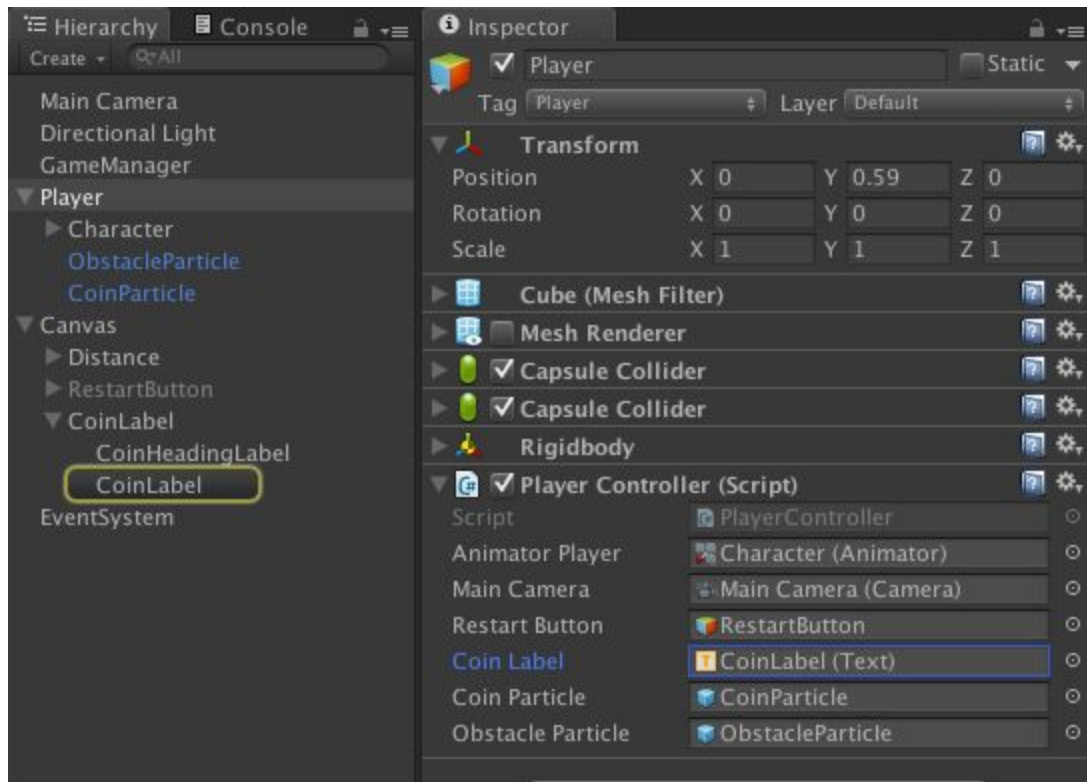
Again Drag and Drop & assign **Main Camera** Gameobject to **Main Camera** variable of Player Controller (Script)



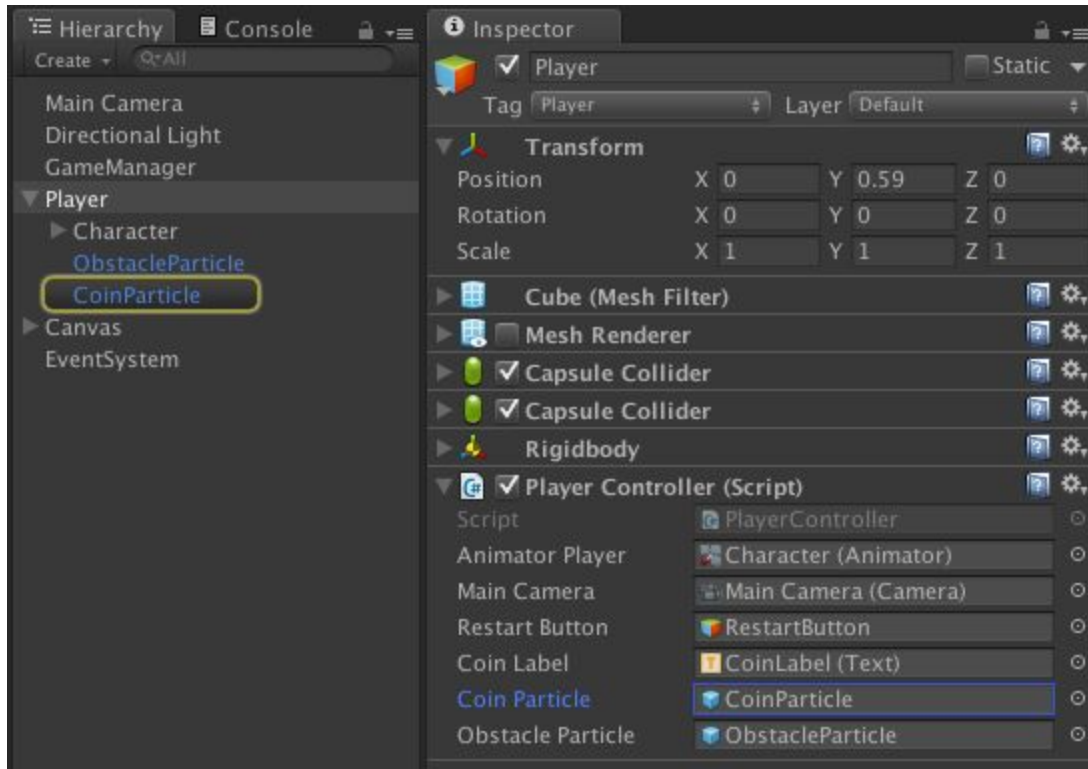
Again Drag and Drop & assign **RestartButton** Gameobject to **Restart Button** variable of Player Controller (Script)



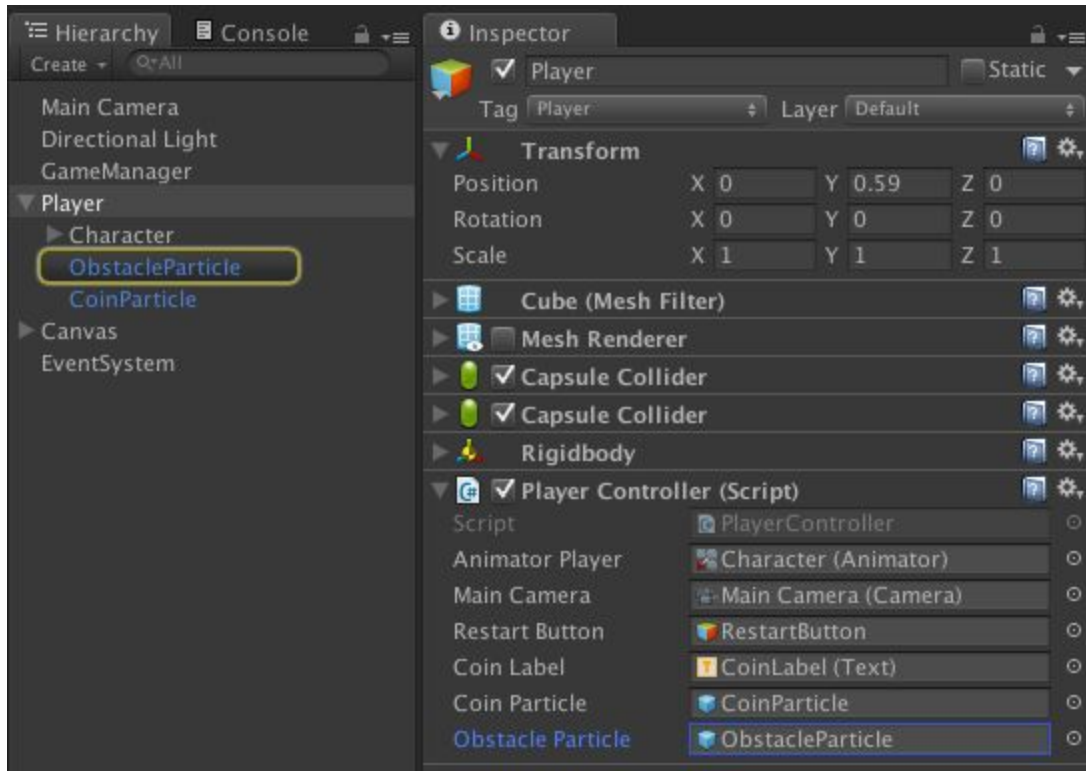
Again Drag and Drop & assign **CoinLabel** Gameobject to **Coin Label** variable of Player Controller (Script)



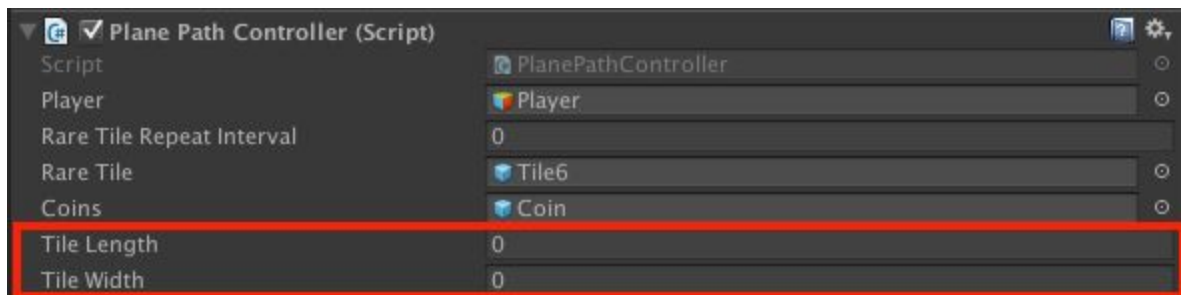
Again Drag and Drop & assign **CoinParticle** Gameobject to **Coin Particle** variable of Player Controller (Script)

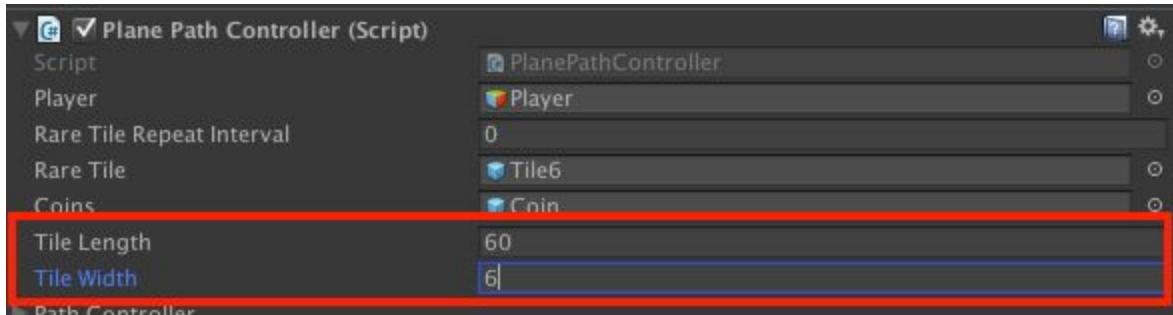


Again Drag and Drop & assign **ObstacleParticle** Gameobject to **Obstacle Particle** variable of Player Controller (Script)

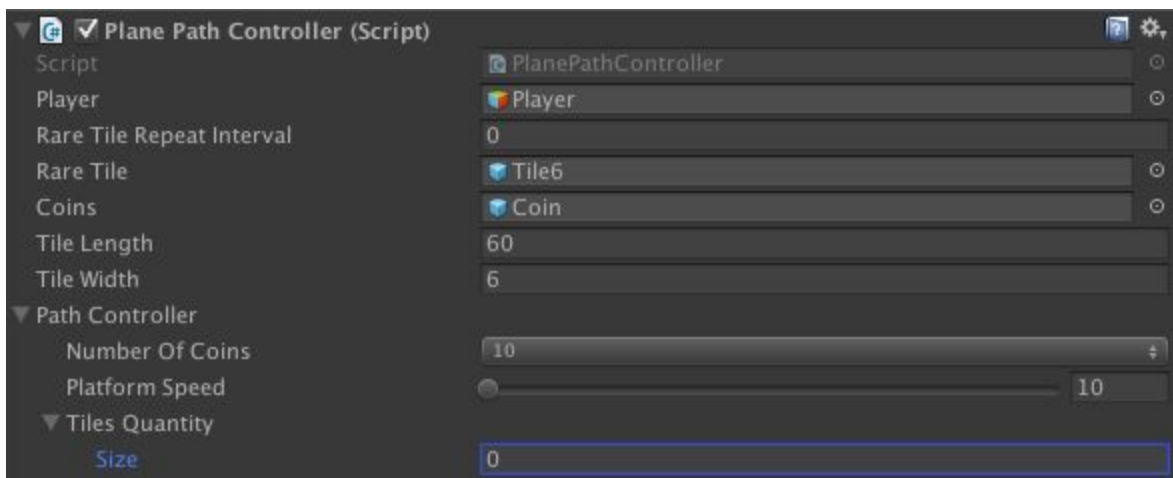


- **Path Controller:**
 - Set TileLength and TileWidth

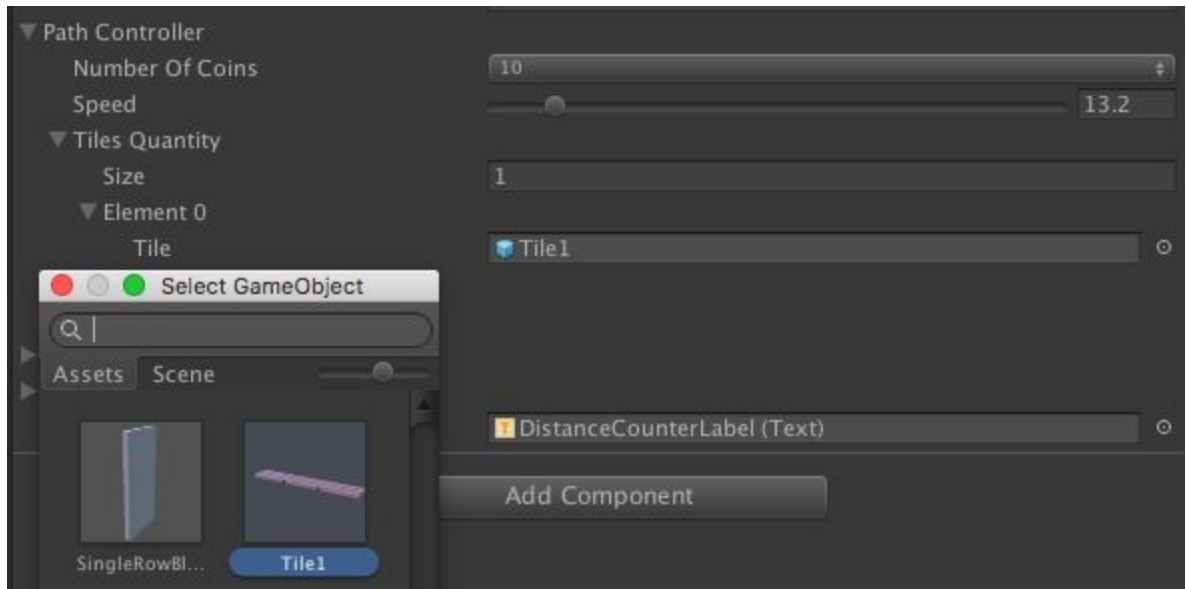




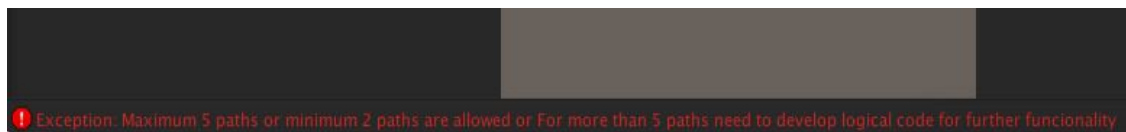
Tiles Quantity:



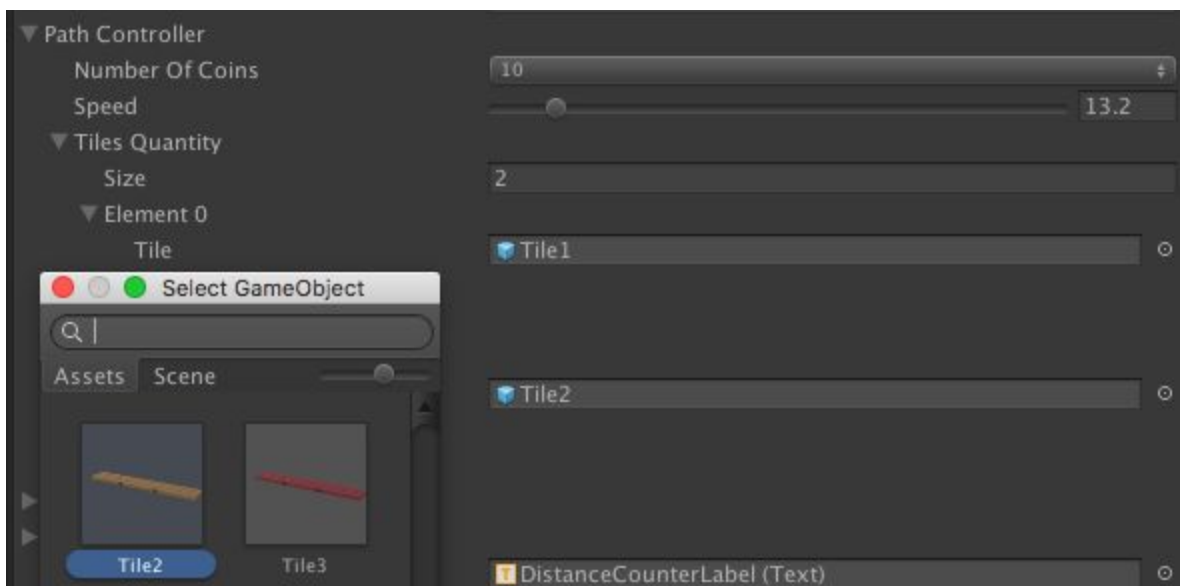
- Set **Tiles Quantity** to 2 to start the game
- Otherwise If you select 0 to 1 in “Path Controller” and Assign gameobject to **Tile** variable in “Path Controller”.



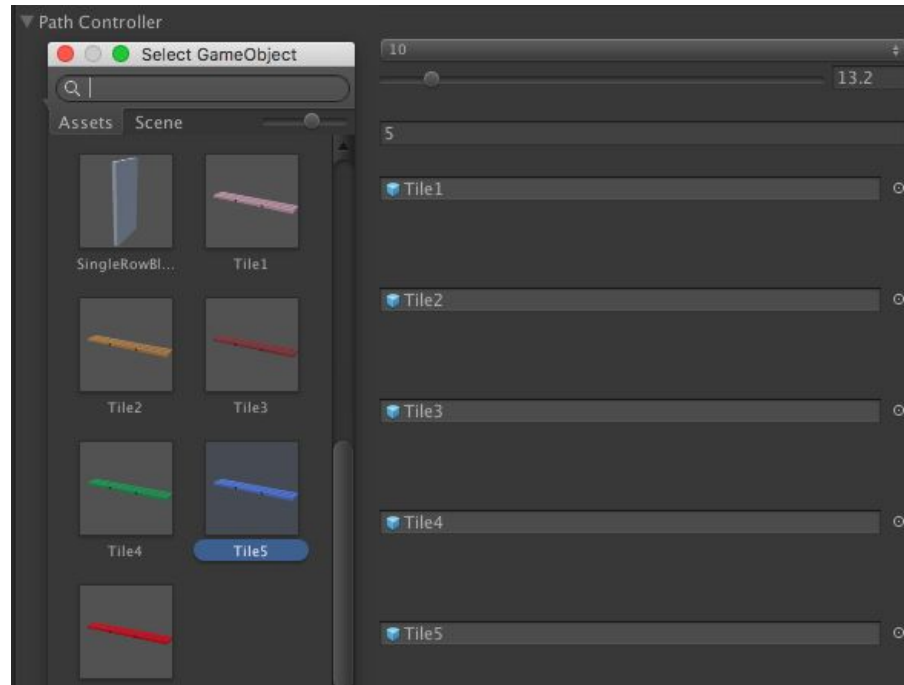
- You will get a error message!



- Click on play button and your game will work.

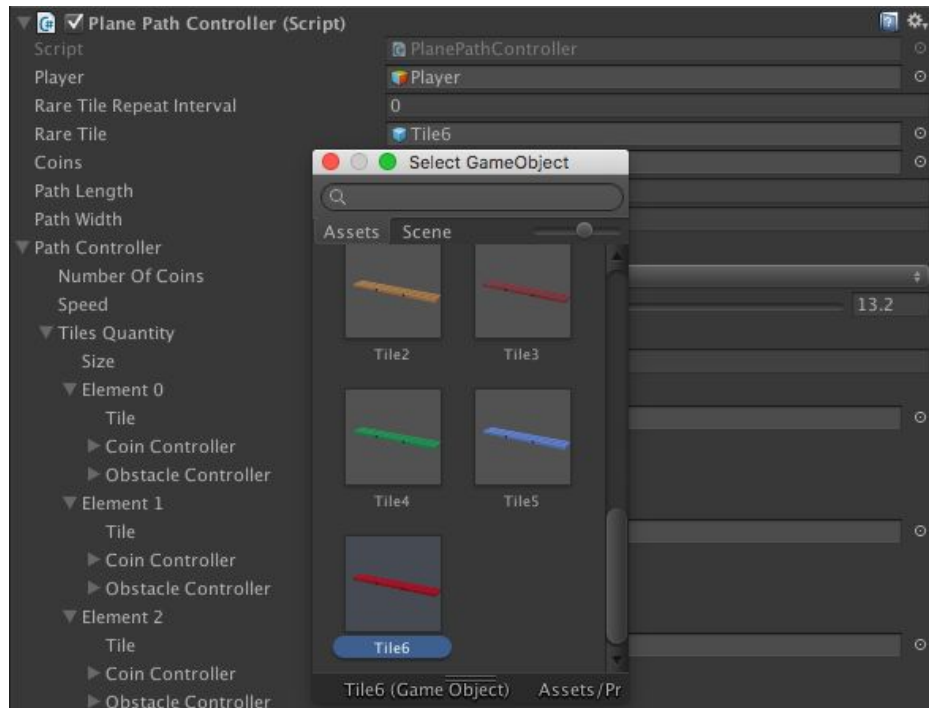


- Now again set “**Tiles Quantity**” from 2 to 3 , to 4 and to 5 and set values correspondingly



- **Rare Tile Generation:**

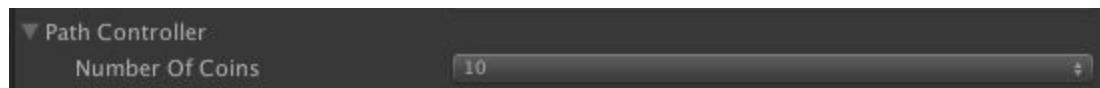
It's a property which can be given to a tile which you want to repeat.



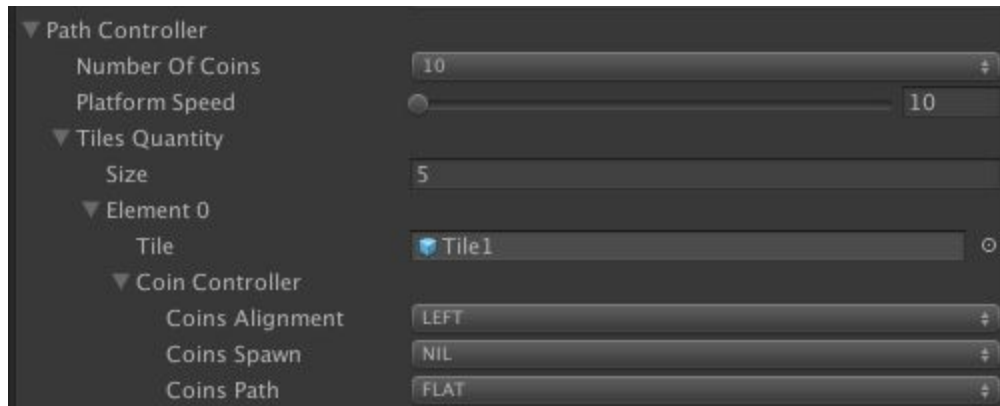
- Now set Game object to **Rare Tiles** variable and its set count as integer value to Rare Title Repeat Interval.
- Click on play button.

- **Coin Controller Settings:**

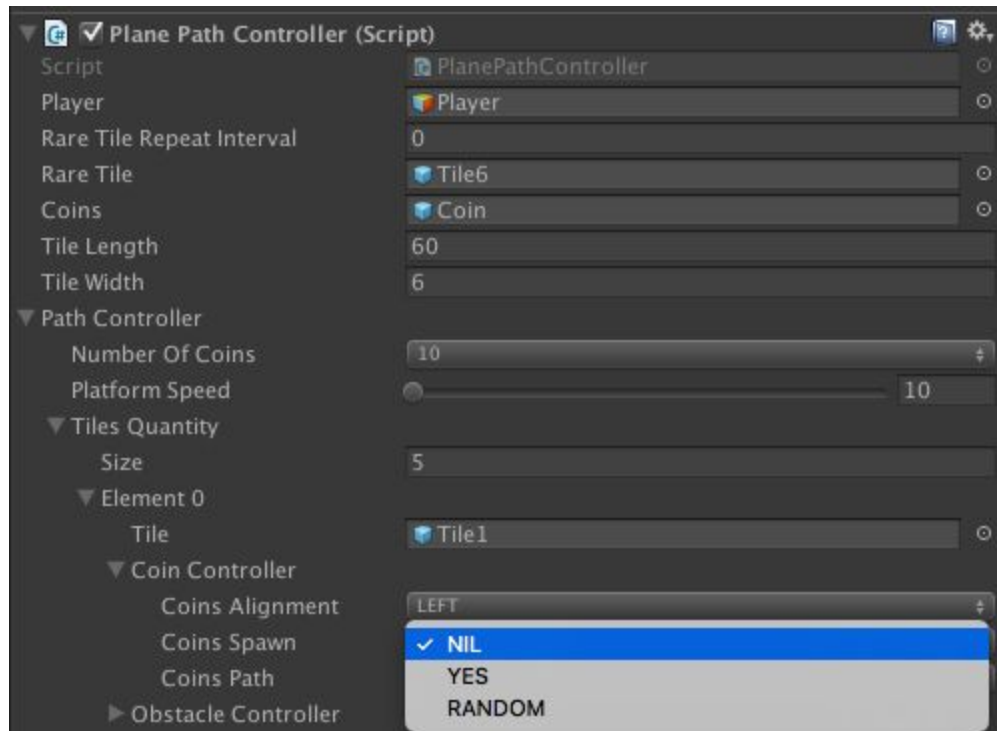
- Select **Number Of Coins** value either 10 or 20 just under **Path Controller** drop down.



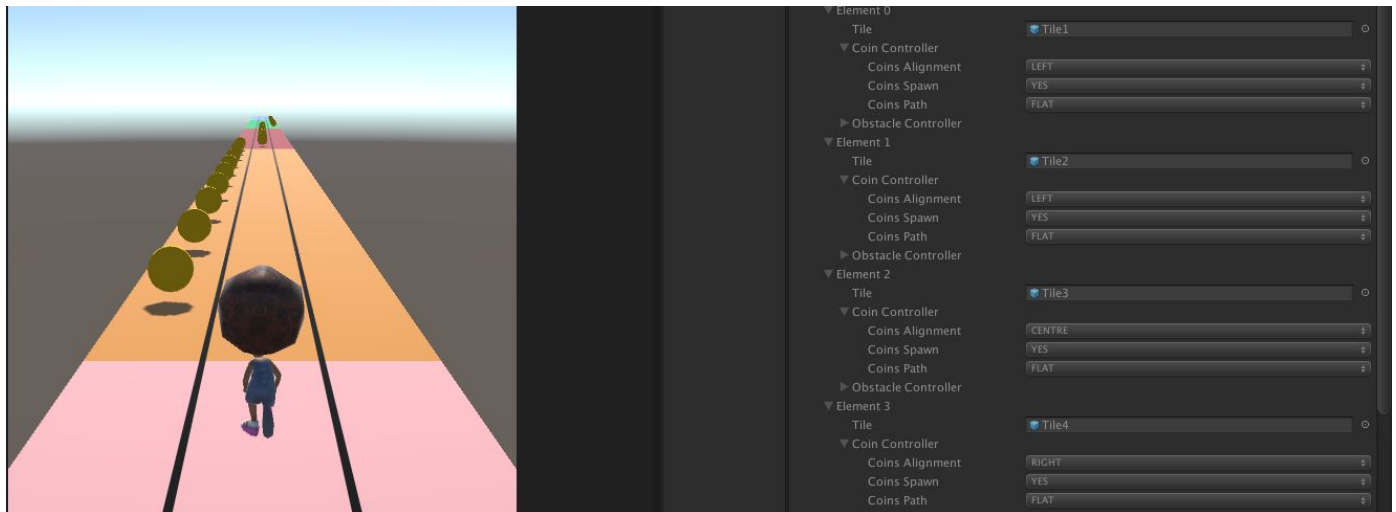
- Select **Left, Right, Center, Random** Values from “**Coin Alignment**” under Coin Controller for all path with coin **Coin Path (Straight or Curved)**.



- Select “**Coin Spawn**” to generate coins on platform.
- Select **Yes** to spawn coins on platform
Nil to avoid coins spawning on platform
Random to randomly spawn coins



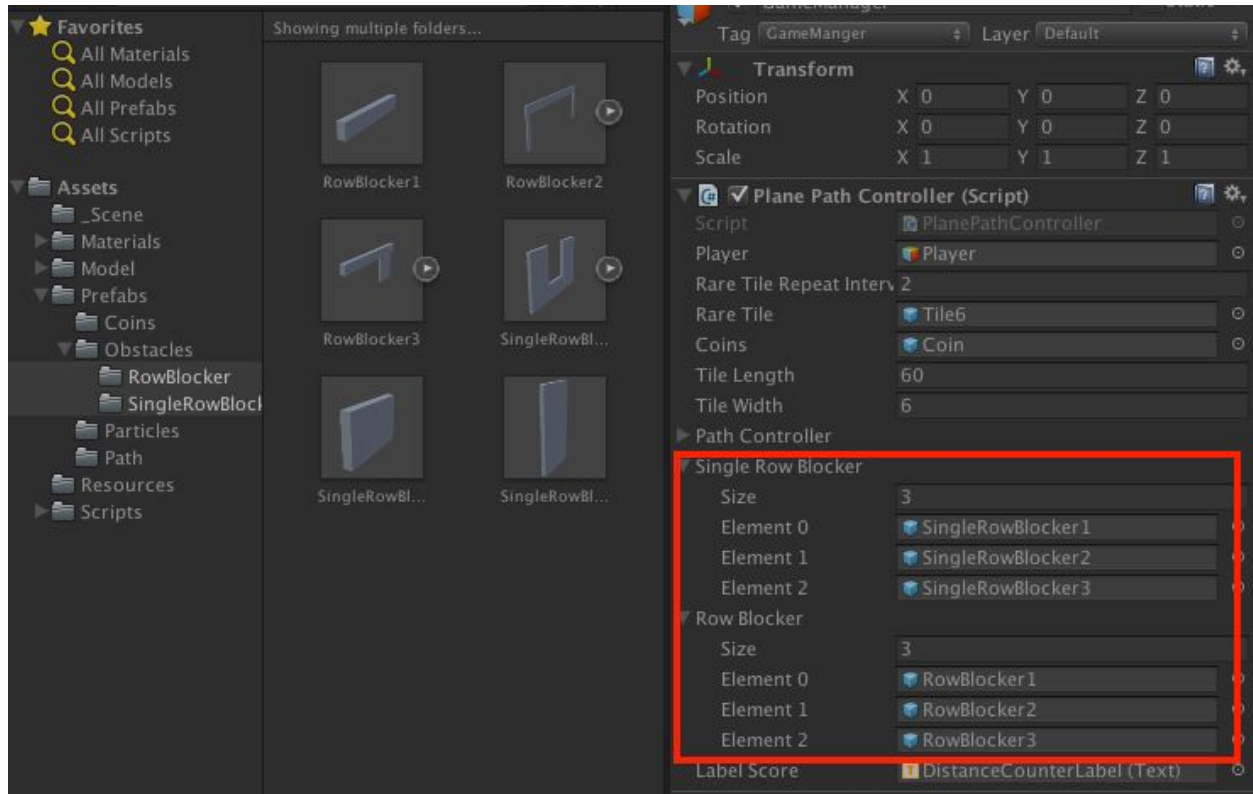
- Click **play** button to view changes.



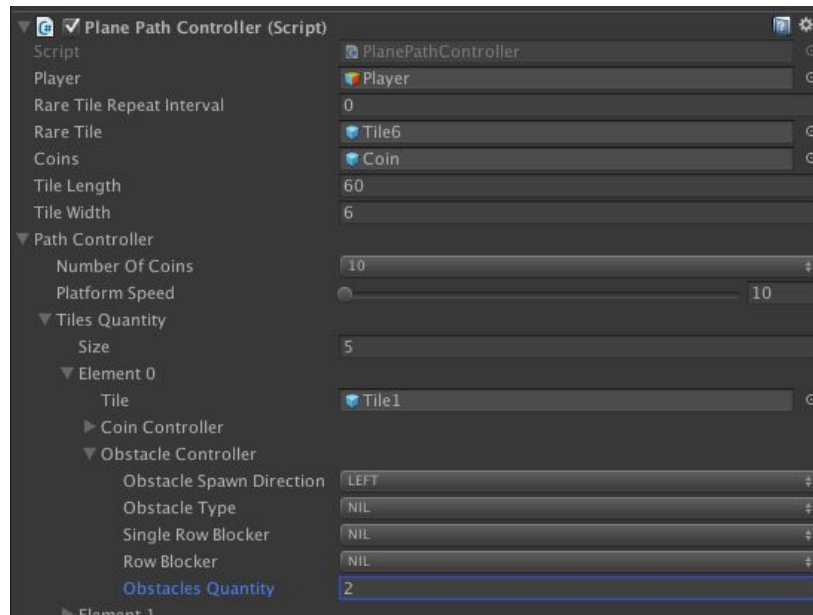
- **Generate Obstacles:**

Generate Obstacles on tiles to improve chasing for your character:

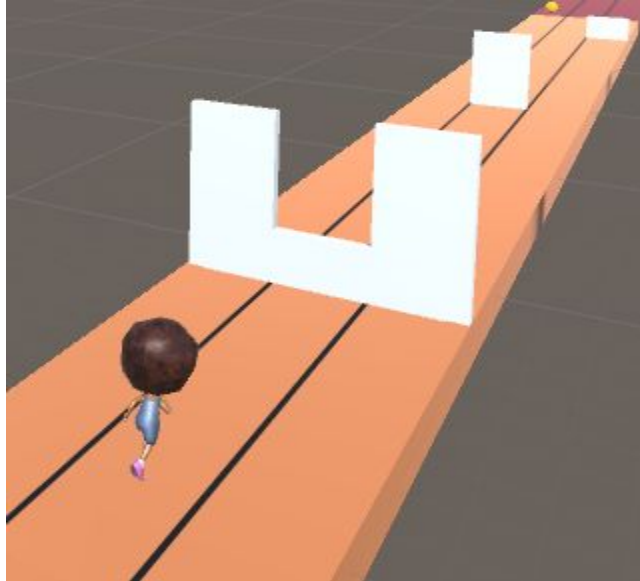
- Browse to “**Assets/Prefabs/Obstacles**” path Assign **Gameobject** to “**Single Row Blocker List**” and “**Row Blocker**” list .



- Set integer value to **Obstacles Quantity** variable under “**Obstacle Controller**”.



- Select Direction (**Left, Center, Right**) for obstacle from “**Obstacle Spawn Direction**” and obstacle type from “**Obstacle Type**” drop down list (Single Row Blocker).
- Select single row blocker value from “**Single Row Blocker**” drop down under “**Obstacle Controller**” and click on game play. Single row blocker is a single obstacle generator to block 1 row to improve character chase by spawning it in different directions.
- Now select “**Random**” value from “**Single Row Blocker**” click on play and single lane obstacles are generated randomly on platform within its corresponding Direction.



- Now select **Row Blocker** from “**Obstacle Type**” drop down list.
- Select **row blocker** obstacle type from Drop Down “**Row Blocker**” under Obstacle Controller”.
- **Row Blocker** is a complete row obstacle generator which blocks the platform from the centre.
- Now select “**Random**” value from “**Row Blocker**” and click on play button and **Row Blocker** obstacles are generated randomly on path within its corresponding direction.
- Now select “**Random**” value from “**Obstacle Type**” drop down under “Obstacle Controller”. Click on play button and you will see its randomly generated either **Single Row Blocker** obstacle or **Row Blocker** obstacle on Platform.

