

Mega Hyper Casual Obstacles Pack

Mega Hyper Casual Obstacles Pack gives you static and animated mobile friendly obstacles and additional objects. You can easily combine and differentiate obstacles to get more than basic obstacles. Perfect for any hyper casual and casual games. You get ready to use prefabs with animations.

Asset Structure

After importing the asset package into your Unity project, you will see all the resources provided in the Mega Hyper Casual Obstacles Pack folder. This folder is further subdivided into the following subfolders:

- **AI:** Contains AI file to change ramp texture colors.
- **Animator:** Contains animator controllers of obstacles.
- **Documentation:** Contains the documentation of this pack.
- **FBX:** Contains obstacle FBX files.
- **Materials:** Contains obstacle materials.
- **Prefabs:** Contains obstacle prefabs.
- **Scenes:** Contains obstacles to see all pack.
- **Script:** Contains a script changing ramp textures.
- **Textures:** Contains ramp and finish line textures.

Ramp Texture

If you would like to edit the textures of the ramp, you can find the “RampTextures.ai” file in the AI folder. After opening this file and setting the colors you want, you can import them into Unity.

Click on the ramp prefab to open its Inspector panel. You will see the default textures. Drag and drop the textures you imported to these places.

Ramp Animation Duration

If you would like to edit animation speed, you can change it with “Time Between Change”.

