

Rock Forest - HTML5 - Unity WebGL

Thank you for purchasing the “Rock Forest” game.

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By: Pratik

Email: shironobe06@gmail.com

If you have any questions that are beyond the scope of this help file, please feel free to email me. Thanks so much!



“Rock Forest” is a challenging Sokoban-inspired puzzle game where players must push rocks to find their way out of the forest. Your goal is to reach the signpost!

How to Play: Move: Use WASD or Arrow Keys to navigate through the forest. **Push Rocks:** Move against a rock to push it. You can only push one rock at a time. **Avoid Bats:** Stay clear of the bats to avoid losing progress.

Reset: If you get stuck, press R to reset the level and try again. **Tips for Success: Plan Ahead:** Think a few steps ahead to avoid getting trapped. **Use Corners Wisely:** Utilize corners to reposition rocks effectively.

Patience is Key: Take your time to analyze each move carefully. Good luck, and enjoy your adventure in the Rock Forest!

GAME ENGINE The game is made with Unity 2022.3.21f. Game Support Mobile All files included: source game, HTML exported ready game. Screen design HD Keyboard Support You can reskin the game By Replacing images. Basic Knowledge of the Unity game engine is Required.

Features:

-made by Unity Game Engine.

-24 Challenging Levels.

-Game Support Mobile

-html5

-Screen design HD

-Keyboard Support

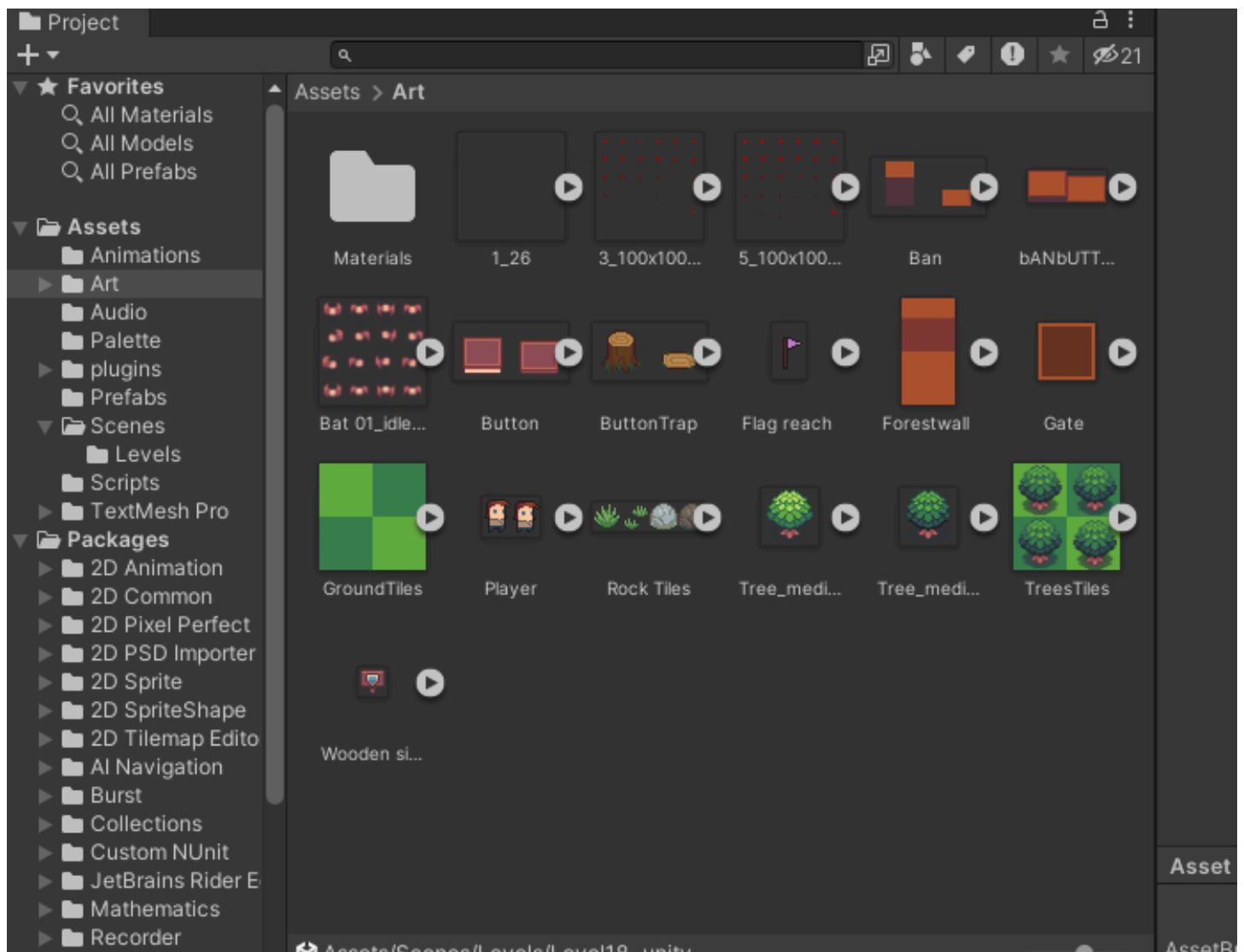
Please do not hesitate to contact me for any questions.

If you want to Replace the Player character:

Step 1: Open the Player Sprite

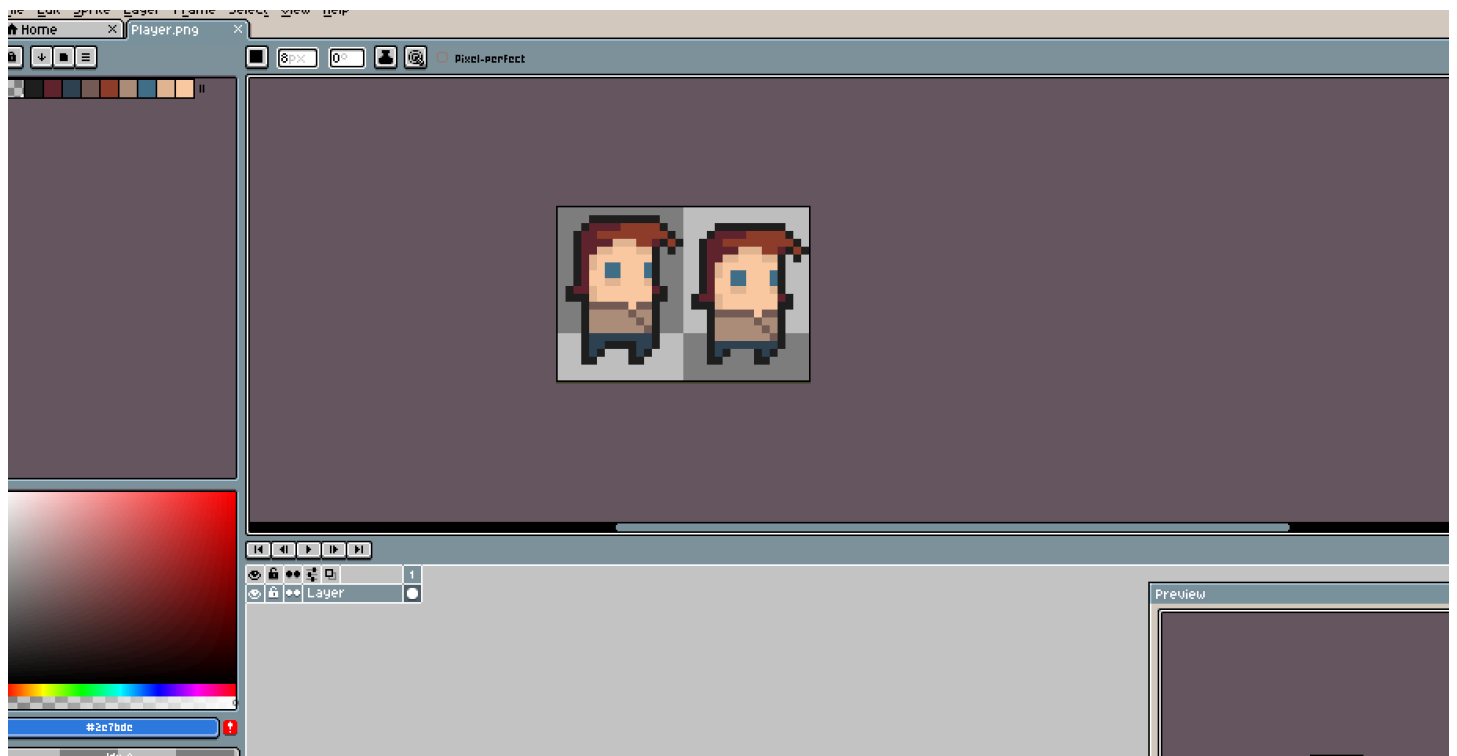
Navigate to the Art Folder:

Open the project directory and locate the 'Art' folder.



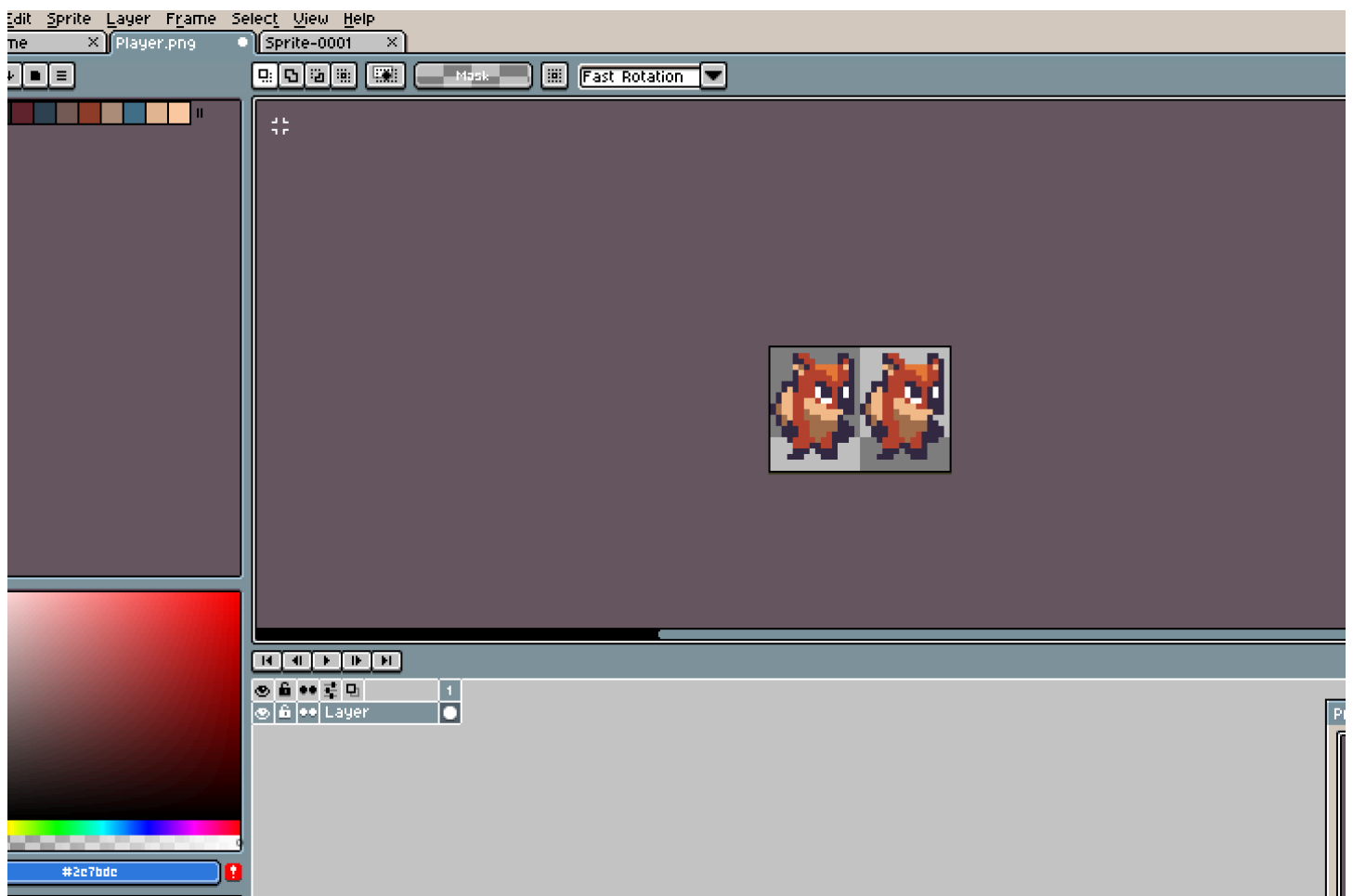
Open the Player Sprite:

Inside the 'Art' folder, find the file named 'Player Sprite' and open it using your preferred image editing software (e.g.,Aseprite,Photoshop, GIMP).



Step 2: Replace the Player Texture

Select the Entire Sprite and Replace it with your own character :



Save the Updated Sprite:

You can Replace all the sprites this way.

Once again, thank you so much for purchasing this theme. As I said at the beginning, I'd be glad to help you if you have any questions relating to this theme. No guarantees, but I'll do my best to assist.

Best Regards,

Pratik