Jumping Animals
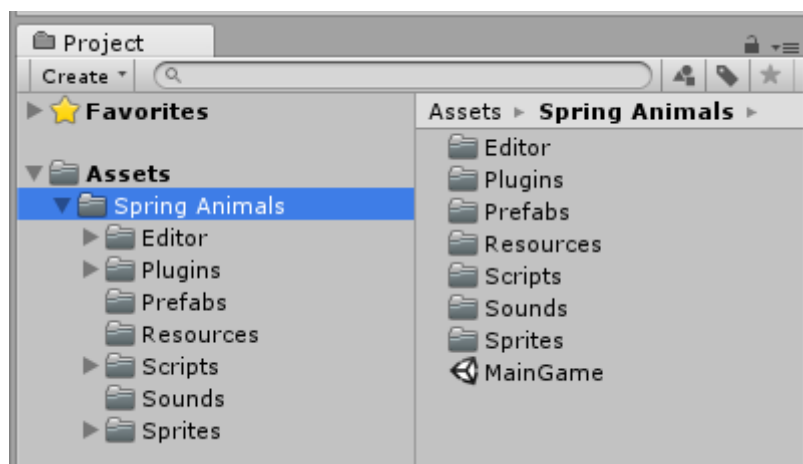
Thank you for purchasing the asset , if you have any question please contact me at

madfireongames@gmail.com

Project Structure

Animations folder: There is stored animations used in game.
Editor Folder: There is stored Game Design window script (Dont edit anytging in this folder).
Fonts folder: There is stored fonts used in GameScene.

**Texture2D**: There is stored all sprites and textures used in game.

Materials: There is store material of GameObjects used in game.

Prefabs Folder: There is stored Game Objects spawned in game.

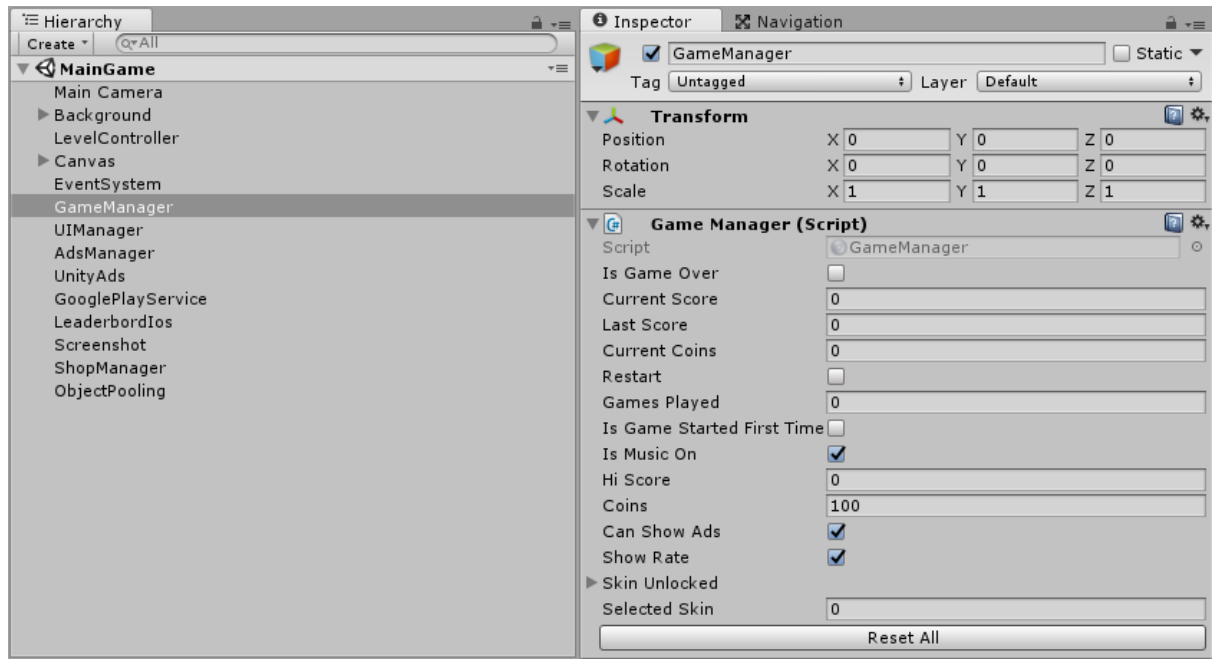**Resources Folder**: There is stored resources for Game Design (Dont edit anytging in this folder).

Scripts Folder: There is stored Script files used in game.

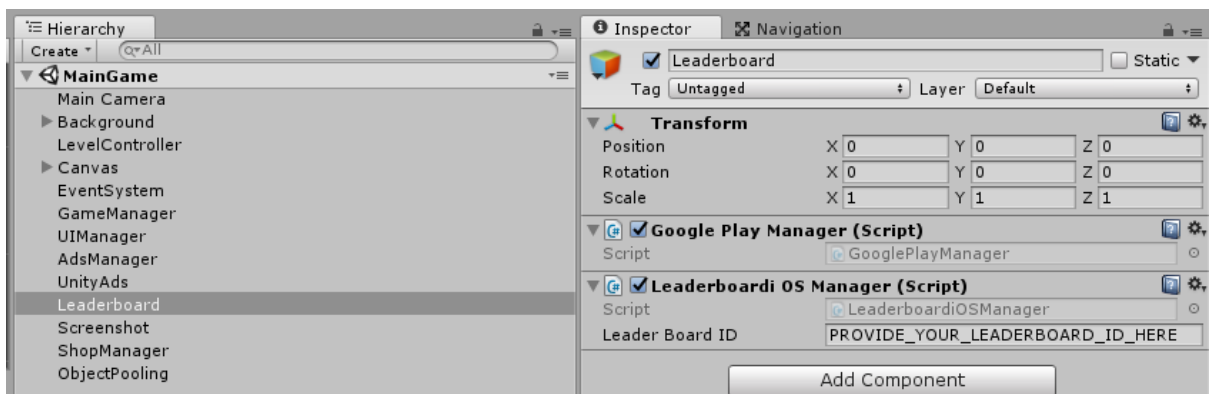**Sounds Folder**: There is stored Musics and Sound effects used in game.
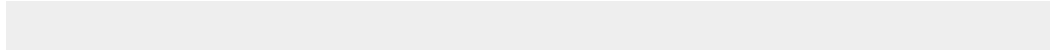
Scripts

1) GameManager:- This script controls the game , its saves
   and loads data from the device eg:- Best Score , musics
   status ,etc.

2) Leaderboard:- Scripts which control leaderboard of play
   store and app store.

3) Unity IAP:- This script controls the Unity IAP for android and iOS. It controls the remove ads function.
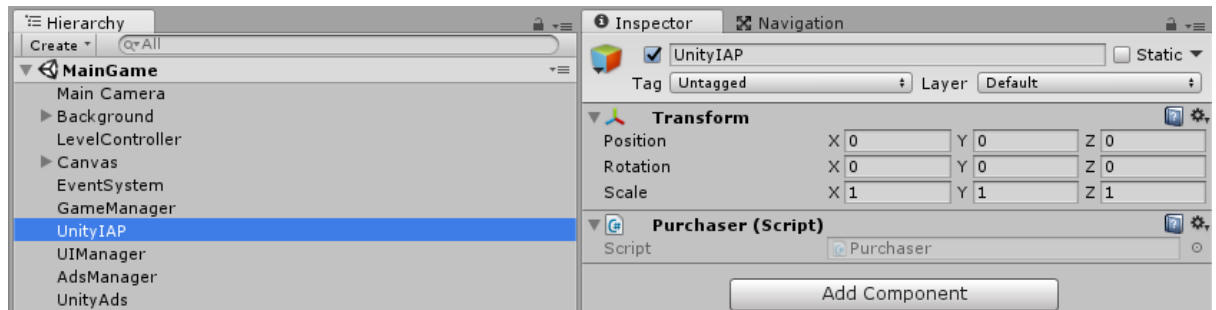

4) UIManager:- This script controls the game menu , assigns the functions to the buttons and updates the text like score , best score , etc;
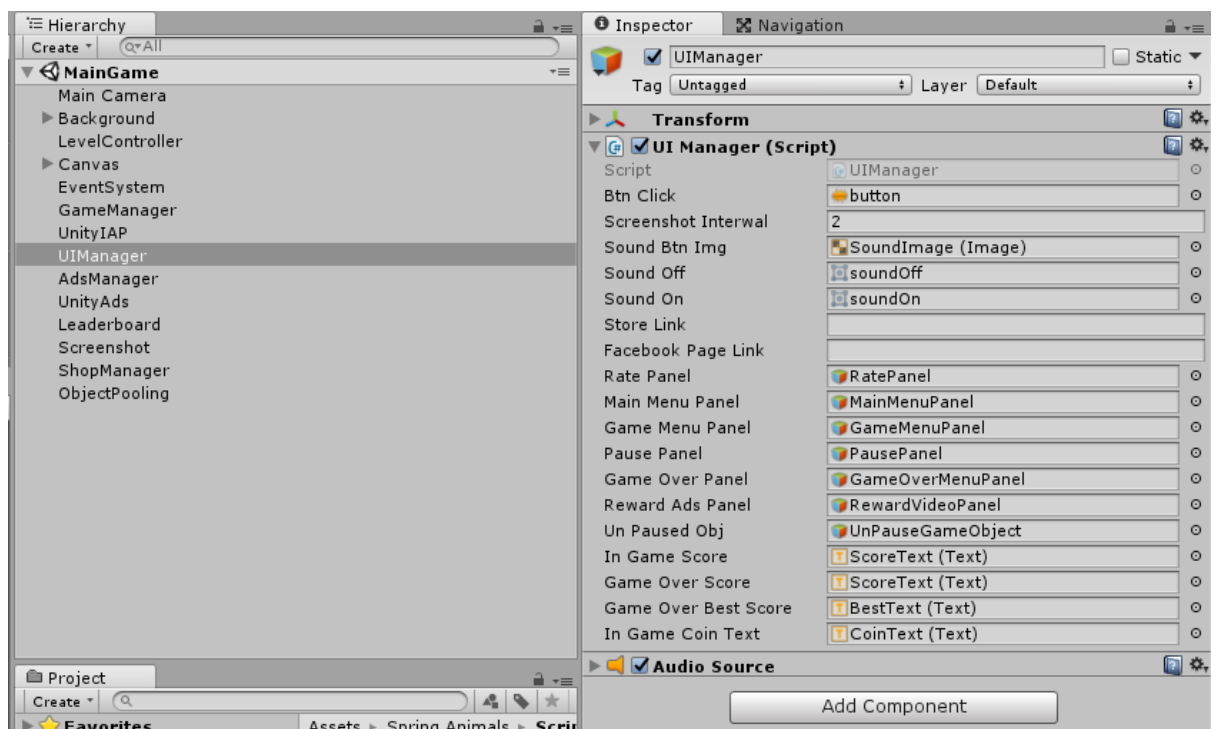
5) ShopManager:- This script controls the shop menu , is assigns the functions to the buttons and updates the character , etc.
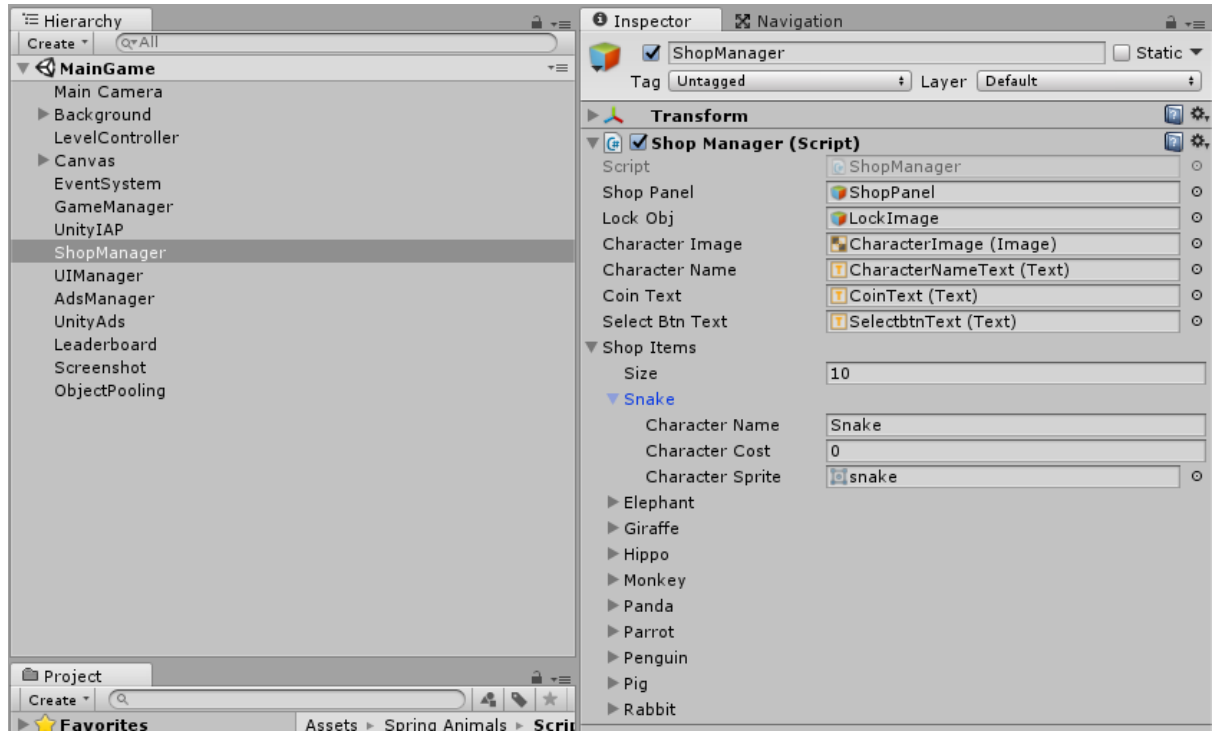
6) ObjectPooling:- This script created the required clone of objects which are used again and again and it the make them active when required , helps in game optimization.
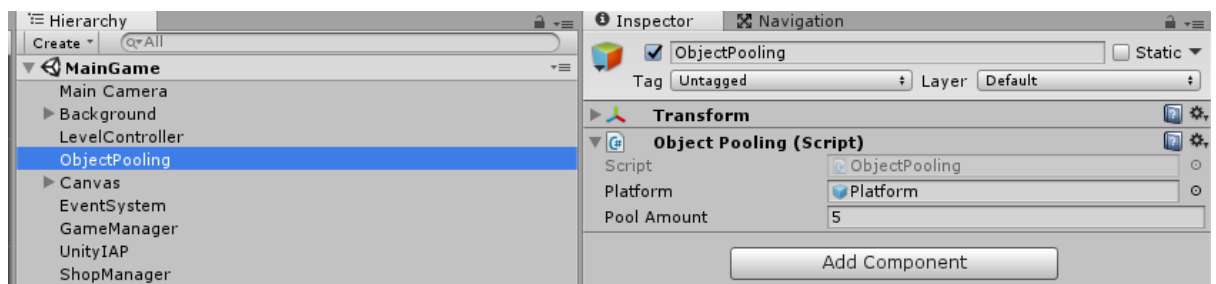
7) ScreenShot:- This script helps player to take the screen shot of their game and share it on the social platforms like facebook , whatsapp , etc.
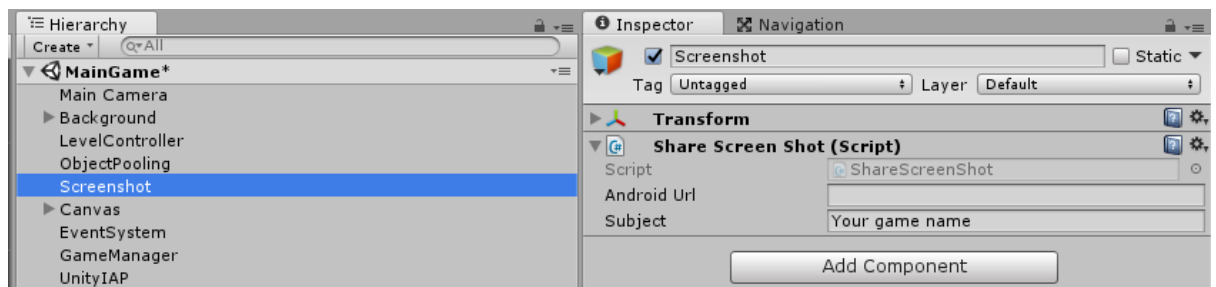
8) LevelController:- This script controls the spawning of platform , player , there path and much more.