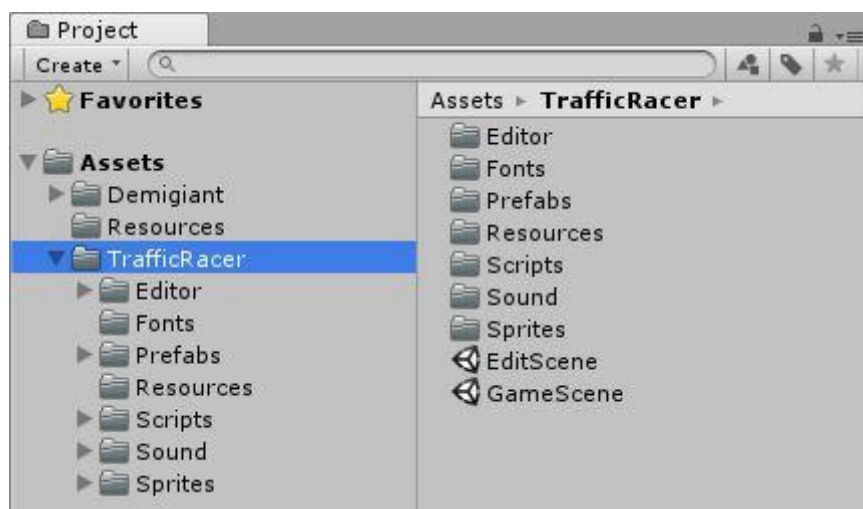




# Street Wars

## Project Structure



**Animations folder:** There is stored animations used in game.

**Editor Folder:** There is stored Game Design window script (Dont edit anything in this folder).

**Fonts folder:** There is stored fonts used in GameScene.

**Sprites:** 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).

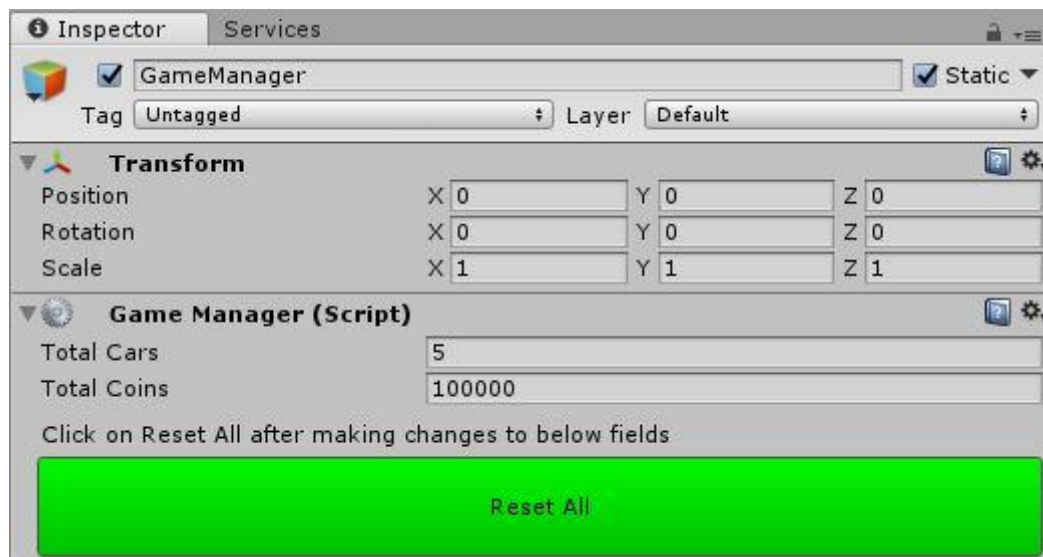
**Scripts Folder:** There is stored Script files used in game.

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

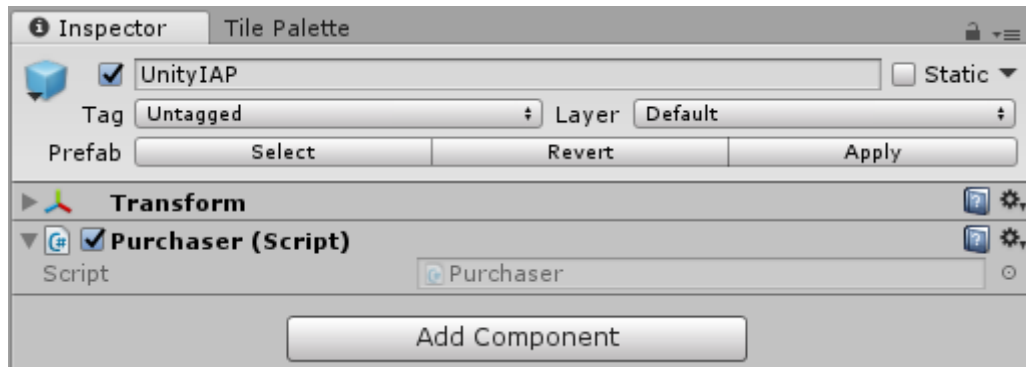
## Scripts

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

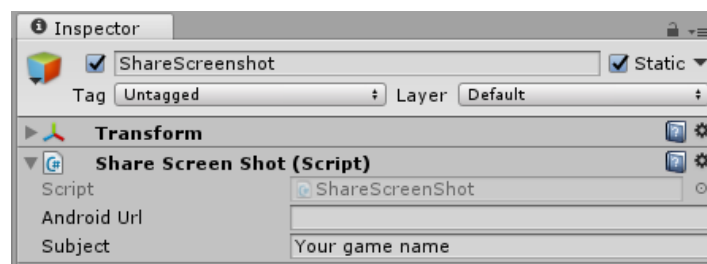
Click on Reset All if made any changes.



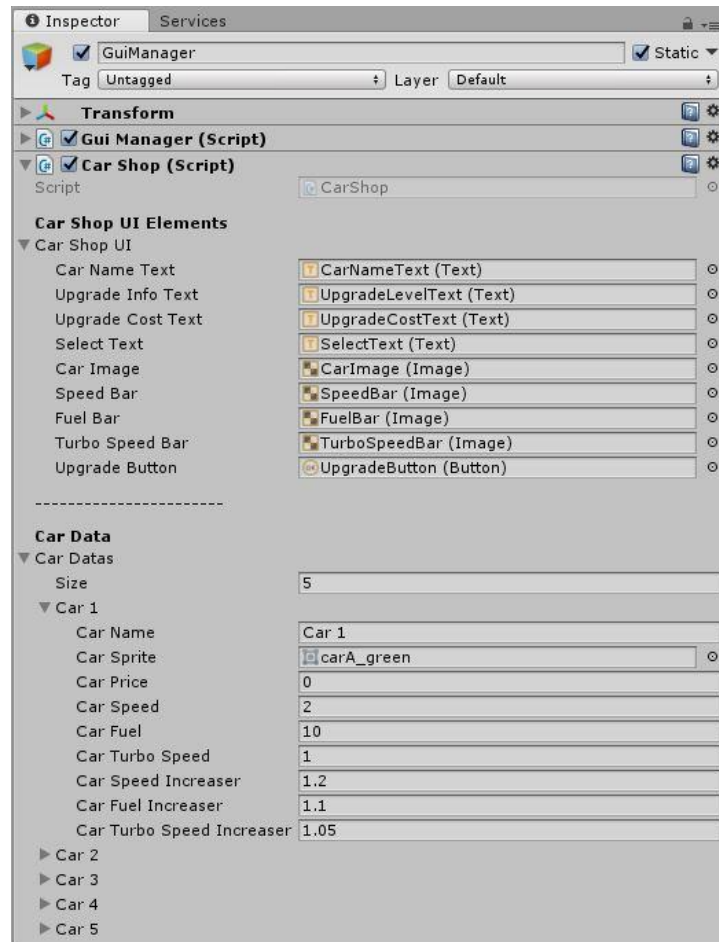
2) Unity IAP:- This script controls the Unity IAP for android and iOS. It controls the remove ads function.



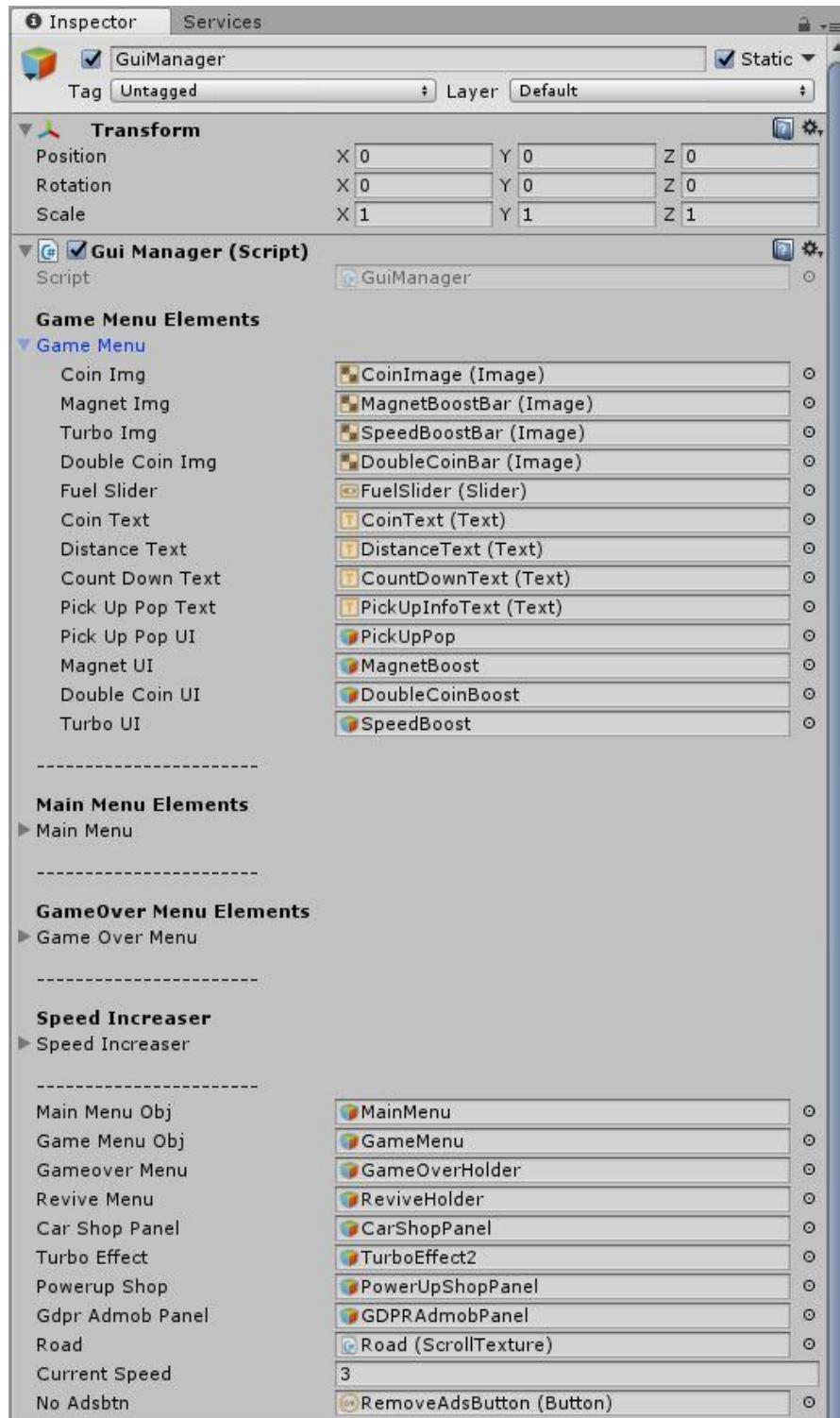
3) ScreenShot:- This script helps player to take the screen shot of their game and share it on the social platforms like whatsapp , etc.



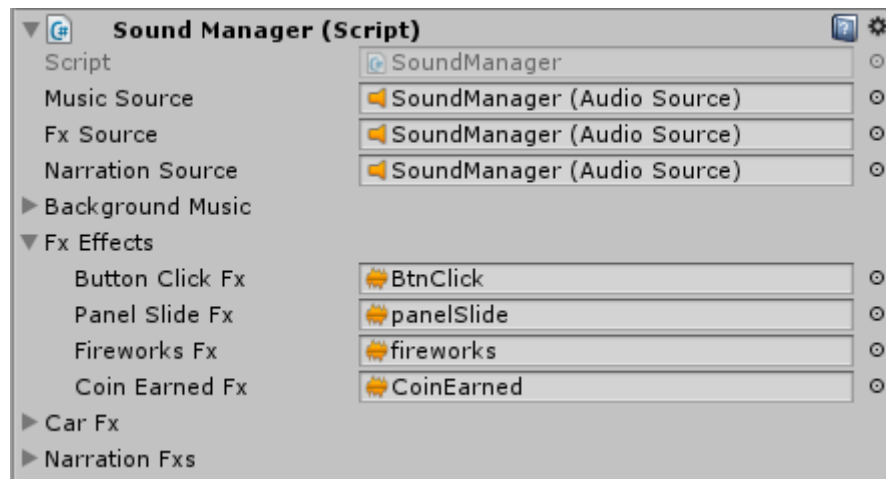
4) CarShop:- This script controls the car shop , it assigns the functions to the select buttons and updates the text like cost , etc. Here you can assign different vehicles.



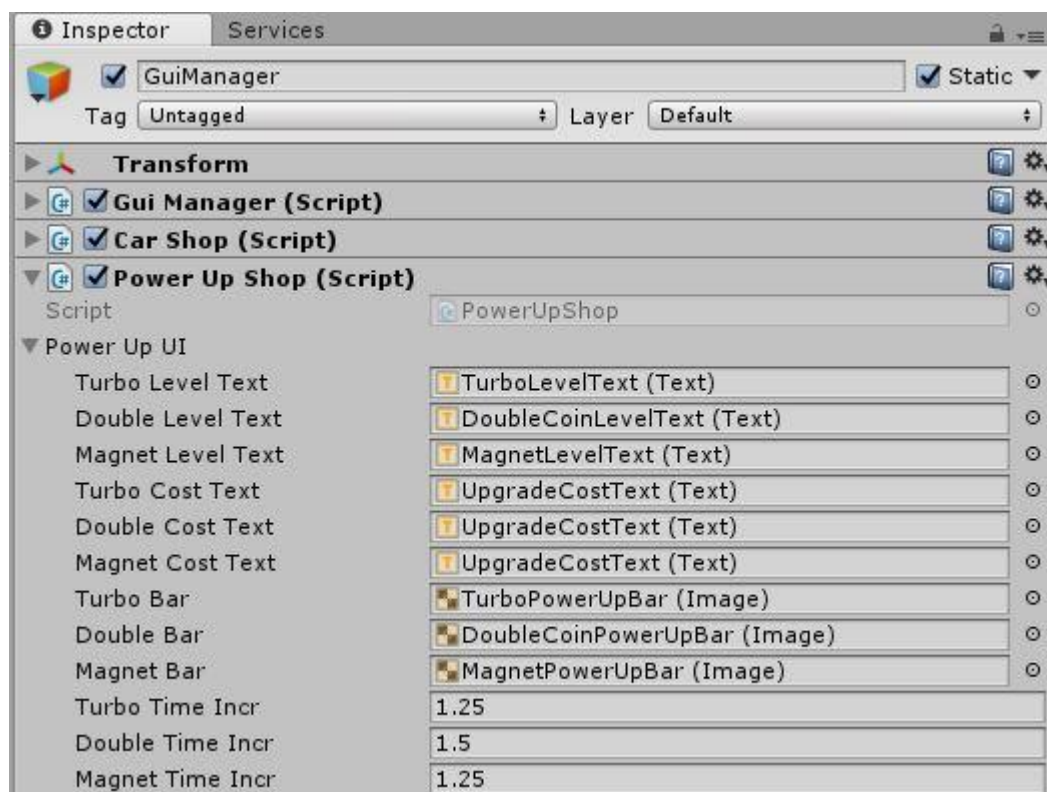
5) GuiManager:- This script controls the game menu , it assigns the functions to the buttons and updates the text, store game details, and more.



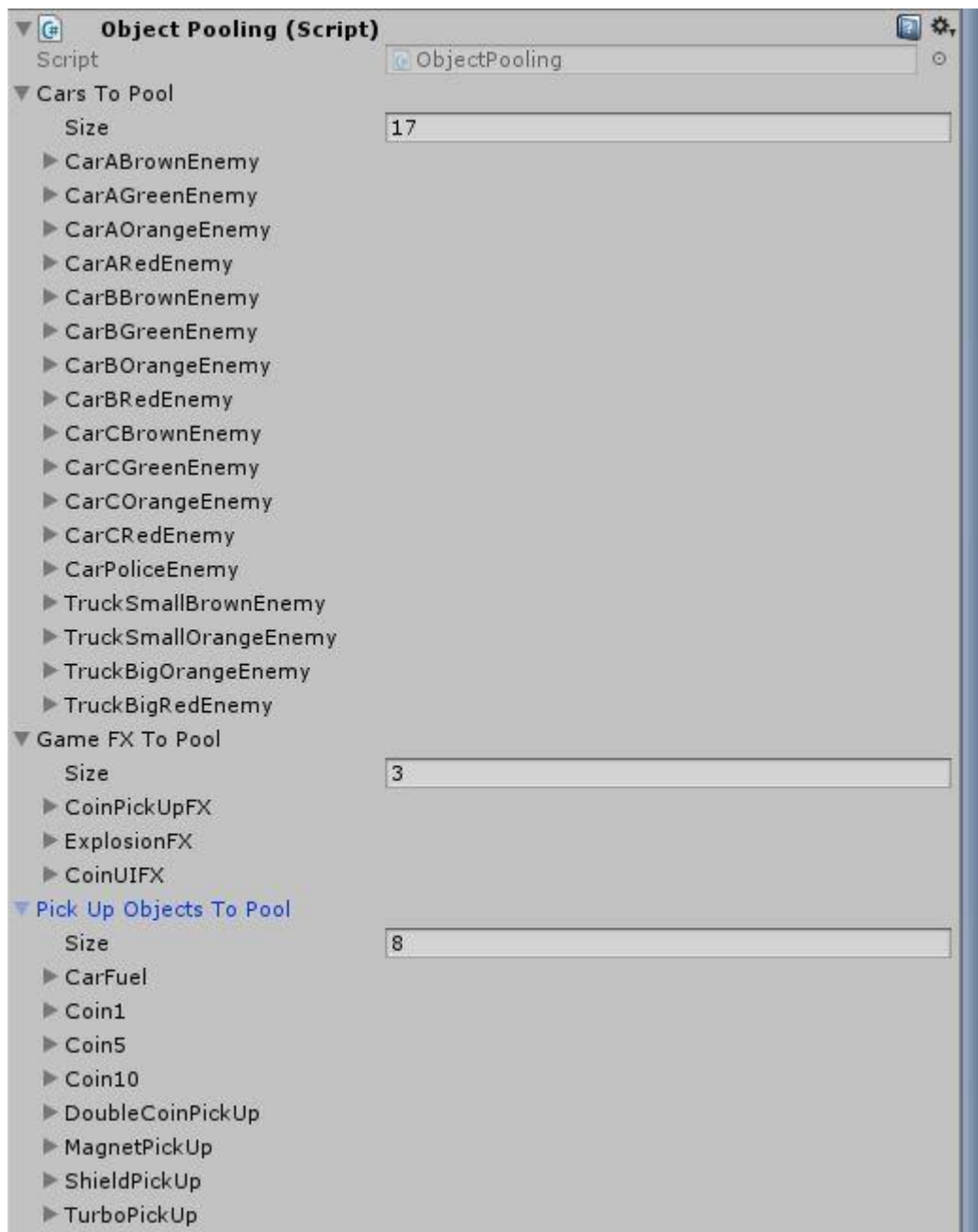
6) SoundManager:- This script manages music and sound fx of the game eg:- background music, button click sound , etc.



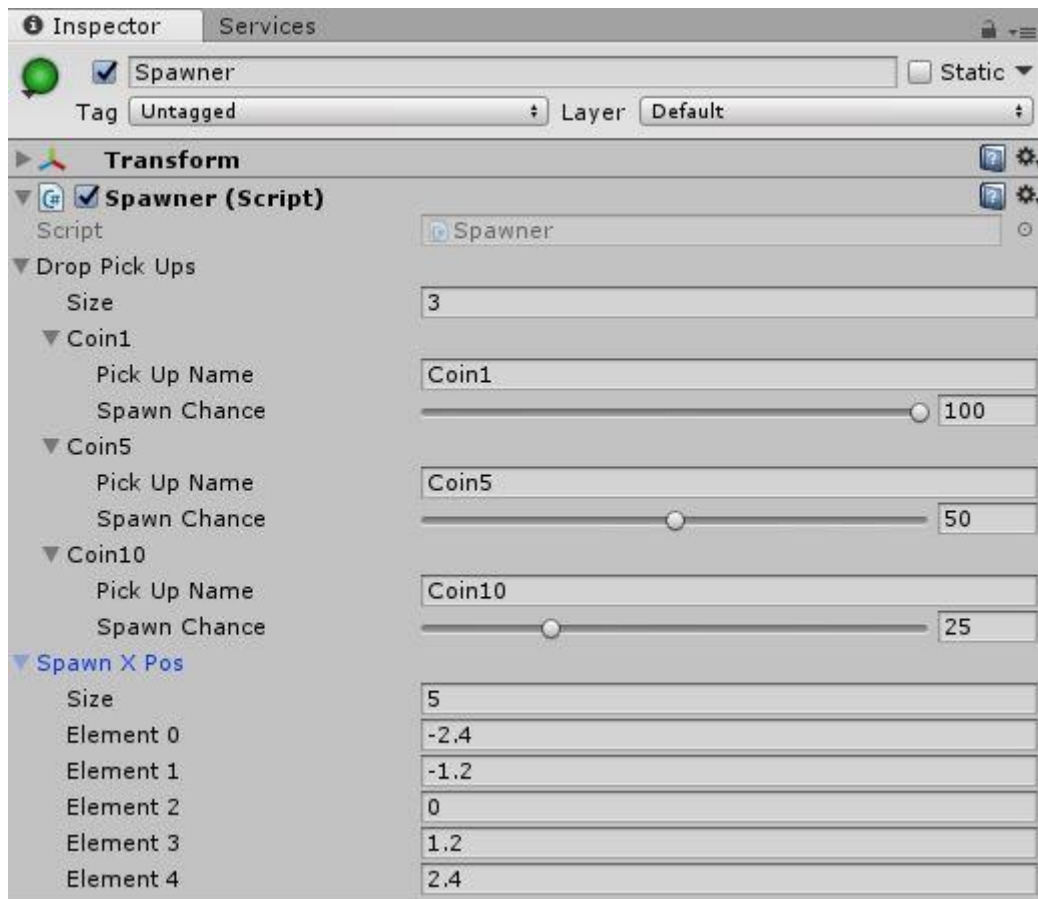
7) PowerUpShop:- This script controls the PowerUp shop , here you upgrade your powerups.



8) Objectpooling:- This script creates clone of specified gameobject at start of scene so that they can be reused in the game.

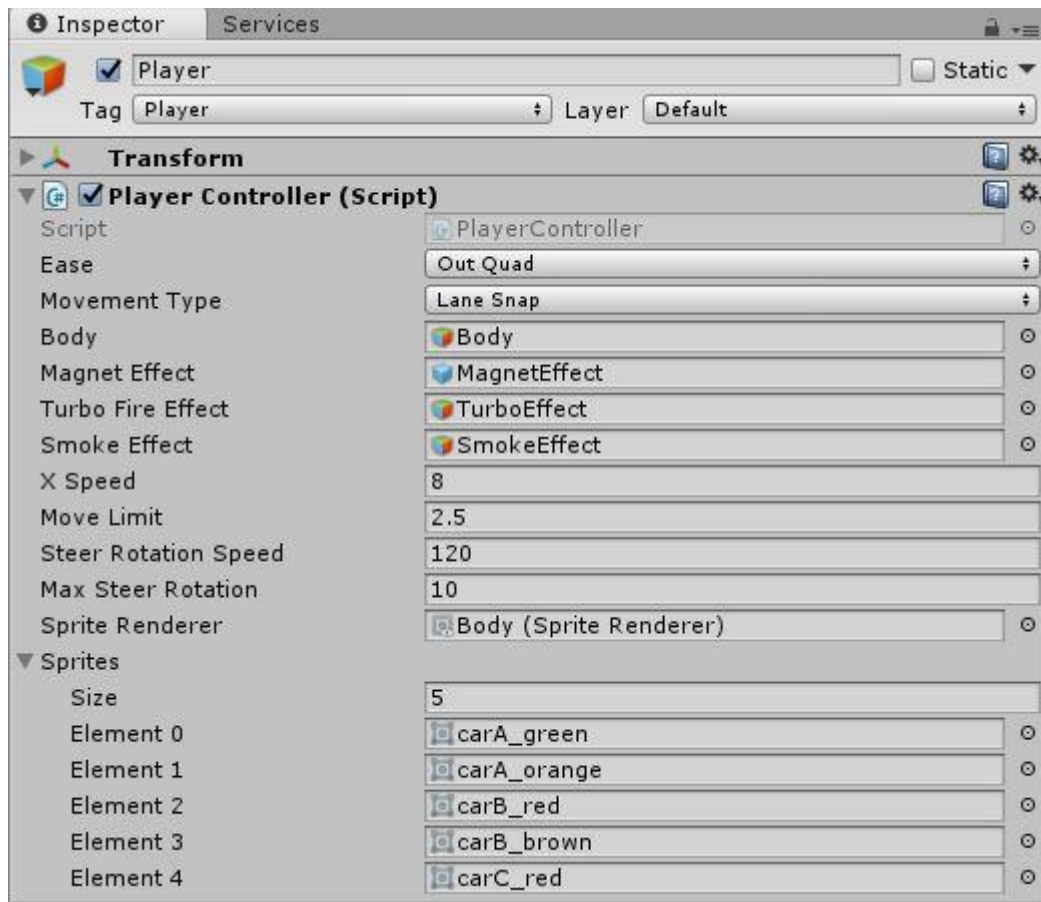


9) Spawner:- This script spawns enemy car and pickups gameobject in the scene.

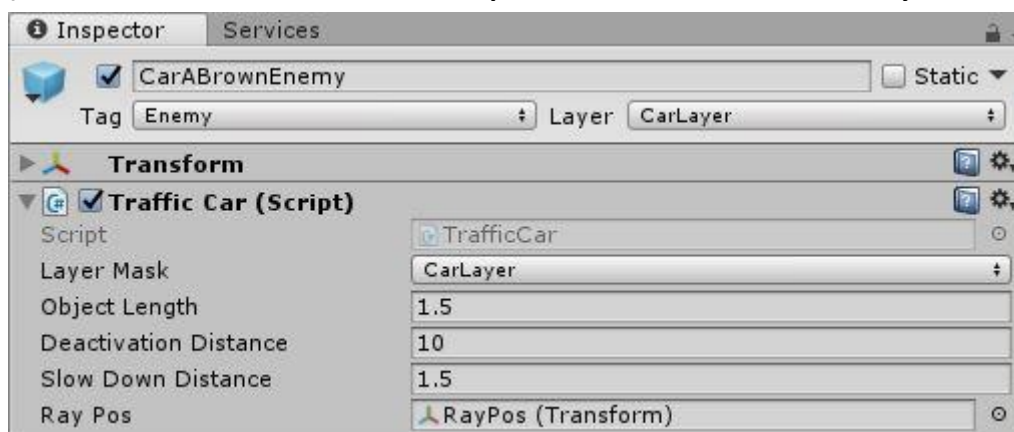




- 10) **PlayerController:-** This script is attached to player car and it controls its movements.



- 11) **TrafficCar:-** This script controls the enemy cars.

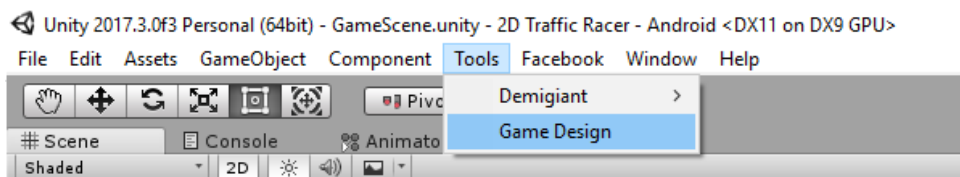


# Get Complete tutorials on reskin:-

[https://drive.google.com/open?id=15y\\_yoBoPnFkr7yschgK4-v8JdlZ80aW1](https://drive.google.com/open?id=15y_yoBoPnFkr7yschgK4-v8JdlZ80aW1)

## Activating Third-Party Plugins

1) Go to Tools | Game Design



2) Import the required SDK (Admob, Facebook, for Unity Ads and UnityIAP activate the services from Service Window).

3) And tick the check box in front of respective service.

GAME DESIGN



## GAME DESIGN

**AdMob Options**  
Show Interstitial After Death Times   
Use Admob Ads ☒  
AdMob App ID   
  
AdMob Banner ID   
Banner Position ☒ Bottom ☐ Bottom Left ☐ Bottom Right  
☐ Top ☐ Top Left ☐ Top Right  
  
AdMob Interstitial ID   
  
[Download Google Play SDK](#)  
**Google Play Or Game Center**  
Leaderboard ID   
Google Leaderboard ☒  
  
**Unity IAP**  
Activate UnityIAP from Services Window  
Use UnityIAP ☒  
  
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