



Egg Up

Mobile game template

Thank you for purchasing Egg Up

General

Please make sure to set gravity (Physics -> Gravity) to -30 in the project settings, and fixed timestep (Time -> Fixed Timestep) to 0.01.

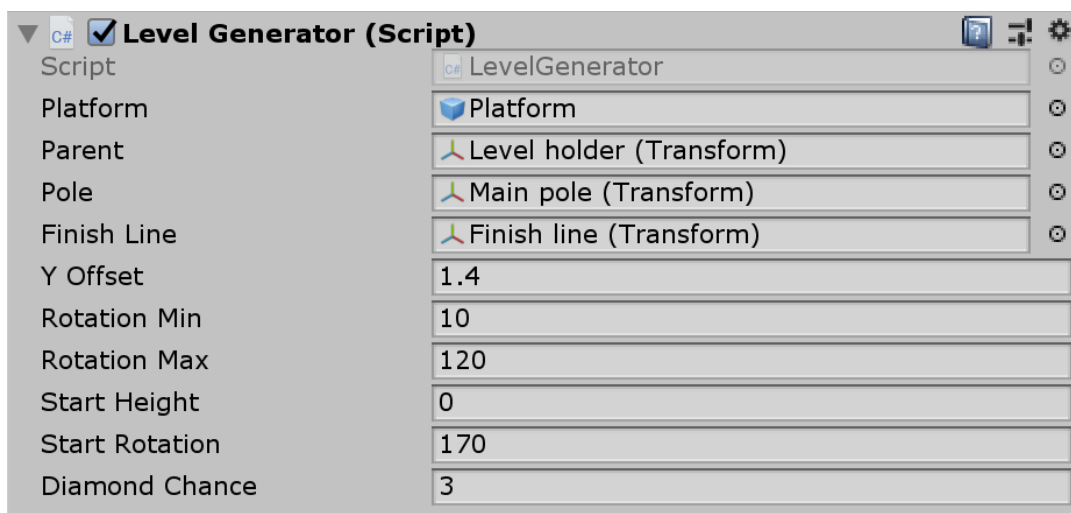
Gameplay

Egg Up is a small mobile game where players need to get the egg to the top. To get your egg to the top, jump from platform to platform. Some platforms have red bounce pads allowing the egg to jump much higher. Some platforms contain diamonds that the player can collect while bouncing to the top of the level.

Level generator

The level generator takes the current level index and based on that it spawns a certain number of platforms. This makes the first few levels shorter than the levels further in the game.

I will explain a couple of the variables below:



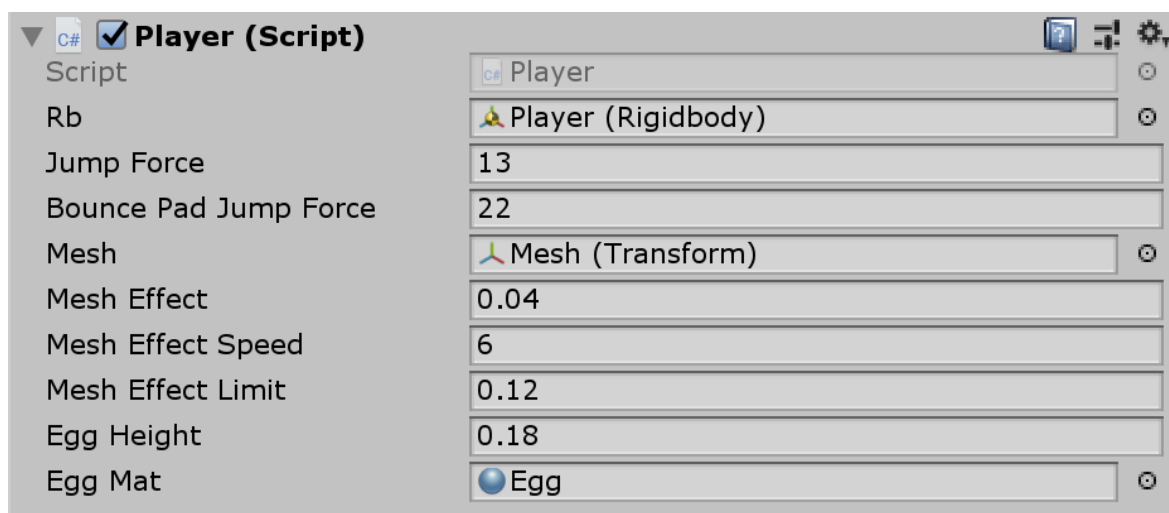
Y Offset: Vertical distance between the platforms

Rotation min/max: Random rotation bounds (bigger rotation = platforms further away from each other)

Diamond chance: The bigger this value, the less diamonds will be spawned

Player

The player egg bounces using a rigidbody. When it hits a platform, the velocity is adjusted so it jumps up.



Jump force: Normal jump height

Bounce pad jump force: Jump height when on a bounce pad

Mesh effect: How much the mesh scales when jumping

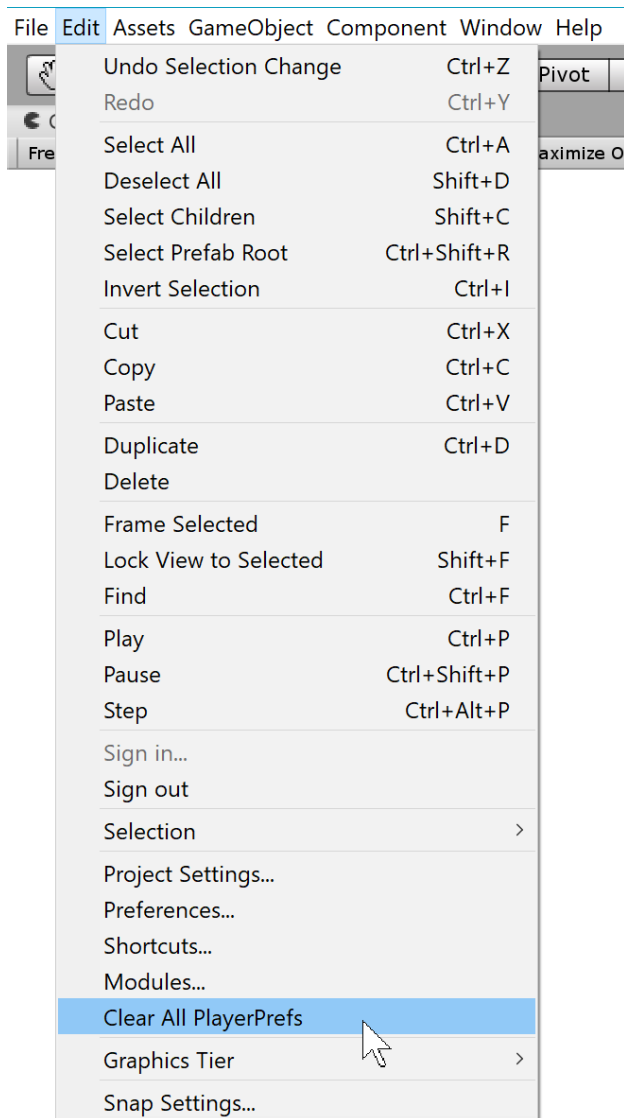
Mesh effect speed: How quick the mesh scales when jumping

Mesh effect limit: The maximum effect so the egg doesn't stretch too far

PlayerPrefs data

To save the level index, the game uses Unity's build-in PlayerPrefs.

To reset the level to 0, please go to Edit -> Clear all PlayerPrefs:



Conclusion

I hope you like the 'Egg Up' game template. Thank you again for purchasing. Please don't hesitate to contact me for any questions or suggestions via:

codeerstudio@gmail.com