

# Hanger Square - Documentation

**Thanks for purchasing!**

## **How to play the game:**

Tap on the screen or click with the mouse to hanger like a spider and go far as possible

## **About the template:**

This is complete project that can be used to publish with small and minimal changes, also can be used as a starter kit to build a new game, feel free to contact me if you have any question.

## **My other template:**

<https://www.assetstore.unity3d.com/en/#!/content/95635>

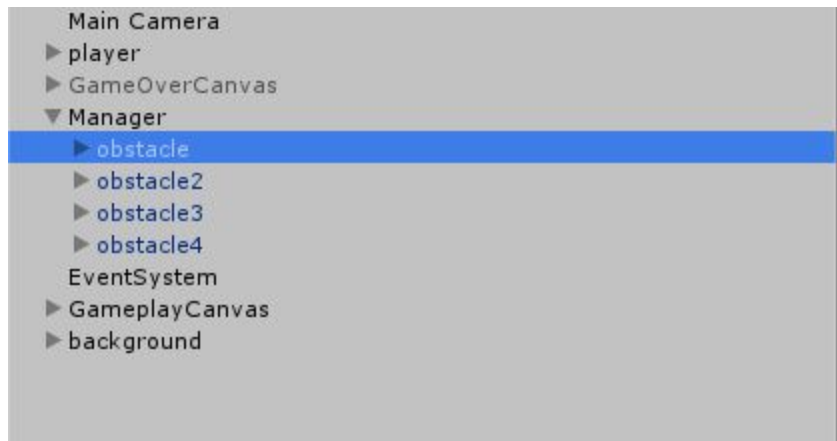
## **Editing the game:**

You can improve and personalize the game in a bunch of different ways, check the tutorials below.

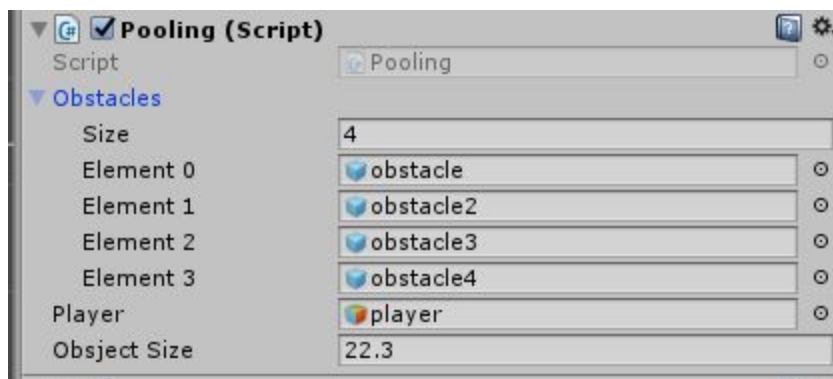
## **How to add more obstacles:**

You can improve the level design of this game changing the obstacles, maybe change the layout or add new ones, follow the tutorial below to make sure that the pooling system works correctly

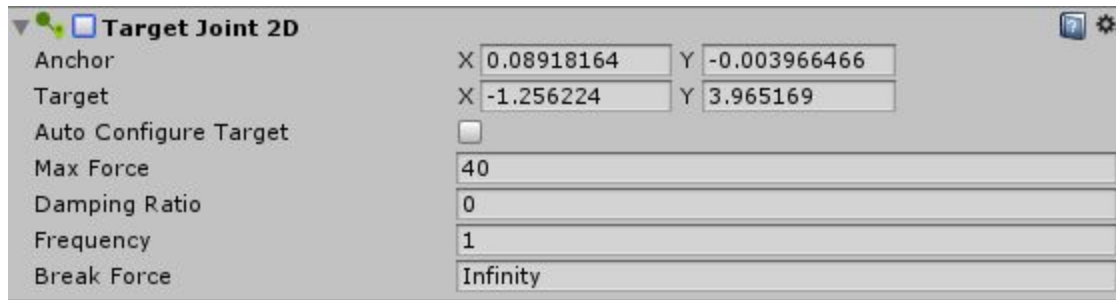
On the hierarchy, select obstacles, make a copy of one of them and add anything that you want inside.



So click in Manager and drag on the obstacles array.



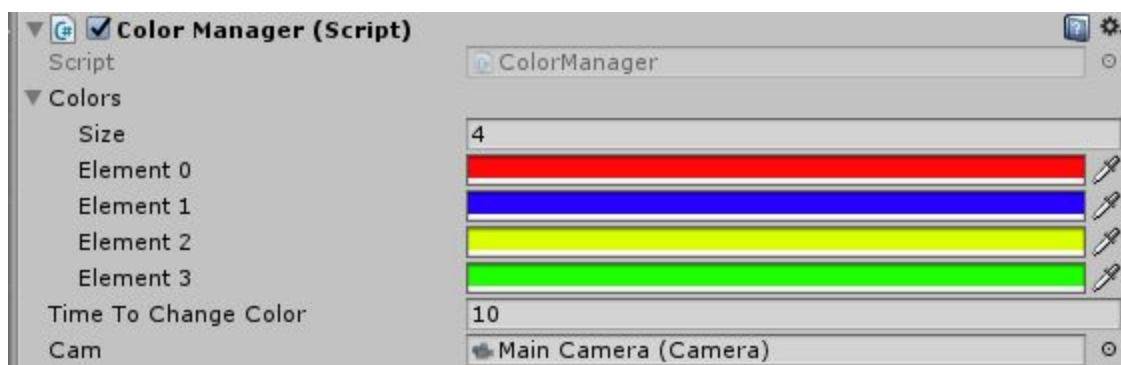
**How to change the player velocity:**



Select player on the hierarchy and on the Target joint component change the Max Force, with a higher Max Force the player will move more fast

### How to change the background Color

In the hierarchy select Background and on the Color Manager component select the colors that you want.



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