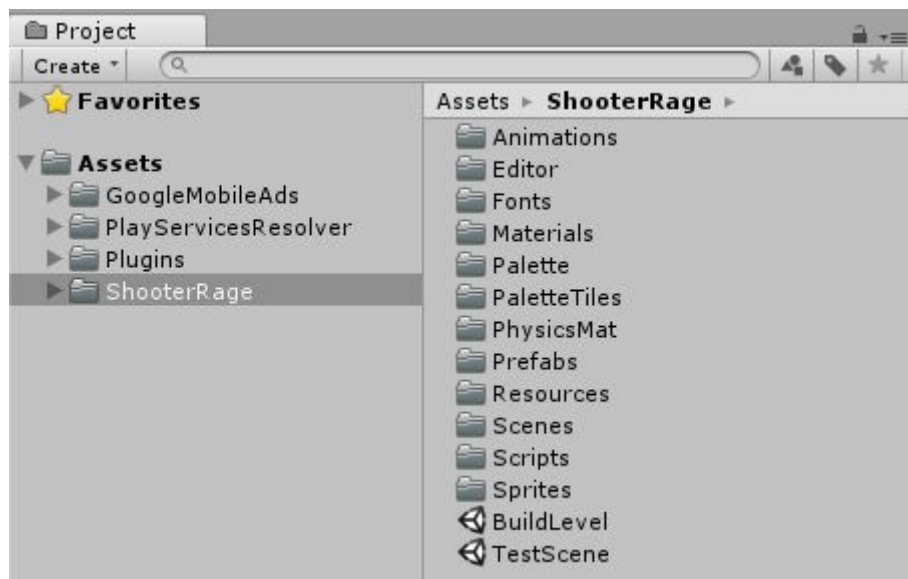




Shooter Rage

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 anything in this folder).

Fonts folder: There is stored fonts used in GameScene.

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

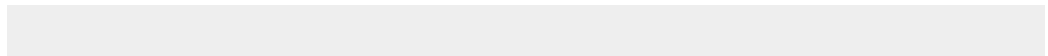
Materials: There is store material of GameObjects used in game.

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).

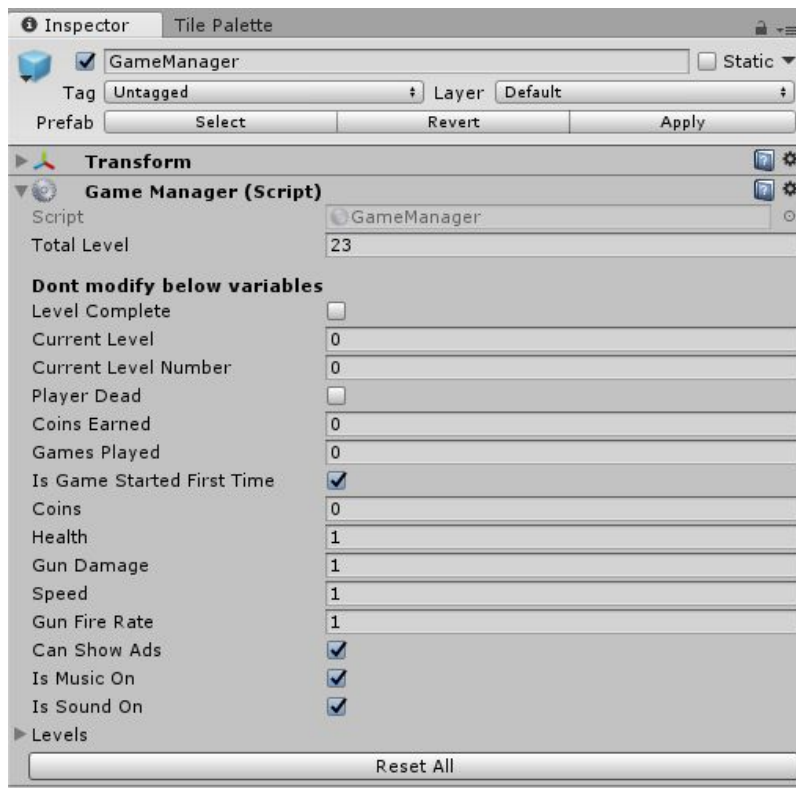
Scripts Folder: There is stored Script files used in game.

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

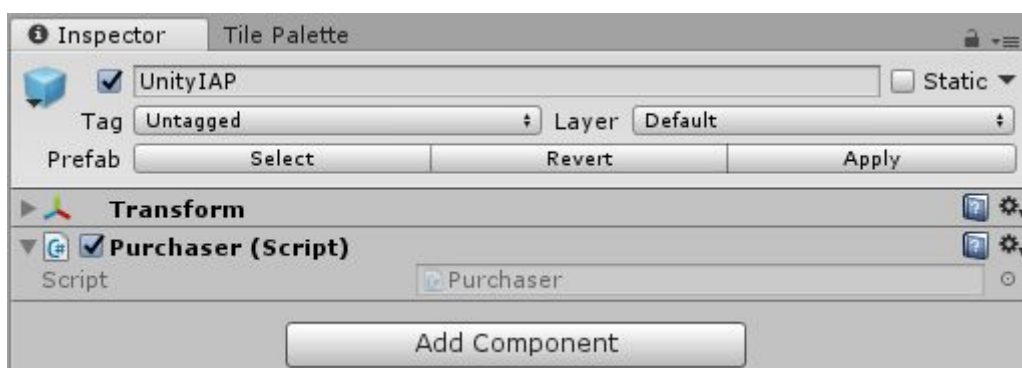


Scripts

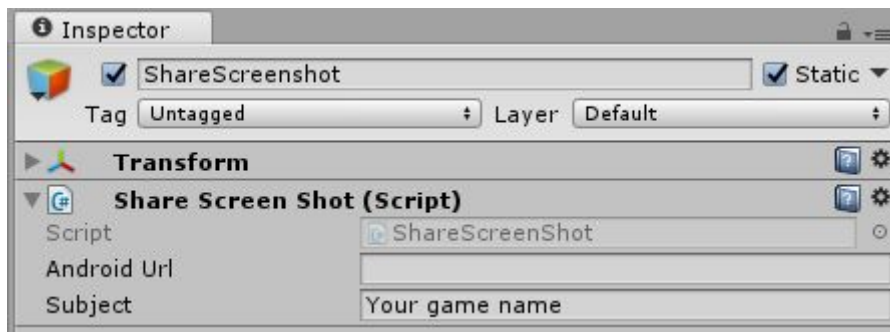
- 1) GameManager:- This script controls the game , its saves and loads data from the device eg:- Best Score , musics status ,etc.



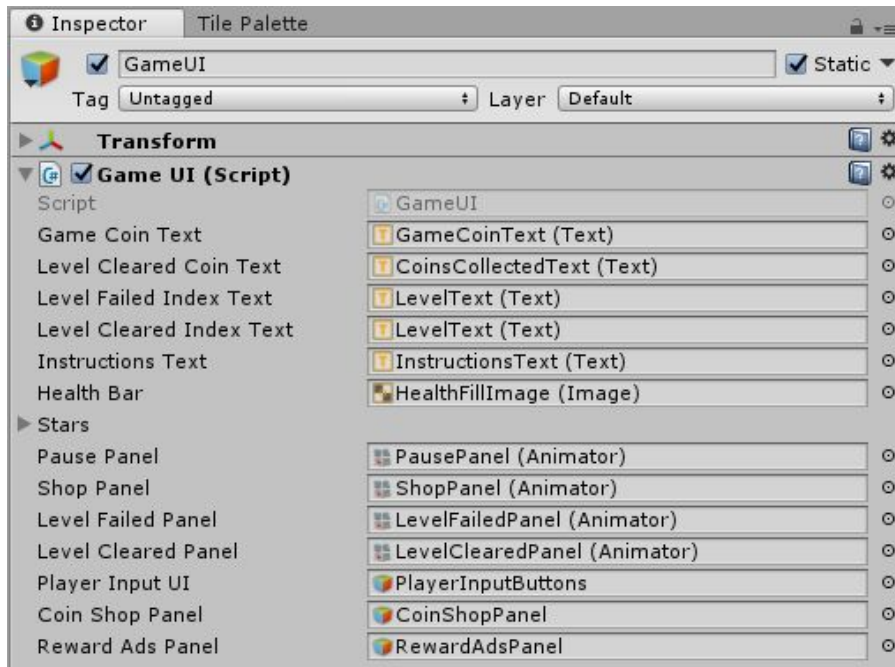
- 2) Unity IAP:- This script controls the Unity IAP for android and iOS. It controls the remove ads function.



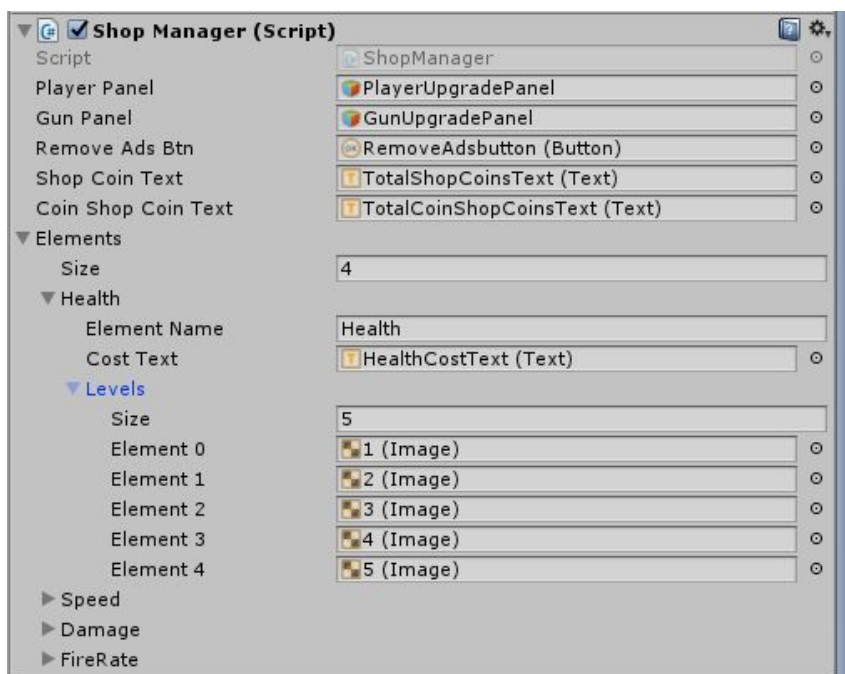
3) ScreenShot:- This script helps player to take the screen shot of their game and share it on the social platforms like whatsapp , etc.



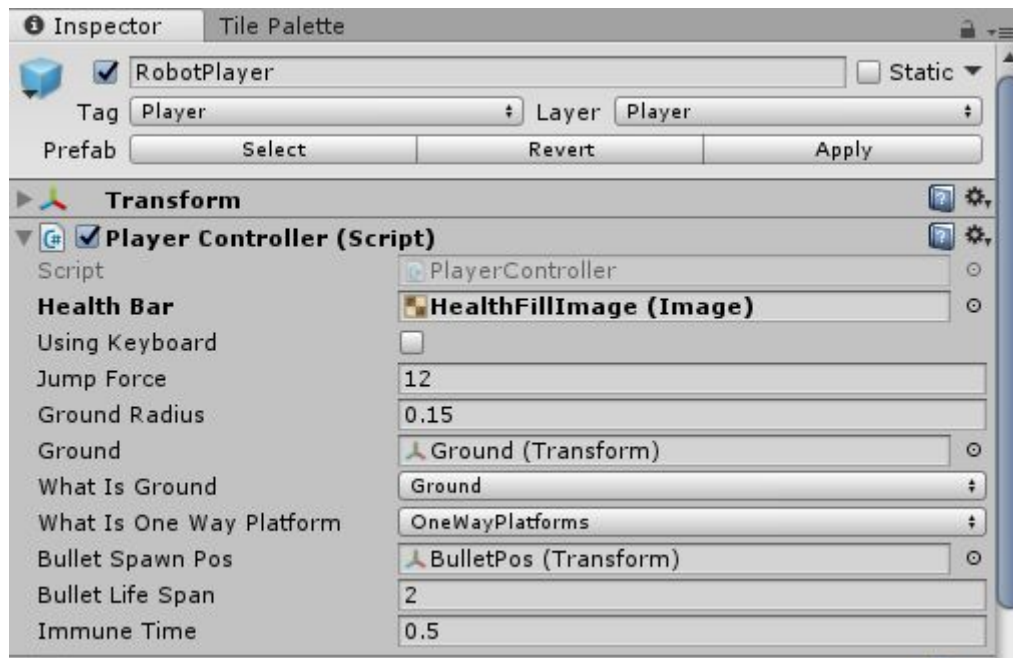
4) GameUI:- This script controls the game menu , is assigns the functions to the buttons and updates the text like score , best score , etc;



5) ShopManager:- This script controls the shop menu , is assigns the functions to the buttons and updates the character , etc.



6) PlayerController:- This script controls the player.



NOTE:- Click on GameManagers Reset button after you have done changes