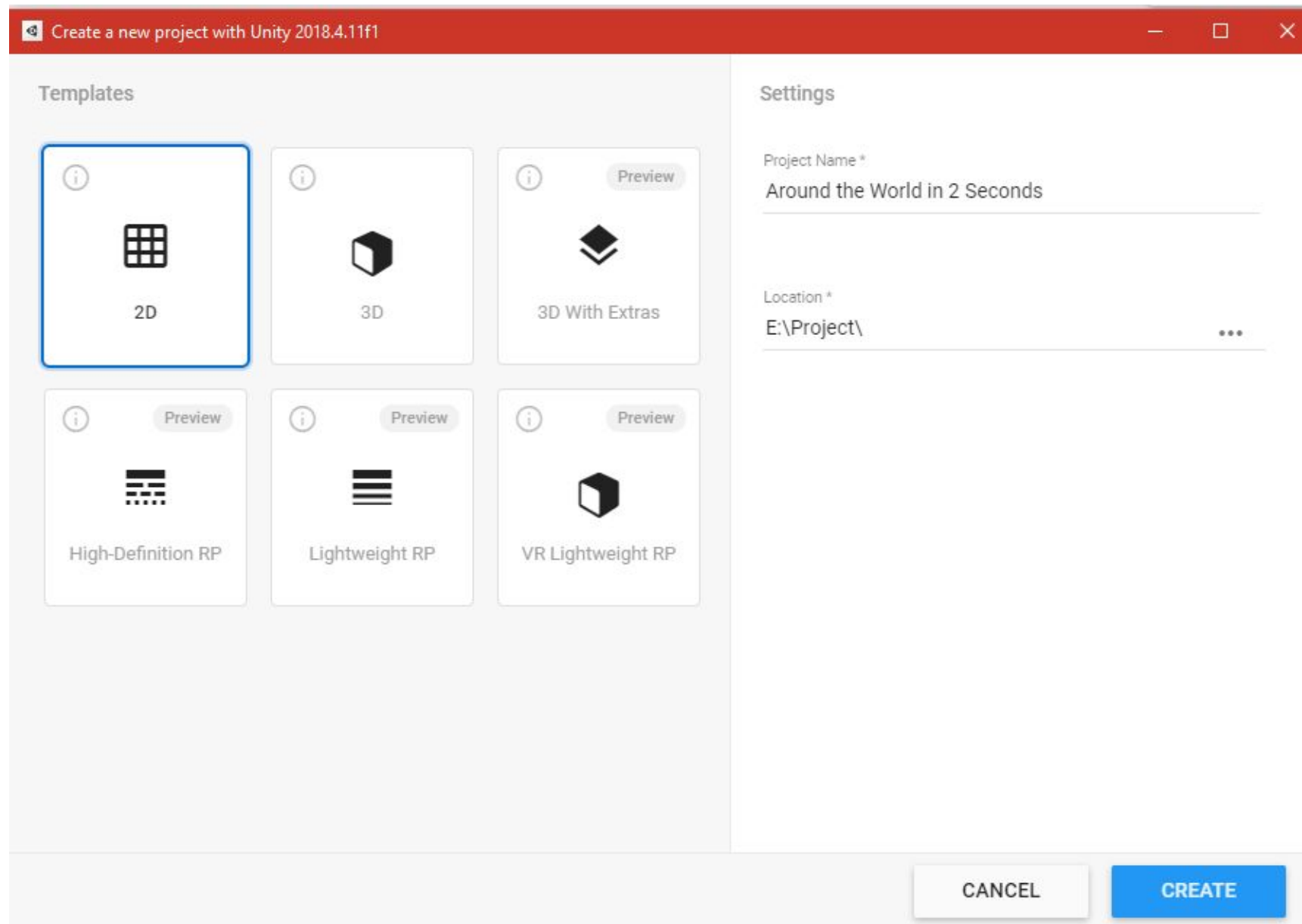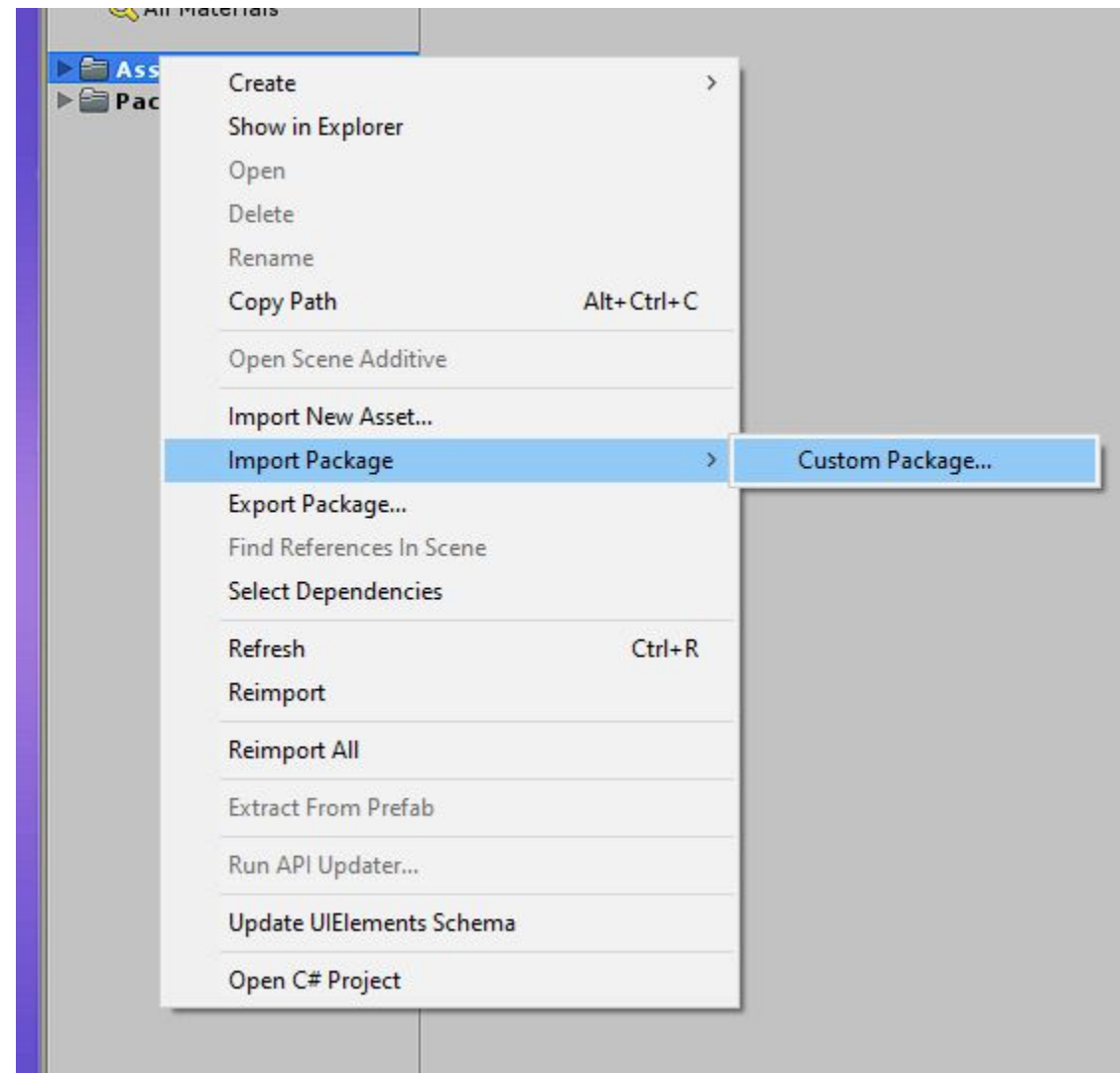# Around the World in 2 Seconds

Thank you for purchasing the "**Around the World in 2 Seconds**" game template.
It is strongly recommended to import this package in an empty project.

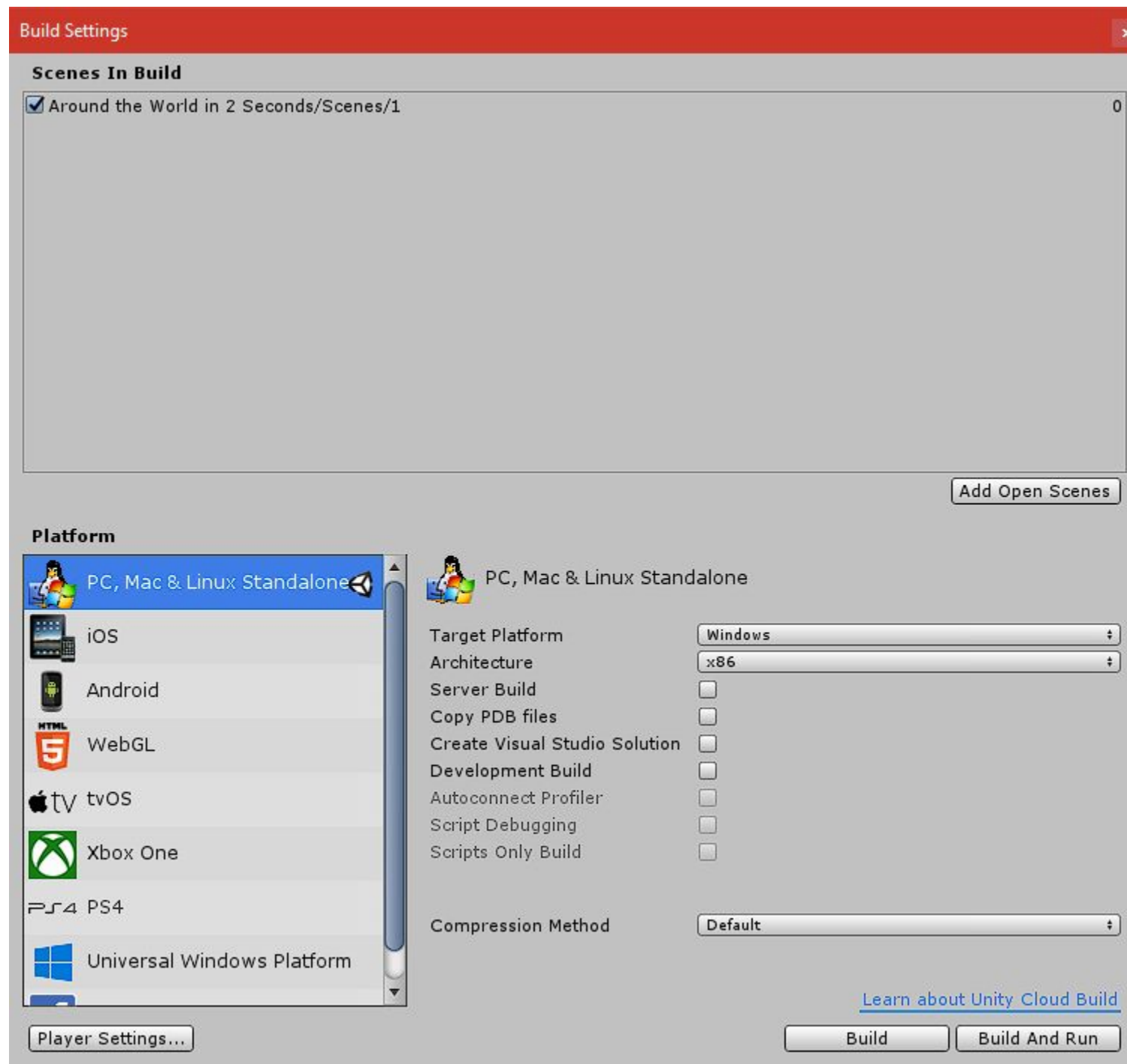Create a new 2D Unity project and import this template.

VERSION HISTORY

Version 1.0
- Initial release.

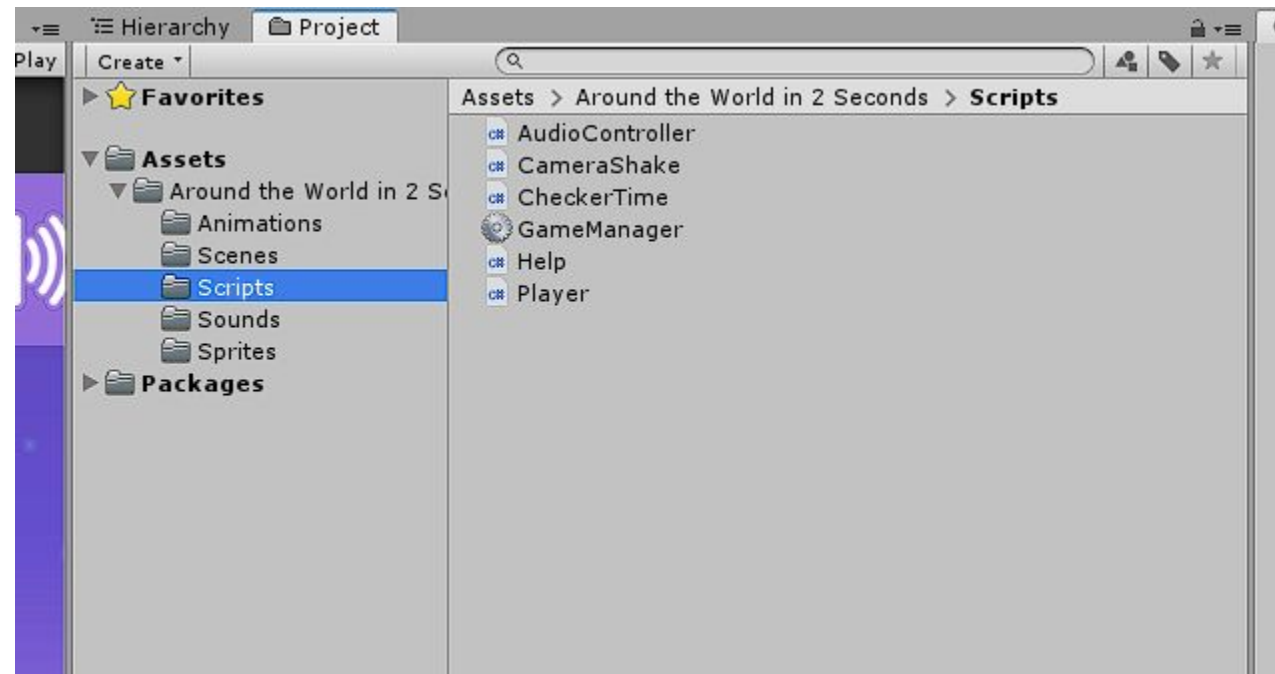**Version 1.1**
- upgrade to unity 2018

Build Settings

Make sure you have added these scenes.

Scripts:

All scripts are under the Scripts folder.

AudioController.cs
A Script to control audioListner of game.

CameraShake.cs:
A simple script to shake the camera when the player dies.

GameManager.cs:
This script is attached to the GameObject "Earth".
This script is in charge of the game logic.

Help.cs:
A script for Help Button to show help.

Player.cs:

This script is attached to the GameObject "Player".

In charge to detect the input, and to jump the player, and detect collisions.

You can change the speed of the jump in this GameObject ("Jump force").

Music and FXs:

To change the game's sounds and music, you have to replace the sounds in the Sounds folder with what you want. But note that you must keep the files names exactly as before.
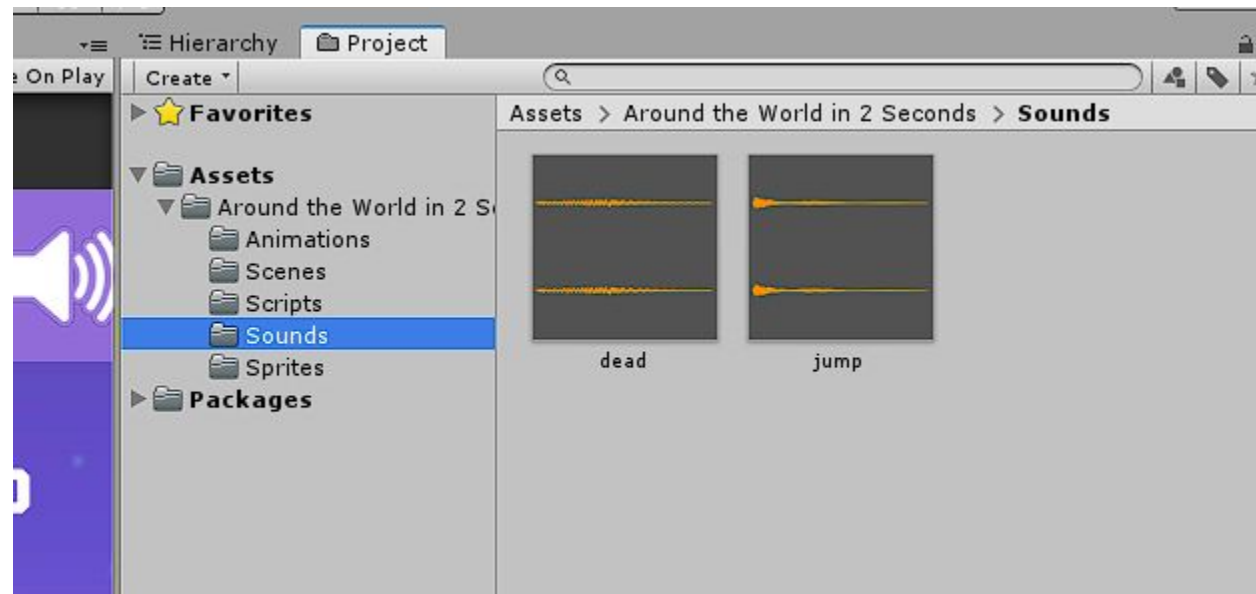
Reskin:

All of the images that are used in the game are in the Sprites folder. You can replace the default images with the new ones that you want.
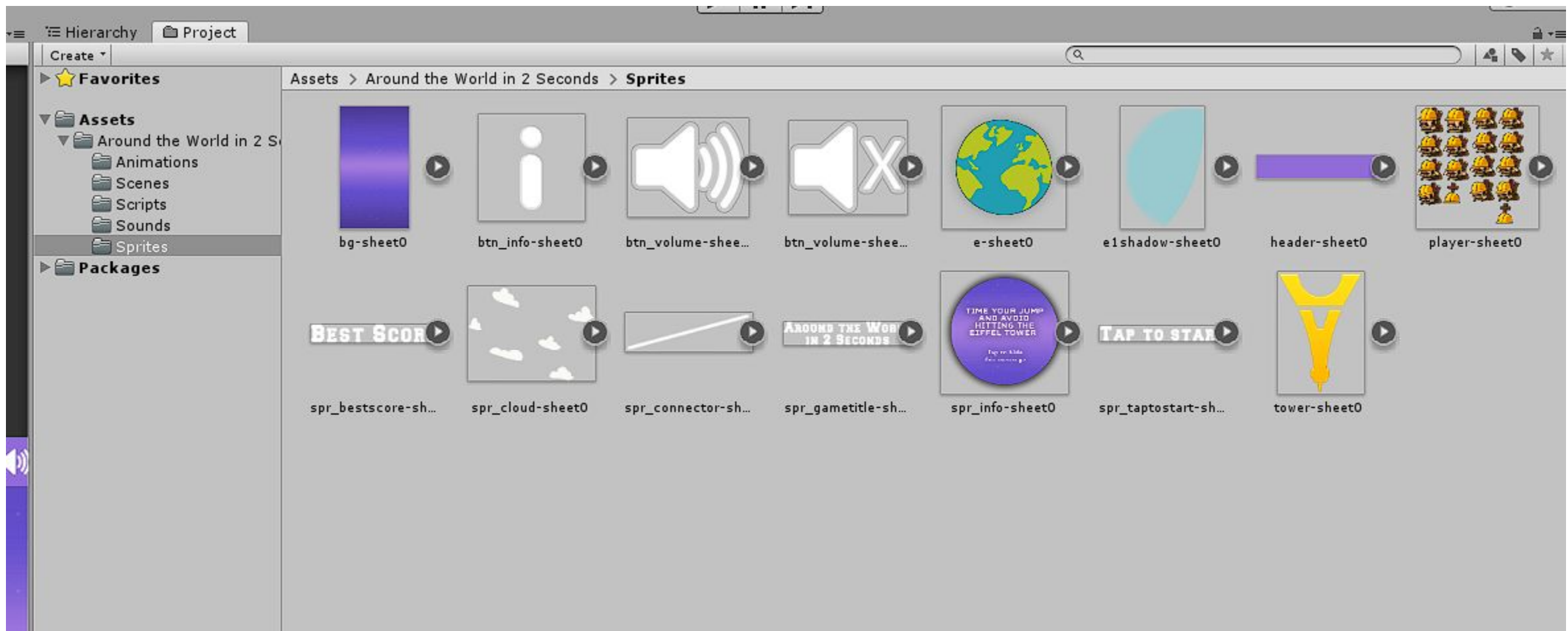
Important note: For changing the game's default images, new images should have the same size and name as default ones.