

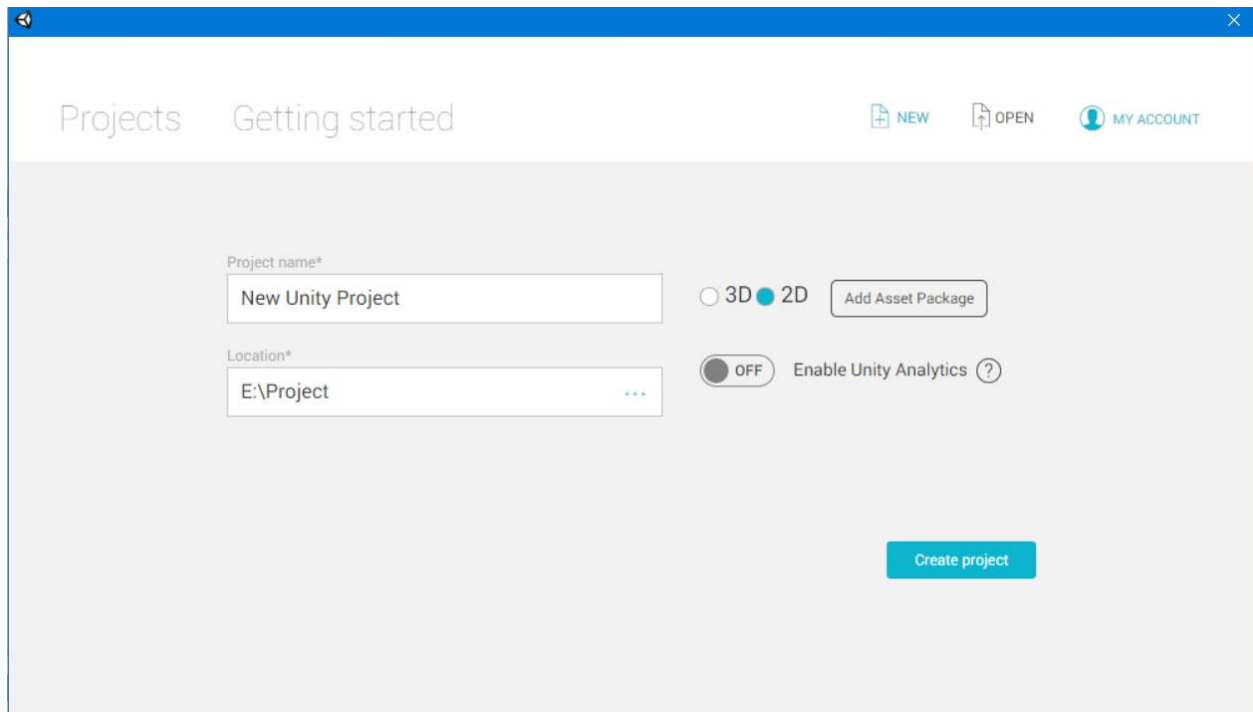
Kara – Food Drop

Thank you for purchasing the “**Kara – Food Drop**” game template. This is a full Unity template that gives you a quick and easy way to create a simple kids game or can be used as a starting base to learn Unity and C# programming.

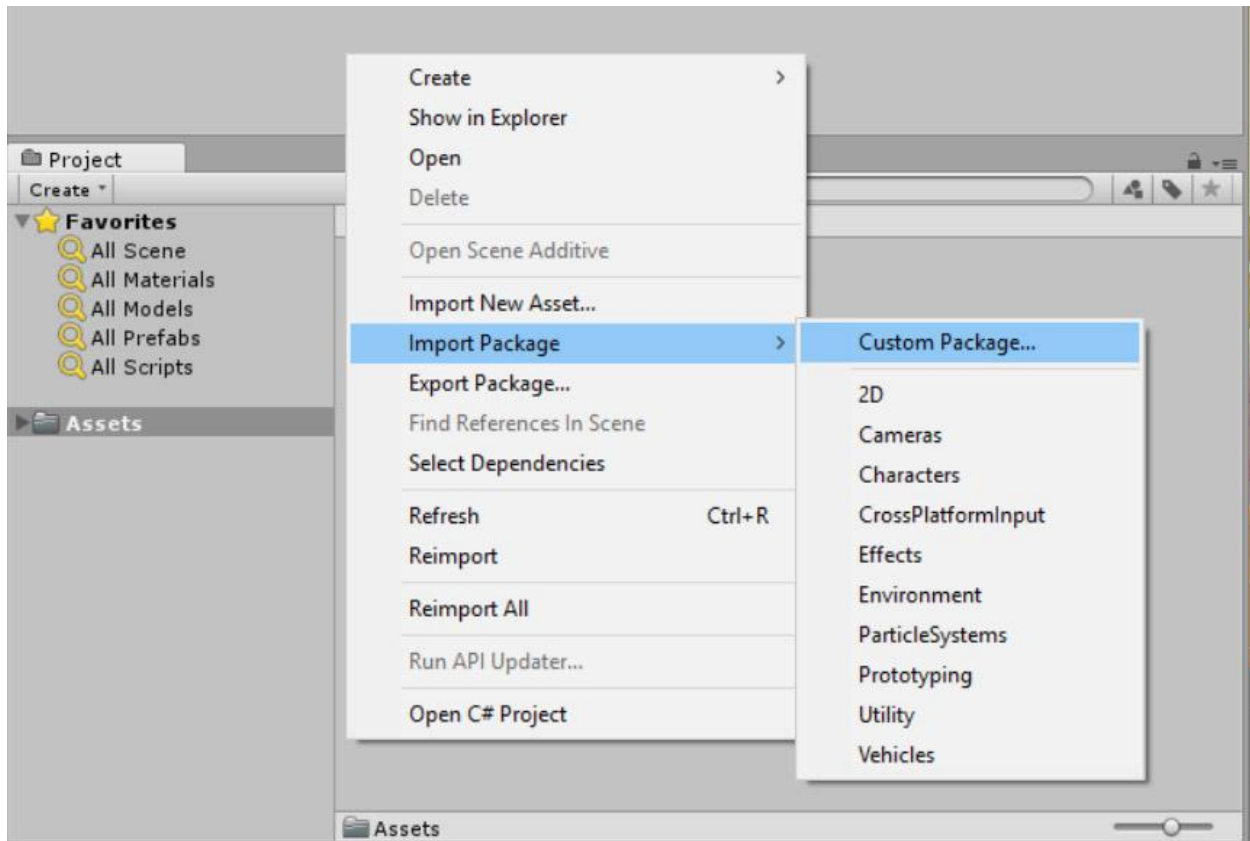
This game can be built for android, iOS & Windows Phone.

It is strongly recommended to import this package in an empty project.

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



Picture 01



Picture 02

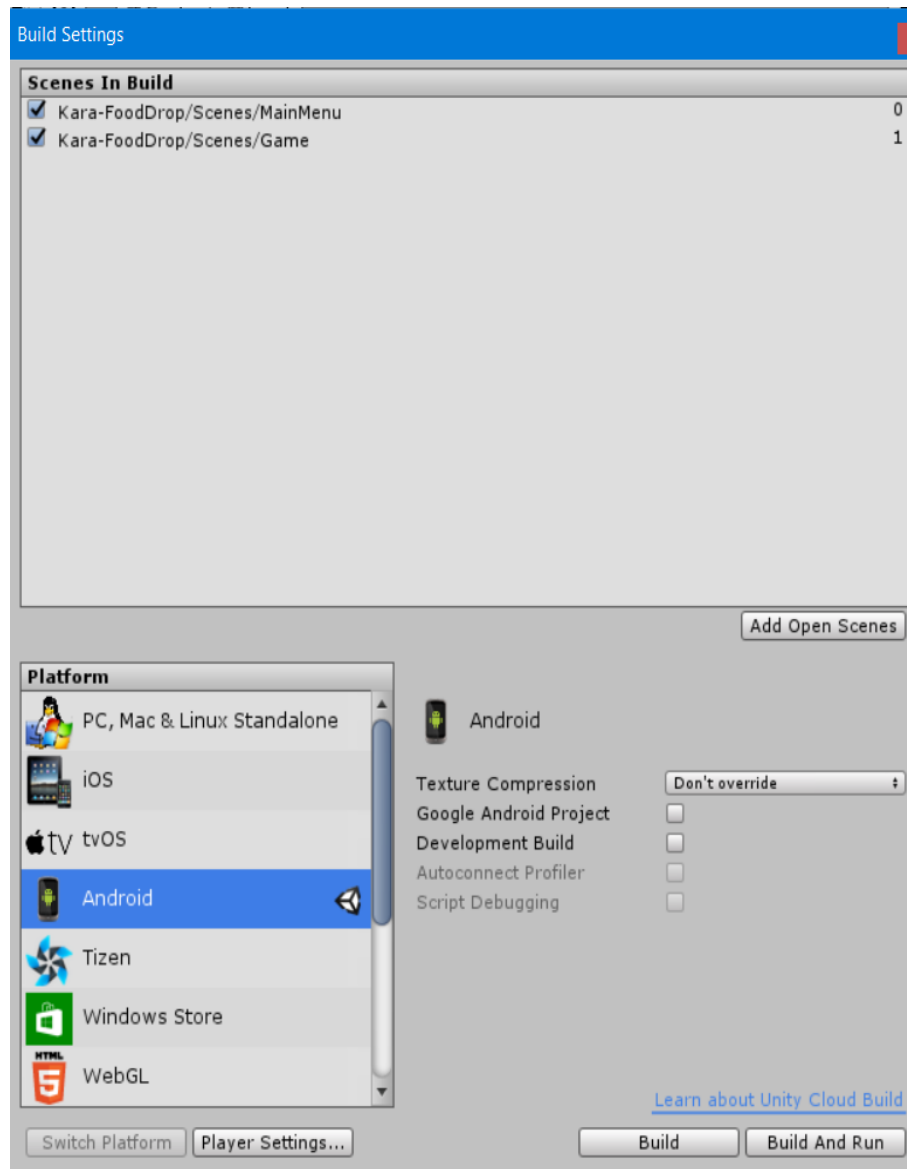
VERSION HISTORY

Version 1.0

- Initial release.

BUILD SETTINGS

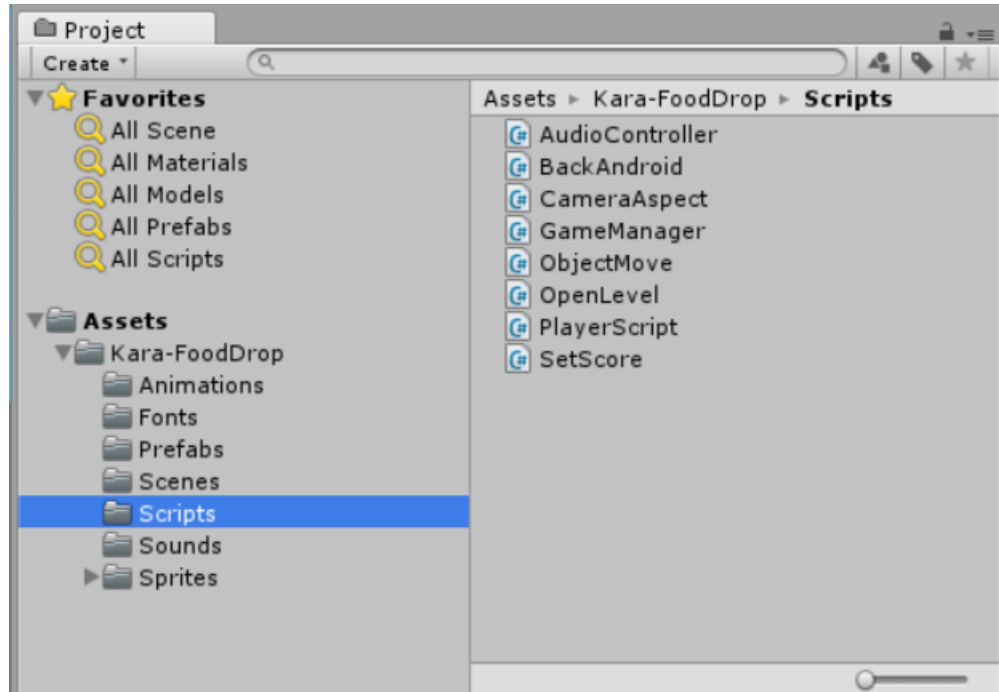
Make sure you have added these scenes.



Picture 03

Scripts:

All scripts are under Scripts folder.



Picture 04

AudioController.cs

A script to control audioListner of the game.

BackAndroid.cs

A script to control Android back button.

CameraAspect.cs

A very simple script to set aspect of camera for any resolution.

GameManager.cs

This script is attached to the GameObject "GameManager".

This script in in charge of the game's logic.

ObjectMove.cs

A script for Move Objects Like food, bomb and

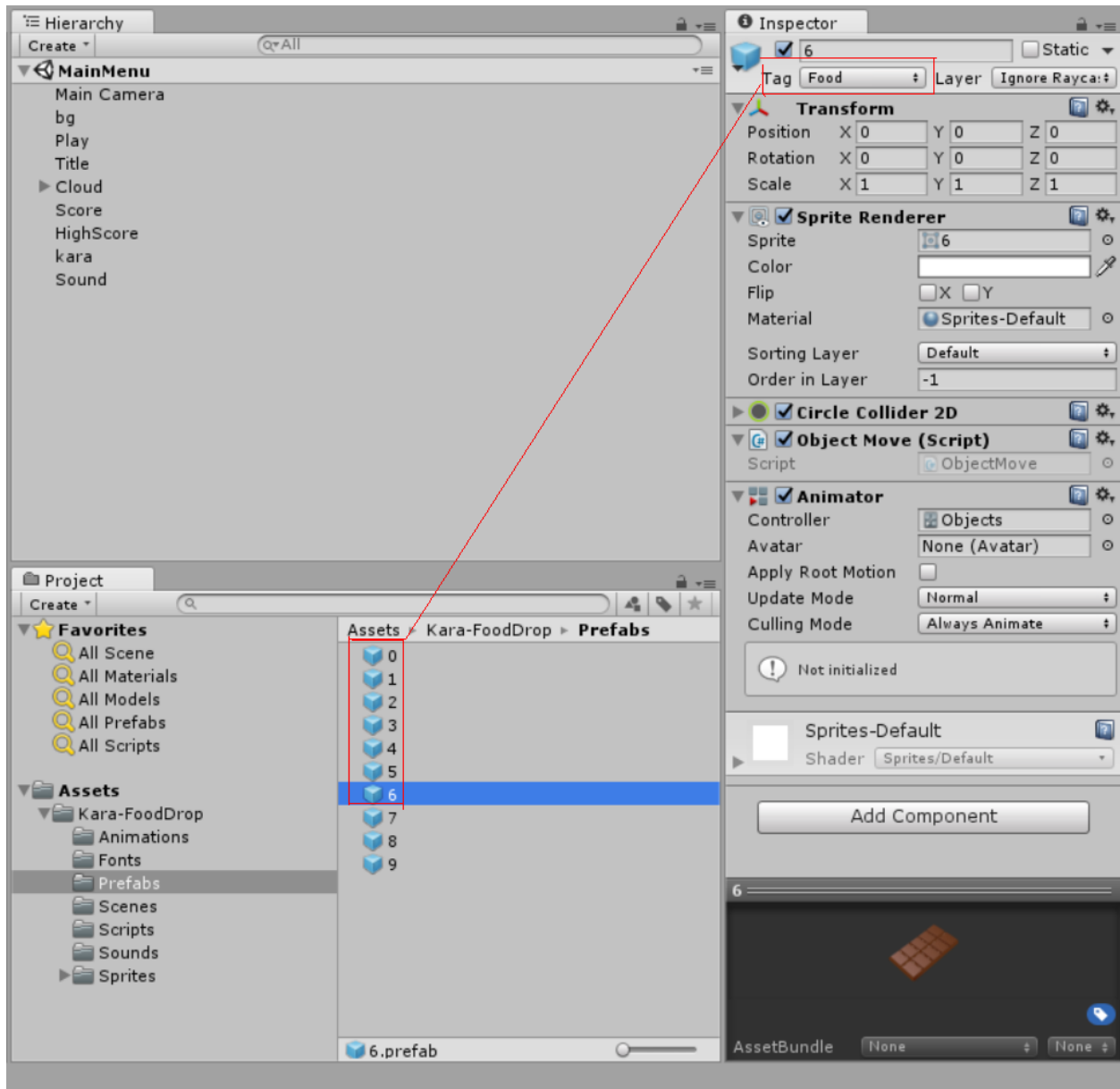
OpenLevel.cs

A script to open new scene.

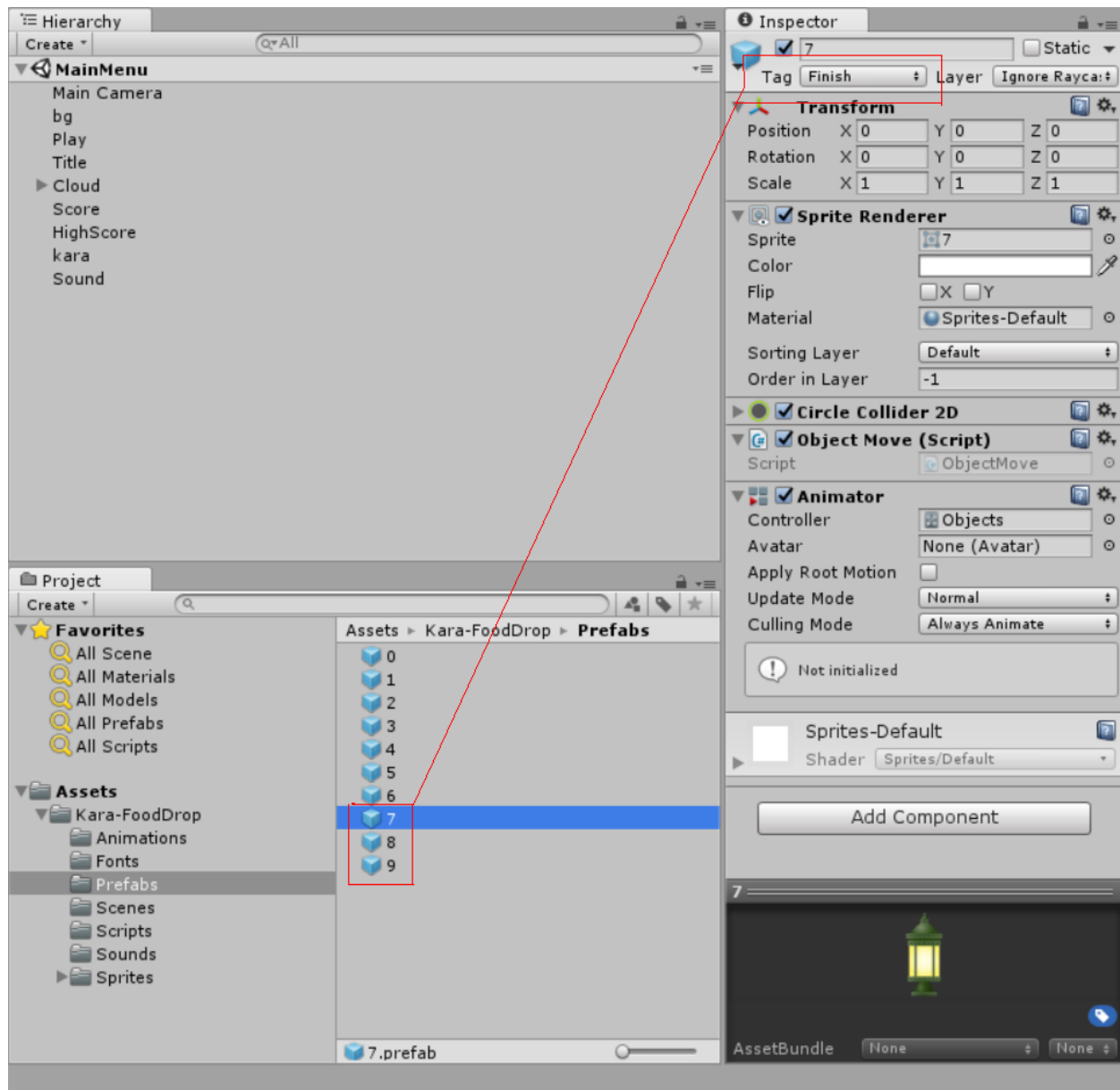
PlayerScript.cs

This script is attached to the GameObject "Player" and is in charge of detecting the input and moving the player and collisions detection.

Important note: after importing unitypackage, make sure that prefabs number 0 to 6 have Food tag and prefabs number 7 to 9 have Finish tag (pictures number 5 and 6).



Picture 05



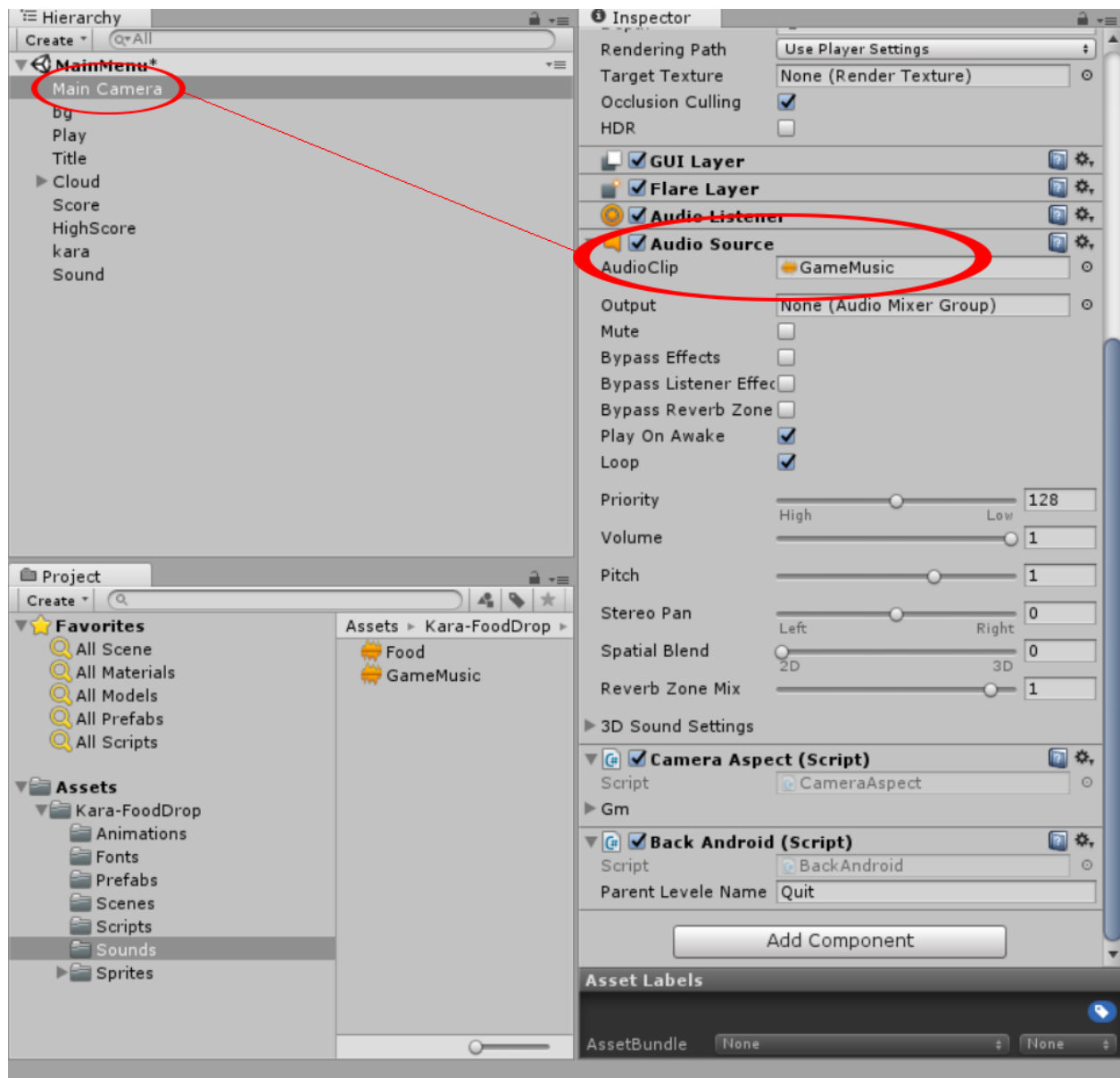
Picture 06

Music and FXs:

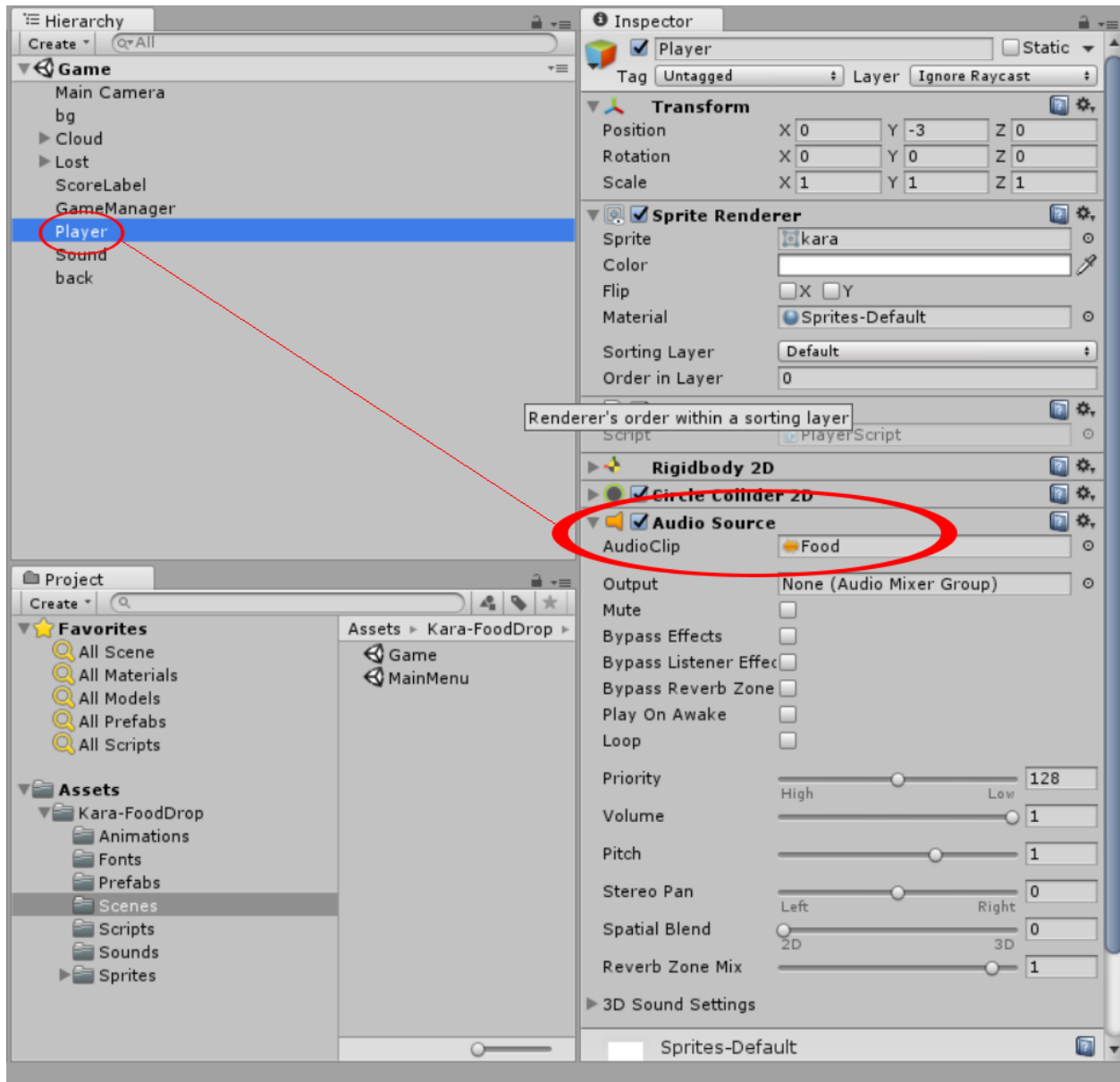
To Change Background Sound: Find the GameObject "Main Camera" and add your AudioClip in the "AudioClip" field.

To Change Food Sound: In the "Game" scene, find the GameObject "Player" and add your AudioClip in the "AudioClip" field (see below pictures).

Important note: All of the sounds that are used in the game are in Sounds folder.



Picture 07



Picture 08

Reskin:

All of the images that are used in the game are in 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.

Support:

Email us at: digismile.co.nz@gmail.com