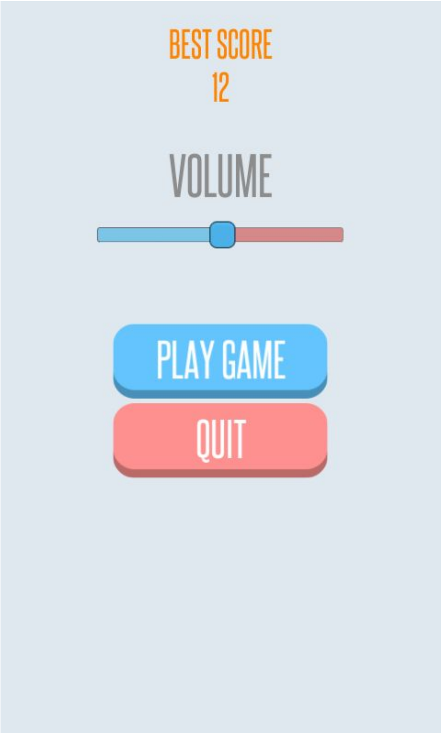
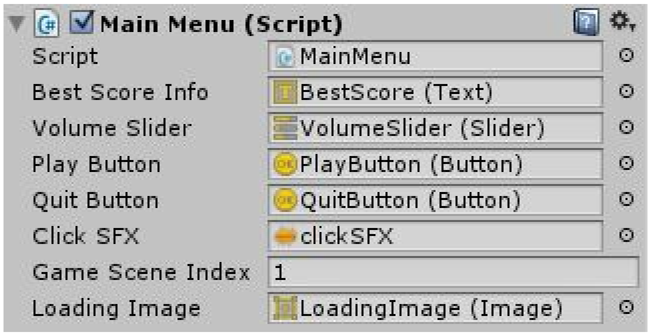
2 Sides Jump’n’Run game template.

Enjoy simple and hardocre, endless one touch arcade!

Game play: Player have 2 lines to move on. All you need is jump or change the movement line to avoid the obstacles.

MainMenu.cs





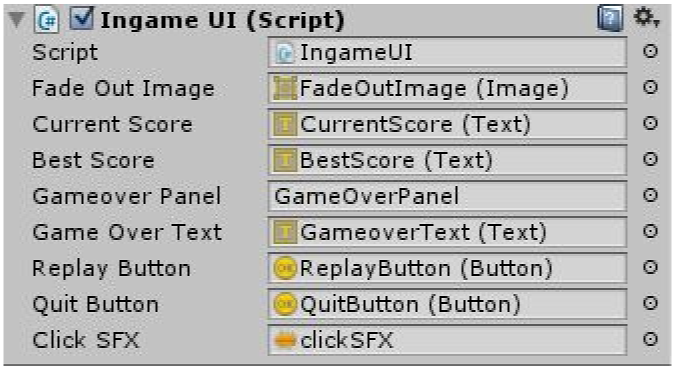
Main Menu (Script)

Script	MainMenu
Best Score Info	BestScore (Text)
Volume Slider	VolumeSlider (Slider)
Play Button	PlayButton (Button)
Quit Button	QuitButton (Button)
Click SFX	clickSFX
Game Scene Index	1
Loading Image	LoadingImage (Image)

- Best Score Info - UI text object for displaying player’s best score on main menu screen.
- Volume Slider - UI Slider for game volume control.
- Play Button - UI Button to load game level.
- Quit Button - UI Button for closing game.
- Click SFX - Button click sound.

- Game Scene Index - index of the game scene (*Can be found in File - Build Settings menu*).
- Loading image - usually this is a full screen image with LOADING hint.

IngameUI.cs

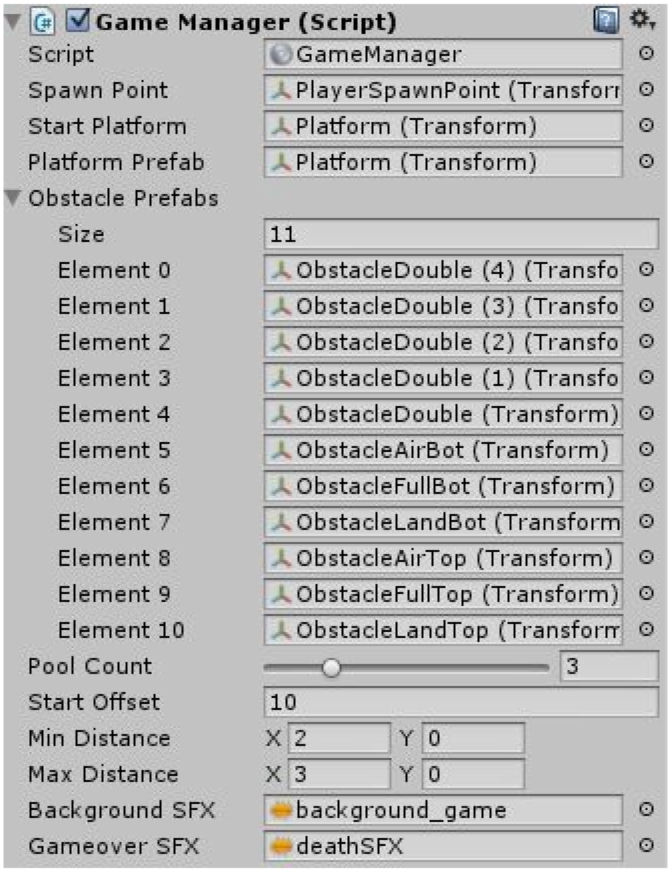


☑ **Ingame UI (Script)**

Script	IngameUI
Fade Out Image	FadeOutImage (Image)
Current Score	CurrentScore (Text)
Best Score	BestScore (Text)
Gameover Panel	GameOverPanel
Game Over Text	GameoverText (Text)
Replay Button	ReplayButton (Button)
Quit Button	QuitButton (Button)
Click SFX	clickSFX

- Fade Out Image - Full screen UI Image, used for fadeout effect after level was loaded and game restarts.
- Current Score - UI Text object for displaying current player’s score during the gameplay.
- Best Score - UI Text object for displaying player’s best score during the gameplay.
- Gameover panel - UI panel object. Gameover panel holds all the UI which will appear after player’s death:
  - Game Over Text - This text will show score after game over.
  - Replay Button - UI Button to restart game.
  - Quit Button - UI button to quit game.
- Click SFX - Button click sound.

GameManager.cs



Game Manager (Script)

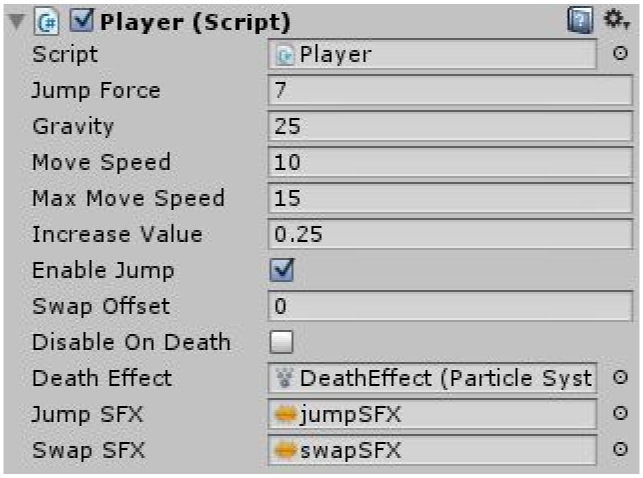
Script	GameManager
Spawn Point	PlayerSpawnPoint (Transforr
Start Platform	Platform (Transform)
Platform Prefab	Platform (Transform)
Obstacle Prefabs	
Size	11
Element 0	ObstacleDouble (4) (Transfo
Element 1	ObstacleDouble (3) (Transfo
Element 2	ObstacleDouble (2) (Transfo
Element 3	ObstacleDouble (1) (Transfo
Element 4	ObstacleDouble (Transform)
Element 5	ObstacleAirBot (Transform)
Element 6	ObstacleFullBot (Transform)
Element 7	ObstacleLandBot (Transform
Element 8	ObstacleAirTop (Transform)
Element 9	ObstacleFullTop (Transform)
Element 10	ObstacleLandTop (Transforr
Pool Count	3
Start Offset	10
Min Distance	X 2 Y 0
Max Distance	X 3 Y 0
Background SFX	background_game
Gameover SFX	deathSFX

- Spawn Point - Empty transform for detecting player respawn coordinates.
- Start Platform - Floor platform sprite with collider.
- Platform Prefab - prefab of the start platform for generating endless floor.
- Obstacle Prefabs - Prefabs of the obstacles. Should be tagged as ‘Obstacle’.
- Pool Count - Number of preloaded platforms. Value of 3 means there will be preloaded 3 objects for each Obstacle prefab.
- Start Offset - By default obstacles will start generating straight after Start Platform position. You can adjust this position with this offset.
- Min And Max Distances - distances between obstacles on X axis, and scatter on Y.
- Background SFX - Background music clip.
- Gameover SFX - Game over sound effect.

PLAYER

Player is an empty game object with a BoxCollider2D, Rigidbody2D and graphics(sprite) as child of it.

Player.cs



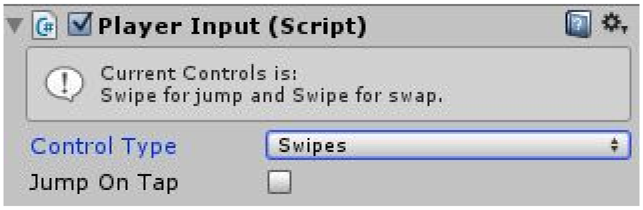
☑ Player (Script)

Script	Player
Jump Force	7
Gravity	25
Move Speed	10
Max Move Speed	15
Increase Value	0.25
Enable Jump	☑
Swap Offset	0
Disable On Death	□
Death Effect	DeathEffect (Particle Syst
Jump SFX	jumpSFX
Swap SFX	swapSFX

- Jump Force - Jump power.
- Gravity - Physics gravity.
- Move Speed - Default player's move speed.
- Max Move Speed - Maximum player's move speed;
- Increase Value - Speed increase value per second.
- Enable Jump - with this toggle you can disable jump possibility if needed.
- Swap Offset - Swap positions are calculating automatically depending on player and platform colliders height, but you can further adjust it with this value; Usually zero value is ok.
- Disable On Death - Hides player object immediately after death.
- Death Efferc - Death effect particle.
- Jump SFX - Sound effect for jumps.
- Swap SFX - Sound effect for movement sides swaps.

PlayerInput.cs

There is two types of control, both works on pc and mobile:



☑ Player Input (Script)

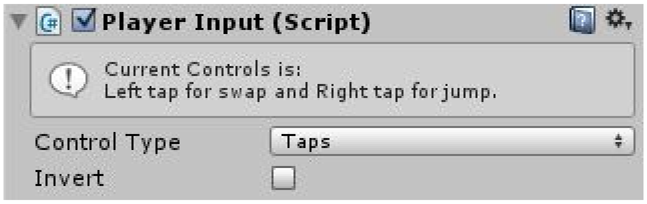
Current Controls is:
Swipe for jump and Swipe for swap.

Control Type: Swipes

Jump On Tap □

Swipes: control your player with vertical swipes for jumps and swaps, or you can turn on Jump On Tap toggle to mix controls - swipes for swapping position and taps for jumping.

AND



☑ Player Input (Script)

Current Controls is:
Left tap for swap and Right tap for jump.

Control Type: Taps

Invert □

Taps: Control your player with taps, based on which side of the screen it was done. By default Left side tap is for swapping position and Right side tap for jumping, but you can easily invert it by turning Invert toggle.

To make your player animated, there is a **PlayerAnimator** (*Located in Animator folder*) file with preconfigured Run, Jump and Death states, just replace motions with yours and assign it to the Animator component of your sprite. When this done, add PlayerAnimations script to the player and assign your sprite with animator component to the Animator field.

If you have any problems you can always contact me via mail.