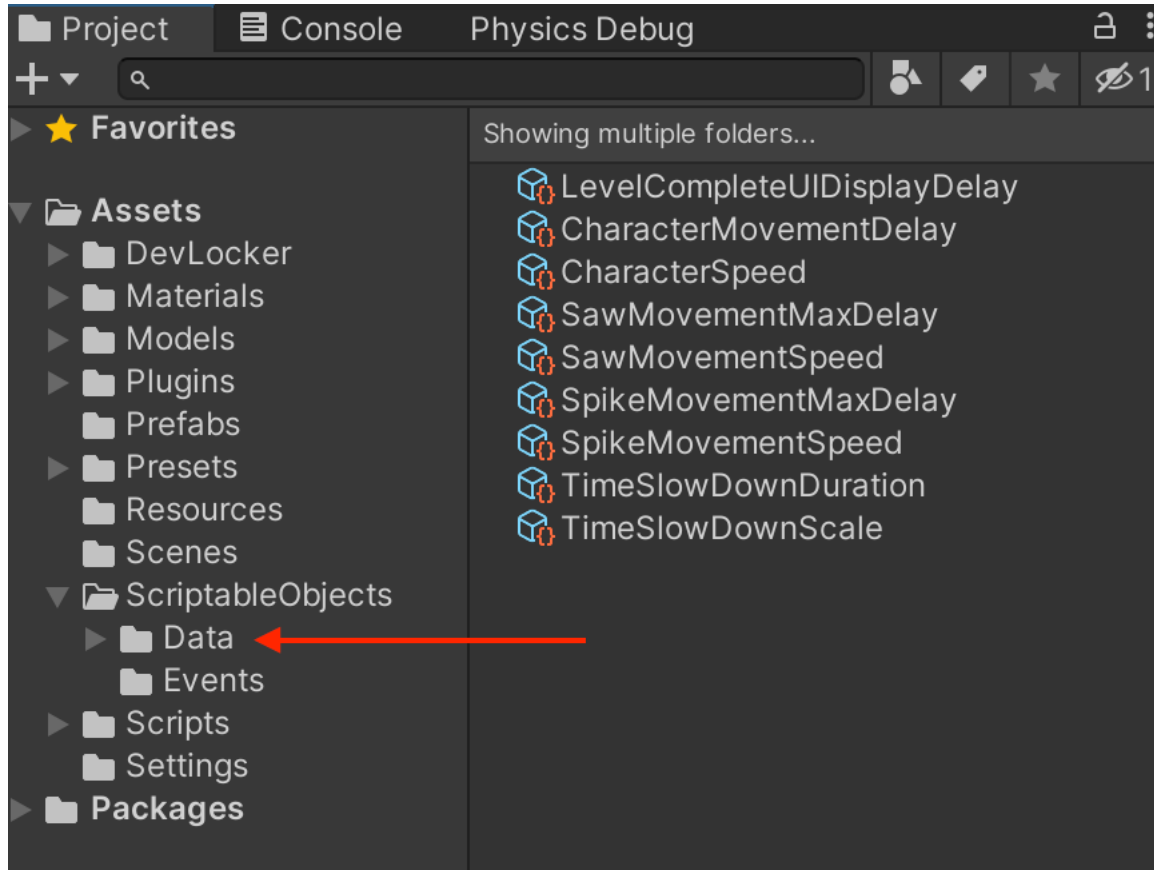


ESTIMATED PROJECT COMPLETION TIME

24 Hours

GUIDE FOR DESIGNERS

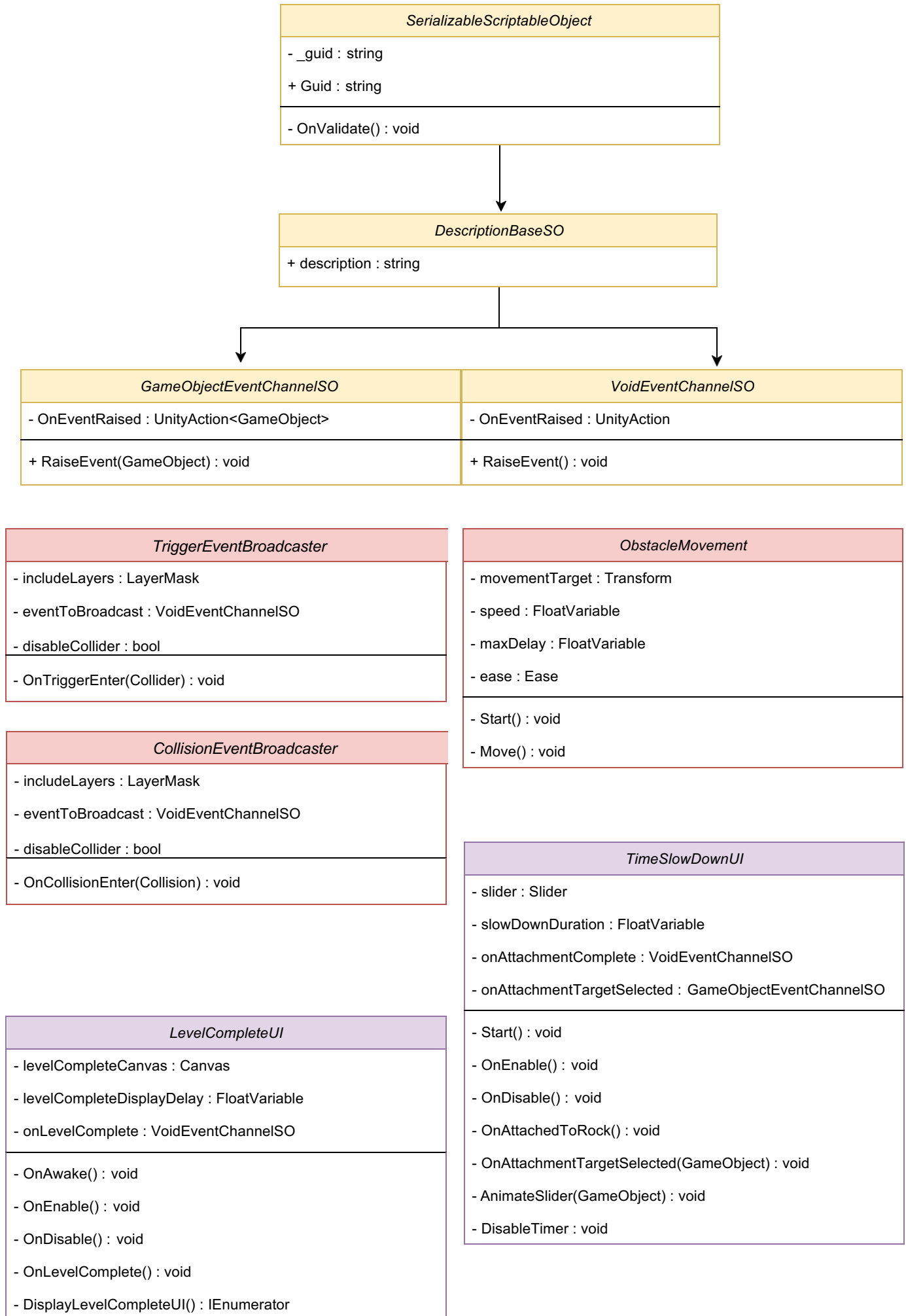
All adjustable values are stored under Assets/ScriptableObject/Data folder. Each folder contains related data.



Each data's usage is documented in the below table.

Scriptable Object Data	Description
CharacterSpeed	Defines how fast character moves.
CharacterMovementDelay	Character makes a free fall for a duration when new rock is tabbed. This value defines how long player should have a free fall.
SawMovementSpeed	Defines how fast saw obstacle moves.
SawMovementMaxDelay	Saw obstacle start to move with a random delay. This value defines how much max delay should obstacle have.
SpikeMovementSpeed	Defines how fast spike obstacle moves.
SpikeMovementMaxDelay	Spike obstacles start to move with a random delay. This value defines how much max delay should obstacle have.
TimeSlowDownDuration	Defines how long time should be slowed down.
TimeSlowDownScale	Defines what scale time should have. Lower the value slower the time becomes.
LevelCompleteUIDisplayDelay	Delay for displaying level complete UI

CLASS DIAGRAM



<i>MovementController</i>
<ul style="list-style-type: none"> - onAttachmentTargetSelected : GameObjectEventChannelSO - onObstacleHit : VoidEventChannelSO - onAttachmentComplete : VoidEventChannelSO - leftHandJoint : GameObject - rightHandJoint : GameObject - leftHand : GameObject - rightHand : GameObject - speed : FloatVariable - ease : Ease - movementDelay : FloatVariable - leftHandAttachmentRotation : Vector3 - rightHandAttachmentRotation : Vector3 - movementTween : Tweener - isLeftHandAttached : bool - rotationTween : Tweener - isFirstMovement : bool
<ul style="list-style-type: none"> - OnEnable() : void - OnDisable() : void - OnAttachmentTargetSelected(GameObject) : void - DisableMovement() : void - MoveJointToTarget(GameObject, GameObject, Vector3) : void - SetUpNewAttachment(GameObject, GameObject, GameObject, GameObject, Vector3) : IEnumerator

<i>ObjectSelector</i>
<ul style="list-style-type: none"> - includeLayers : LayerMask - onAttachmentTargetSelected : GameObjectEventChannelSO
<ul style="list-style-type: none"> - Update() : void

<i>RigidbodyStabilizer</i>
<ul style="list-style-type: none"> - root : Transform - maxDepenetrationVelocity : float - maxAngularVelocity : float - rbs : Rigidbody[]
<ul style="list-style-type: none"> - Awake() : void

<i>TimeManager</i>
<ul style="list-style-type: none"> - slowDownTimeScale : FloatVariable - slowDownDuration : FloatVariable - onAttachmentComplete : VoidEventChannelSO - onAttachmentTargetSelected : GameObjectEventChannelSO
<ul style="list-style-type: none"> - Start() : void - OnEnable() : void - OnDisable() : void - OnAttachedToRock() : void - OnAttachmentTargetSelected(GameObject) : void - SlowDownTime() : IEnumerator