Simple Boosts System

Readme

Thank you for purchasing this pack.

This is simple pack of boosts systems that can be used in almost any game.

The package is divided into subfolders:

* “\_Animation” folder – contains animations and animators of boosts.
* “\_Fonts” folder – contains fonts that used in the project
* “\_Materials” folder – contains materials of particle system
* “\_Prefabs” – contains all prefabs that used in project:
  + “BoostsPrefabs” folder – contains prefabs of boosts itself
  + “Indicators” folder – contains indicators of boosts
  + “Particles” folder – contains particle systems itself
* “\_Scenes” folder – contains three main example scenes of the package:
  + “MagnetBoostExample” folder – example scene of a **Magnet boost**. Also contains necessary scripts (along with main scripts of a package)
    - “Movement.cs” – Script that implements movement of the Player
    - “PickUp.cs” – Script that implements boosts picking up action for the Player
  + “MultiplierBoostExample” folder – folder with example scene of a **Multiplier boost**. Also contains necessary scripts (along with main scripts of a package)
    - “Click.cs” – Script that implements clicking logic
    - “LerpButton.cs” – Script that implements lerp animation for the cookie, when you click on it.
  + “SpeedBoostExample” folder – folder with example scene of **Speed Boost**.
* “\_Scripts” folder – contains all necessary scripts[[1]](#footnote-1):
  + “Boosts” folder:
    - “Boosts.cs” – Parent class of boosts system. Contains main methods of each boost.
    - “Magnet.cs” – Script that implements functionality of **Magnet Boost**.
    - “Speed.cs” – Script that implements functionality of **Speed Boost**.
    - “Multiplier.cs” – Script that implements functionality of **Multiplier boost**.
* “\_Sprites” folder – contains all sprite files used in the project.

This game can be build for any platform.

We recommend you to import this package into an empty project to avoid any conflicts.

If you have any questions, please contact us via e-mail: [tripledagames@gmail.com](mailto:tripledagames@gmail.com) or write a review on the Unity3D Asset Store web page.

1. More detailed information about functionality and code implementation can be found in the script files in form of inline comments. [↑](#footnote-ref-1)