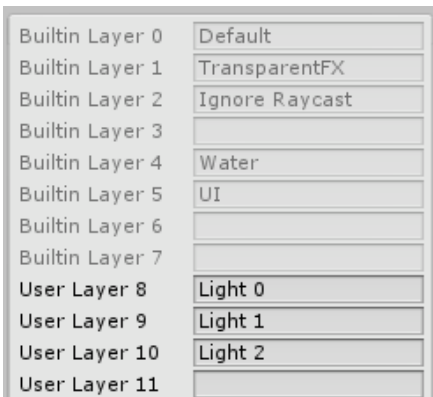


ReadMe (Collision HIT)

It is information that will be useful to you.

About layers.



- “Layer 8” - This layer contains all objects that represent a danger.

The source of light is "Directional light 3".

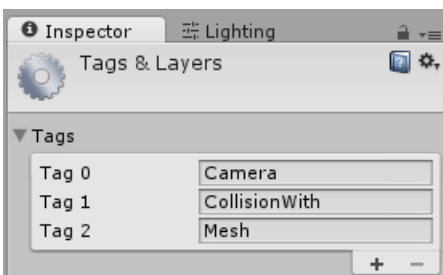
- “Layer 9” - All parts of the level are in this layer. (mesh)

The source of light is "Directional light 2".

- “Layer 10” - All pyramids are in this layer.

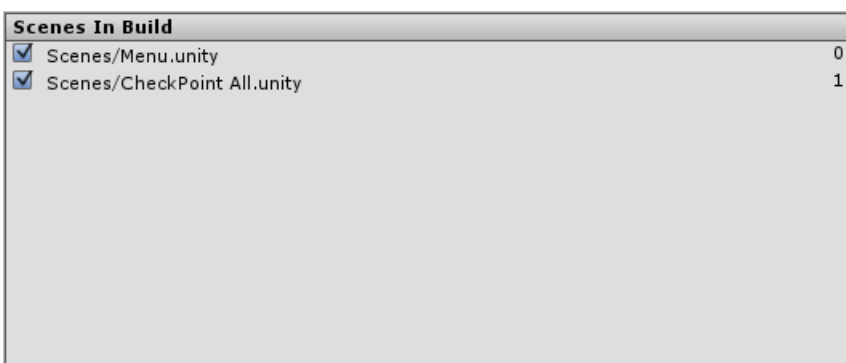
The source of light is "Directional light".

About tags.

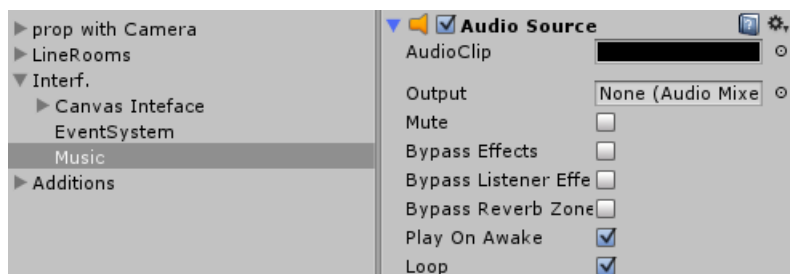


- “Tag 0” - The tag that has a camera.
 - “Tag 1” - Tag that has all objects that can collision with a camera.
 - “Tag 2” - The tag that has part of constructions.
-

Build Settings.



Where I can to put my music?



Put your music in this object. (similar in menu)

The use of multi-touch.

In the scene "CheckPoint All" on the camera is the script "TouchTap.cs". In it select the layer with objects that needed multi-touch. Use the function in the scripts (**void OnTouchDown () {}**).

The use of JavaScript.

Every object which has a script C# has just turned off analogue in JS.

For what would you use JS you need to enable their and disable C#. You cannot use both JS and C#. So you need to switch the scripts in prefabs of level (Assets/Resources All/CPs/...).

Another important information.

Almost all scripts to access the objects using the name search. Do not rename the objects if it's not needed.

About music.

Music from the project we have removed, in order not to violate the law. You can always purchase your music anywhere.

About sounds.

The sounds were taken from packages in the Asset Store. Their names are "FANTASY SFX FOR PARTICLE", "SCI-FI EVOLUTION" and "SCI-FI SFX".

About the scripts.

Scene: "CheckPoint All"

Scripts C#/ Game/ CameraMove

This script is on the camera.

Its functions are: Move forward, control of the top small line, keeping one's distance, camera rotation, the output points into the top corner, slowing down the camera if you lose.

Parameters: **Approx Speed** - it is starting speed of the camera, **Only Distance** - it is distance to the next save point.

Scripts C#/ Game/ PauseGame

This script is in the object "Canvas Inteface".

Its functions are: fully responsible for the pause in the game.

Parameters: **Name Of Level** – it is name of the current scene, **Name Of Menu** – it is name of the scene with the menu, **Volume Of Music** – it is the volume of music in the game, **Pause Panel** – it is the elements of pause.

Scripts C#/ Game/ SystemKilling

This script is on the camera.

Its functions are: responding to a collision with an object, all the work with the health bar, if you lose, the deceleration of camera and exit to the menu.

Parameters: **Sound Of Collision** – it is the sound of collision with objects.

Scripts C#/ Game/ TurnCamera

This script is on the triggers that start the rotation of the camera at some points.

Scripts C#/ GameOther/ EffectsLoad

This script is on the camera.

This script includes color settings in each new save point.

Settings: **Color Of DL** and **Intensity Of DL** are color and intensity light source (Directional light 2), **Color Of Fog** – it is fog color.

Each element of the array is the parameter settings of a next point. Element 0 is starting configuration.

Scripts C#/ GameOther/ FinishOfGame

This script is on the trigger in a last part of construction.

This script is required to work at the end of the game.

Parameters: **Message To Player** - it is a message on the screen at the end of the game, **New Gamma** - it is the number of the last part in the game.

Scripts C#/ GameOther/ ResLoader

This script is in everyone parts of constructions. He is on the objects that name is "ResourcesTrigger".

Functions: create a new part of construction, move all objects backward (to decrease values in the Transform.position), the appointment of the new settings.

Parameters: **From Prefab** - it is prefab of a new part of construction, **Name Of the Next Part** - it is the name of the next part of the construction, **Speed Of New Move** - it is new movement speed, **If This Last Part** - it is boolean (if this is the last part before saving = true), **Of New Distance CP** - it is the distance to the next save point, **Text In LB** - it is the number in the lower left of the screen, **New Gamma** - it is a new set of colors in the new part.

Scripts C#/ GameOther/ ToContinue

This script is on the object with name is "LineRooms".

Function: if you continue, the script restores the saved settings of the game.

Parameters: **Rooms Set** - it is a set of the first two parts of the room in order, **Z Position Of the Camera** - it is the starting position of the camera.

Scripts C#/ Physics/ Crash

This script is in the each pyramid on object with name "Collider".

Functions: all actions with the pyramids.

Scripts C#/ Dang/ Add/ StarterMove

This is a very small script. He needed to change the parent object when clicked. Well suited for a change from animated parent object.

Scripts C#/ Dang/ Add/ TimePause

This is a very small script. It is needed to activate any object after a certain time.

Scripts C#/ Dang/ Add/ TriggerControl

This script is necessary for the implementation of actions on the object when the camera enters the trigger with this script.

Scripts C#/ Dang/ ...

This set of scripts needed for objects that pose a threat to the camera.

They are relevant to the objects in the folder "Prefabs/Dang"

Scene: "Menu"

Scripts C#/ Menu/MenuCentre

This script is fully responsible for the menu. He is on the camera.

How to create a level and how do I configure it?

What you should know:

- 1) The level is built dynamically.
 - 2) All parts of levels divided on 9 checkpoints. These parts are in the folders "Resources All/CPs/..."
 - 3) Each part of the level includes a trigger with the name "ResourcesTrigger". The trigger is in the end part.
 - 4) This trigger has object which called "Pivot". This object is at the point where it will created the new piece.
(Instantiate)
 - 5) All the settings of the script named "ResLoader" described above.
 - 6) After create a new part, the current part is deleted after 5 seconds.
 - 7) If the current part is last, before a new point, then you need to put **If This Last Part = true** and fill in the remaining variables.
 - 8) Parts are created through one.
 - 9) That is, = old part (the trigger) -> part next -> future part (created part).
-

Can I publish this game in Google Play?

The game is sold as a template. This means that you are not able to publish it in its original form, as we have already posted it there. You can safely change it as you wish, and publish. But you have to be sure that it won't be a direct copy of the our published game. As you know, in Google Play prohibits posting copies.

Thank you for your purchase :)

If you have some questions then please mail me.

andrew.brouddus@mail.ru