Asset Documentation

Asset Name : Wave

Publisher : Hyper-Casual Game Factory
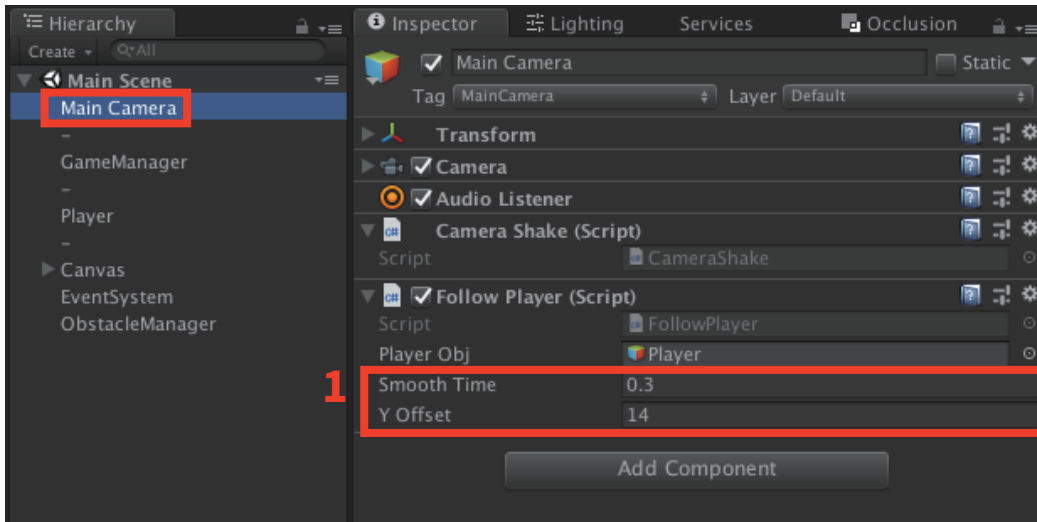
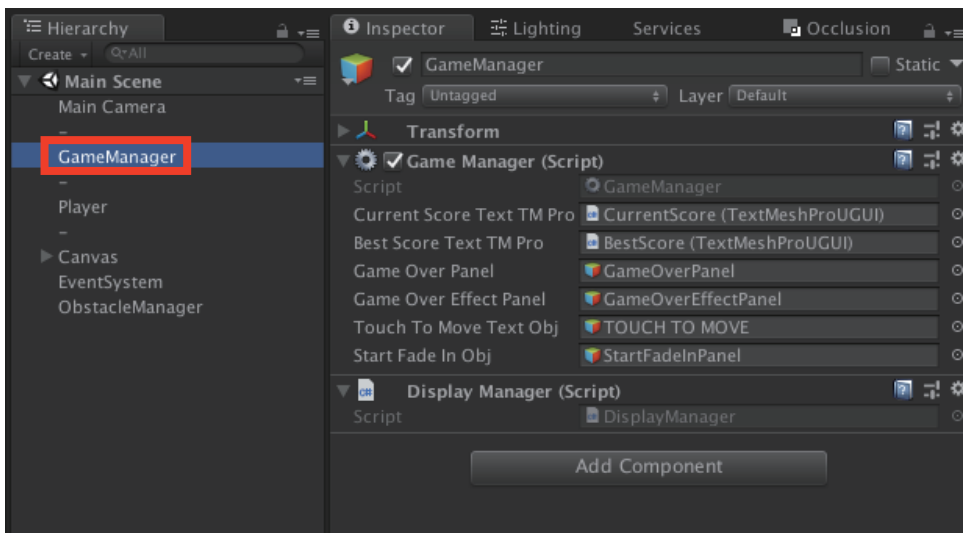Documentation Version: 1.0

Version Guide
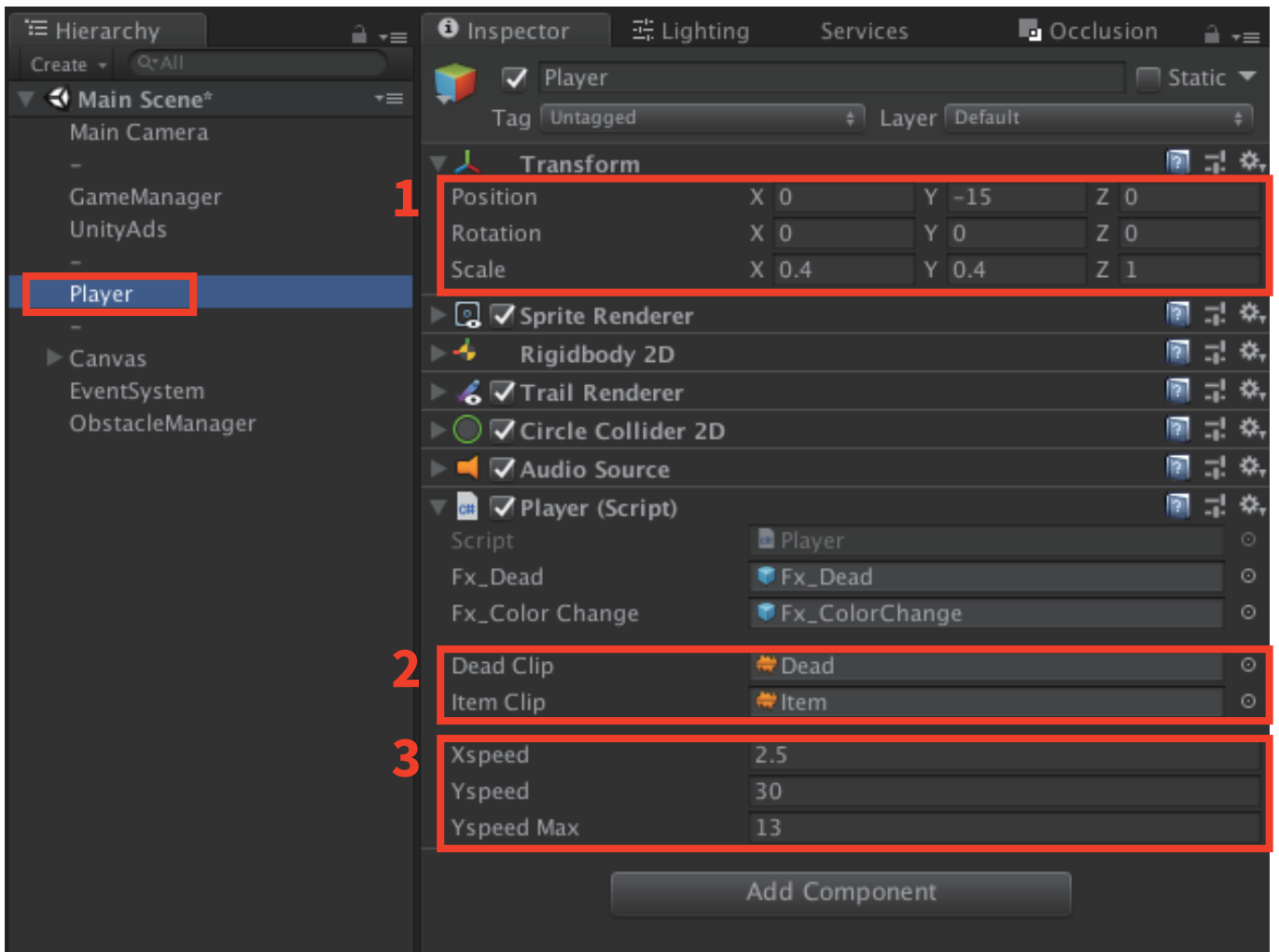
V1.0 - Initial Release

Setup Guide

This asset has minimal setup. Below is a short guide to get started
with the "**Wave**".

- **Main Camera** : This is camera of game. This camera follow the Player.   You Can increase or
decrease smoothness and y-axis ffset using the fields as shown below in "**1**".


- **GameManager** : This control game UI(Current Score, Best Score, panel for effect).

- You can adjust the **start position** and **scale** of the Player(Ball) using the fields as shown below in "**1**".
- You can adjust the Item and dead **sound clip** of the Player using the fields as shown below in "**2**".
- You can adjust the **speed** of x-Axis, y-Axis, and **Max Speed** of y-Axis of the Player using the fields as shown below in "**3**".
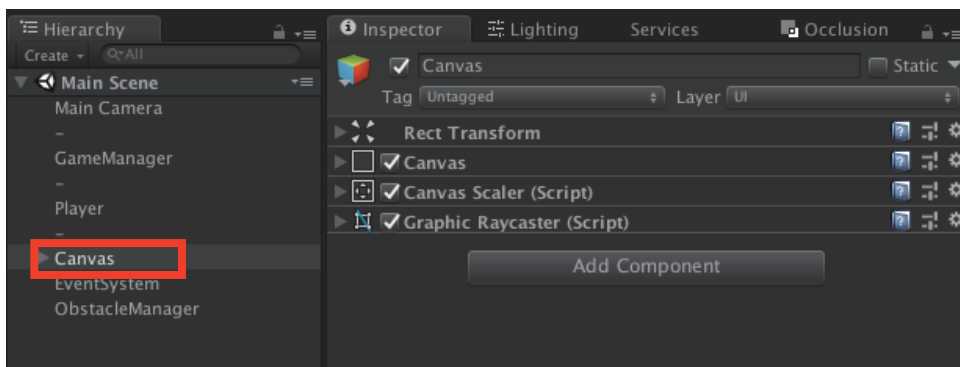
- **Canvas** : This is game UI.
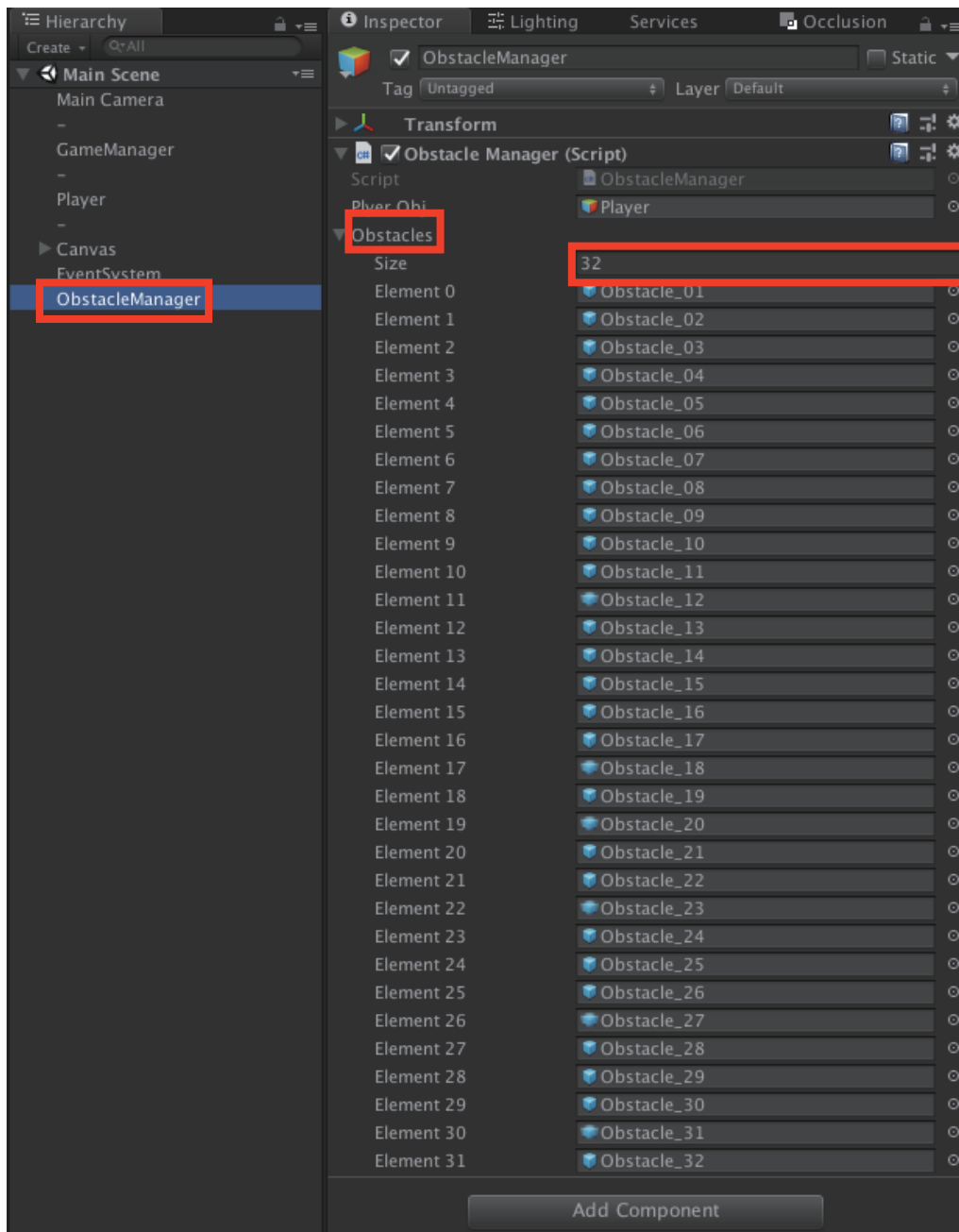
- **Obstacle Manager**: This control obstacles. You can create more obstacles and add to game.

- Add a collider to the your obstacle objects and set it to trigger.

- Set the game objects tag to "obstacle"

- Your obstacle objects add to other empty game object as a child.

- Attach the ObstacleParent script to the parent game object.

- Make a prefab for every new obstacle you build.

- After create a new obstacle, you can add it to the game by dragging it to the Obstacles(array)

  in the ObstaclesManager component