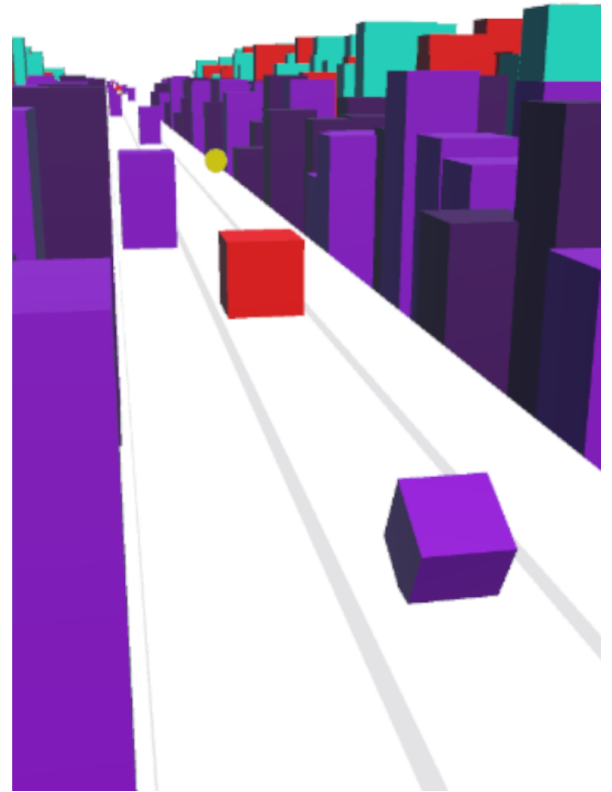# About:

OVERVIEW

Square Runner is a casual complete project ready to deploy for mobile, it features an endless gameplay that will entertain you for hours.

Try your best to not hit any obstacles, run as far as you can to gain more score, and collect coins to customize your character and run in style

IN-GAME STORE

Easily create customization for the player in the simple but yet expandable in-game store included in the project

SCORE AND CURRENCY

Manage your score, highscore, times played, and collected coins, and easily change their amounts

READY TO DEPLOY

This is a complete project which is game-ready, all you have to do is to change the ad id, package name, and you are ready!

EASILY CUSTOMIZABLE

You can easily customize the road colors, worlds, add more obstacles, change the sounds, etc. Basically everything can be easily customized to suit your taste
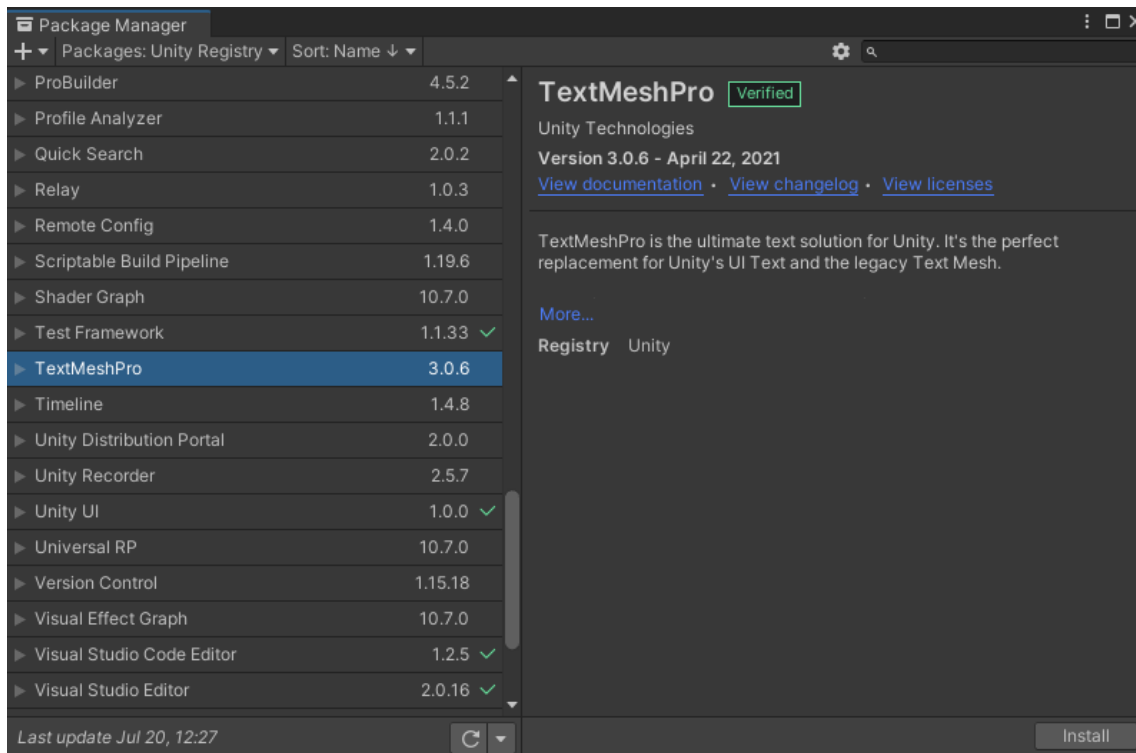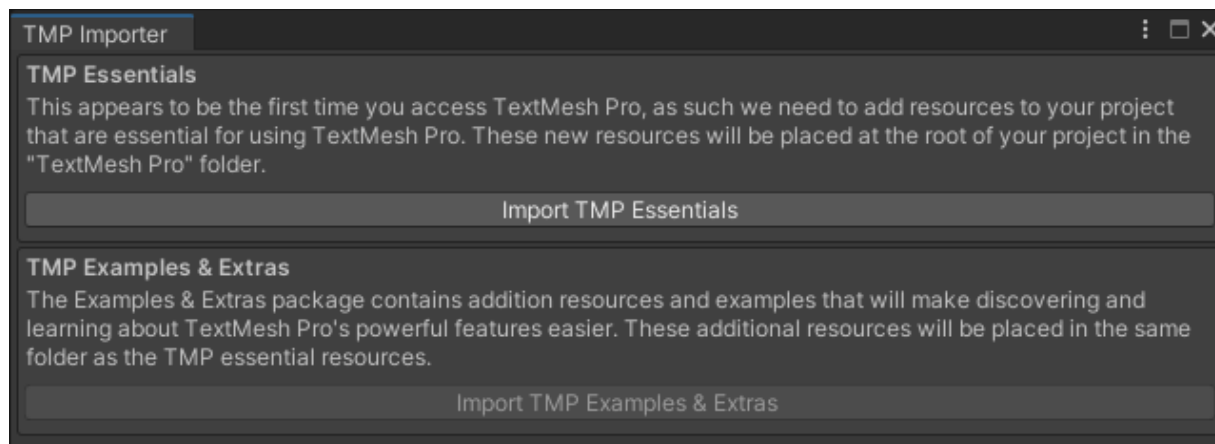
Contents

Setup Guide:
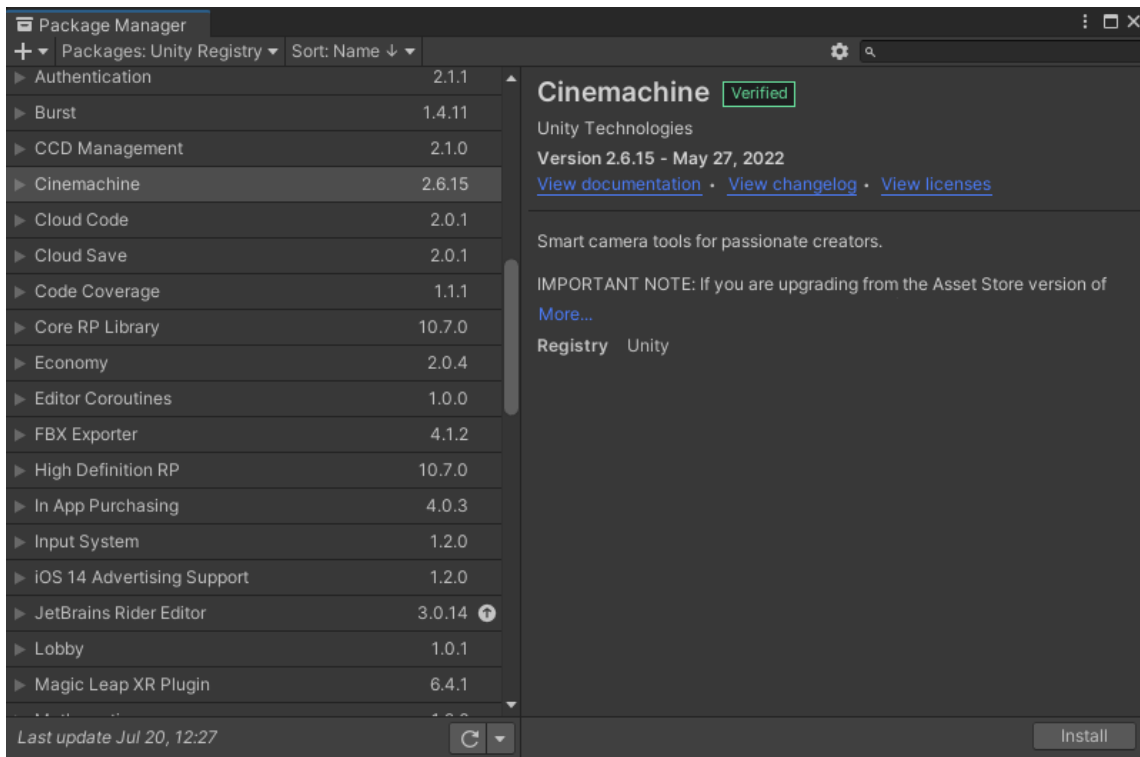
1- Installing Dependencies:

• Import the Square Runner: Complete Project package
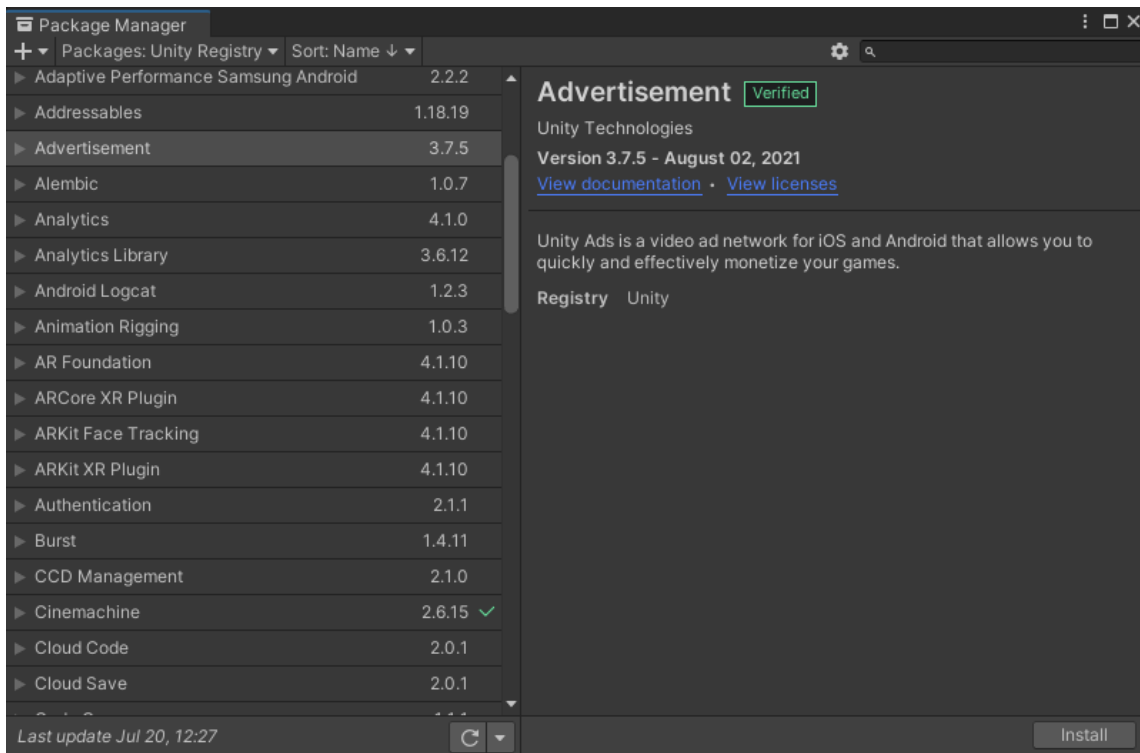
• Install TextMeshPro (if not installed)

• Import TMP Essentials

• Install Cinemachine (if not installed)

• Install Unity Ads (if not installed AND if you will use it)

Changing the More Games Link:

• Change the Website Link to your website's link to have it open up when the user clicks on the More Games button
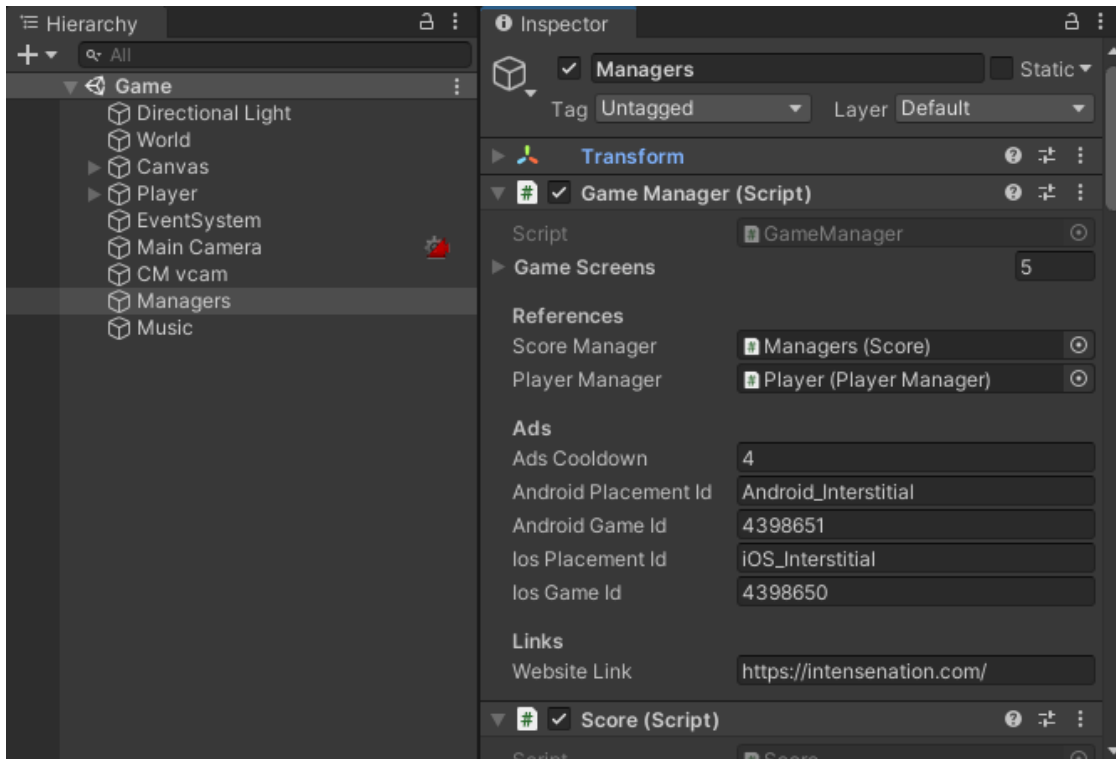
     Managers → Game Manager → Links Section

Setting up Unity Ads:

• Change the Placement Id, and Game Id for both Android and IOS from the Unity Dashboard
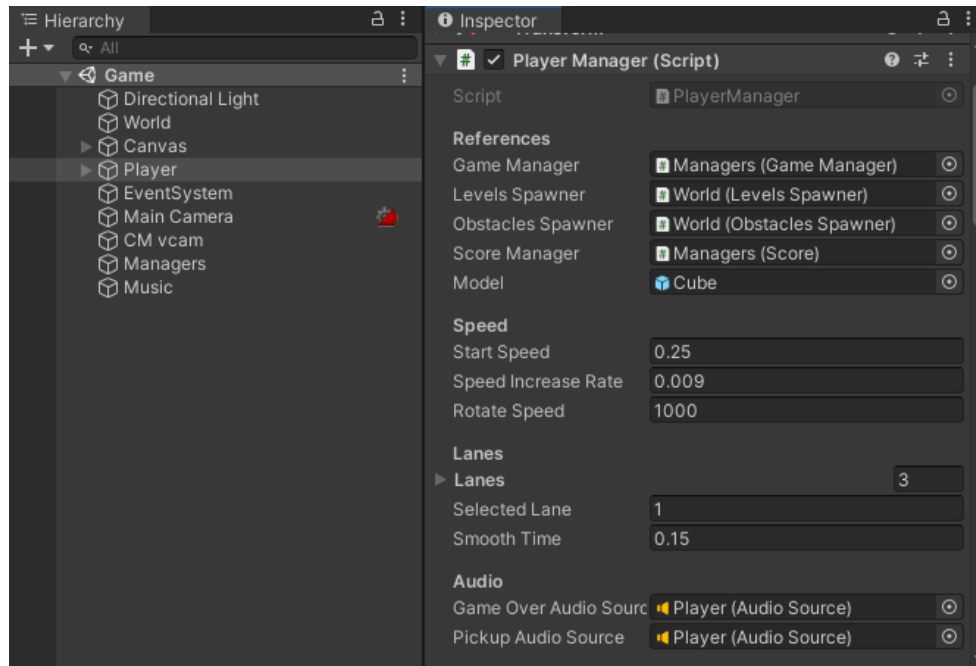
     Managers → Game Manager → Ads Section

• Ads Cooldown: How many times should the player fail until an ad plays
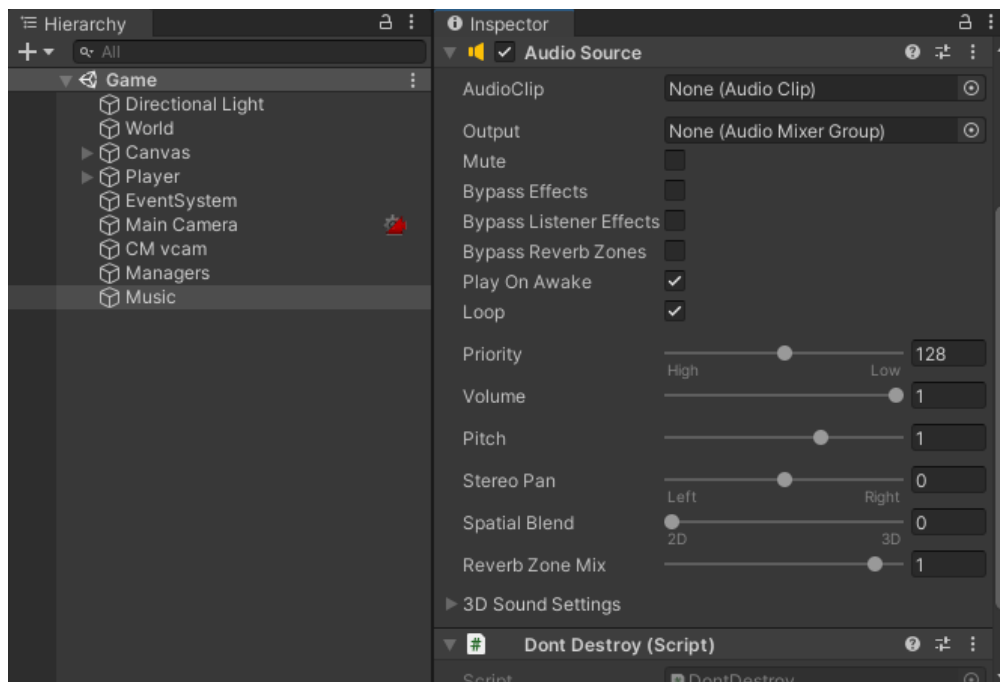
Customizing Gameplay:

Changing Player Speed and Acceleration:

• Start Speed: The starting speed of the player, it increases with time to increase difficulty

• Speed Increase Rate: Amount of speed increased by time

• Rotate Speed: Cube's rotation speed

Adding Music:

• Add a clip to the AudioClip in Music gameobject, if you don't then nothing will happen

Adding Obstacles:

• Expand the Obstacles list, then add, remove, or edit an obstacle prefab

    Managers → World → Obstacles Spawner

• Obstacles are saved as prefabs, duplicate any of the already made obstacles, change its shape, and add it as a new object to the Obstacles list
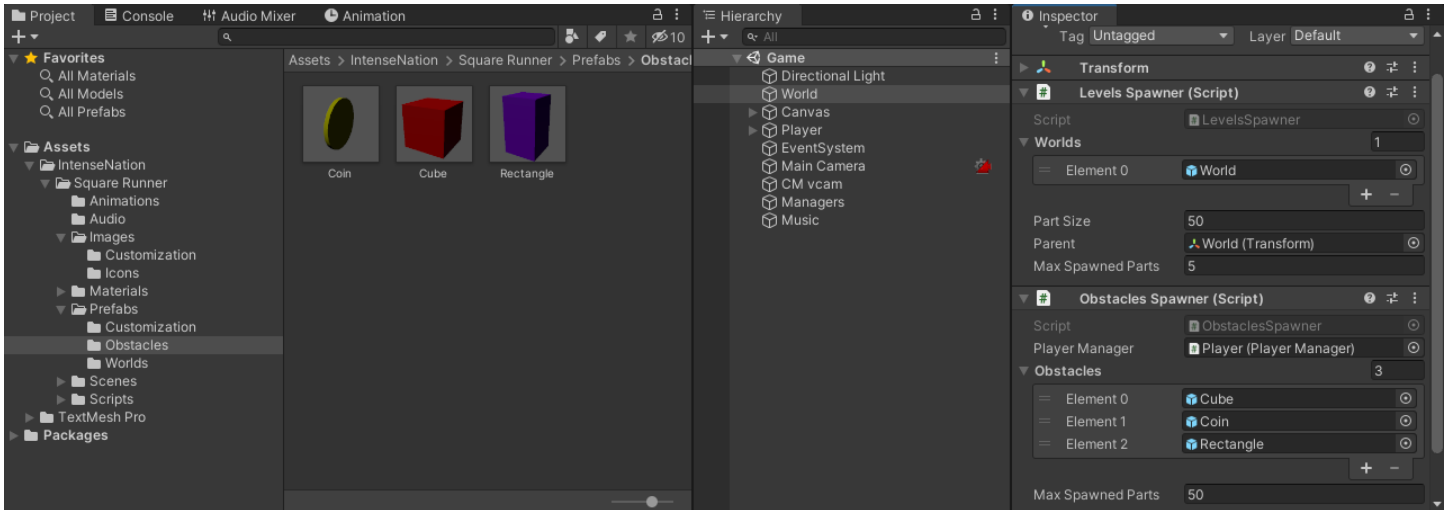
Adding Worlds:

• Expand the Worlds list, then add, remove, or edit a level prefab

    Managers → World → Levels Spawner

• Worlds are saved as prefabs, duplicate the already made world, change its components, and add it as a new object to the Worlds list
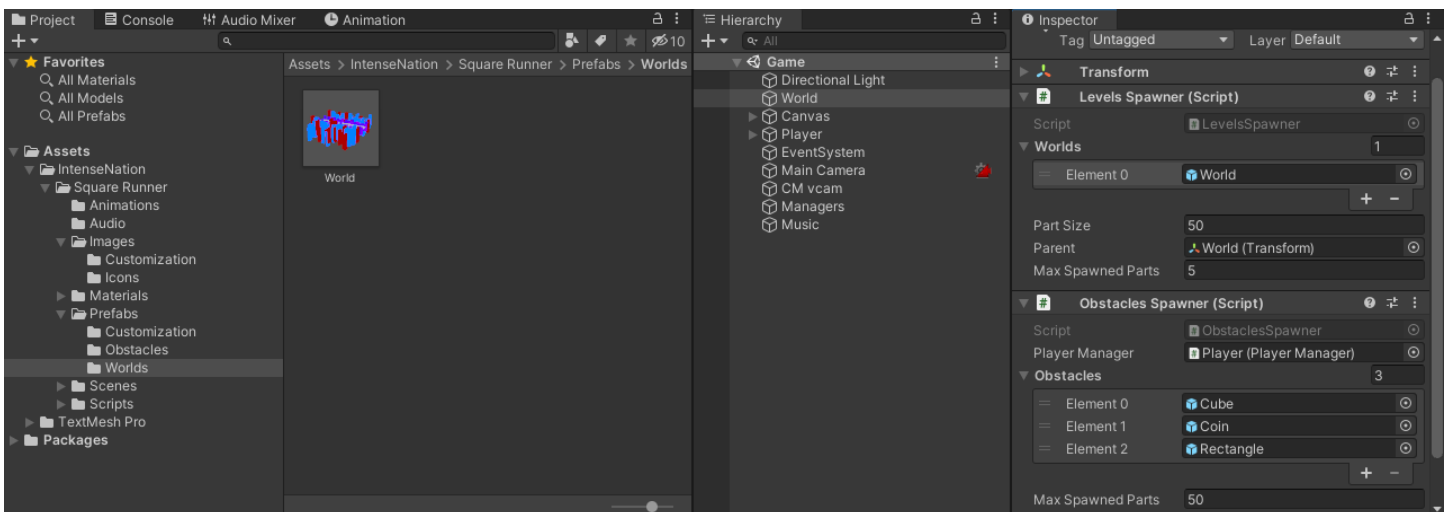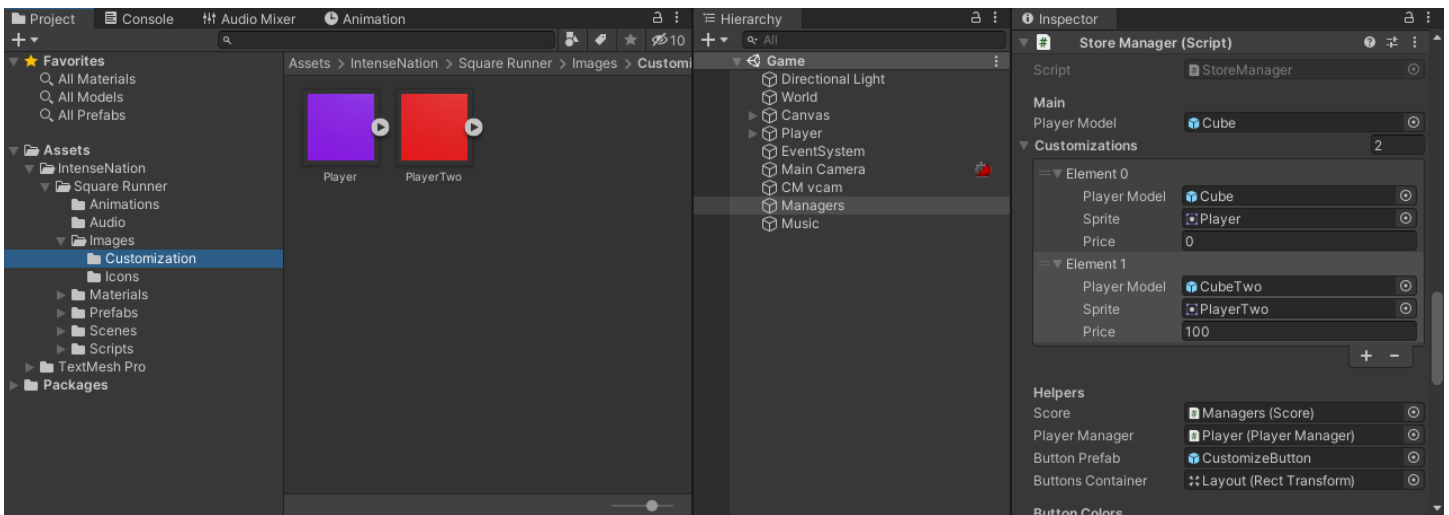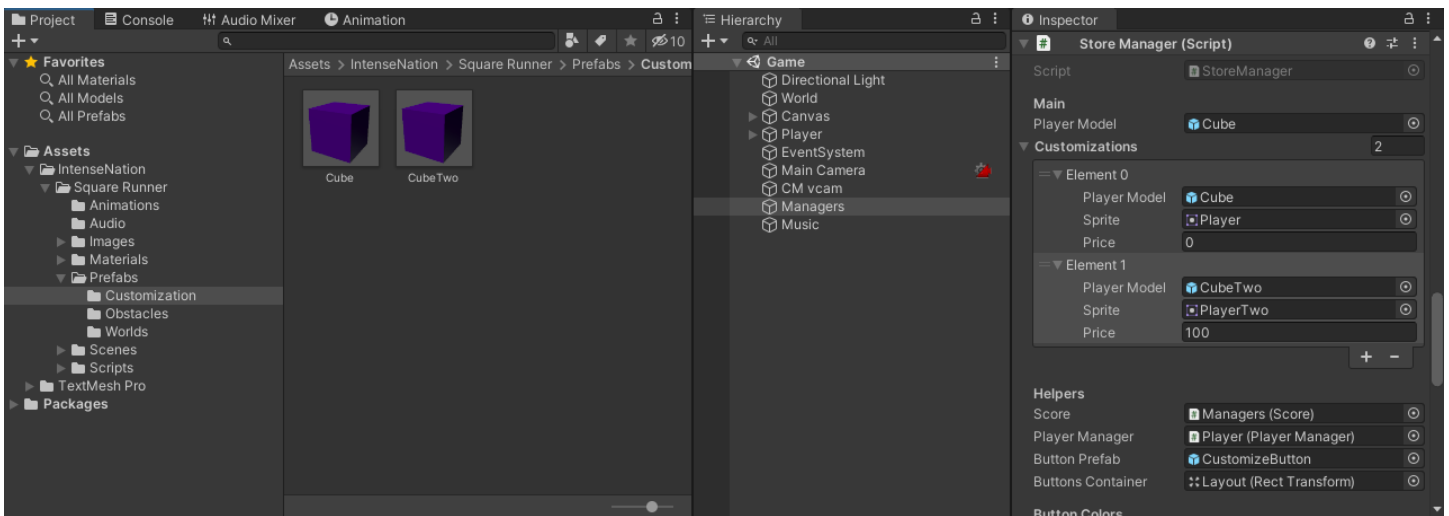
Player Customization (In-Game Store):

Store Manager:

• Expand the Customizations list, then add, remove, or edit a customization

   Managers → Store Manager → Customizations

Adding customization:

• Player Model: Prefab of the model

• Sprite: Preview of the model which is used in store button

• Price: Price of that specific customization

Changing Button Colors:

• If you want to change the store buttons' colors, you have to change them from the code, since these buttons are automatically spawned and updated
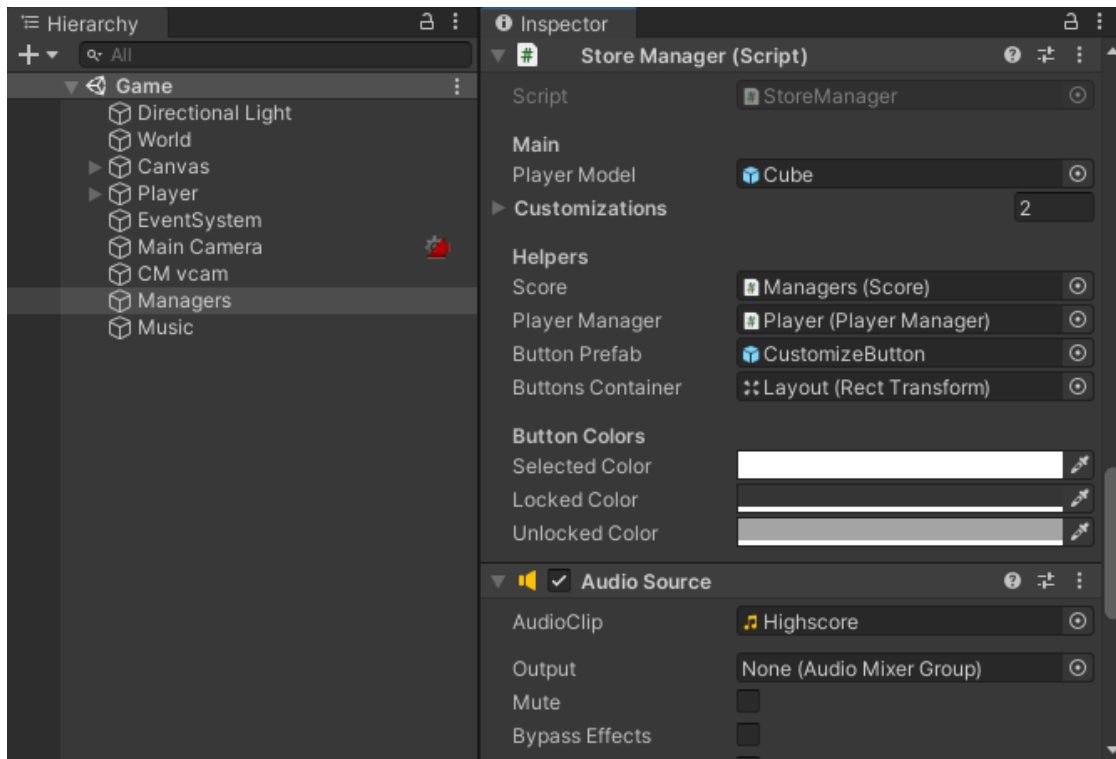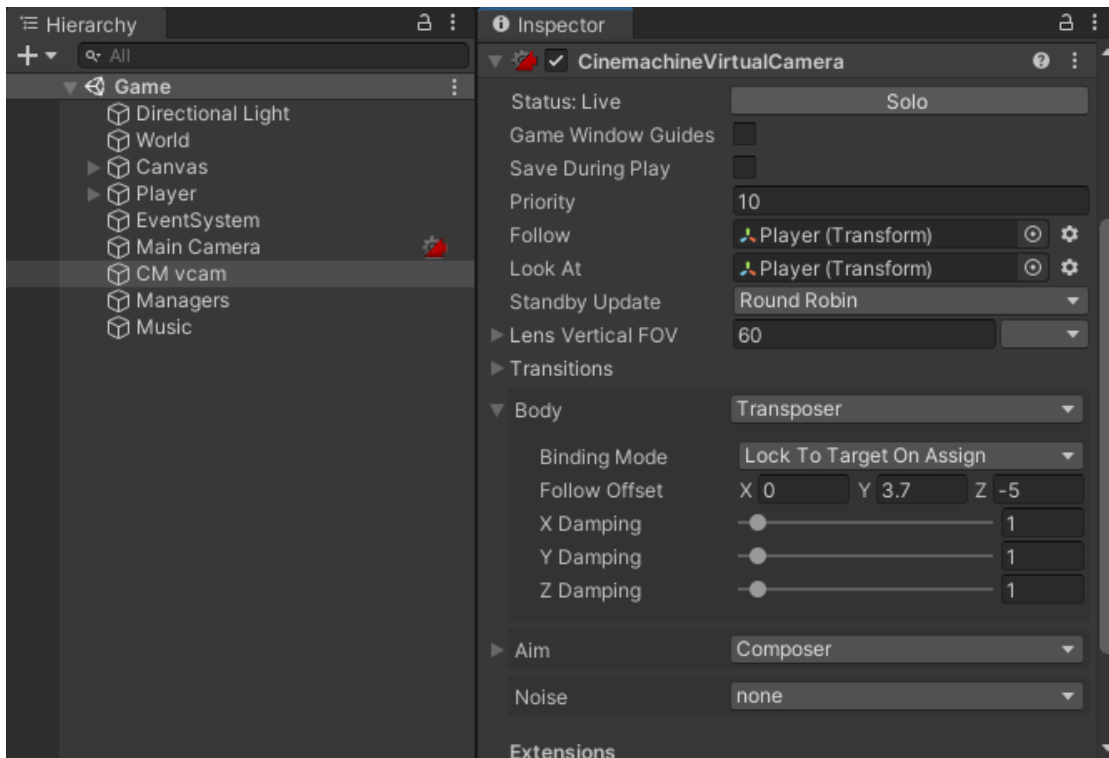
Cinemachine Issue & Fix

Issue:

There's an issue in cinemachine (if encountered) that the camera won't follow the player at all

Fix:

• Drag and drop the Player gameobject from the Hierarchy to the Follow Transform

• Expand the Body section and Change the Follow Offset as follows (X: 0|Y: 3.7|Z: -5)

Included Scene:

The Main Scene:

• The "Game" scene includes a game-ready level which is properly set up for you, just open this scene and then customize at as you would like

    IntenseNation → Square Runner → Scenes → Game

• Select and open the Game scene

• Press play to showcase the game in action

Notes:

• For more detailed documentation of how the code works you can check out each script included in the asset

• To open the main scene. Go to IntenseNation → Square Runner → Scene → Game

Need More Support?

Join the community

Reddit: https://www.reddit.com/r/IntenseNation

Discord: https://discord.gg/Hw2QfGM

Follow on Social Media

Twitter: https://twitter.com/NtenseNation

LinkedIn: https://www.linkedin.com/company/intensenation