

# 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

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## **Setup Guide:**

### **1- Installing Dependencies:**

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

► ▼ Packages: Unity Registry ▼ Sort: I		۹ م
⊳ ProBuilder	4.5.2 ^	TextMeshPro Verified
Profile Analyzer	1.1.1	Unity Technologies
Quick Search	2.0.2	Version 3.0.6 - April 22, 2021
Relay	1.0.3	
Remote Config	1.4.0	TextMeshPro is the ultimate text solution for Unity. It's the perfect
<ul> <li>Scriptable Build Pipeline</li> </ul>	1.19.6	replacement for Unity's UI Text and the legacy Text Mesh.
Shader Graph	10.7.0	
Test Framework	1.1.33 🗸	Registry Unity
TextMeshPro	3.0.6	
Timeline	1.4.8	
<ul> <li>Unity Distribution Portal</li> </ul>	2.0.0	
<ul> <li>Unity Recorder</li> </ul>	2.5.7	
<ul> <li>Unity UI</li> </ul>	1.0.0 🗸	
Universal RP	10.7.0	
<ul> <li>Version Control</li> </ul>	1.15.18	
<ul> <li>Visual Effect Graph</li> </ul>	10.7.0	
Visual Studio Code Editor	1.2.5 🗸	
Visual Studio Editor	2.0.16 🗸	

### • Import TMP Essentials

TMP Importer	: □×		
TMP Essentials This appears to be the first time you access TextMesh Pro, as such we need to add resources to your protect that are essential for using TextMesh Pro. These new resources will be placed at the root of your project "TextMesh Pro" folder.			
Import TMP Essentials			
TMP Examples & Extras The Examples & Extras package contains addition resources and examples that will make discovering and learning about TextMesh Pro's powerful features easier. These additional resources will be placed in the same folder as the TMP essential resources.			

### • Install Cinemachine (if not installed)

Package Manager		:
+  → Packages: Unity Registry  → Sort: Nam → Authentication	ne↓▼ 2.1.1 ▲	<b>*</b> •
▶ Burst	1.4.11	
<ul> <li>CCD Management</li> </ul>	2.1.0	Unity Technologies
▶ Cinemachine	2.6.15	Version 2.6.15 - May 27, 2022 View documentation • View changelog • View licenses
▶ Cloud Code	2.0.1	
▶ Cloud Save	2.0.1	Smart camera tools for passionate creators.
▶ Code Coverage	1.1.1	IMPORTANT NOTE: If you are upgrading from the Asset Store version of More Registry Unity
▶ Core RP Library	10.7.0	
▶ Economy	2.0.4	
▶ Editor Coroutines	1.0.0	
▶ FBX Exporter	4.1.2	
▶ High Definition RP	10.7.0	
▶ In App Purchasing	4.0.3	
▶ Input System	1.2.0	
▶ iOS 14 Advertising Support	1.2.0	
JetBrains Rider Editor	3.0.14 🕤	
▶ Lobby	1.0.1	
Magic Leap XR Plugin	6.4.1	
Last update Jul 20, 12:27		Install

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

Package Manager		: 🗆 ×
+ ▼ Packages: Unity Registry ▼ Sort: Name ↓		۹.
Adaptive Performance Samsung Android	2.2.2 🔺	Advertisement Verified
Addressables	1.18.19	Unity Technologies
Advertisement	3.7.5	Version 3.7.5 - August 02, 2021
▶ Alembic	1.0.7	View documentation • View licenses
► Analytics	4.1.0	
Analytics Library	3.6.12	Unity Ads is a video ad network for iOS and Android that allows you to quickly and effectively monetize your games.
Android Logcat	1.2.3	Registry Unity
▶ Animation Rigging	1.0.3	
▶ AR Foundation	4.1.10	
▶ ARCore XR Plugin	4.1.10	
ARKit Face Tracking	4.1.10	
▶ ARKit XR Plugin	4.1.10	
Authentication	2.1.1	
▶ Burst	1.4.11	
CCD Management	2.1.0	
▶ Cinemachine	2.6.15 🗸	
▶ Cloud Code	2.0.1	
▶ Cloud Save	2.0.1	
Last update Jul 20, 12:27		

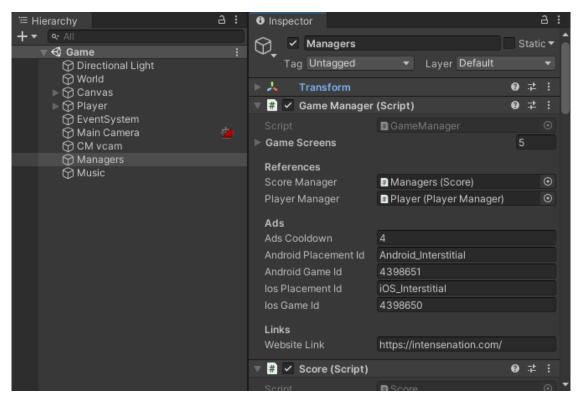
### Changing the More Games Link:

• Change the Website Link to your website's link to have it open up when the user clicks on the More Games button

Managers  $\rightarrow$  Game Manager  $\rightarrow$  Links Section

### Setting up Unity Ads:

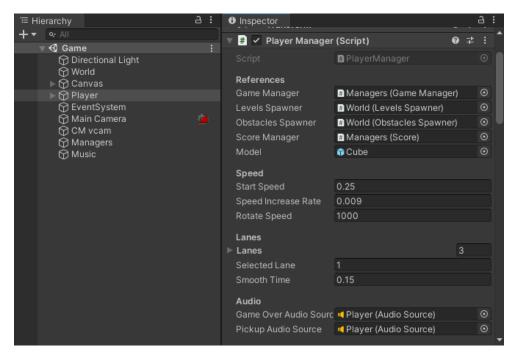
- Change the Placement Id, and Game Id for both Android and IOS from the Unity Dashboard Managers → Game Manager → Ads Section
- Ads Cooldown: How many times should the player fail until an ad plays



# **Customizing Gameplay:**

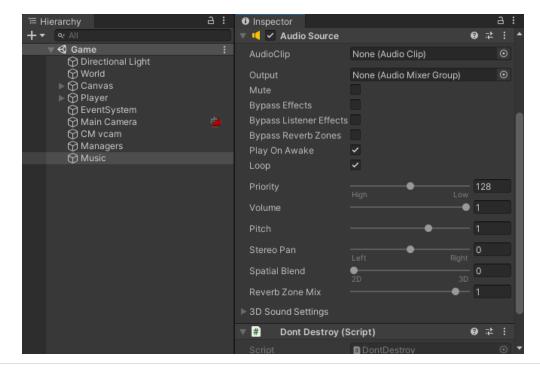
### **Changing Player Speed and Acceleration:**

- 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

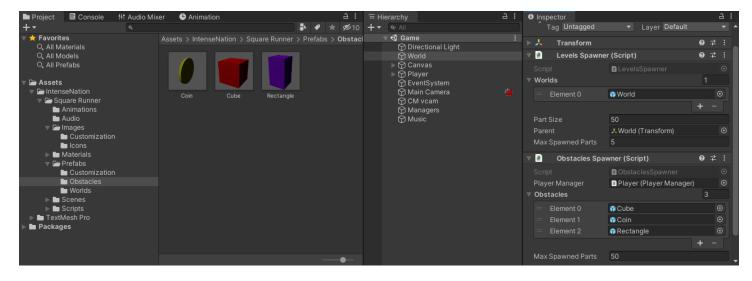


# **Adding Obstacles:**

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

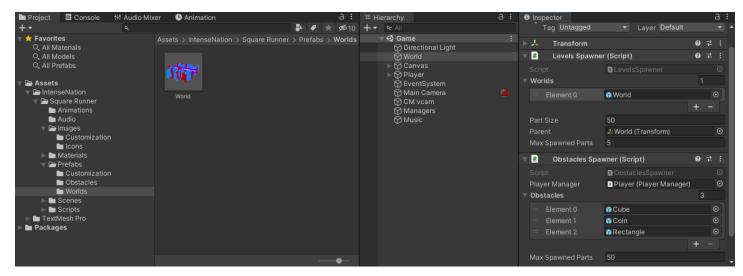
Managers → World → Obstacles Spawner

• 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  $\rightarrow$  World  $\rightarrow$  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



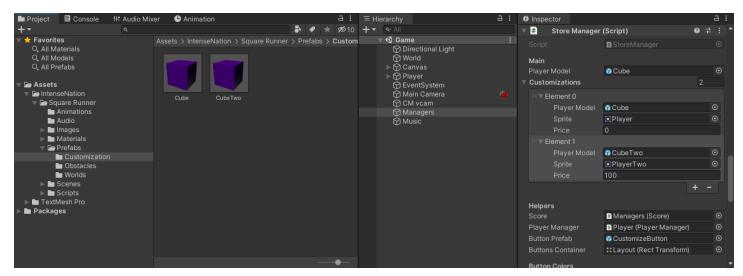
# **Player Customization (In-Game Store):**

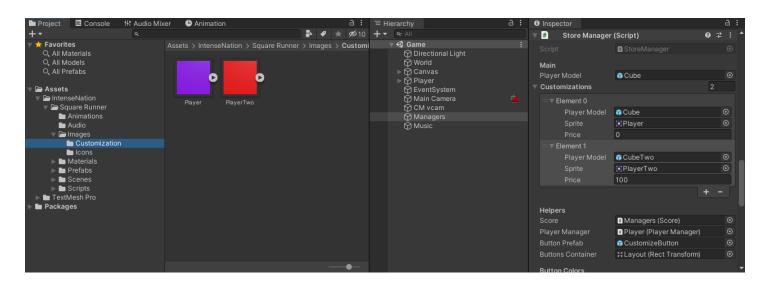
### Store Manager:

 Expand the Customizations list, then add, remove, or edit a customization Managers → Store Manager → Customizations

### Adding customization:

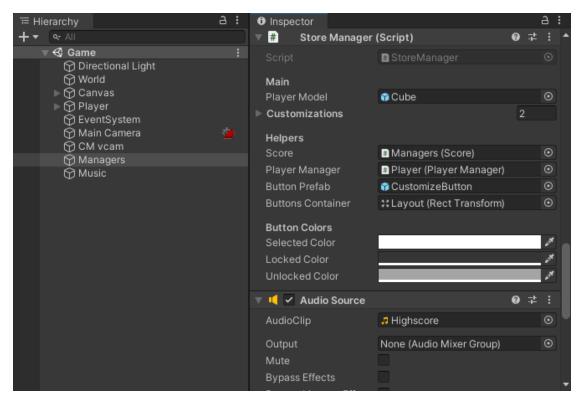
- Player Model: Prefab of the model
- Sprite: Preview of the model which is used in store button
- Price: Price of that specific customization





### **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



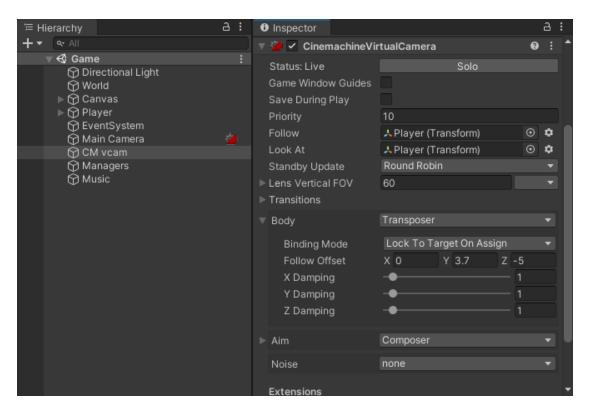
# **Cinemachine Issue & Fix**

### 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  $\rightarrow$  Square Runner  $\rightarrow$  Scenes  $\rightarrow$  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  $\rightarrow$  Square Runner  $\rightarrow$  Scene  $\rightarrow$  Game

## **Need More Support?**

### Join the community

Reddit: <u>https://www.reddit.com/r/IntenseNation</u> Discord: <u>https://discord.gg/Hw2QfGM</u>

### **Follow on Social Media**

Twitter: <u>https://twitter.com/NtenseNation</u> LinkedIn: <u>https://www.linkedin.com/company/intensenation</u>