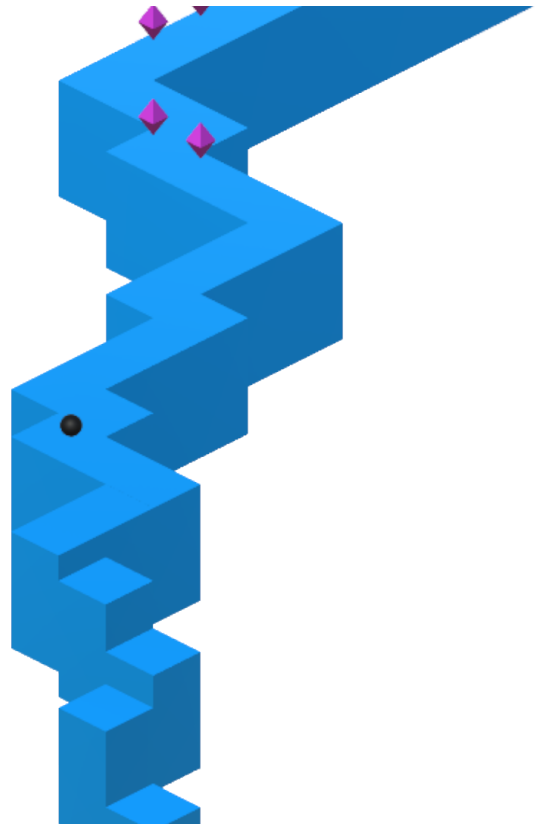


# ZIGZAG

## COMPLETE PROJECT



## About:

### OVERVIEW

ZigZag 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 stay on the track and not fall down, collect diamonds to customize your character and conquer the road 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 diamonds, 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 track colors, color change time, add more character customization, change the sounds, etc. Basically everything can be easily customized to suit your taste

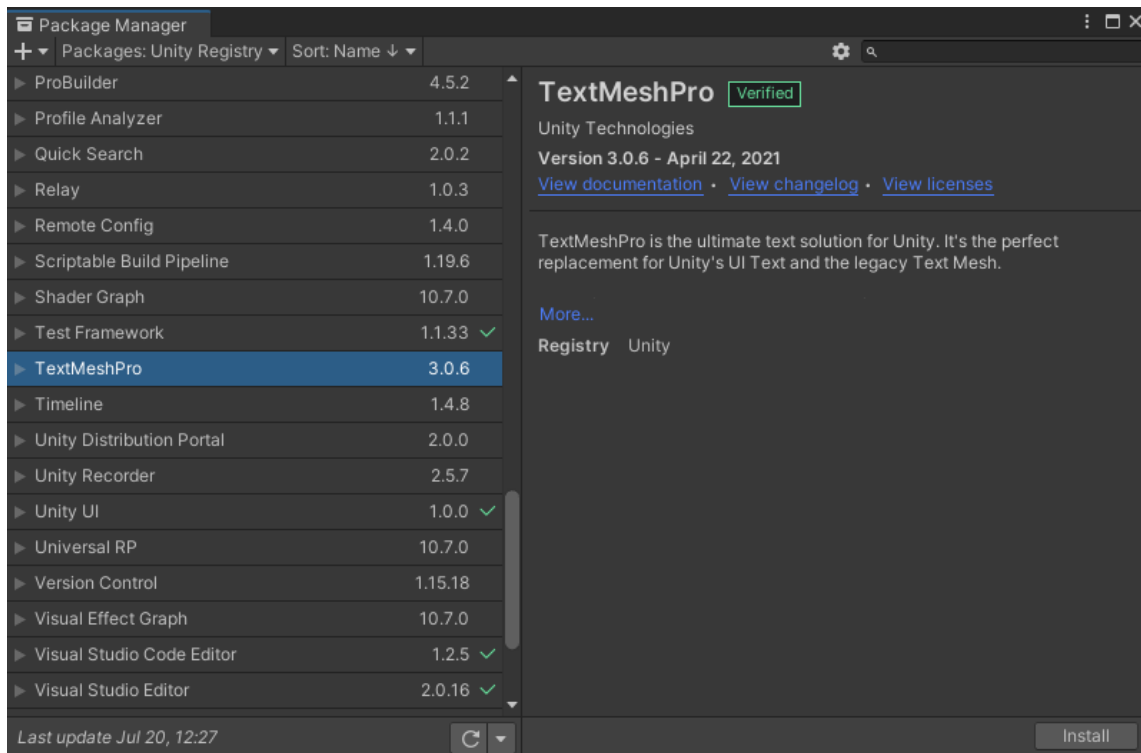
# Contents

About:.....	1
Setup Guide:.....	3
1- Installing Dependencies:.....	3
Setting up Unity Ads:.....	5
Customizing Gameplay:.....	6
Changing Track Colors:.....	7
Track Colors Change Speed:.....	7
Player Customization (In-Game Store):.....	8
Store Manager:.....	8
Adding customization:.....	8
Changing Button Colors:.....	9
Cinemachine Issue & Fix.....	10
Issue:.....	10
Fix:.....	10
Included Scene:.....	11
The Main Scene:.....	11
Need More Support?.....	11
Join the community.....	11
Follow on Social Media.....	11

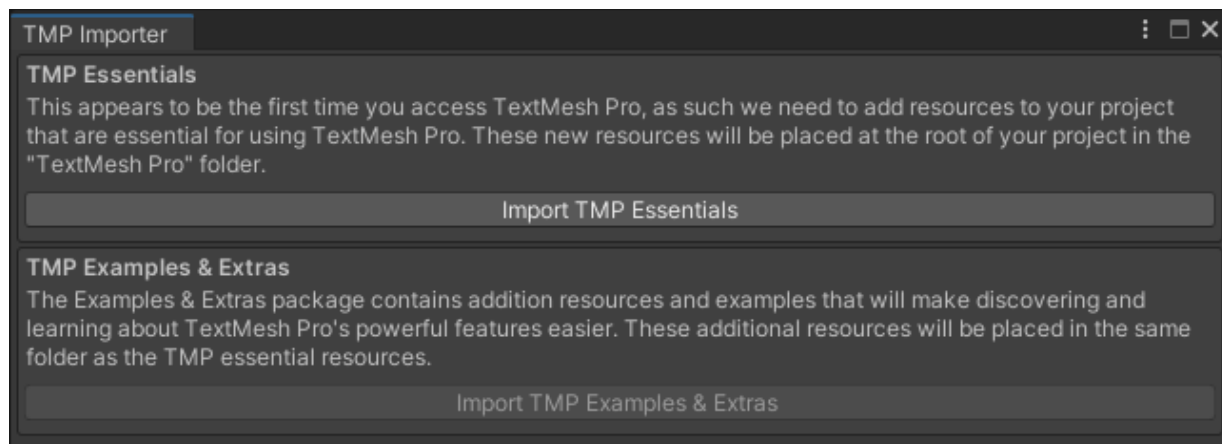
# Setup Guide:

## 1- Installing Dependencies:

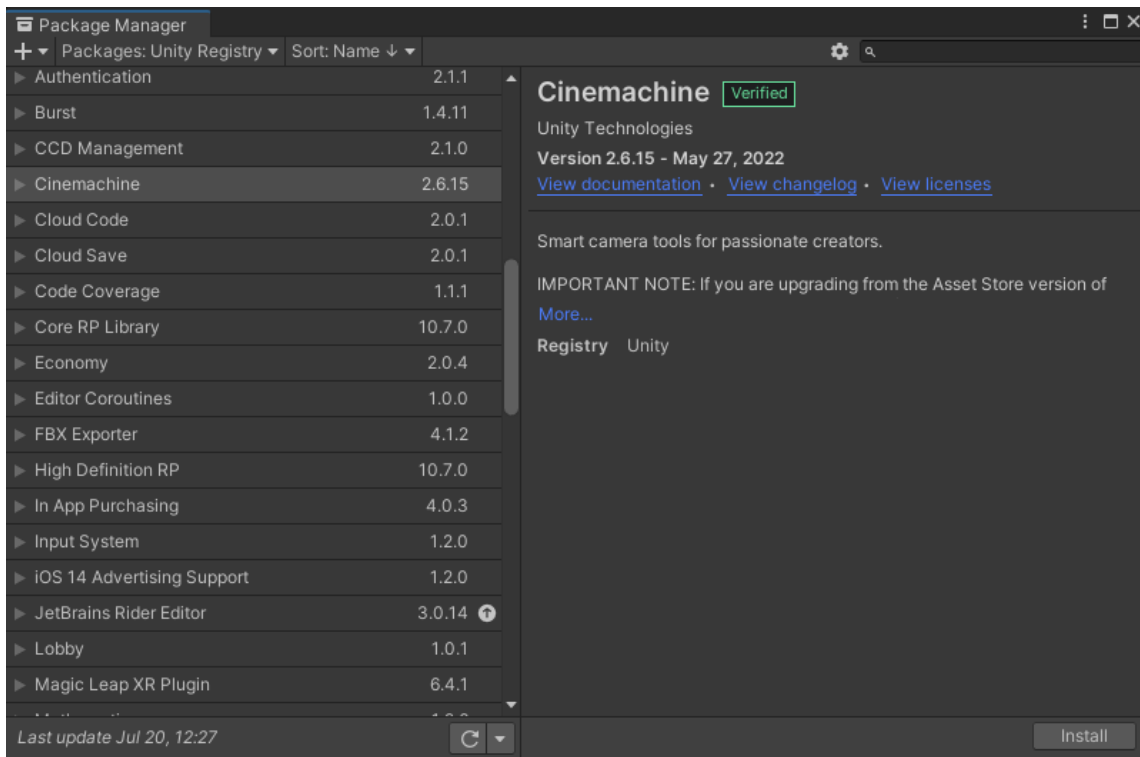
- Import the ZigZag: Complete Project package
- Install TextMeshPro (if not installed)



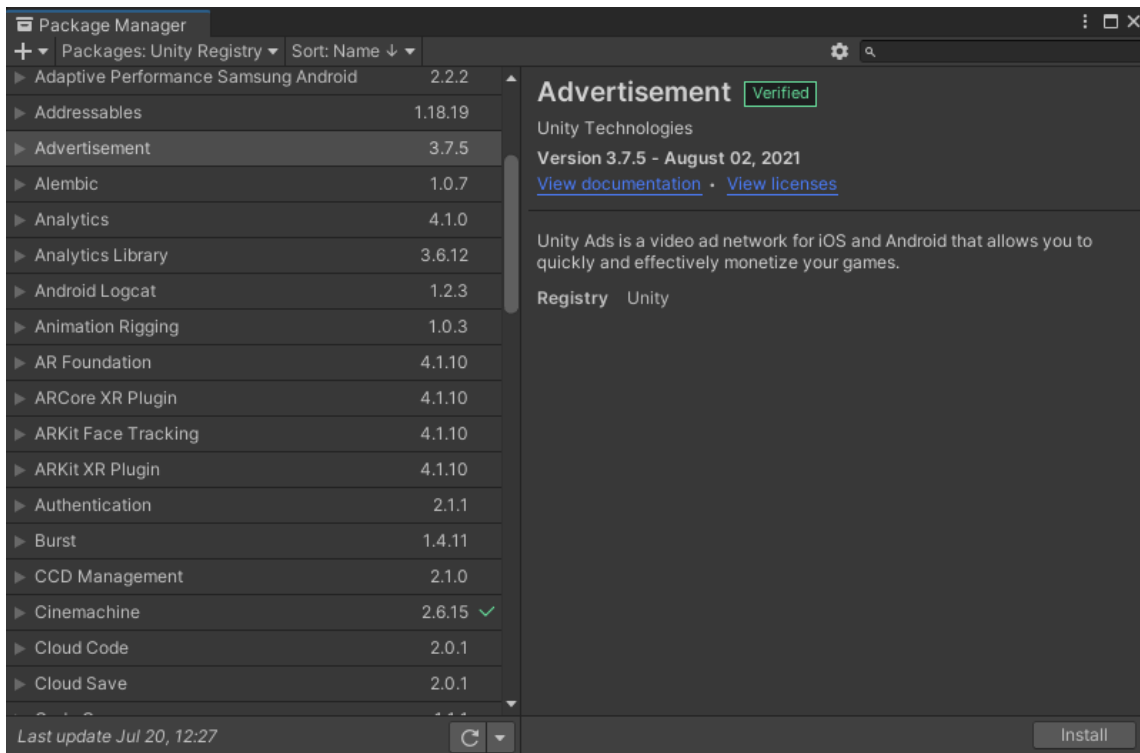
- Import TMP Essentials



- Install Cinemachine (if not installed)

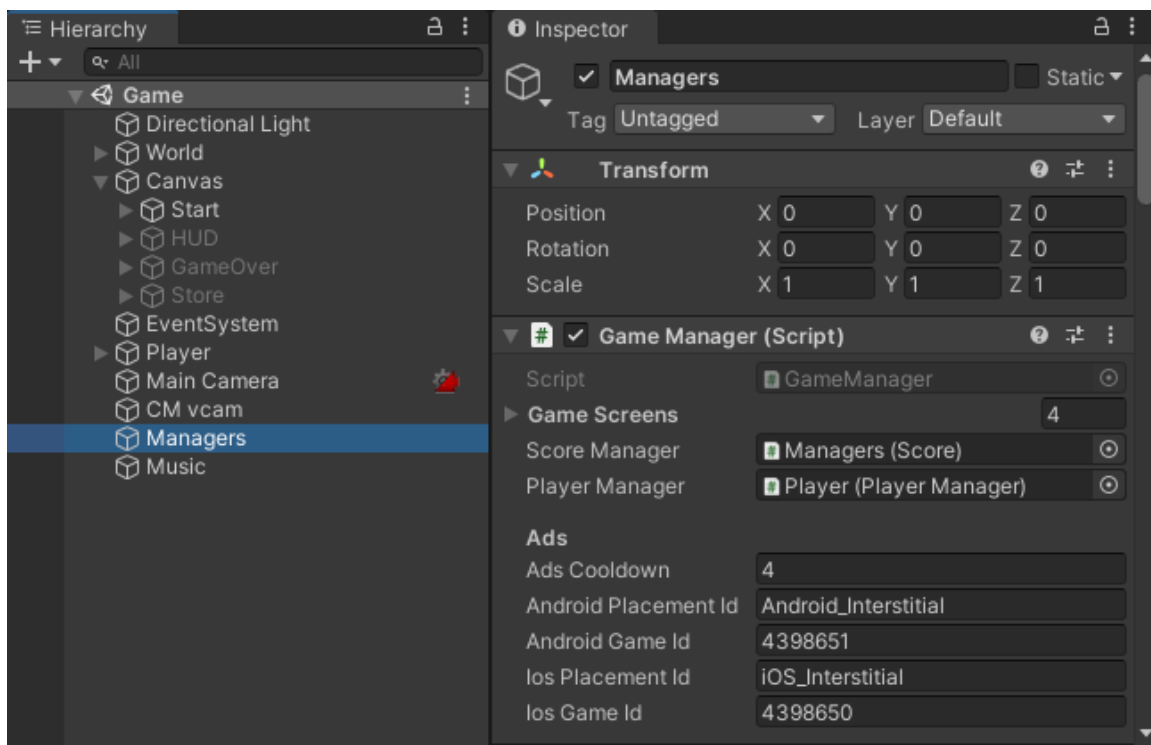


- Install Unity Ads (if not installed AND if you will use it)



## Setting up Unity Ads:

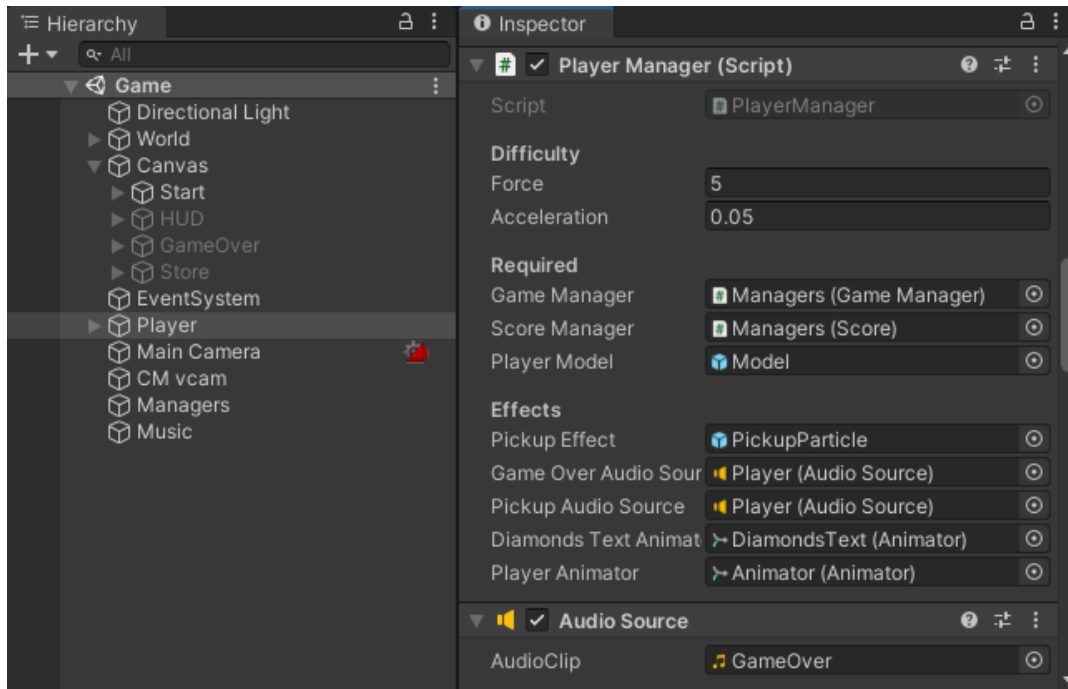
- Change the Placement Id, and Game Id for both Android and IOS from the Unity Dashboard  
Managers → Game Manager → Ads Section
- Ads Cooldown: How many times should the player fail until an ad plays



# Customizing Gameplay:

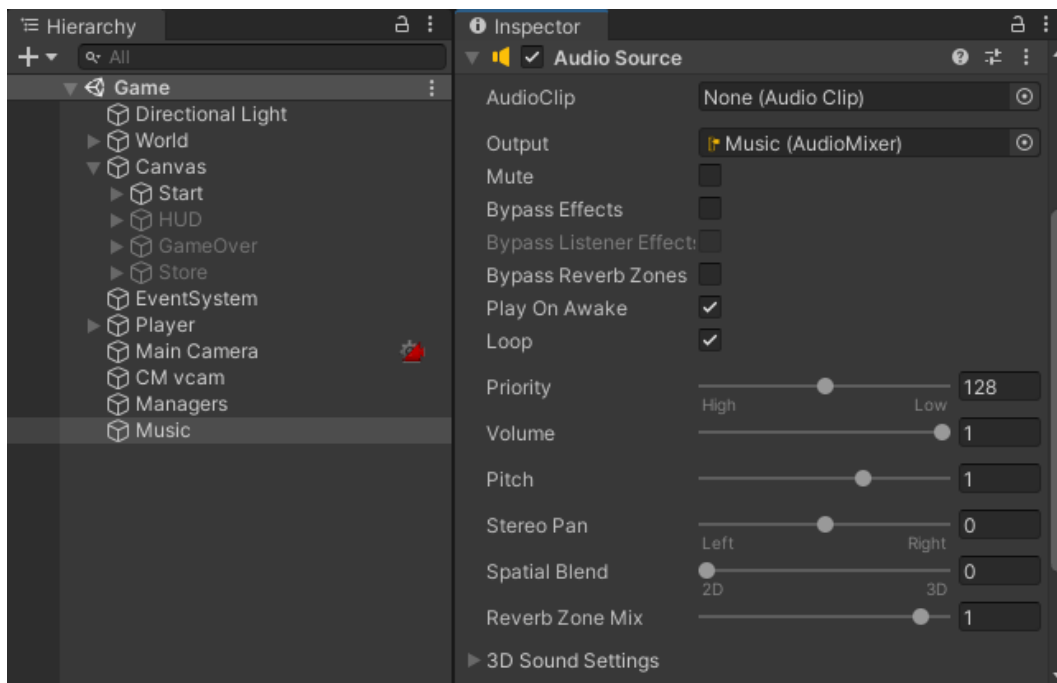
## Changing Player Speed and Acceleration:

- Force: The starting force of the player, it increases with time to increase difficulty
- Acceleration: Amount of force increased by time



## Adding Music:

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

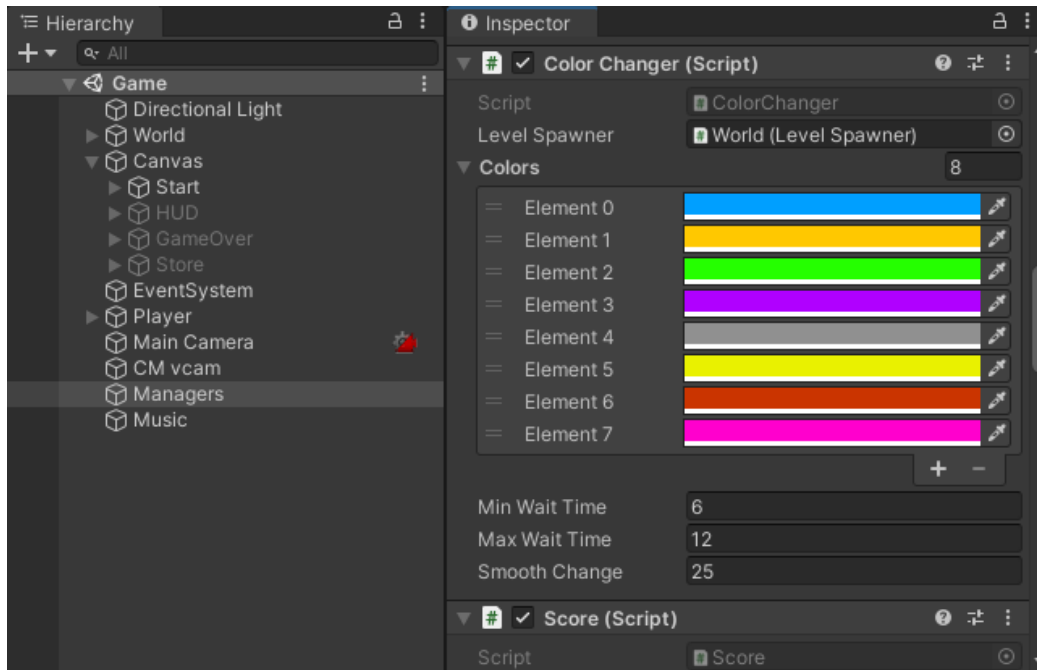


## Changing Track Colors:

- Expand the Colors list, then add, remove, or edit colors as you like.  
Managers → Color Changer → Colors

## Track Colors Change Speed:

- Wait Time: The game chooses a random wait time between each color change using the Min Wait Time and the Max Wait Time
- Smooth Change: Affects the Fade effect when changing between two colors



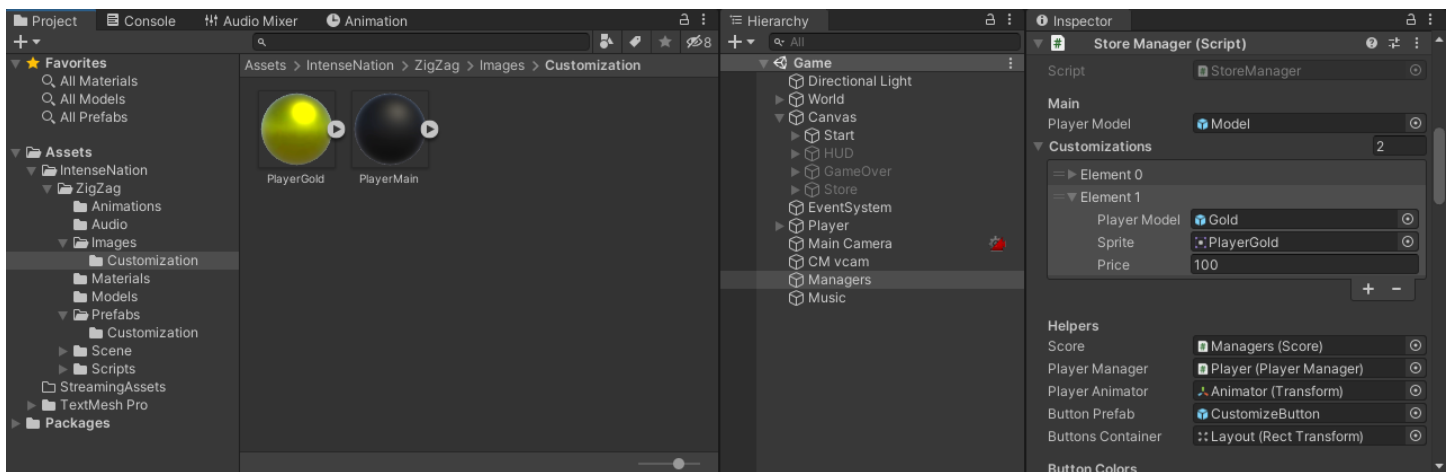
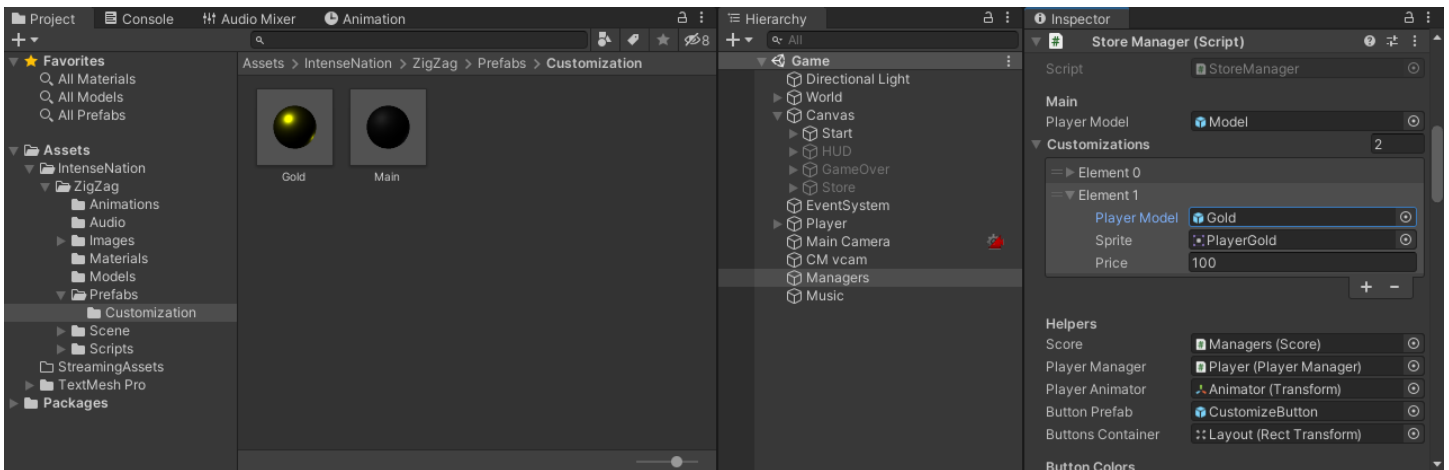
# Player Customization (In-Game Store):

## Store Manager:

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

## Adding customization:

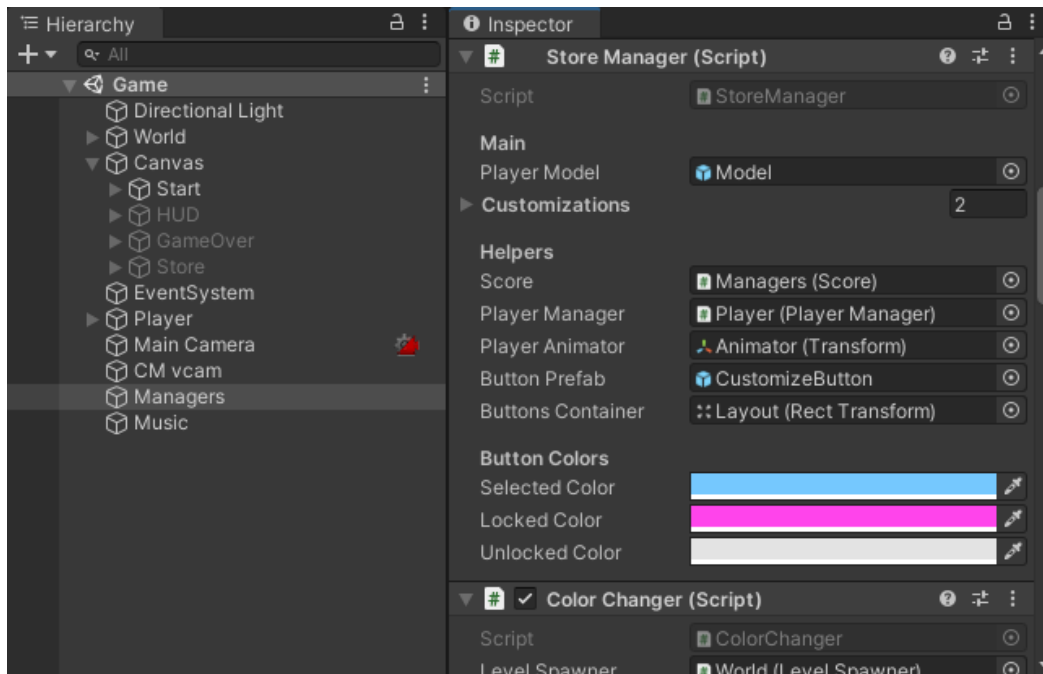
- Player Model: Prefab of the model
- Sprite: Preview of the model which is used in store button
- Price: Price of that specific customization





## 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



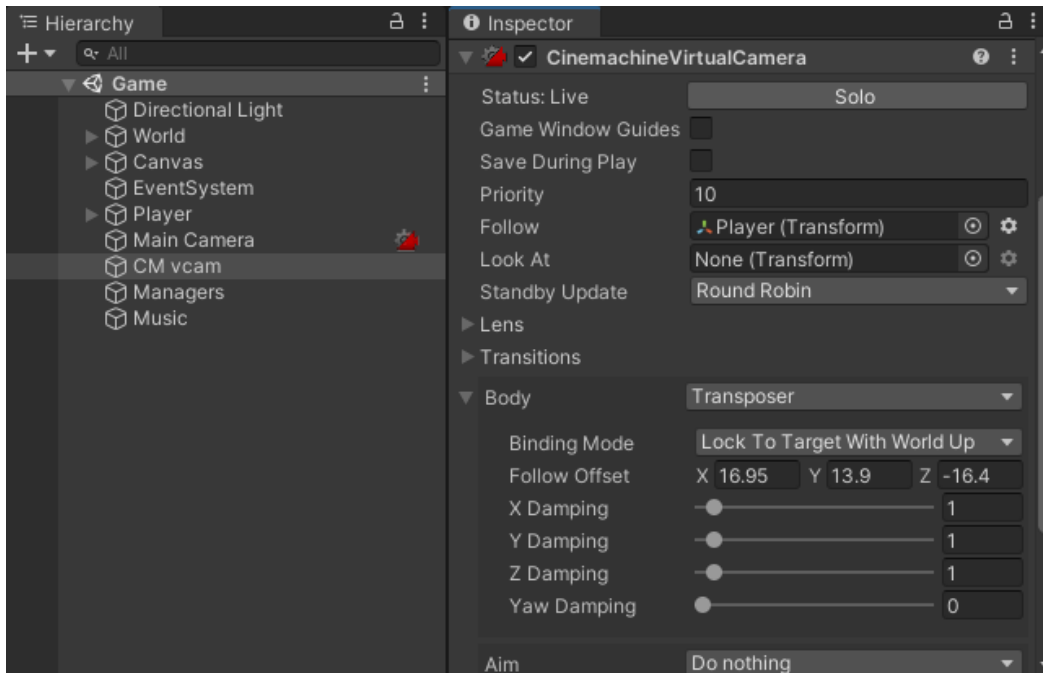
# Cinemachine Issue & Fix

## 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: 16.95|Y: 13.9|Z: -16.4)



# 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 → ZigZag → 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 → ZigZag → 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/IntenseNation>

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