



About:

OVERVIEW

ZigZag Car 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 with your car and not fall off the road, collect coins to customize your vehicle 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 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 track colors, color change time, add more character customization, change the sounds, etc. Basically everything can be easily customized to suit your taste

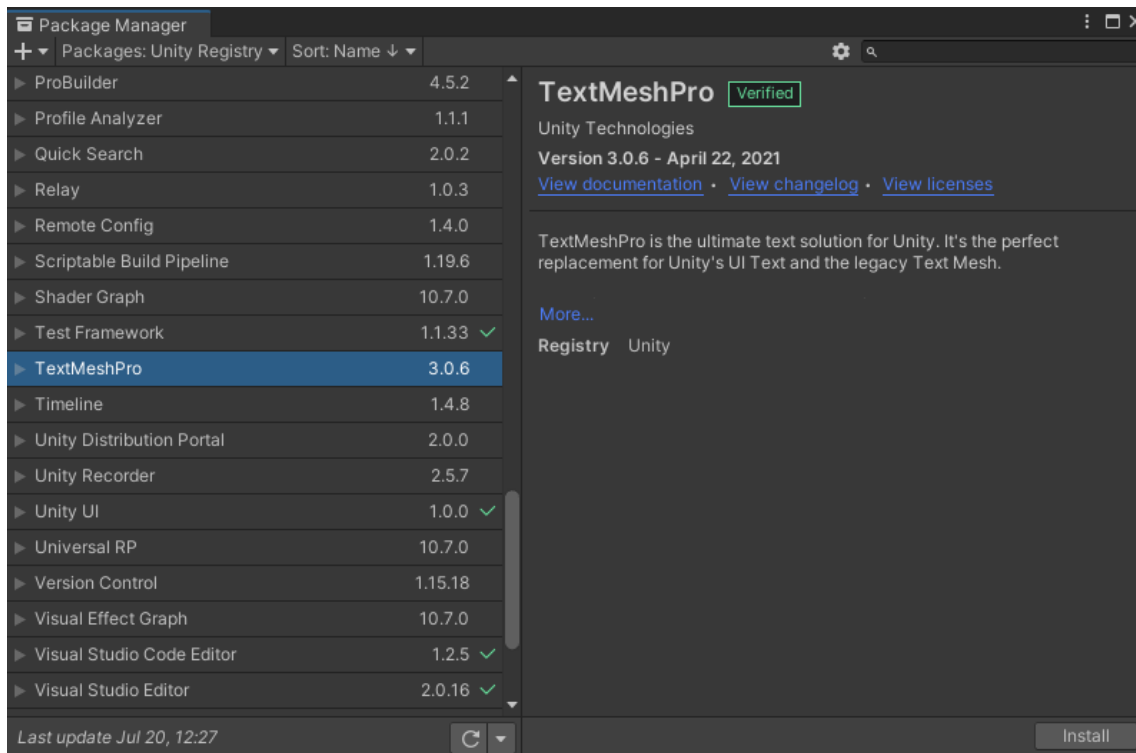
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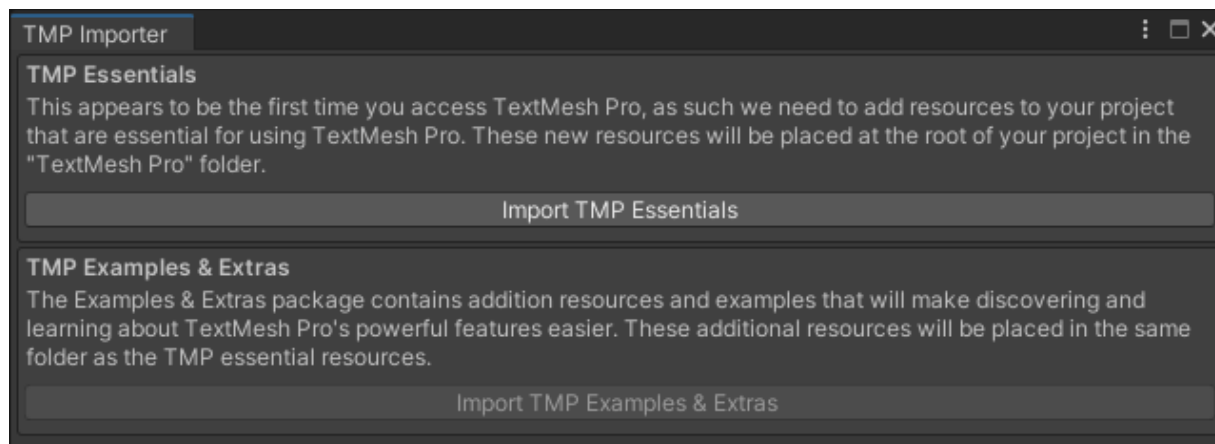
Setup Guide:

1- Installing Dependencies:

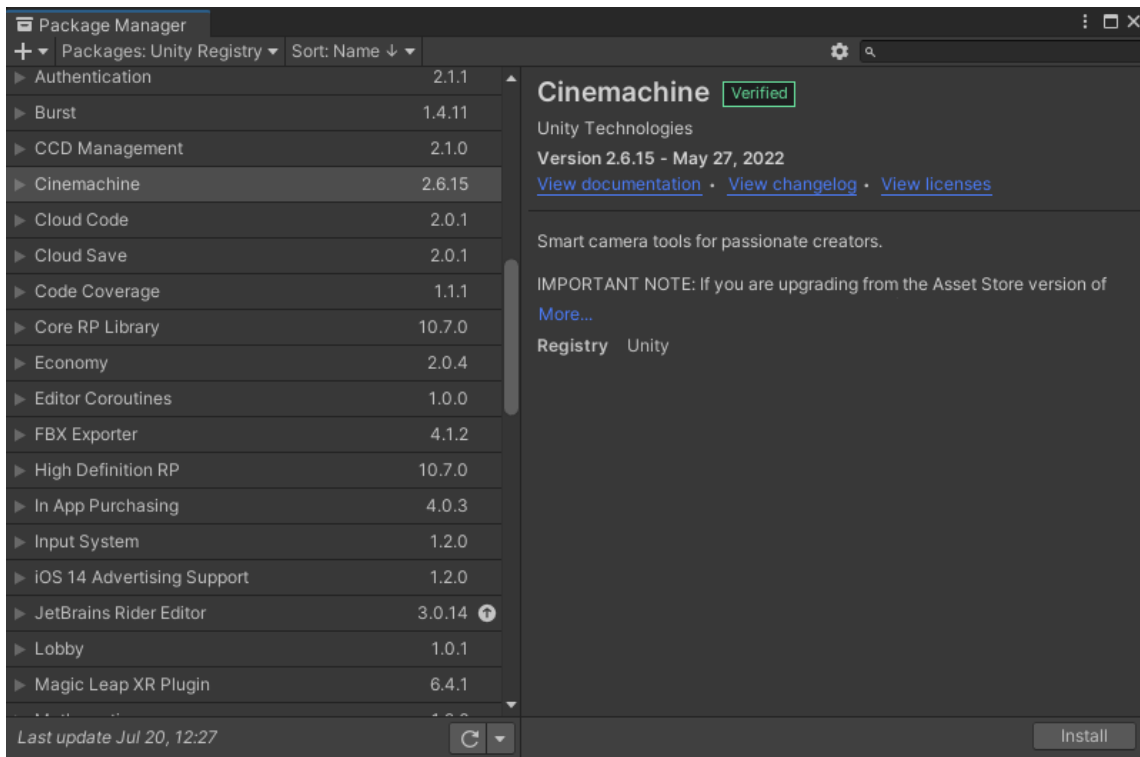
- Import the ZigZag Car: Complete Project package
- Install TextMeshPro (if not installed)



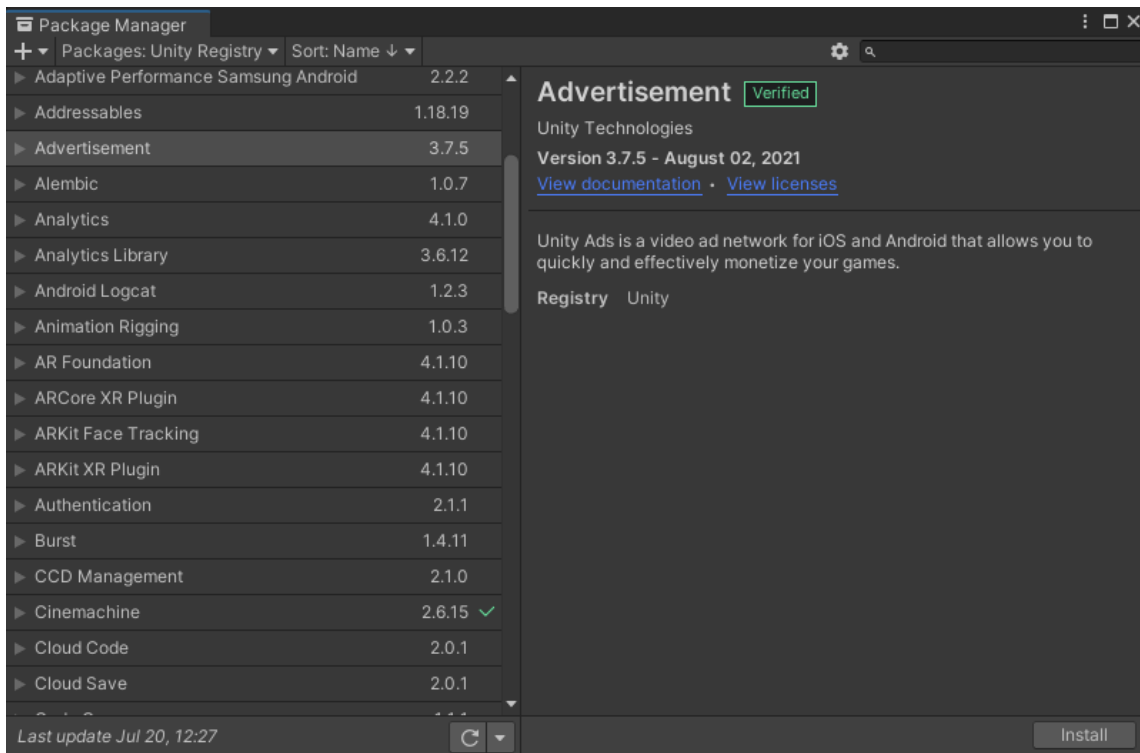
- Import TMP Essentials



- **Install Cinemachine (if not installed)**

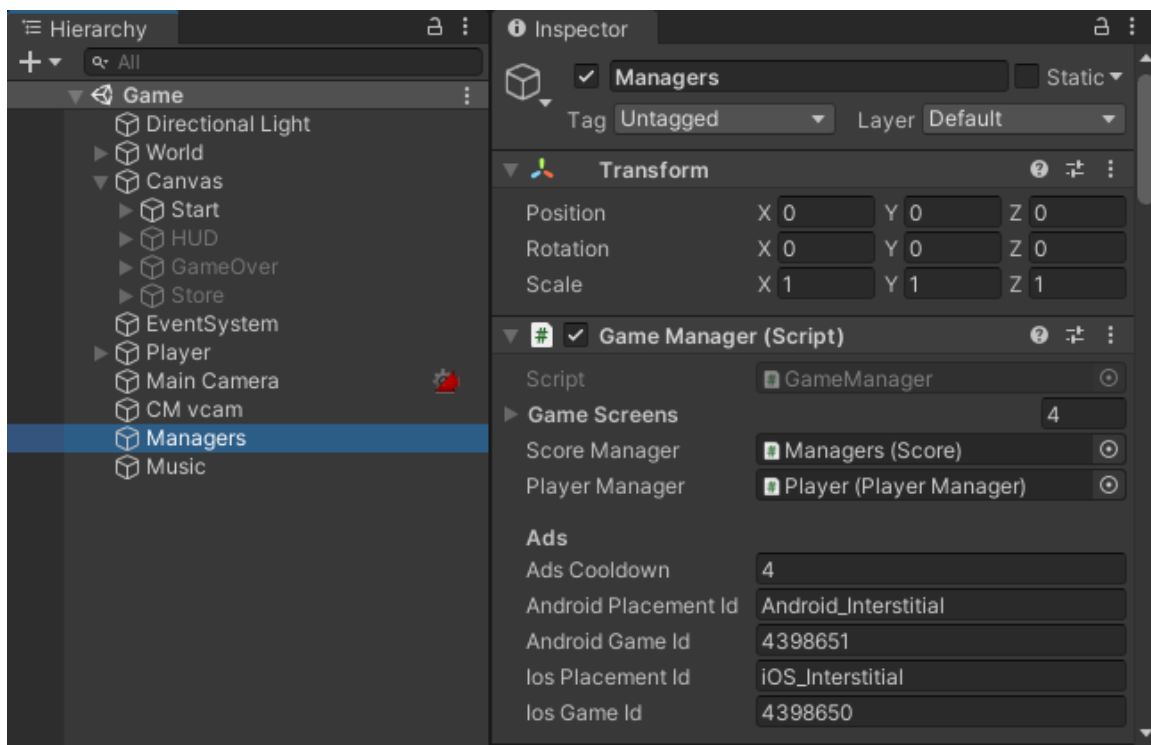


- **Install Unity Ads (if not installed AND if you will use it)**



Setting up Unity Ads:

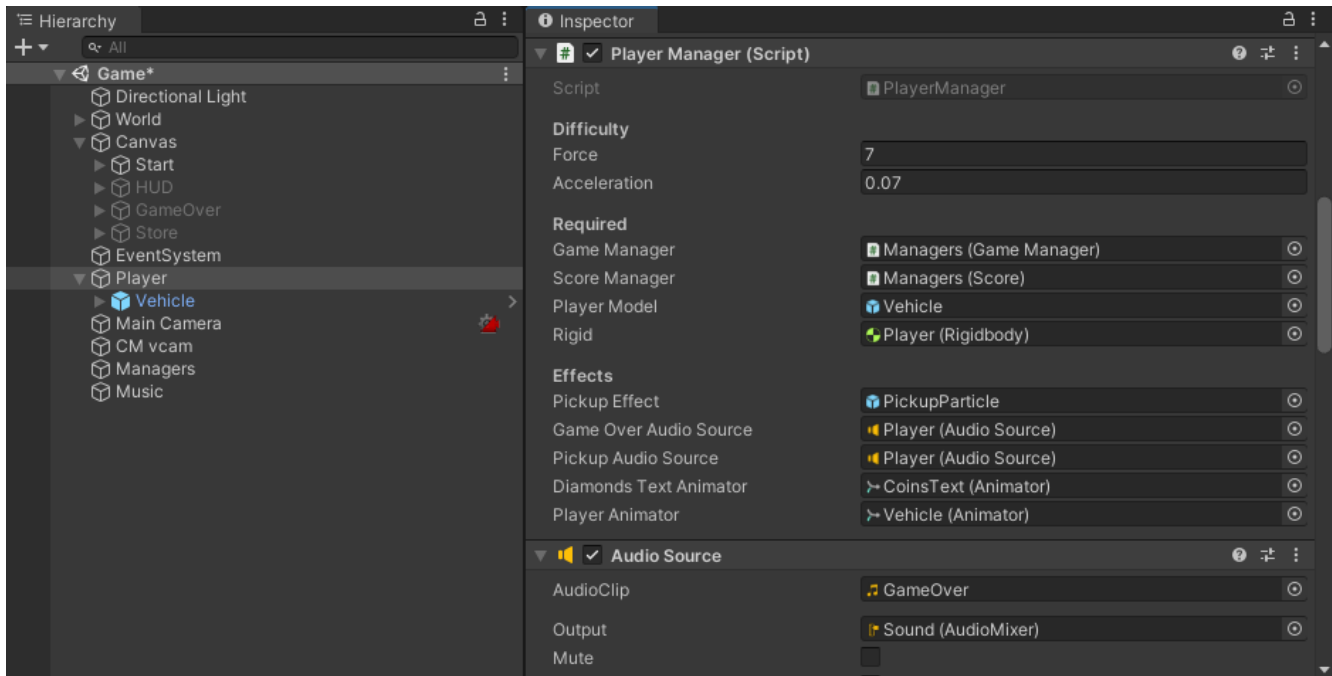
- Change the Placement Id, and Game Id for both Android and IOS from the Unity Dashboard
Managers → Game Manager → Ads Section
- Ads Cooldown: How many times should the player fail until an ad plays



Customizing Gameplay:

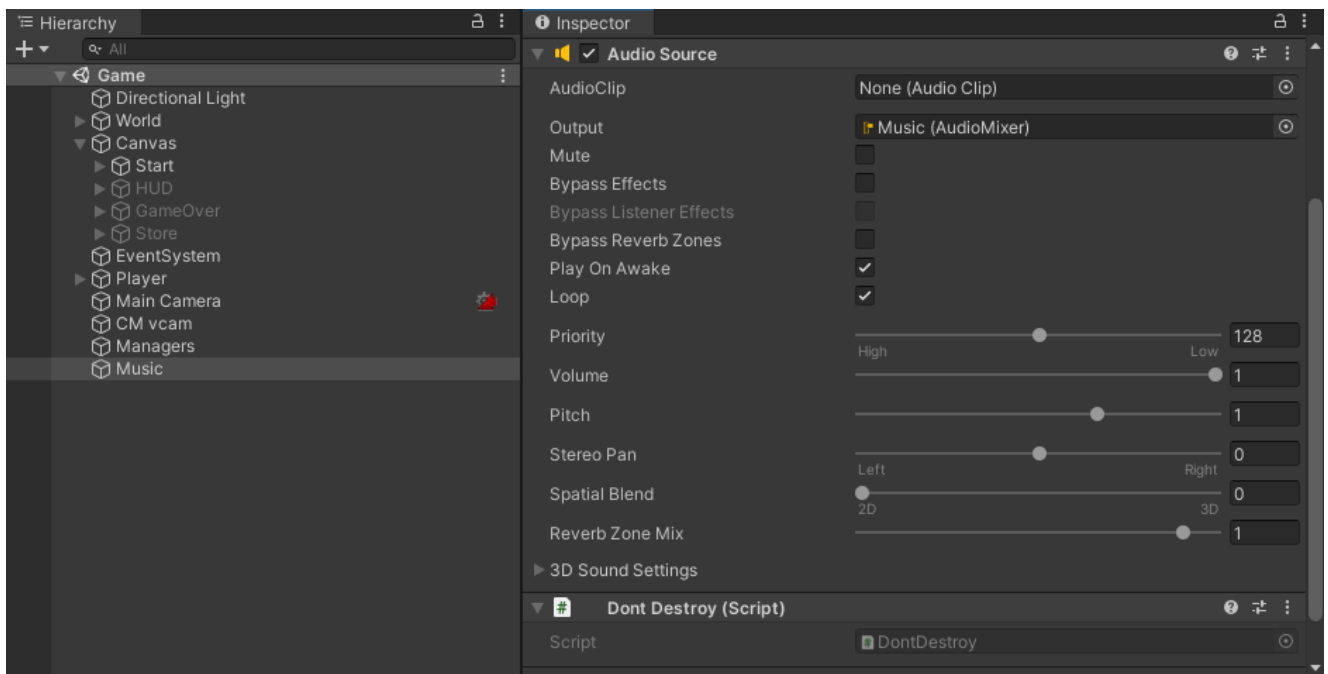
Changing Player Speed and Acceleration:

- 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



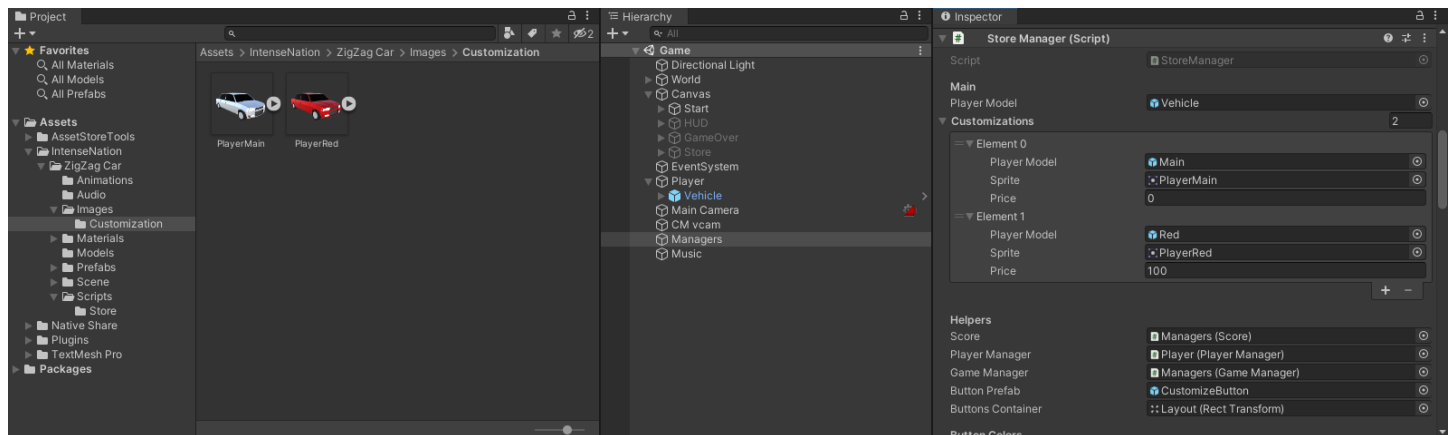
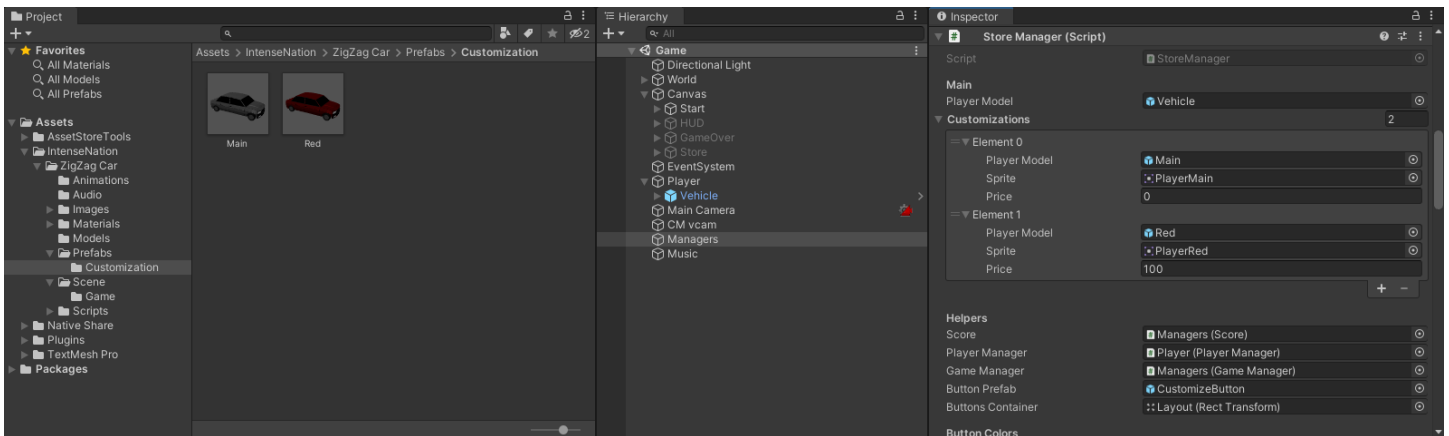
Player Customization (In-Game Store):

Store Manager:

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

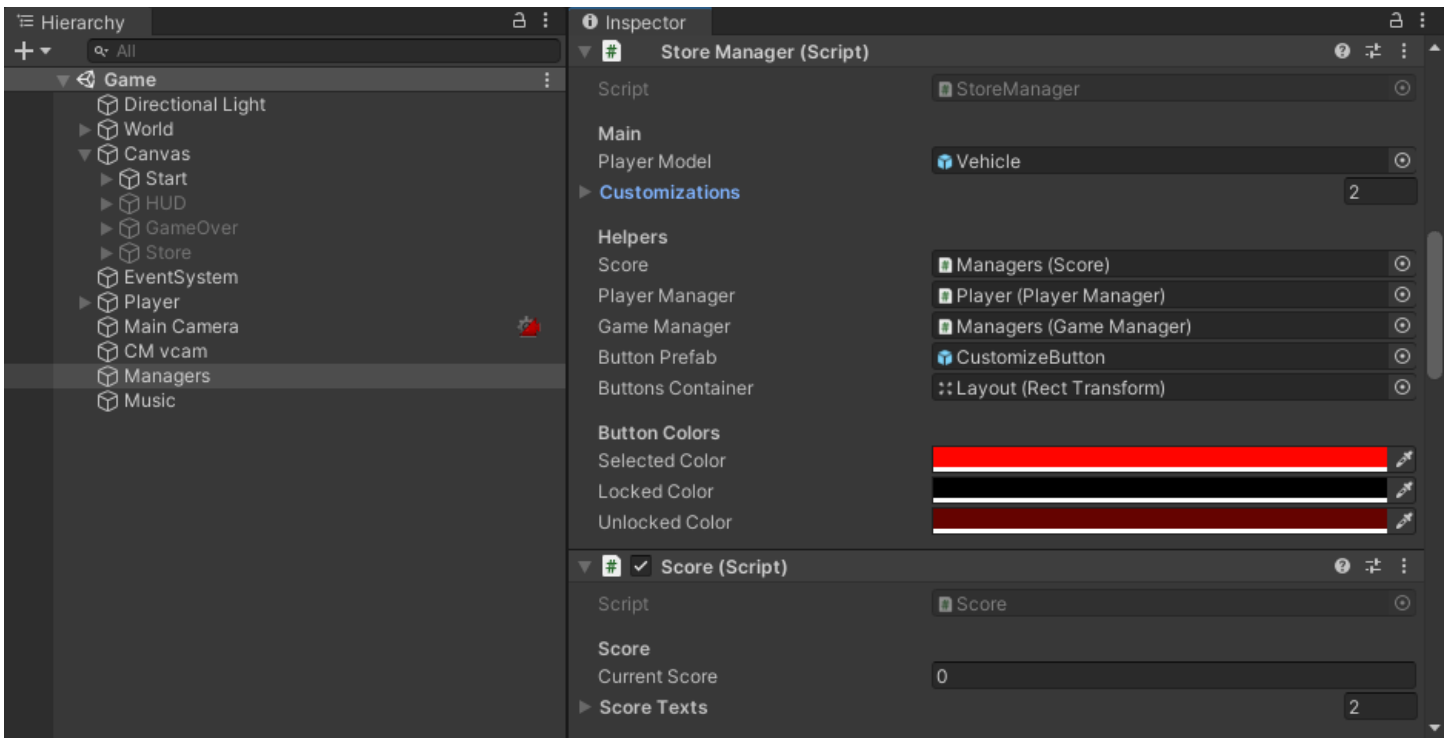
Adding customization:

- 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



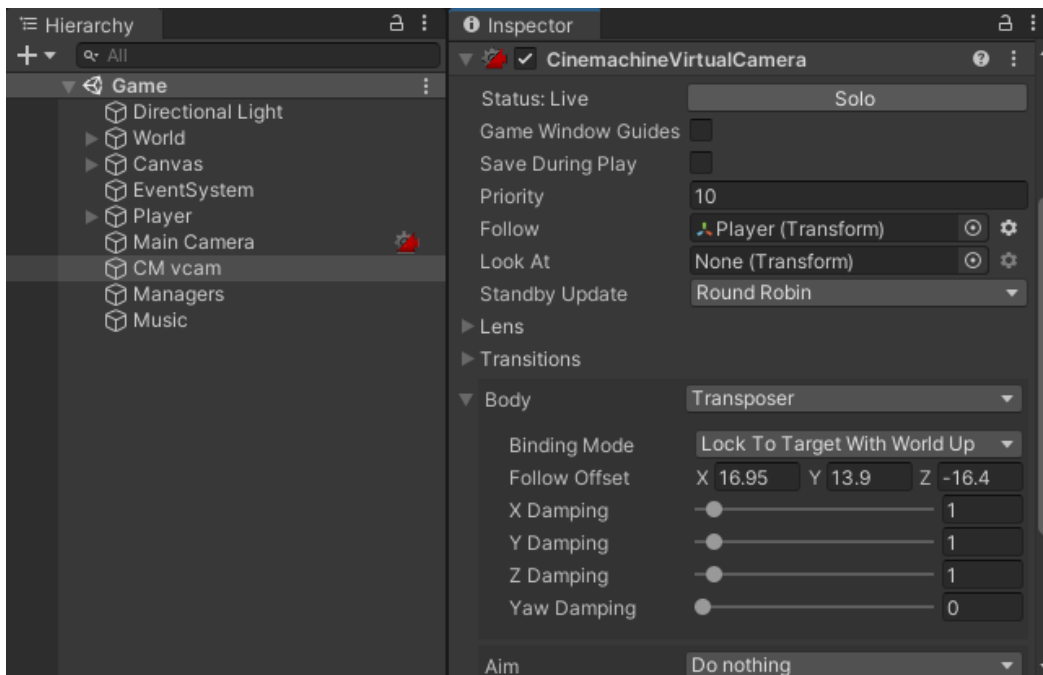
Cinemachine Issue & Fix

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 Car → 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 Car → 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>

Tumblr: <https://www.tumblr.com/blog/intensenationstudio>

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