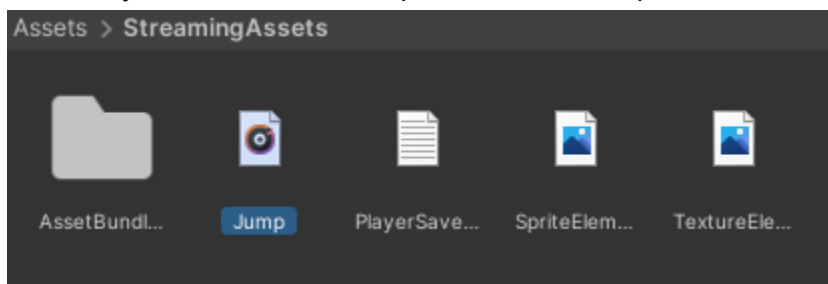# User Manual Example

Installation Instructions

1. Download this Unity Package.
2. Open a Unity Project.
3. Right click in the assets folder and import the custom package.
4. Navigate to the download location, select and open it.
5. Click the import button.

Quick Start

1. Open the Level 1 scene.
2. Make sure the player object has the player tag
3. Make sure the ground object has the ground layer
4. Press play.
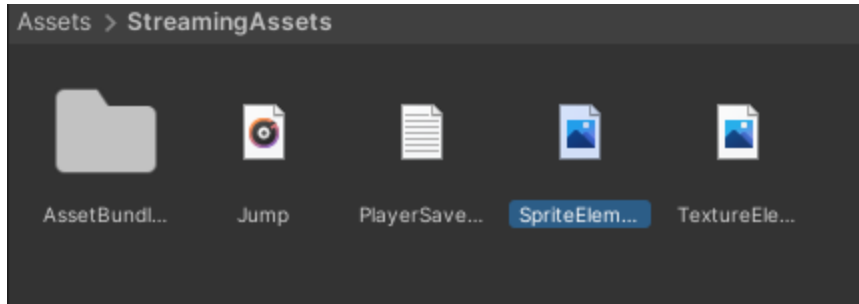
How To Change Sound Effect

1. Prepare your audio file and place it in the StreamingAssets folder.
2. Rename your audio file to Jump and remove the previous file with the same name.

3. Press Play.

How To Change Sprite

1. Prepare your image file and place it in the StreamingAssetsfolder.
2. Rename the image file to SpriteElement and remove the previous file with the same name.

3. Press play.

API Framework:

AssetBundleCreator:
It needs to be in an editor folder. This script is used to create an assetbundle via specifying the output directory first.

AssetBundleLoader:
Loads the contents of the asset bundle into the scene. This script loads the obstacle prefab into the scene.

AudioLoader:
This script loads the sound file named Jump.wav into the scene from the StreamingAssets folder.

CharacterMovement:
This script is used for the character to move around via W,A,S,D and also has a ground checker to not allow double jumping and for variable jump heights.

DeathHazard:
If the player collides with an object with this script the character's position will reset to the spawn point object's position. It will also increase the death counter being saved to the text file.

PlayerStats:
Creates a class of player stats that is saved and set up via the text file.

SpriteLoader:
This script loads the sprite file named SpriteElement.png into the scene from the StreamingAssets folder.

TextFiles:

This script is used to write data towards a text file to save information. The contents saved are the amount of times the character has jumped and died. It also saves the characters name and color.