GRAVITY GARY

Documentation version 1.0

Questions about this product? Send an email to support@playniax.com

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1. INTRODUCTION

GRAVITY GARY is a fun 2D circular gravity force based game template for Unity.

Collect all the gems by just tapping at the right time and hop from one platform to another using gravity in your favor and avoiding dangerous spikes.

Change the graphics, advertising ID and you are ready to publish!

FEATURES

- Example levels
- Prefabs
- Supports both mouse input and touch inputs out of the box
- IAP and Unity advertisemens
- Customizable UI

2. USAGE

The template can be found in the "Playniax / Gravity Gary" folder.

The folder contains a few scenes. The 'SimpleGameUI' scene is the main program and contains the UI and all game management or level loading. The script responsible for this is the 'SimpleGameUI'. For a more in-depth explanation have a look at the 'SimpleGameUI.pdf' file.

The other scenes (i.e. '_Gravity Gary Level' , 'Gravity Gary Level 1', 'Gravity Gary Level 2', 'Gravity Gary Level 3' are example levels. You can use them as templates by making copies and adjust them as you see fit.

The 'Textures' folder contain the graphics used in the game and UI.

The 'Data' folder contain the scroll box text used in the info screen (displays credits, how to play and background story text, etc.)

3. ADDITIONAL INFO

LICENSE (this basically sums it up)

- This product can be used to create non-commercial or commercial titles
- Credit / attribution is not mandatory, but appreciated
- The assets itself cannot be shared freely or (re)sold!

CREDITS

- Programming by **T**ony **S**mits
- Graphics by **P**eter van **D**riel

SERVICES

We provide additional payed services such as

- Designing a custom game or prototype for you
- Designing custom art
- Reskinning
- Personal support or Unity lessons to get you started

Contact us at support@playniax.com