Chapter 1: Requirements and Preparation Work







App ID Description

Name:	Endless Rush Runner
	You cannot use special characters such as @, &, *, ', "
App ID Prefix	
Value:	(Team ID) ▼
App ID Suffix	
• Explicit App ID	
Protection, and i	orporate app services such as Game Center, In-App Purchase, Data Cloud, or want a provisioning profile unique to a single app, you must cit App ID for your app.
•	licit App ID, enter a unique string in the Bundle ID field. This string e Bundle ID of your app.
Bundle ID:	com.dotvawxgames.
	We recommend using a reverse-domain name style string (i.e.,

com.domainname.appname). It cannot contain an asterisk (*).

Wildcard App ID

This allows you to use a single App ID to match multiple apps. To create a wildcard App ID, enter an asterisk (*) as the last digit in the Bundle ID field.

Bundle ID:			

Example: com.domainname.*

	Endless	s Rush Runner - Rights ar	nd Pricing	
	Select the	e availability date and price tier f	or your app.	
	Availability Date 03/Mar	5 • 2015 • ?		
	Price Tier Choose	• (?)		
	View Pricing	g Matrix 🕨		
	Price Tier Effective Date Choose	Choose Choose ?		
	Price Tier End Date Choose	Choose V Choose V ?		
	Price Tier Schedule			
	Price Tier	Price Effective Date	Price End Date	
	Free	Existing	None	
Discount f	or Educational Institutions 📋 🔅			
	Custom B2B App 📄			
Jnless you s	select specific territories, your ap	p will be available for sale in all <i>i</i>	App Store Volume Purchase Program	territories.
Manage iClo	ud download settings for this app			
Cancel			(Save

Endless	Rush Runner					
Apple ID	40.000.000				Bundle ID) : com.dotvawxgames.
	has been upload	ubmitted for review at th led and your first In-App				tional In-App Purchases can be
etails page. Once your binary ubmitted using the table belo	has been upload					
ubmitted using the table belo	has been upload					
	has been upload			as been submitted f		tional In-App Purchases can be
ubmitted using the table belo	has been upload w.	led and your first In-App	Purchase h	as been submitted f	or review, addit	tional In-App Purchases can be
ıbmitted using the table belo 1 In-App Purchase Reference Name	has been upload w.	led and your first In-App Product ID	Purchase h	as been submitted f	or review, addit	Constant Search Status

	erboards allow users to view the on cannot be removed.	top scores of all Game Center players	of your app. Leade	rboards that are li	ve for any app
Ad	d Leaderboard Move All Leader	boards into Leaderboard Sets 🛛 ? 🛛 De	lete Test Data: 🛛		
1 1.	eaderboard			Q Sea	rch
1 L	eaderboard Reference Name	Leaderboard ID	Туре	Q Sea	rch Status



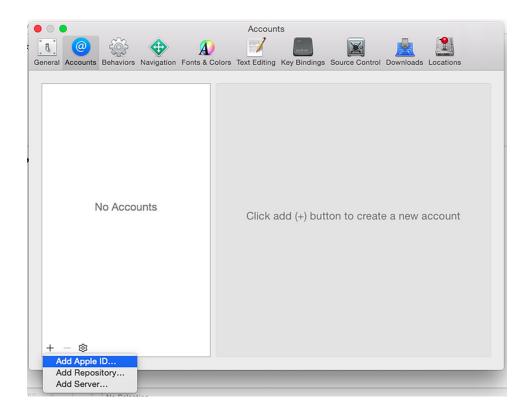
An achievement is a distinction that a player earns for reaching a milestone, or performing an action, defined by you and programmed into your app. Once an achievement has gone live for any version of your app, it cannot be removed.

B A	Achievements		Q Se	arch
	Reference Name	Achievement ID	Points	Status
=	100Yards	G_100Yards	10	Delete
=	100Pickups	G_100Pickups	10	Delete
Ξ	10Rounds	G_10Rounds	10	Delete

IOSNativeSettings 🛛 🗐 🌣	▼ Game Center	
Open	▼ Achievements	
(Required) Application Data	G_100Yards Rem	nove
Apple Id [?]:	G_100Pickups Rem	nove
Apple Id [i].	G_100Pickups Rem	nove
(Optional) Services Settings	Ad	dd
Billing Settings	Use Requests Caching[?]:	
G_RemoveAds Remove	Save progress in PlayerPre 🗌	
Add	Read M	More
Send Fake Action In Editor[?]: 🗹	Camera And Gallery	
Check Internet Connection[?]	▼ Other Settings	
Store Products View [?]:	Enable Push Notifications API[
	Disable Plugin Logs[?]:	
No Default Store Products View Added	About the Plugin	
Add	Plugin Version [?] 5.8	

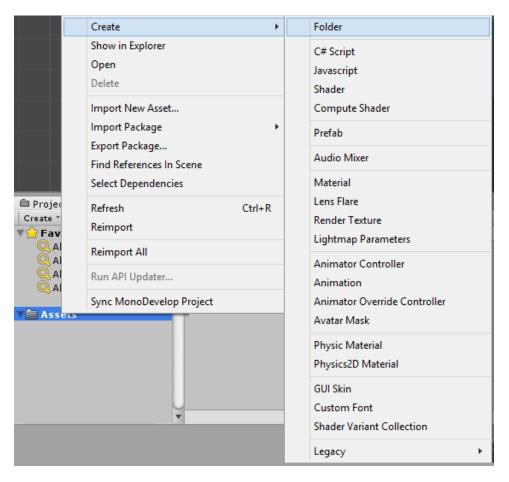
• • •	E RushRunner	
$\langle \rangle$		h
Favorites	Name Date Modified	Size
All My Files	build Mar 6, 2015, 8:44 PM	
iCloud Drive	▶ Classes Mar 6, 2015, 8:44 PM	
_	Data Mar 6, 2015, 8:44 PM	
(6) AirDrop	info.plist Mar 6, 2015, 8:44 PM	4 KB
Applications	LaunchScreen.xib Feb 23, 2015, 7:34 AM	7 KB
Desktop	LaunchScreenImage-Landscape.png Feb 23, 2015, 7:34 AM	14 KB
	LaunchScreenImage-Portrait.png Feb 23, 2015, 7:34 AM	16 KB
Documents	Libraries Mar 6, 2015, 8:44 PM	
Ownloads	Mar 6, 2015, 8:44 PM	
Movies	Mar 6, 2015, 8:44 PM	
	Unity-iPhone.xcodeproj Mar 6, 2015, 8:44 PM	189 KB
🎵 Music		
Dictures		
Devices		
501003		

Bundle Identifier	com.dotvawxgames.rushrunner	
Version	0.1	
Build	0.1	
Team	None	©
Deployment Target	6.0	
Devices	Universal	\$
	iPhone iPad	
Main Interface		~
Device Orientation	Portrait	
	Upside Down	
	 Landscape Left Landscape Right 	
Ototus Day Otals		
Status Bar Style	Default	٥



Bundle Identifie	com.dotvawxgames.	
Version	1.0	
Buil	Edward Langley (@gmail.com)	
Tear	✓ None	
▼ Deployment Info	Add an Account	

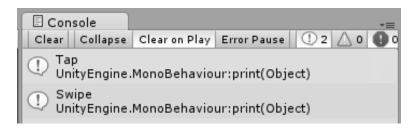
is & rivines		Edward Langley 👻
•	iOS Certificates	+ Q
1 Certificates Total		
Name	Туре	Expires
Edward Langley	iOS Development	Mar 05, 2016
	1 Certificates Total Name	I Certificates Total Name Type



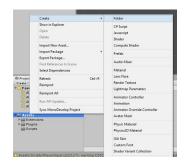
Chapter 2: Player Input for Mobile Devices

Inspector			<u>_</u> -≡
👕 🗹 Input		Sta	tic 🔻
Tag Untagged 💠 Layer D	efau	lt	\$
▼ 🙏 Transform	_		🔯 🌣,
Position X 548.454 Y 314.98	-	0	
Rotation X 0 Y 0	Z	0	
Scale X 1 Y 1	Z	1	
Add Component			
Q player		Ø	
Search			
🔁 Player Input			
🕞 Game Center Multiplayer			
🕼 Multiplayer Manager Examp	le		
New Script			F .
	_	_	

0 Inspe	ector							1	-≡
	PlayerInput] [Sta	atic	•
Tag	Untagged		‡ Lay	er	Default				ŧ
▼ 人 - 1	Transform								\$,
Positio	n	Х	-0.107575	Υ	-0.191435	Ζ	0		
Rotatio	on .	Х	0	Υ	0	Ζ	0		
Scale		Х	1	Y	1	Ζ	1		
▼ 🗭 🗹	Player Input	(s	cript)						\$,
Script		0	PlayerInp	ut					0
Game	Character	0	Character	(0	Character)				0
Swipe	Time	0	.08						
Swipe	Distance	2	5						
				_		_			



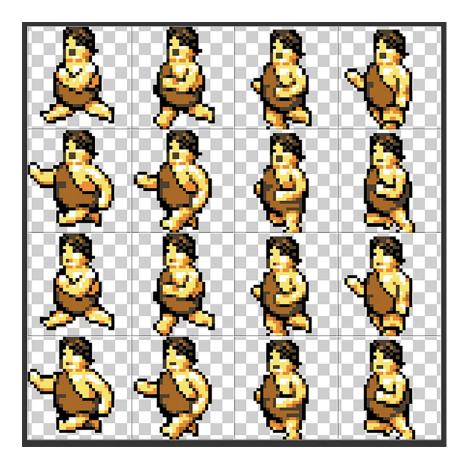
Chapter 3: Player Character, Obstacles, and Pickups

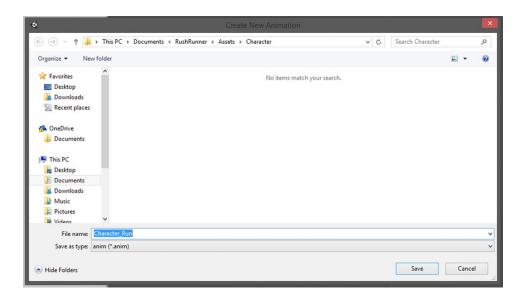


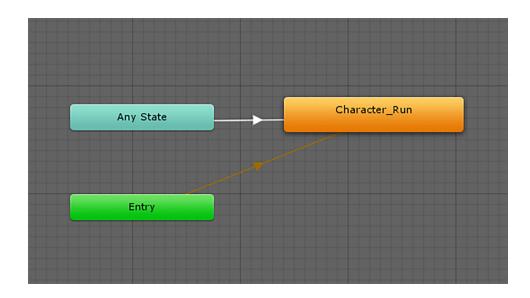
Project Create *	Create Show in Explorer Open Delete Import New Asset Import Package Export Package Find References In Scene Select Dependencies	
▼☆ Favorites Q All Materials Q All Models	Refresh Ctrl+R Reimport	
Q All Prefabs Q All Scripts	Reimport All	
Assets	Run API Updater	
Character	Sync MonoDevelop Project	
 ▶ Extensions ▶ Plugins ■ Scripts 		

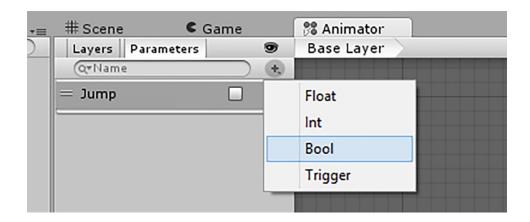
Inspector	≟ •≡
CharacterS	heet Import Settin 🔟 🌣
<u>8965</u>	Open
Texture Type	Sprite (2D and UI) +
Sprite Mode	Multiple \$
Packing Tag	
Pixels Per Unit	100
	Sprite Editor
Generate Mip Map	s 🗹
Filter Mode	Point ‡
fa 🌐 里 🔲	* 🐵 🖬 🖬
Max Size	1024 \$
Format	Truecolor +
	Revert Apply

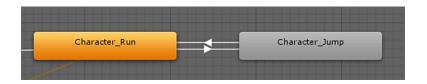
Sprite Editor		
Slice ‡ Trim		
Туре	Grid	\$
Pixel Size	X 32 Y 32]
Offset	X 0 Y 0]
Padding	X 0 Y 0]
Pivot	Top Left	\$
	Slice	











- mop	ector						<u></u>
7 🗹	GameObject						Static
Tag	Untagged	\$	Layer 🗌	Default			
	Transform						
Positio		× 0		0		0	
Rotati	on	× 0		0		0	
Scale		X 1	Y	1	Z	1	
. 💽 🗸	Sprite Renderer						
Sprite		Chara	cterSheet	_0			
Color							
Materi	al	Sprite	s-Default				
Sortin	g Layer	Default					
Order	in Layer	0					
1	Animator						
Contr	oller	🔡 Chara	cterSheet	_0			
Avata	r	None (A	vatar)				
Apply	Root Motion						
Updat	e Mode	Normal					
Cullin	g Mode	Always A	Animate				
Updat	e Mode	Always A	es: 0 Genei	ic: 0 PPtr: 0.0%) Stre	2 am: 2 (1	.00.09	

-= O Inspector	10-	<u></u>
Character	. –	tatic 👻
Tag Untagged	Layer Default	•
V 🙏 Transform		۵.
Position	X 0.661 Y 0 Z 0	
Rotation	X 0 Y 0 Z 0	
Scale	X -1 Y 1 Z 1	
🔻 💽 🗹 Sprite Renderer		Q \$,
Sprite	CharacterSheet_0	0
Color		1
Material	Sprites-Default	0
Sorting Layer	Default	\$
Order in Layer	0	
V 🚼 🗹 Animator		0 ¢,
Controller	CharacterSheet_0	0
Avatar	None (Avatar)	0
Apply Root Motion		
Update Mode	Normal	\$
Culling Mode	Normal Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%)	•
Culling Mode	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%)	•
Culling Mode Clip Count: 2 Curves Post 0 Rot: 0 Curves Count: 2 Cons	Always Animate	•
Culling Mode Clip Count: 2 Curves Posi 0 Rot: 0 Curves Posi 0 Rot: 0 Curves Count: 2 Cons	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%)	•
Culling Mode Clip Count 2 Curves Posi 0 Rati 0 Curves Count 2 Cons Curves Count 2 Cons Rigidbody 2D Mass	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%)	•
Culling Mode Clip Count: 2 Curves Posi O Roti 0: Curves Count: 2 Cons Cu	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1	*
Culling Mode Clip Count 2 Clip Count 2 Curves Count 2 Cons Curves Count 2 Cons Rigidbody 2D Mass Linear Drag Gravity Scale Fixed Angle	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05	+
Culling Mode Clip Count: 2 Clip Count: 2 Curves Pos: 0 Ret: 0 Curves Count: 2 Cons V & Rigidbody 2D Mass Linear Drag Angular Drag Gravity Scale Fixed Angle Is Kinematic	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 tant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 ✓	;
Culling Mode Clip Count: 2 Clip Count: 2 Curves Posts Ret: 0' Curves Count: 2 Cons Curves Cou	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 ✓ I	•
Culling Mode Clip Count: 2 Curves Count: 2 Curves Count: 2 Cons Curves C	Always Animate Scale: D Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 M Start Awake	•
Culling Mode Clip Count: 2 Curves David Parts Date: 0 Curves Count: 2 Cons Curves Count: 2 Cons Curves Count: 2 Cons Mass Linear Drag Angular Drag Gravity Scale Fixed Angle Is Kinematic Interpolate Sceping Mode Collision Detection	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 ✓ I I I I I I I I I I I I I I I I	* () () () () () () () () () ()
Culling Mode Clip Gunt 2 Curves Posi 0 Ret: 0 1 Curves Posi 0 Ret: 0 1 Curves Count 2 Cess V Registron Course Mass Linear Drag Gravity Scale Fixed Angle Is Kinematic Interpolate Sleeping Mode	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 ttant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 Mane Statt Avake Discrete	; () () () () () () () () () ()
Culling Mode Clip Count 2 Curves Post 0 Ret: 0 1 Curves Count 2 Cons Curves Count 2 Cons Mass Linear Drag Angular Drag Gravity Scale Fixed Angle Is Kinematic Interpolate Sleeping Mode Collision Detection	Always Animate Scale: D Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 M Start Awake	•
Culling Mode Clip Count 2 Curves Possi Rett 0 Curves Count 2 Cons Curves Count 2 Count 2 Cons Curves Count 2	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 ttant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 Mane Statt Avake Discrete	•
Culling Mode Clip Cunt 2 Clip Curves Post 0 Ret 0 1 Curves Post 0 Ret 0 1 Curves Count 2 Cons W Rigidbody 2D Mass Linear Drag Angular Drag Gravity Scale Fixed Angle Is Kinematic Interpolate Sleeping Mode Collision Detection W Mox Collider 2D	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 Mone Start Awake Discrete Image: Edit Collider	: : : : : : : : : :
Culling Mode Clip Count: 2 Curves Count: 2 Curves Count: 2 Curves Count: 2 Const Curves Count: 2 Const Curves Count: 2 Const Uncer Drag Angular Drag Gravity Scale Fixed Angle Is Kinematic Interpolate Sleeping Mode Collision Detection Cullison Detection Curves Count of County	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 Mone Start Awake Discrete Image: Edit Collider	: : : : : : : : : :
Culling Mode Clip Court 2 Clip Court 2 Curves Desi Detto 1 Curves Count 2 Cons Mass Linear Drag Angular Drag Gravity Scale Fixed Angle Is Kinematic Interpolate Sleeping Mode Collision Detection Sleeping Mode Collision Detection Material Is Trigger	Always Animate Scale: 0 Muscles: 0 Generic: 0 PPtr: 2 stant: 0 (0.0%) Dense: 0 (0.0%) Stream: 2 (100.0%) 1 0 0.05 1 Mone Start Awake Discrete Image: Edit Collider	: : : : : : : : : :

🔻 📴 🗹 Player Input (S	cript)	ې 🔝
Script	PlayerInput	c
Game Character	None (Character)	
Swipe Time	0	
Swipe Distance	0	

🔻 🖪 🗹 Player Input (Script)	i i i i i i i i i i i i i i i i i i i	¢,
Script	💽 PlayerInput		0
Game Character	💽 Character (Character)		0
Swipe Time	0		
Swipe Distance	0		

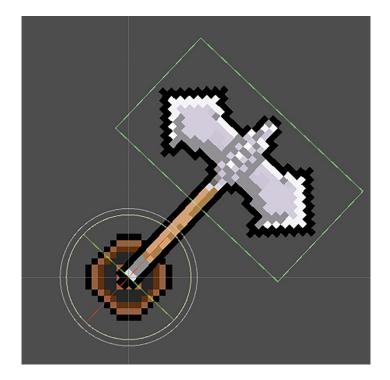
🔻 🕼 🗹 Coin (Script)	🔯 🎝
Script	ⓒ Coin ○
🔻 🚼 🗹 Animator	🔯 🌣,
Controller	Pickup_Coin_0 o
Avatar	None (Avatar) 🛛 🔍
Apply Root Motion	
Update Mode	Normal \$
Culling Mode	Always Animate 🕴
0 Generic: 0 PP Curves Count: 1	tot: 0 Scale: 0 Muscles: tr: 1 Constant: 0 (0.0%) Stream: 1 (100.0%)
🔻 💽 🗹 Sprite Rende	rer 🚺 🌣,
Sprite	Pickup_Coin_0 ○
Color	P
Material	Sprites-Default O
Sorting Layer	Default ‡
Order in Layer	0
🔻 🔲 🗹 Вож Collider	2D 🔯 🎝
	🔥 Edit Collider
Material	None (Physics Ma 🛛
Is Trigger	\checkmark
Used By Effector	
Offset	
X 0.16	Y -0.16
Size	
X 0.2	Y 0.2

Character (UnityEngine.GameObject) UnityEngine.MonoBehaviour:print(Object)



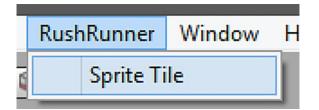
💵 Pivot	😂 Local
	■ # Scene

▼ Axe	
Obstacle_Axe_Base	
▼ Pivot	
Obstacle_Axe	



🔻 🕼 🗹 Obstacle (Script)			🔯 🗘
Script	💽 Obstacle		0
Pivot	🙏 Pivot (Trans	form)	0
Rotation Speed Gap	X 2	Y 5	

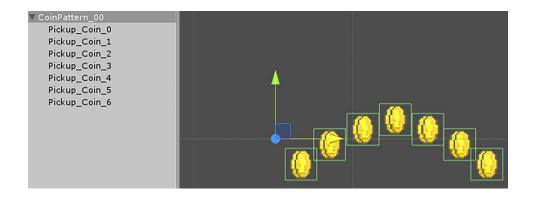
Chapter 4: Editor Tool, Prefabs, and Game Level



Sprite Tiler	×
Tile Level Object Name	
Tiled Object	
X: 1	
•()) ►
Y: 1	
•()) •
Sprite Ground File	
INone (Sprite)	0
Sprite Dirt File	
None (Sprite)	0
Create Tiled	

▼ Tiled Object	
Tiled Object_0	kaiskaiskaiskaiskaiskaiskais
Tiled Object_1	STERNING STRATEGY STRATEG
Tiled Object_2	물건을 물건을 물건을 물건을 물건을 들었다.
Tiled Object_3	No she she she she she she she
Tiled Object_4	\$254\$2554\$2554\$2554\$2554\$2554
Tiled Object_5	정말한 정말한 정말한 정말한 정말한 것
Tiled Object_6	haid haid haid haid haid haid
Tiled Object_7	\$7.54\$7.54\$7.54\$7.54\$7.54\$7.54
Tiled Object_8	- 영화의 영화의 영화의 영화의 영화의 영화의 (· · · · · · · · · · · · · · · · · · ·
Tiled Object_9	ka it ha it ha it ha it ha it ha it
Tiled Object_10	<u>\$7564575467564576467646764</u>
Tiled Object_11	나는 것을 수 있다. 이 것을 수 있는 것 같은 것 같은 것 같은 것 같이
Tiled Object_12	ka it ha it ha it ha it ha it ha it
Tiled Object_13	<u>\$754\$754\$754\$754\$754\$754</u>
Tiled Object_14	영문 전문 전문 전문 전문 전문
Tiled Object_15	사이 바람 눈이 바람 눈이 바람 눈이 바람 눈이 바람
Tiled Object_16	<u> DestRestRestRestRestRest</u>
Tiled Object_17	공사는 전사는 전사는 전사는 전사는 전사는 것
Tiled Object_18	사이 같아요. 이 아이 아이 아이 가 아이가 있는 아이 아이 아이 아이 아이 아이 아이 아이 아이에 있다.
Tiled Object_19	방문은 방문은 방문은 방문은 방문은 방문을 수 있다.
Tiled Object_20	사이에 NO 에 NO 에 NO 에 NO 에 NO 에 NO 에
Tiled Object_21	he adhe adhe adhe adhe adhe ad

Assets ► Prefabs



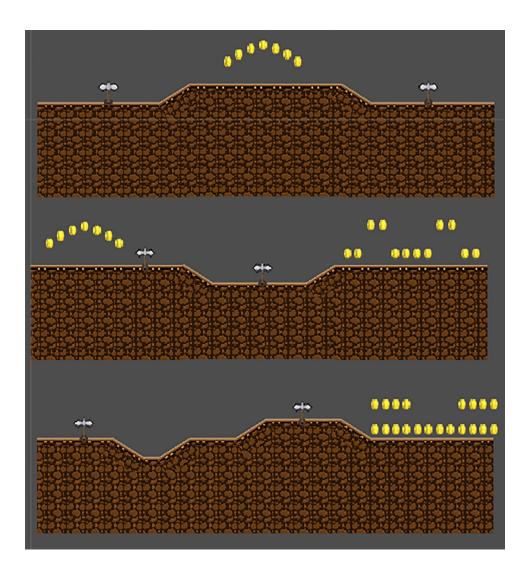


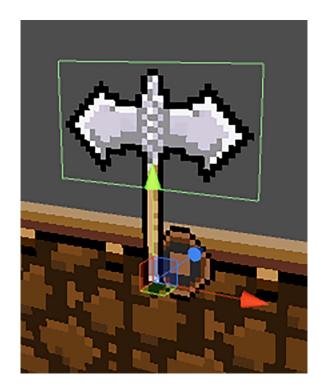






🔻 🚺 🗹 Level Piece Manager (Script)	🔯 🌣,
Script	LevelPieceManager	0
Starting Level Piece	StartingLevelPiece (LevelPiece)	0
▼ Level Pieces		
Size	3	
Element 0	LevelPiece_00 (LevelPiece)	0
Element 1	CevelPiece_01 (LevelPiece)	0
Element 2	LevelPiece_02 (LevelPiece)	0
Level Pieces Move Rate	1.35	



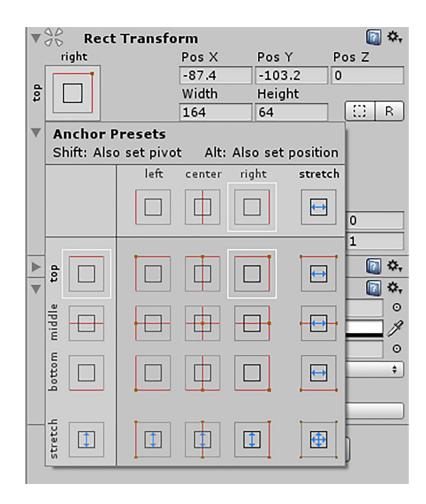


▼ CoinPattern_02	🛛 🖉 🕒 Level Piece	(Script)	🔃 🌣,
Pickup_Coin_0	Script	💽 LevelPiece	0
Pickup_Coin_1	▼ Coins		
Pickup_Coin_2	Size	20	
Pickup_Coin_3	Element 0	Pickup_Coin_0 (Coin)	0
Pickup_Coin_4	Element 1	© Pickup_Coin_1 (Coin)	0
Pickup_Coin_5	Element 2	Pickup Coin 2 (Coin)	0
Pickup_Coin_6	Element 3	Pickup_Coin_3 (Coin)	0
Pickup_Coin_7 Pickup Coin 8	Element 4	Pickup Coin 4 (Coin)	
Pickup_Coin_9	Element 5	Pickup_Coin_5 (Coin)	。
Pickup_Coin_10			
Pickup_Coin_11	Element 6	Pickup_Coin_6 (Coin)	°
Pickup_Coin_12	Element 7	<pre>Pickup_Coin_7 (Coin)</pre>	0
Pickup_Coin_13	Element 8	<pre>@Pickup_Coin_8 (Coin)</pre>	•
Pickup_Coin_14	Element 9	<pre>@ Pickup_Coin_9 (Coin)</pre>	0
Pickup_Coin_15	Element 10	@Pickup_Coin_10 (Coin)	0
Pickup_Coin_16	Element 11	Pickup_Coin_11 (Coin)	0
Pickup_Coin_17	Element 12	Pickup_Coin_12 (Coin)	0
Pickup_Coin_18	Element 13	<pre>@ Pickup_Coin_13 (Coin)</pre>	0
Pickup_Coin_19	Element 14	@ Pickup_Coin_14 (Coin)	0

Chapter 5: Scene Background, the Game User Interface, and the Save Profile

🔻 🕼 🗹 Scene Ba	ckground (Script)	🔯 🌣,
Script	SceneBackground	0
▼ Scene Backgrou	nd Element	
Size	4	
► Element 0		
▶ Element 1		
▶ Element 2		
► Element 3		

🔻 健 🗹 Scene Backgr	οu	ind (Scrip	t)				💽 🌣,
Script	0	SceneBac	kgi	round			0
▼ Scene Background El	em	nent					
Size	4						
🛡 Element 0							
Background Spr		Backgrou	nd_	00			0
Movement Spee	0						
Movement Dista	0						
Sprite Location	х	0	Υ	0	Ζ	50	
Sprite Scale	х	1	Υ	1	Ζ	1	
🛡 Element 1							
Background Spr		Backgrou	nd_	01			0
Movement Spee	0						
Movement Dista	0						
Sprite Location	х	5.65	Υ	1.95	Ζ	40	
Sprite Scale	х	0.2	Υ	0.2	Ζ	0.2	
▼ Element 2							
Background Spr	_	Backgrou	nd_	02			0
Movement Spee	0						
Movement Dista	0						
Sprite Location	х	3.45	Υ	2.25	Ζ	30	
Sprite Scale	х	0.2	Υ	0.2	Ζ	0.2	
🛡 Element 3							
Background Spr	-	Backgrou	nd_	03			0
Movement Spee	0						
Movement Dista	0						
Sprite Location	х	0	Υ	3.8	Ζ	45	
Sprite Scale	х	1	Υ	1	Ζ	1	

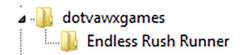




cript)	💽 🌣,
None	\$
Automatic	¢
Visualize	
GameInfo.PauseGame	\$
	+ -
	None Automatic Visualize

🔻 📴 🗹 Game Info (S	Script) 🔯	۵,
Script	💽 GameInfo	0
Game UI	GameUI (Canvas)	0
Game Character	Character (Character)	0
Level Manager	💽 LevelPieceManager (LevelPi	0
Fade Object	↓FadeObject (Transform)	0

On Click ()		
Runtime Only‡	GameInfo.RestartGame	¢
ⓒ GameInf ⊙		



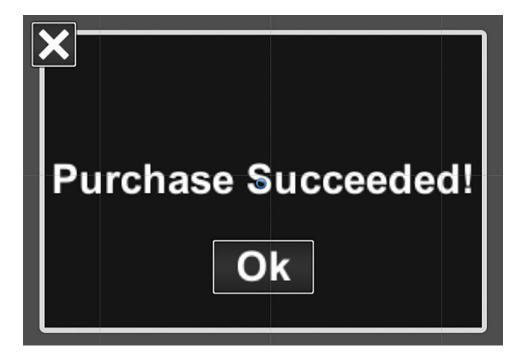
Chapter 6: Main Menu, iAds, Leaderboards, Store Purchases, and Achievements

 PlayButton PlayText
 LeaderboardButton LeaderboardText
 AchievementsButton AchievementText
 RemoveAdsButton RemoveAdsText
 RestorePurchaseButton RestorePurchaseText





Insp	ector			
	RemoveAdsB	ackgro	oundScr	een
Tag	Untagged	\$	Layer	UI



 PurchaseSucceededBackgroundScreen PurchaseSucceededScreen PurchaseSucceededText
 PurchaseSucceededAccept PurchaseSucceededAcceptText PurchaseSucceededClose
 PurchaseFailedBackgroundScreen PurchaseFailedScreen PurchaseFailedScreen PurchaseFailedAccept
 PurchaseFailedAccept PurchaseFailedAccept
 PurchaseFailedAcceptText PurchaseFailedClose

🔻 📴 🛛 Level Piece (Scri	pt) 🔲	\$,
Script	🕞 LevelPiece	0
▶ Coins		
End Location	↓EndLocation (Transform)	0



Chapter 7: Game Builds and Submission to Apple

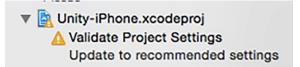


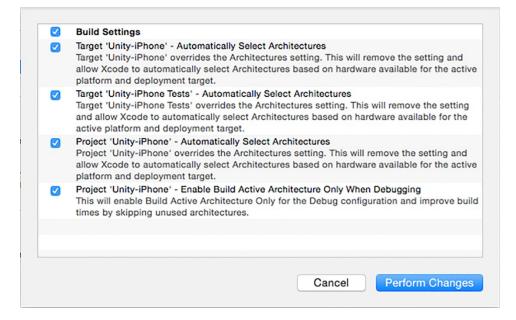
	Build	Settings	×
	es In Build cene/RushRunnerGameScene.unity		0
			 Add Current
Platf	orm		
	Web Player	ios	
2	PC, Mac & Linux Standalone	Development Build	
	ios 📢	Autoconnect Profiler Script Debugging	
	Android		
•	BlackBerry		
	Windows Store		
	Windows Phone 8		
Swi	tch Platform Player Settings	Build	Build And Run



Bundle Identifier	com.dotvawxgames.rushrunner		
Version	0.1		
Build	0.1		
Team	None		
Deployment Target	6.0		
Devices	Universal		
	iPhone iPad		
Main Interface			
	iPhone iPad		
Main Interface	iPhone iPad		
Main Interface	iPhone iPad Portrait Upside Down Landscape Left		
Main Interface	iPhone iPad Portrait Upside Down		
Main Interface	iPhone iPad Portrait Upside Down Landscape Left Landscape Right		

Game Center		ON
	Steps: ✓ Add the 'Game Center' entitlement to your App ID ✓ Link GameKit.framework ✓ Add the 'GameKit' key to your info plist file	
Passbook		OFF
Apple Pay		OFF
In-App Purchase		ON
	Steps: ✓ Link StoreKit.framework ✓ Add the *In-App Purchase* entitlement to your App ID	





Ny iOS Game Title	Unity-iPhone.ipa Signing Identity: iPhone Distribution:	100 THE R. LEWIS
anary an	d Entitlements	Provisioning Profile
🕨 🧮 ru	shrunner.app (5 Entitlements)	XC: com.dotvawx O
		cated crash logs from Apple. Learn More

Add Build		
Build	Upload Date	
• Educe 1.0 (0.1)	July 06, 2015 2:46 AM	
[
		Cancel Done