

Space Orbit!

Unity 3D Complete Game Template

Requires **Unity V5.6+**

Supports Android, iOS, WebGL, Windows and Mac Platforms

Dear Customer,

Thank you so much for purchasing this game framework. Here you can find the most important information on how to use this project efficiently. All script and code assets are fully commented, but if you ever needed a hand on a block of code or anything else, feel free to contact us at www.finalbossgame.com. We'll try our best to support you with your questions as soon as possible.

Overview

"**Space Orbit**" is a fun and highly addictive casual game template for Unity3D. This is a game that all family members will enjoy! and you can play almost anywhere in you spare times. You just need to dodge the missiles and collect all the coins to advance to the next level. All you need to do is to tap on the screen in the right time, as the player will change its movement direction as you tap.



The game accepts both touch and mouse inputs, and thus, can be tested on **Android, iOS, WebGL** and **Stand-Alone** platforms.

This game kit needs no 3rd party plug-ins to works. It runs and builds out of the box. All you need to do is to load the kit inside Unity, set the project on the desired platform and hit "Build" to receive your game in no time!

Monetization

We have integrated AdMob ad system into the kit. You are free to set your own Admob IDs into the AdManager prefab which is also available from within the "Init" scene. AdManager is configured to show a banner ad at all time, while only showing an interstitial ad when the game is paused or over. You are free to add more events for showing ads.

Classes

This game framework uses a few separate classes to control the game's main routine. All these classes are fully commented and you can easily guess the dataflow. But we will try to introduce them here at a glance:

- **GameController:** Main game controller handles game states, updating scores, showing information on UI, creating new coins at the start of each round and managing game-over sequence. All the static variables used inside GameController are available to use in other classes.
- **LauncherController:** Launcher controller simply create the missiles in the scene. It uses the parameters from other controllers (such as GameController or PlayerController) to increase the speed of missile instantiation and thus increasing the game's difficulty. Notice that missiles that are being instantiated have their own controllers (AI) and we do not set their target, movement or anything here.
- **UserInputManager:** This class handles all user inputs on UI elements and interactions within the game.
- **ScaleAnimator:** This class simulates a heart-beat animation (by modifying the scales) when being attached to any 3D object.
- **PlayerController:** Player controller class handles player movement, direction, speed, and it also assign the player a new random image (texture) after each game-over. It also handles player collisions with the coins, as we process the collection of coins in this class.
- **SharingSystem:** Native share system works only on Android! You need to use "OpenURL" to be able to share on other platforms. player can take a screenshot from inside the game and share it via social apps to promote your game.
- **AdManager:** This is the main AdMob manager class that can be used/modified by you. You can set different IDs for different types of Ads (obtainable from Admob developer panel) And you can define new public functions here and call them later inside your game

Got any questions?

If you have any questions, feel free to ask us at <http://www.finalbossgame.com> and we will get back to you as soon as possible.

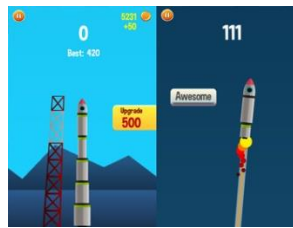
Our Other Cool Game Kits



Fruit Juice Maker Game Kit
[Unity Assetstore](#)



Master Archer Game Kit
[Unity Assetstore](#)



Space Frontier Game Kit
[Unity Assetstore](#)



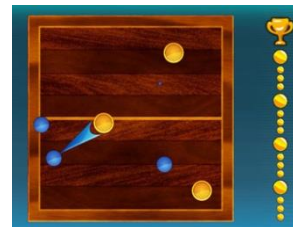
Rock, Paper, Scissor Game
[Unity Assetstore](#)



Frenzy Farming Game Kit
[Unity Assetstore](#)



Sky Burger Game Kit
[Unity Assetstore](#)



Turn Based Ball Fight Game Kit
[Unity Assetstore](#)



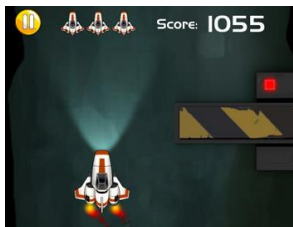
Swing Game template
[Unity Assetstore](#)



Stealth Action Game Kit
[Unity Assetstore](#)



Restaurant & Cooking Starter Kit
[Unity Assetstore](#)



Endless Space Pilot Game Kit
[Unity Assetstore](#)



Snakes & Ladders Framework
[Unity Assetstore](#)



Finger Soccer Game Kit
[Unity Assetstore](#)



Monster Blaster! Game Kit
[Unity Assetstore](#)



Real Estate Tycoon Game Kit
[Unity Assetstore](#)



Head Soccer game kit
[Unity Assetstore](#)