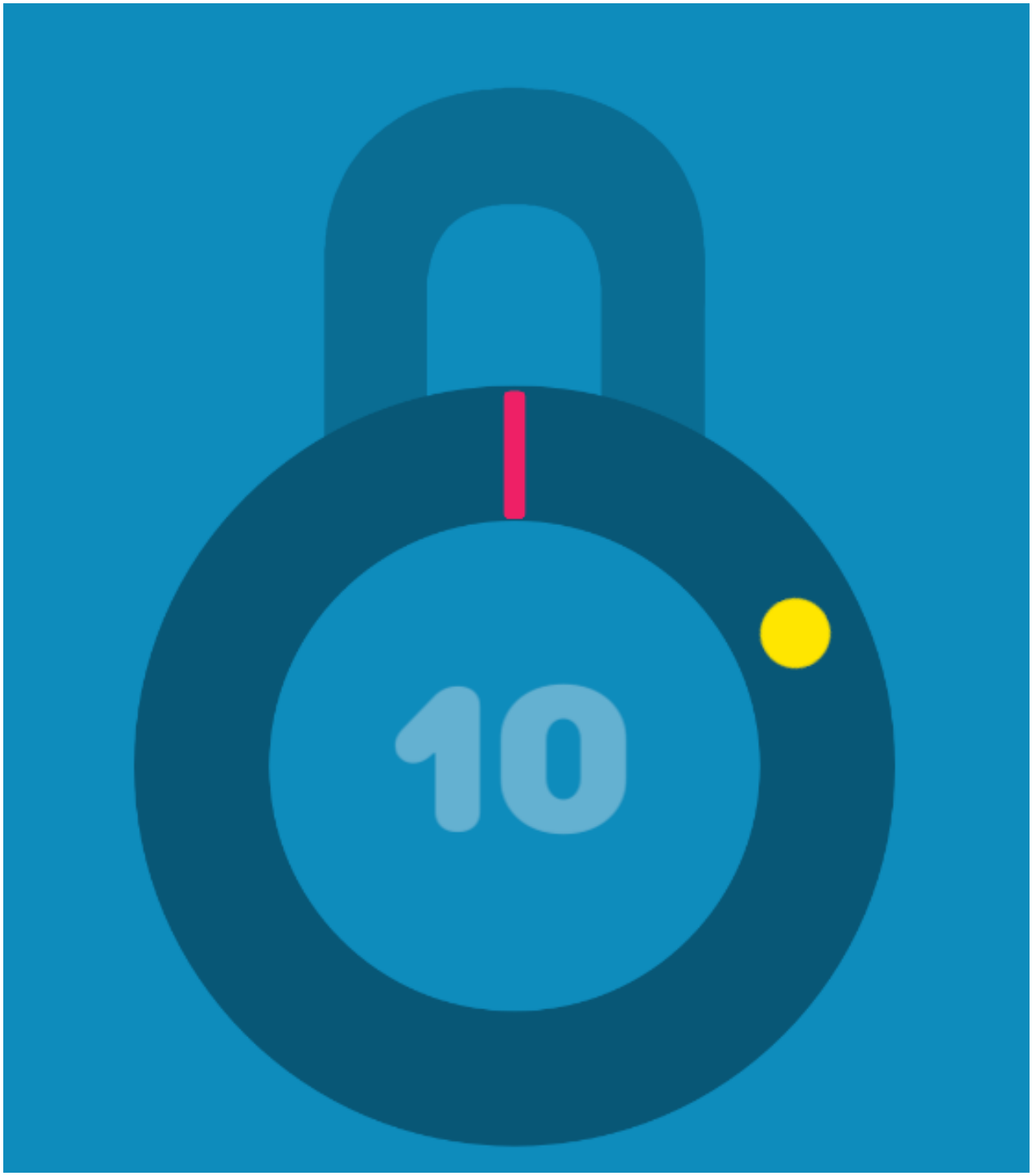


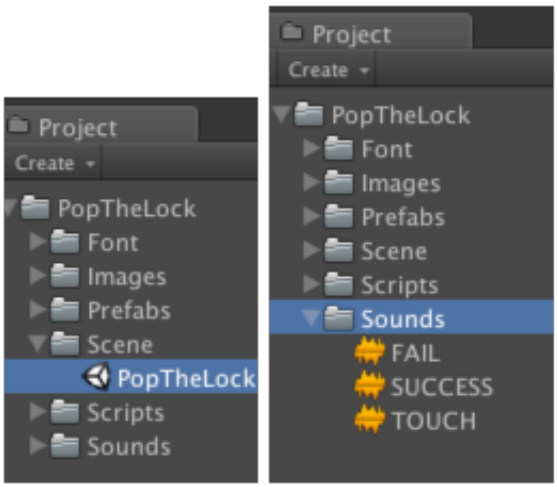
Thanks for your purchase !

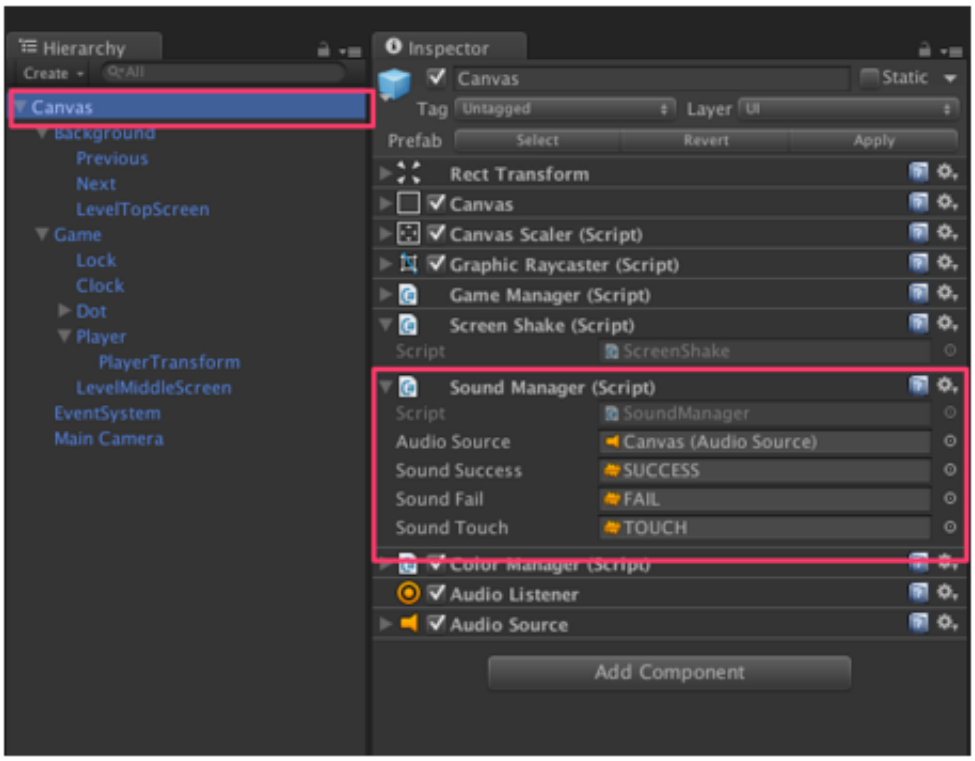
To begin, open the scene «PopTheLock».

1 - Sounds:

All the sounds are here :

Drop your own sounds here to change them :

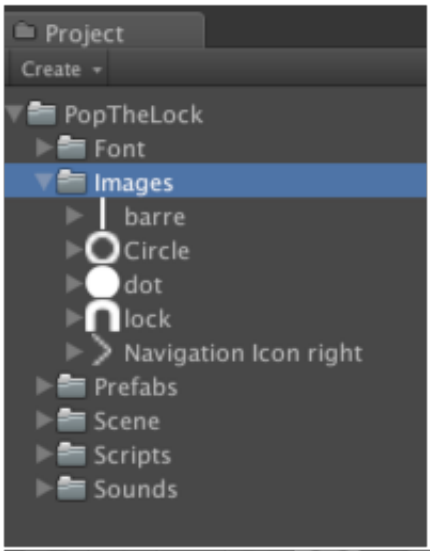


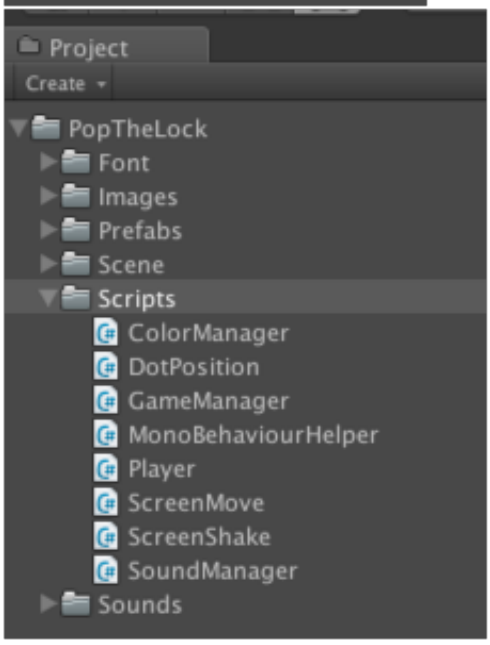

Hierarchy
Create
Canvas
Background
Previous
Next
LevelTopScreen
Game
Lock
Clock
Dot
Player
PlayerTransform
LevelMiddleScreen
EventSystem
Main Camera
Inspector
Canvas
Static
Tag
Untagged
Layer
UI
Prefab
Select
Revert
Apply
Rect Transform
Canvas
Canvas Scaler (Script)
Graphic Raycaster (Script)
Game Manager (Script)
Screen Shake (Script)
Script
ScreenShake
Sound Manager (Script)
Script
SoundManager
Audio Source
Canvas (Audio Source)
Sound Success
SUCCESS
Sound Fail
FAIL
Sound Touch
TOUCH
Audio Listener
Audio Source
Add Component

2 - Images:

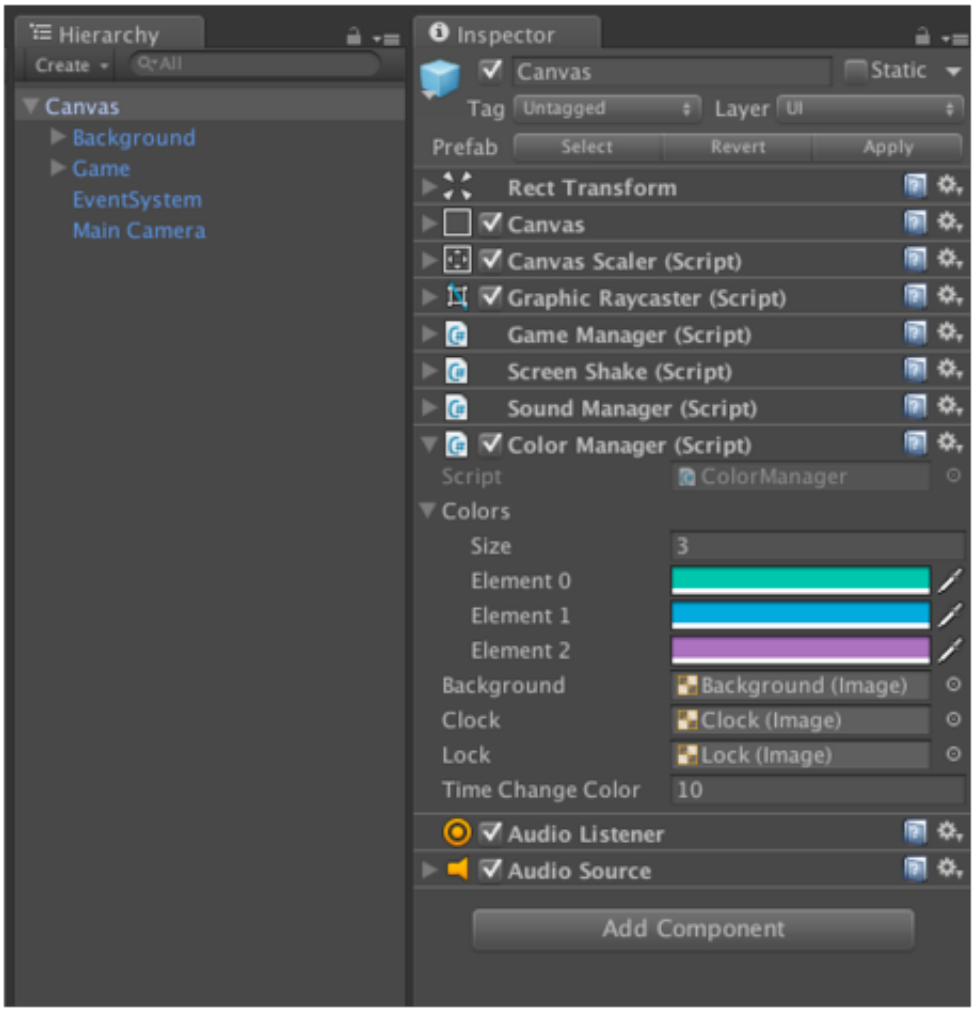
To change them, open the image and do your change. Just don't modify the size.

3 - Scripts:



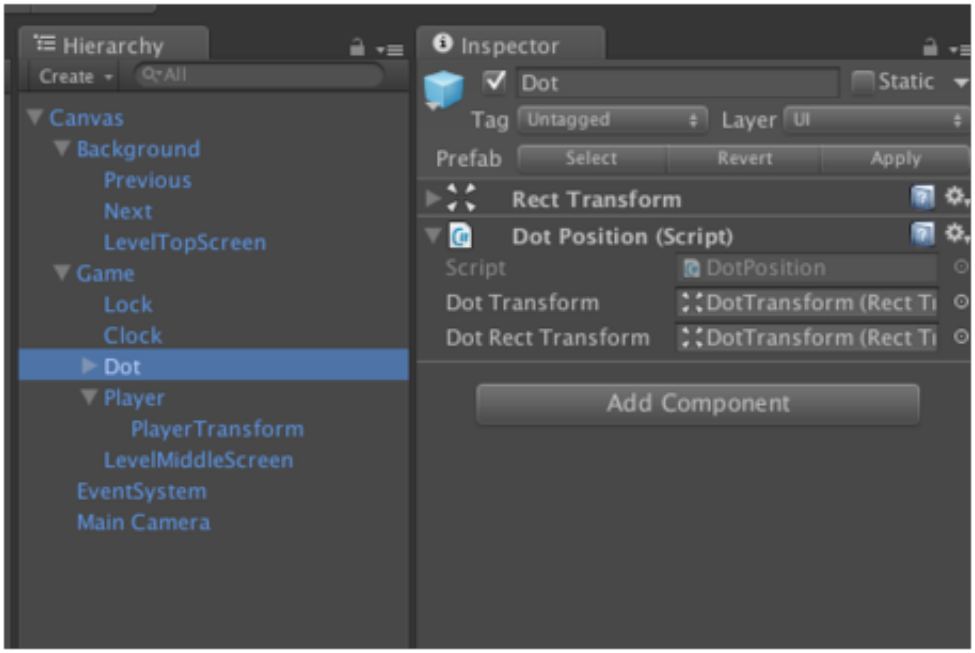


ColorManager.cs : Attached to the GameObject « Canvas ».



The script change the color of the game. Change the size if you want to add new colors.

DotPosition.cs :

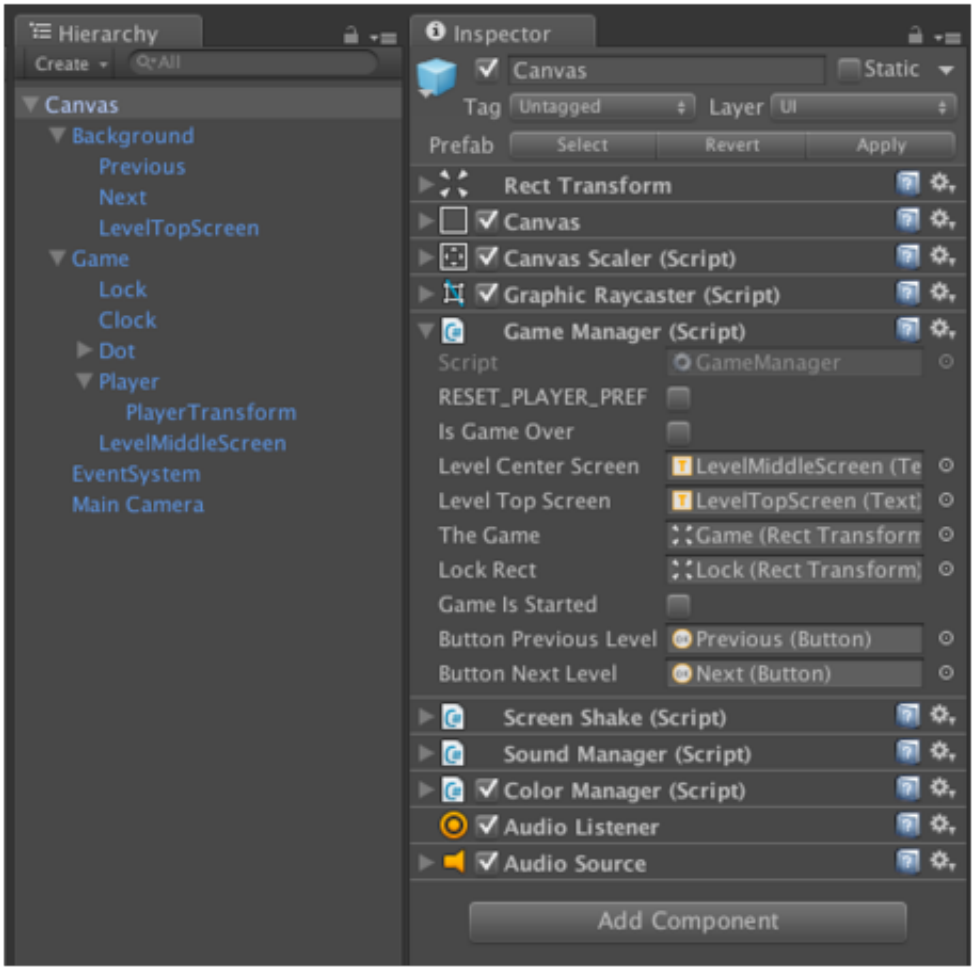


This script managed the position of the dot on the screen.

GameManager.cs :

This script managed the states of the game (game over, success, fail...), is responsible of animation transition and save the player progression.

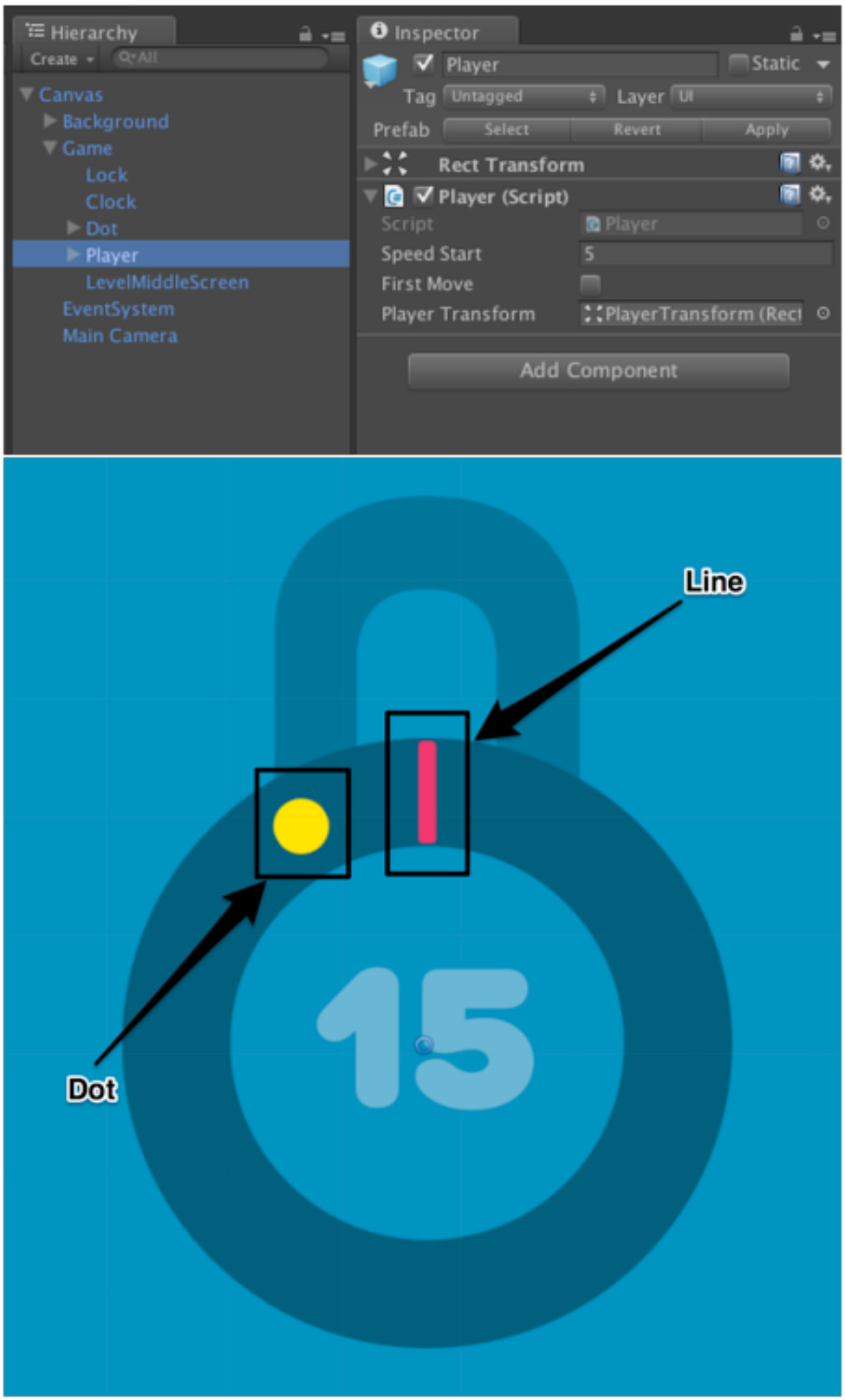
MonoBehaviourHelper.cs :



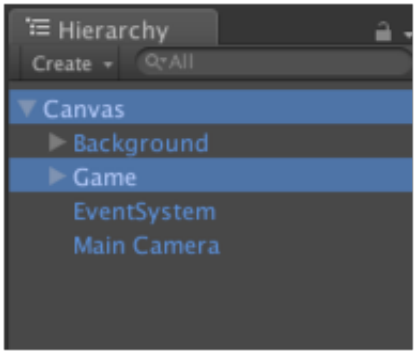
A simple helper to avoid some duplicate codes. Player.cs :

This script managed Input touch or mouse input (for desktop) and move the line.

This script tracks the line move and trigger game over if the player touch the screen before the line are in the dot, or if the line pass the dot.


Hierarchy
Create
All
Canvas
Background
Game
Lock
Clock
Dot
Player
LevelMiddleScreen
EventSystem
Main Camera
Inspector
Player
Static
Tag
Untagged
Layer
UI
Prefab
Select
Revert
Apply
Rect Transform
Player (Script)
Script
Player
Speed Start
5
First Move
Player Transform
PlayerTransform (Rec
Add Component
Line
Dot
15

ScreenShake.cs and ScreenMove.cs:



Attached respectively to the GameObject « Canvas » and « Game ». Simple scripts to animate the screen (the shake for game over, the move for success).

SoundManager.cs : Attached to the GameObject «Canvas ». The script play the FX during the game.

ADS :

Everything is done for you : « Very Simple Ads » is already implemented.
Get it here : http://u3d.as/oWD

LEADERBOARD :

Have a look to « Very Simple Leaderboard » : http://u3d.as/qxf

Please rate my file on the asset store, I'll appreciate it.

Thanks !

Our other assets : http://u3d.as/9cs
Contact : contact@app-advisory.com