

# Game Documentation

---

To insure a quick response to any issues with the asset please send all support requests to the following e-mail address:

**support@bizzybeegames.com**

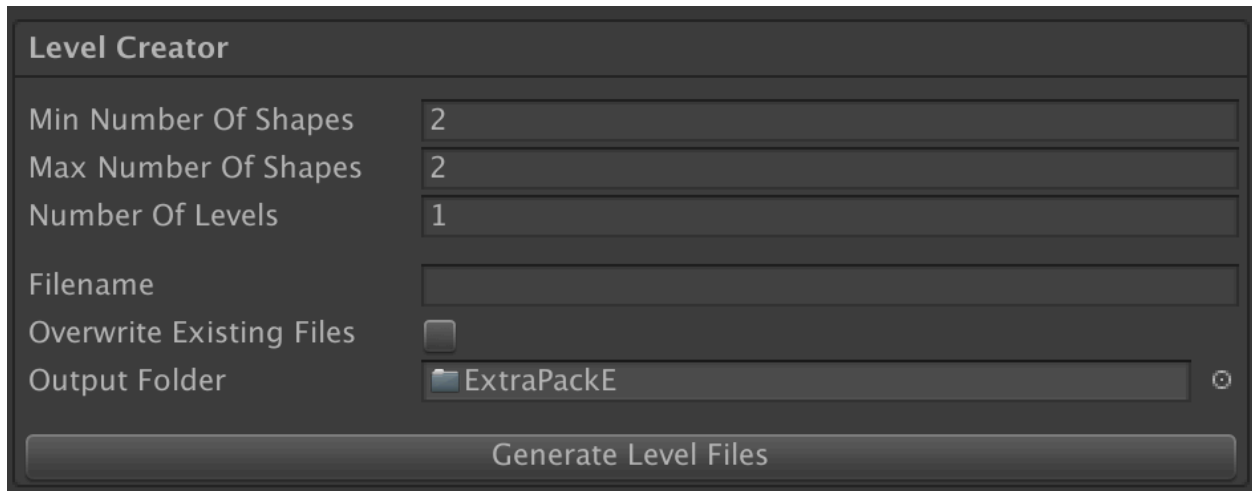
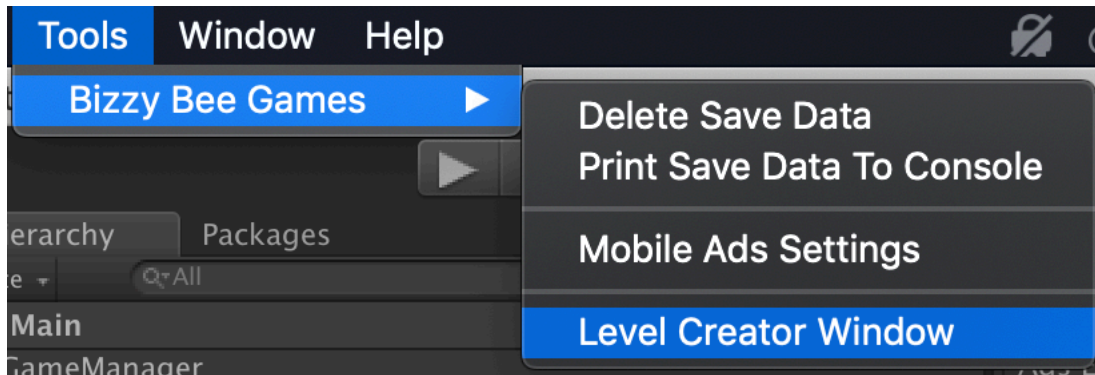
Please include the asset name and Unity version you are using. Thank you!

## **Table of Contents:**

|                                |   |
|--------------------------------|---|
| Game Documentation             | 1 |
| Creating Levels                | 2 |
| Adding Level Files To The Game | 3 |
| Project                        | 4 |
| Currency (Coins / Stars)       | 4 |
| Bundle Pack Locking/Unlocking  | 5 |
| Pack List Items                | 6 |
| Level List Items               | 7 |
| Game Area                      | 8 |

## Creating Levels

The asset comes with a Level Creator editor window which is used to create new level files. To open the window select the menu item **Tools -> Bizzy Bee Games -> Level Creator Window**.



**Min/Max Number Of Shapes** - The minimum and maximum number of shapes you want in the levels.

**Number Of Levels** - The number of levels you want to generate.

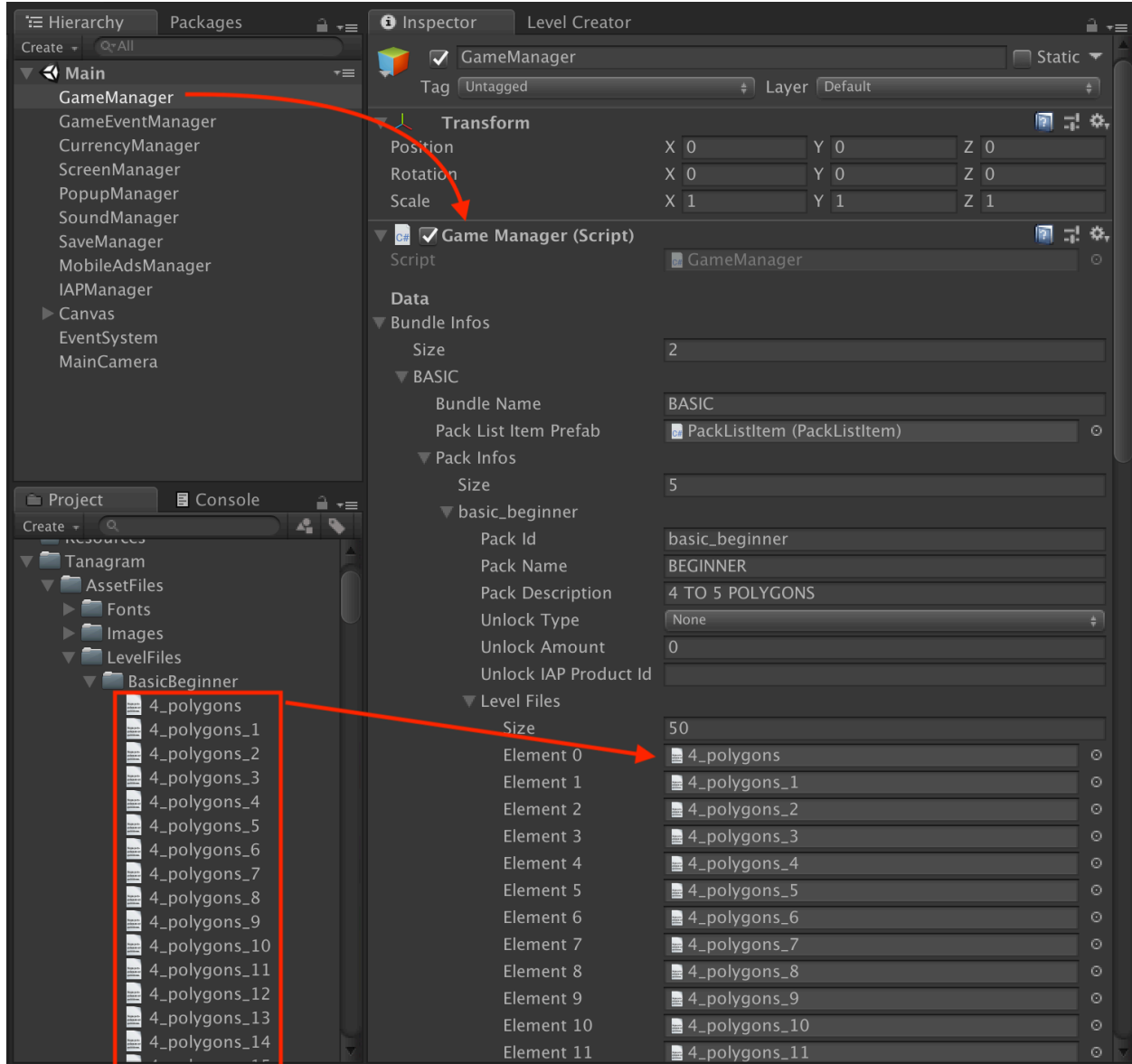
**Filename** - The prefix name to use for each level file, a number will be added to the end if more than one file is generated.

**Overwrite Existing Files** - If selected, any files with matching names will be overwritten.

**Output Folder** - Folder from the project window where the files will be placed.

## Adding Level Files To The Game

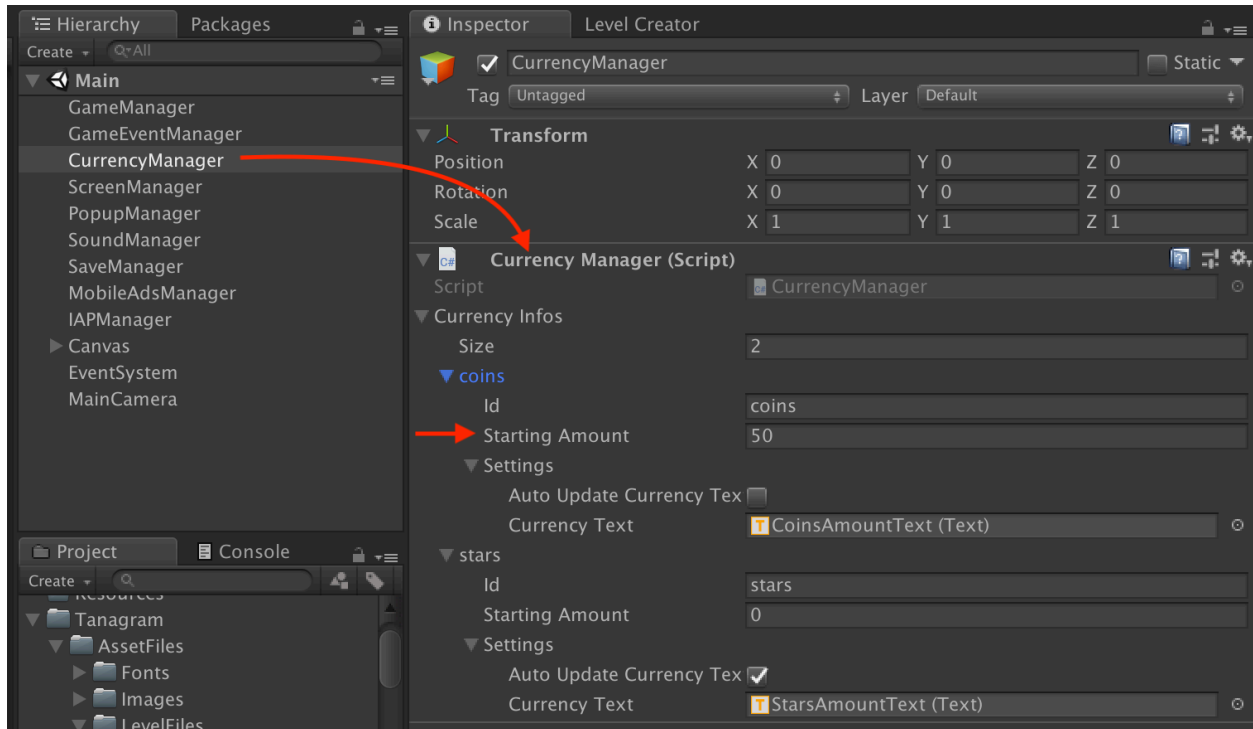
To use the generated level files in the game, select the **GameManager** and create a Bundle then Pack, level files are added to the **Level Files** list on each Pack Info.



# Project

## Currency (Coins / Stars)

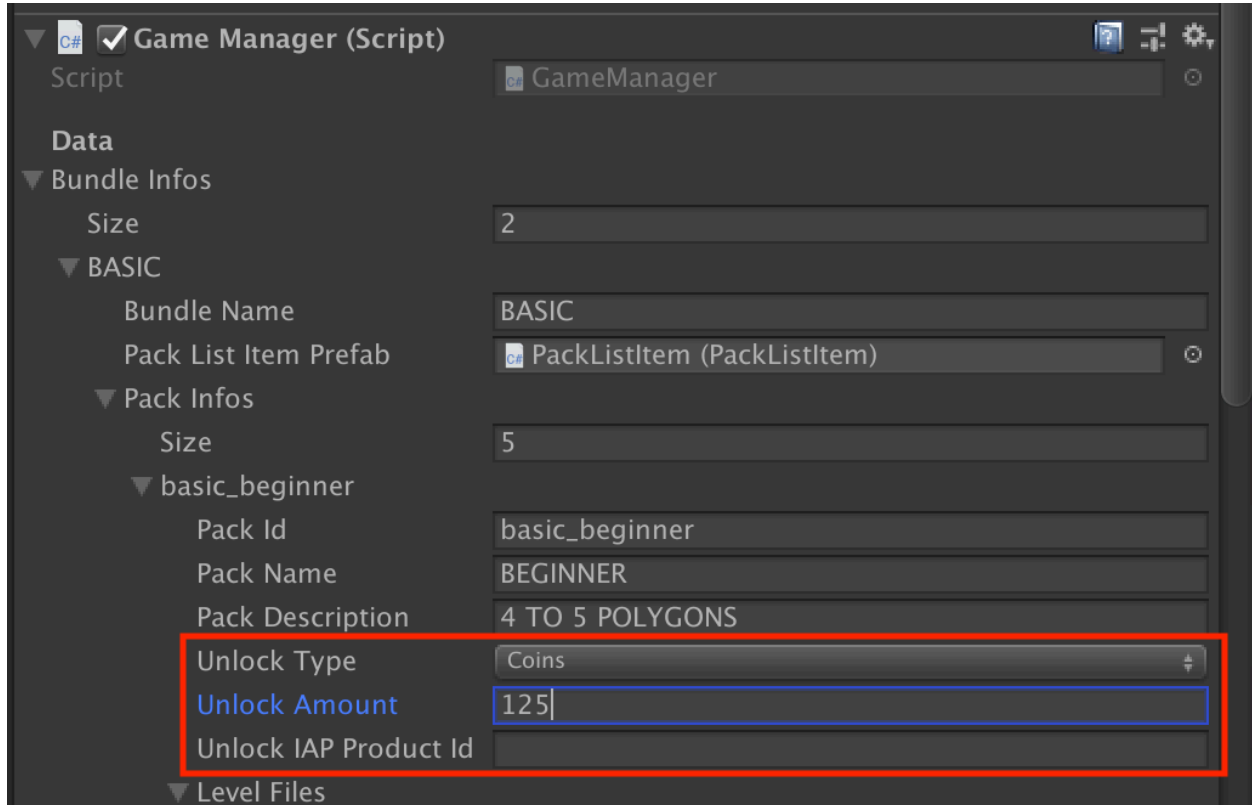
Coins and stars are the currency in the game and are handle in the CurrencyManager. This is where you can set the amount coins the player stars with and the UI Text component that is updated when the amount in the game changes. Stars are not spent but can be accumulated by completing levels, the amount of stars can be used to unlock packs.



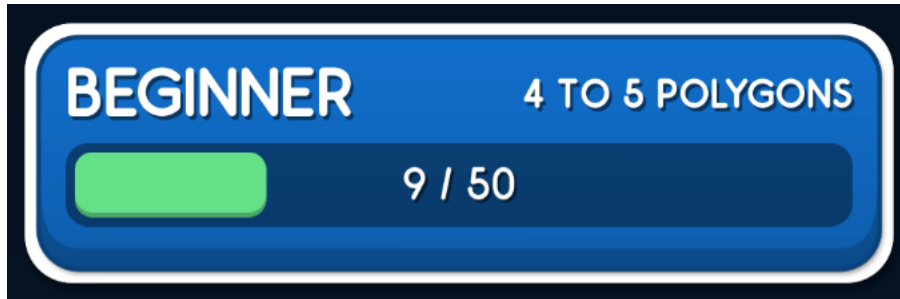
## Bundle Pack Locking/Unlocking

The game consists of Bundles and each bundle contains a number of packs. Packs can be locked so that the player must either spend coins, collect stars, or purchase an IAP product to unlock it.

The **Unlock Amount** is the amount of coins/stars needed to unlock the pack (If **Coins** or **Stars** is selected in the **Unlock Type**) and **Unlock IAP Product Id** is the product id that must be purchased (If **IAP** is selected in the **Unlock Type**).

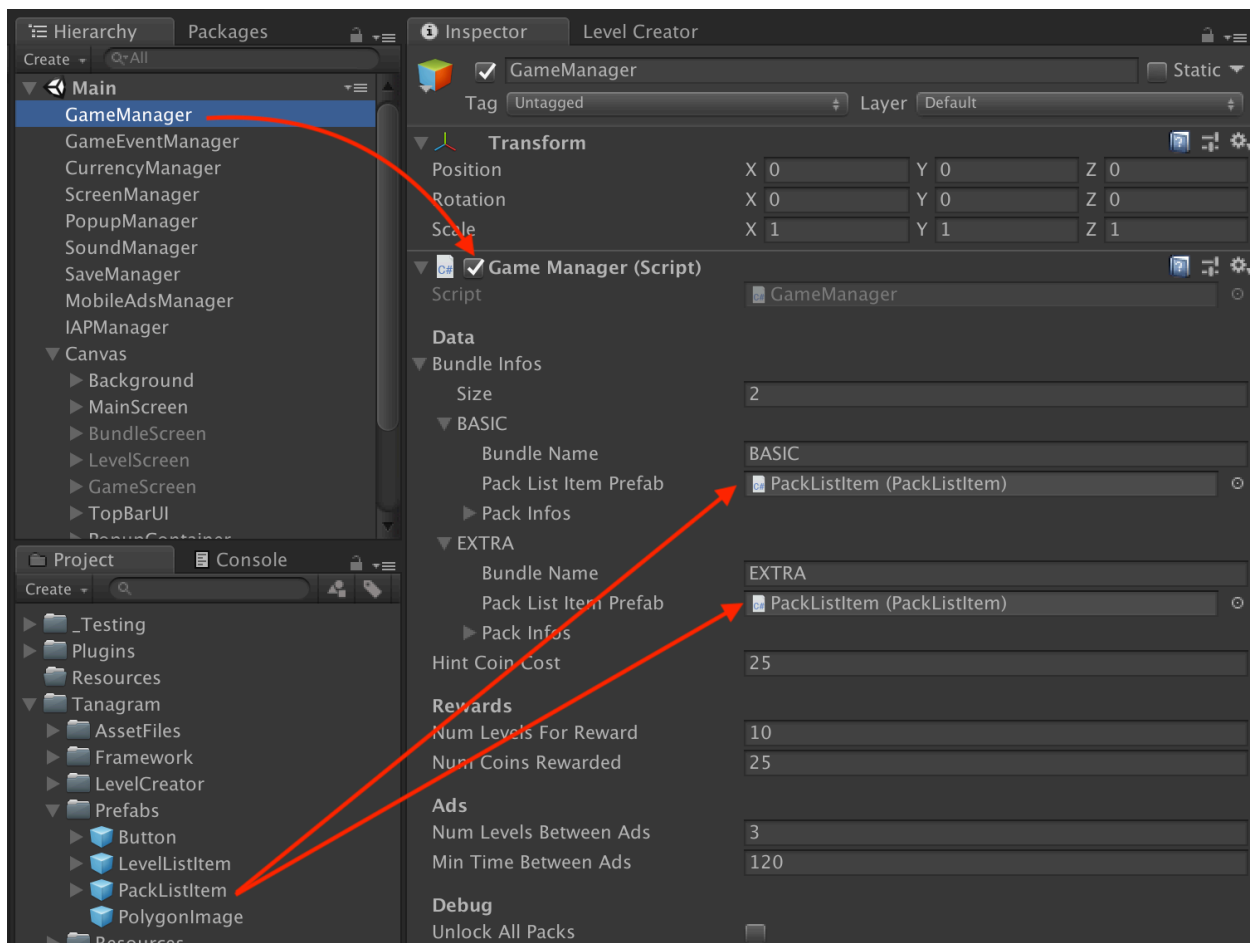


## Pack List Items



The pack list items are instantiated at run time for each pack in the game. The **Pack List Item Prefab** field located on the GameManager inspector under Bundle Infos is used to instantiate copies. The prefab that is used in the asset is located at **Prefabs/PackListItem**.

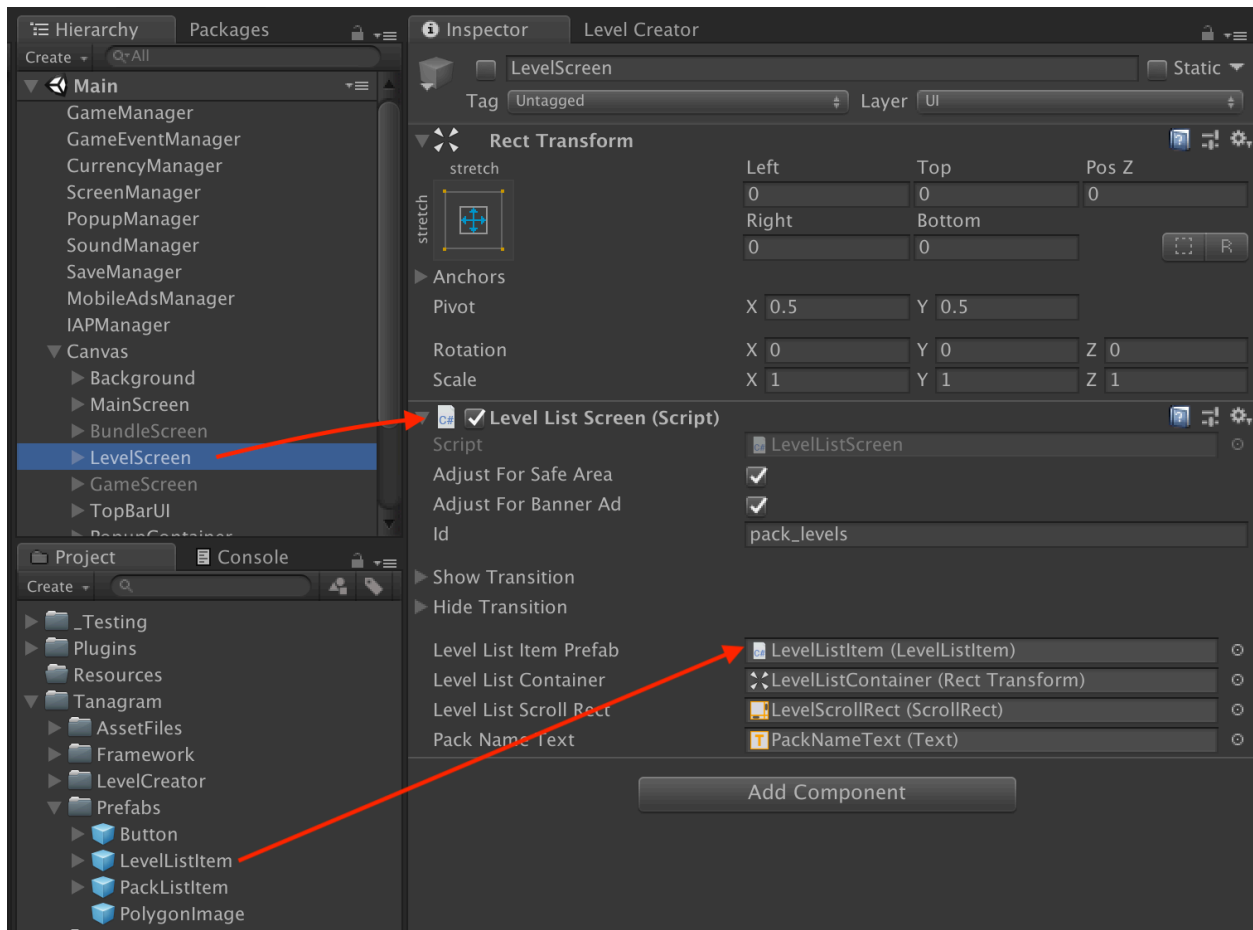
The asset uses the same PackListItem prefab for each Bundle however a different PackListItem prefab can be used for each Bundle.



## Level List Items



The level list items are generated at run time by the **LevelScreen** component attached to the LevelScreen GameObject. The **Level List Item Prefab** is used to instantiate copies, the prefab that is used is located at **Prefabs/UI/LevelListItem**:



## Game Area

The polygons are created/controlled by the **GameArea** component. On this components inspector you can change the appearance of the grid lines and polygon colours/textures. Each polygon in a level will use a colour and texture from the **Polygon Colours** and **Polygon Textures** list. If there are more polygons then there are colours/textures then it will start to re-use colours/textures.

