Codeer studio

Tennis Mobile

Unity asset

General overview

Tennis mobile is a complete mobile tennis game template. The game consists of tournaments with a cup at the end of each tournament. Each tournament consists of 3 games, and in case the players loses, the tournament starts over. The match ends when either the player or the opponent scores 3 points. The player will then be send to the 'dance' scene where an overview of the tournament is displayed. After winning a tournament, the player collects diamonds in the bonus scene to then spend those diamonds purchasing new player characters. By default, there's 200 opponents and 27 player characters in the resources folder, and I've included the scripts to easily generate more.

Scenes

The '**Game scene**' is the main scene including the stadium, player and opponent. All matches take place in the Game scene and it also acts as the main menu.

The '**Player shop**' can be used to unlock and select player characters. The start menu has a button (top-left) to open the character selection menu.

Players will be directed to the '**Bonus**' scene after winning a tournament. Here players can collect diamonds to spend in the player shop.
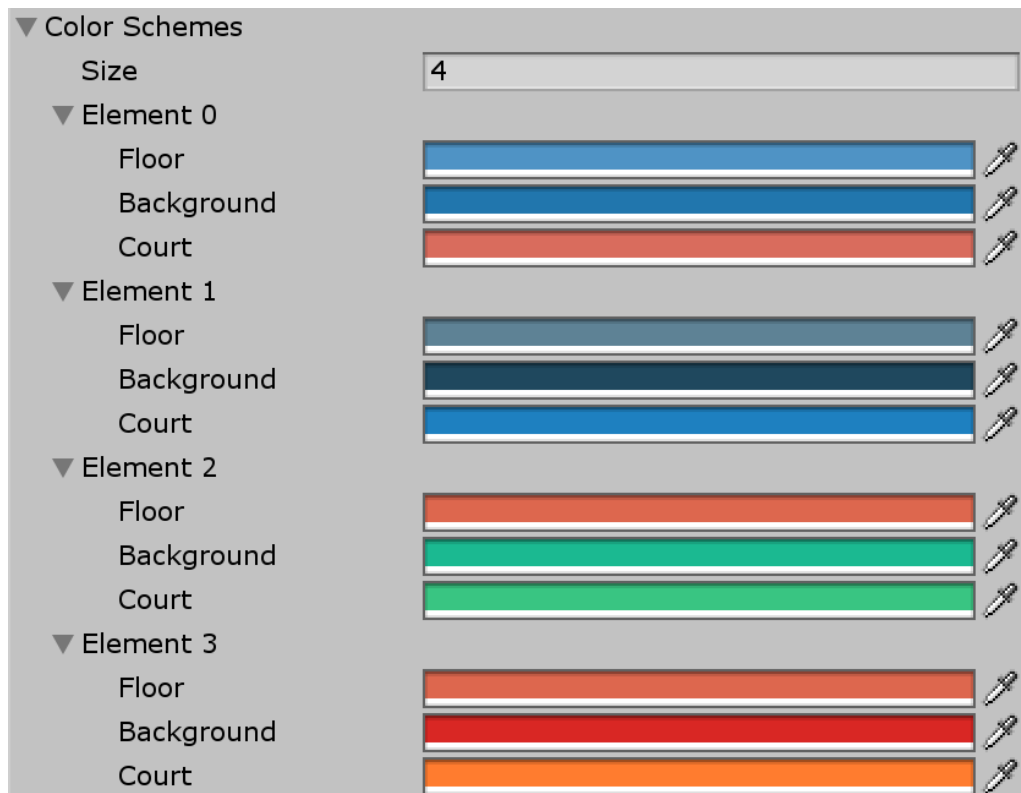
The '**Dance scene**' will be immediately opened after each match to show results and an overview of the tournament.

Game settings

The most important game settings can be accessed through the game manager inside the 'Game scene'.
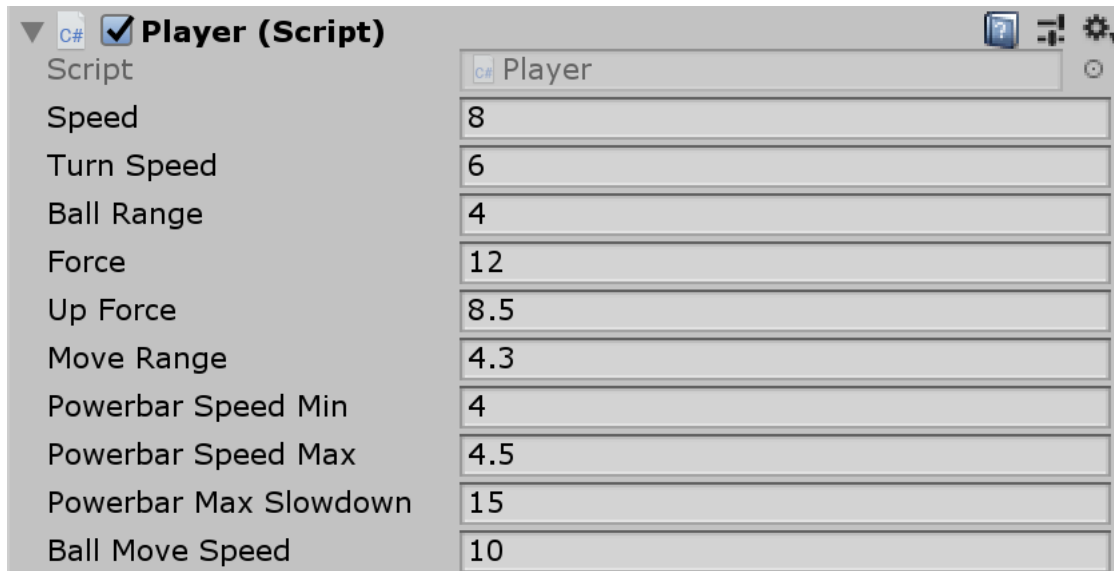
Use the '**Player serve only**' option to stop the opponent from serving the ball.

Add new color schemes using the 'Color schemes' list:

Player settings

To access player settings, please select the player and find these settings in the inspector:

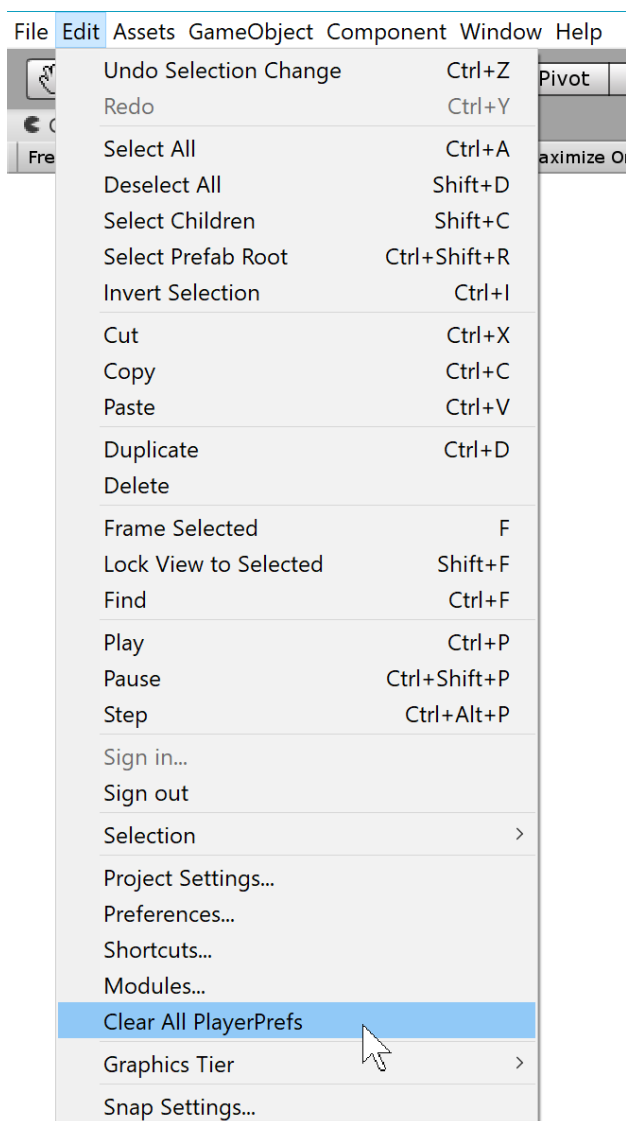|	
▼ C# ☑ **Player (Script)**	🗗 ⊟ ⚙
Script	C# Player ⊙
Speed	8
Turn Speed	6
Ball Range	4
Force	12
Up Force	8.5
Move Range	4.3
Powerbar Speed Min	4
Powerbar Speed Max	4.5
Powerbar Max Slowdown	15
Ball Move Speed	10

- The **speed** determines the player speed on the x axis when moving towards the ball target.
- The **turn speed** will be the speed at which the player turns.
- The **ball range** is the minimum range for the player to be able to hit the tennis ball.
- The **force** is the forward force with which the player hits the ball.
- The **up force** is the force in the y direction when hitting a ball.
- The **move range** determines the maximum horizontal player movement range.
- The **powerbar speed min and max** are the minimum and maximum speeds for the powerbar to fill.
- **Powerbar max slowdown** determines how long the bar will stay at the top before dropping back down.
- **Bar move speed** is the speed at which the ball moves towards the player when isKinematic is enabled.

At the bottom of the player script, there's some additional values to control the swipe sensitivity:

Max Drag Time	1.7
Drag Distance	40
Swipe Sensitivity	0.08

PlayerPrefs data

All saving and loading in the tennis game uses PlayerPrefs. To clear data and start the game from the start, please clear all playerprefs:

File	Edit	Assets	GameObject	Component	Window	Help

|	
Undo Selection Change	Ctrl+Z
Redo	Ctrl+Y
Select All	Ctrl+A
Deselect All	Shift+D
Select Children	Shift+C
Select Prefab Root	Ctrl+Shift+R
Invert Selection	Ctrl+I
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Duplicate	Ctrl+D
Delete	
Frame Selected	F
Lock View to Selected	Shift+F
Find	Ctrl+F
Play	Ctrl+P
Pause	Ctrl+Shift+P
Step	Ctrl+Alt+P
Sign in...	
Sign out	
Selection	>
Project Settings...	
Preferences...	
Shortcuts...	
Modules...	
Clear All PlayerPrefs	
Graphics Tier	>
Snap Settings...	

Generating additional characters

Generating new characters can be a bit tricky. Please carefully use these steps to create new game characters:

- First, please find the 'Outfit Generator' script in the editor folder, and (temporarily) move it to your scripts folder. This script uses the Unity editor, so it needs to be in the editor folder to correctly build the game, but when creating characters we need it to be outside the Editor folder.
- Now open the character generator scene (Scenes -> Other) and select the character.
- Drag & drop the Outfit Generator script (the one moved from the editor folder to the scripts folder) onto the character inspector, and add the 'Modify Outfit' script that was already added to the 'display' field in your new Outfit Generator script.
- Then **set the 'index' to the current number of characters in your resources**. Depending on whether you select the Player Character option, this can be 200 or 27 by default (27 for the players and 200 for the other outfits).
- Then for all 5 arrays, add some materials from your project that can be assigned to the generated characters.
- Make sure you have a resources folder in your project to put the new character scriptable objects.

The character inspector should now look something like this:
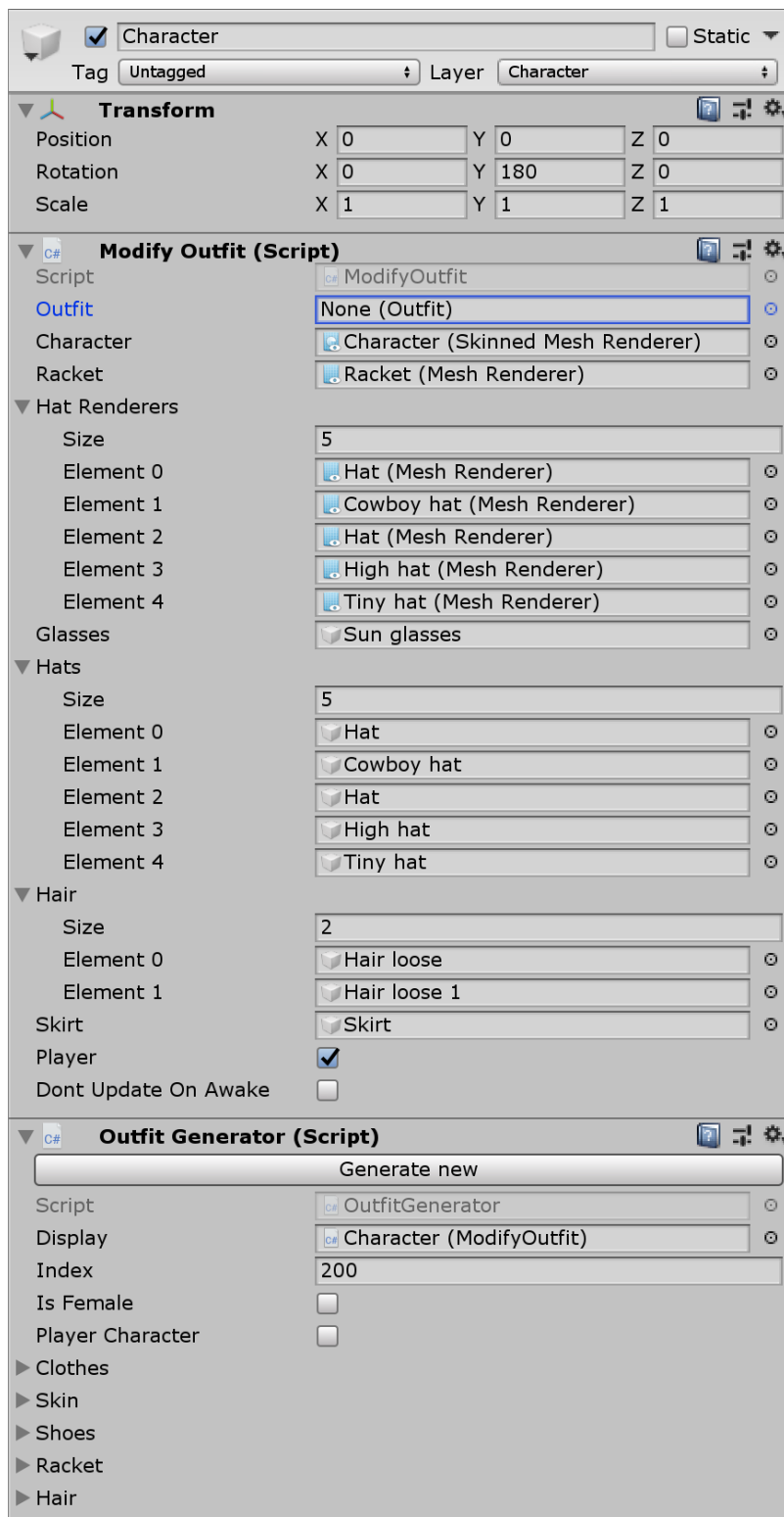
Now click the 'Generate new' button as many times as you like to create new character files.
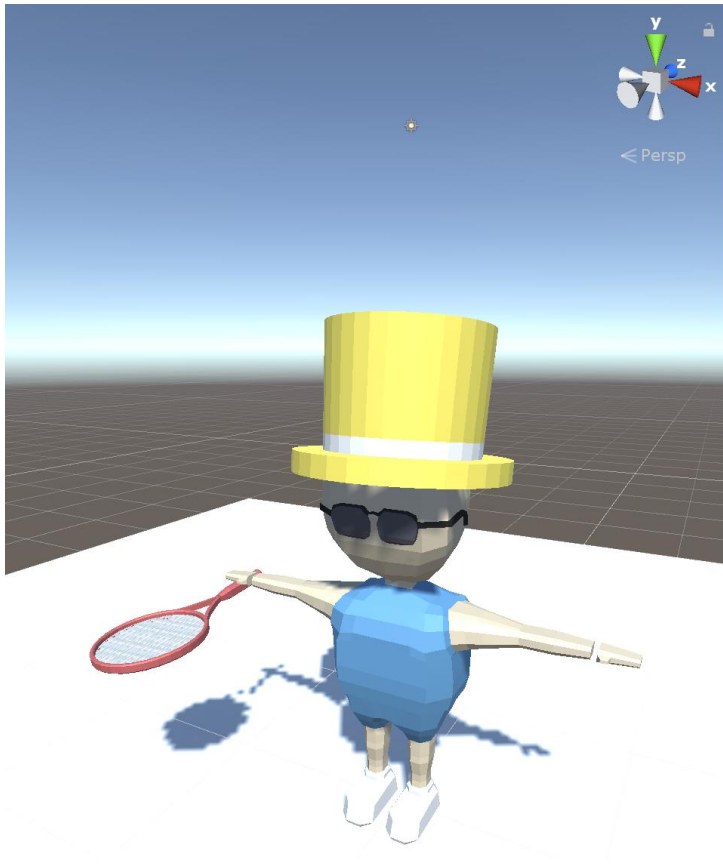
Example of a generated character in the scene view

Finally, remove the outfit generator script from the character object, and **make sure to place the Outfit Generator back in the Editor folder**. It might not properly build the project if the generator script is not located inside the editor folder.

Conclusion

I really hope you'll enjoy the mobile tennis asset. Thank you again for purchasing. Please do not hesitate to contact me for any questions or suggestions via:

codeerstudio@gmail.com