lòÓneyBITS

Game_shop
(internal package)

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Is a production of lòÓneyBITS
http://www.looneybits.com

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1. Game Shop

1.1. Summary

This package has been created to show the online store products inside the game. We used simple technologies (CSV) for the purpose of obtaining a lightweight and customizable pack. Easy to adapt to any platform.

1.1.1. Requirements

Having a cloud service to house CSV files. (Server, hosting, etc...)

1.1.2. Limitations

Restrictions on accessing data on a domain other than the one hosting your .unity3d file. (Webplayer)

- Some limitation on the usage of the Sockets.
- Disallowing invocation of any method we deemed off limits. (things like File.Delete, etc).
- Disallowing the usage of System.Reflection.* to call private/internal methods in classes you did not write yourself.

More information here http://docs.unity3d.com/Manual/SecuritySandbox.html

1.2. Document tree

The project has the following folders:

- Prefabs: This folder contains the objectsGame(UI elements...) of game.

- test_scene: This folder contains the test scenes of the package.

- Scripts: This folder contains the C# scripts of the game.

- Sprites: This folder contains the sprites.

- Src: This folder contains SVG files.

- Plugins: This folder contains plugins.

1.3. Scripts of interest

Script/Class	Description
CSVReader.cs	It is responsible for managing CSV files.
ShopLink.cs	It is responsible for defining the product link.
ShopController.cs	It is responsible for managing the downloaded info from online web and show the products in the game.

1.4.Variables of interest

Below there is a list with variables to customize how the game works.

Script/Class	Type	Name	Desc
CSVReader.cs	**TextAsset**	**csvFile**	**CSV File.**
ShopController.cs	**enum**	**AssetData**	**Enum used to define every coma separated item. (0 is the name of product, 1 is photo of the product, 2 is the price of product & 3 is the link of product you are free to change this)**
	string	**url**	**URL of the CSV file.**
	string	**msgOnFail**	**When the connection fails you should show a message.**
ShopLink.cs	**string**	**imgLink**	**Link of product image.**
	string	**link**	**URL of product.**
	string	**textLink**	**URL text.**

1.5. How to use

The shop package is simply to use, drag & drop the shop prefab to your game scene and then add the products that you need to add with the following name structure object[n+1].

Eg: object1,object2,object3,object6....objectN+1.(It depends on how many products you want to display).

You should change the error message to your own. You are free to change the position of products to adapt to the scene, the same for the message.

1.6.Literature

http://forum.unity3d.com/threads/is-it-really-that-hard-to-share-a-simple-score-on-facebook-and-twitter-natively.231390/ (learn about social buttons Trilusion member comment. Thanks)

https://www.assetstore.unity3d.com/en/#!/content/13866 (learn about boundary control. Thanks)

http://www.youtube.com/watch?v=N_U7GNchLZc (learn about collisions. Thanks)

https://www.assetstore.unity3d.com/en/#!/content/11228 (learn about spawn system. Thanks)

https://en.wikipedia.org/wiki/Model%E2%80%93view%E2%80%93controller (Theoretical concepts)

http://wiki.unity3d.com/index.php/Main_Page