USER GUIDE

SPLASHY BOUNCING TEMPLATE

Onefall Games

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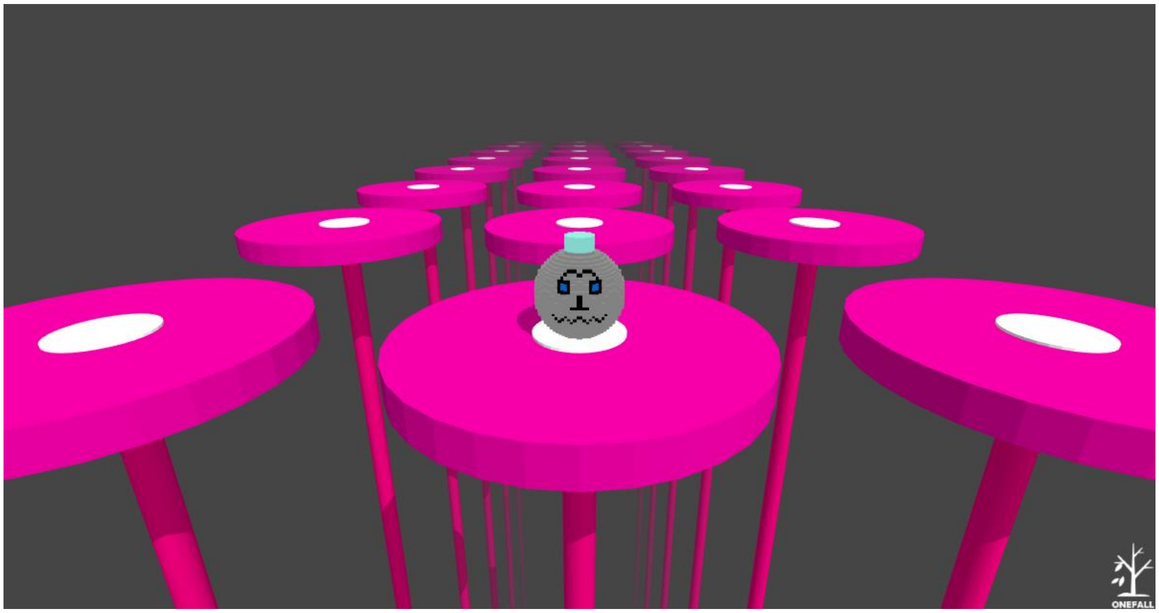
I. INTRODUCTION



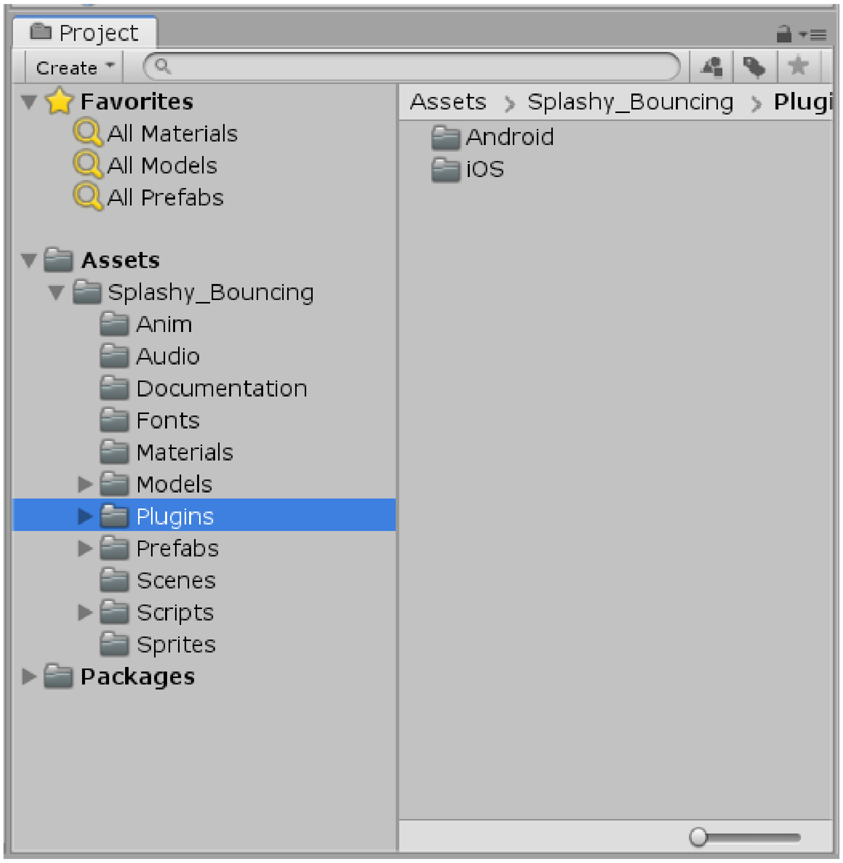
Splashy Bouncing is an exciting endless jumper game in which you touch and hold screen to control the ball jumping around, try not to run out of the path and touch the obstacles, collect coins to unlock new ball. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc! Some features:

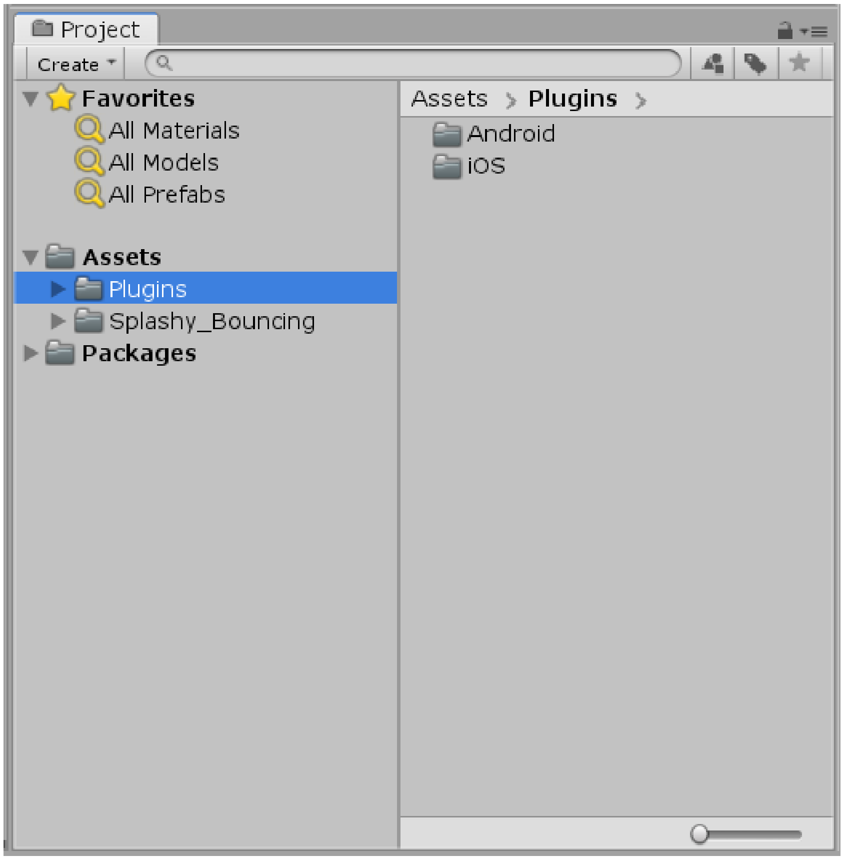
- Addictive endless gameplay
- Daily reward system
- 20 built-in characters with cute blocky style
- Very easy to add new characters
- Unlock characters with coins
- Revive system
- Multiple ad networks: Admob and Unity Ads
- Native share Android/IOS
- Facebook/Twitter share
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Optimized for mobile
- Ready to publish out-of-the-box

II. TEMPLATE SETUP

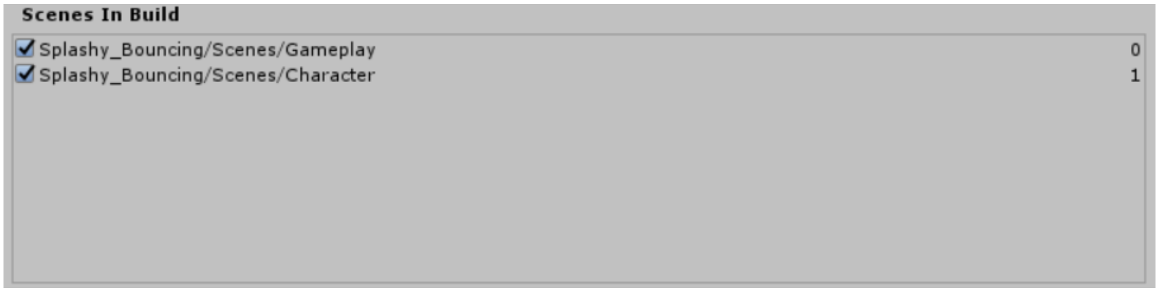
This template is designed for mobile (Android, IOS, Window Phone…) so after imported the package to unity, you need to switch to Android or IOS, or Window Phone.

After that, go to Assets/Splashy_Bouncing and move the folder Plugins out of Splashy_Bouncing folder.





The template contains two scenes. You need to start from scene Gameplay.



Scenes In Build

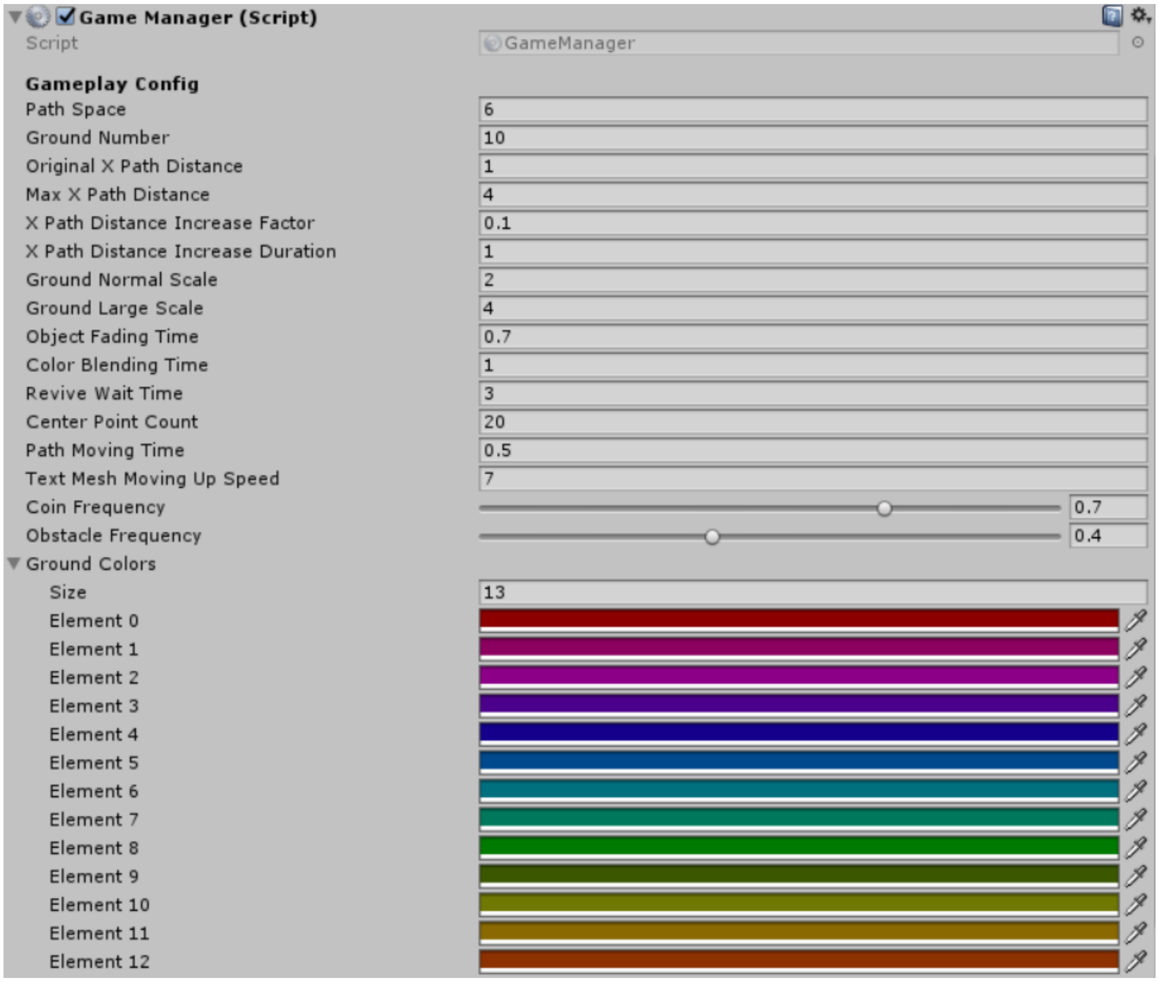
☑ Splashy_Bouncing/Scenes/Gameplay 0
☑ Splashy_Bouncing/Scenes/Character 1

III. TEMPLATE CUSTOMIZATION

1. Gameplay Tweaking

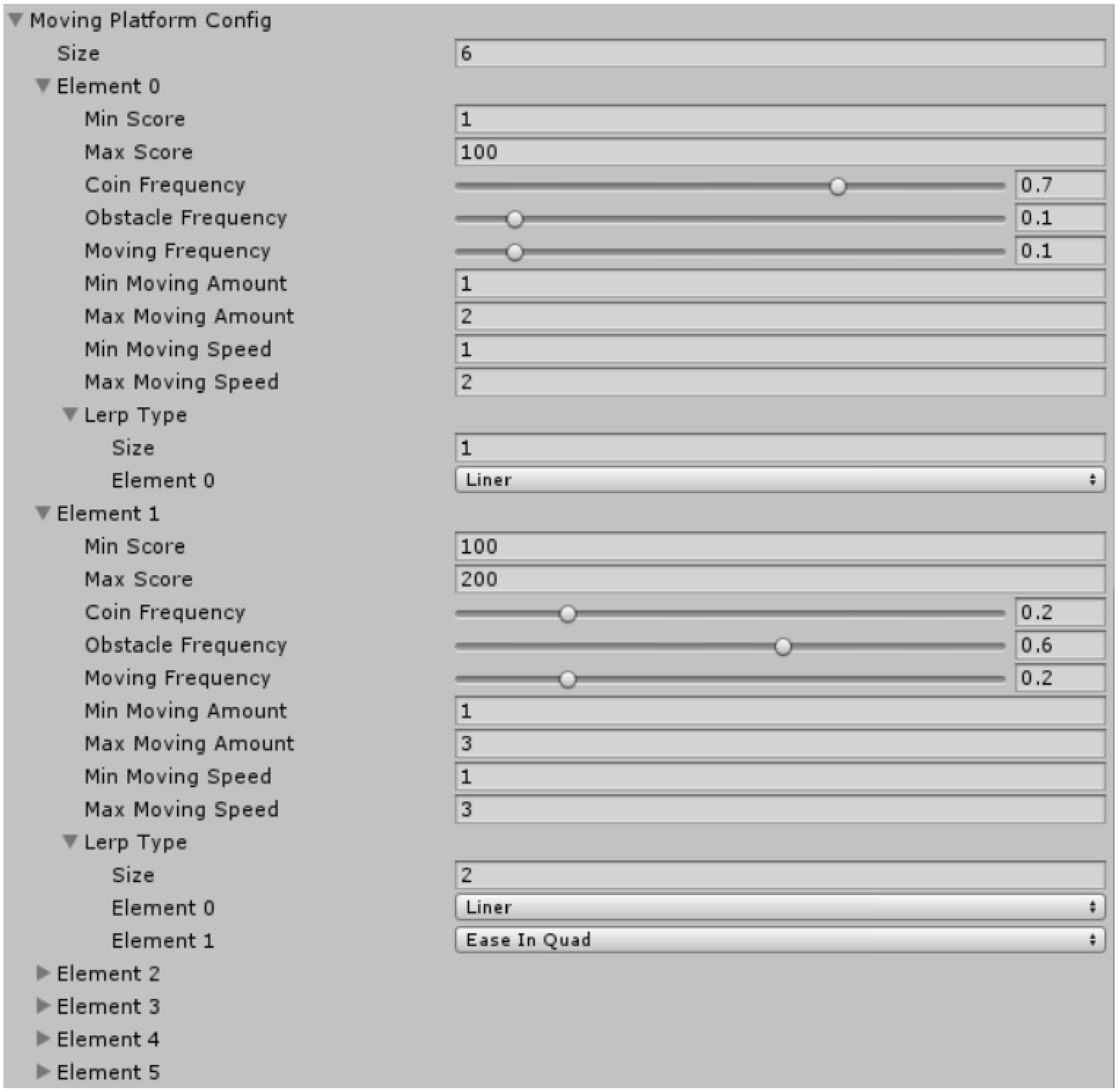
1.1. Game Manager

Most of important gameplay parameters can be configured within the GameManager component which is attached to a game object also named GameManager in the hierarchy.



☑ **Game Manager (Script)**

Script	GameManager
Gameplay Config	
Path Space	6
Ground Number	10
Original X Path Distance	1
Max X Path Distance	4
X Path Distance Increase Factor	0.1
X Path Distance Increase Duration	1
Ground Normal Scale	2
Ground Large Scale	4
Object Fading Time	0.7
Color Blending Time	1
Revive Wait Time	3
Center Point Count	20
Path Moving Time	0.5
Text Mesh Moving Up Speed	7
Coin Frequency	0.7
Obstacle Frequency	0.4
Ground Colors	
Size	13
Element 0	
Element 1	
Element 2	
Element 3	
Element 4	
Element 5	
Element 6	
Element 7	
Element 8	
Element 9	
Element 10	
Element 11	
Element 12	



```
▼ Moving Platform Config
    Size                          6
  ▼ Element 0
      Min Score                   1
      Max Score                   100
      Coin Frequency              0.7
      Obstacle Frequency          0.1
      Moving Frequency            0.1
      Min Moving Amount           1
      Max Moving Amount           2
      Min Moving Speed            1
      Max Moving Speed            2
    ▼ Lerp Type
        Size                      1
        Element 0                 Liner
  ▼ Element 1
      Min Score                   100
      Max Score                   200
      Coin Frequency              0.2
      Obstacle Frequency          0.6
      Moving Frequency            0.2
      Min Moving Amount           1
      Max Moving Amount           3
      Min Moving Speed            1
      Max Moving Speed            3
    ▼ Lerp Type
        Size                      2
        Element 0                 Liner
        Element 1                 Ease In Quad
  ▶ Element 2
  ▶ Element 3
  ▶ Element 4
  ▶ Element 5
```

You can tweak the gameplay by modifying following variables:

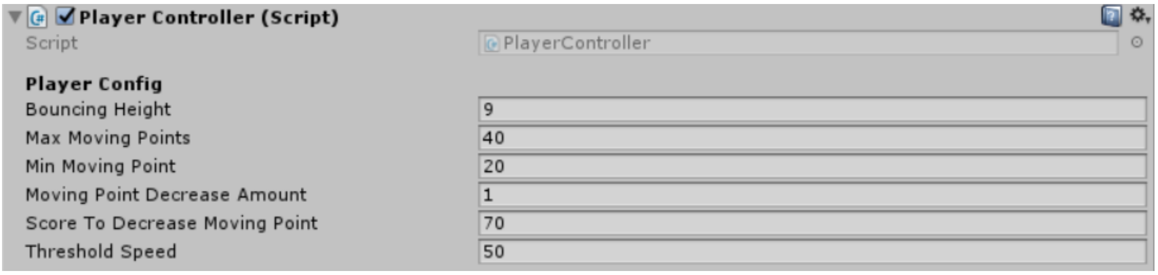
- *Path Space:* the distance between the current path and the next path (6 should be nice).
- *Ground Number:* the number of the ground when the game started.
- *Original X Path Distance:* the x distance of the current path and the next path (1 should be nice).
- *Max X Path Distance:* the maximum x path distance f the current path and the next path (4 or 5 should be nice).
- *X Path distance Increase Factor:* the increasing value of x path distance.
- *X Path Distance Increase Duration:* the duration of increasing x path distance.
- *Ground Normal Scale:* the scale up factor of the ground when the ball hit the

ground (not hit center point).

- *Ground Large Scale:* the scale factors of the ground when the ball hit center point of the ground.
- *Object Fading Time:* the time for fading object (ground and center point).
- *Color Blending Time:* time for switching ground color.
- *Revive Wait Time:* time for revive option.
- *Center Point Count:* the counting time for changing ground color.
- *Path Moving Time:* time for ground moving to center after click "Revive" button.
- *Text Mesh Moving Up Speed:* moving up speed of text mesh when the ball hit center ground.
- *Coin Frequency:* the frequency of coin.
- *Obstacle Frequency:* the frequency of obstacle.
- *Ground Color:* the color array of ground.
- *Moving Platform Config:* this parameter allows you config movement of platforms such as moving frequency, moving amount…etc.
    - *Min Score* & *Max score:* minimum and maximum score. Platforms will be created with these config variables bellow.
    - *Coin Frequency:* frequency to create coin on the platform.
    - *Obstacle Frequency:* frequency to create obstacle on the platform.
    - *Moving Frequency:* frequency to move the platform.
    - *Min Moving Amount* & *Max Moving Amount:* minimum and maximum moving amount of the platform.
    - *Min Moving Speed* & *Max Moving Speed:* minimum and maximum moving speed of the platform.

1.2. Player Controller

The Player object in the hierarchy contains a PlayerController component, in which you can customize the player (main character) behavior.



☑ **Player Controller (Script)**

Script	PlayerController
Player Config	
Bouncing Height	9
Max Moving Points	40
Min Moving Point	20
Moving Point Decrease Amount	1
Score To Decrease Moving Point	70
Threshold Speed	50

- *Bouncing Height:* the maximum height of the ball when it bouncing on the platform.
- *Max Moving Point* & *Min Moving Points:* the moving point of player, the

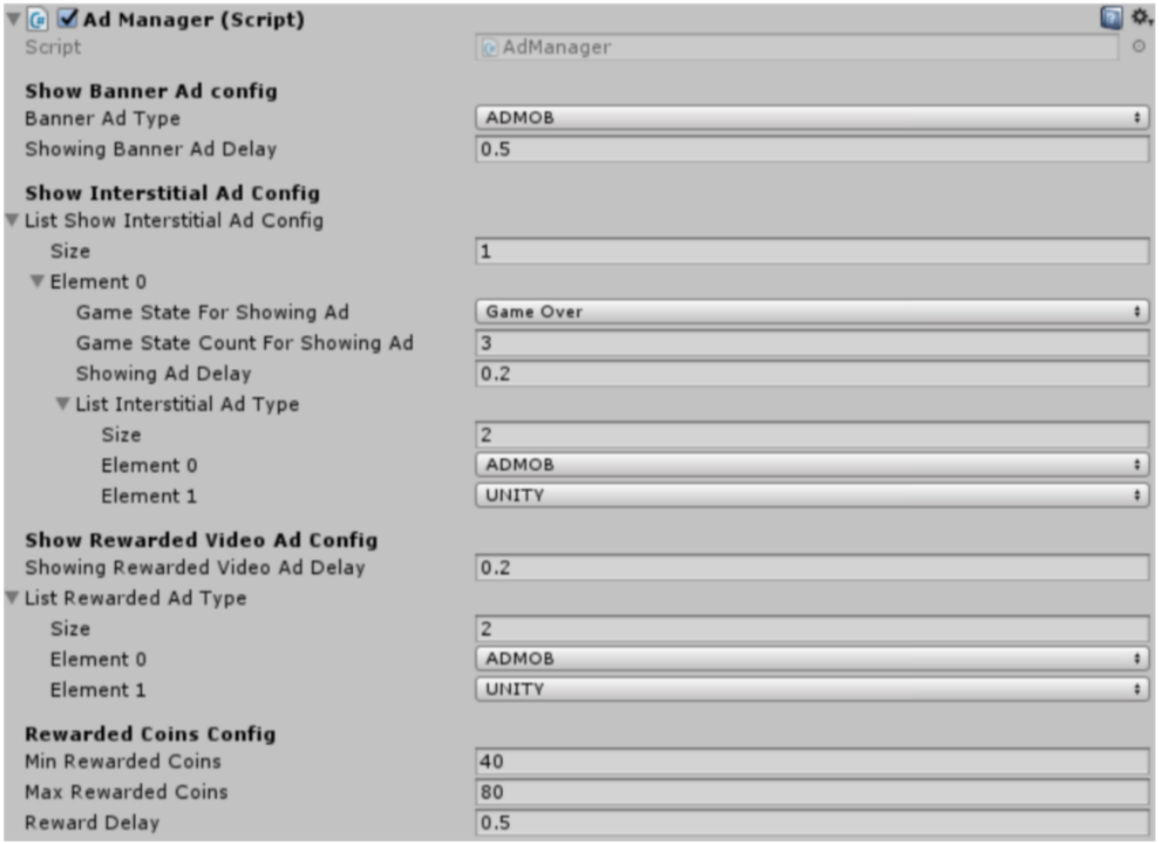
higher value the slower player moving.

- *Score To Decrease Moving Points & Moving Point Decrease Amount:* the score value you need to reach to decrease moving points. When the game started, moving points of player will set equals to *Max Moving Points*, every time you scored value that divisible for *Score To Decrease Moving Points* (like 200, 400, 600…), moving points of player will decrease an amount equals to *Moving Point Decrease Amount*, that make the game harder to play.
- *Threshold Speed:* how fast the ball will move when you swipe left or right on the screen.

2. Advertisement

2.1. Ad Manager

The AdManager object in hierarchy of scene Gameplay contains AdManager component, in which you can customize which type of ads you want to use and how you want to show the ads.



Ad Manager (Script)	
Script	AdManager
Show Banner Ad config	
Banner Ad Type	ADMOB
Showing Banner Ad Delay	0.5
Show Interstitial Ad Config	
List Show Interstitial Ad Config	
Size	1
Element 0	
Game State For Showing Ad	Game Over
Game State Count For Showing Ad	3
Showing Ad Delay	0.2
List Interstitial Ad Type	
Size	2
Element 0	ADMOB
Element 1	UNITY
Show Rewarded Video Ad Config	
Showing Rewarded Video Ad Delay	0.2
List Rewarded Ad Type	
Size	2
Element 0	ADMOB
Element 1	UNITY
Rewarded Coins Config	
Min Rewarded Coins	40
Max Rewarded Coins	80
Reward Delay	0.5

Show Banner Ad Config: this is the section where you can control which type of banner ad you want to show. Currently, the template support for 2 banner ad type: Admob and Unity Ads.

- ❖ *Banner Ad Type:* the type of banner ad you want to show. (Unity Ads just released Unity Monetization 3.0 which included Banner Ad, but seems like it still unstable, so I recommend using Admob for banner ad).
- ❖ *Showing Banner Ad Delay:* delay time to show banner ad.

Show Interstitial Ad Config: this is the section where you can control which type of interstitial ad you want to show and how you want to how it. Currently, the template support for 2 interstitial ad type: Admob and Unity Ads.

- ❖ *List Show Interstitial Ad Config:* this is the list contains all the config parameters of showing interstitial ad.
  - *Game State For Showing Ad:* the game state you want to show the ad.
  - *Game State Count For Showing Ad:* the number of game state that the game go through to show ad. Example: if the value is 2 and *Game State For Show Ad* is Game Over, that mean the ad will show up after 2 times of game over.
  - *Show Ad Delay:* the delay for showing the ad.
  - *List Interstitial Ad Type:* the list of interstitial ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity interstitial ad.

Show Rewarded Video Ad Config: this is the section where you can control which type of rewarded video ad you want to show and how you want to how it. Currently, the template support for 2 rewarded video ad type: Admob and Unity Ads.

- ❖ *Showing Rewarded Video Ad Delay:* the delay time for showing rewarded video ad.
- ❖ *List Rewarded Ad Type:* the list of rewarded video ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity rewarded video ad.

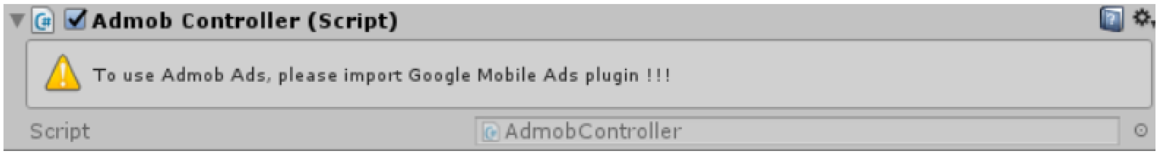
Rewarded Coins Config: this is the section where you can config how many coins will be rewarded after user watch the rewarded ad.

- ❖ *Min Rewarded Coins & Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized between these two values.

- *Reward Delay:* the delay time to show rewarded video.

2.2. Admob Controller

The AdManager object in hierarchy of scene Gameplay contains AdmobController component, in which you can customize parameters like admob id, ad units...



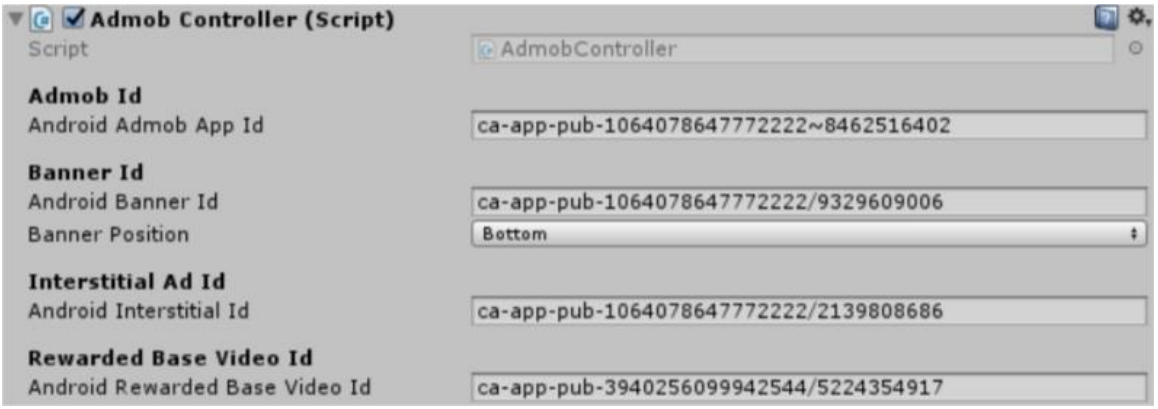
Admob Controller (Script)

To use Admob Ads, please import Google Mobile Ads plugin !!!

Script	AdmobController

As you can see in the image, there's no option to change ads units because the template did not have google mobile ads plugin included, so if you want to use Admob, please go to this link, download the latest version of google mobile ads and import it into the project.

After imported the plugin, select AdManager object in the hierarchy, wait for few seconds for the project rebuild and you will see this.



Admob Controller (Script)

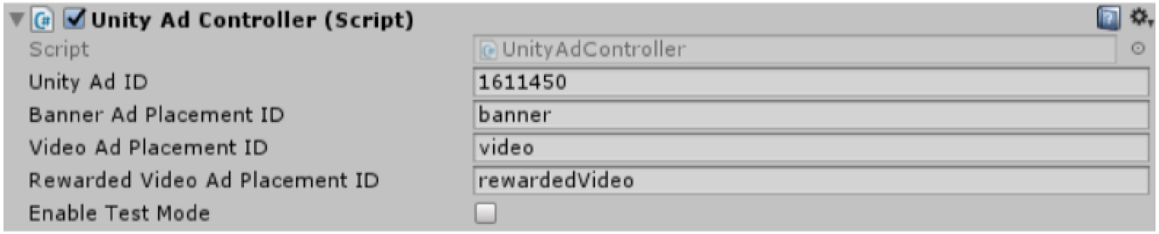
Script	AdmobController
Admob Id	
Android Admob App Id	ca-app-pub-1064078647772222~8462516402
Banner Id	
Android Banner Id	ca-app-pub-1064078647772222/9329609006
Banner Position	Bottom
Interstitial Ad Id	
Android Interstitial Id	ca-app-pub-1064078647772222/2139808686
Rewarded Base Video Id	
Android Rewarded Base Video Id	ca-app-pub-3940256099942544/5224354917

Now you can config admob id and all the ad units as you want. Currently, the platform using is Android, that why all the ids in the image showing for Android, of course it will show the ids for iOS when you switch the build platform to iOS.

- *Android Admob App Id:* the android id of your admob app.
- *Android Banner Id:* the banner ad unit of your admob app.
- *Banner Position:* the position of the banner ad.
- *Android Interstitial Id:* the interstitial ad unit of your admob app.
- *Android Rewarded Base Video Id:* the rewarded ad unit of your admob account.

2.3. Unity Ad Controller

The template already had unity ads sdk included, so you don’t need to import any thing else to use unity ads, just put your project id and your placement ids and you will good to go.



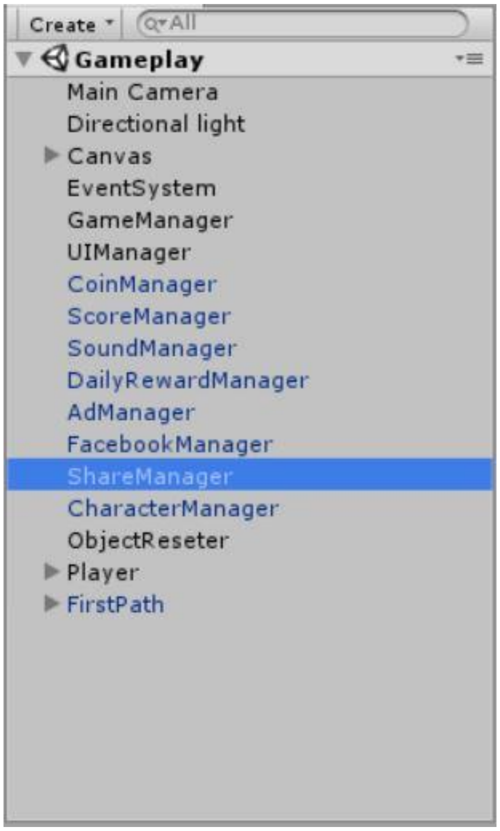
☑ **Unity Ad Controller (Script)**

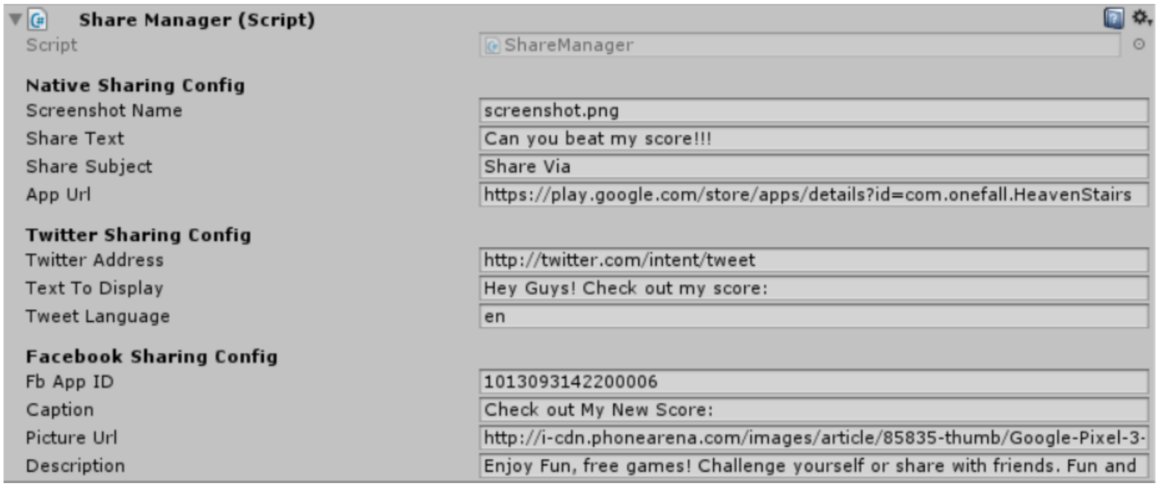
Script	UnityAdController
Unity Ad ID	1611450
Banner Ad Placement ID	banner
Video Ad Placement ID	video
Rewarded Video Ad Placement ID	rewardedVideo
Enable Test Mode	□

- *Unity Ad ID:* the id of your unity ad project. You can find all of your ad projects here.
- *Banner Ad Placement ID:* the banner ad placement id of your ad project.
- *Video Ad Placement ID:* the video ad placement id of your ad project.
- *Rewarded Video Ad Placement ID:* the rewarded video ad placement id of your ad project.

3. Share Manager

All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot’s name, text, subject and url…You can config these features from the ShareManager object in the hierarchy.





Share Manager (Script)

Script	ShareManager
Native Sharing Config	
Screenshot Name	screenshot.png
Share Text	Can you beat my score!!!
Share Subject	Share Via
App Url	https://play.google.com/store/apps/details?id=com.onefall.HeavenStairs
Twitter Sharing Config	
Twitter Address	http://twitter.com/intent/tweet
Text To Display	Hey Guys! Check out my score:
Tweet Language	en
Facebook Sharing Config	
Fb App ID	1013093142200006
Caption	Check out My New Score:
Picture Url	http://i-cdn.phonearena.com/images/article/85835-thumb/Google-Pixel-3-
Description	Enjoy Fun, free games! Challenge yourself or share with friends. Fun and

Native Sharing Config:

- *Screenshot Name:* the name of screenshot for sharing feature.
- *Share Text:* the text for sharing feature.
- *Share Subject:* the subject for sharing feature.
- *App Url:* the url of the app (Google Play on Android and App Store on IOS).

Twitter Sharing Config:

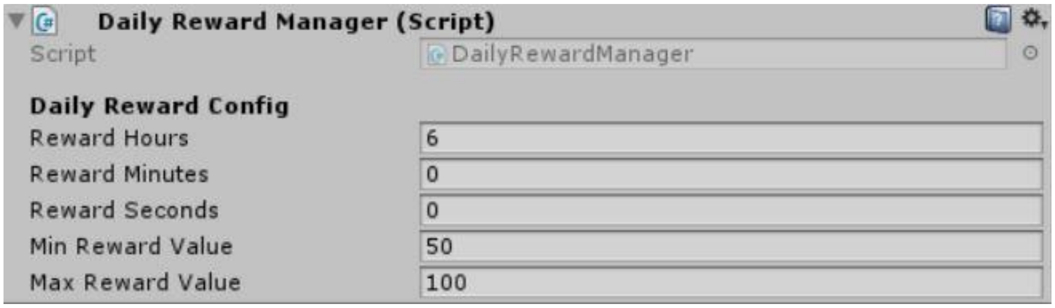
- *Twitter Address:* address of your twitter account.
- *Text To Display:* the text you want to display in the tweet.
- *Tweet Language:* language of the tweet you want to share.

Facebook Sharing Config:

- *Fb App ID:* the id of your facebook app.
- *Caption:* the caption in your status.
- *Picture Url:* url of the picture you want to share. If you don't want to share pictures or just don't have any picture's url to share, leave this field empty.
- *Description:* the description you want to share.

4. Daily Reward Feature

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardManager* object in the hierarchy.



Daily Reward Manager (Script)

Script	DailyRewardManager
Daily Reward Config	
Reward Hours	6
Reward Minutes	0
Reward Seconds	0
Min Reward Value	50
Max Reward Value	100

- *Reward Hours, Minutes and Seconds*: the amount of time until the next reward.
- *Min Reward Value* & *Max Reward Value*: the actual rewarded coins will be randomized between these two values.

5. Adding More Characters

Endless Missiles is already packed with 15 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

- Create a character model (remember to set the pivot of the model is bottom of the model).
- Navigate to *Assets/Splashy_Boucing/Prefabs/Gameplay/Characters* and duplicate one of the available character prefabs.
- Change the name of the prefab to a preferred one.
- Replace the *Mesh* in the *MeshFilter* component with your new model mesh.

Replace the *Material* in the *MeshRenderer* component with your material.

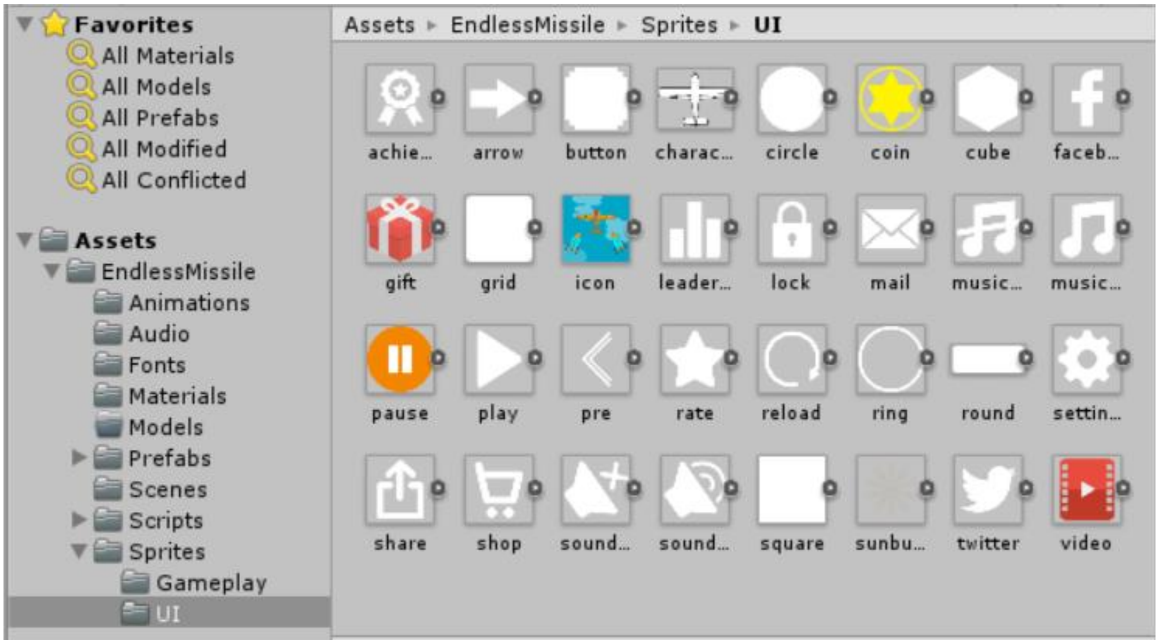
- Enter the character name and price to the *CharacterInfo* component. Check the *isFree* box if you want to give out this character for free (it will be automatically unlocked).
- Resize the character array in *CharacterManager* game object then drag the new character to it and hit *Apply* to save changes to its prefab.

Now the new character has been added and ready to use in game! You will see it listed in the *CharacterSelelection* scene.

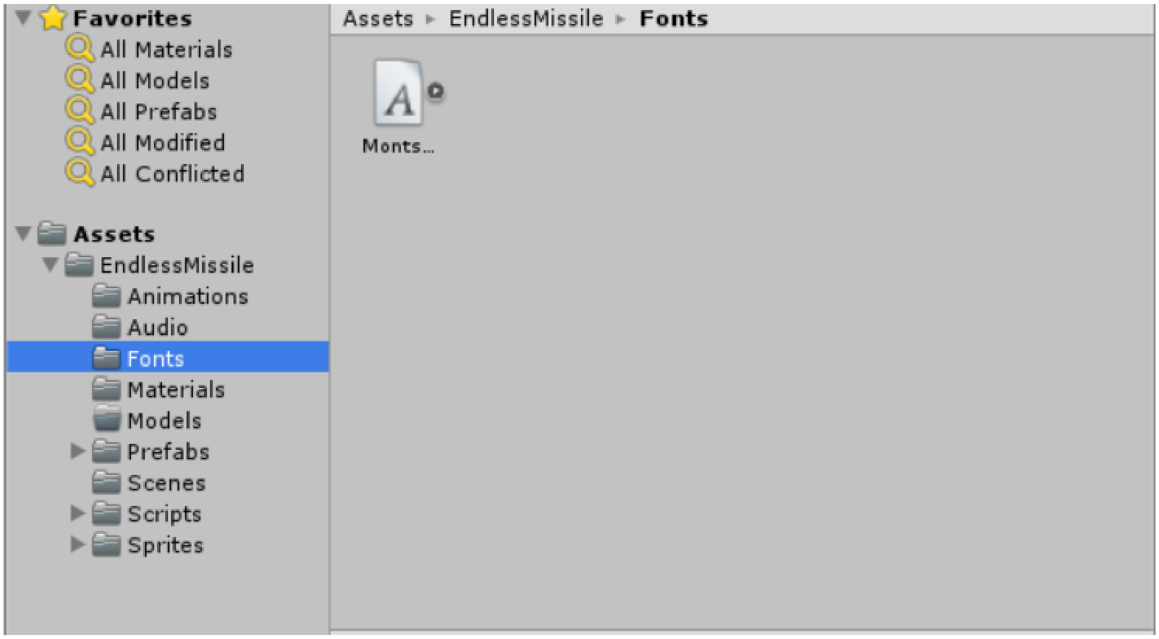
* ***IMPORTANT*:** the new character's name must not repeat any existing character name.

6. Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites/UI* folder. You can replace them with your own sprites to modify the UI as you like.

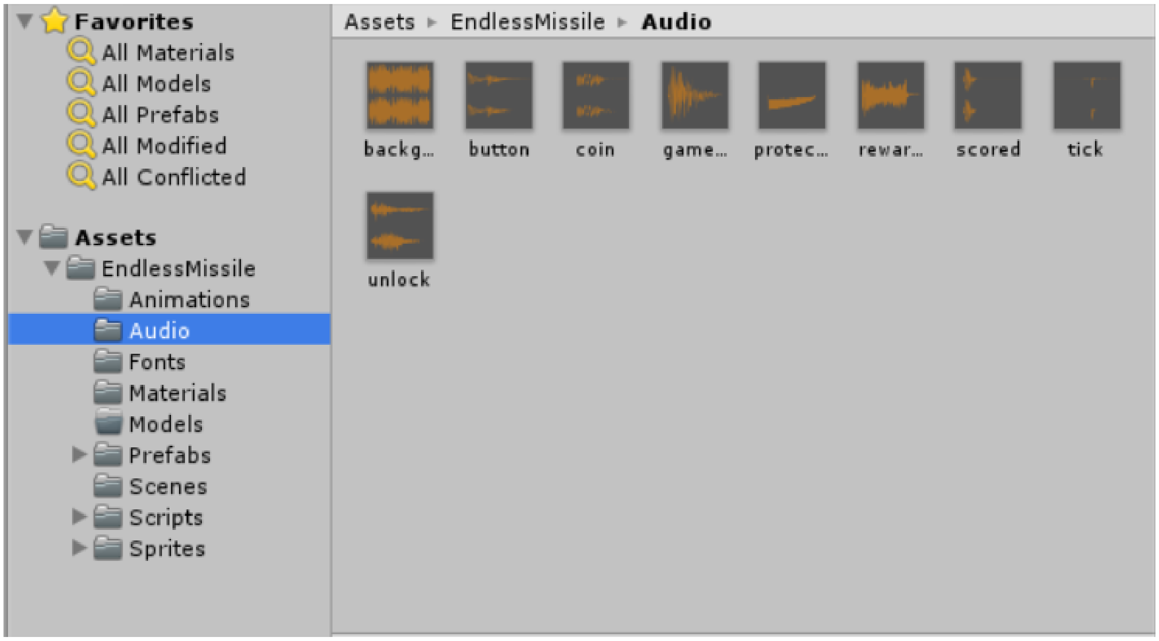


All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.



7. Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.



THANK YOU AND GOOD LUCK WITH YOUR GAMES!