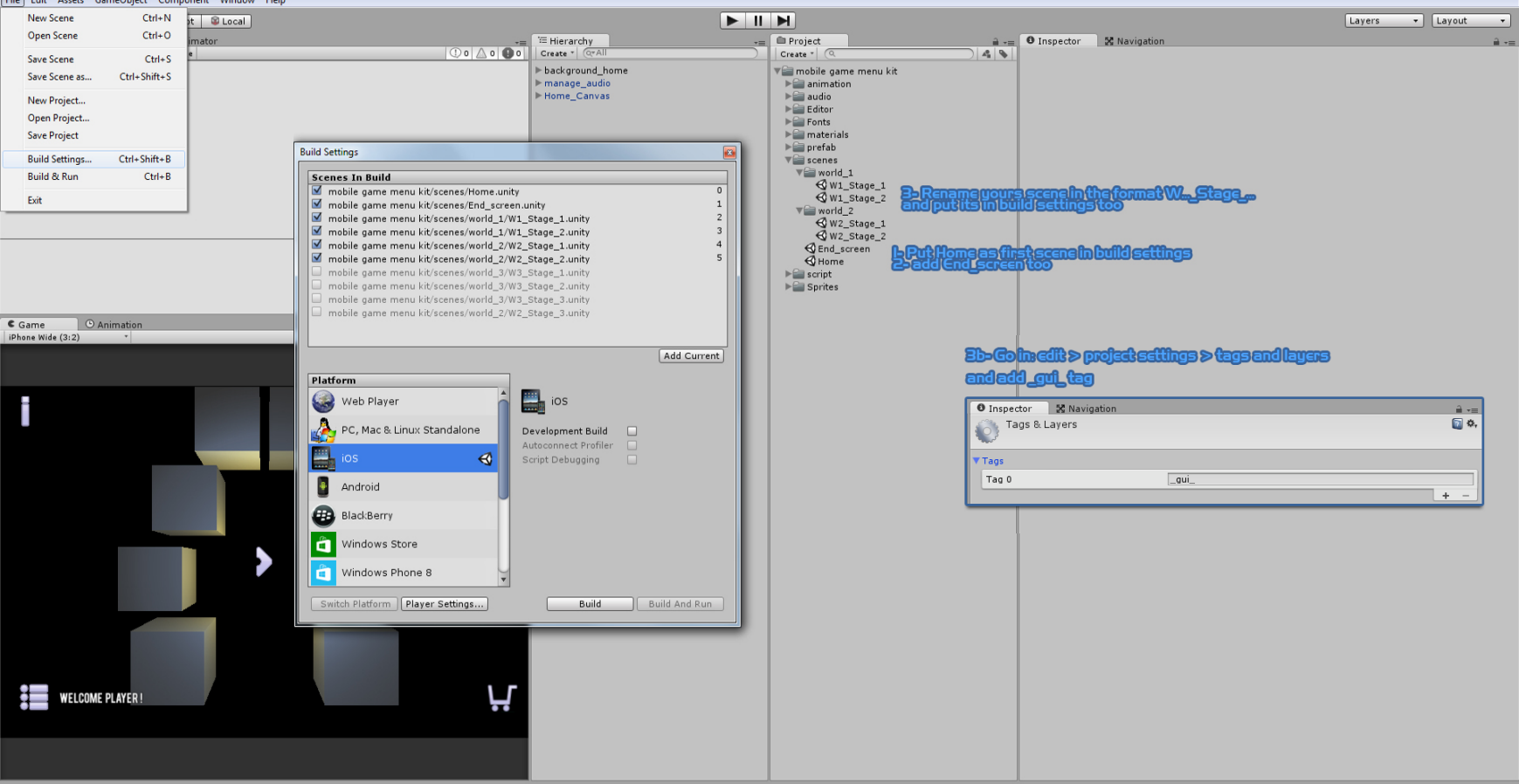
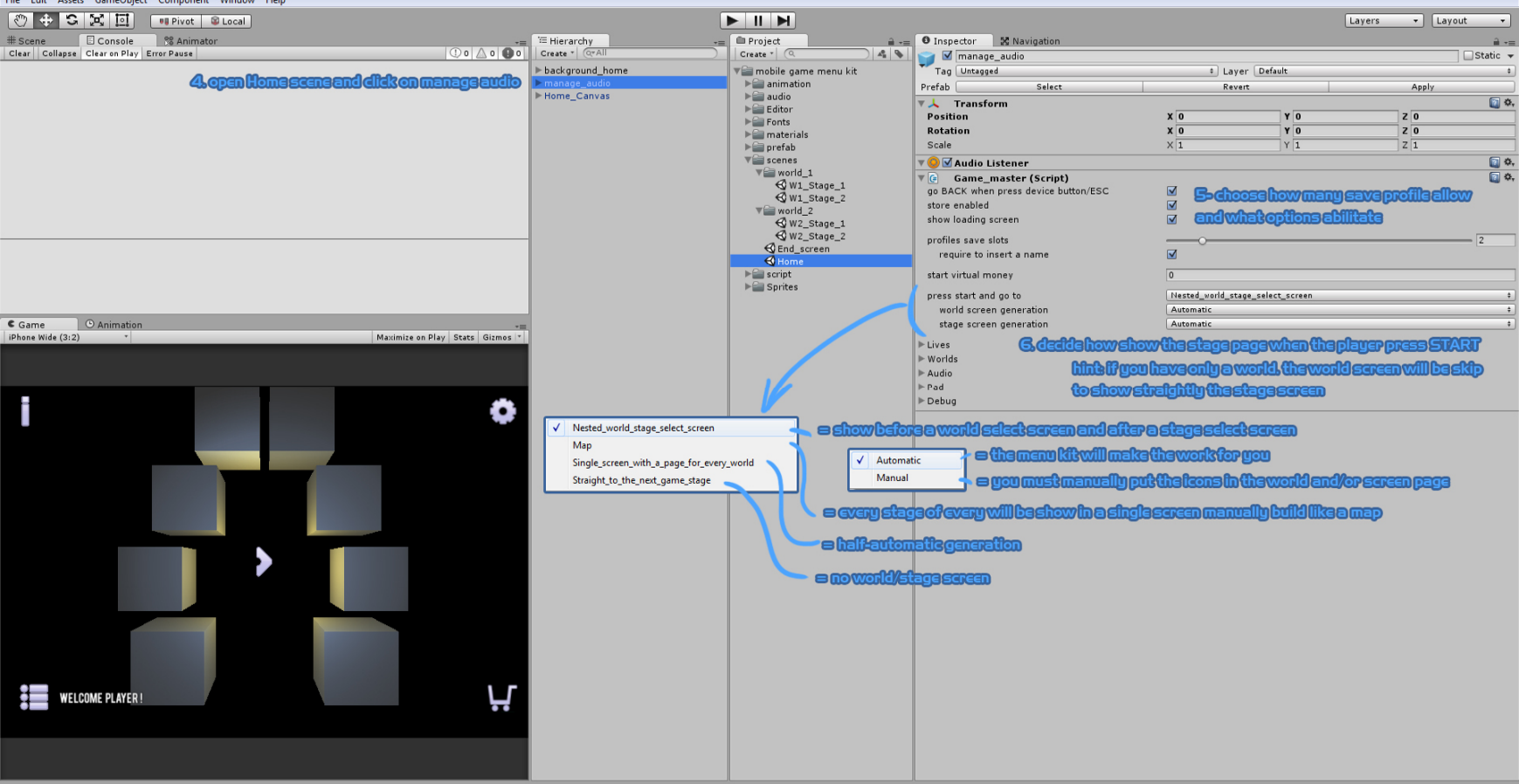
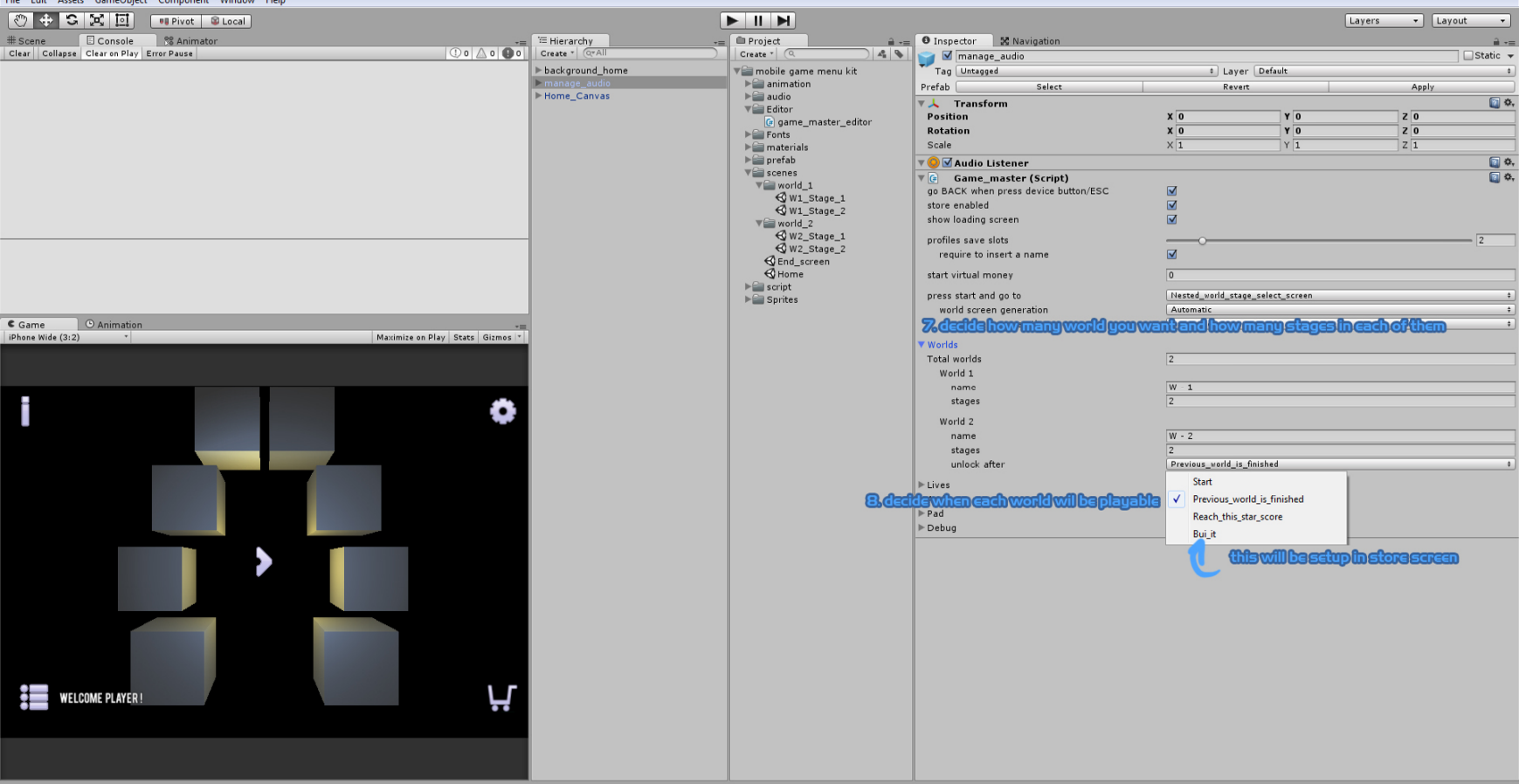
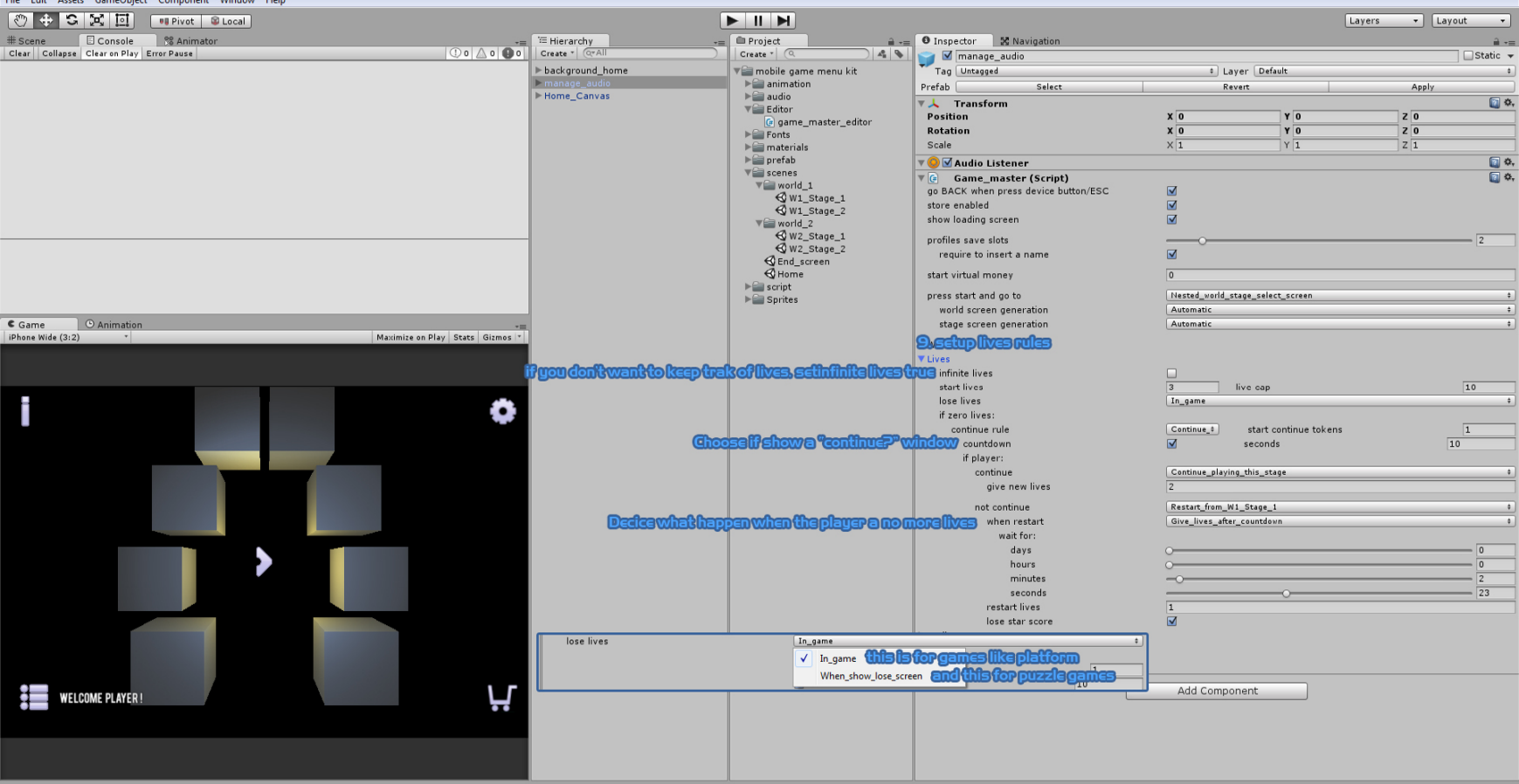

File Edit Assets GameObject Component Window Help
New Scene Ctrl+N
Open Scene Ctrl+O
Save Scene Ctrl+S
Save Scene as... Ctrl+Shift+S
New Project...
Open Project...
Save Project
Build Settings... Ctrl+Shift+B
Build & Run Ctrl+B
Exit
Hierarchy
background_home
manage_audio
Home_Canvas
Project
mobile game menu kit
animation
audio
Editor
Fonts
materials
prefab
scenes
world_1
W1_Stage_1
W1_Stage_2
world_2
W2_Stage_1
W2_Stage_2
End_screen
Home
script
Sprites
Inspector
Navigation
Build Settings
Scenes In Build
mobile game menu kit/scenes/Home.unity 0
mobile game menu kit/scenes/End_screen.unity 1
mobile game menu kit/scenes/world_1/W1_Stage_1.unity 2
mobile game menu kit/scenes/world_1/W1_Stage_2.unity 3
mobile game menu kit/scenes/world_2/W2_Stage_1.unity 4
mobile game menu kit/scenes/world_2/W2_Stage_2.unity 5
mobile game menu kit/scenes/world_3/W3_Stage_1.unity
mobile game menu kit/scenes/world_3/W3_Stage_2.unity
mobile game menu kit/scenes/world_3/W3_Stage_3.unity
mobile game menu kit/scenes/world_2/W2_Stage_3.unity
Add Current
Platform
Web Player
PC, Mac & Linux Standalone
iOS
Android
BlackBerry
Windows Store
Windows Phone 8
Development Build
Autoconnect Profiler
Script Debugging
Switch Platform
Player Settings...
Build
Build And Run
Game
Animation
iPhone Wide (3:2)
WELCOME PLAYER!
3- Rename yours scene in the format W..._Stage_.. and put its in build settings too
1- Put Home as first scene in build settings
2- add End_screen too
3b- Go in: edit > project settings > tags and layers and add _gui_ tag
Tags & Layers
Tags
Tag 0
_gui_


4. open Home scene and click on manage audio
5- choose how many save profile allow
and what options abilitate
6. decide how show the stage page when the player press START
hint: if you have only a world, the world screen will be skip
to show straightly the stage screen
Nested_world_stage_select_screen
Map
Single_screen_with_a_page_for_every_world
Straight_to_the_next_game_stage
= show before a world select screen and after a stage select screen
= every stage of every will be show in a single screen manually build like a map
= half-automatic generation
= no world/stage screen
Automatic
Manual
= the menu kit will make the work for you
= you must manually put the icons in the world and/or screen page
WELCOME PLAYER!


File Edit Assets GameObject Component Window Help
Pivot
Local
Layers
Layout
Scene
Console
Animator
Clear
Collapse
Clear on Play
Error Pause
Hierarchy
Create
All
background_home
manage_audio
Home_Canvas
Project
Create
mobile game menu kit
animation
audio
Editor
game_master_editor
Fonts
materials
prefab
scenes
world_1
W1_Stage_1
W1_Stage_2
world_2
W2_Stage_1
W2_Stage_2
End_screen
Home
script
Sprites
Inspector
Navigation
manage_audio
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Audio Listener
Game_master (Script)
go BACK when press device button/ESC
store enabled
show loading screen
profiles save slots
require to insert a name
start virtual money
press start and go to
Nested_world_stage_select_screen
world screen generation
Automatic
7. decide how many world you want and how many stages in each of them
Worlds
Total worlds
World 1
name
W - 1
stages
World 2
name
W - 2
stages
unlock after
Previous_world_is_finished
Start
Previous_world_is_finished
Reach_this_star_score
Bui_it
this will be setup in store screen
8. decide when each world will be playable
Lives
Pad
Debug
Game
Animation
iPhone Wide (3:2)
Maximize on Play
Stats
Gizmos
WELCOME PLAYER!


9. setup lives rules
if you don't want to keep trak of lives, setinfinite lives true
Choose if show a "continue?" window
Decice what happen when the player a no more lives
this is for games like platform
and this for puzzle games
WELCOME PLAYER!

File Edit Assets GameObject Component Window Help

Pivot | Local | Layers | Layout

Scene | Console | Animator

Clear | Collapse | Clear on Play | Error Pause

Useful variables:

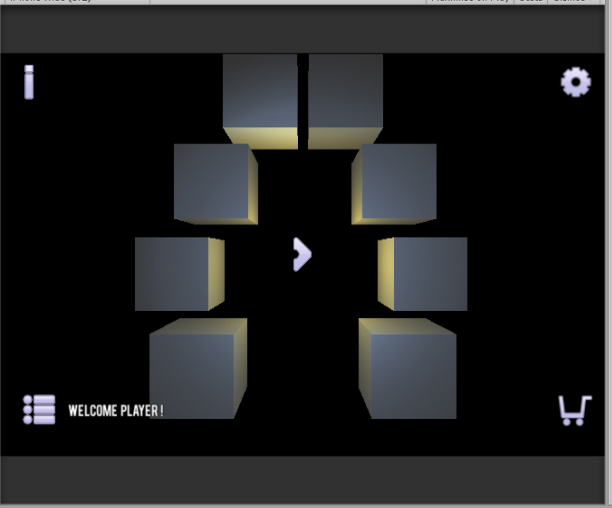
game_master.music_on[my_game_master.current_profile_selected]
game_master.music_volume[my_game_master.current_profile_selected]

game_master.sfx_on[my_game_master.current_profile_selected]
game_master.sfx_volume[my_game_master.current_profile_selected]

game_master.voice_on[my_game_master.current_profile_selected]
game_master.voice_volume[my_game_master.current_profile_selected]

Game | Animation

iPhone Wide (3:2) | Maximize on Play | Stats | Gizmos




Hierarchy

Create | All

- background_home
- manage_audio
- Home_Canvas

Project

Create

- mobile game menu kit
  - animation
  - audio
  - Editor
    - game_master_editor
  - Fonts
  - materials
  - prefab
  - scenes
    - world_1
      - W1_Stage_1
      - W1_Stage_2
    - world_2
      - W2_Stage_1
      - W2_Stage_2
    - End_screen
    - Home
  - script
  - Sprites

Inspector | Navigation

manage_audio | Static

Tag: Untagged | Layer: Default

Prefab: Select | Revert | Apply

**Transform**

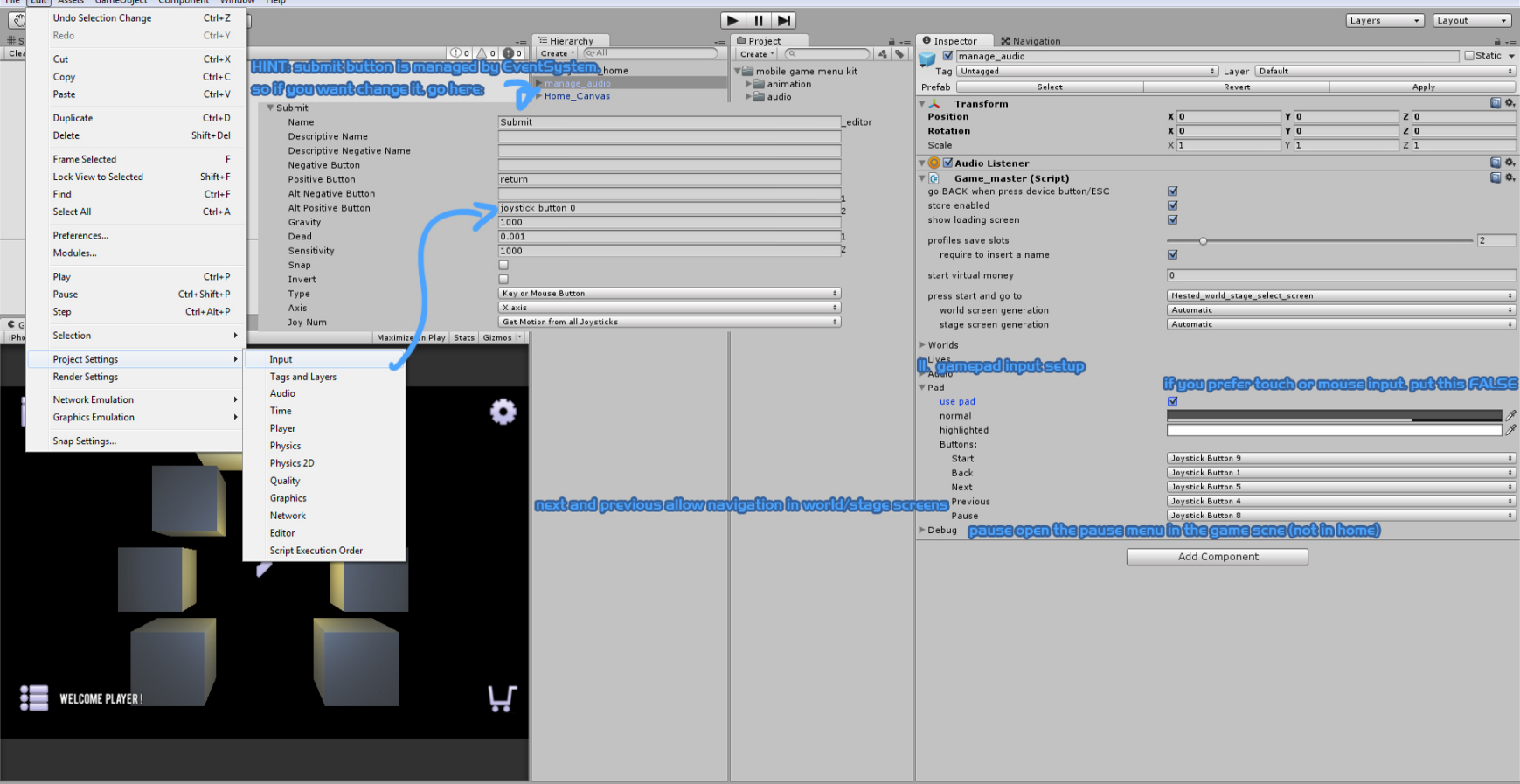
| | | | |
|---|---|---|---|
| Position | X 0 | Y 0 | Z 0 |
| Rotation | X 0 | Y 0 | Z 0 |
| Scale | X 1 | Y 1 | Z 1 |

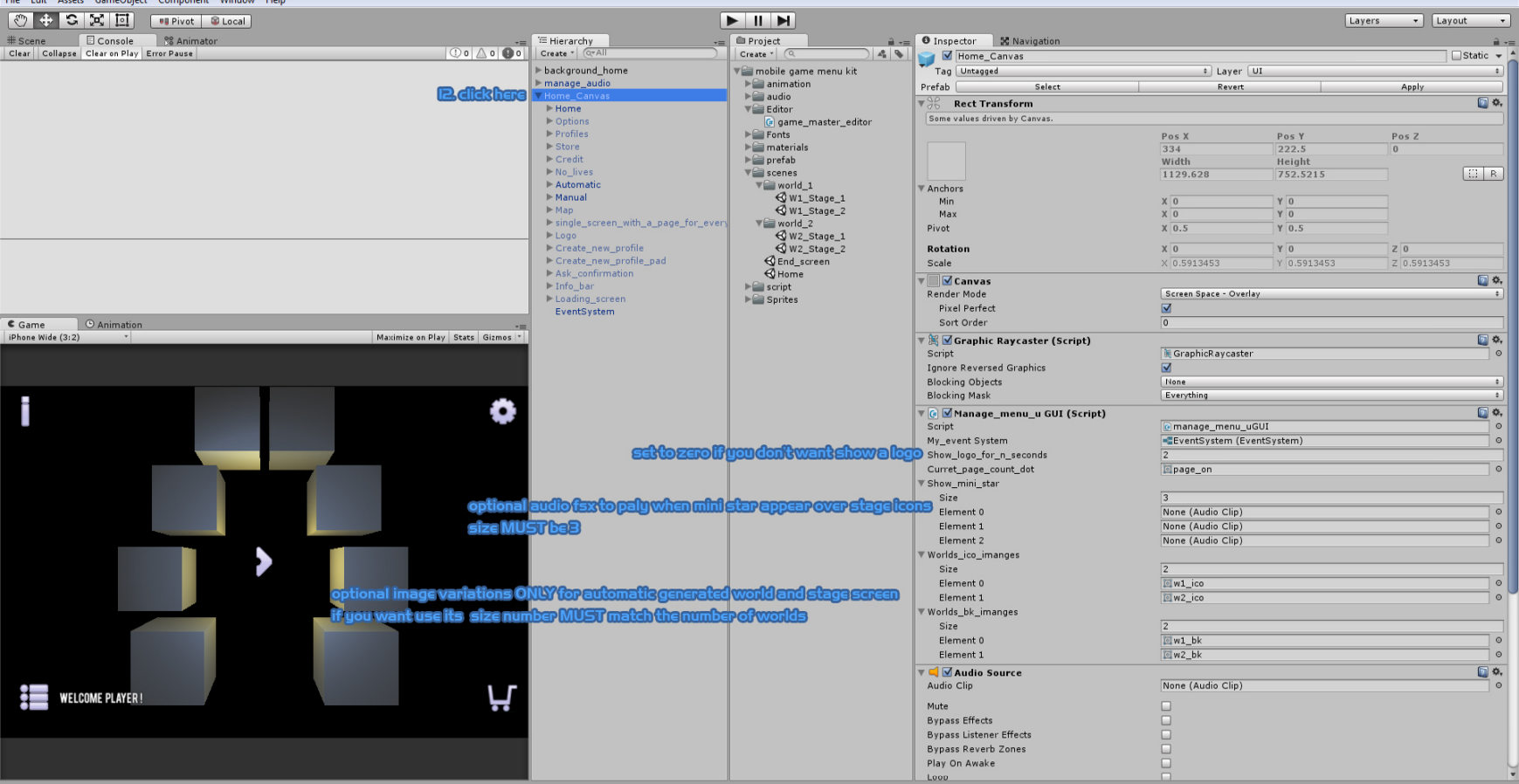
**Audio Listener**

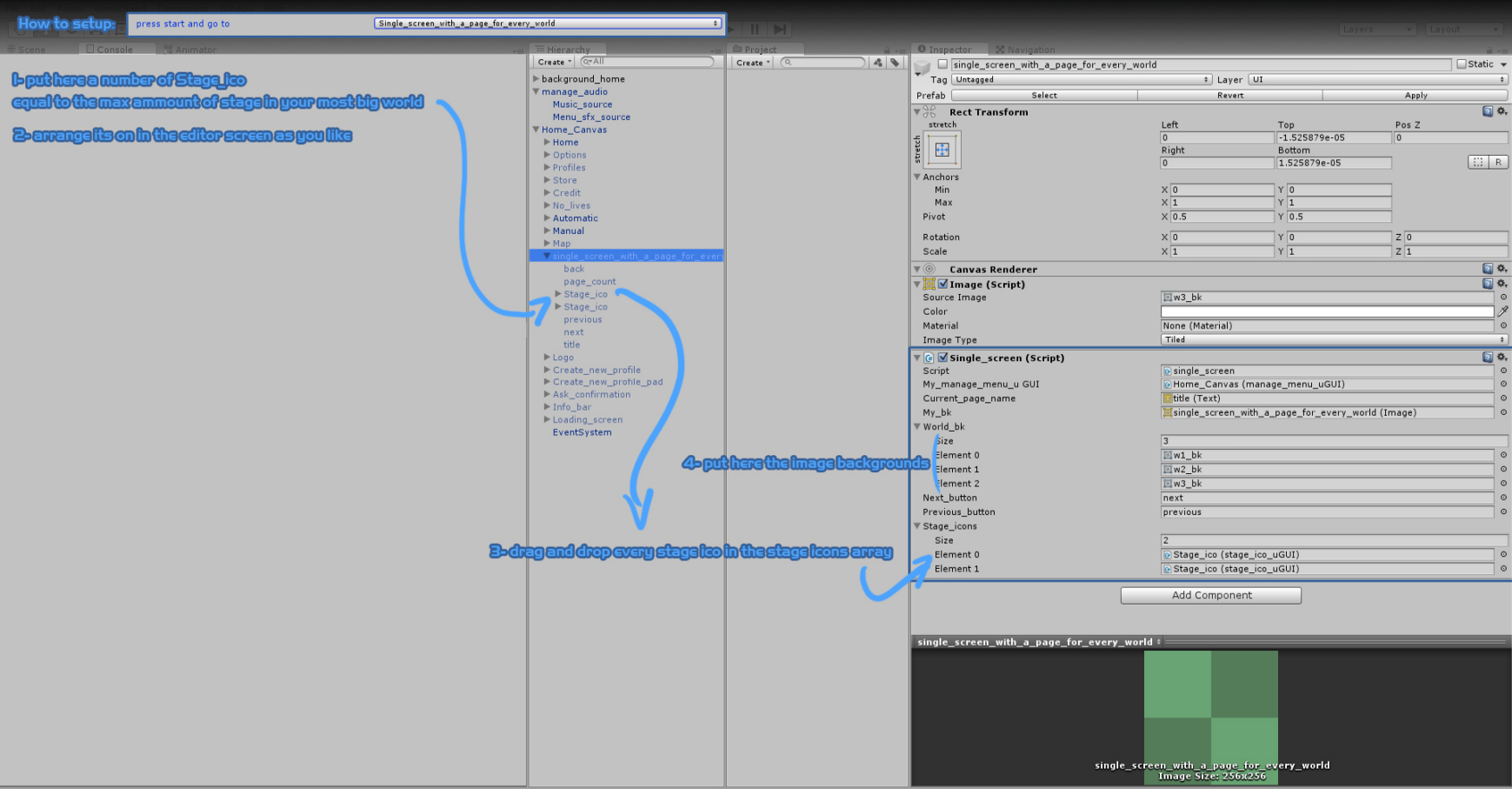
**Game_master (Script)**

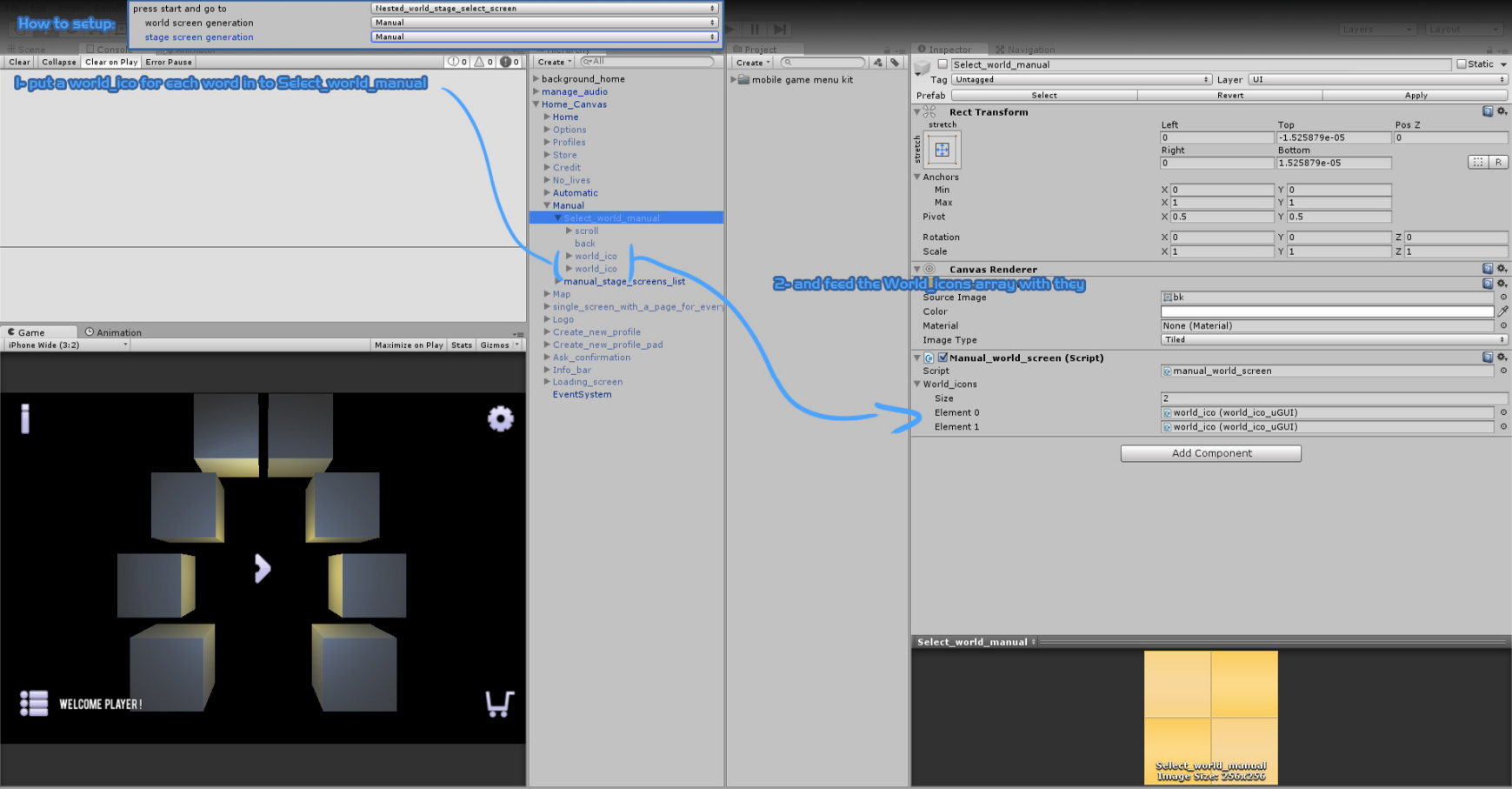
- go BACK when press device button/ESC ☑
- store enabled ☑
- show loading screen ☑
- profiles save slots: 2
  - require to insert a name ☑
- start virtual money: 0
- press start and go to: Nested_world_stage_select_screen
  - world screen generation: Automatic
  - stage screen generation: Automatic
- Worlds
- Lives
- Audio — 10. put your audio file here (use audio 2D files)
  - sfx source: Menu_sfx_source
  - tap sfx: None (AudioClip)
  - tap error sfx: None (AudioClip)
  - music source: Music_source
  - fade music: 1
  - music menu: None (AudioClip)
  - When win play: Music
    - music stage win: None (Au ⊙ loop ☐
    - big star 1 sfx: None (AudioClip)
    - big star 2 sfx: None (AudioClip)
    - big star 3 sfx: None (AudioClip)
  - When lose play: Music
    - music stage lose: None (Au ⊙ loop ☐
- Pad
- Debug

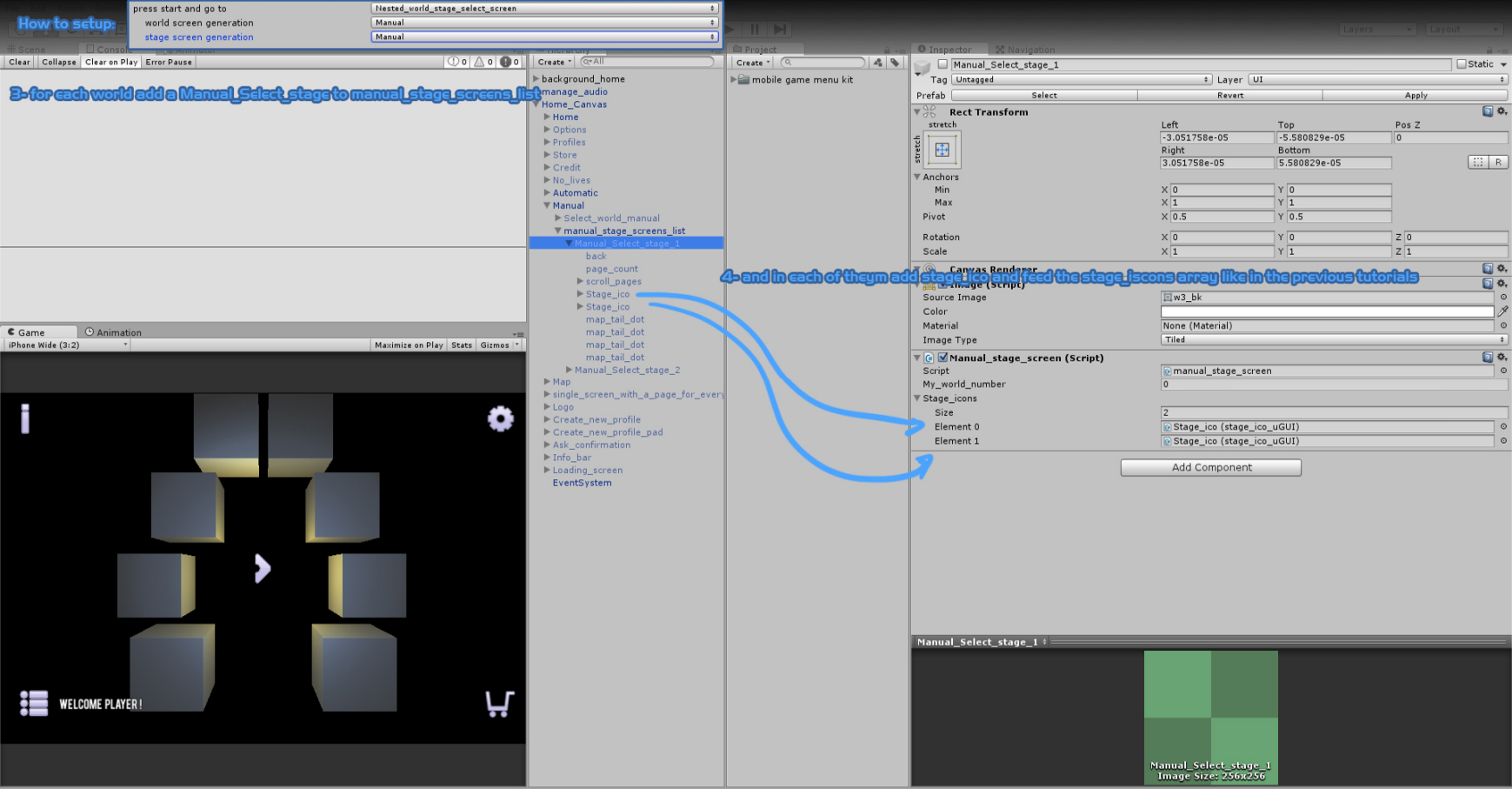
Add Component

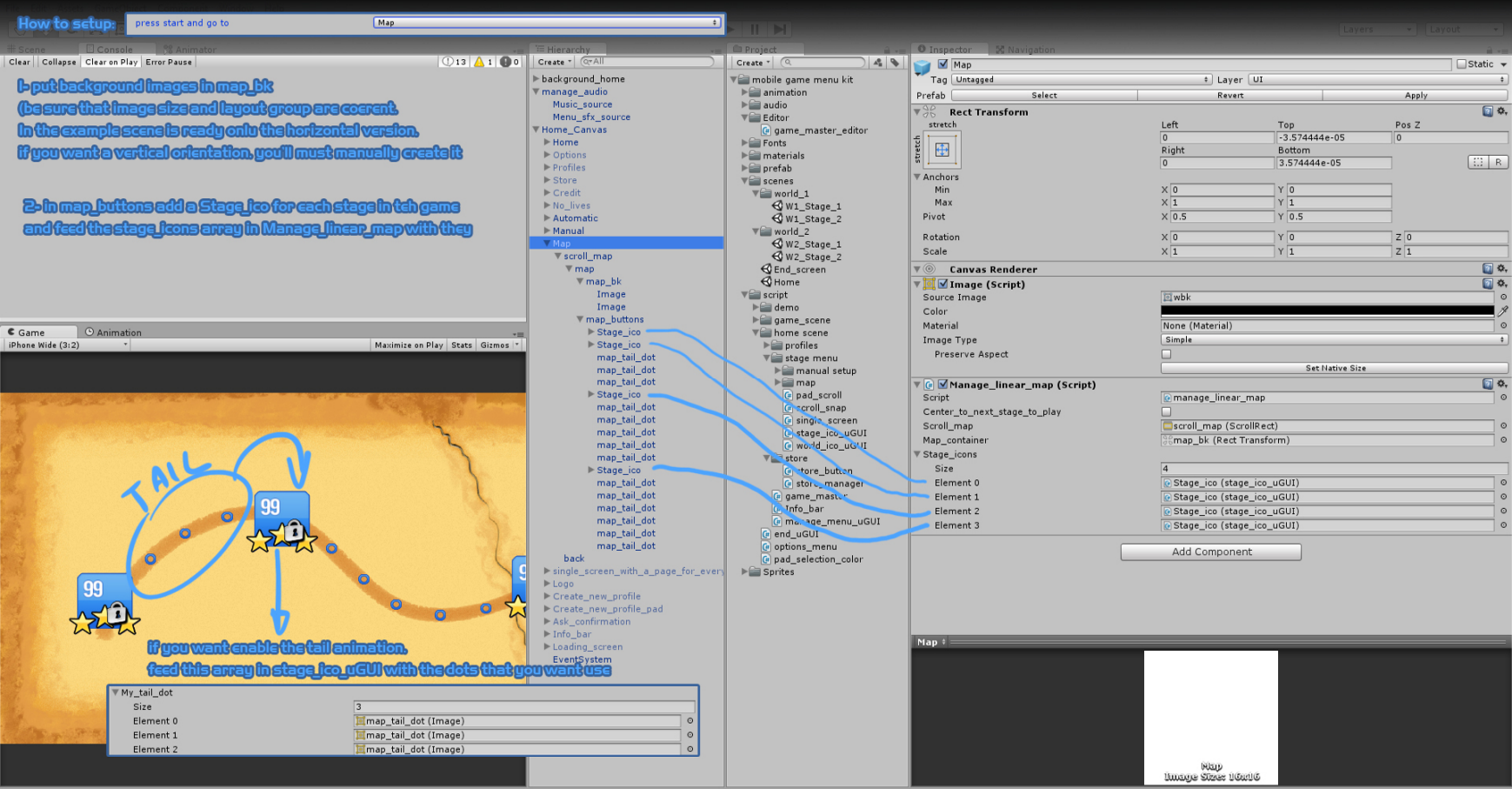

HINT: submit button is managed by EventSystem,
so if you want change it, go here:
Input
joystick button 0
Key or Mouse Button
X axis
Get Motion from all Joysticks
WELCOME PLAYER!
next and previous allow navigation in world/stage screens
II. Gamepad input setup
if you prefer touch or mouse input, put this FALSE
pause open the pause menu in the game scne (not in home)

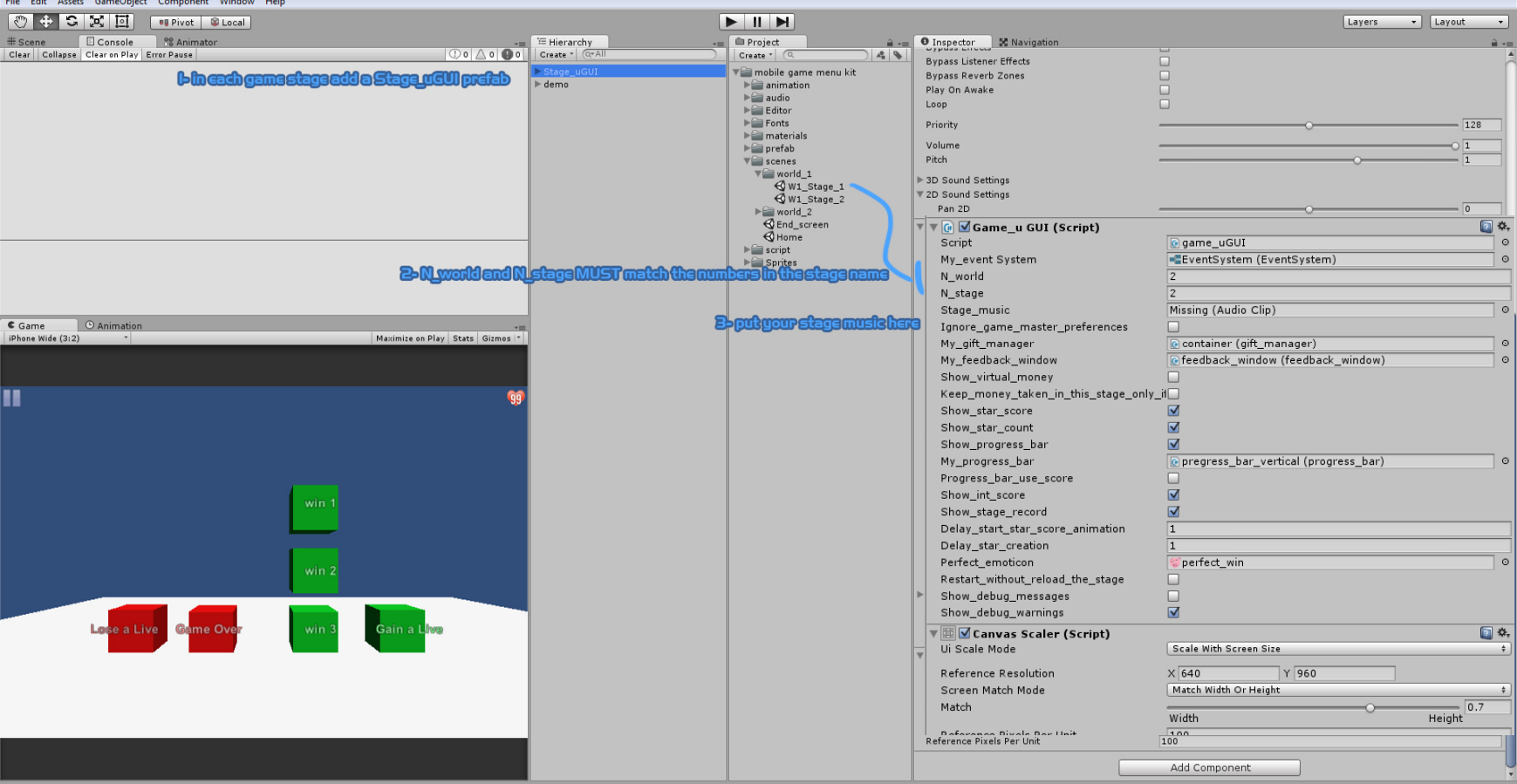

12. click here
set to zero if you don't want show a logo
optional audio fsx to paly when mini star appear over stage icons
size MUST be 3
optional image variations ONLY for automatic generated world and stage screen
if you want use its size number MUST match the number of worlds
WELCOME PLAYER!

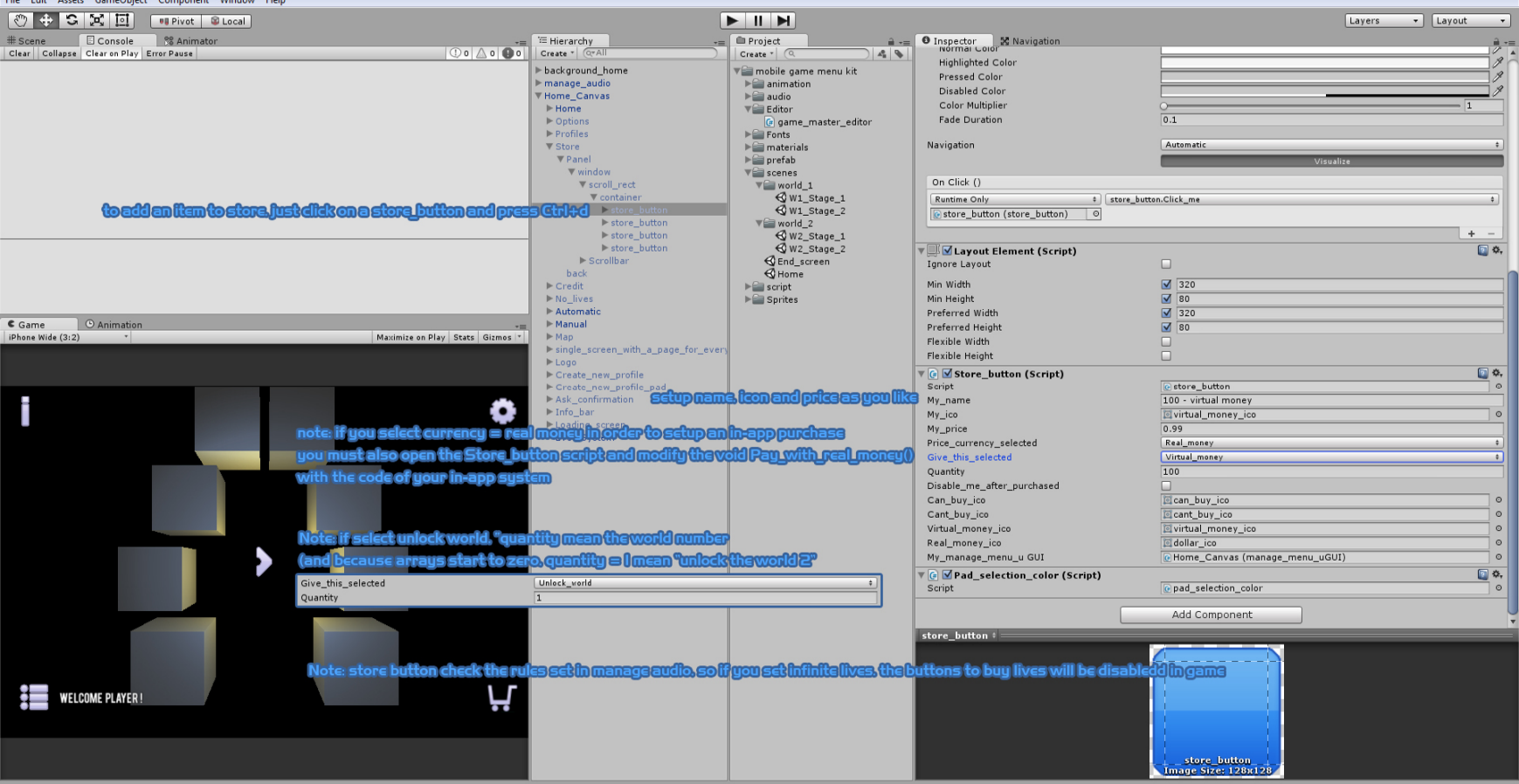

How to setup:
press start and go to
Single_screen_with_a_page_for_every_world
1- put here a number of Stage_ico
equal to the max ammount of stage in your most big world
2- arrange its on in the editor screen as you like
3- drag and drop every stage ico in the stage icons array
4- put here the image backgrounds
Hierarchy
background_home
manage_audio
Music_source
Menu_sfx_source
Home_Canvas
Home
Options
Profiles
Store
Credit
No_lives
Automatic
Manual
Map
single_screen_with_a_page_for_ever
back
page_count
Stage_ico
Stage_ico
previous
next
title
Logo
Create_new_profile
Create_new_profile_pad
Ask_confirmation
Info_bar
Loading_screen
EventSystem
Inspector
single_screen_with_a_page_for_every_world
Tag Untagged
Layer UI
Prefab Select Revert Apply
Rect Transform
Left 0
Top -1.525879e-05
Pos Z 0
Right 0
Bottom 1.525879e-05
Anchors
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image (Script)
Source Image w3_bk
Color
Material None (Material)
Image Type Tiled
Single_screen (Script)
Script single_screen
My_manage_menu_u GUI Home_Canvas (manage_menu_uGUI)
Current_page_name title (Text)
My_bk single_screen_with_a_page_for_every_world (Image)
World_bk
Size 3
Element 0 w1_bk
Element 1 w2_bk
Element 2 w3_bk
Next_button next
Previous_button previous
Stage_icons
Size 2
Element 0 Stage_ico (stage_ico_uGUI)
Element 1 Stage_ico (stage_ico_uGUI)
Add Component
single_screen_with_a_page_for_every_world
Image Size: 256x256


How to setup:
press start and go to
Nested_world_stage_select_screen
world screen generation
Manual
stage screen generation
Manual
1- put a world_ico for each word in to Select_world_manual
2- and feed the World_icons array with they
background_home
manage_audio
Home_Canvas
Home
Options
Profiles
Store
Credit
No_lives
Automatic
Manual
Select_world_manual
scroll
back
world_ico
world_ico
manual_stage_screens_list
Map
single_screen_with_a_page_for_every
Logo
Create_new_profile
Create_new_profile_pad
Ask_confirmation
Info_bar
Loading_screen
EventSystem
mobile game menu kit
Select_world_manual
Tag Untagged
Layer UI
Prefab
Select
Revert
Apply
Rect Transform
Left
Top
Pos Z
Right
Bottom
Anchors
Min
Max
Pivot
Rotation
Scale
Canvas Renderer
Source Image
bk
Color
Material
None (Material)
Image Type
Tiled
Manual_world_screen (Script)
Script
manual_world_screen
World_icons
Size
2
Element 0
world_ico (world_ico_uGUI)
Element 1
world_ico (world_ico_uGUI)
Add Component
Select_world_manual
Image Size 256x256
WELCOME PLAYER!


How to setup:
press start and go to
Nested_world_stage_select_screen
world screen generation
Manual
stage screen generation
Manual
3- for each world add a Manual_Select_stage to manual_stage_screens_list
4- and in each of theym add stage1 icon and ced the stage_icons array like in the previous tutorials
Clear
Collapse
Clear on Play
Error Pause
Game
Animation
iPhone Wide (3:2)
Maximize on Play
Stats
Gizmos
WELCOME PLAYER!
Hierarchy
Create
background_home
manage_audio
Home_Canvas
Home
Options
Profiles
Store
Credit
No_lives
Automatic
Manual
Select_world_manual
manual_stage_screens_list
Manual_Select_stage_1
back
page_count
scroll_pages
Stage_ico
Stage_ico
map_tail_dot
map_tail_dot
map_tail_dot
map_tail_dot
Manual_Select_stage_2
Map
single_screen_with_a_page_for_every
Logo
Create_new_profile
Create_new_profile_pad
Ask_confirmation
Info_bar
Loading_screen
EventSystem
Project
mobile game menu kit
Inspector
Navigation
Manual_Select_stage_1
Static
Tag
Untagged
Layer
UI
Prefab
Select
Revert
Apply
Rect Transform
stretch
Left
Top
Pos Z
-3.051758e-05
-5.580829e-05
0
Right
Bottom
3.051758e-05
5.580829e-05
Anchors
Min
X 0
Y 0
Max
X 1
Y 1
Pivot
X 0.5
Y 0.5
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Canvas Renderer
Image (Script)
Source Image
w3_bk
Color
Material
None (Material)
Image Type
Tiled
Manual_stage_screen (Script)
Script
manual_stage_screen
My_world_number
0
Stage_icons
Size
2
Element 0
Stage_ico (stage_ico_uGUI)
Element 1
Stage_ico (stage_ico_uGUI)
Add Component
Manual_Select_stage_1
Manual_Select_stage_1
Image Size: 256x256


How to setup:
press start and go to
Map
1- put background images in map_bk
(be sure that image size and layout group are coerent.
In the example scene is ready only the horizontal version.
if you want a vertical orientation, you'll must manually create it
2- in map_buttons add a Stage_ico for each stage in teh game
and feed the stage_icons array in Manage_linear_map with they
TAIL
99
99
if you want enable the tail animation,
feed this array in stage_ico_uGUI with the dots that you want use
My_tail_dot
Size 3
Element 0 map_tail_dot (Image)
Element 1 map_tail_dot (Image)
Element 2 map_tail_dot (Image)
Hierarchy
background_home
manage_audio
Music_source
Menu_sfx_source
Home_Canvas
Home
Options
Profiles
Store
Credit
No_lives
Automatic
Manual
Map
scroll_map
map
map_bk
Image
Image
map_buttons
Stage_ico
Stage_ico
map_tail_dot
Stage_ico
Stage_ico
back
single_screen_with_a_page_for_every
Logo
Create_new_profile
Create_new_profile_pad
Ask_confirmation
Info_bar
Loading_screen
EventSystem
Project
mobile game menu kit
animation
audio
Editor
game_master_editor
Fonts
materials
prefab
scenes
world_1
W1_Stage_1
W1_Stage_2
world_2
W2_Stage_1
W2_Stage_2
End_screen
Home
script
demo
game_scene
home scene
profiles
stage menu
manual setup
map
pad_scroll
scroll_snap
single_screen
stage_ico_uGUI
world_ico_uGUI
store
store_button
store_manager
game_master
Info_bar
manage_menu_uGUI
end_uGUI
options_menu
pad_selection_color
Sprites
Inspector
Map
Static
Tag Untagged
Layer UI
Prefab Select Revert Apply
Rect Transform
stretch
Left 0
Top -3.574444e-05
Pos Z 0
Right 0
Bottom 3.574444e-05
Anchors
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image (Script)
Source Image wbk
Color
Material None (Material)
Image Type Simple
Preserve Aspect
Set Native Size
Manage_linear_map (Script)
Script manage_linear_map
Center_to_next_stage_to_play
Scroll_map scroll_map (ScrollRect)
Map_container map_bk (Rect Transform)
Stage_icons
Size 4
Element 0 Stage_ico (stage_ico_uGUI)
Element 1 Stage_ico (stage_ico_uGUI)
Element 2 Stage_ico (stage_ico_uGUI)
Element 3 Stage_ico (stage_ico_uGUI)
Add Component
Map
Image Size: 16x16


1- in each game stage add a Stage_uGUI prefab
2- N_world and N_stage MUST match the numbers in the stage name
3- put your stage music here
Stage_uGUI
demo
mobile game menu kit
animation
audio
Editor
Fonts
materials
prefab
scenes
world_1
W1_Stage_1
W1_Stage_2
world_2
End_screen
Home
script
Sprites
Game_u GUI (Script)
Script
game_uGUI
My_event System
EventSystem (EventSystem)
N_world
2
N_stage
2
Stage_music
Missing (Audio Clip)
My_gift_manager
container (gift_manager)
My_feedback_window
feedback_window (feedback_window)
My_progress_bar
pregress_bar_vertical (progress_bar)
Delay_start_star_score_animation
1
Delay_star_creation
1
Perfect_emoticon
perfect_win
Canvas Scaler (Script)
Ui Scale Mode
Scale With Screen Size
Reference Resolution
X 640
Y 960
Screen Match Mode
Match Width Or Height
Match
0.7
Width
Height
Reference Pixels Per Unit
100
Add Component
win 1
win 2
win 3
Lose a Live
Game Over
Gain a Live


to add an item to store, just click on a store_button and press Ctrl+d
setup name, icon and price as you like
note: if you select currency = real money in order to setup an in-app purchase
you must also open the Store_button script and modify the void Pay_with_real_money()
with the code of your in-app system
Note: if select unlock world, "quantity mean the world number
(and because arrays start to zero, quantity = 1 mean "unlock the world 2"
Give_this_selected
Unlock_world
Quantity
1
Note: store button check the rules set in manage audio, so if you set infinite lives, the buttons to buy lives will be disabled in game
WELCOME PLAYER!
store_button
Image Size: 128x128

Incremental items are setup in manage_audio > incremental_item_manager

button in sotore will be add automatically by this script

price array size MUST have same number of Max level

icon array can have same number or less (minimum one)

File Edit Assets GameObject Component Window Help

Pivot | Local | Layers | Layout

Scene | Console | Animator

Clear | Collapse | Clear on Play | Error Pause

Hierarchy

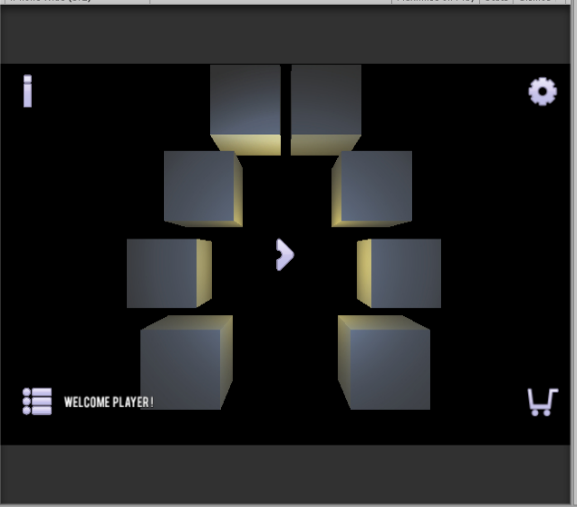
- background_home
- manage_audio
- Home_Canvas

Project

- mobile game menu kit

Game | Animation

iPhone Wide (3:2) | Maximize on Play | Stats | Gizmos




Inspector | Navigation

manage_audio | Static

Tag: Untagged | Layer: Default

Prefab: Select | Revert | Apply

**Transform**

| | | | |
|---|---|---|---|
| Position | X 0 | Y 0 | Z 0 |
| Rotation | X 0 | Y 0 | Z 0 |
| Scale | X 1 | Y 1 | Z 1 |

**Audio Listener**

**Game_master (Script)**

- go BACK when press device button/ESC: ☑
- store enabled: ☑
- show loading screen: ☑
- profiles save slots: 3
  - require to insert a name: ☑
- start virtual money: 0
- press start and go to: Nested_world_stage_select_screen
  - world screen generation: Automatic
  - stage screen generation: Automatic
- Worlds
- Lives
- Audio
- Pad
- Debug

**Incremental_item_manager (Script)**

- Script: incremental_item_manager
- Item_list
  - Size: 1
  - super-power
    - Name: super-power
    - Max_level: 3
    - Icon
      - Size: 3
      - Element 0: star_on
      - Element 1: star_on
      - Element 2: star_on
    - Price
      - Size: 3
      - Element 0: 10
      - Element 1: 20
      - Element 2: 40
    - Require_real_money: ☐

Add Component