Jump Rocket Documentation.

First of all thanks very much for purchasing my asset, it really encourages me to continue developing it further and supports me.

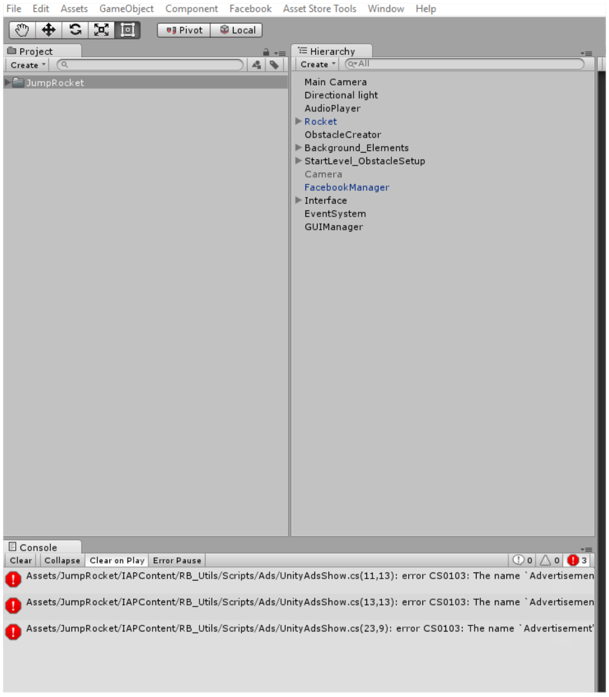
To start, you can visit additional places to find extra help in a more dedicated way:

- You can contact me at: support@rainbirth.com
- You can join the discussion on the fórum: http://forum.unity3d.com/threads/released-rocket-jump-procedural-level-project.288851/
- You can enter our wiki where you can find additional information: http://www.rainbirth.com/mediaWiki/index.php?title=RocketJump

Don't hesitate to contact me in case you need any help, as I'm activelly developing the Project.

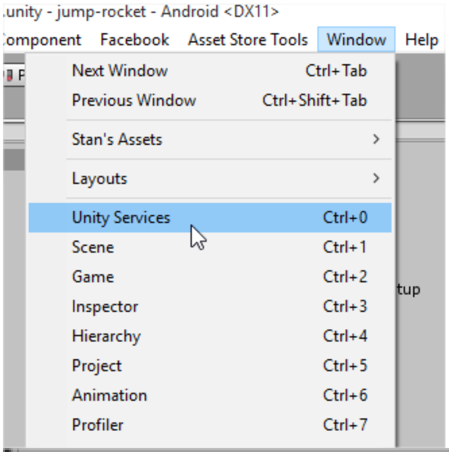
Step by Step installation.

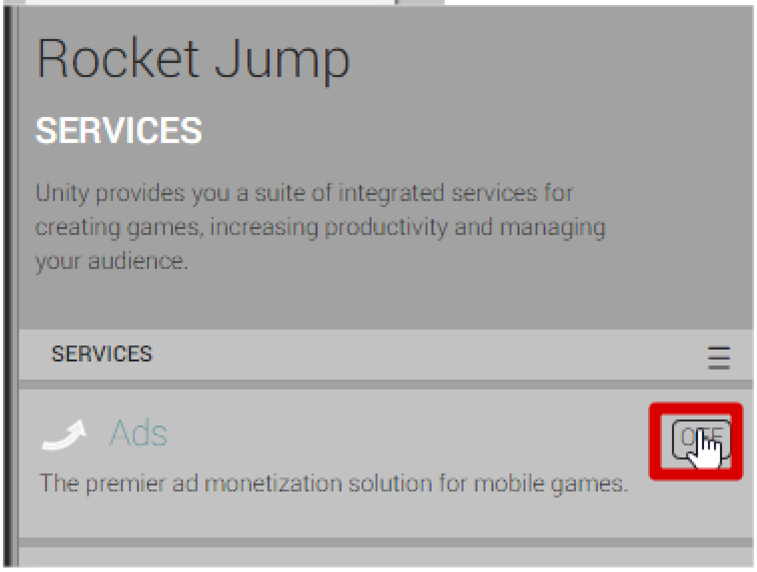
As soon as you download the pack you'll see these errors, they are NORMAL!, it's telling you that you don't have the UnityAds enabled.



```
Assets/JumpRocket/IAPContent/RB_Utils/Scripts/Ads/UnityAdsShow.cs(11,13): error CS0103: The name `Advertisemen
Assets/JumpRocket/IAPContent/RB_Utils/Scripts/Ads/UnityAdsShow.cs(13,13): error CS0103: The name `Advertisemen
Assets/JumpRocket/IAPContent/RB_Utils/Scripts/Ads/UnityAdsShow.cs(23,9): error CS0103: The name `Advertisement'
```

To enable UnityAds just open the services tab and add them, if you don’t want them, please refer to the last point in the document where I explain the Environment Variables..



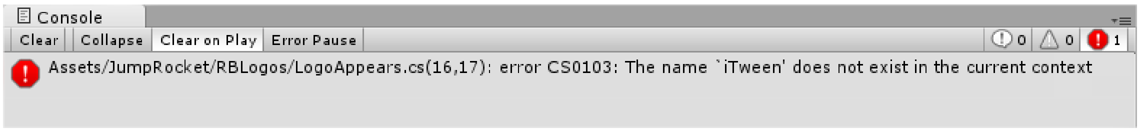

Rocket Jump

SERVICES

Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.

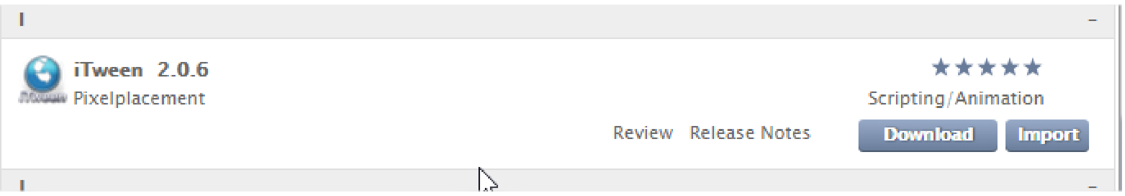
The premier ad monetization solution for mobile games.

Once you’ve configured them you’ll see the following error:



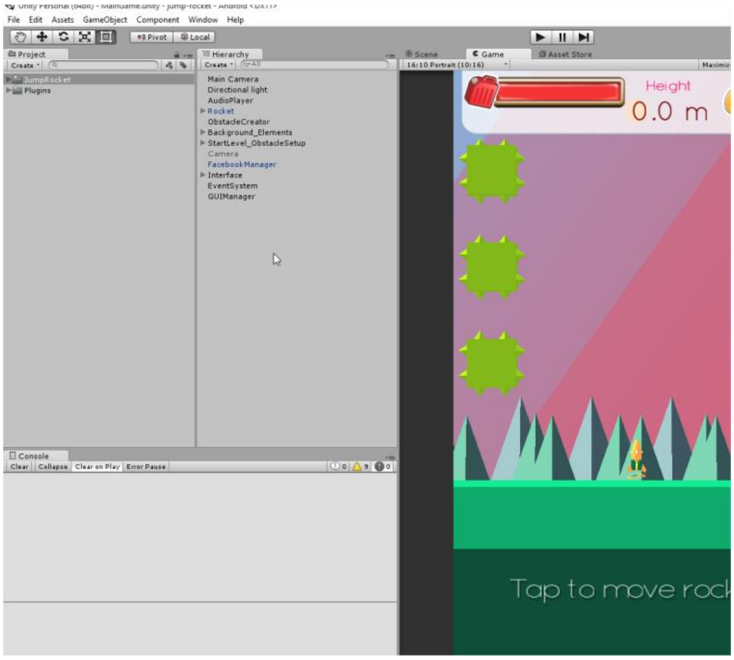
```
Assets/JumpRocket/RBLogos/LogoAppears.cs(16,17): error CS0103: The name `iTween' does not exist in the current context
```

Now you need to import the iTween free Package from your asset store.



iTween Works really well, consider collaborating to its creator.

Now everything should work!

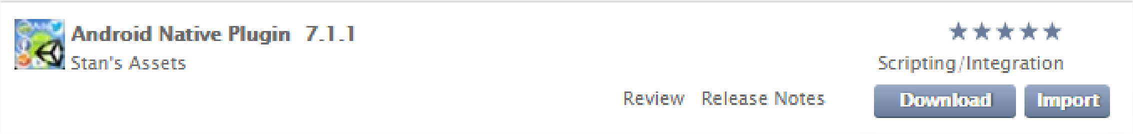


Extending functionality.

In order to use IAP you'll need an external asset, this is completelly optional in case you just want to go with the ADS you can, in case you wan to use the IAP to purchase products you can get it using StanAssets Android Native, although some people has integrated addtional IAP packages easily. If you don't want to use IAP please go to the Environment Variables Section.

Lets go for this solution right now:

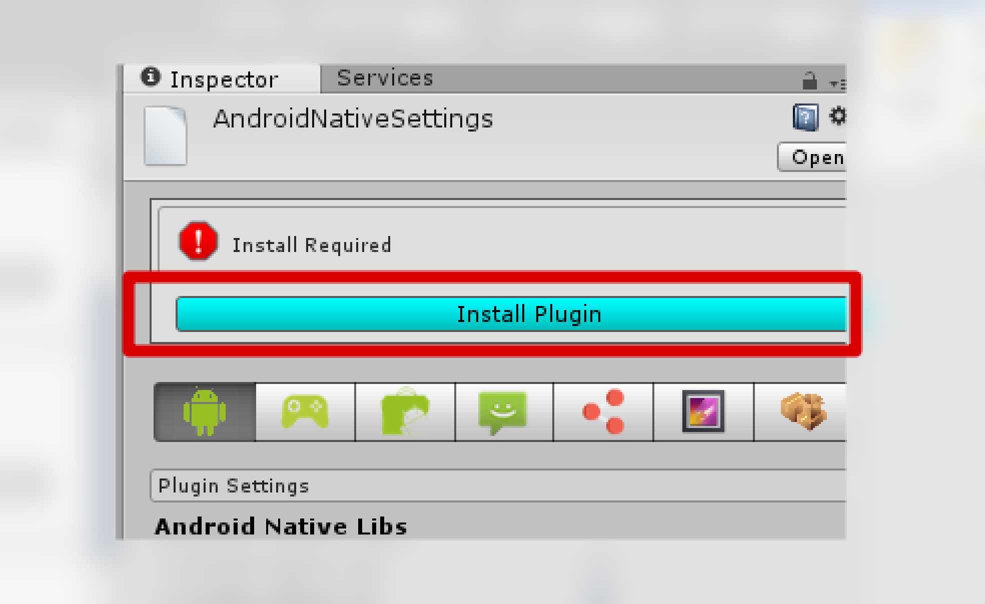
Import your AndroidNative Pack:



Android Native Plugin 7.1.1
Stan's Assets

★★★★★
Scripting/Integration

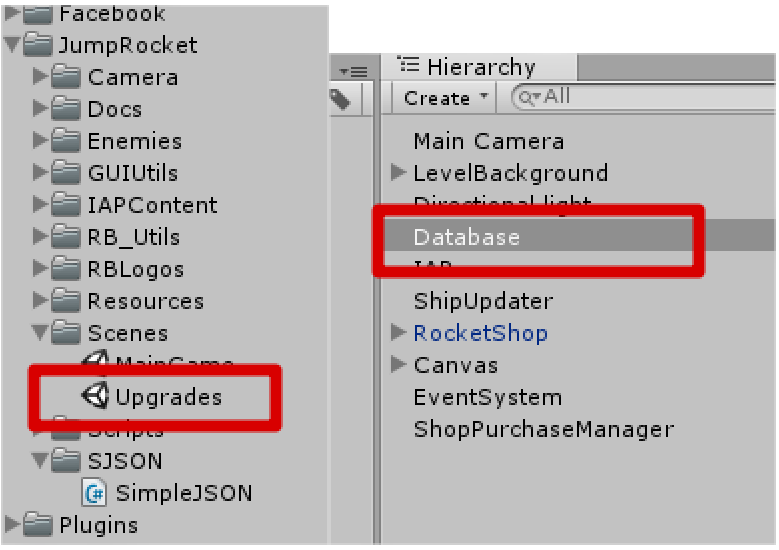
Now in the inspector click the INSTALL PLUGIN button.



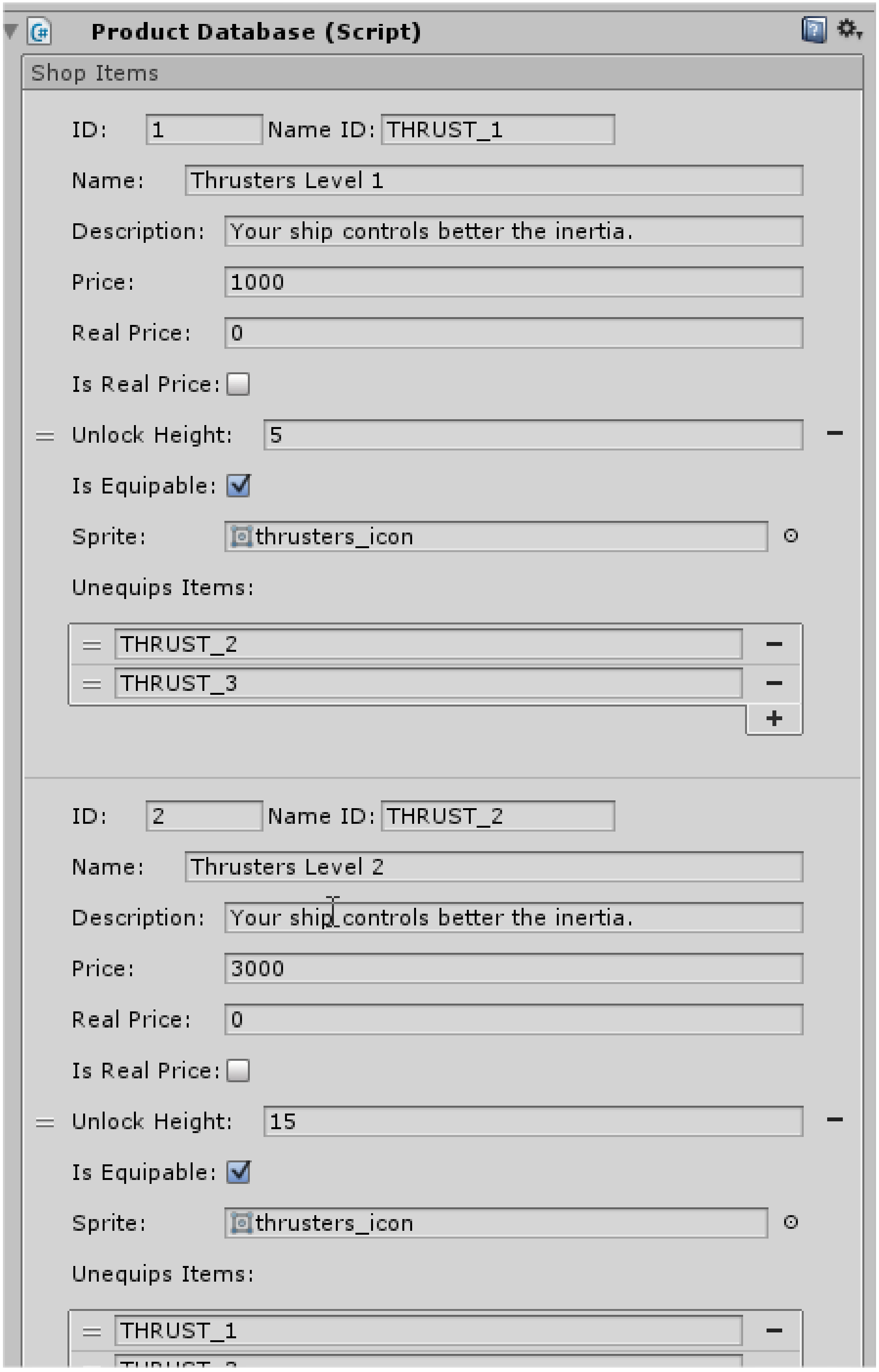
Now Everything is setup. Lets start with the fun! ☺

Adding IAP products & Customizing the Shop.

Open the shop scene in your Project hierarchy:



Once you open the Database, you'll find a Product database array on your inspector:



Product Database (Script)

Shop Items

ID: 1 Name ID: THRUST_1

Name: Thrusters Level 1

Description: Your ship controls better the inertia.

Price: 1000

Real Price: 0

Is Real Price: □

Unlock Height: 5

Is Equipable: ☑

Sprite: thrusters_icon

Unequips Items:

- THRUST_2
- THRUST_3

ID: 2 Name ID: THRUST_2

Name: Thrusters Level 2

Description: Your ship controls better the inertia.

Price: 3000

Real Price: 0

Is Real Price: □

Unlock Height: 15

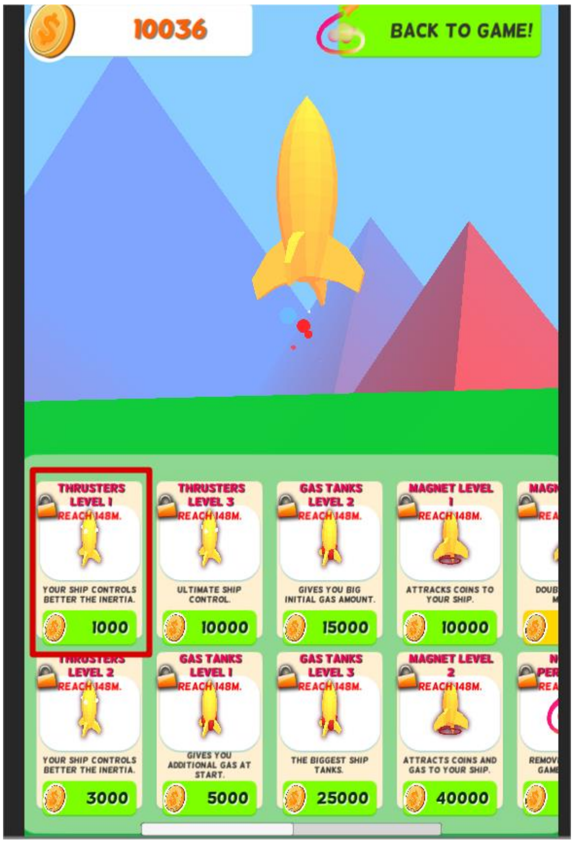
Is Equipable: ☑

Sprite: thrusters_icon

Unequips Items:

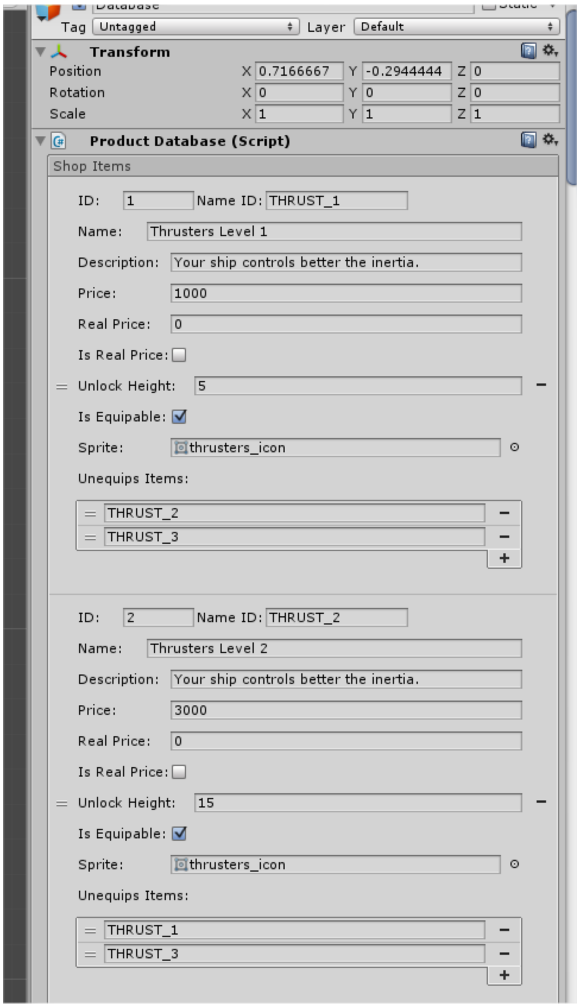
- THRUST_1

These are the products that will appear in your shop later on:



The shop is autogenerated from the Database entries, this means that you can reorder and customize it at will.

By adding products you'll populate the shop using our reorderable list interface:



Tag Untagged Layer Default

Transform

Position X 0.7166667 Y -0.2944444 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Product Database (Script)

Shop Items

ID: 1 Name ID: THRUST_1

Name: Thrusters Level 1

Description: Your ship controls better the inertia.

Price: 1000

Real Price: 0

Is Real Price: □

Unlock Height: 5

Is Equipable: ☑

Sprite: thrusters_icon

Unequips Items:

- THRUST_2
- THRUST_3

ID: 2 Name ID: THRUST_2

Name: Thrusters Level 2

Description: Your ship controls better the inertia.

Price: 3000

Real Price: 0

Is Real Price: □

Unlock Height: 15

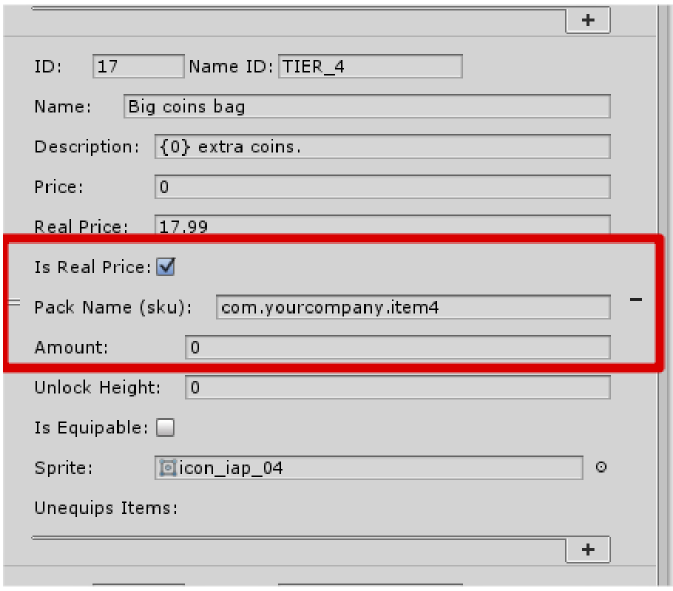
Is Equipable: ☑

Sprite: thrusters_icon

Unequips Items:

- THRUST_1
- THRUST_3

You'll use too the Real Price ítems, these ítems are used as the IAP products you'll sell, and have additional parameters.



ID: 17 Name ID: TIER_4

Name: Big coins bag

Description: {0} extra coins.

Price: 0

Real Price: 17.99

Is Real Price: ☑

Pack Name (sku): com.yourcompany.item4

Amount: 0

Unlock Height: 0

Is Equipable: □

Sprite: icon_iap_04

Unequips Items:

Player Prefs and new Serializer.

IMPORTANT FOR ACTUAL USERS

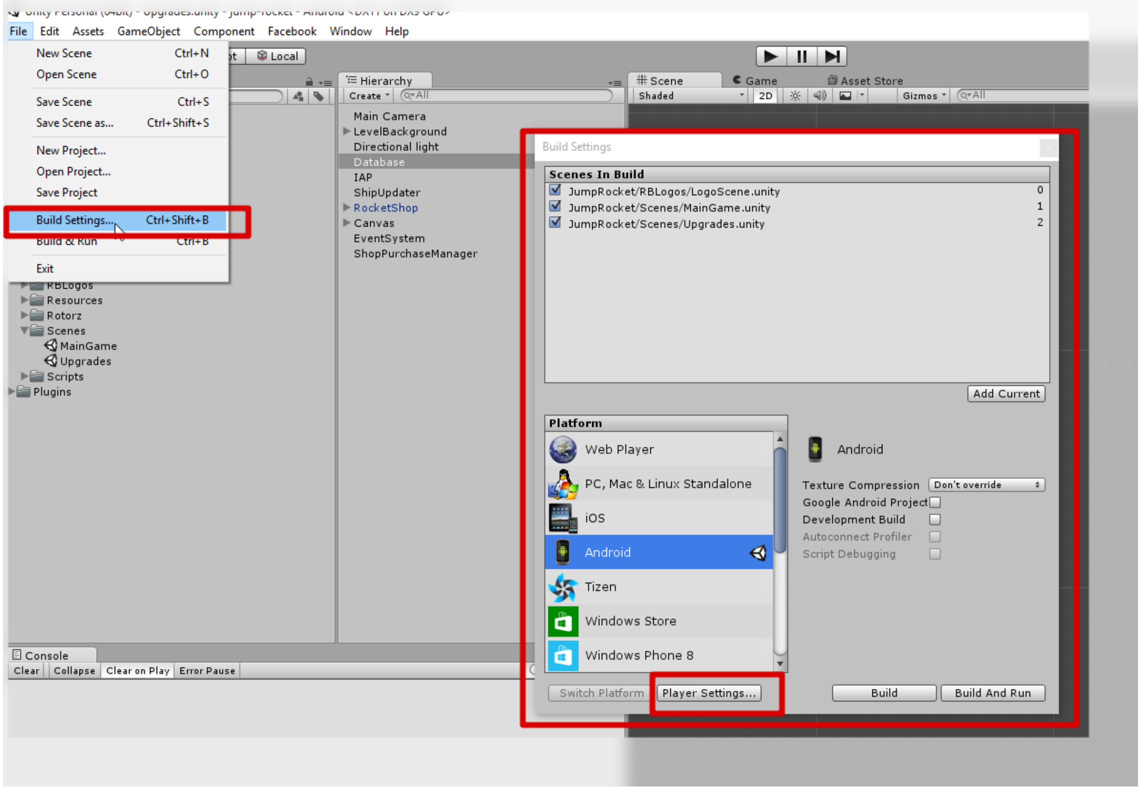
I've changed the serializer so it Works on Windows 8.1 builds. Because before it was using the binary formatters, make sure you remove your player prefs before testing with the new serializer.

Global Variables.

There are some #ifdef directives that use Environment Variables to activate or deactivate functionality.

- In order to use ADS you'll need to define the "USE_ADS" env variable.
- In order to use IAP you'll need to define the "USE_IAP" env variable.
- In order to avoid saving data to start always fresh in order to test different elements use the variable: "DONT_SAVE_DATA".

To enable them go to Build Settings:



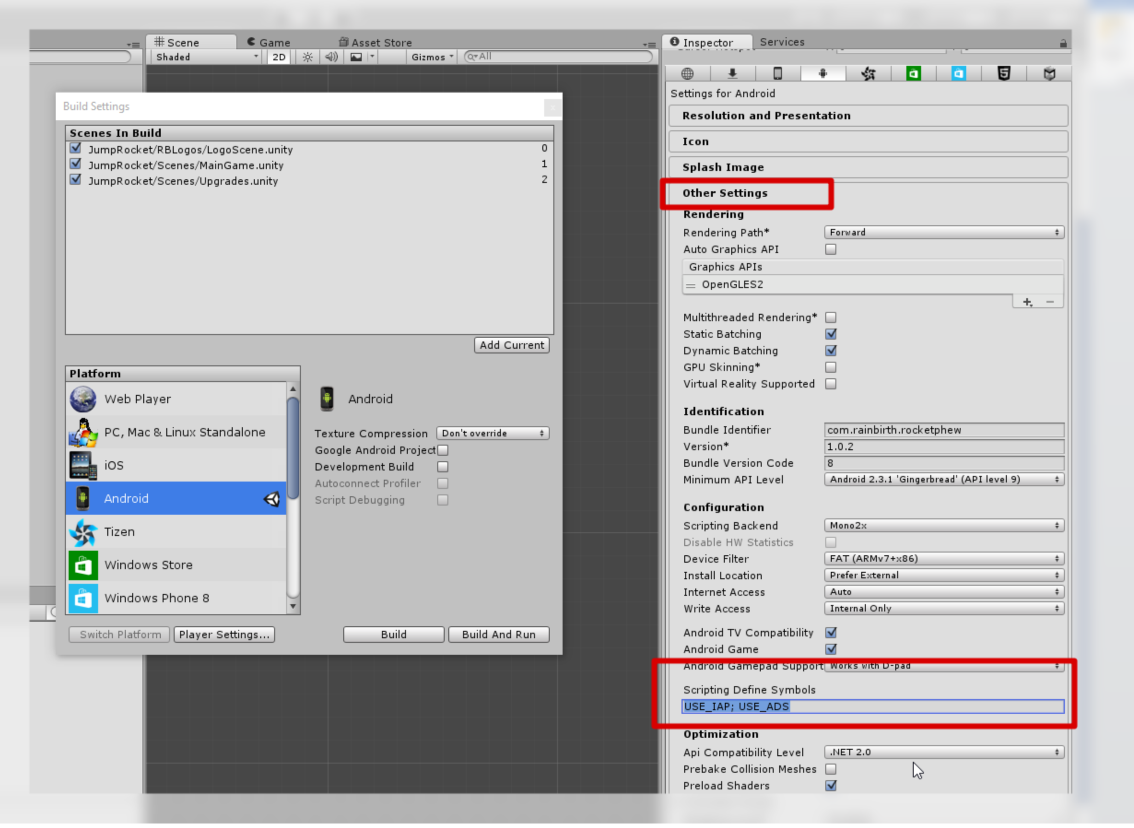
Scenes In Build

☑ JumpRocket/RBLogos/LogoScene.unity 0
☑ JumpRocket/Scenes/MainGame.unity 1
☑ JumpRocket/Scenes/Upgrades.unity 2

Android

Texture Compression Don't override
Google Android Project □
Development Build □
Autoconnect Profiler □
Script Debugging □

And then open the player Settings.



Build Settings

Scenes In Build

☑ JumpRocket/RBLogos/LogoScene.unity 0
☑ JumpRocket/Scenes/MainGame.unity 1
☑ JumpRocket/Scenes/Upgrades.unity 2

Platform

- Web Player
- PC, Mac & Linux Standalone
- iOS
- Android
- Tizen
- Windows Store
- Windows Phone 8

Android

Texture Compression: Don't override
Google Android Project □
Development Build □
Autoconnect Profiler □
Script Debugging □

Settings for Android

Resolution and Presentation

Icon

Splash Image

Other Settings

Rendering

Rendering Path*: Forward
Auto Graphics API □
Graphics APIs
OpenGLES2
Multithreaded Rendering* □
Static Batching ☑
Dynamic Batching ☑
GPU Skinning* □
Virtual Reality Supported □

Identification

Bundle Identifier: com.rainbirth.rocketphew
Version*: 1.0.2
Bundle Version Code: 8
Minimum API Level: Android 2.3.1 'Gingerbread' (API level 9)

Configuration

Scripting Backend: Mono2x
Disable HW Statistics □
Device Filter: FAT (ARMv7+x86)
Install Location: Prefer External
Internet Access: Auto
Write Access: Internal Only
Android TV Compatibility ☑
Android Game ☑
Android Gamepad Support: Works with D-pad
Scripting Define Symbols: USE_IAP; USE_ADS

Optimization

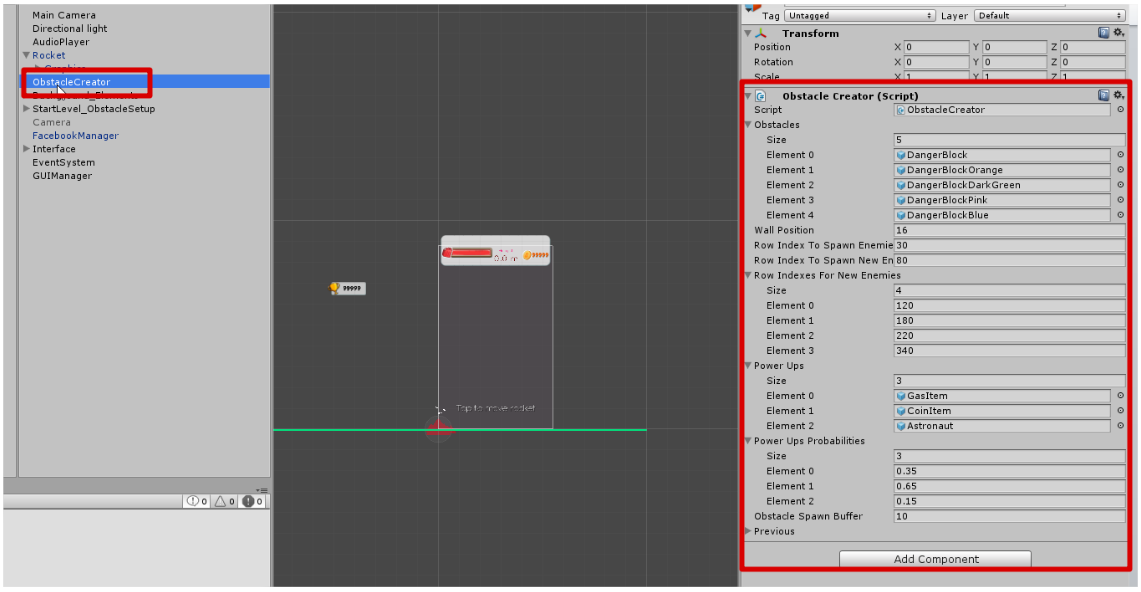
Api Compatibility Level: .NET 2.0
Prebake Collision Meshes □
Preload Shaders ☑

Customizing the Experience.

In order to customize the game assets and properties are exposed and I mainly work with prefabs, so you can easily replace one by another.

Lets start with the Tweaking values.

Tweaking the Spawning of Elements:



- Main Camera
- Directional light
- AudioPlayer
- Rocket
- ObstacleCreator
- StartLevel_ObstacleSetup
- Camera
- FacebookManager
- Interface
- EventSystem
- GUIManager

Tag: Untagged Layer: Default

Transform

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

Obstacle Creator (Script)

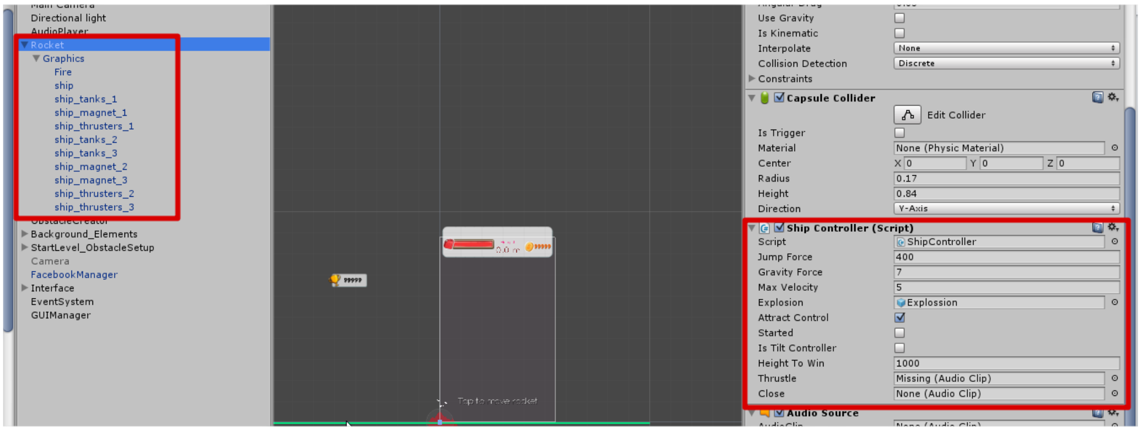
Script	ObstacleCreator
Obstacles	
Size	5
Element 0	DangerBlock
Element 1	DangerBlockOrange
Element 2	DangerBlockDarkGreen
Element 3	DangerBlockPink
Element 4	DangerBlockBlue
Wall Position	16
Row Index To Spawn Enemie	30
Row Index To Spawn New En	80
Row Indexes For New Enemies	
Size	4
Element 0	120
Element 1	180
Element 2	220
Element 3	340
Power Ups	
Size	3
Element 0	GasItem
Element 1	CoinItem
Element 2	Astronaut
Power Ups Probabilities	
Size	3
Element 0	0.35
Element 1	0.65
Element 2	0.15
Obstacle Spawn Buffer	10
Previous	

By modifying the variables in the ObstacleCreator script you can configure how the levels are played.

- Obstacles.
  - You can add new obstacles prefabs by adding them there. Just attach a prefab to the list and the obstacle creator will spawn it when you tell so.
- Row Indexes for new Enemies.
  - Here you define the row where the obstacles placed in the first list will appear, this means that you can control when they'll appear.
- Power Ups.
  - This is the list of power ups elements to spawn.
- Power Ups probabilities.
  - These are the probabilities associatted to the prefabs.

All these elements are explained in code inside the script.

Tweaking the ship



Use Gravity □
Is Kinematic □
Interpolate: None
Collision Detection: Discrete
Constraints

☑ Capsule Collider
Edit Collider
Is Trigger □
Material: None (Physic Material)
Center: X 0 Y 0 Z 0
Radius: 0.17
Height: 0.84
Direction: Y-Axis

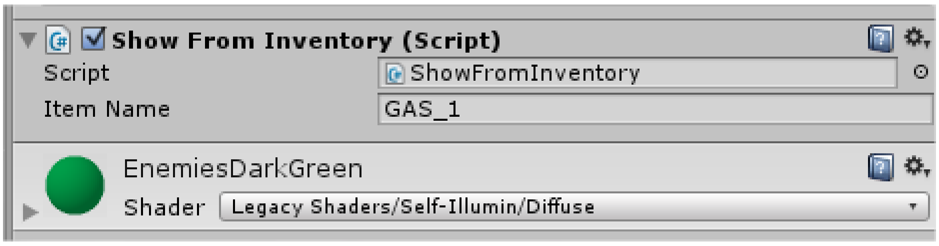
☑ Ship Controller (Script)
Script: ShipController
Jump Force: 400
Gravity Force: 7
Max Velocity: 5
Explosion: Explossion
Attract Control ☑
Started □
Is Tilt Controller □
Height To Win: 1000
Thrustle: Missing (Audio Clip)
Close: None (Audio Clip)

☑ Audio Source

Here you'll be able to tweak the ship of the game, you can look at the rounded áreas where I show you where the prameters are. I've added new parameters since last version.

Adding Upgrades / Change visuals.

To visually change the ship remember you must add the visual element to the ship prefab and attach to it a show from inventory.



☑ Show From Inventory (Script)
Script: ShowFromInventory
Item Name: GAS_1

EnemiesDarkGreen
Shader: Legacy Shaders/Self-Illumin/Diffuse

For instance this script will only show this object if the GAS_1 is equipped. Remember, you can add here all visuals that will be associated to this upgrade.