

8 Ball Multiplayer Guide

This documentation will guide you to setup and customize the game. It has been divided into the following steps:

1. Initial Setup
2. Changing the Graphics
3. Changing the Sounds
4. Adding New Cues
5. Adding New Tables
6. Adding New Avatars
7. Multiplayer Setup
8. Ads Settings
9. In-App Purchases Settings
10. Other Settings

1. Initial Setup:

Make sure you have Unity 2018.

After extracting the project to your desired location, open the project in Unity. First of all, check if there are any errors in the console. If there are any errors, these might be because of Unity Services. So go to Window -> General -> Services. And link the project to your Unity account. Make sure Ads, Analytics, In-App Purchases and Multiplayer are all enabled.

Then you need to do a one-time setup which is required to initialize some values. To do this, go to folder Assets/Game/Scenes in Unity editor. Open the scene Startup, and then play this scene. That's it, now you can close the scene and proceed to next steps.

2. Changing the Graphics:

To change the visuals of the game, you can simply replace the existing graphics files with your own files. All the images used in the game have been arranged in different folders. Go to folder Assets/Game/Sprites. There you will find different images placed in different folders. You can replace these images with your own. Keep the names of new images the same as the old ones, or the references to these images will be lost.

Please note that in order to allow compression of image files, some sprites' Sprite Mode has been set to Multiple. If your new images have different dimensions than the original ones, you should open the Sprite Editor and trim the new images. Or you can set the Sprite Mode to Single. If however, you design your images with the same dimensions as the old ones, you don't need to do this step.

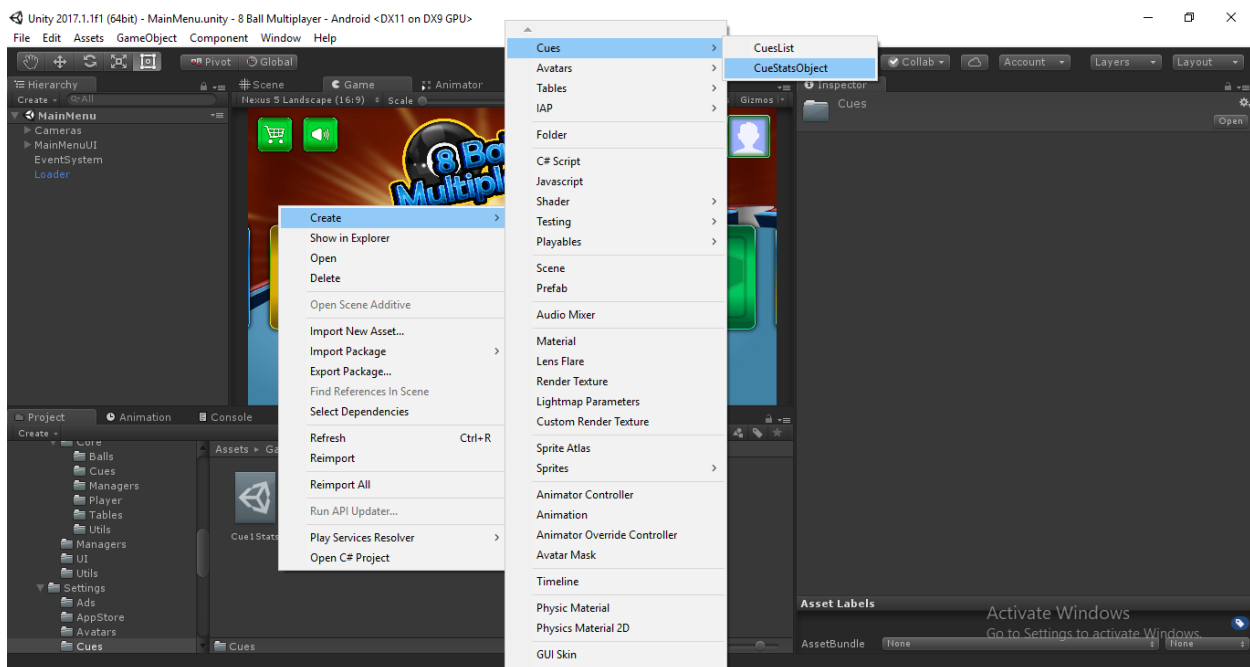
3. Changing the Sounds:

To change the sounds of the game, simple go to the folder Assets/Game/Audio. There you will find the sounds used in the game. Simply replace these files with your own files.

4. Adding New Cues:

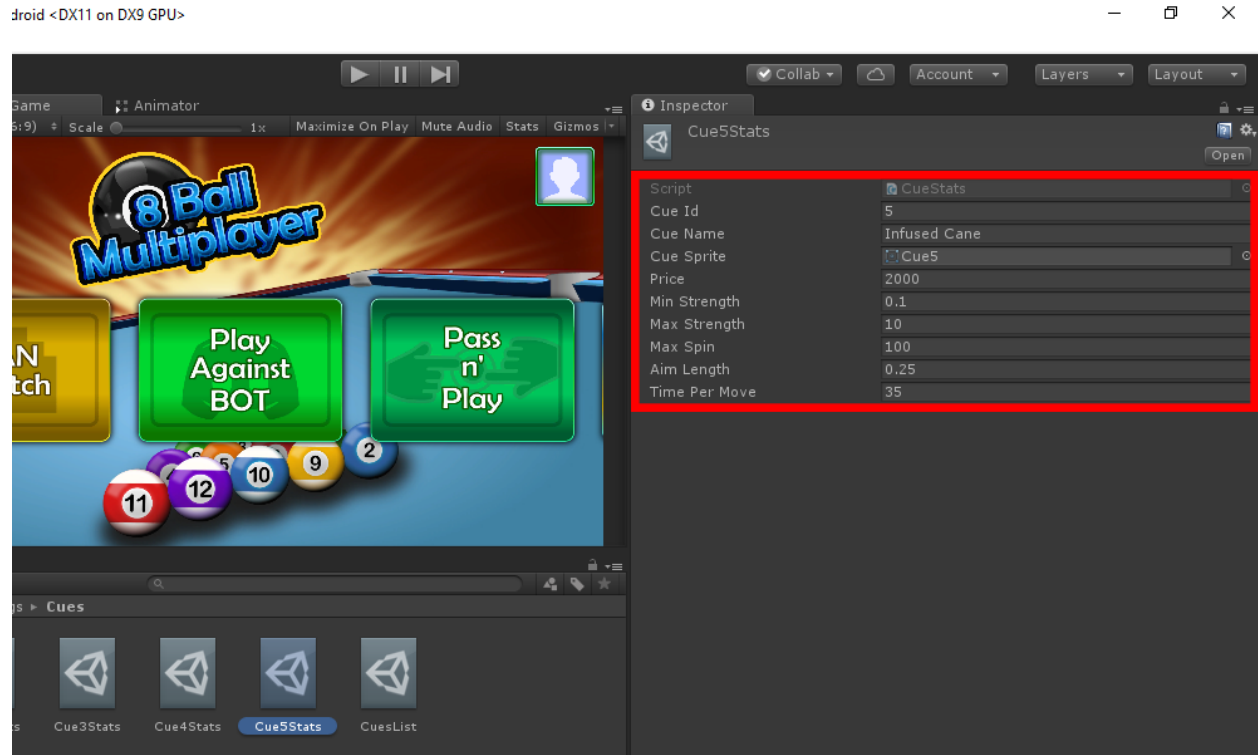
Cues, tables, avatars and some other items have been implemented using Scriptable Objects. You can add new items with a few clicks. To add a new cue, go to folder Assets/Game/Settings/Cues. There you will find some cues already created. You will also find an object called CuesList. The idea is to first create a cue object, and then add it to the existing list of cues.

To create a new cue object, right click in the same folder. Then select Create -> Cues -> CueStatsObject. A new cue object will be created. You can rename it if you want.



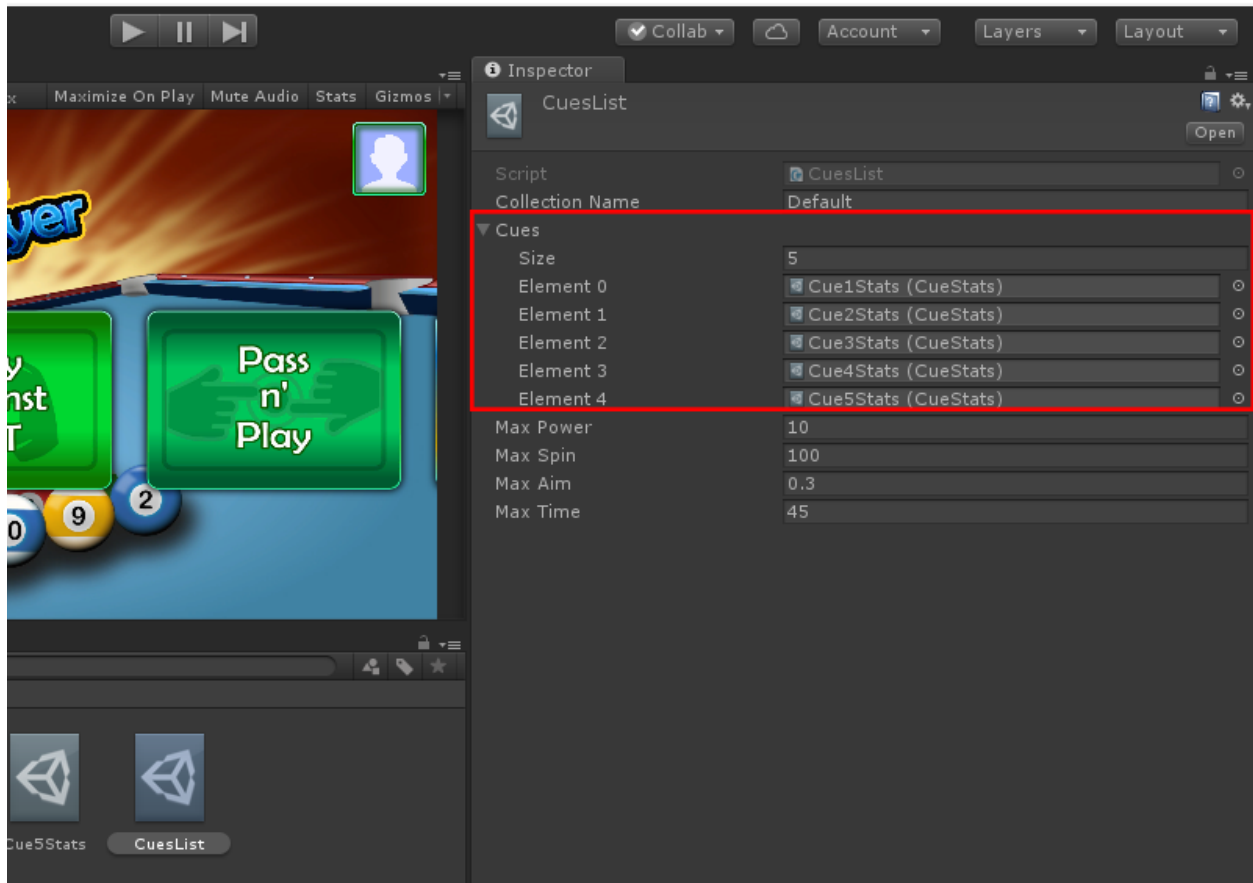
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Select the newly created cue object. In Inspector, you will see its different properties.



For Cue Id, set a unique identifier which should uniquely identify each cue. You can then set the cue name, assign its image, set its price, and set its different stats.

After setting these properties, you need to add this new cue to the existing cues list. To do so, in the same folder, select the object CuesList. In Inspector, you will see that this object has a list called Cues. You can add your new cue to this list by dragging the cue object and dropping it on the list called Cues.



That's it; your cue has been added to the game. It will be automatically added to the shop so that it can be unlocked by the user.

5. Adding New Tables:

New tables can also be added in the same way as in the previous step. Go to folder Assets/Game/Settings/Tables. Create a new table object by right clicking in this folder. Select Create -> Tables -> TablePropertiesObject. Set the table's properties. Add the new table to the list of tables and you are done.

6. Adding New Avatars:

You can add new profile avatars using the same method. Go to folder Assets/Game/Settings/Avatars. Create a new avatar by right clicking in this folder. Select Create -> Avatars -> Avatar. Set this avatar's properties. Add this avatar to the list of avatars and that's it. The new avatar will now appear in the Profile screen.

7. Multiplayer Setup:

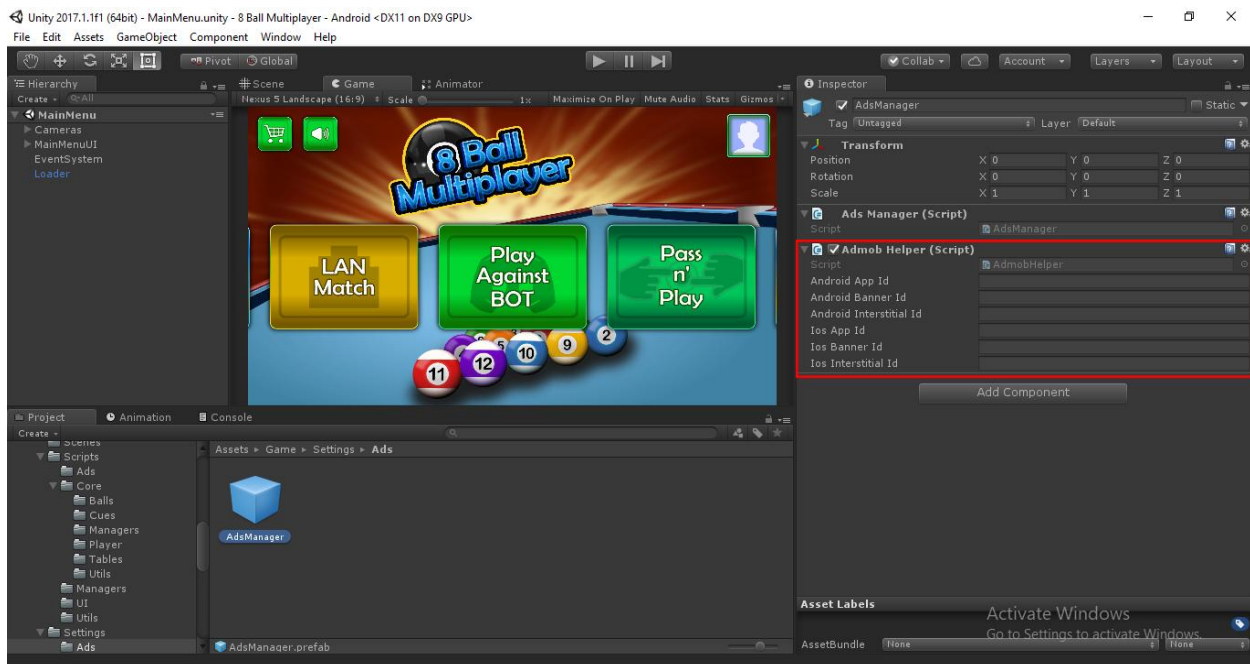
If you don't wish to enable global multiplayer feature, you don't need to follow this step. Everything is good to go for LAN multiplayer matches.

In case you wish to also include global multiplayer, you need to enable Unity Multiplayer Service. Go to Window -> General -> Services. Make sure you have linked the project with your Unity account. Also make sure that Multiplayer service is enabled. You can change the multiplayer settings by going to your Unity dashboard. You can also review your allowed user capacity based on your Unity subscription plan. A certain number of concurrent users will be allowed for free based on your plan. After which you will be needing to pay Unity for extra traffic. You can check the pricing on their website.

8. Ads Settings:

The game has Unity video ads and Admob interstitial ads. For Unity Ads, make sure you have linked the project with your Unity account and that Ads service is enabled.

For Admob, go to folder Assets/Game/Settings/Ads. There you will find an object called AdsManager. Select it and in Inspector, set the admob ids for the required platform(s).



9. In-App Purchases Settings:

First of all, make sure you have linked the project with your Unity account and that In-App Purchasing service is enabled in Unity Services.

Then go to folder Assets/Game/Settings/IAP. There you will find some existing in-app products already created and also a list containing all these products. Select these products one by one. In Inspector, you will see different properties of a product. The Product Id should be the same as on the store (Play Store or App Store).

You can also create new in-app products the same way you created the cues, tables etc. In the same folder, right click and select Create -> IAP -> InAppProduct. Set different properties of the newly created product. Then select the object InAppProductsList. It has a list called Products. Add the newly created product in that list and that's it.

10. Other Settings:

There are also some other settings which you can adjust according to your wish. Go to folder Assets/Game/Settings. There you will find some folders about which we have not talked yet. For example, there is a folder called AppStore. In this folder, you can adjust the settings about Rate Us popup. You can also provide a link which will be opened when user clicks More Games button.

There is also a folder called Input in which you can adjust the sensitivity of controls.

We thank you for the purchase of this product and we wish you all the success.