Flappy Plane

Introduction:

This is a complete project to help you create a "Flappy Bird like " game , the project is easy to use and to understand also it's using the last Unity 4.3 features like Sprites and some features that are associated with them.

In this guide we will show you how to create your own Flappy Bird game with your own asset and also we will expose some key features to help you personalize and enhance the game experience.

Unity 4.3 and 2d:

Unity 4.3 introduces some new 2d game creation tools, the main idea behind this is that creating a 2d game inside a 3d tools is not that simple, so the unity team introduced some new features to make it more easy : 2d view, Sprites, 2d collision...

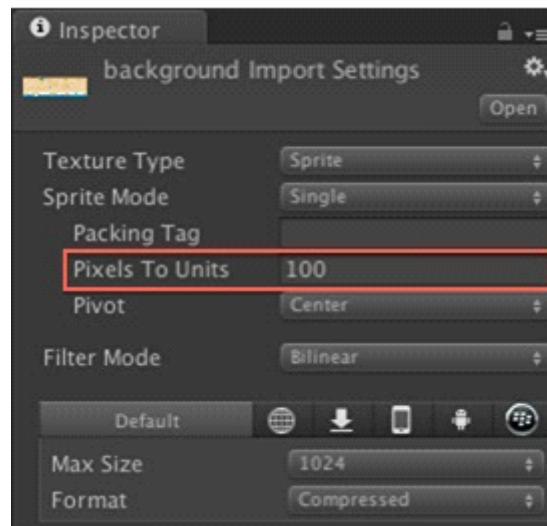For more information please refer to the following link :

unity3d.com/pages/2d-power

Unity 3d Coordinate system and units:
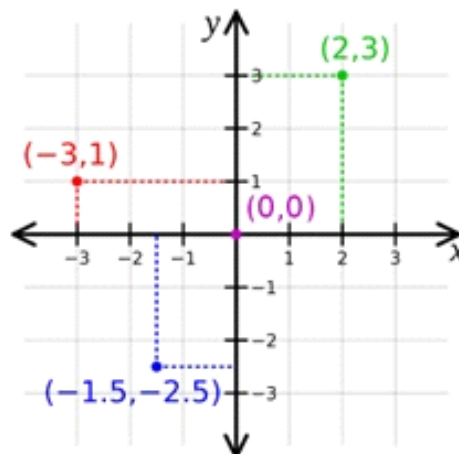
Unity coordinate system is as follow :

The (0,0) represent the center of the scene, each square represent a Unit, when you import a

2d asset you define how many pixels correspond to a unit in the asset inspector :

How the project is organized :

Fonts : Contain the project fonts.

GameObjects : The game objects used in the project.

HotweenMicro : A free library to animate the game objects.

Scenes : The 3 scenes of the project that are ready to use.
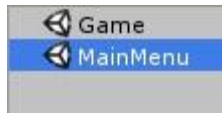
Scripts : The scripts used on the game objects.

Sounds : The sound effects and music.

Sprites : The image used by the project (Gems, background...).

How to start the game :

To start the game Chose MainMenu scene in the scene directory

When you start the MainScene you get the following result :

How to personalize the Game :

For the both scene you got a MainGameObject that you can personalize by looking at the inspector and, you can personalize the scene by draging and dropping the game objects on the one that you want to replace :

MainMenu :

Here you can see the all the parameters that are passed to the script :

Logo : The animated logo of the game

Play Button : The play button that you hit to play the game
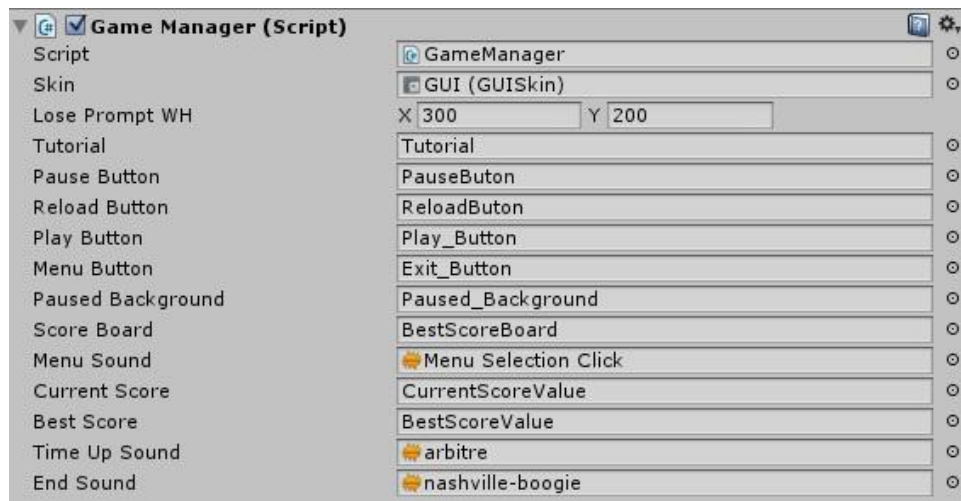
Best Score : The best score text to update

Best Level : The best level text to update

Next Scene : The next scene to load

Nenu Sound : The sound played when you hit a menu

Game :

The same way for the Main script (here is just a part of it you can explore all items) :

You can see the all the parameters that are passed to the script :

Skin: The gui skin used with the by labels in the scene.

Tutorial: The tutorial image displayed at the start of the level.

Pause Button: The button used to pause the game.

Reload Button: The button used to reload the game when it's paused.

Play Button: The button used to play the game when it' paused.

Paused Background : The background of the paused menu.

Score Board: The scoreboard displayed at the end of the round.

Menu Sound: The sound you hear when you click on a button.

Current Score: The score displayed at the end of the round.

Best Score: The best score displayed at the end of the round.

Time Up Sound: The sound you hear at the end of the round.

End Sound: The music you hear at the end of the round.

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