Find the Object

Game documentation and HowTo guide.

This document contains:

Package Description and features

Find the Object is a full Unity template that gives you a quick and easy way to create a Find-the-Object or Hidden Object game, along with a timer, levels, varying bonuses, and some nice audio-visual feedback.

How to Play?

Find the hidden object in all the clutter and click it!

Try the Demo

Features:
- Game ready for release straight out of the box, just build and play!
- Works on all platforms, PC, Mac, iOS, Android, etc
- Supports multiple resolutions and aspect ratios, automatically.
- Supports Mouse, Keyboard, Gamepad, and Touch controls.
- Easily customizable with lots of options to control game difficulty.
- Great learning resource with commented scripts and documentation.
- All assets included: graphics, sounds, and code.

Current version 1.05

Update history

1.05 (21.10.2018)
- Added text showing the name of the object we have to find.

1.0 (04.10.2018)
- Initial version

Credits

The main font used is Fava Black by Themnific

The sounds are courtesy of the free sound project.

Music is Waterford by Kevin MacLeod (Public Domain)

Credits go to these authors for their great sound samples: **xyzr-kx, isaac200000, harris85, speedygonzo, wagna, jimhancock, sforsman**

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Overview of the game's library contents

Let's take a look inside the game files. Open the main FTOAssets folder using Unity3D 5.3.0 or newer. Take a look at the project library, usually placed on the right or bottom side of the screen. Here are the various folders inside:

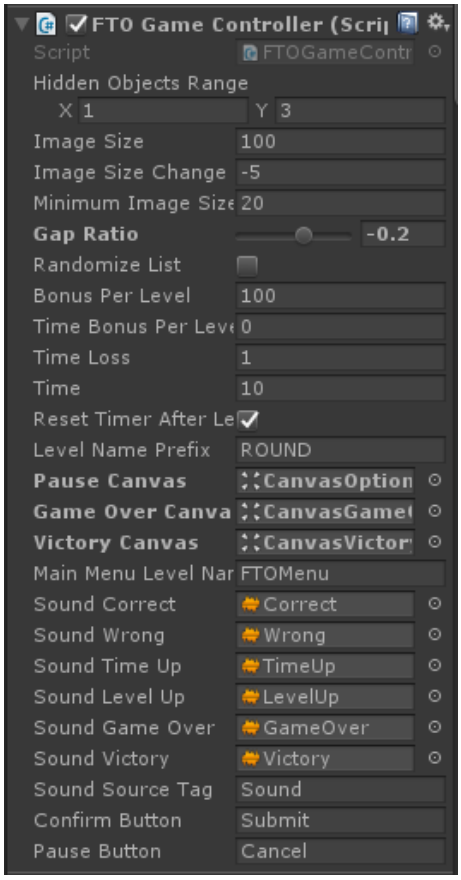
- **Animations:** Holds the animation clips made with Unity's built-in animation system.
- **FLA:** Holds the object graphics made with Flash CS3. These are vector graphics than can be easily scaled without loss of quality and then exported as PNG to be used in Unity.
- **Fonts:** Holds the font used in the game.
- **Prefabs:** Holds all the prefabs used in the game. These are distributed to various folders for easier access, Buttons, Enemies, Objects, etc. It also holds all the canvases in the game which are used to hold buttons and other UI elements.
- **Scenes:** The first scene that runs in the game is MainMenu. From this scene you can get to the Game scene.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Sounds:** Holds all the sounds used in the game. Correct, Wrong, etc
- **Textures:** Holds all the textures used in the game which are used as sprites in Unity.

Getting started

Find The Object (FTO) is considered a complete project, and as such is supposed to work as the starting point of your planned game, rather than an addition to an existing project. That said, you may of course pick and choose some of the scripts/models to import into your existing project, but FTO works best as a starter kit which you can customize any part of to your liking.

The Game Controller

The Game Controller is the main prefab that controls all the progress of the game from start to finish. It controls the UI of the game, creates scrambled words and checks the level up condition.



Hidden Objects Range – The number of hidden objects in this level, chosen randomly between low and high value.

Image Size – The starting size of the image, which is reduced in each round.

Image Size Change – How much the size changes after each level.

Minimum Image Size – The smallest size the images can be.

Gap Ratio – How close to each other the objects are in the screen.

Bonus Per Level – How many points we get for completing a level.

Main Menu Level Name – The level of the main menu that can be loaded after the game ends.

Confirm Button – The keyboard/gamepad button that will restart the game after game over.

Pause Button – The keyboard/gamepad button that pauses the game.

User Interface – Various canvases for the UI, assign them from the scene.

Sounds – Various sounds that play during the game.

Sound Source Tag – The audio source from which the Game Over sound plays.

The Images List

The Images list script contains all the images in the game, and must be attached to a gamecontroller in order to work. Simply drag and drop your images into this list.

Similarly, there is a texts list which you can use and enter your own words and letters for the game instead of images.

UnityAds Integration

Since Unity 5.2 UnityAds integration has been simplified, here's how you can have full screen video ads in your game.

This video shows a quick process of integrating UnityAds into your project. In the example we used one of my templates, but it works on all my other templates too.

https://www.youtube.com/watch?v=EQNTgfV35DU

Here is what we did in the process:

1. Sign in to your Unity account in order to allow Unity Services such as UnityAds to be activated.
2. Open Build Settings and switch the platform to one of the supported ones (iOS, Android).
3. Download Puppeteer's UnityAds package from: http://puppeteerinteractive.com/freebies/PUPUnityAds.unitypackage
4. Drag the downloaded package into your Unity project, and import it. This UnityAds prefab can be used to display ads every several minutes.
5. Drag the prefab into any scene where you want ads to be shown. Make sure to save changes.
6. The time check is shared between all prefabs in all scenes, so you will never show too many ads.
7. The final step is to activate UnityAds services and get your unique project ID.
8. Open the services window and choose your organization, then click create.
9. Choose UnityAds from the list and turn it On.
10. Choose age group for your project (Will affect the nature of ads shown), and save changes.

11. While working on your project keep Test Mode activated. But when you are ready to release the final project, switch Test Mode off.

12. That's it! Now when you start the game, an ad will be shown after 3 minutes. The ad will never appear during gameplay or post-game screen. Instead, it will wait until the next level load (restart, main menu, etc) and then show the ad.

Before releasing a game, make sure you uncheck **Enable Test Mode.**

For more info about integrating UnityAds read this:

http://unityads.unity3d.com/help/monetization/integration-guide-unity

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It is highly advised, whether you are a designer or a developer to look further into the code and customize it to your pleasing. See what can be improved upon or changed to make this file work better and faster. Don't hesitate to send me suggestions and feedback to puppeteerint@gmail.com

Follow me on twitter for updates and freebies!

Good luck with your modifications!