



UNITY GAME TEMPLATE PAINT THE RINGS

USER GUIDE



VERSION 1.0
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I. INTRODUCTION



Paint The Rings is an exciting endless one-touch game in which you touch the screen to shoot the ball. Try to avoid the colored pieces and paint all the rings to complete the level before you run out of time. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc!

This template is made with Unity C# and optimized for mobile devices, provides you a full-featured, ready-for-release game source code that you can customize and build your own game in no time!

Highlight features:

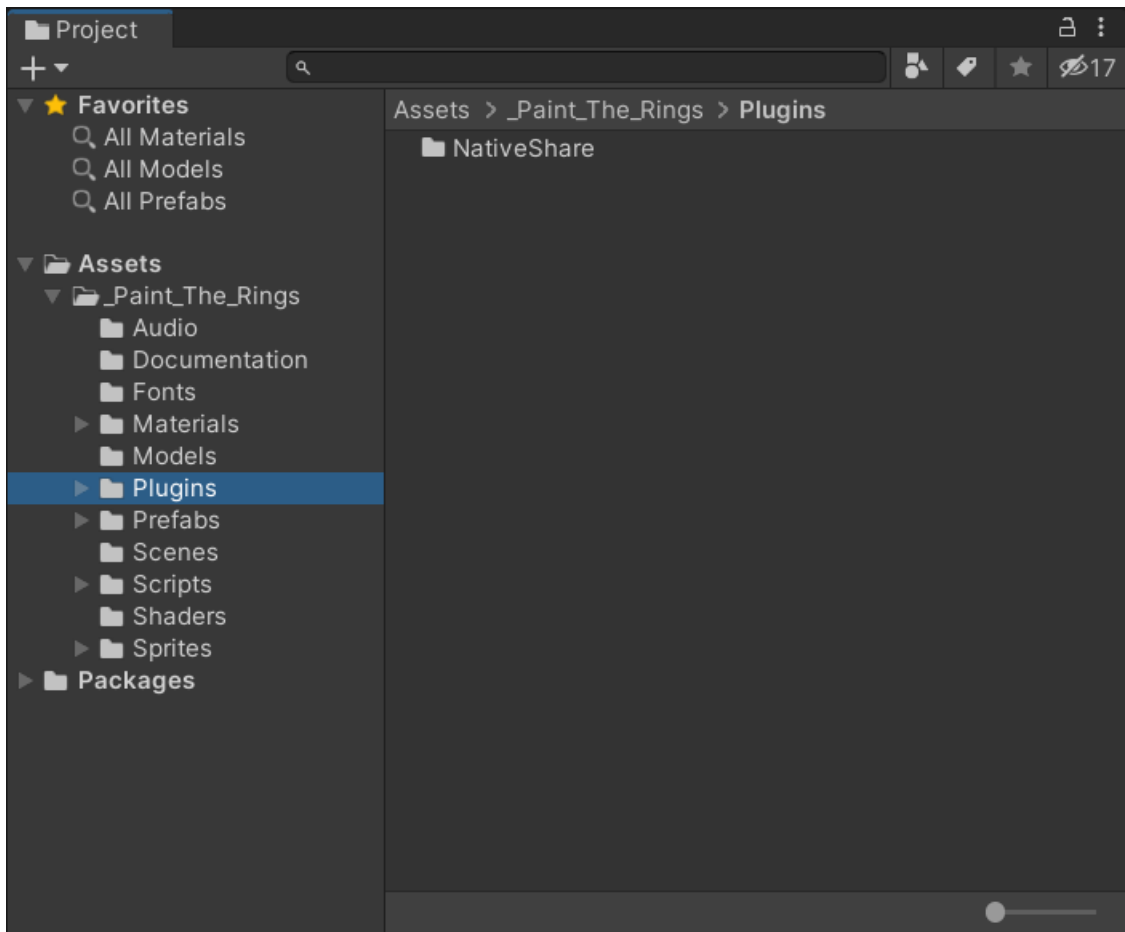
- ❖ Addictive minimalist gameplay
- ❖ 100++ levels
- ❖ Easy to add new levels
- ❖ Built-in level editor
- ❖ Leaderboard system
- ❖ Mobile notification system
- ❖ Native share iOS/Android
- ❖ Multiple ad networks: Admob and Unity Ads

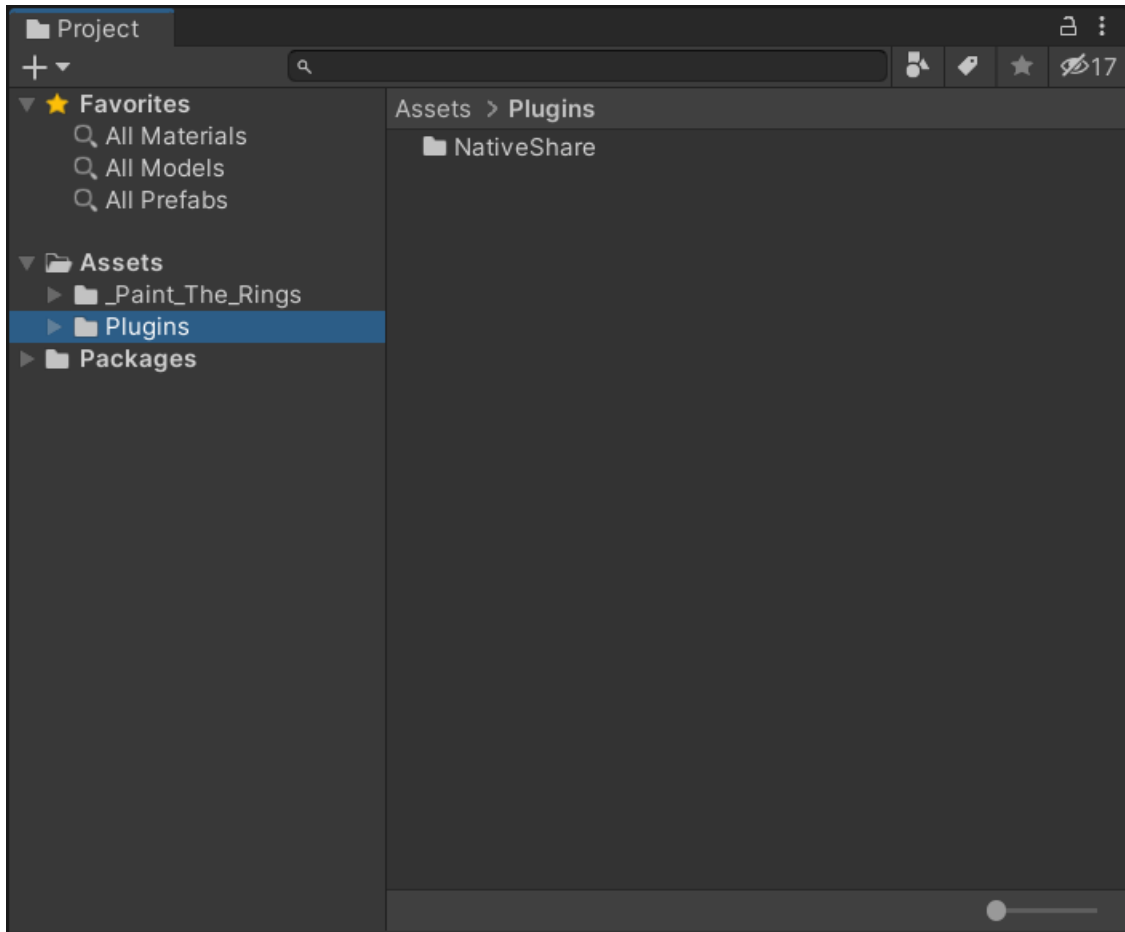
- ❖ Commented C# code with detailed documentation
- ❖ Free-to-use assets (fonts, sounds, music, models...)
- ❖ Optimized for mobile
- ❖ Ready to publish out-of-the-box

II. TEMPLATE SETUP

This template was designed for mobile (Android, iOS, Window Phone...) so after imported the package to unity, you need to switch to Android or IOS, or Window Phone.

After that, go to Assets/_Paint_The_Rings and move the folder Plugins out of _Paint_The_Rings folder.





The template contains 3 scenes. You need to start from scene Gameplay first. **You must start from Home scene first.**

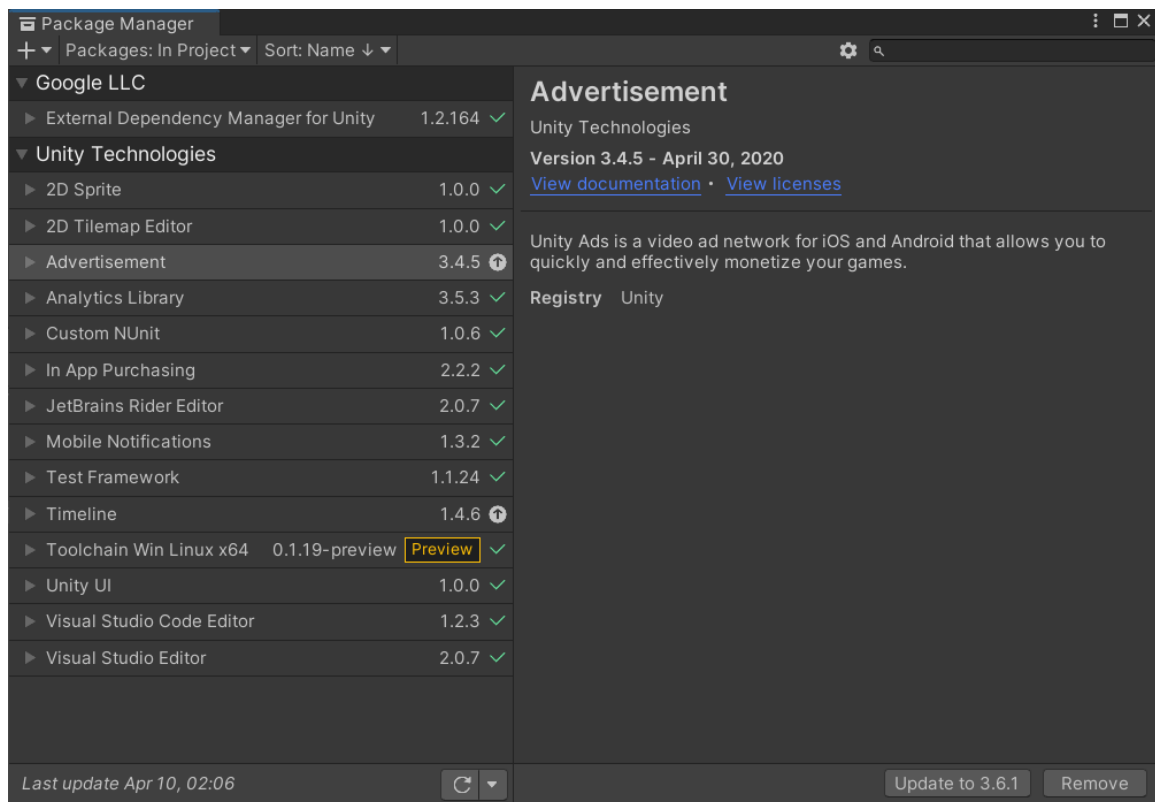


III. REQUIREMENT PACKAGES

When you open this template, at first you will some errors in Console window, that's because this template requires some packages to run. You have to install these packages bellow to have this template run smoothly.

Please follow these instructions:

- Open Package Manager by go to Window/Package Manager. If you don't see Package Manager button, then you have to re-install your unity completely because it's the problem that Unity Technologies still not able to fix.



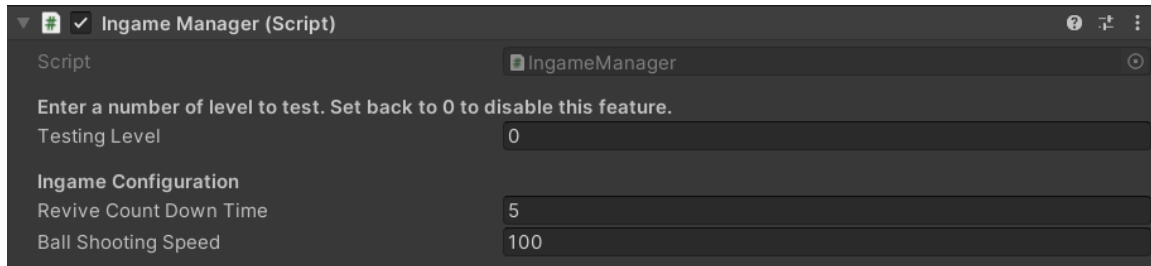
- These are packages you need to install:
 - Advertisement version 3.4.5 or higher.
 - Mobile Notification version 1.3.2 or higher
 - Analytics Library version 3.5.3 or higher.
 - 2D Sprite version 1.0.0 or higher
 - 2D Tilemap Editor version 1.0.0 or higher

After you installed these packages, there's maybe some errors in Console window. If you see errors in Console window, go to File - > Build Setting -> Player Setting and change the Scripting Run Time Version to .Net 4.x Equivalent.

IV. GAMEPLAY CUSTOMIZATION

1. Ingame Manager

Most of important gameplay parameters can be configured within the IngameManager component which is attached to a game object also named IngameManager in the hierarchy.

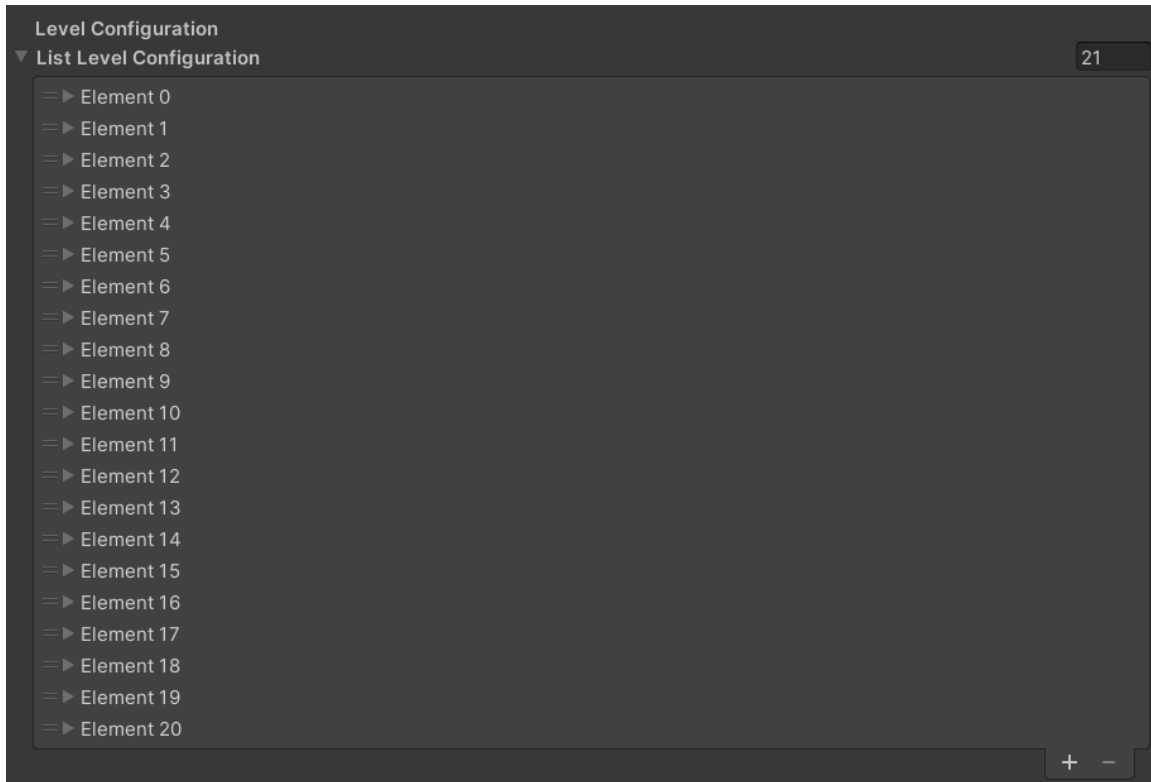


You can tweak the gameplay by modifying following variables:

- ❖ *Testing Level*: the level you need to test before building the game. If you set it to 0, the script will not load the testing level.
- ❖ *Revive Count Down Time*: counting down time for revive feature.
- ❖ *Ball Shooting Speed*: the speed of the ball when player shoot it to paint the ring.

V. LEVEL CUSTOMIZATION

This is a level-base game template and the goal of the game is you have to paint all the rings, avoid hitting colored pieces and complete the level and start new level. All the parameters of the level were show on the inspector for you to adjust and modify. They are stored in IngameManager script and you can adjust all the levels in the inspector of IngameManager object which you can find it in Ingame scene.



As you can see, there's a list of 21 configuration parameters of levels, these parameters are already designed and ready to use. If you want to add new configs, just resize the list and hit Enter. Now I will show you the parameters of each level.


▼ Element 20


Level Number Configuration

Min Level100


Max Level105

Background Music Configuration


Background Top Color

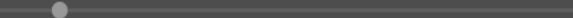
Background Bottom Color

▼ Background Music Clip


Audio Clipbackground_1

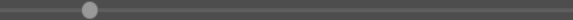
Time To Complete Level Configuration

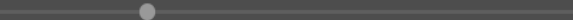
Min Time To Complete Level50

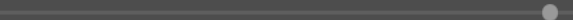
Max Time To Complete Level65

Rotator Configuration

Min Rotating Speed70

Max Rotating Speed90

Min Rotating Amount90

Max Rotating Amount350

▼ Lerp Types

7

Element 0Liner

Element 1Ease In Quad

Element 2Ease Out Quad

Element 3Ease In Cubic

Element 4Ease Out Cubic

Element 5Ease In Quart

Element 6Ease Out Quart

+

-

Rings Configuration

Min Ring Amount

6

Max Ring Amount

12

Min Ball Amount

3

Max Ball Amount

10

Min Painted Piece Amount

2

Max Painted Piece Amount

8

Normal Ring Piece Color

Painted Ring Piece Colors

5

— Element 0

— Element 1

— Element 2

— Element 3

— Element 4

+


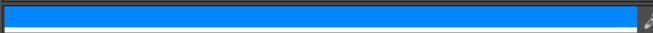

—

Level Number Configuration: this section is about the configuration of the level number.

Level Number Configuration	
Min Level	100
Max Level	105

- ❖ *Min Level & Max Level:* the minimum and maximum level of this config. All the level between this range will use these parameters below to create the level.

Background Configuration: this section is about the configuration of the background parameters.

Background Music Configuration	
Background Top Color	
Background Bottom Color	
▼ Background Music Clip	
Audio Clip	 background_1

- ❖ *Background Top Color:* the top color of the background.
- ❖ *Background Bottom Color:* the bottom color of the background.
- ❖ *Audio Clip:* the audio clip to play as background music.

The color of the background will use the parameter *Background Top Color* and *Background Bottom Color* during the level. The *Audio Clip* will play as background music.

Time To Complete Level Configuration: this section is about the configuration of the time player need to complete the level.

Time To Complete Level Configuration	
Min Time To Complete Level	 50
Max Time To Complete Level	 65

- ❖ *Min Time To Complete Level:* the minimum time to complete this level.
- ❖ *Max Time To Complete Level:* the maximum time to complete this level.

The actual time player needs to complete this level will be randomized between these two values.

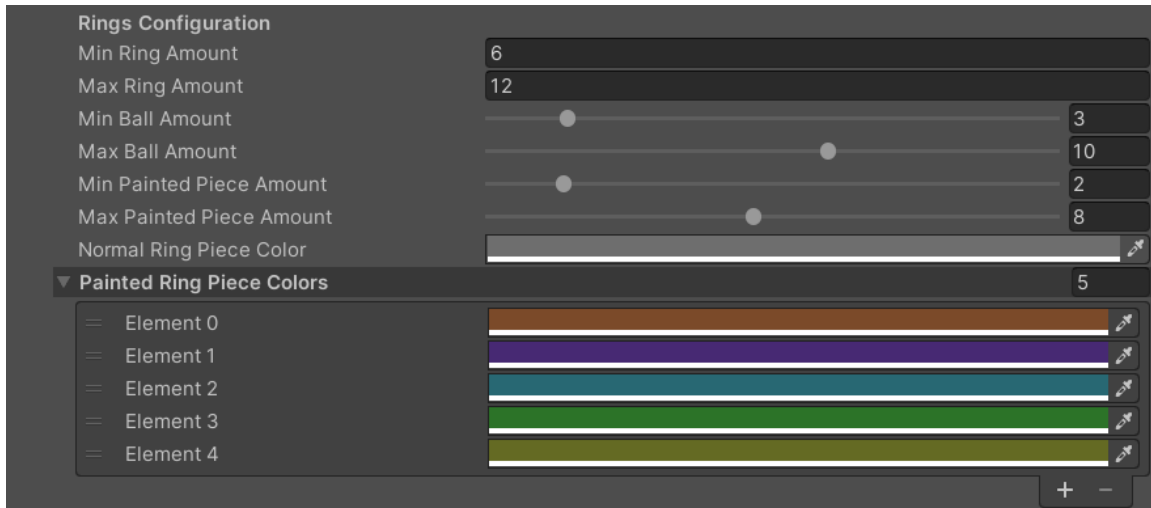
Rotator Configuration: This section is about the configuration of the rotator in the game.



- ❖ *Min Rotating Speed*: the minimum rotating speed of the rotator.
- ❖ *Max Rotating Speed*: the maximum rotating speed of the rotator.
- ❖ *Min Rotating Amount*: the minimum amount when the rotator rotates.
- ❖ *Max Rotating Amount*: the maximum amount when the rotator rotates.
- ❖ *Lerp Types*: the lerp types of the rotator when it rotates.

In this game, all the rings will be the child an object named *Rotator*, these parameters allow you to control the rotating speed, the rotating amount of the rotator and the lerp types when it rotates. The actually rotating speed will be randomized between these two values: *Min Rotating Speed* and *Max Rotating Speed*. The actually rotating amount will be randomized between these two values: *Min Rotating Amount* and *Max Rotating Amount*. The lerp type of each rotation round will be random in the lerp types array.

Ring Configuration: This section is about the configuration of all the rings created in this level.



- ❖ *Min Ring Amount*: the minimum amount of the ring.
- ❖ *Max Ring Amount*: the maximum amount of the ring.
- ❖ *Min Ball Amount*: the minimum amount of the ball.
- ❖ *Max Ball Amount*: the maximum amount of the ball.
- ❖ *Min Painted Piece Amount*: the minimum amount of the painted piece.
- ❖ *Max Painted Piece Amount*: the maximum amount of the painted piece.
- ❖ *Normal Ring Piece Color*: the color of normal ring piece.
- ❖ *Painted Ring Piece Colors*: the color array of painted ring piece.

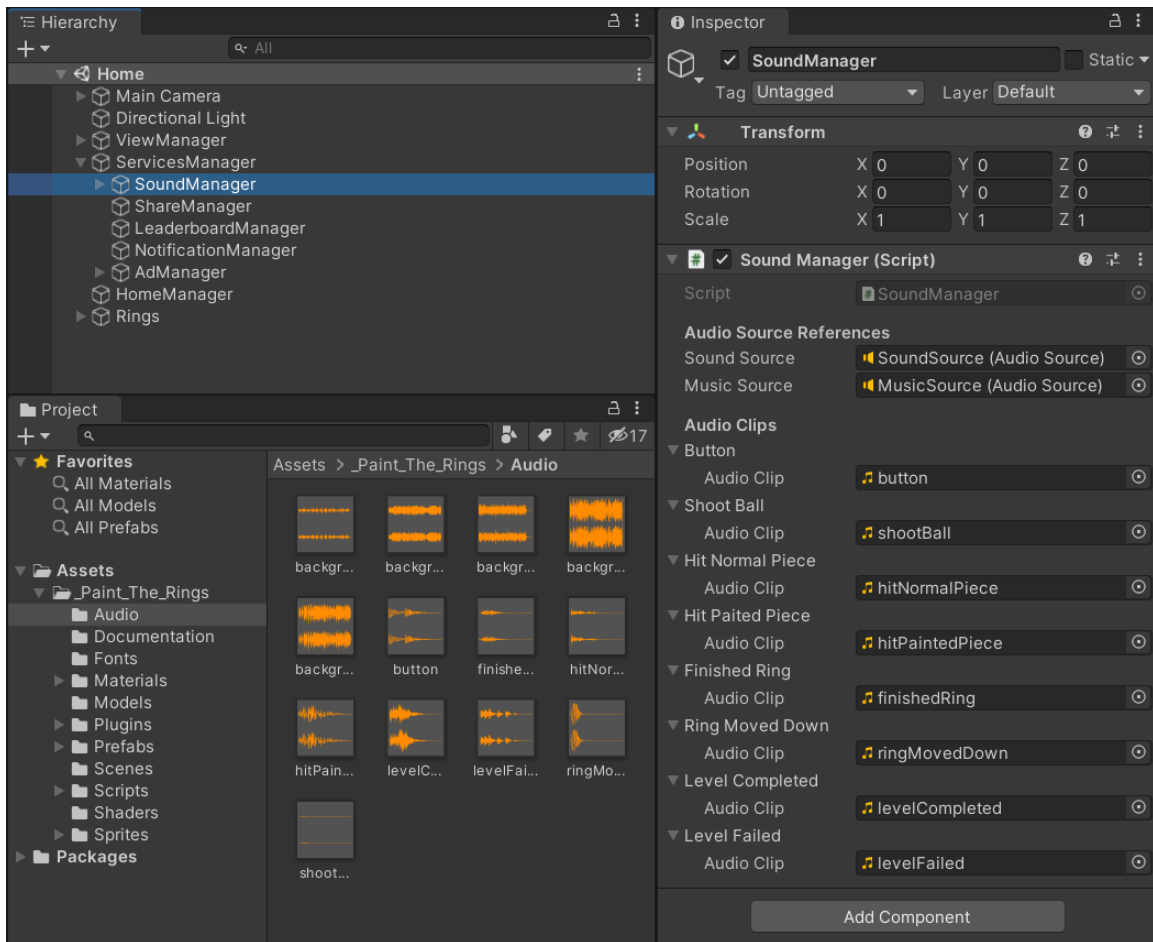
These are the configuration parameters of all the rings created in this level, the amount of ring will be randomized between these two values: *Min Ring Amount* and *Max Ring Amount*, each ring will contain an amount of ball for player to shoot, the actually amount of the ball will be randomized between these two values: *Min Ball Amount* and *Max Ball Amount*. At the start, the ring will have 16 normal pieces, *Min Painted Piece Amount* and *Max Painted Piece Amount* will allow you how much painted ring pieces when the ring show up to make the level harder. *Normal Ring Color* will be the color of the normal pieces. *Painted Piece Colors* will be the array of painted piece, the color will be chosen by one of those element in the array.

VI. SERVICES CONFIGURATION

1. Sound Manager

All sounds included in this game are free-to-use in commercial projects and

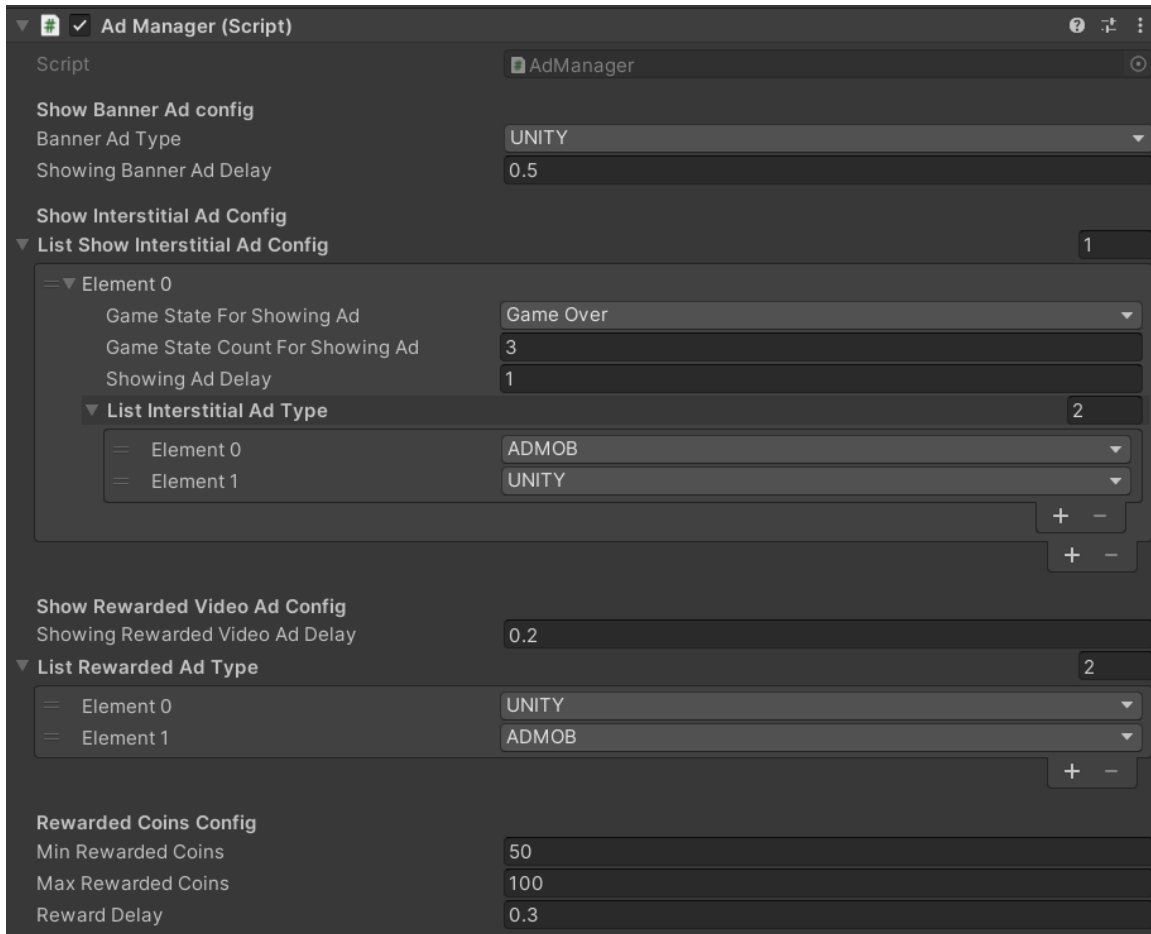
are located under the *Audio* folder.



2. Advertisement

2.1. Ad Manager

The **AdManager** object in hierarchy of scene **Gameplay** contains **AdManager** component, in which you can customize which type of ads you want to use and how you want to show the ads.



Show Banner Ad Config: this is the section where you can control which type of banner ad you want to show. Currently, the template support for 2 banner ad type: Admob and Unity Ads.

- ❖ *Banner Ad Type:* the type of banner ad you want to show. (Unity Ads just released Unity Monetization 3.0 which included Banner Ad, but seems like it still unstable, so I recommend using Admob for banner ad).
- ❖ *Showing Banner Ad Delay:* delay time to show banner ad.

Show Interstitial Ad Config: this is the section where you can control which type of interstitial ad you want to show and how you want to show it. Currently, the template support for 2 interstitial ad type: Admob and Unity Ads.

- ❖ *List Show Interstitial Ad Config:* this is the list contains all the config parameters of showing interstitial ad.
 - *Game State For Showing Ad:* the game state you want to show the ad.
 - *Game State Count For Showing Ad:* the number of game state that the game go through to show ad. Example: if the value is 2 and *Game State For Show Ad* is Game Over, that mean the ad will show up after 2 times of game over.
 - *Show Ad Delay:* the delay for showing the ad.
 - *List Interstitial Ad Type:* the list of interstitial ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity interstitial ad.

Show Rewarded Video Ad Config: this is the section where you can control which type of rewarded video ad you want to show and how you want to show it. Currently, the template support for 2 rewarded video ad type: Admob and Unity Ads.

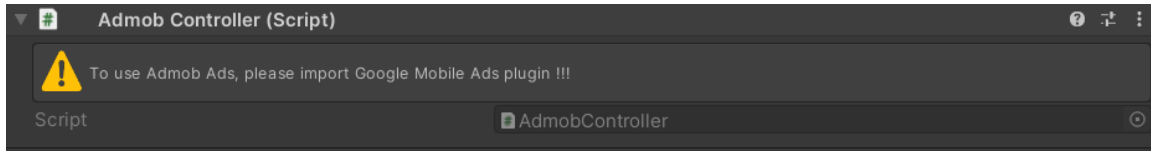
- ❖ *Showing Rewarded Video Ad Delay:* the delay time for showing rewarded video ad.
- ❖ *List Rewarded Ad Type:* the list of rewarded video ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity rewarded video ad.

Rewarded Coins Config: this is the section where you can config how many coins will be rewarded after user watch the rewarded ad.

- ❖ *Min Rewarded Coins & Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized between these two values.
- ❖ *Reward Delay:* the delay time to show rewarded video.

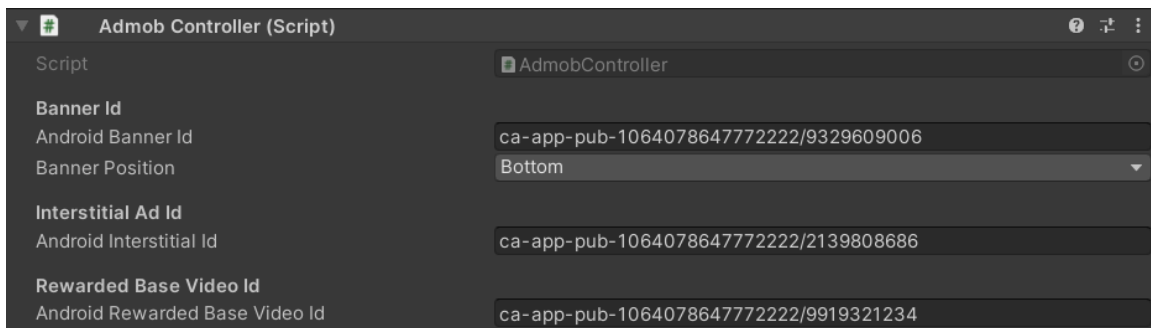
2.2. Admob Controller

The AdManager object in hierarchy of scene Gameplay contains AdmobController component, in which you can customize parameters like admob id, ad units...



As you can see in the image, there's no option to change ads units because the template did not have google mobile ads plugin included, so if you want to use Admob, please go to this [link](#), download the latest version of google mobile ads and import it into the project.

After imported the plugin, select AdManager object in the hierarchy, wait for few seconds for the project rebuild and you will see this.

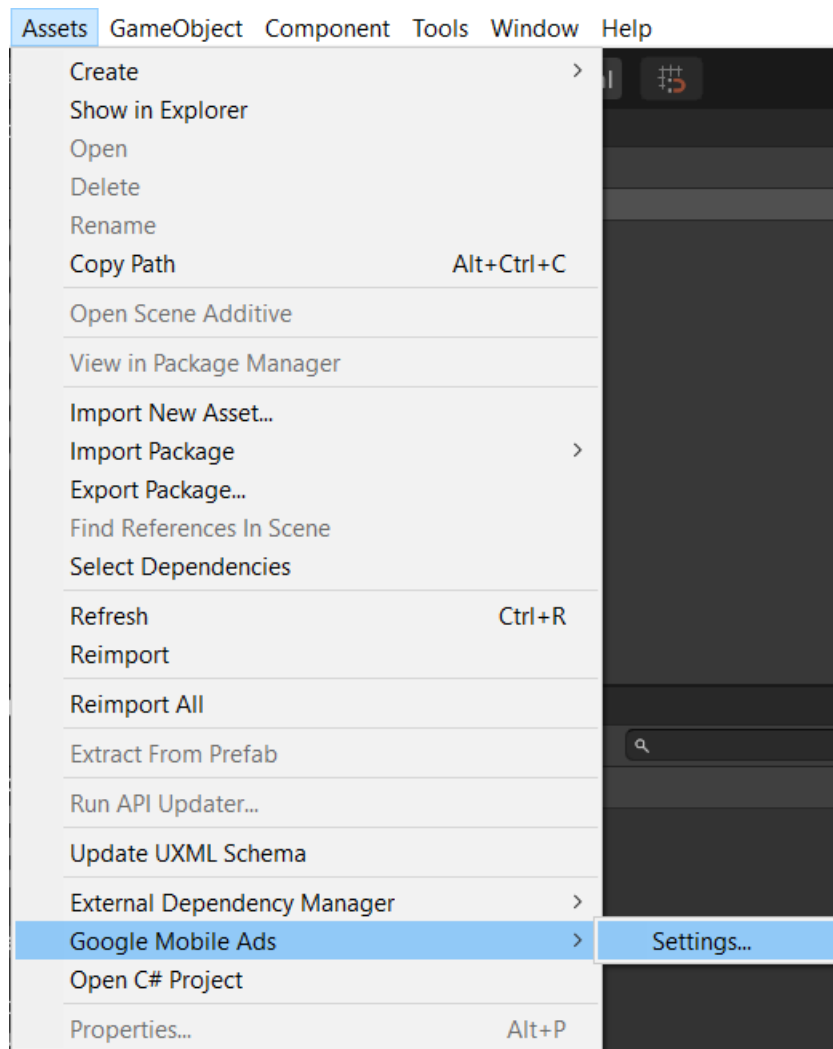


Now you can config admob id and all the ad units as you want. Currently, the platform using is Android, that why all the ids in the image showing for Andoid, of course it will show the ids for iOS when you switch the build platform to iOS.

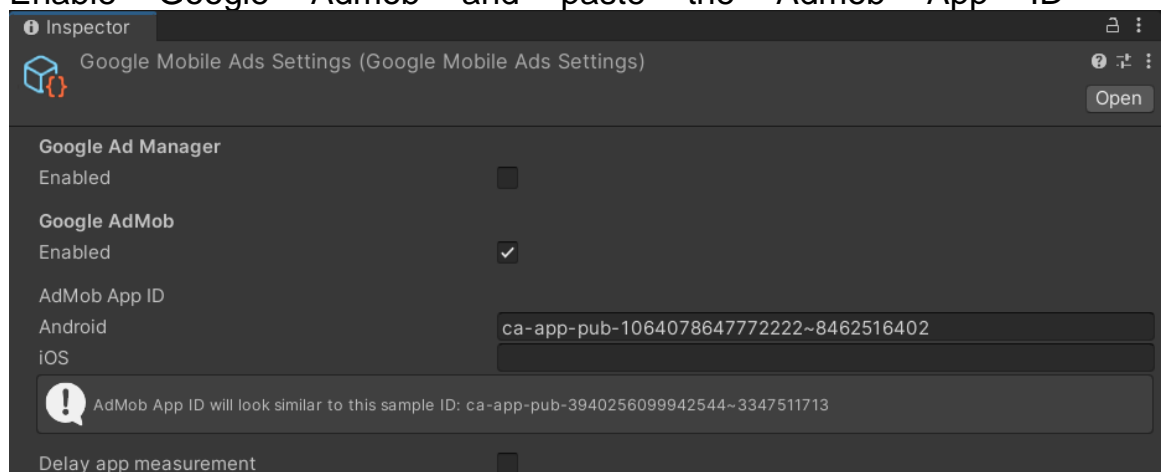
- ❖ *Android Banner Id*: the banner ad unit of your admob app.
- ❖ *Banner Position*: the position of the banner ad.
- ❖ *Android Interstitial Id*: the interstitial ad unit of your admob app.
- ❖ *Android Rewarded Base Video Id*: the rewarded ad unit of your admob account.

Now we need to setup the Admob App ID. Please follow these steps to setup the Abmob App ID.

➤ Go to Assets/Google Mobile Ads/Setting.



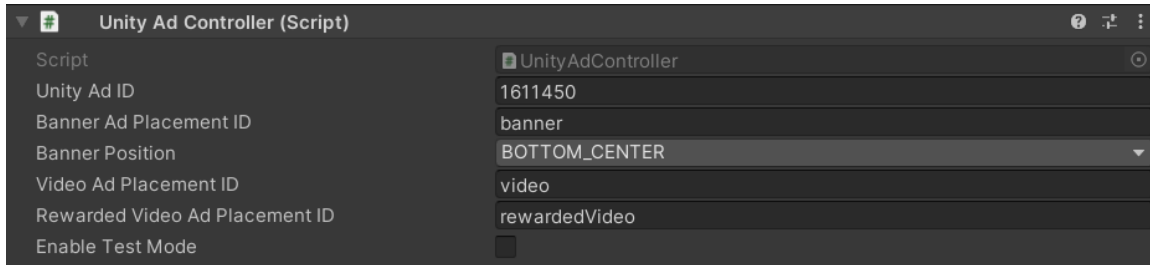
- Enable Google Admob and paste the Admob App ID



➤ That's all.

2.3. Unity Ad Controller

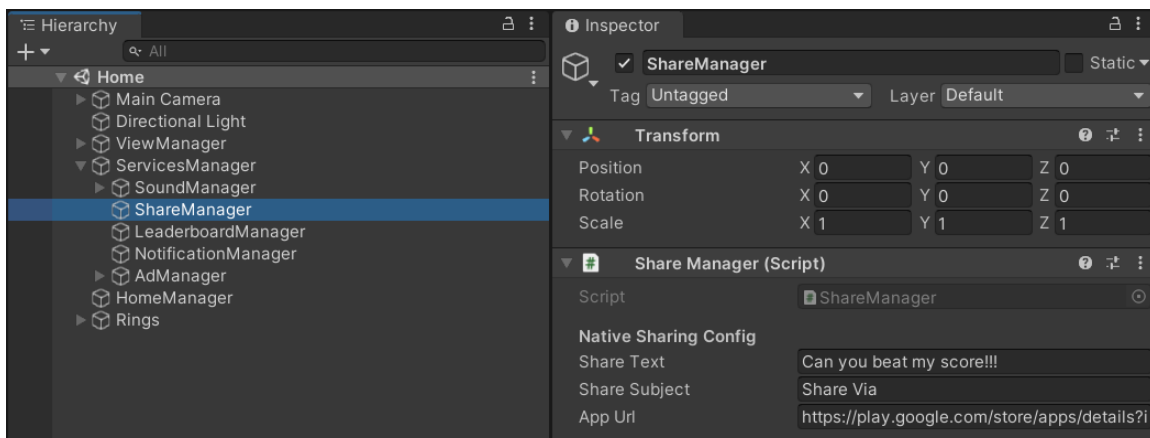
The template already had unity ads sdk included, so you don't need to import anything else to use unity ads, just put your project id and your placement ids and you will good to go.



- ❖ *Unity Ad ID*: the id of your unity ad project. You can find all of your ad projects [here](#).
- ❖ *Banner Ad Placement ID*: the banner ad placement id of your ad project.
- ❖ *Banner Position*: the position of banner ad in the game.
- ❖ *Video Ad Placement ID*: the video ad placement id of your ad project.
- ❖ *Rewarded Video Ad Placement ID*: the rewarded video ad placement id of your ad project.

3. Share Manager

All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot's name, text, subject and url...You can config these features from the ShareManager object in the hierarchy.

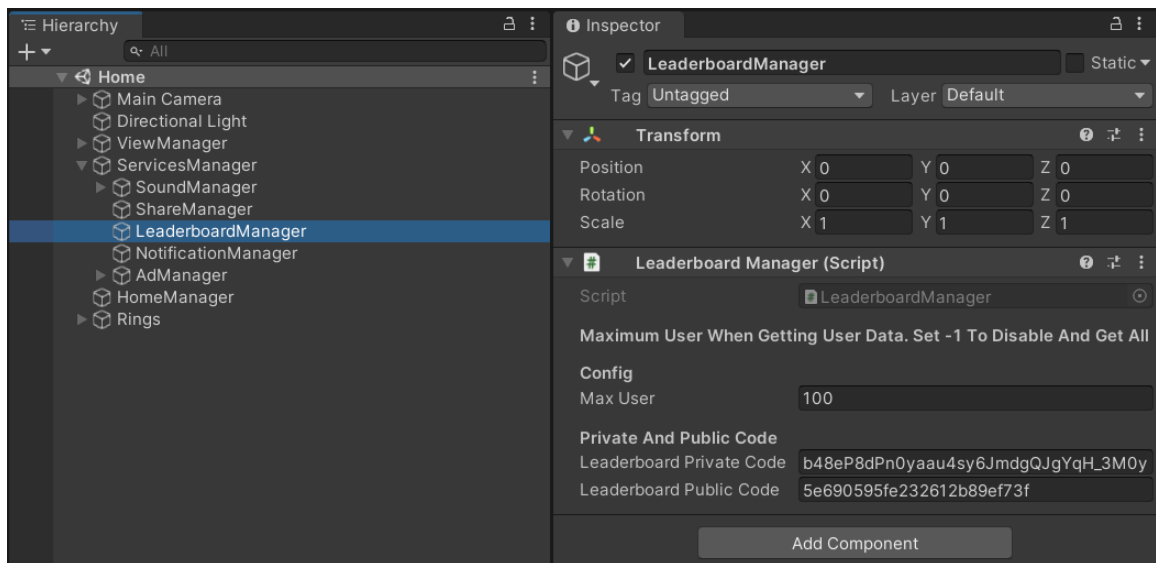


Native Sharing Config:

- ❖ *Screenshot Name*: the name of screenshot for sharing feature.
- ❖ *Share Text*: the text for sharing feature.
- ❖ *Share Subject*: the subject for sharing feature.
- ❖ *App Url*: the url of the app (Google Play on Android and App Store on IOS).

4. Leaderboard Manager

All information for leaderboard feature can be config in LeaderboardManager game object. It contains 2 parameters for you to config the leaderboard. Currently, we used Dreamlo to handle leaderboard feature.



- ❖ *Max User*: the maximum user show in the leaderboard. If you set it to -1, it will show all the user that played the game and report to leaderboard table. We suggest you to limit it to 50 or 100, because if your game have 1000 downloads, which mean you have 1000 user in the leaderboard and when you load it all to the leaderboard view, the game will become laggy.
- ❖ *Leaderboard Private Code*: the leaderboard private code of Dreamlo.
- ❖ *Leaderboard Public Code*: the leaderboard public code of Dreamlo.

Now we will show you how to get the private and public code from Dreamlo.

First, you need to go to [Dreamlo.com](https://dreamlo.com), at the top of the front page, click to Get Yours Now button.

dreamlo

[faq](#) [developer](#) [contact](#)

add a **leaderboard** to your game **right now**

no **signup** or personal info required • **easy** to implement • works on **several platforms**

Get Yours Now

[How it works](#)

[Donate](#)

Did I save you a ton of time? Think about [donating](#). Thanks!

After that, you will be direct to a page that you can get your private and public code.

dreamlo

[faq](#) [developer](#) [contact](#)

Here is your **private** url. Copy and paste this somewhere.

Do not tell anyone about this link.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ

WebGL builds hosted at itch.io and other services as well as some versions of **Android** may need SSL to work!

Want to use **https (SSL)**? [Donate \\$5 or more](#) and let me know.

Want to store **more than 1000 scores**? [Contact](#) me.

(If you have a limit of 1000 scores and another score comes in, the lowest will get bumped out.)

You copy and pasted that somewhere and are never going to tell anyone right?

You can not have an asterisk * character in your URL, scores, usernames, etc.

Your Leaderboard

Highest 1000 scores.
Your leaderboard is empty.

[Remove All Scores](#)

Codes for Unity Example

Here are just your public and private code so that you can cut and paste them into the sample code for Unity.

Private Code (It's long, get all of it!)

2_qIYeHSOkCtoGpQU2ENegN6JOfE

Public Code

5e7c0020fe232612b8e01d54

Adding and deleting scores

Changes and updates to your leaderboard are made through simple **http get requests** using your **private** url.

A player named **Carmine** got a score of **100**. If the same name is added twice, we use the higher score.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ/add/Carmine/100

A player named **Carmine** got a score of **1000** in **90 seconds**.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ/add/Carmine/1000/90

A player named **Carmine** got a score of **1000** in **90 seconds** and is **Awesome**.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ/add/Carmine/1000/90/Awesc

Delete **Carmine's** score

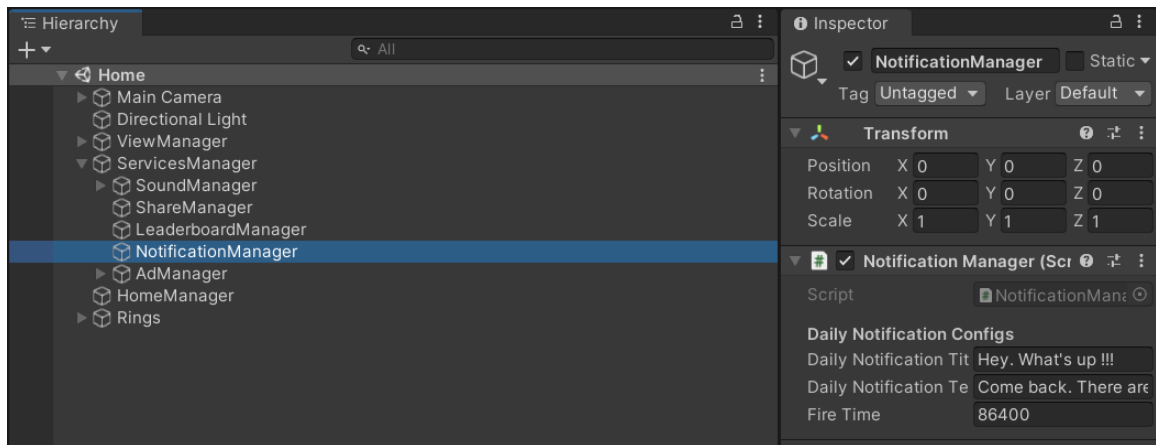
http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ/delete/Carmine

Clear **all** scores

Copy 2 codes and paste it on LeaderboardManager component. That's it.

5. Notification Manager

All information for notification feature can be config in NotificationManager game object. It contains 3 parameters for you to config the notification. Currently, we used Mobile Notification package provided by Unity to handle the notification.

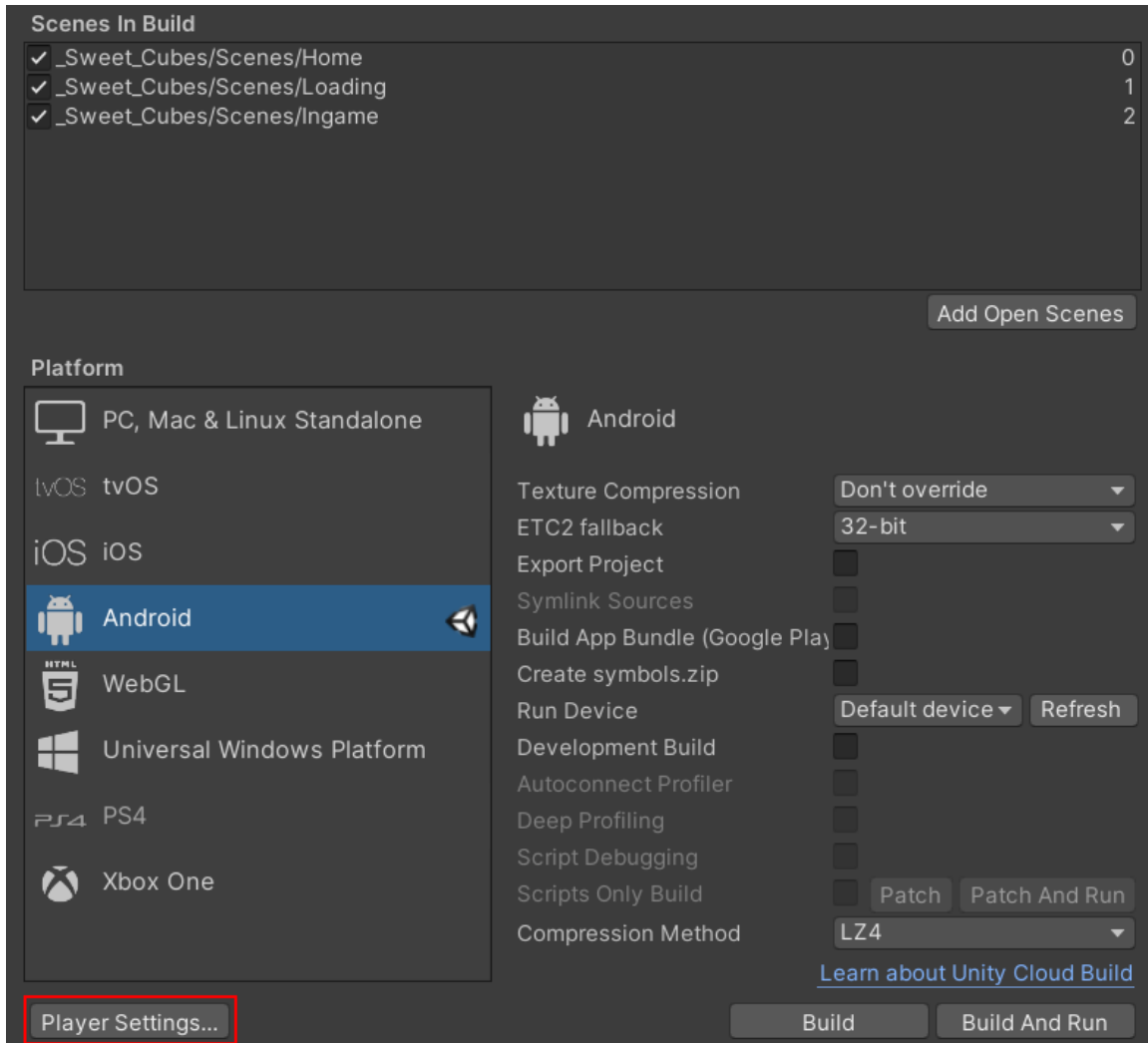


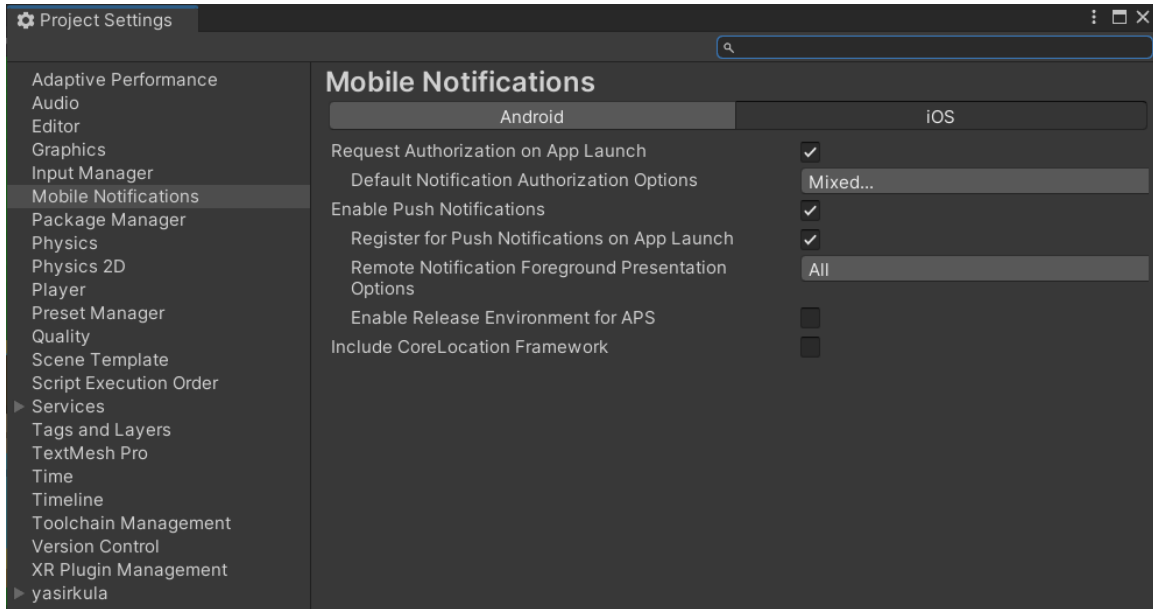
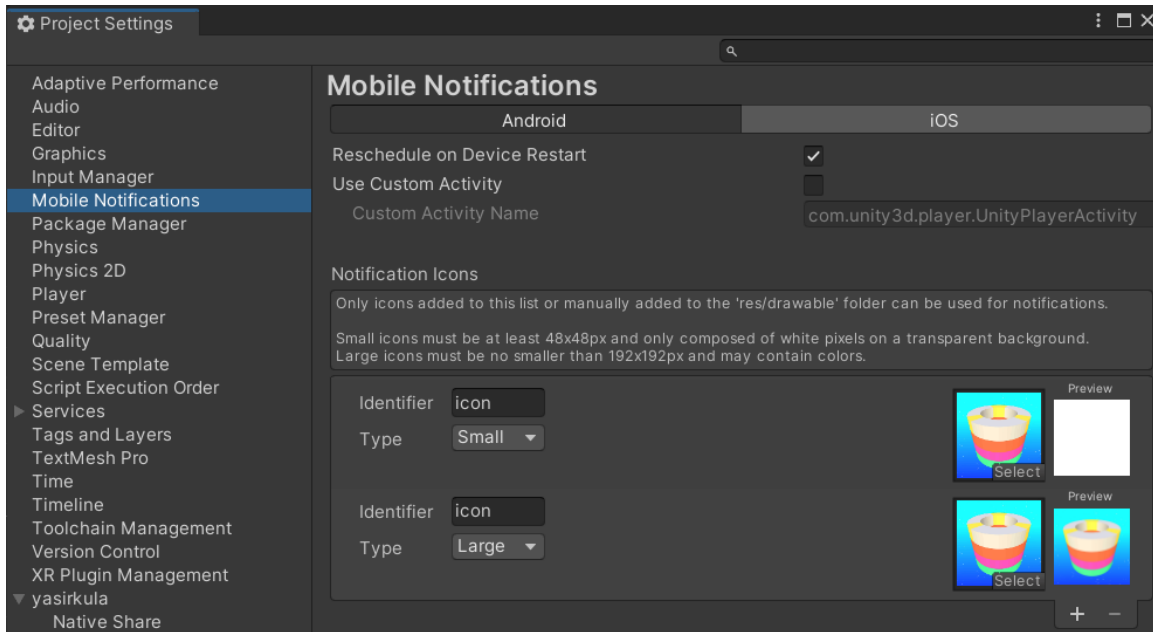
Daily Notification Configs: this is the notification that fire daily.

- ❖ *Daily Notification Tile:* the tile of the notification when it fired.
- ❖ *Daily Notification Text:* the text of the notification when it fired.
- ❖ *Fire Time:* how long till the notification get fire (in seconds) after the game close. Currently it's 86400 seconds which is 1 day.

You can set up the notification icon by following these steps.

Go to File -> Build Setting -> Player Setting -> Mobile Notification

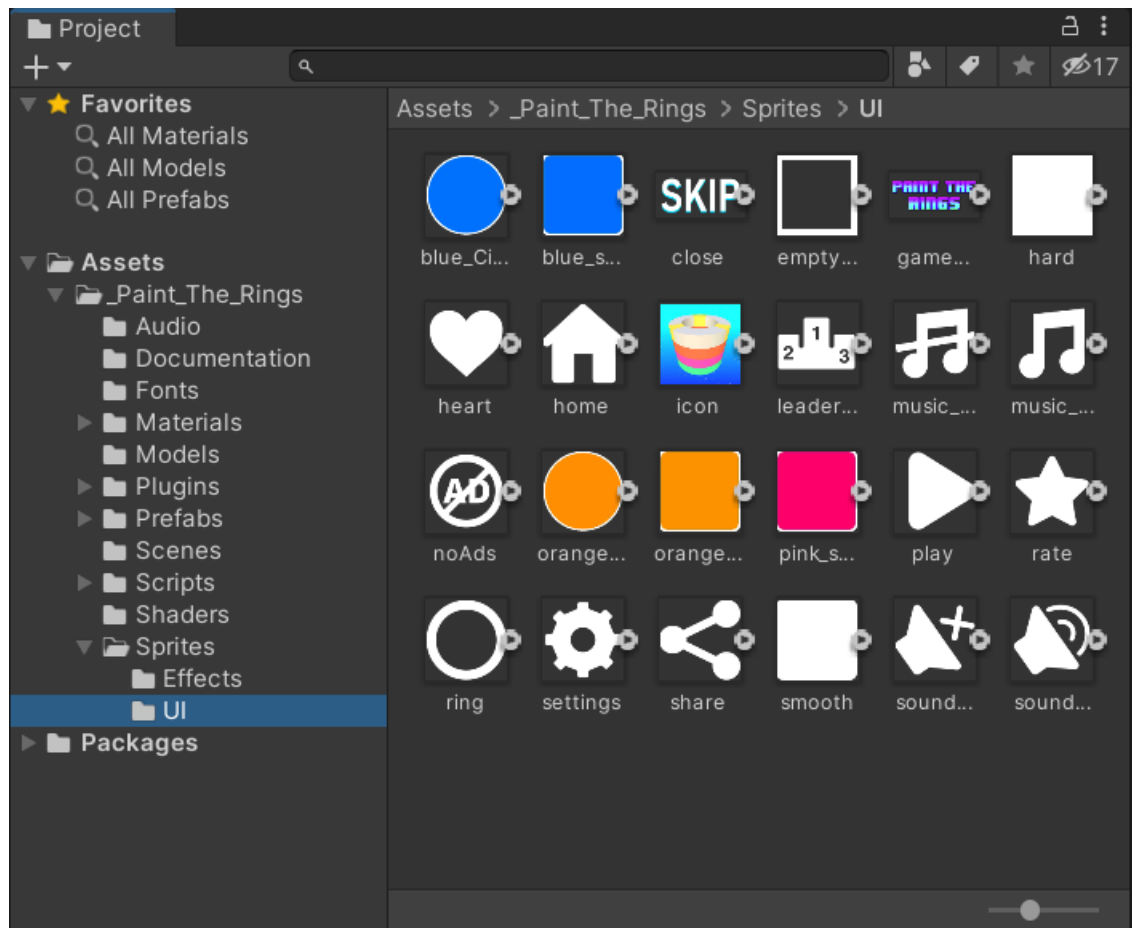


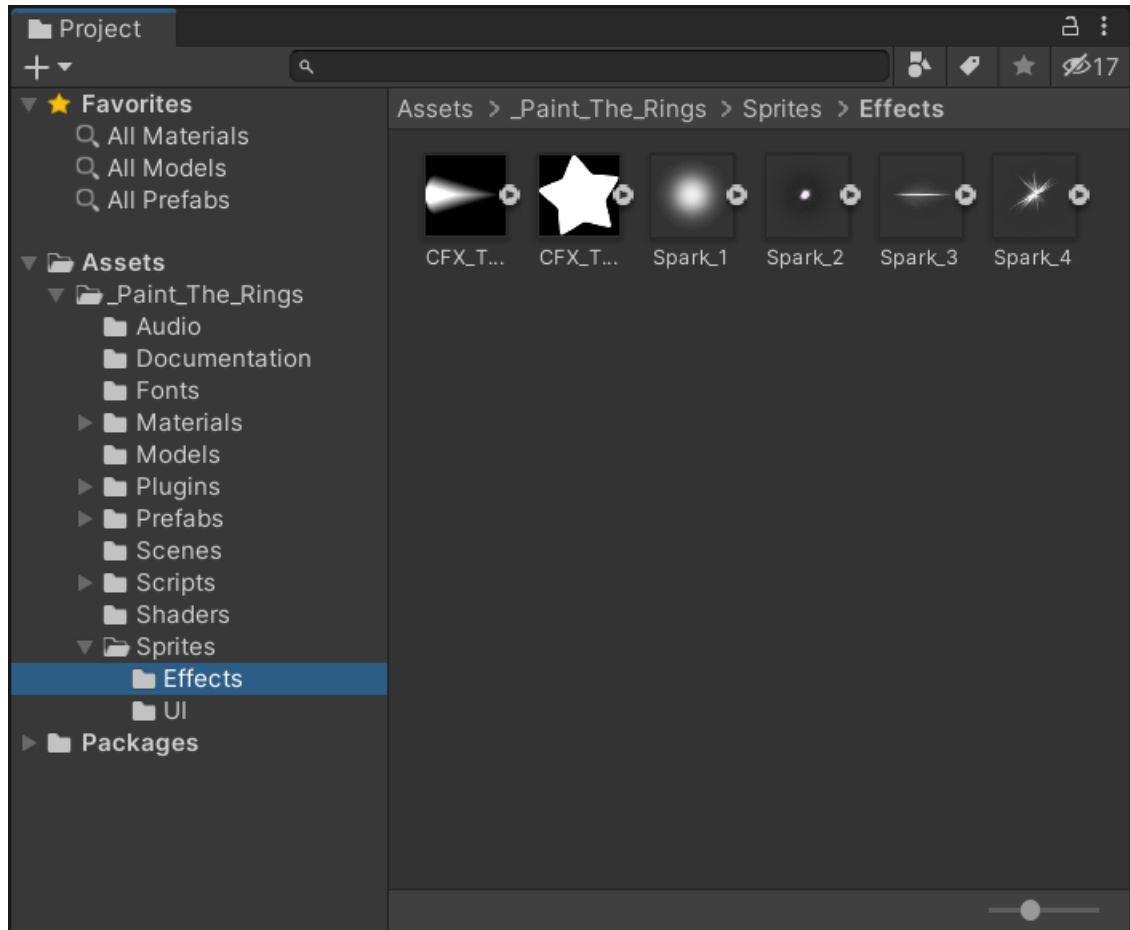


As you can see, there's a field for you to setup icon for notification. Remember, you must set the Identifier as "icon".

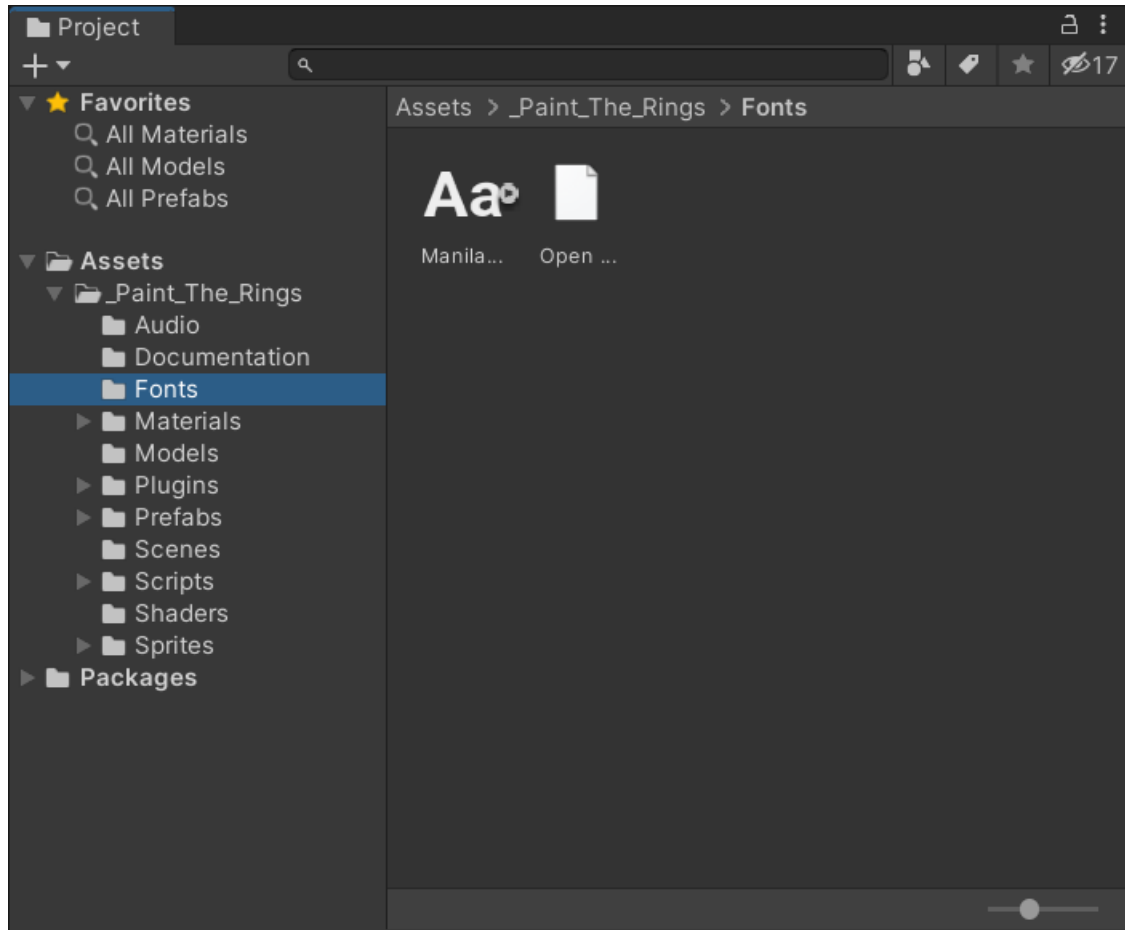
6. Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites/UI* folder. You can replace them with your own sprites to modify the UI as you like.





All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.



THANK YOU AND GOOD LUCK WITH YOUR GAMES!