

# Monster Truck Documentation



**Minimal requirement: Unity 5.5.2f1**

**Recommended Version: 2019.2.2f1**

You can't sell your reskin based on our template, or any part of source code/assets. You can publish the game on Google Play, Appstore and any other mobile stores.

You can't publish the game as it is, you need to reskin it. In this document there is a detailed explanation about the reskinning process and requirements.

We do support additional changes of the source code or new features. If you need some customizations you need to hire us. Please contact us on this behalf.

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## **Introduction & Background**

This game is basically a simulated 3D car racing Stunt game with monster Truck. It's not just a game but a battle. This game is specially designed to entertain the users to interact with new technology. It gives a user beautiful environment well controlled cars and catchy Music.

For the development of game Unity 3D tool will be used which includes Visual Studio (2017) for c# script, Adobe Photoshop for sprites, Blender for Animations and 3D Objects. The Game provides you the best graphics and a sophisticated environment to play and not get bored.

## **Hardware and Software Specification**

- 4GB RAM (Minimum required for development Computer)
- Windows 10 operating system (all operating systems can be used)
- 100MB free space (On Mobile)
- Sensor for Tilt orientation in mobile
- 2.54 GHz processor (Minimum for Development Computer)
- Visio 2010 (Used to make diagrams)
- Android SDK (Used to make build for android mobile)
- Mono develop (Used for Programming)
- Adobe Photoshop (Used to make Sprites, UI)
- Soomla (Used for I-App Purchases)
- Unity 5.6.1 (Editor to make a game)

## **Engine Description**

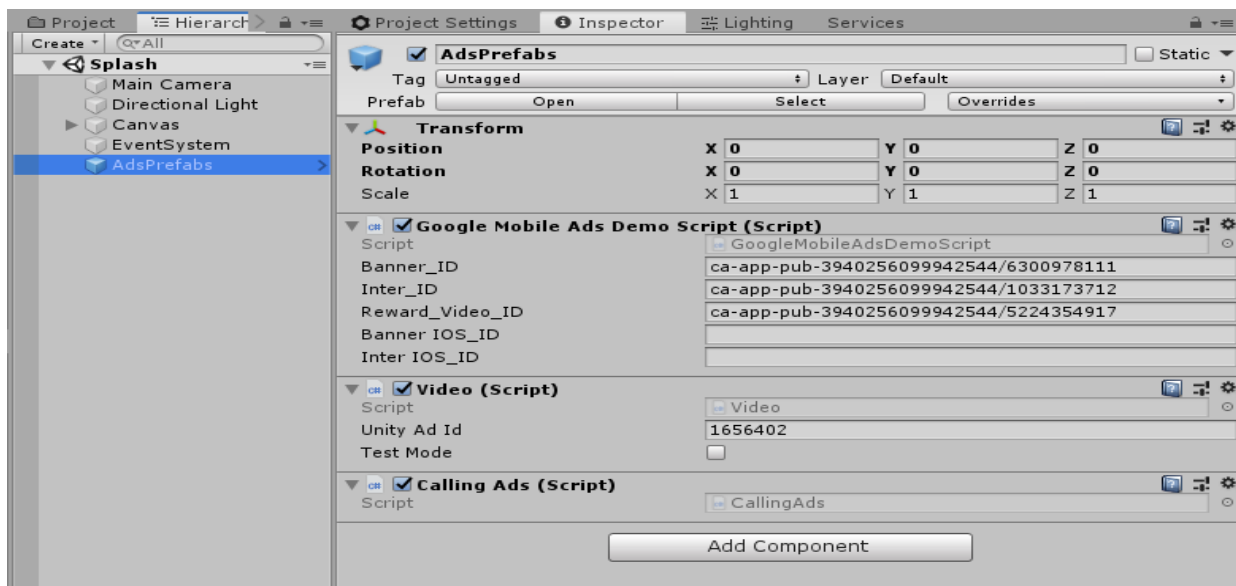
- Source code was made with Unity Engine
- Crossplatform (Android, iOS)

## **Game Features**

- 15 Unique and Difficult Levels
- interactive Ramp with levels
- Unique Stunts
- Made with Unity
- AdMob and Unity Ads integrated
- Rate integrated
- In-app Purchase (Remove Ads)

## ADS

The monetization is made with AdMob(Interstitial) and UnityAds ad providers. All monetization setup is made through one script: AdsPefab. To configure the ads, just open the “Splash” scene in unity, select the “AdsPrefab” GameObject, and enter all the empty fields.

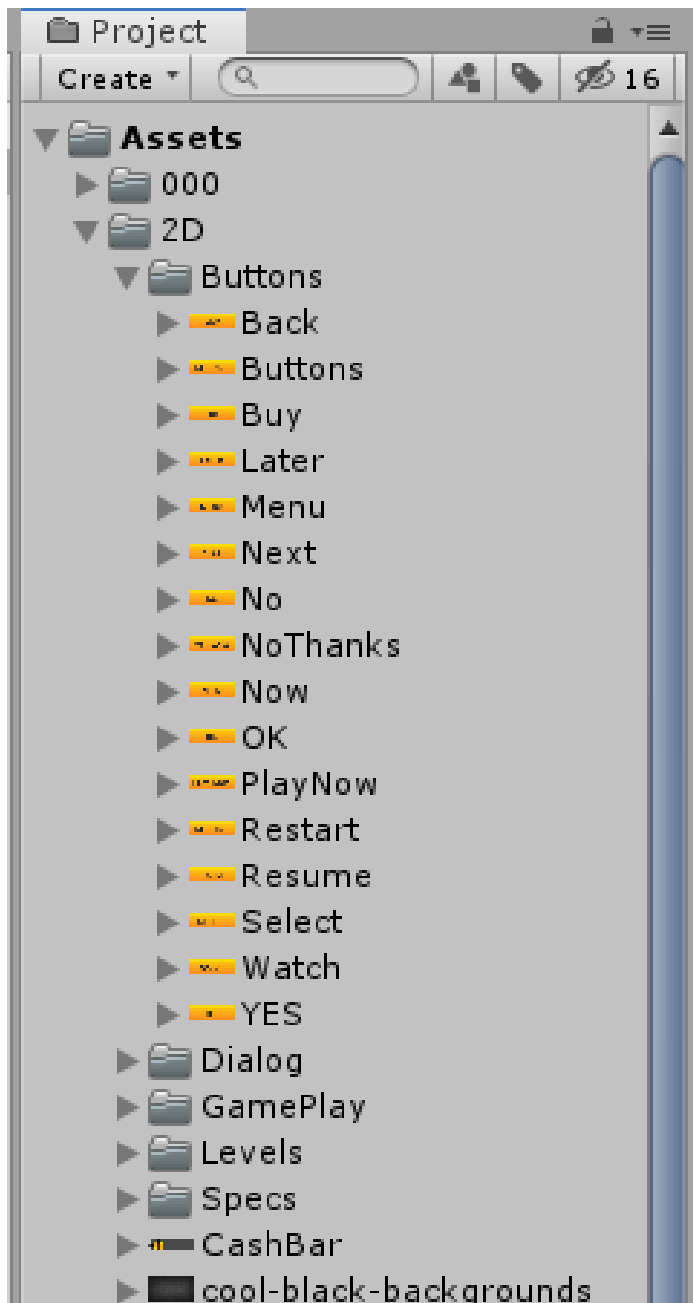


## Instructions for graphic reskin of the textures:

To change the UI of the game You need to replace the graphics as given below:

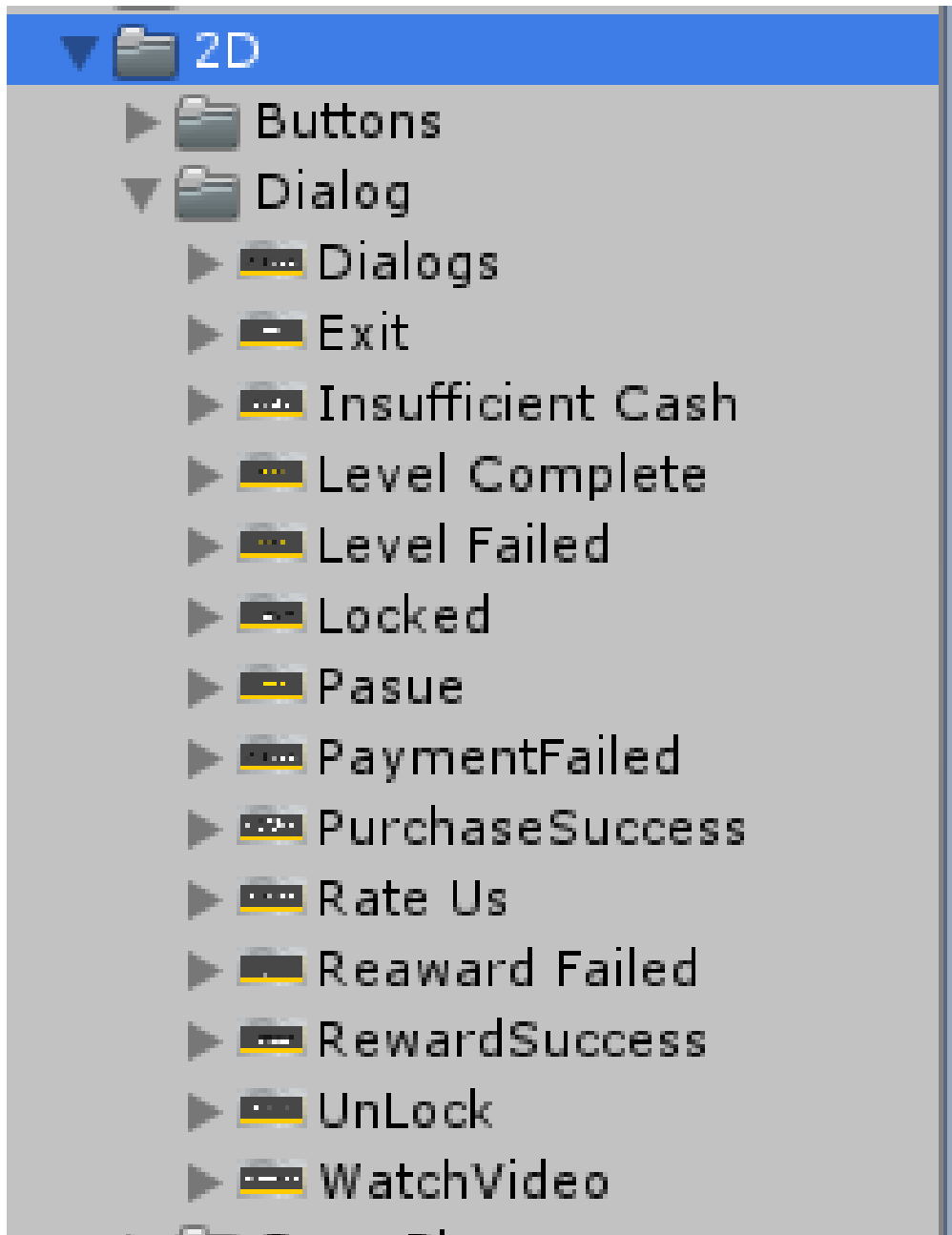
### For Buttons:

To Reskin You need to replace the images of in the Folder Assets/2D/Buttons. Please See attached Screenshot Below.



### For Dialogue Boxes:

To Reskin the dialogue box like Level Complete and Level Failed etc. You need to replace the graphics within Folder Assets/2D/Dialogs. Please see attached Screenshot Below:



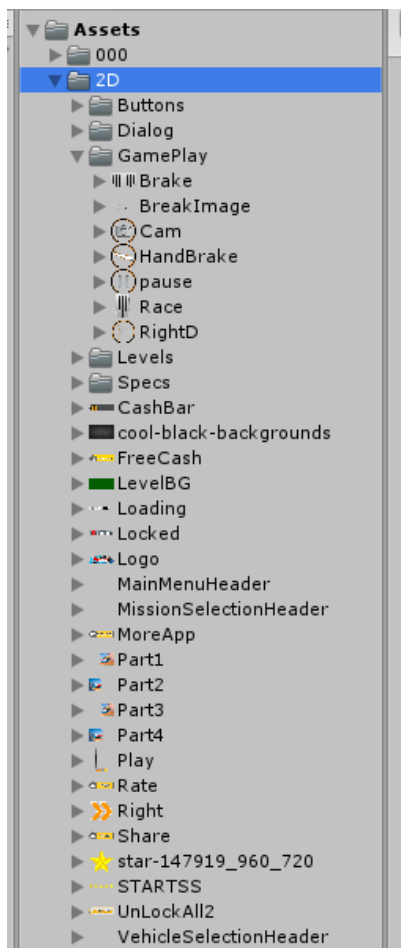
### For Level Selection:

For level Selection You need to replace your desired level graphics within Folder Assets/2D/Levels.  
Please see attached ScreenShot.



### For Gameplay:

In order to Reskin The Buttons(UI) within Gameplay you need to change Graphics within Assets/2D/GamePlay. Please check Screenshot to check.

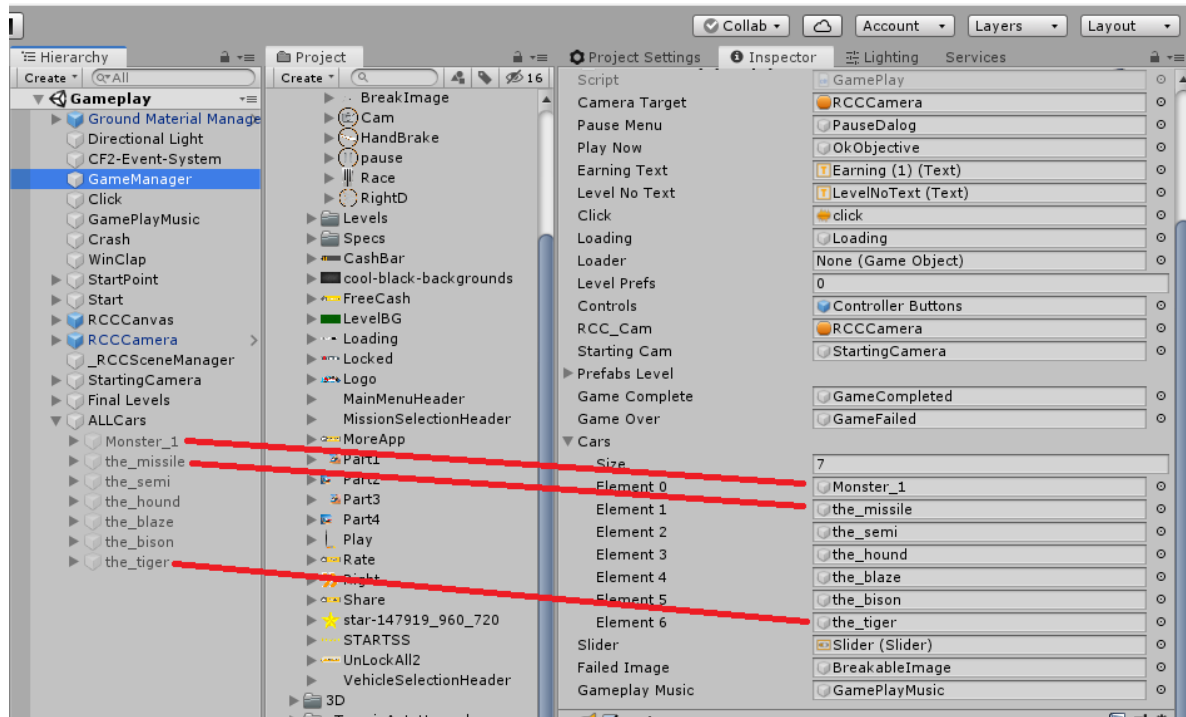




### How To Add Vehicles?

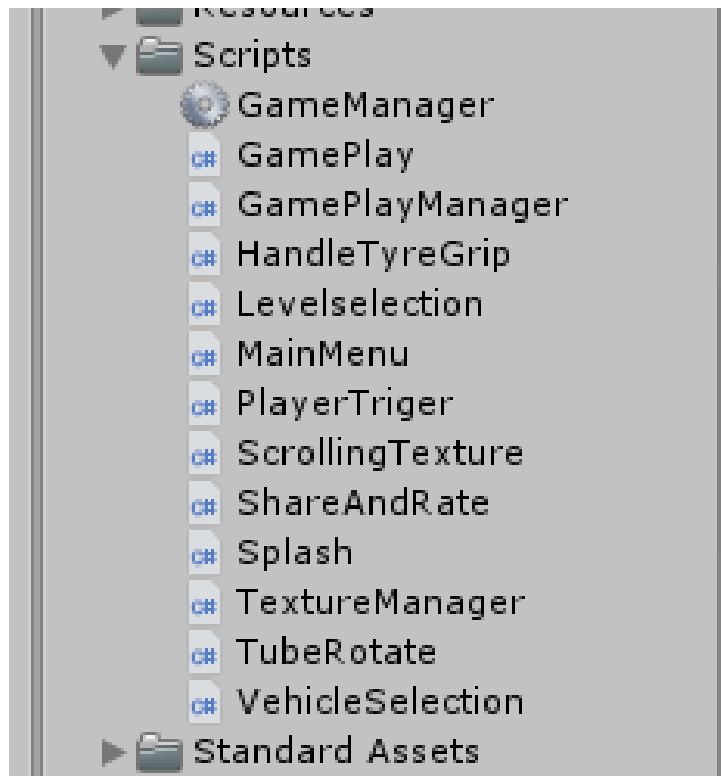
To add new Vehicles You need to add your desired Models Cars in the game. Then you need to drag them in hierarchy window. Then you need to Drag them within Object VehicleSelectionScript like shown in Screenshot below:





### Scripts of Game:

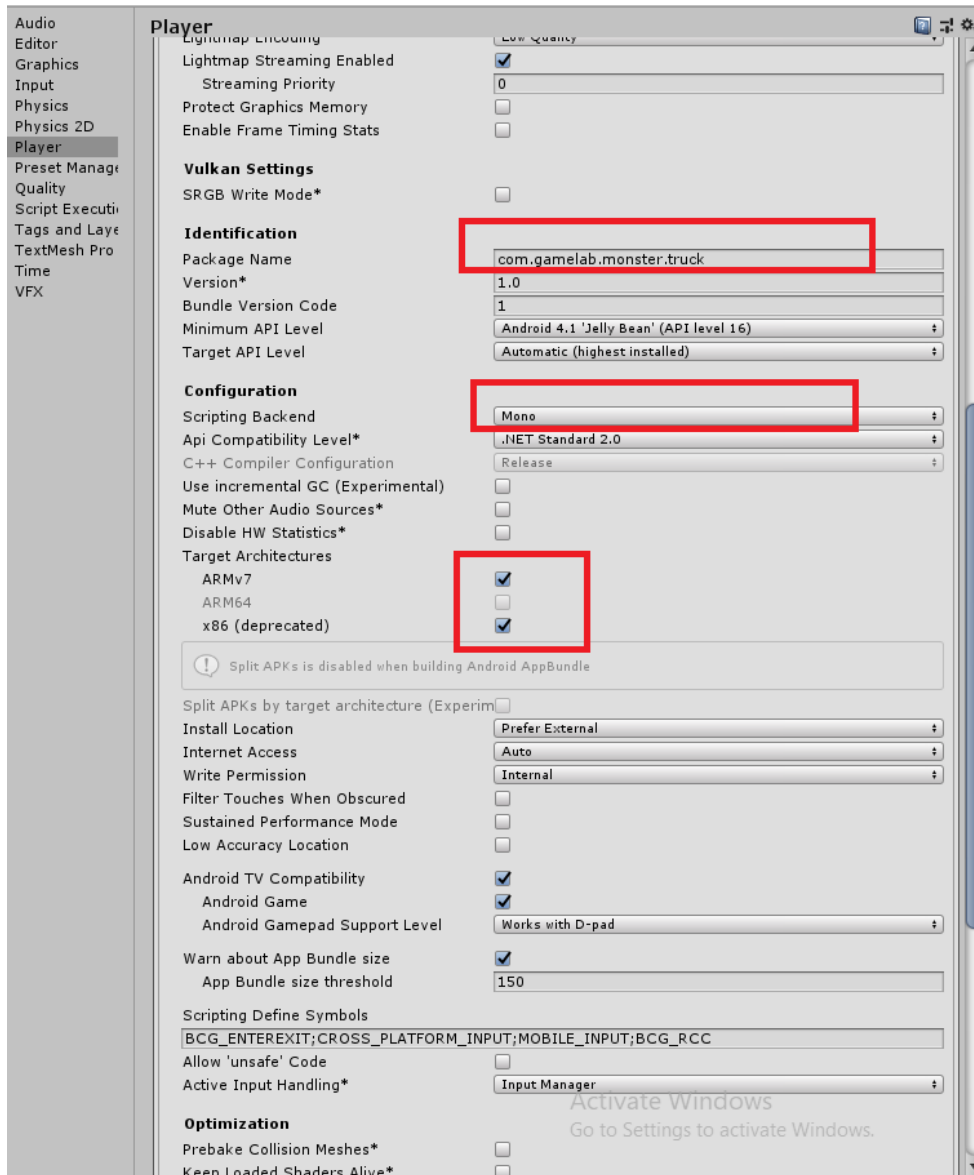
Scripts are placed in the Scripts Folder Within Assets Folder.



### To Build in Android:

To build in Android you need to follow steps:

- First you need to provide the unique Bundle id in Package Name (as shown in fig)
- You need to check that game's Scripting backend Must be Mono.
- You need to check Target Architectures ARMv7 and x86 (as shown in fig)

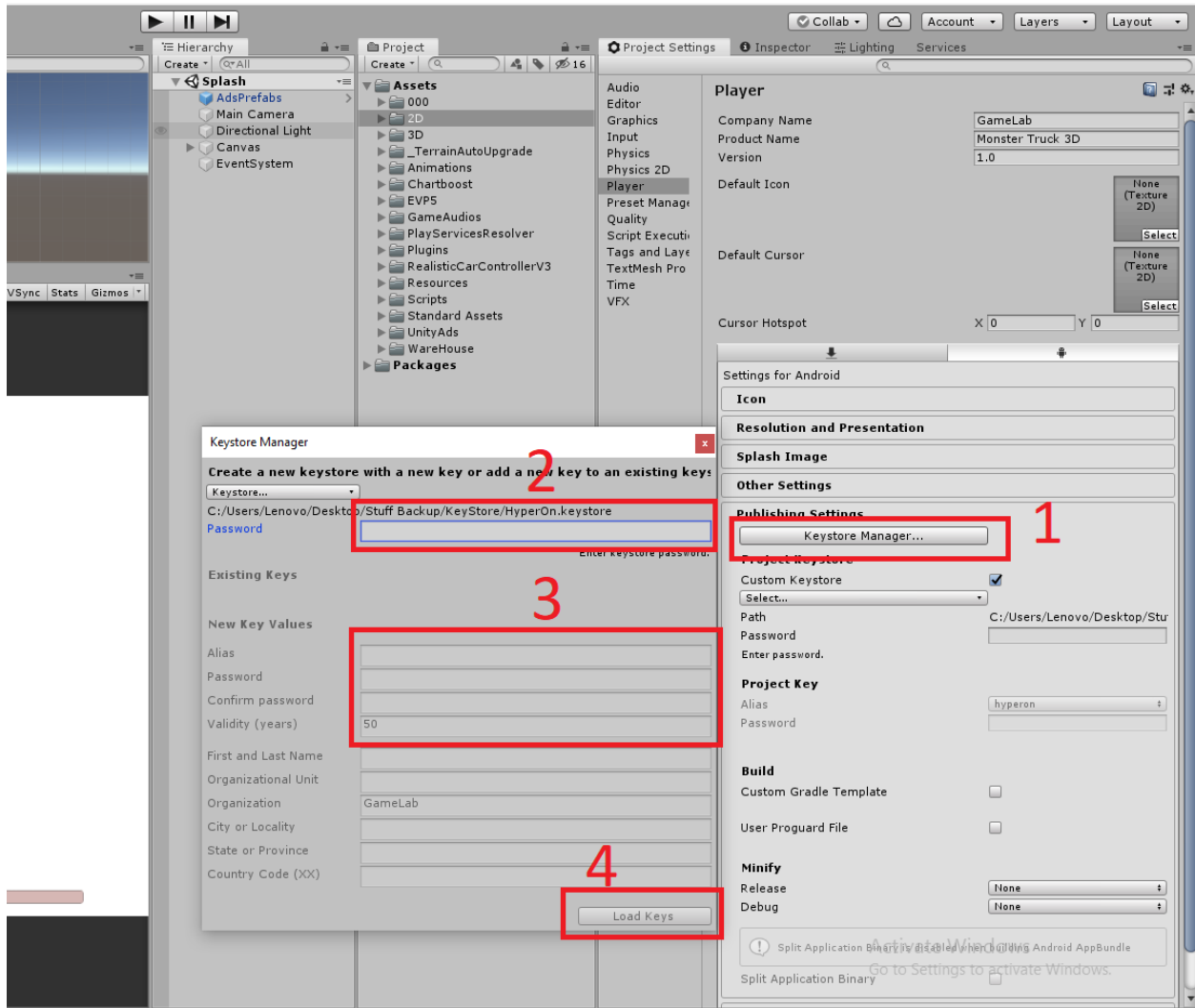


## KeyStore:

You need to have a keystore if you have you can place it by browsing in your PC. If you want to create it you need to Follow steps:

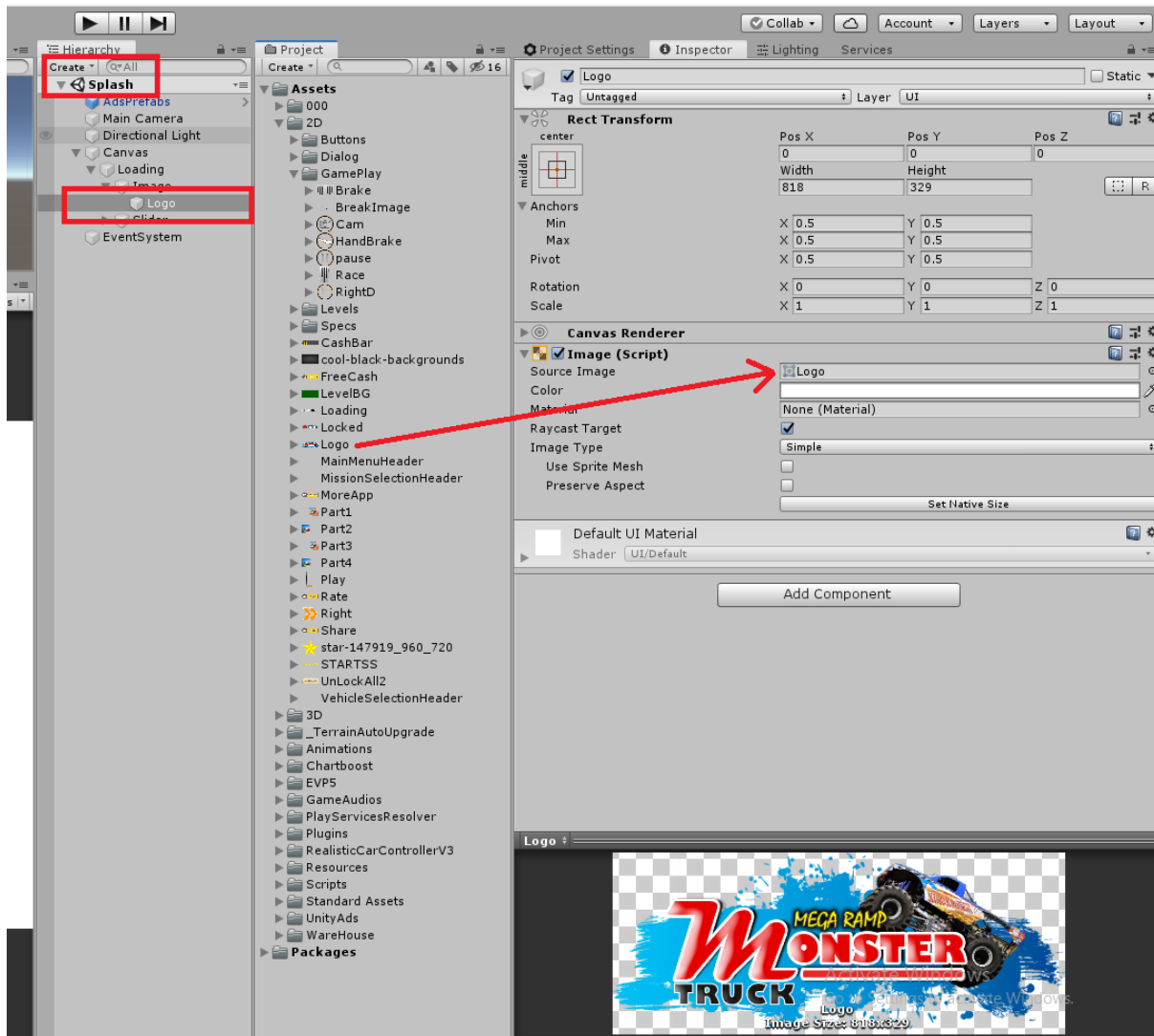
- Open Publishing Settings
- Click On KeyStore Manager

- Give your desired password for keystore
- You need to add key values to make it unique which resembles to your identity.
- Load keys to implement in the Game.



## Logo:

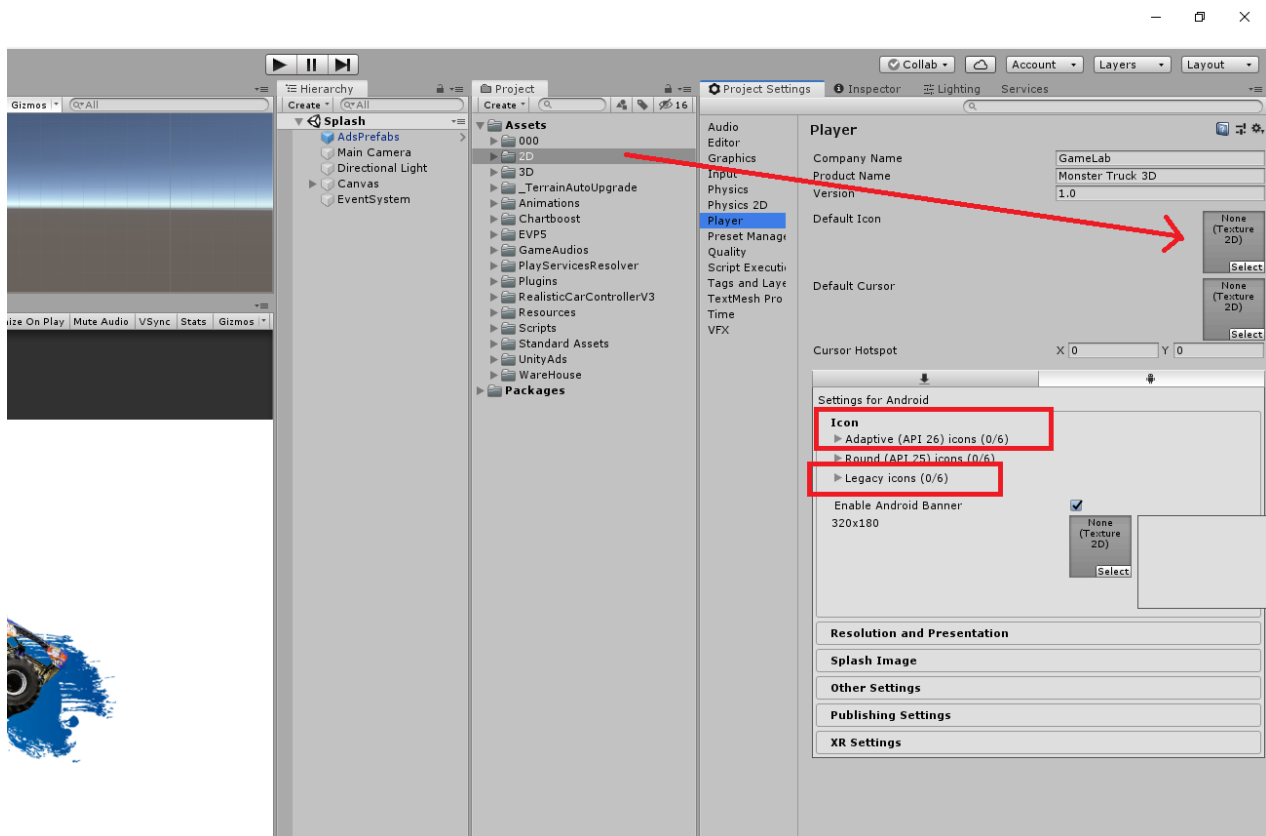
You need to Drag your new logo to the Source image as shown in figure below:





## Icon:

You need to drag your new icon in the player settings as shown in the figure:

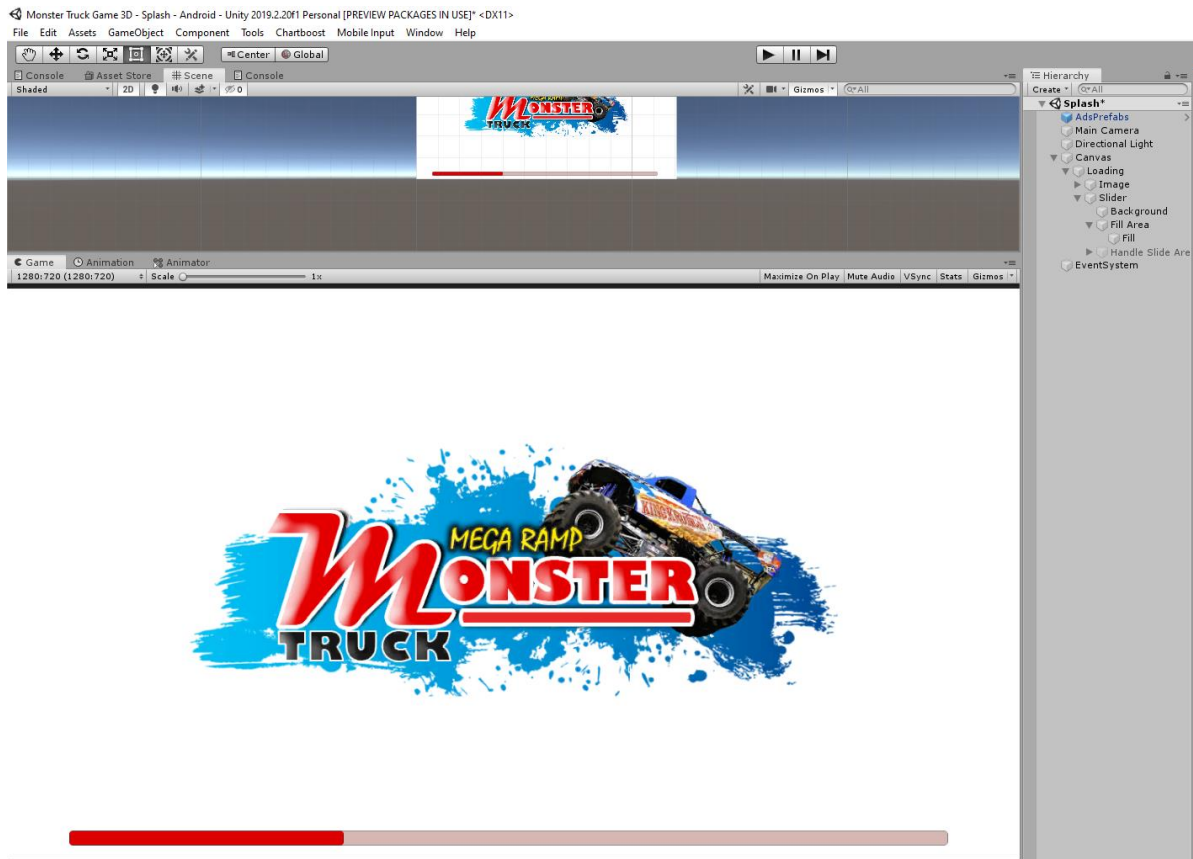


## RCC Car Controller:

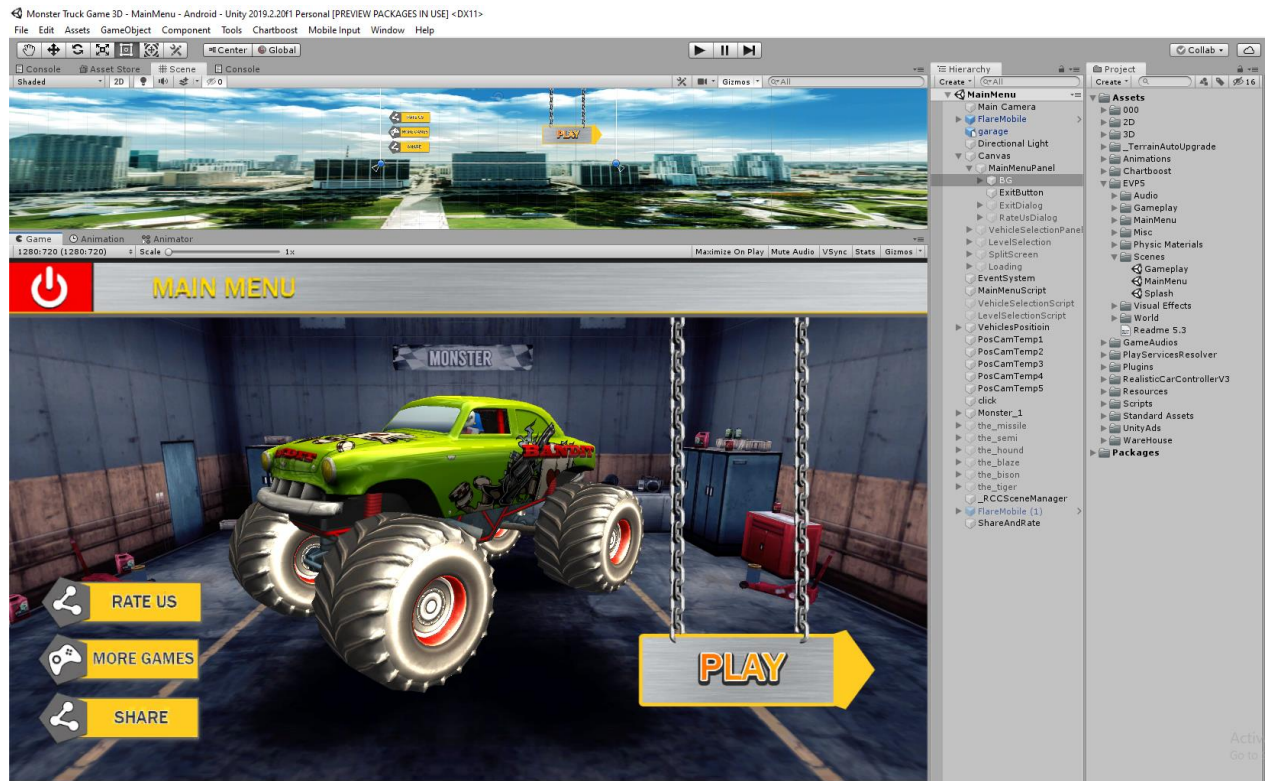
Realistic Car Controller Plugin added within the game. To control the movement of the game the whole documentation is added within Assets/RealisticCarControllerV3/Documentation. Used to operate your car movement.

## Prototype:

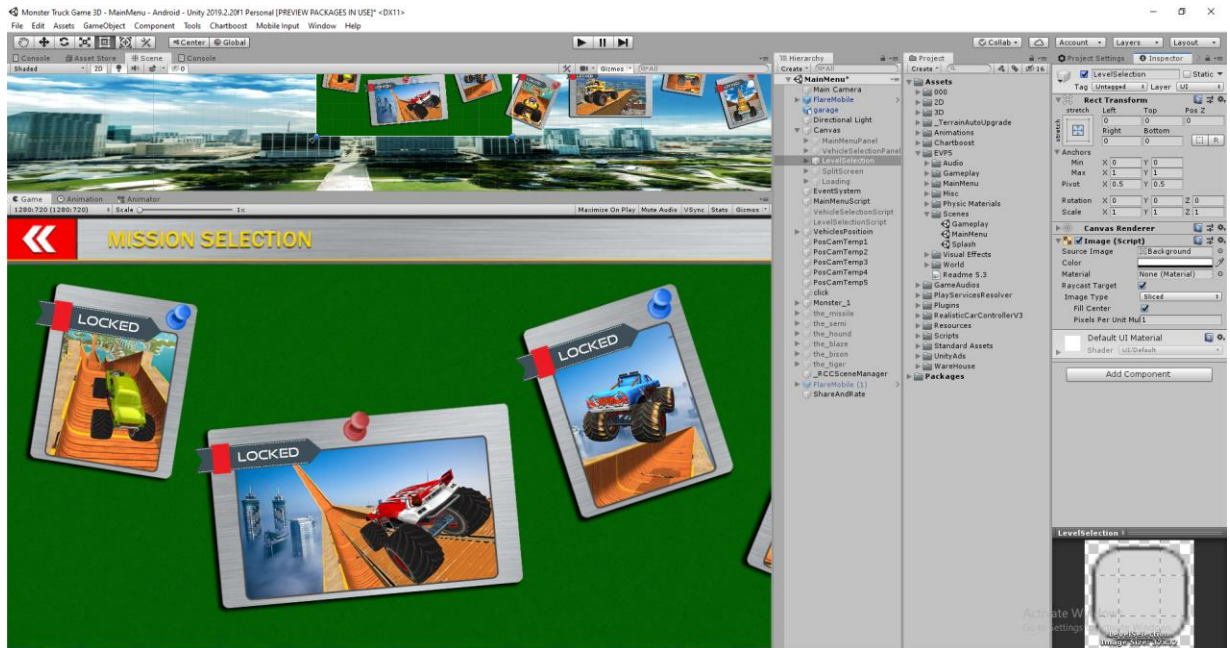
### Splash



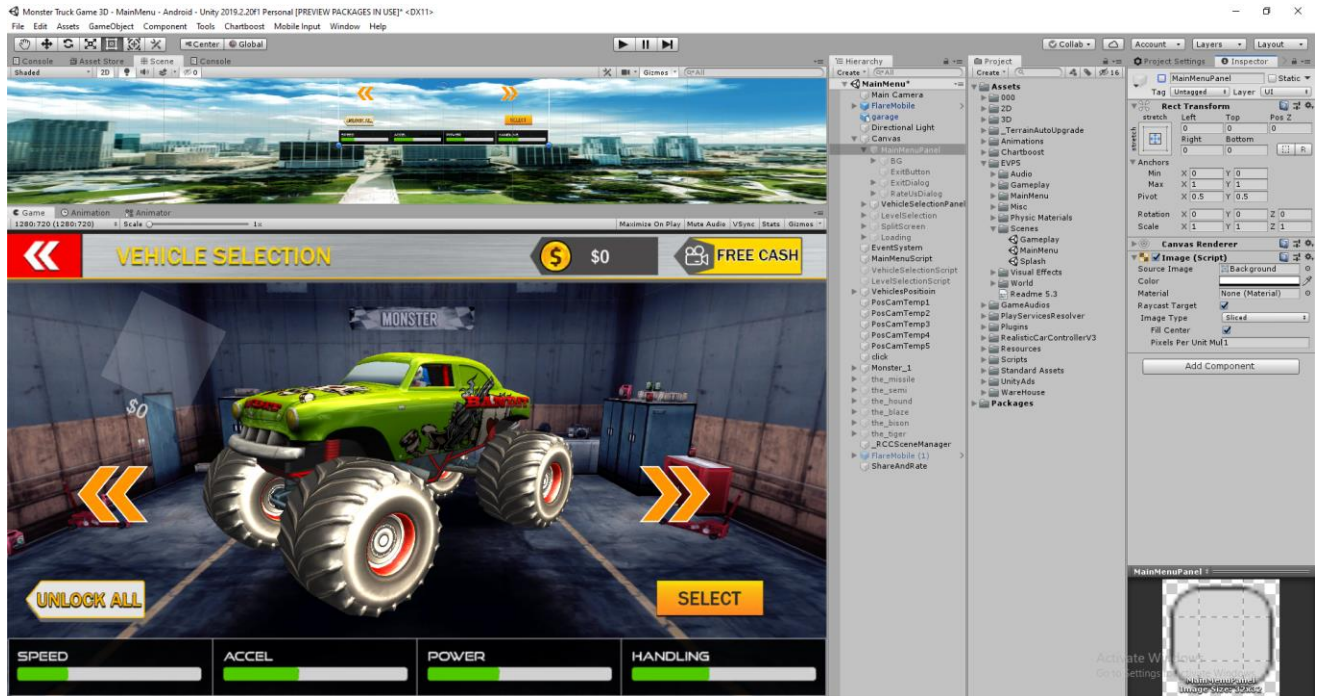
## MainMenu



## Level Selection



## Vehicle Selection



## GamePlay



