



# Reflection time – AssetStore

## DOCUMENTATION

Online documentation: classes and its method, properties, variables you can get there  
<https://goo.gl/BG3UfW>

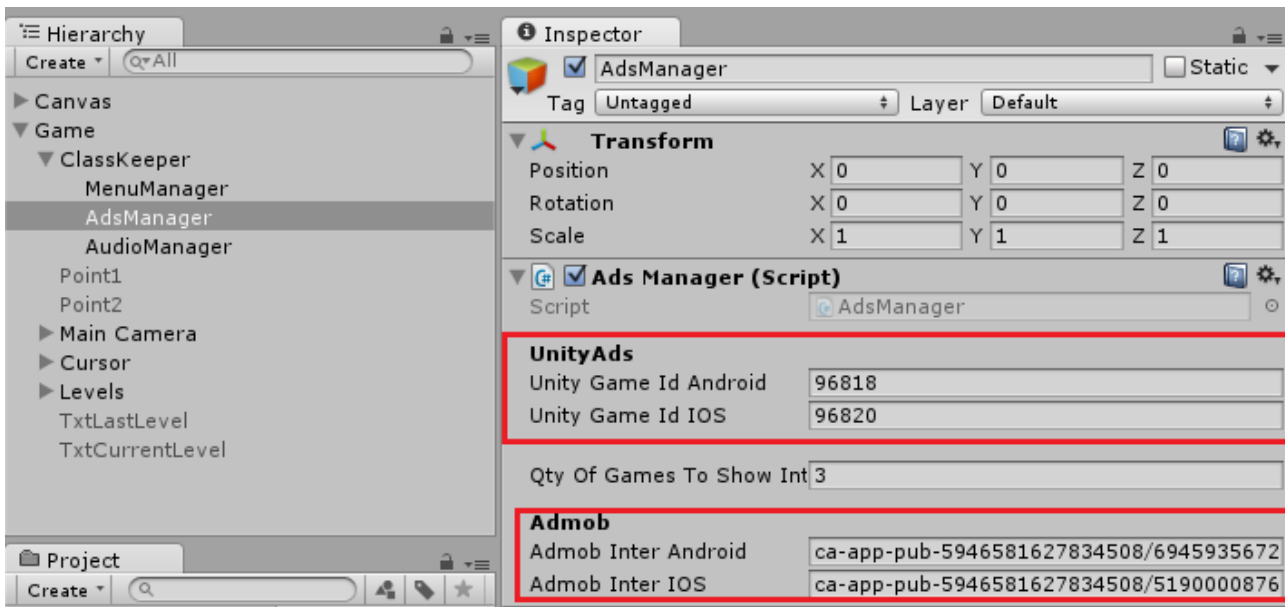
### Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

|   |   |
|---|---|
|  AdmobImplement        | Script, where admob interstitial ad is realized   |
|  AdsManager            | Class in charge to ads showing  |
|  AudioManager          | Class in charge to play and control all sound in the game   |
|  BallBehaviour         | In charge to moved the ball and control his behavior during the game  |
|  Constants             | Class holds constant variables  |
|  Cursor                | Control cursor physics  |
|  ExtensionMethods      | Class, that contains all of extension methods   |
|  Figure                | Contain Figure properties and components  |
|  GameManager         | Class that references a singleton object and consist of global variables and properties. Control level loading and actions, that are related with obstacles |
|  InputManager        | Class in charge of the input on different platforms.  |
|  Level               | Contain level properties  |
| ▼  MenuManager       | Class that references a singleton object and in charge to show and control menu gameobjects   |
|  LevelNumb           | Struct, that contain properties of level number in scrollview   |
|  MoverRotator        | In charge to move and rotate gameobject   |
|  Obstacles           | Control obstacles behaviour   |
|  PersistentSingleton | Persistent singleton.   |
|  PlayerPrefsX        | Store data  |
| ▼  StrokeBehaviour   | Control stoke behavior  |
|  Stroke              | Contain component reference to stroke gameobject  |
|  Tools               | Class contains static methods,that used in game   |
|  UnityAdsImplement   | In charge of UnityAds video realization   |

## Ads Integration

Visit [admob](#), [unityAds](#) sites to define your ID's and set them in *AdsManager* scripts, which is attached to *AdsManager* gameobject



## Interstitial settings

*qtyOfGamesToShowInter* – value of frequency. Set how many interstitial ad will be after passed level.

For example, default *qtyOfGamesToShowInter* value show, that interstitial ad will be appear every 3-rd game.

## UnityAds settings

Set name of your integration id – *defaultZone*. Like on the picture

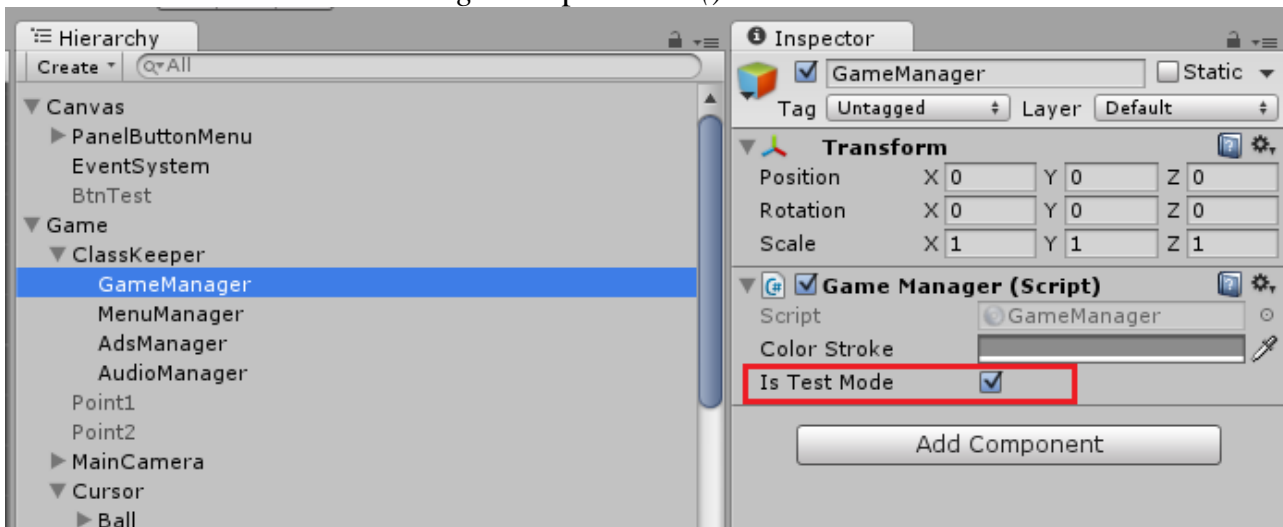
| Name   | ID                | Enabled                             |
|--|-------------------|-------------------------------------|
| Video ad placement<br>VIDEO, NON-REWARDED      | defaultZone       | <input checked="" type="checkbox"/> |
| Rewarded video ad placement<br>VIDEO, REWARDED | rewardedVideoZone | <input checked="" type="checkbox"/> |

## Customizing levels

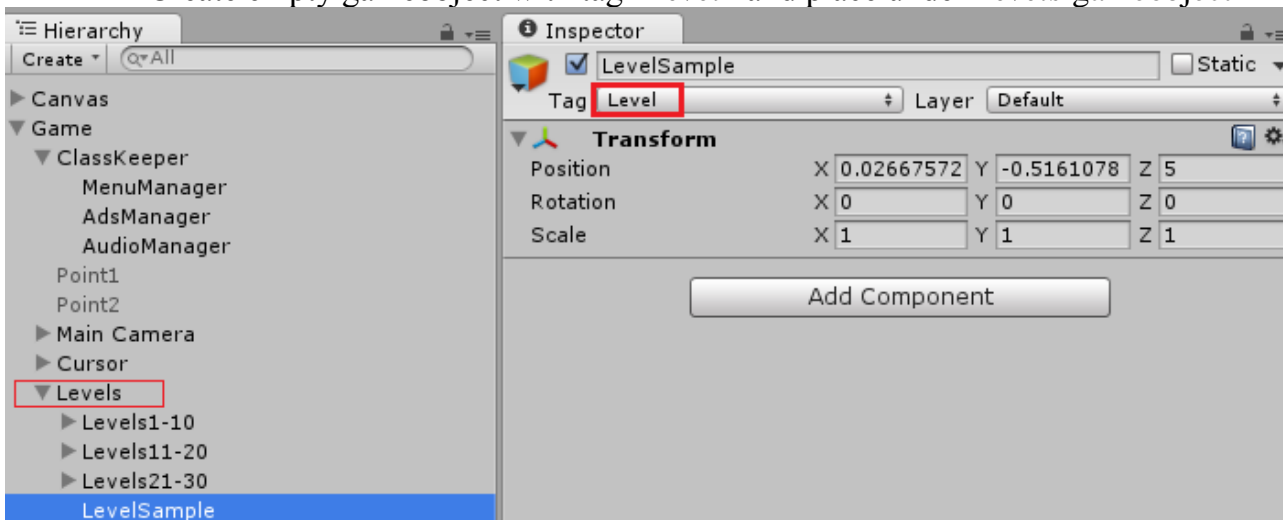
- For testing your level, **turn on test mode** in *GameManager* script.

If “test mode” is off – the latest available level is load

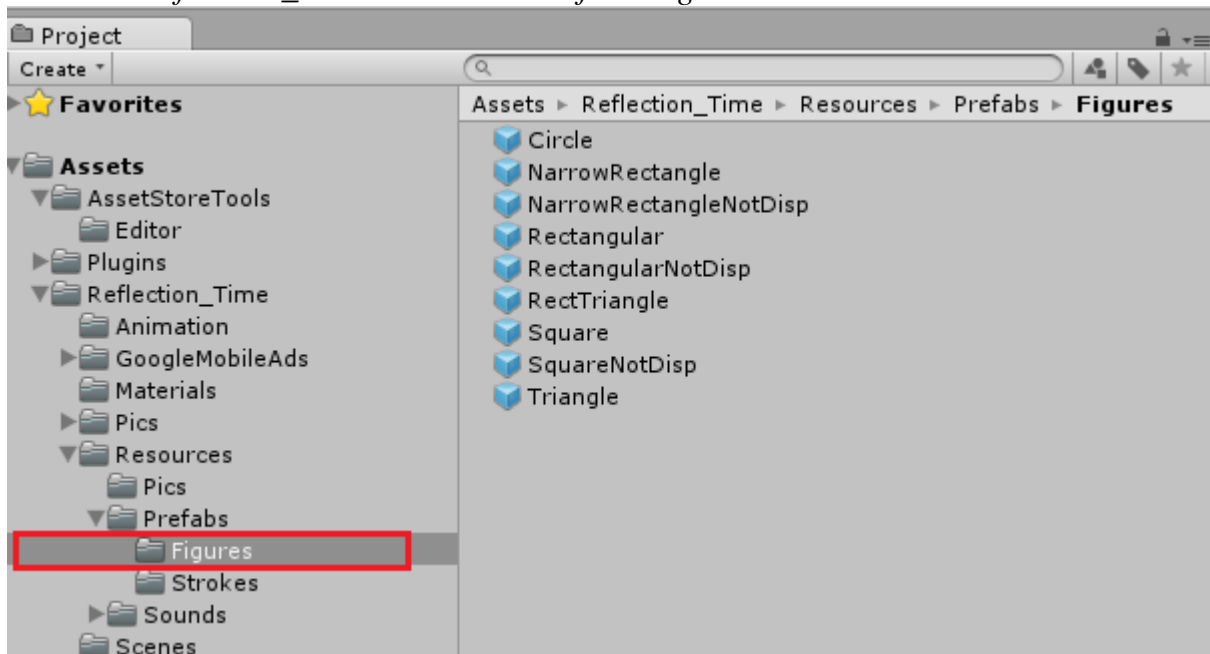
Find detail in *GameManager* script in *Start()* method



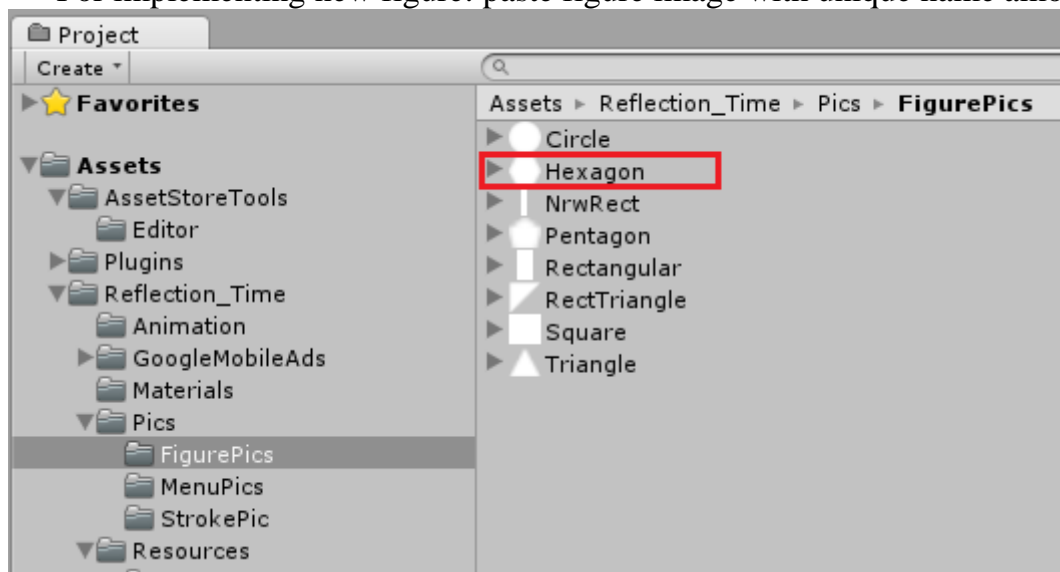
- Create empty gameobject with tag “*Level*” and place under *Levels* gameobject



- For building levels you can use figures' prefabs that are located in *Assets/Reflection\_Time/Resources/Prefabs/Figures*



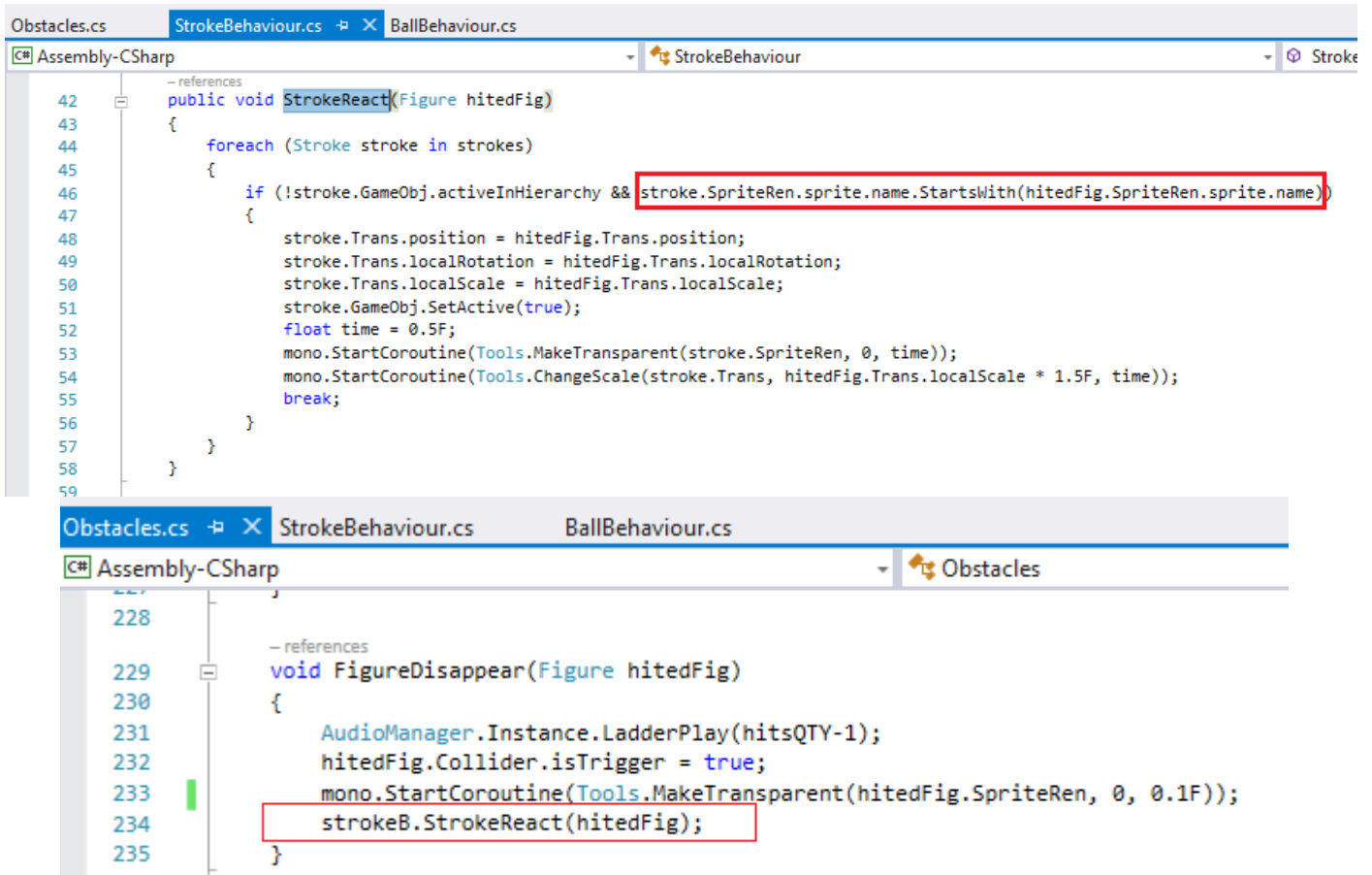
- For implementing new figure: paste figure image with unique name among other figures



Hexagon stroke's name **must** consist with prefix of figure's name (in this case – “Hexagon”) and annex “Stroke”

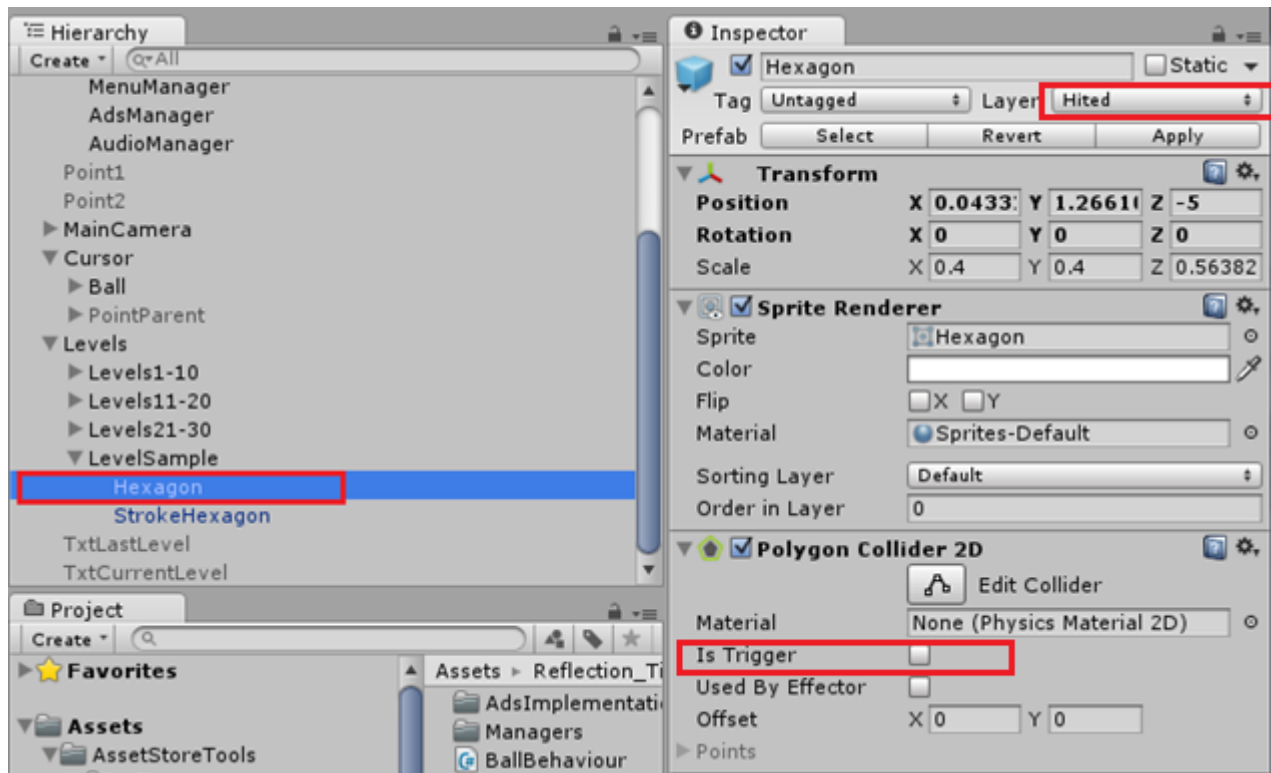
It made because, program need to know what kind of stroke is going to appear after hit.

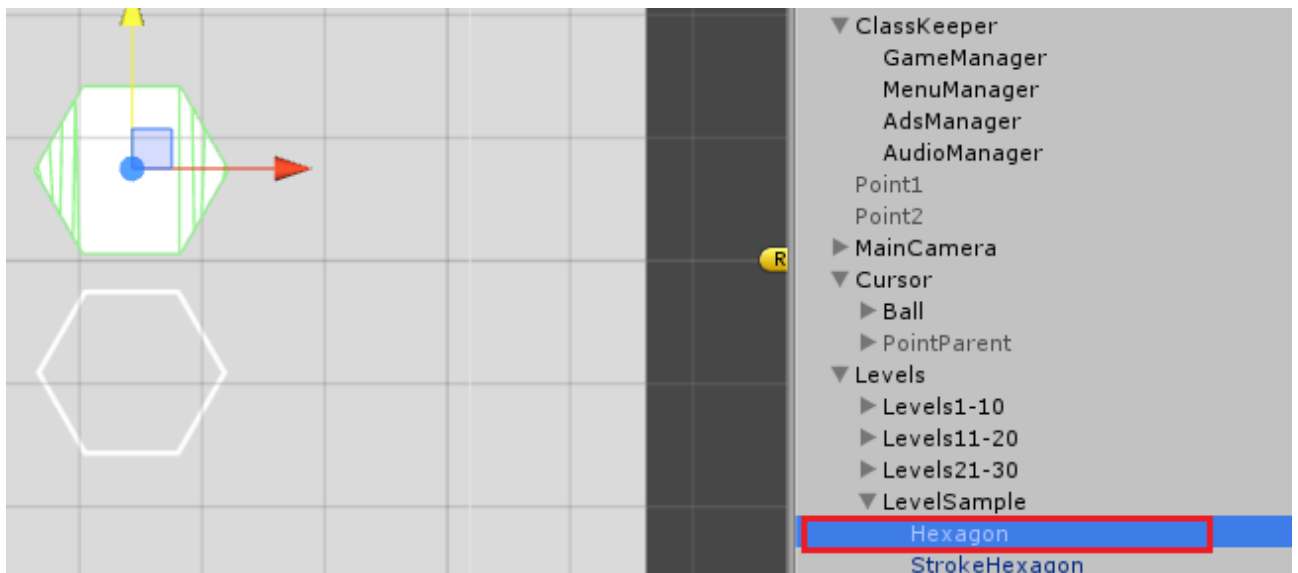
You can look code realization in script *StrokeBehaviour*. Method *StrokeReact()* called from script *Obstacles*



- Save prefabs

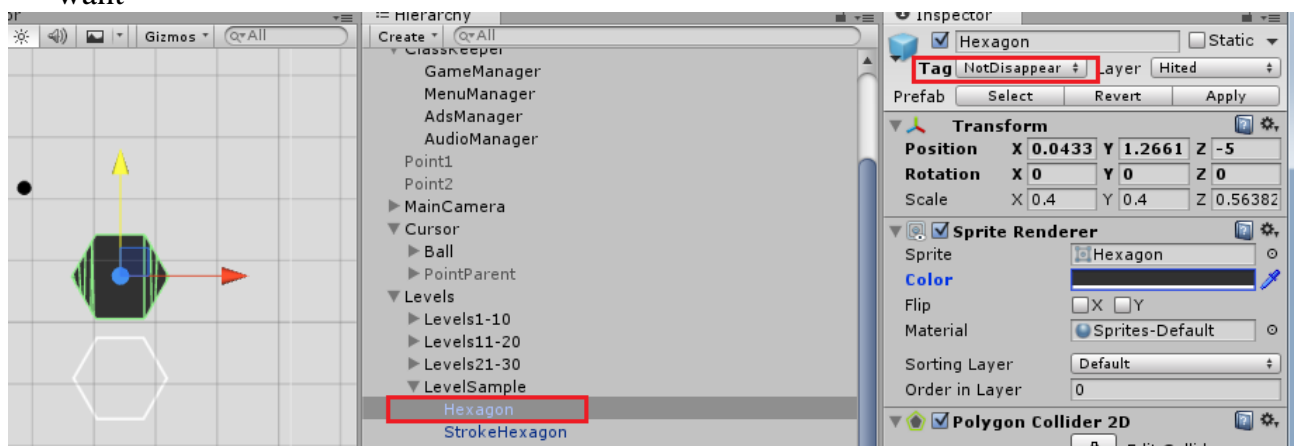
Hexagon gameobject must have layer with name “Hited” and 2d collider with “IsTrigger” false



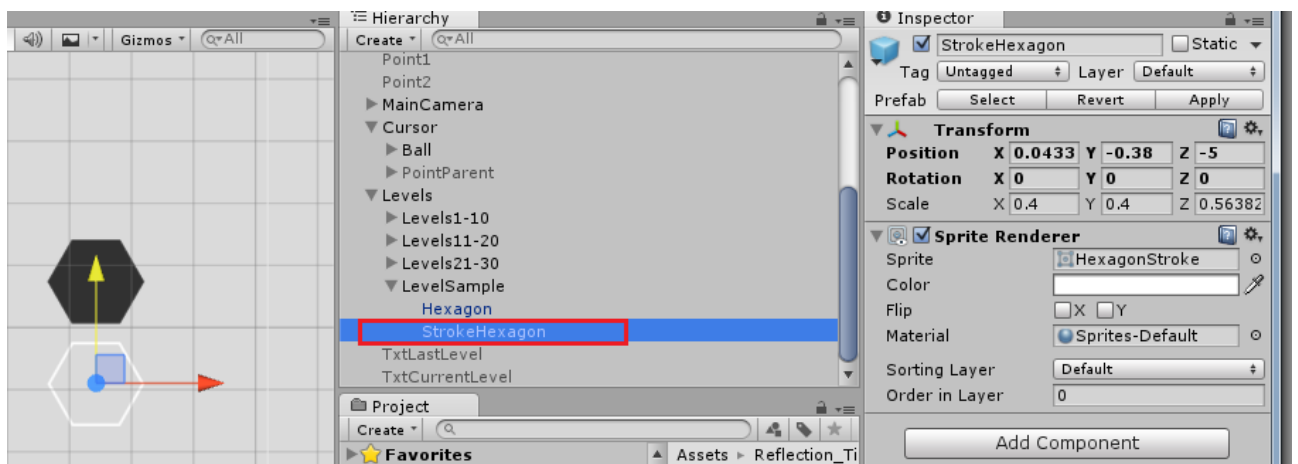


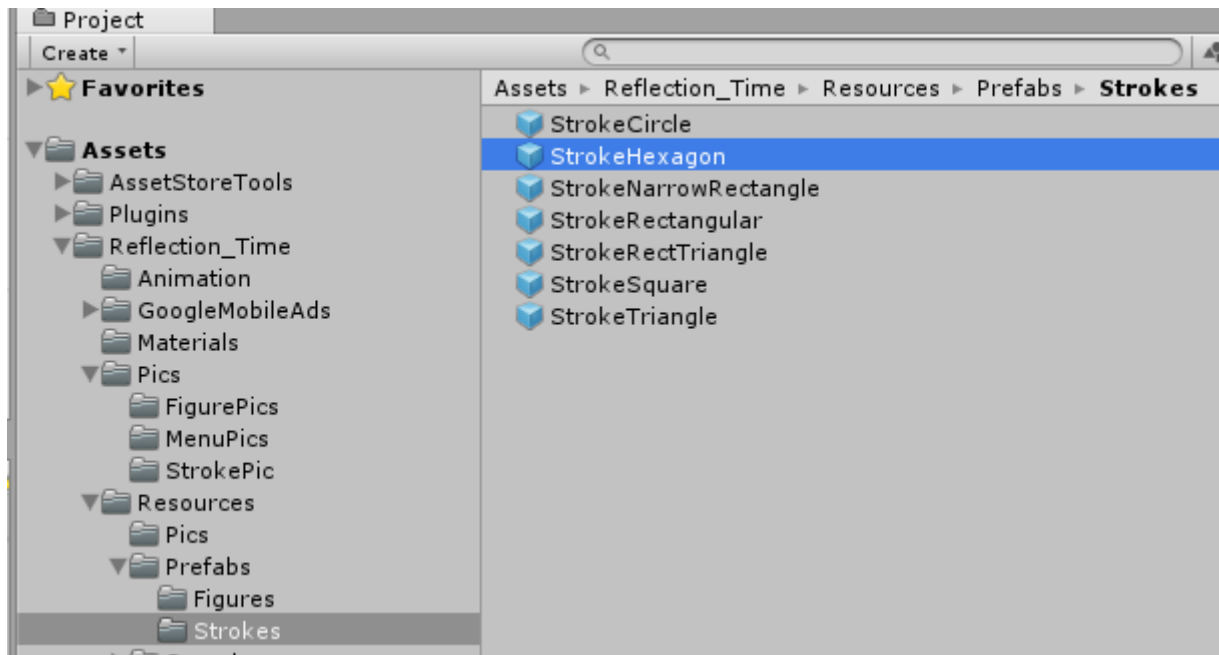
I suggest to save *Hexagon* as a prefab, if you want to use it in next levels

- For figures that, don't disappear, set "*NotDisappear*" tag, and different color, if you want

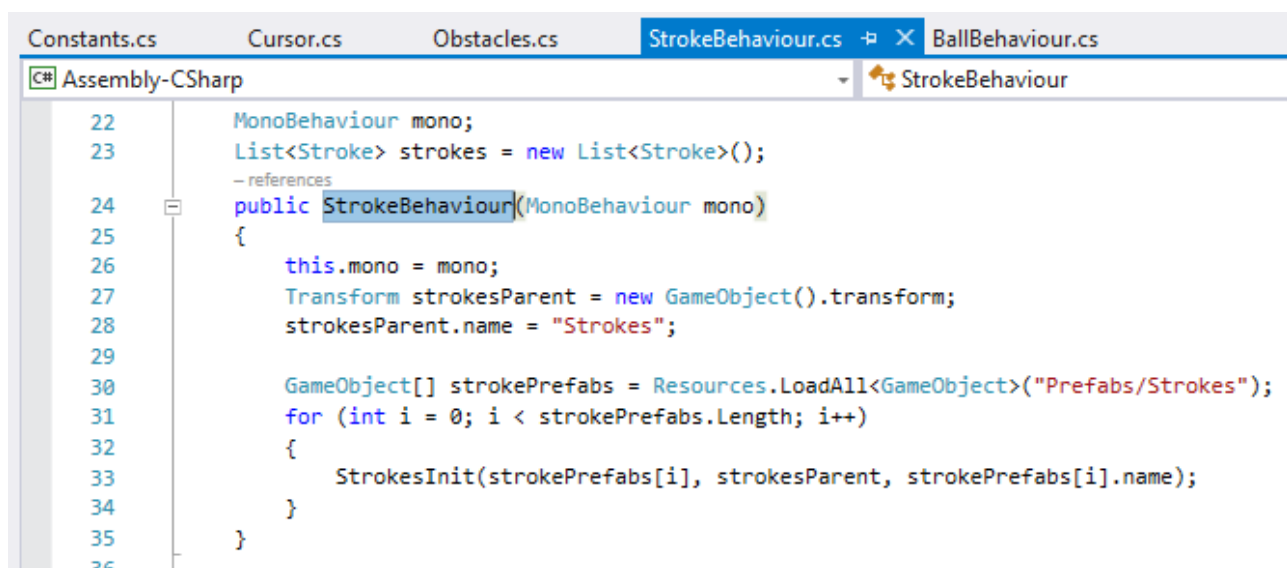


- Strokes must be save as a prefab to *Assets/Reflection\_Time/Resources/Prefabs/Strokes*

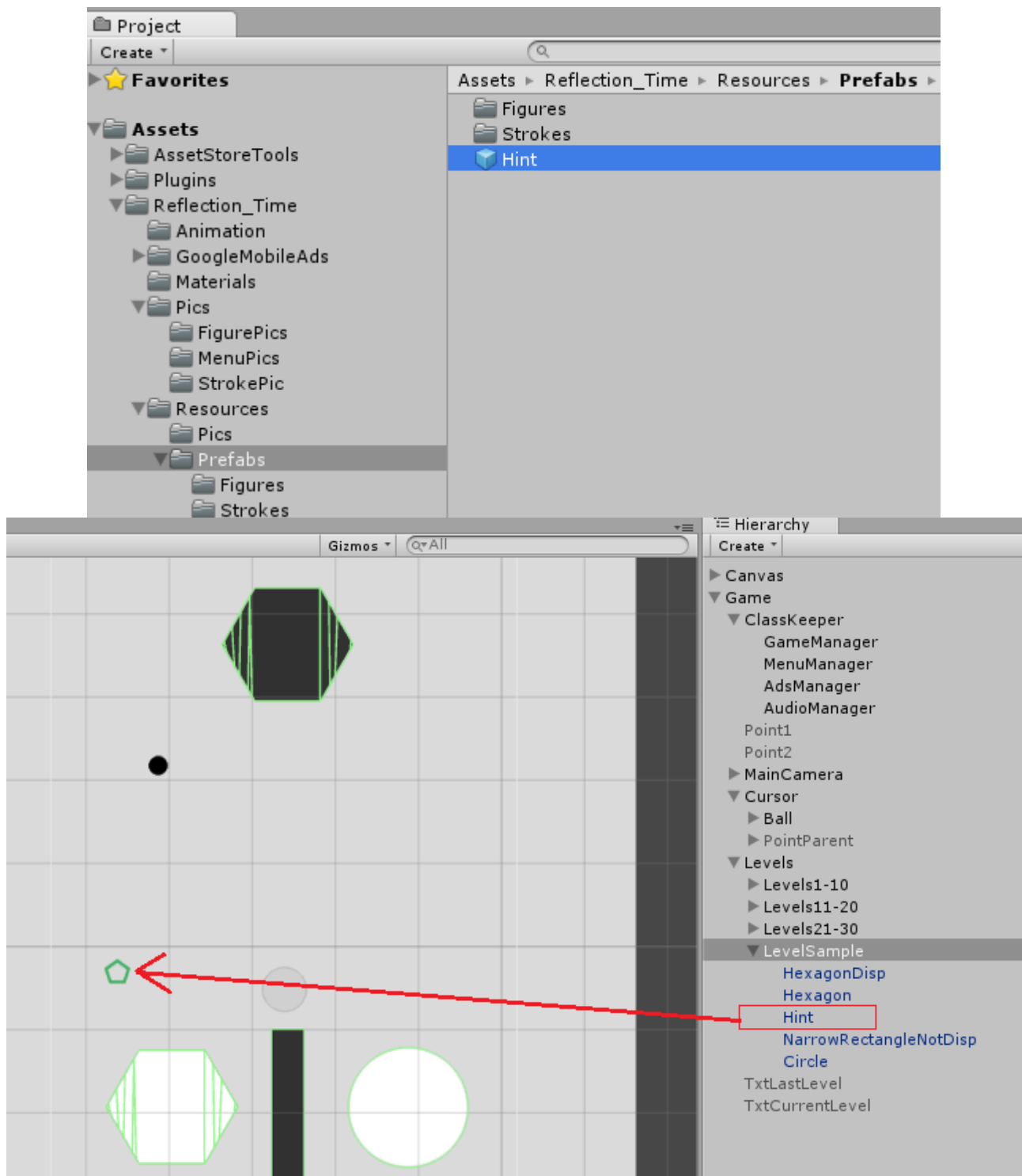




Strokes prefabs are loaded from *Resources* folder inside *StrokeBehaviour* constructor and after, used in pool system



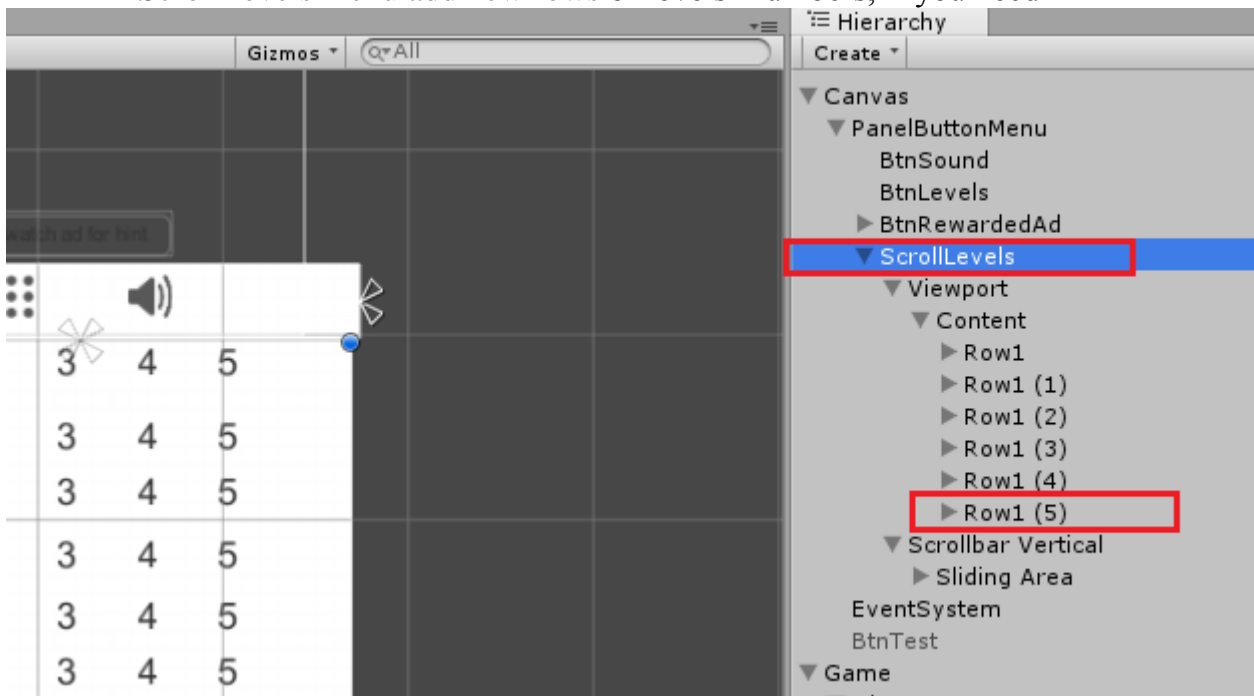
- Hint  
Add hint gameobject from *Assets/Reflection\_Time/Resources/Prefabs* to your level



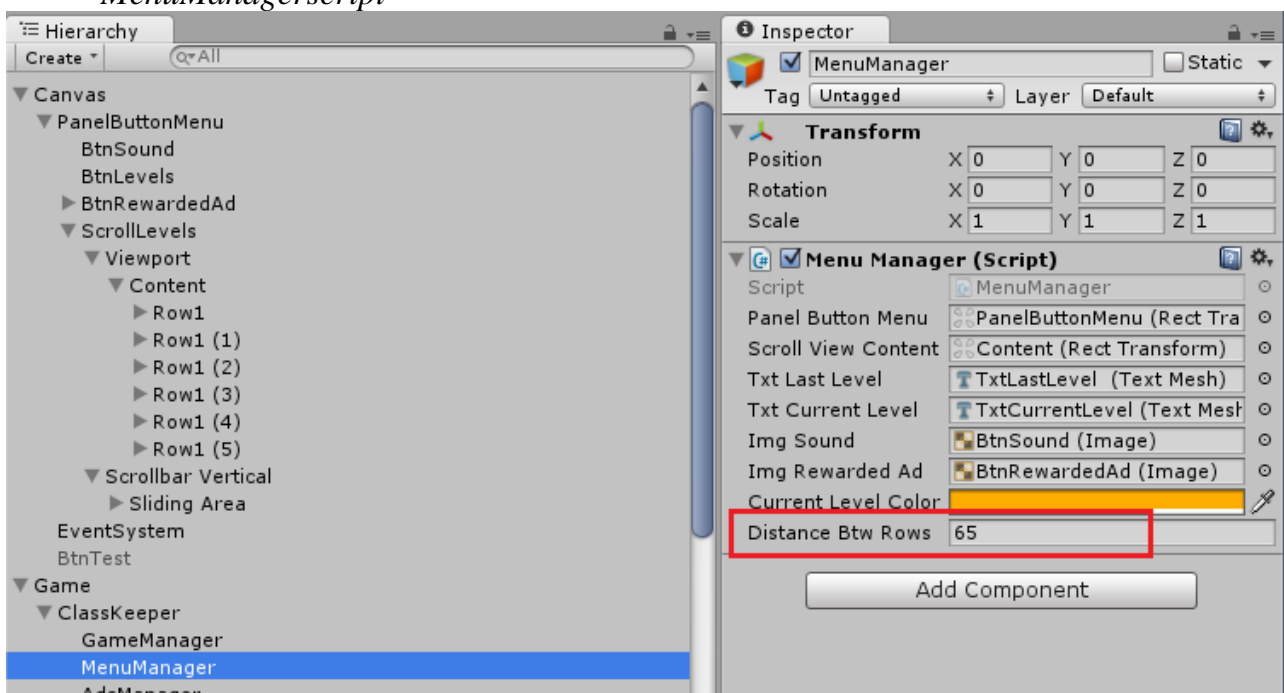
\*Hint become active on scene after watching rewarded video



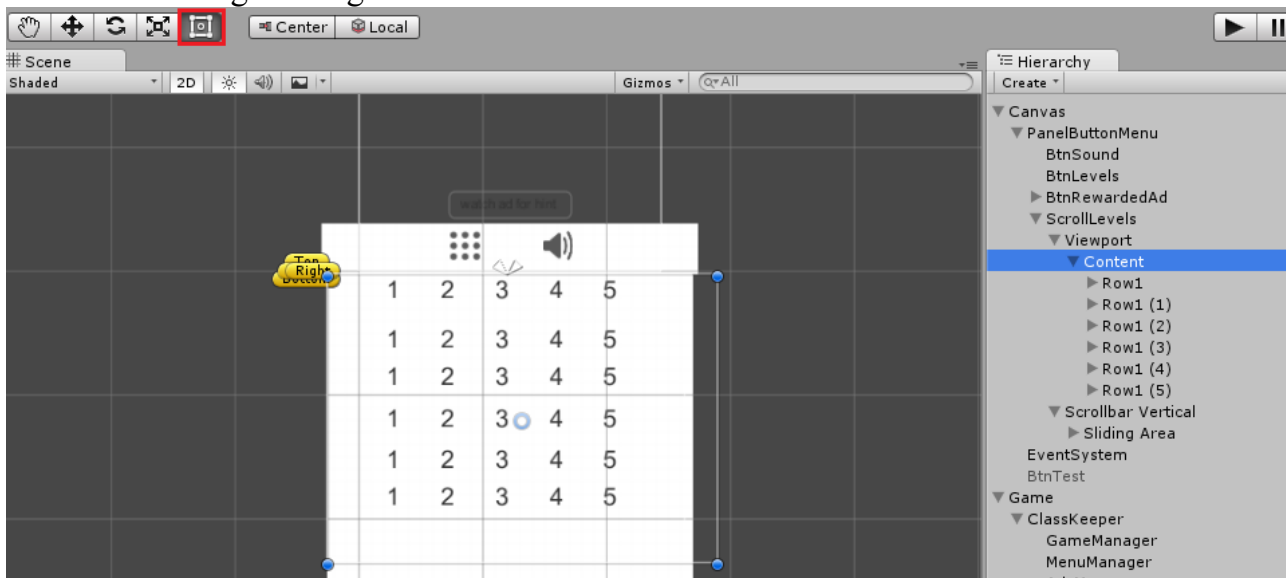
- In ScrollLevels menu add new rows of levels' numbers, if you need



- You can regulate distance between rows: set value of variable *distanceBtwRows* in *MenuManagerscript*



- Don't forget change size of Content if all levels aren't shown



## Errors

- **Advertisement is defined multiple times**  
Comment all rows in *UnityAdsImplement* script, run the game( obviously, you got the error), then uncomment all rows in *UnityAdsImplement* script and run the games
- **The name “Advertisement” does not exist in current context**  
You can find solution her <http://goo.gl/yzNWkt>
- **UnityException: Tag or error with layer**  
Open *ReadMe* file, which is located in “*Reflection\_Time*” root folder and you get answer

## Thanks for your purchasing

Have a question? - [shorkagames@gmail.com](mailto:shorkagames@gmail.com)

More our assets: [Publisher link](#)

Follow us on Twitter: [twitter.com/ShorkaGames](https://twitter.com/ShorkaGames)

Liked us on Facebook: [facebook.com/ShorkaGames](https://facebook.com/ShorkaGames)