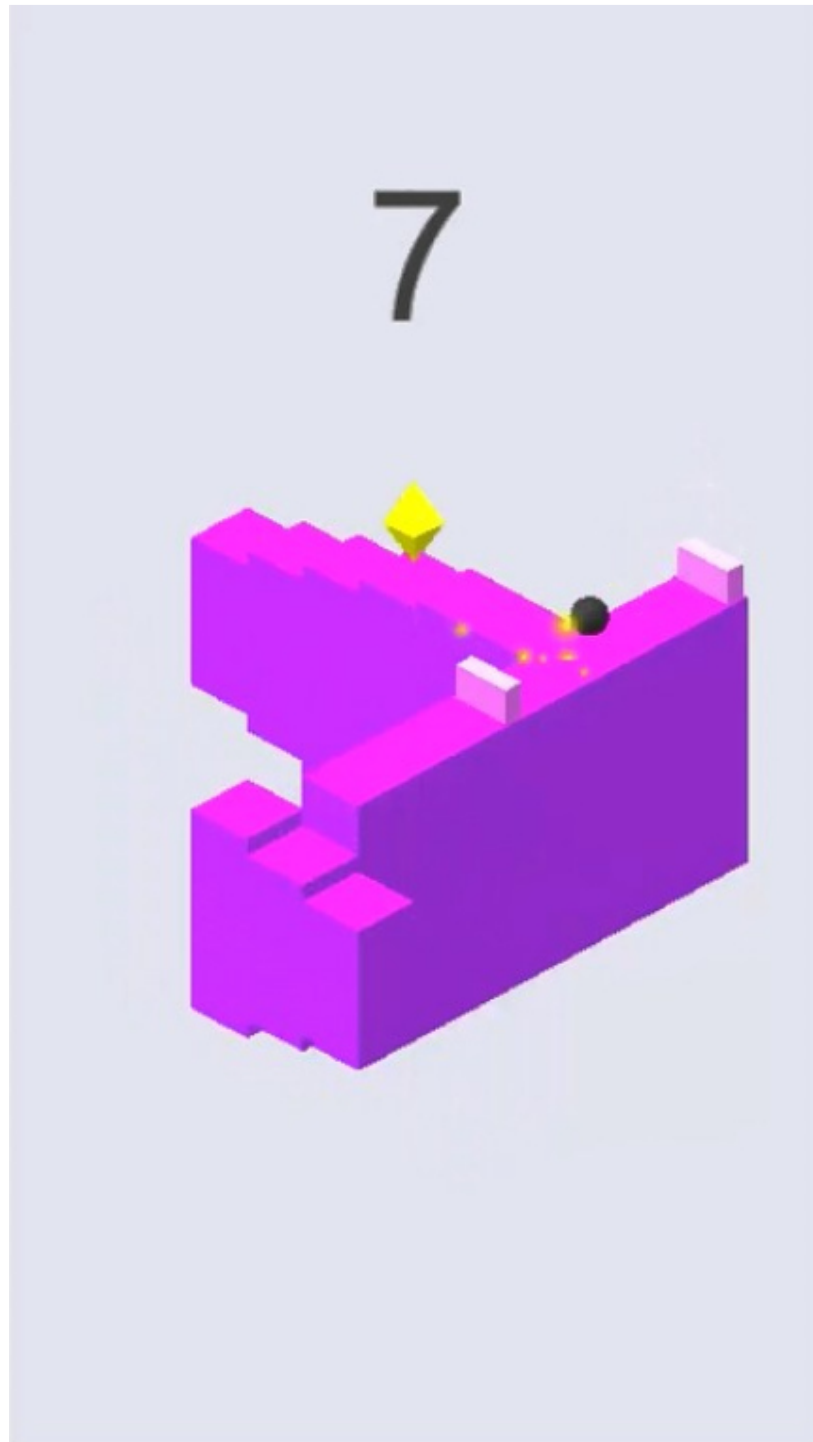# POP POP POP COMPLETE GAME TEMPLATE

I. **Introduce gameplay and features**
II. **Tutorial**
   1. **Game Editor**
   2. **Game Controller**
   3. **Admob Ads link download admob package: http://bit.ly/24phSYQ**
   4. **Unity Ads**

If you like this game, please review it, I'd appreciate it ;)

I. **Introduce gameplay and features**

Bounce between the walls and follow the path until you reach the exit of each level!
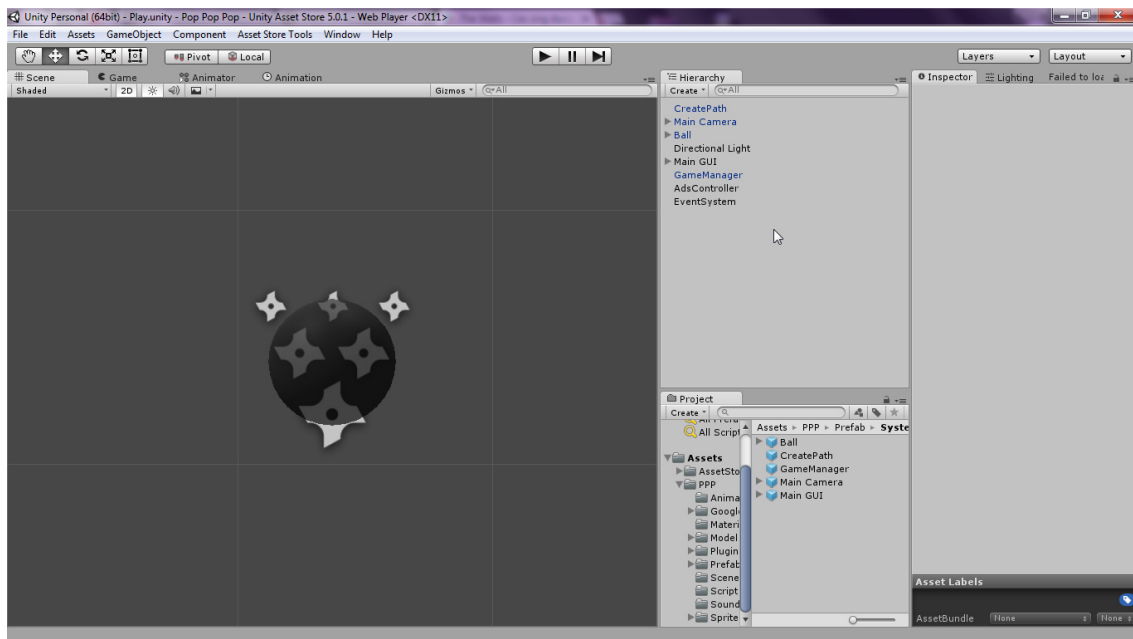
Just tap the screen at the right moment to move the ball on the next path.

FEATURES:
+ Nice sound and graphics
+ Simple gameplay, just tap and tap
+ Monetization with Admob integrated
+ Addictive gameplay
+ Total C#, Easy to play, easy to learn, easy to reskin

II. **TUTORIAL**
   1. **Game Editor**

2. **Game Controller**

Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Fonts**: Holds the font used in the game
- **Prefab:** Holds all the prefabs used in the game. These are distributed to various folders for easier access.
- **Scenes**: The first scene that runs in the game is MainMenu. From this scene you can get to the Game scene and goto levels.
- **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. Jump, Click, etc
- **Sprite**: Holds all the textures used in the game which are used as sprites in Unity.
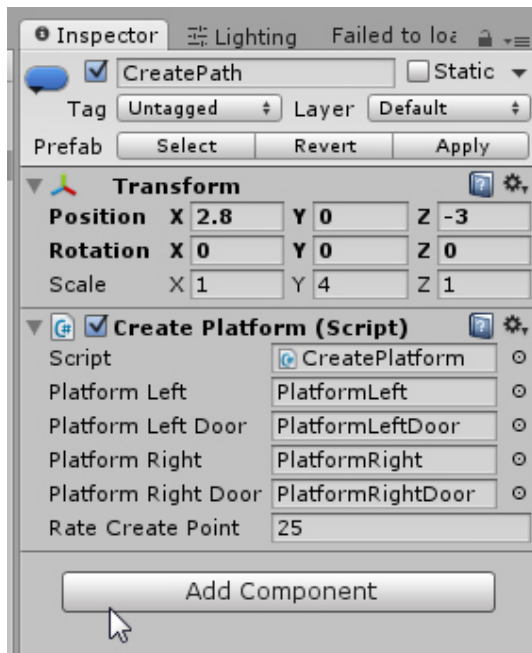
Main Controller gamplay:

a. **Game Manager**
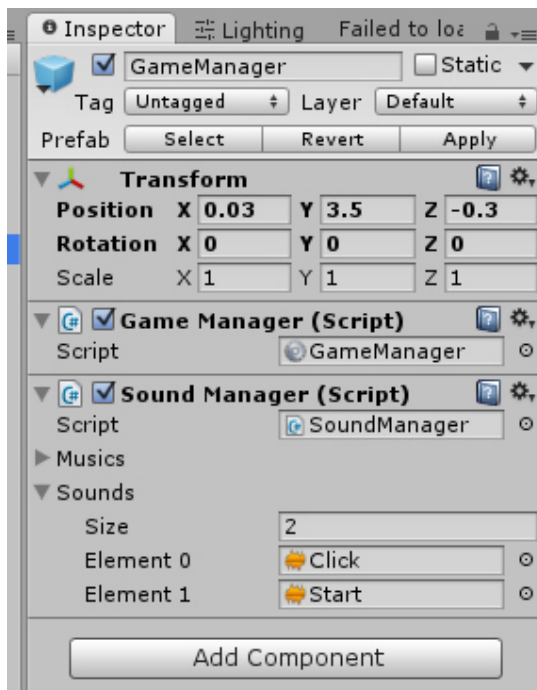
GameManager *script control game state, store score, best score and Fail function. You can call the function directly.*

Sound Manager script: control the music and sound. In another script, you can play the sound clip by SoundManager.PlaySfx(your_clip)
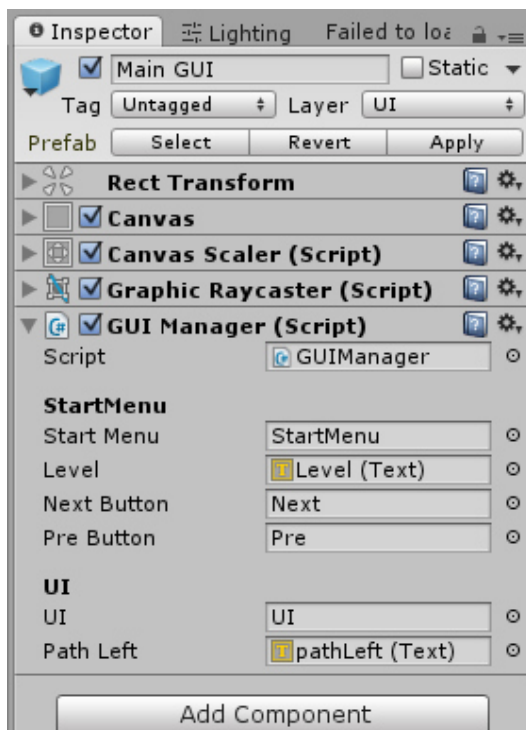
b. CreatePath

This script spawn the platforms for level play

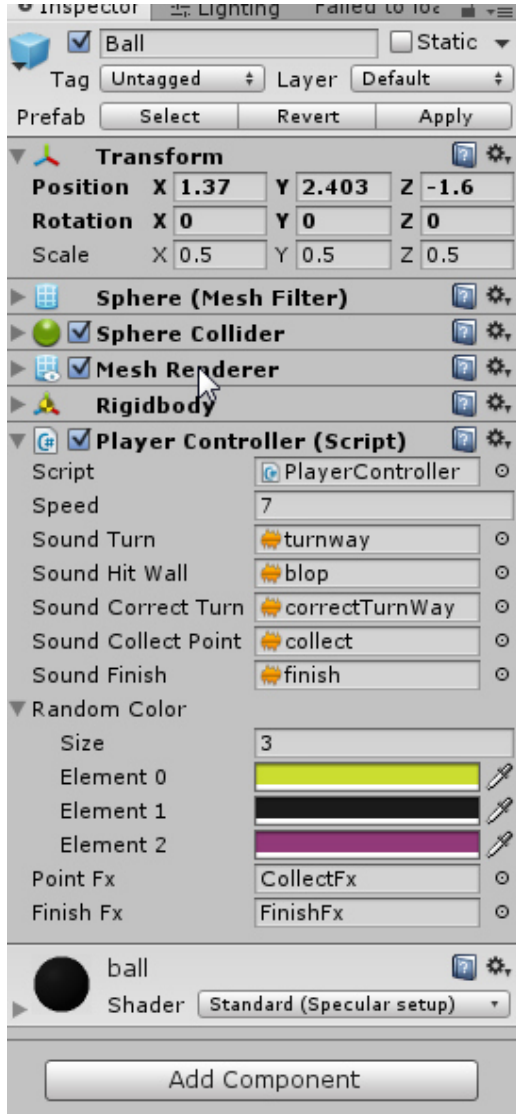**Rate Create Point:** the percent create the point object, it'll change the color of the ball

c. UI Manager

This is main GUI of game, it control all child in there: StartMenu, UI
Place all items in it to setup correctly.

d. The Ball

Control the ball by tap on screen to turn it.

Speed: How fast the ball moving

Sound…: replace those sound as you wish

Random Color: the ball will change its color randomly if it hit the Point object, you can increase the number of color as you wish.

Point Fx and Finish Fx: are the fx when the ball hit the Point object and finish level

3. Admob ads

Please download the Admob package then install it to this project:

Link: http://bit.ly/24phSYQ

Place the AdsController prefab into the scene.

Then fill your admob Banner and Interstital ID.

B 4show Full Ads: how many time you finish game (Success, Fail) before show the ads up?

How to show and hide ads: Open the GameManager, in void Start(), you should hide ads by add this line: AdsController.HideAds();
To show ads, better add this line in GameOver(), GameSuccess…: AdsController.ShowAds();

4. **Unity Ads**

Please Goto Window/Services and turn on Unity Ads.

Okay, That's it! If you have any questions please contact me:
phanbanhut@gmail.com

Thank for your purchase! Good luck!