

# CHEST SYSTEM

## USER GUIDE

We strive to provide the best service as we can, if you have any questions or suggestions, please contact us!  
Thank you!

# GAME DOCUMENTATION

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**0 Package Description and features**

It is a reward system for hyper casual games! The system is ready to use straight out of the box, and it can also be easily customized to make it even more engaging to your players. It can be played with the mouse or touch controls!

**How to Use?**

**Note – After importing package you need to import Text mesh pro from package manager and Dotween from unity asset store**  
**<https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676>**

Under scene folder there are two scenes “Test” and “Chest”, “Test” scene is just for an example and the main scene is “Chest” scene. If you want to add chest system in your game follow below steps.

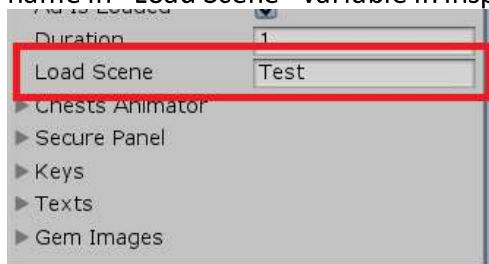
**Step 1** – Drag the “Chest” scene under file>Build Setting.

**Step 2** – Now to Load the “Chest” scene make a function like this

```
public void LoadChestScene()
{
    SceneManager.LoadScene("Chest");
}
```

And Call this function when you need to load the “Chest” scene.

**Step 3** - Now “Chest” scene is working ,to Unload/Load another scene just write the scene name in “Load Scene” variable in inspector.



**Note -**

1. To add key you need to make a function like this

```
public void AddKeys()
{
    if(PlayerPrefs.GetInt("Keys", 0) < 3)
    {
        PlayerPrefs.SetInt("Keys", PlayerPrefs.GetInt("Keys", 0) + 1);
    }
}
```

And Call this function when you need to add key.

2. To remove key you need to make a function like this

```
public void RemoveKeys()
{

```

```

if(PlayerPrefs.GetInt("Keys", 0) > 0)
{
    PlayerPrefs.SetInt("Keys", PlayerPrefs.GetInt("Keys", 0) - 1);
}
}

```

And Call this function when you need to remove key.

### Features:

- Works on all platforms, PC, Mac, iOS, Android, etc.
- Supports mouse or touch controls.
- Easily customizable.
- Great learning resource with commented scripts and documentation.
- All assets included: sounds and code.

## 8 Overview of the game's library contents

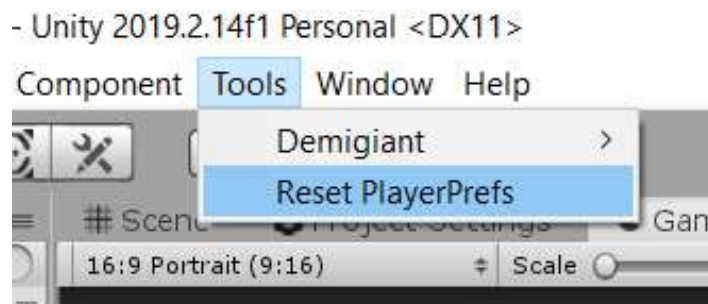
Let's take a look inside the game files. Open the main\_Chest System folder using Unity3D 2019.2.14f1 or newer. Take a look at the project library, usually placed on the right or bottom side of the screen. Here are the various folders inside:

- **Animations:** Holds the animation clips made with Unity's built-in animation system.
- **AudioClips:** Holds all the audio that are used in the game.
- **Fonts:** Holds the font used in the game.
- **Materials:** It contains all the materials.
- **Mesh:** It contains all the meshes.

- **Prefabs:** Holds all the prefabs used in the game. These are distributed to various folders for easier access, Enemies, Objects, etc. It also holds all the canvases in the game which are used to hold buttons and other UI elements.
- **Scenes:** It contains unity scenes.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Textures2D:** Holds all the textures used in the game which are used as sprites in Unity.

## 8 Reset PlayerPrefs

Go to tools then click on Reset PlayerPrefs to reset your all game playerprefs.



## Contact Us

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