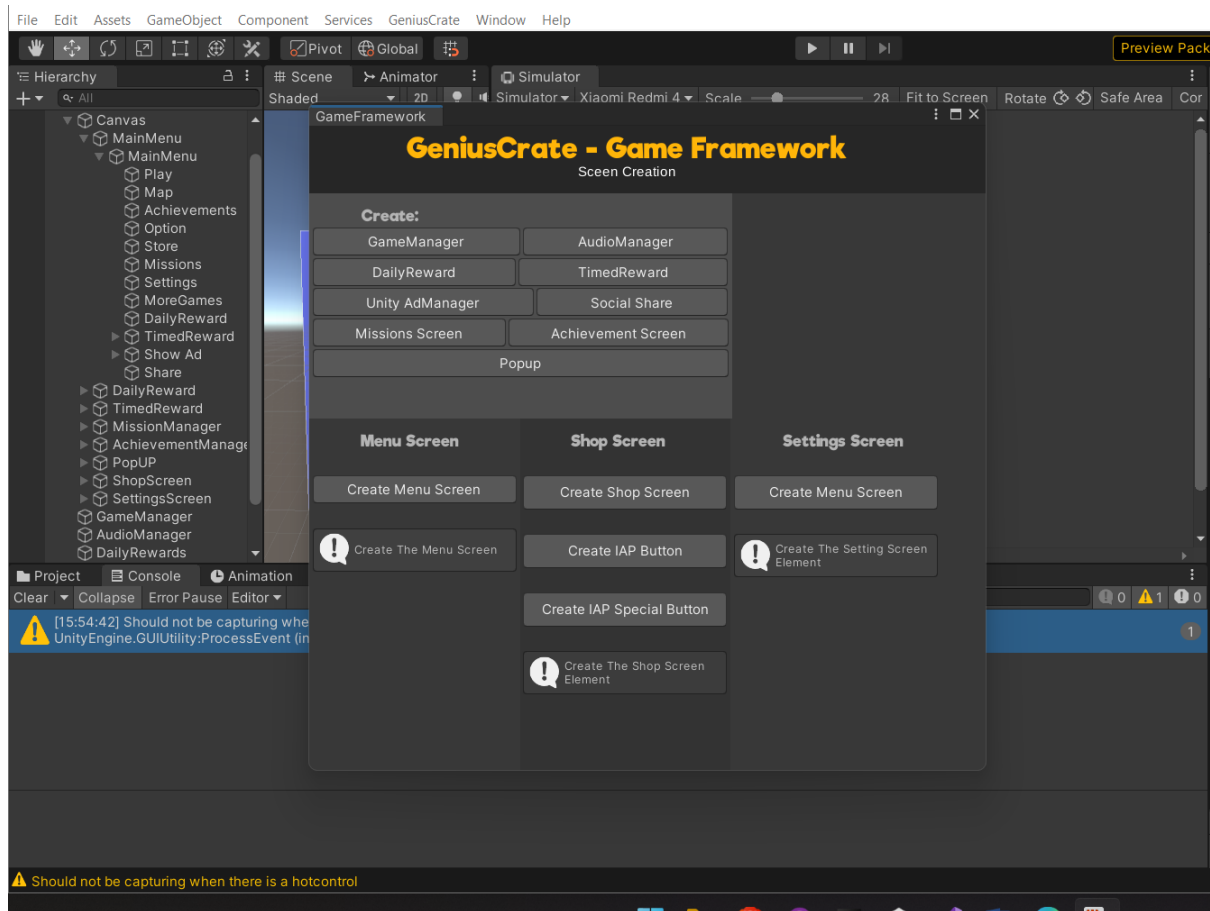


Genius Crate - Game Framework



Overview

Genius Crate – Game Framework is an initial setup for game development.

Open editor =>

GeniusCrate>Game Framework

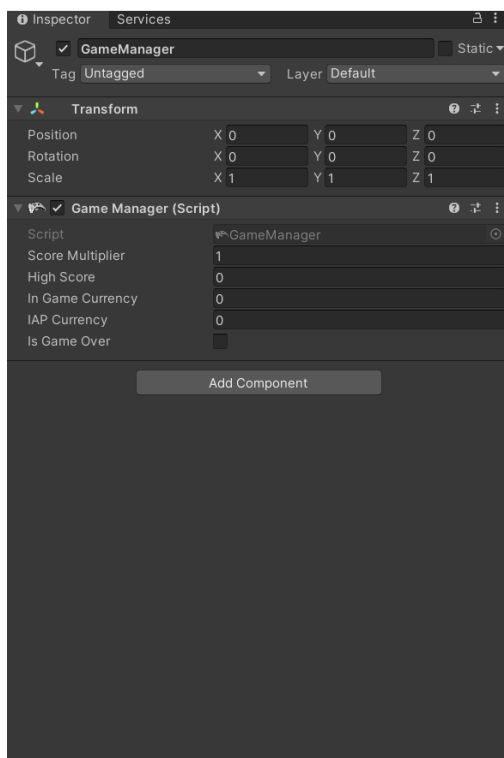
Contents

- Game Manager
- Audio Manager
- Daily Reward

- Timed Reward
- Main Menu
- Shop Screen
- Settings Screen
- Language Change
- Quest - Life time Achievement
- Quest - Daily Mission.
- AD Manager - Unity ADs
- Pop Up Screen

Game Manager

Fields:

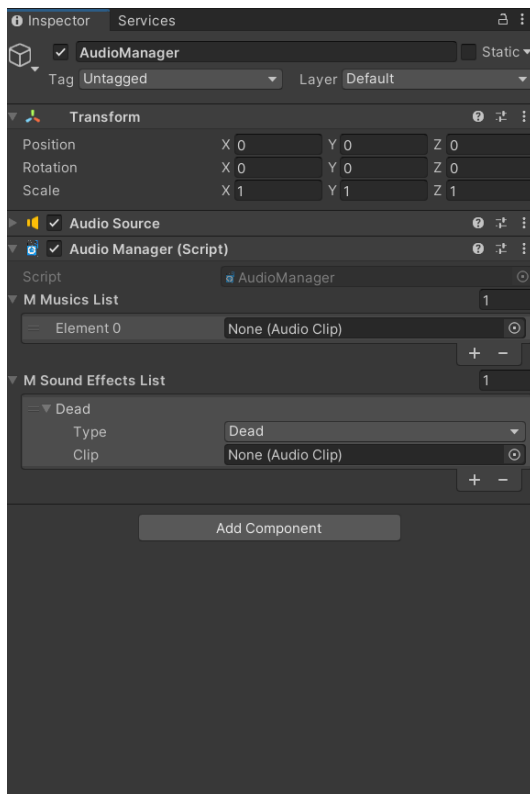


Methods:

- 1. StartGame():**
- 2. GameOver():**
- 3. AddScore(int value):**
- 4. AddInGameCurrency(int value):**
- 5. AddIAPCurrency(int value):**

Audio Manager

Fields:



Methods:

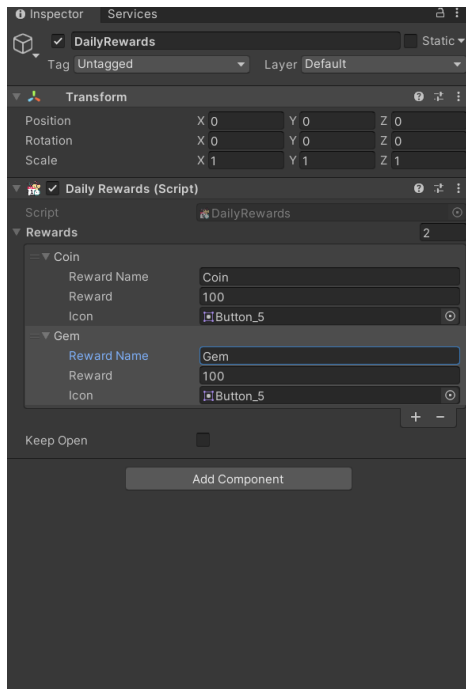
- 1. SetMusic(bool on)**
- 2. SetSoundEffects(bool on)**

3. SetVolume(float value)

4. ChangeMusic(int musicIndex)

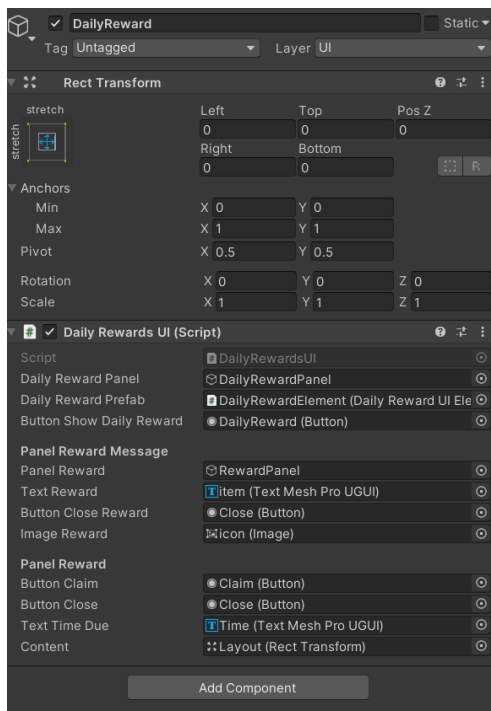
5. PlaySoundOfType(SoundEffectType type):

Daily Reward



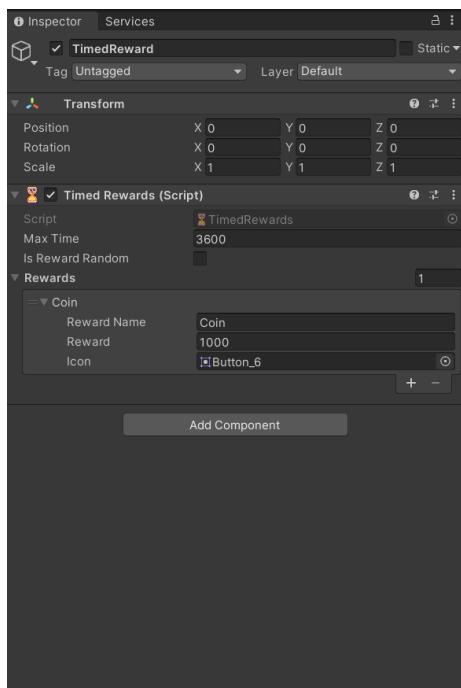
Fill Rewards in Rewards Fields – Every element is counted as each day reward.

UI



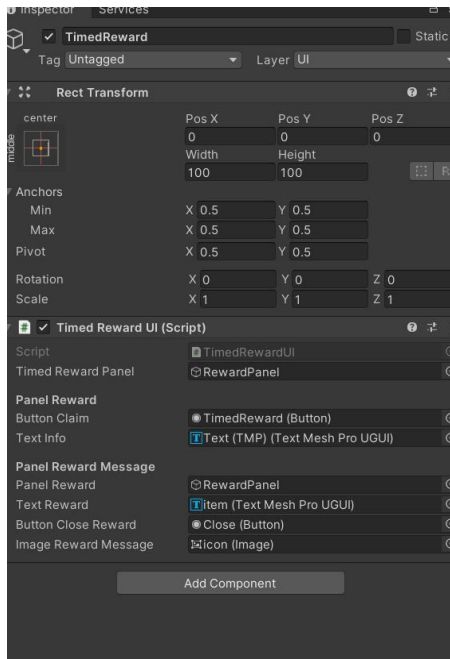
Fill all required components in Daily Reward UI.

Timed Reward



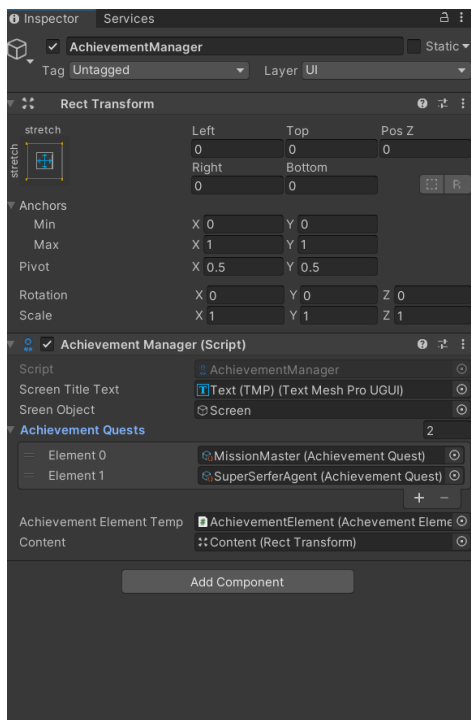
Fill rewards and max Time in seconds (Time difference of each rewards)

UI



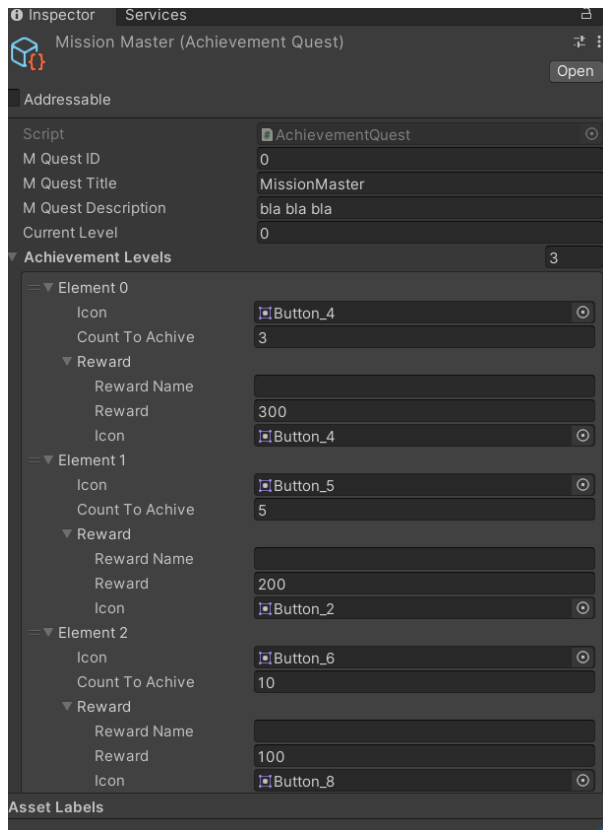
Fill all required components in Timed Reward UI.

Achievement Manager

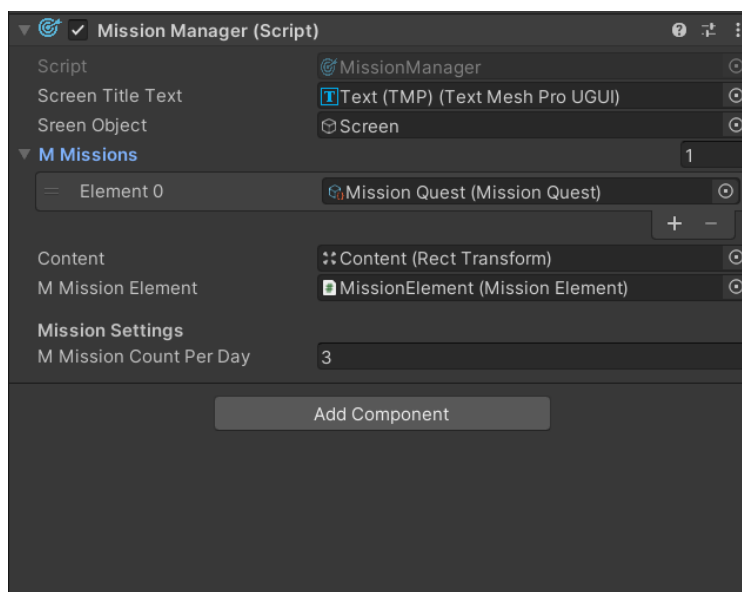


Fill the missions and change the achievement element template. To create a mission

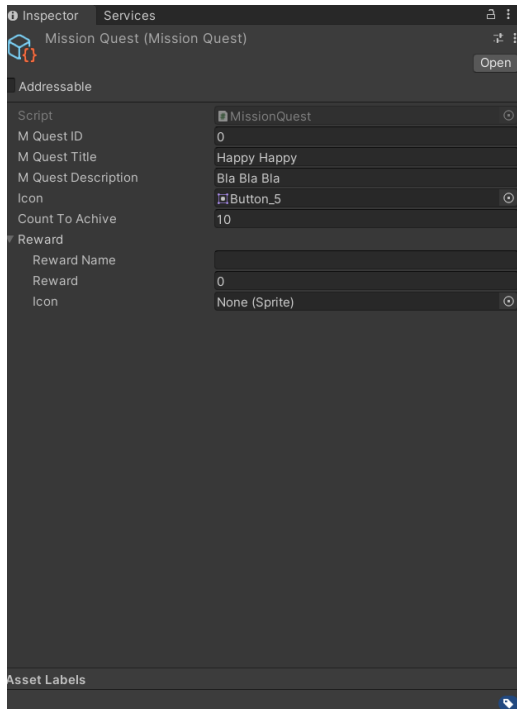
Assets>Create>GeniusCrate>Achievement Quest.



Mission Manager



Assets>Create>GeniusCrate>Mission Quest.



Pop Up

Method:

1. RequestPopUp(PopUpRequest request): To request a popup
(popup.instance.RequestPopUp(request))