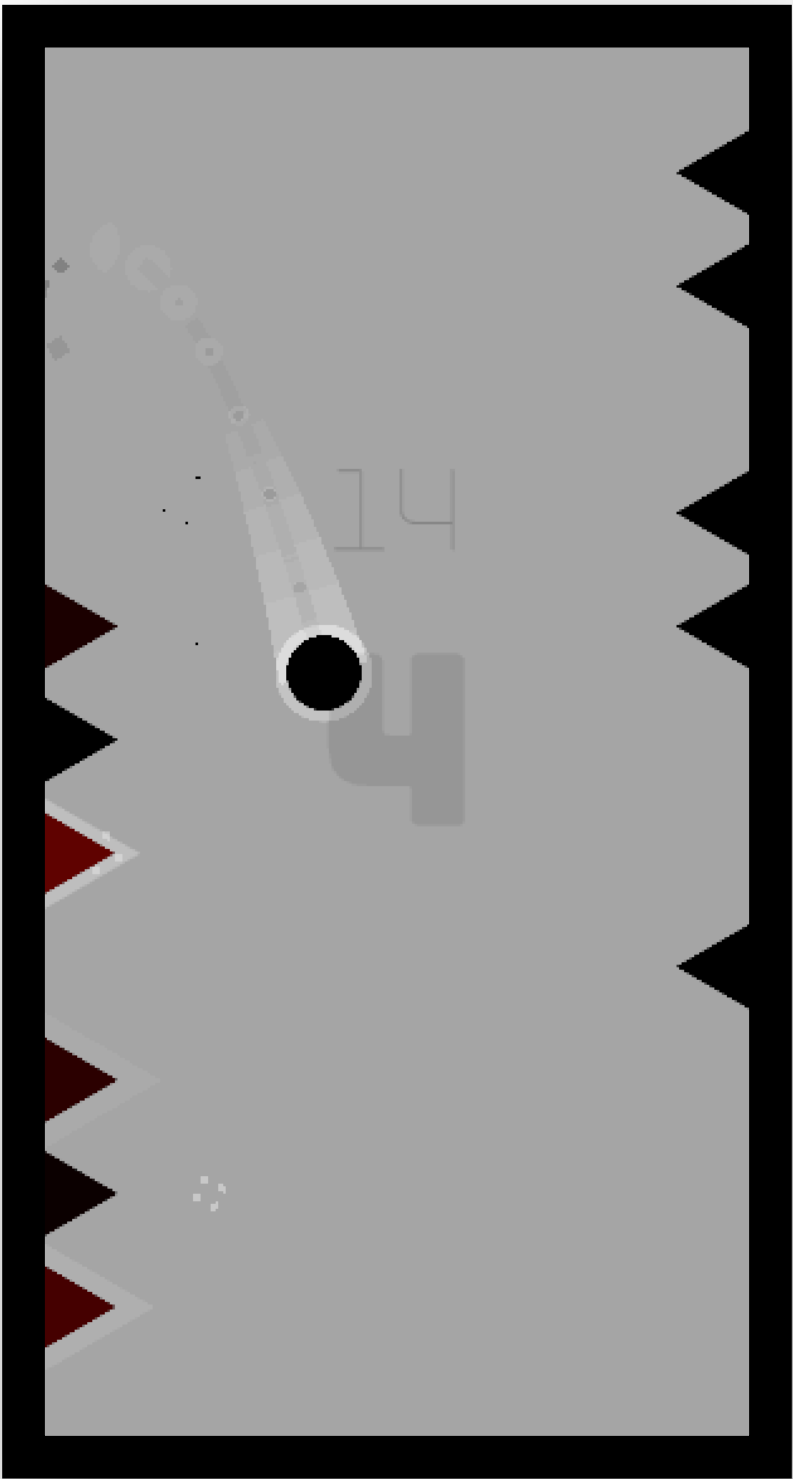


# Wall To Wall

Hyper-Casual 2D Game Template

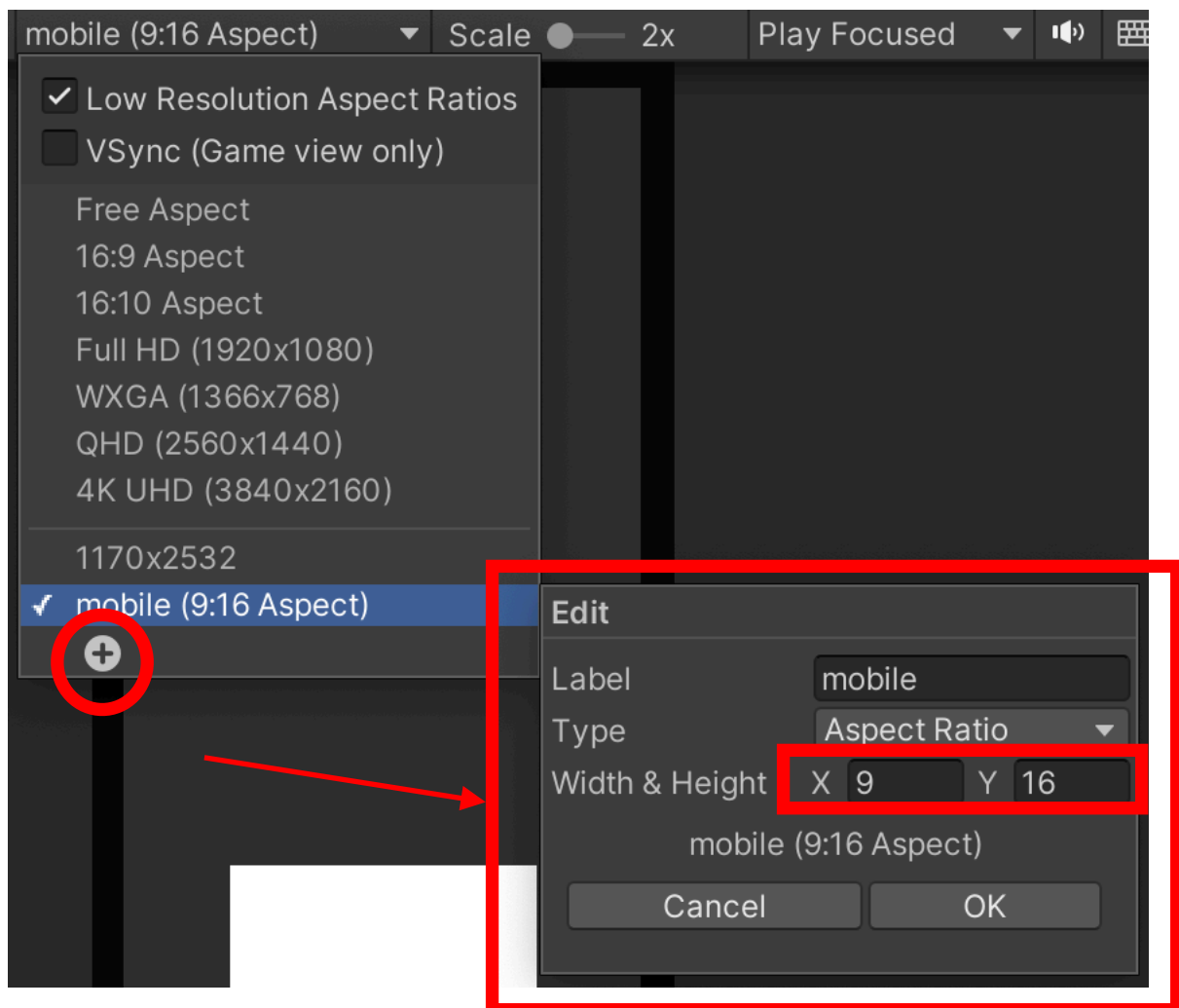


## How To Remove Errors

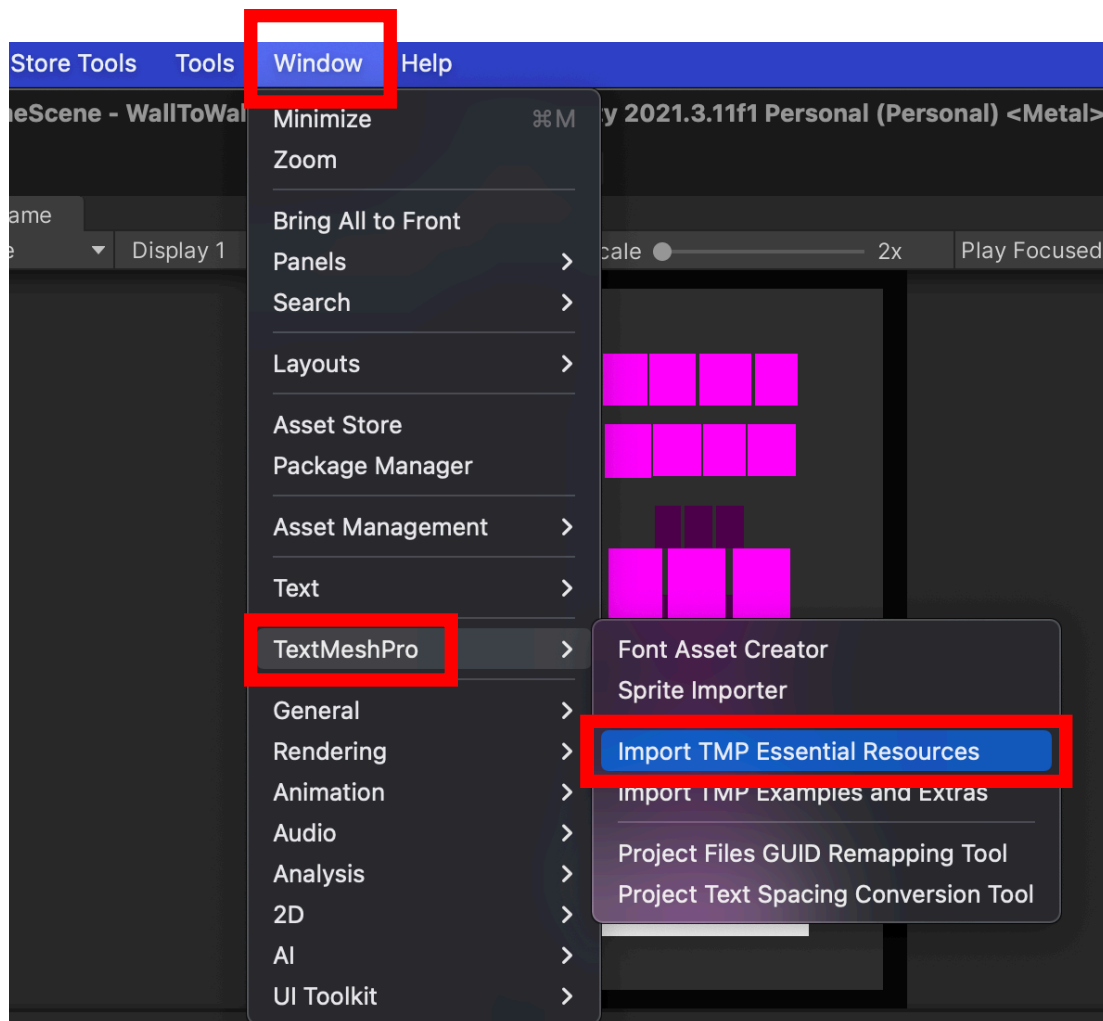
1. Set Game View aspect to 9:16 Aspect Ratio
2. Import Text Mesh Pro essential assets
3. Download & Import [DOTween \(HOTween v2\)](#)

Please see the information below.

- Set Game View aspect to 9:16 Aspect Ratio



- **Import Text Mesh Pro essential assets**

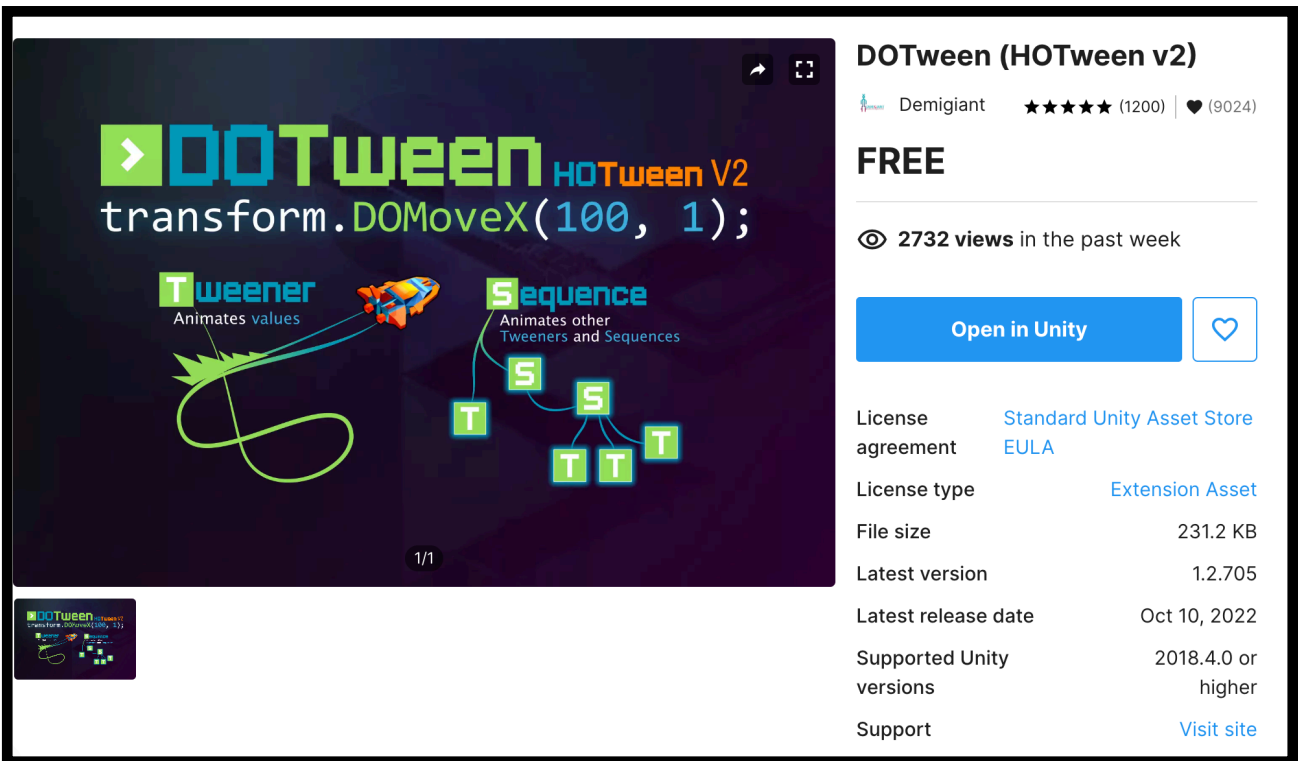


- Download & Import [DOTween \(HOTween v2\)](#)

This package needs DOTween (HOTween v2) packages in order to work. (It's FREE)

Visit the link below and make sure to install the DOTween (HOTween v2) Asset.

-> [DOTween \(HOTween v2\)](#)



### DOTween (HOTween v2)

Demigiant ★★★★★ (1200) | ❤️ (9024)

## FREE

👁 2732 views in the past week

[Open in Unity](#) [❤️](#)

License agreement	<a href="#">Standard Unity Asset Store EULA</a>
License type	<a href="#">Extension Asset</a>
File size	231.2 KB
Latest version	1.2.705
Latest release date	Oct 10, 2022
Supported Unity versions	2018.4.0 or higher
Support	<a href="#">Visit site</a>

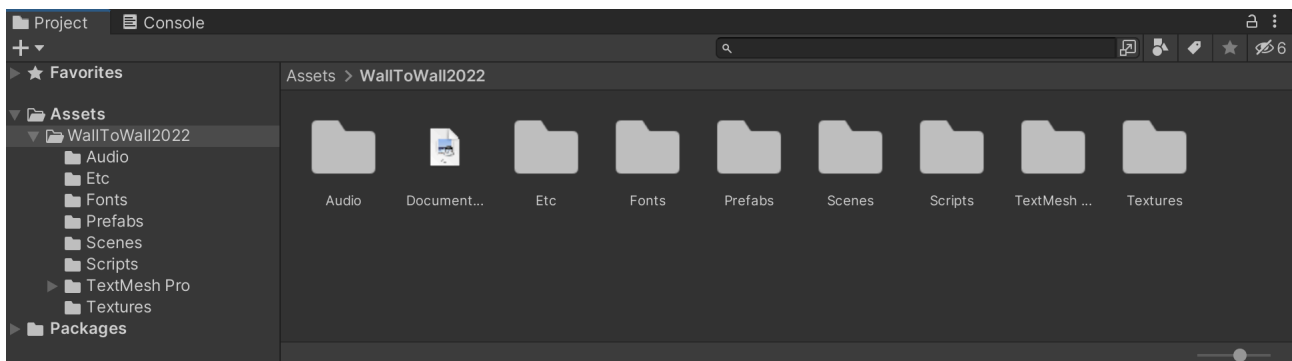
we strive to provide the best service possible.

If there is a problem with this asset or if you have any questions,

please feel free to contact us!

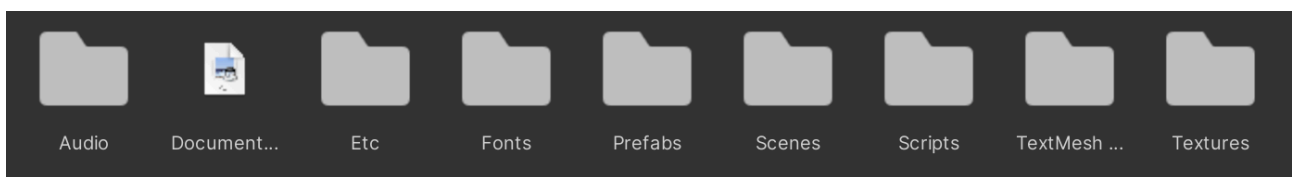
**email : [soloo@soloo.studio](mailto:soloo@soloo.studio)**

# 1. INTEGRATION



Download and import **WallToWall2022** Asset into your project. After that new folders appears under your Assets project folder.

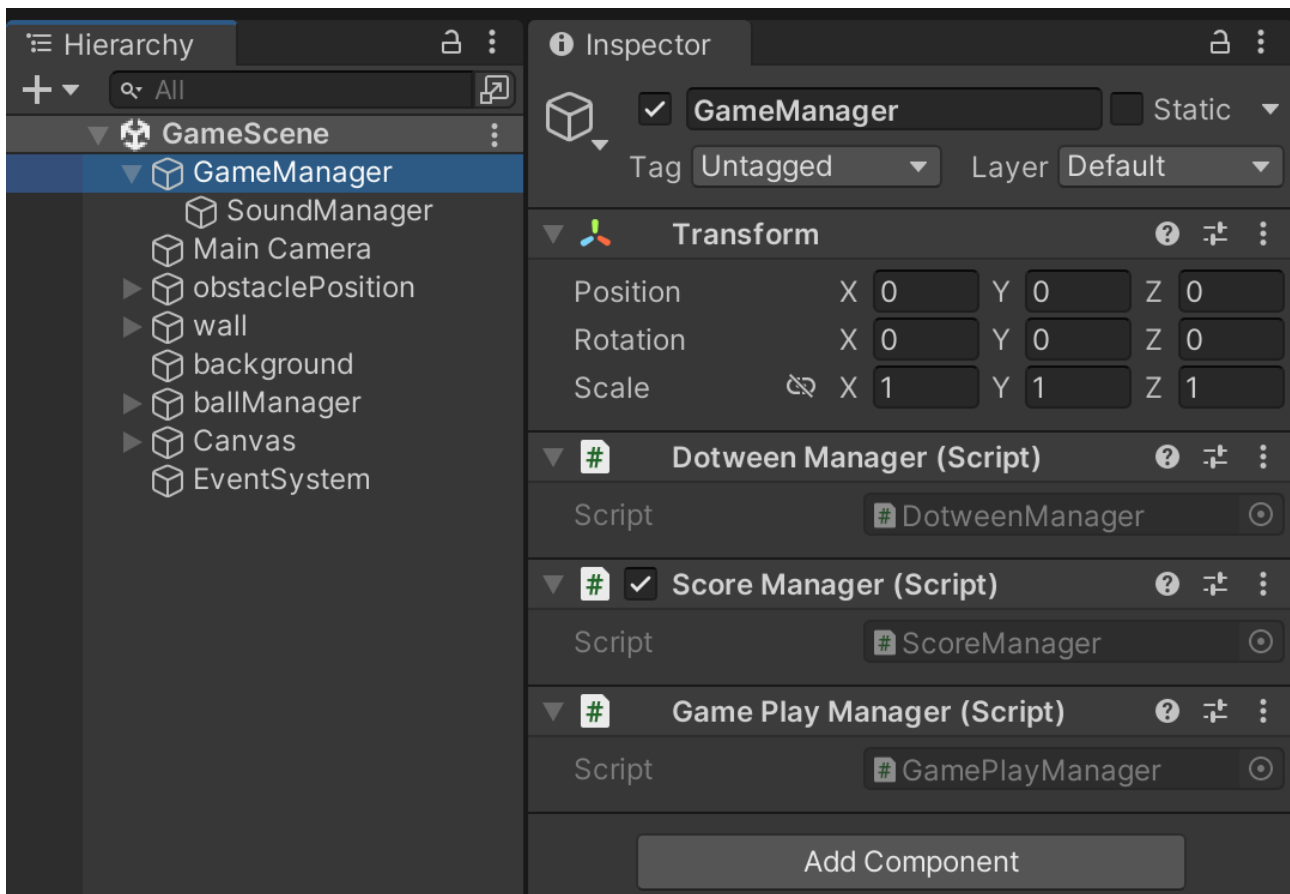
## 2. Folder Structure



- **Audio** : all audio files used in template
- **Etc** : other files used in template
- **Fonts** : all fonts used in template
- **Prefabs** : all prefabs used in template
- **Scenes** : all scenes used in template
- **Scripts** : all scripts used in template
- **Textures** : all textures used in template
- TextMesh Pro : auto generated folder by TextMesh pro

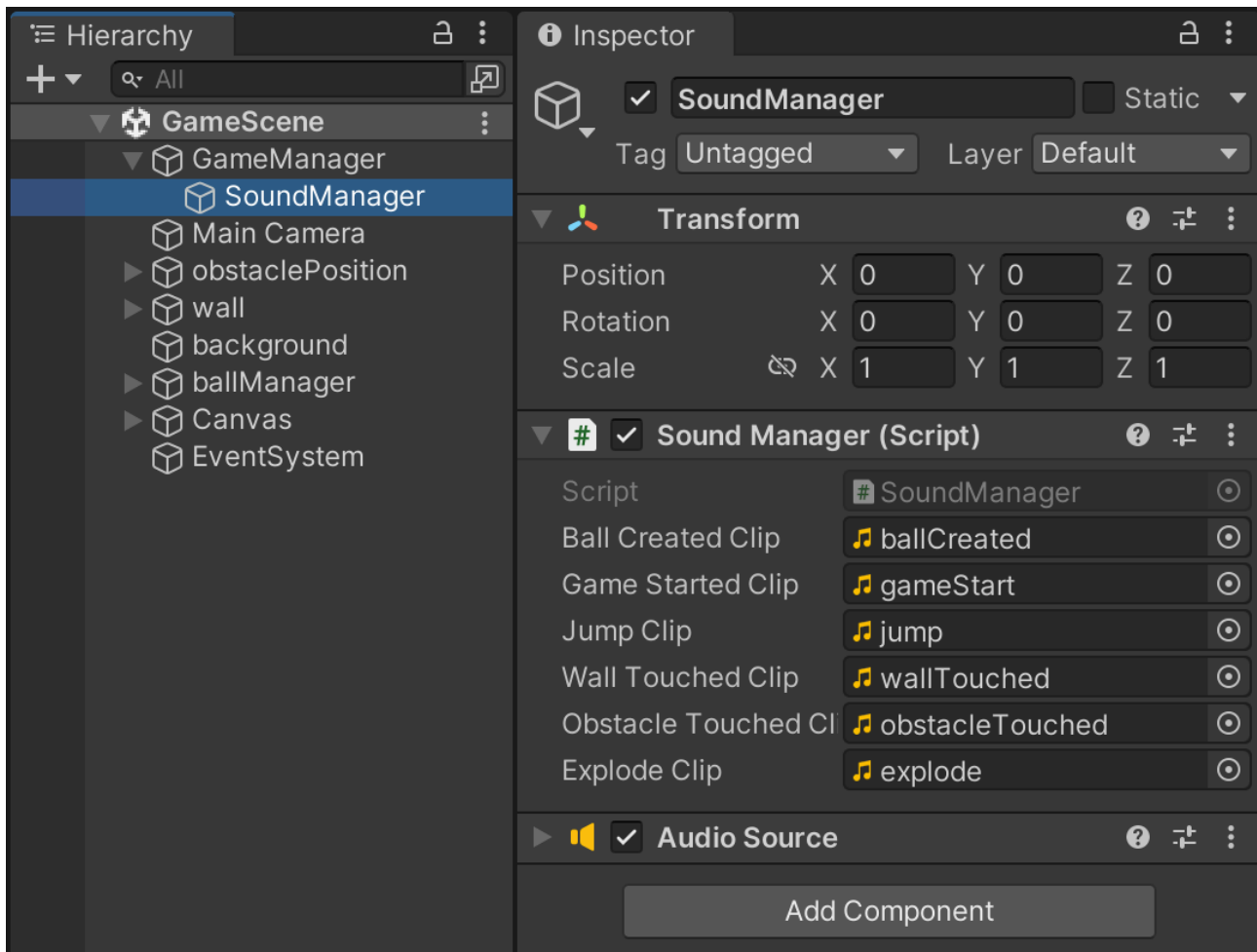
### 3. How I Made This Template

- **GameManager (Game Object)**



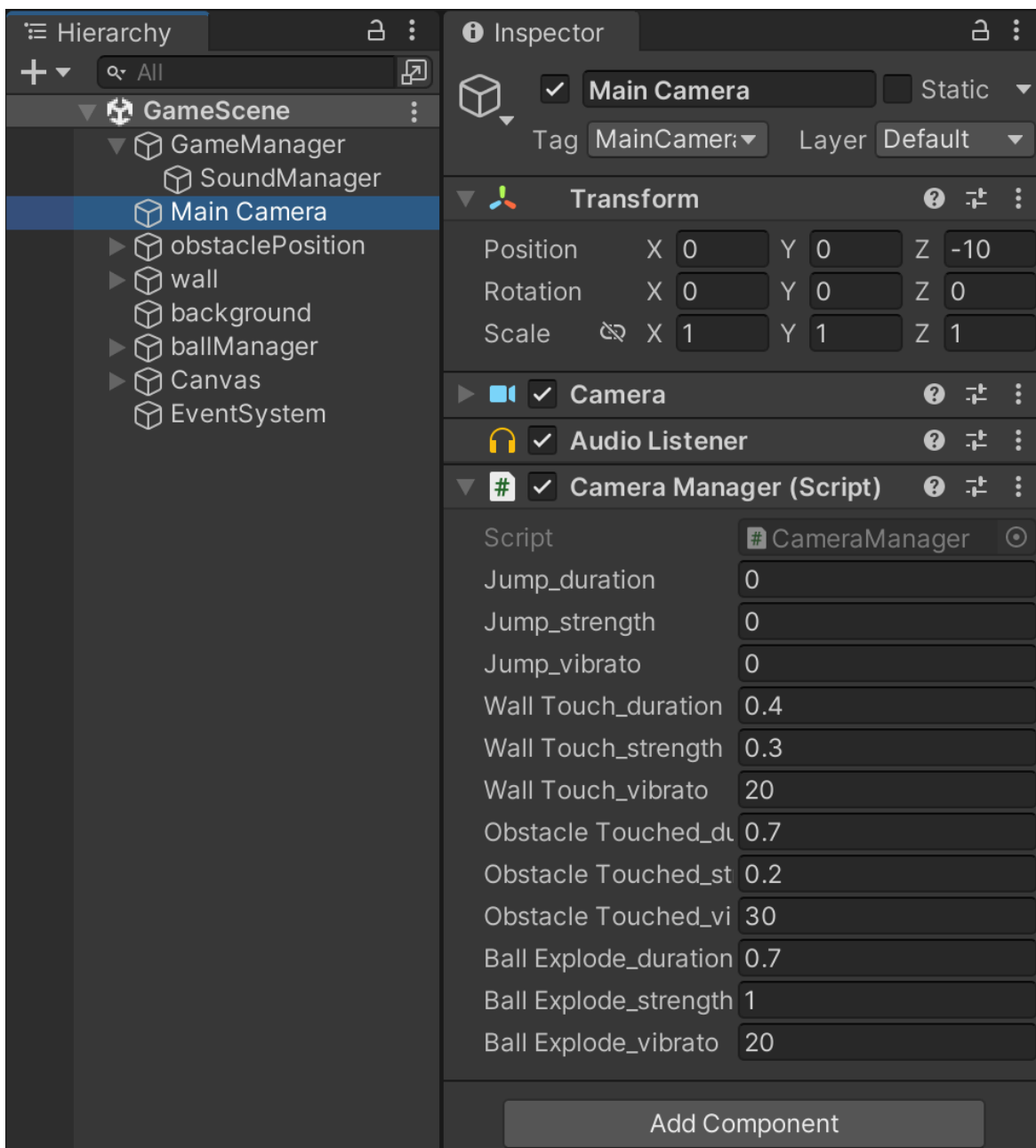
- DotweenManager.cs contains default settings for dotween.
- ScoreManager.cs controls score logic.
- GamePlayManager.cs controls game play logic.

- **SoundManager (Game Object)**



- SoundManager.cs controls all sound.

- **Main Camera (Game Object)**



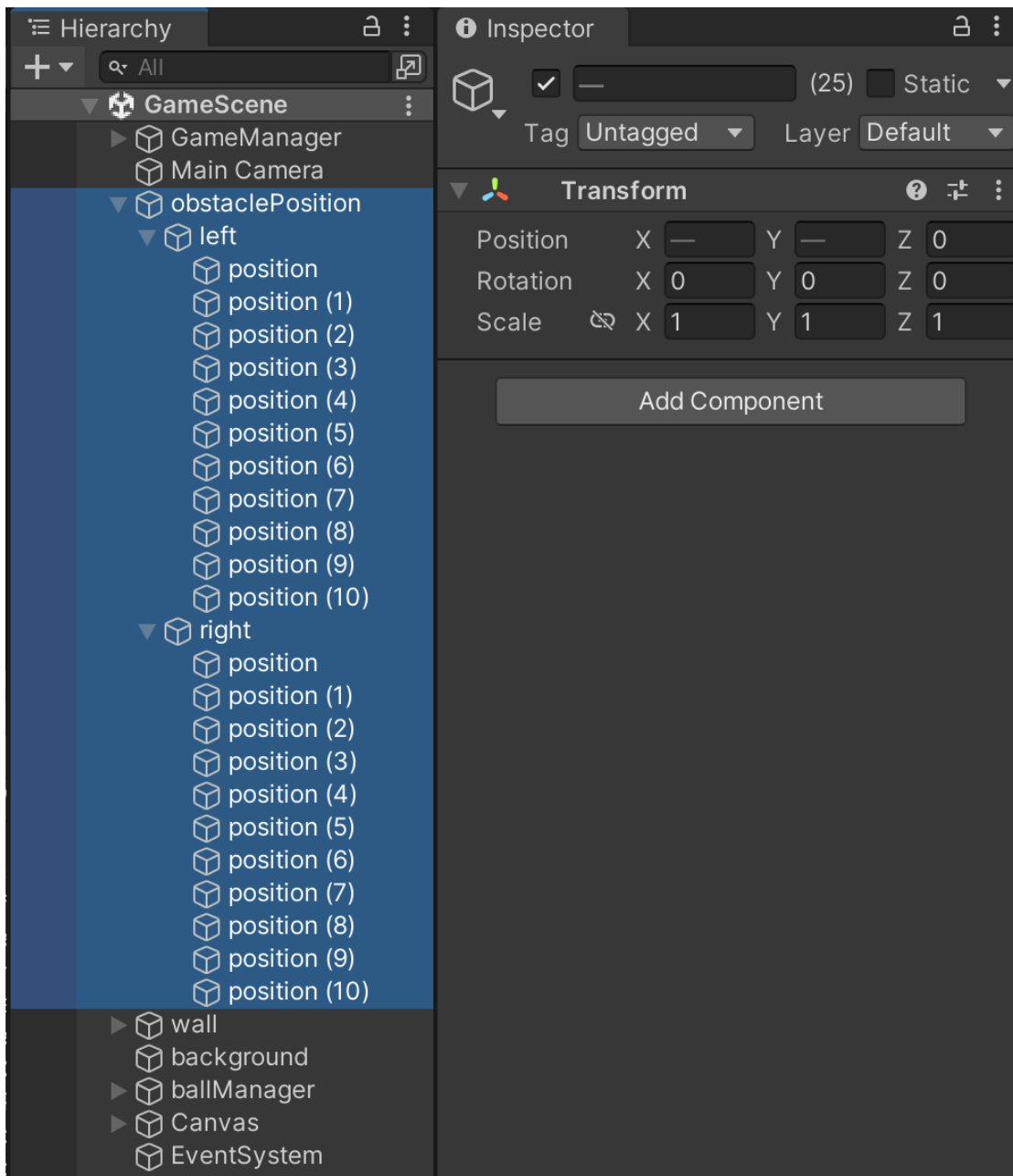
- CameraManager.cs controls Camera shake
- You can change value about camera shake here.



- **obstacle Position (Game Object)**

- **left (Game Object)**

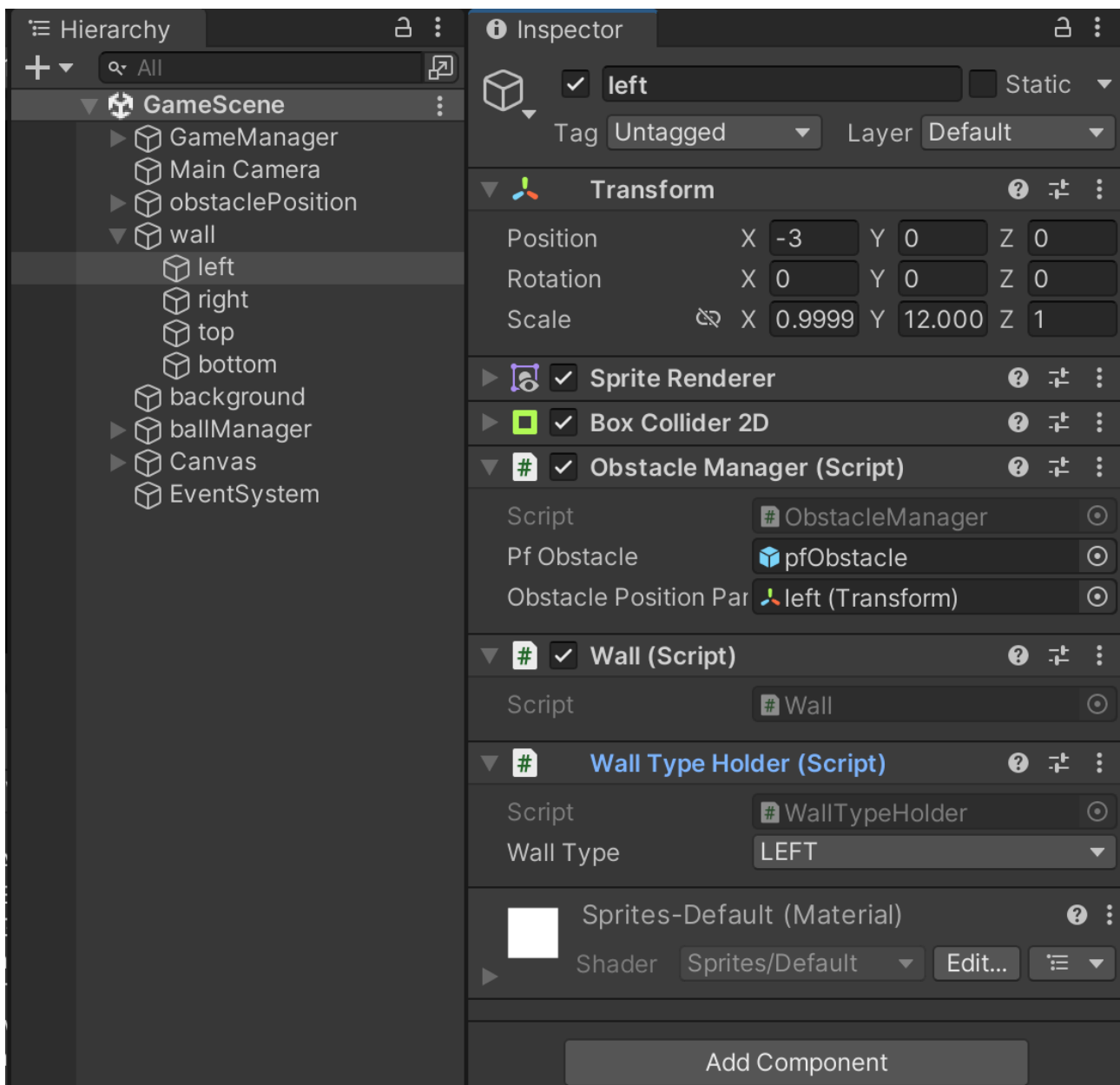
- **right (Game Object)**



- This game object stores the position of obstacle.
- You can adjust the position and spacing of obstacle.

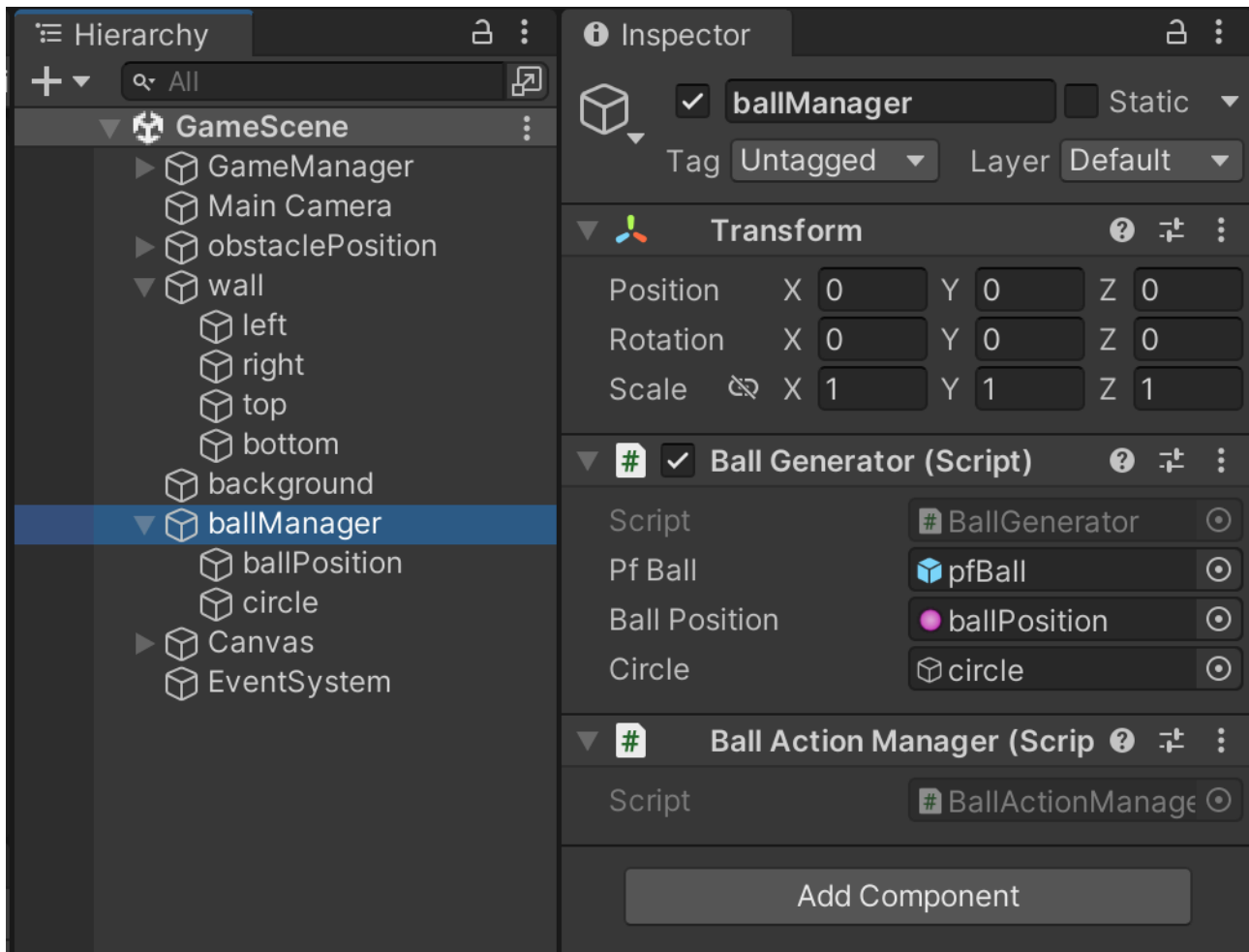
- **wall (Game Object)**

- **left (Game Object), right (Game Object), top (Game Object), bottom (Game Object)**



- There are 4 walls in this template. Each walls has **Wall.cs** and **WallTypeHolder.cs** script.
  - **Wall.cs** : Detects if the ball has touched this wall.
  - **WallTypeHolder.cs** : Save the type of this wall.
- Left, Right wall has **ObstacleManager.cs** script.
  - **ObstacleManager.cs** : Handle old obstacle and new obstacle.

- **ballManager (Game Object)**



- This Game Object has BallGenerator.cs and Ball Action Manager.
- **BallGenerator** : When the game starts, this script creates a ball.
- **BallActionManager** : This script handle all action invoked by ball.
- ball prefab, the location where the ball is made can be set here.

## **Do you want to know more about how this template was made?**

There a five-hours video of the whole process of creating this template.

This video is accessible only to those who purchased this template.

Click on the link below.

