

SETUP GUIDE

In order to use Unity Analytics and Unity Ads services you need to activate them from services tab. For more information please have a look at :

<https://docs.unity3d.com/Manual/UnityAdsHowTo.html>

<https://docs.unity3d.com/Manual/UnityAnalytics.html>

Also you will need to setup DOTween:

<http://dotween.demigiant.com/getstarted.php>

Ready to
publish, web,
desktop and
mobile
optimized

State Based
manager
system

Save Game

Unity Ads

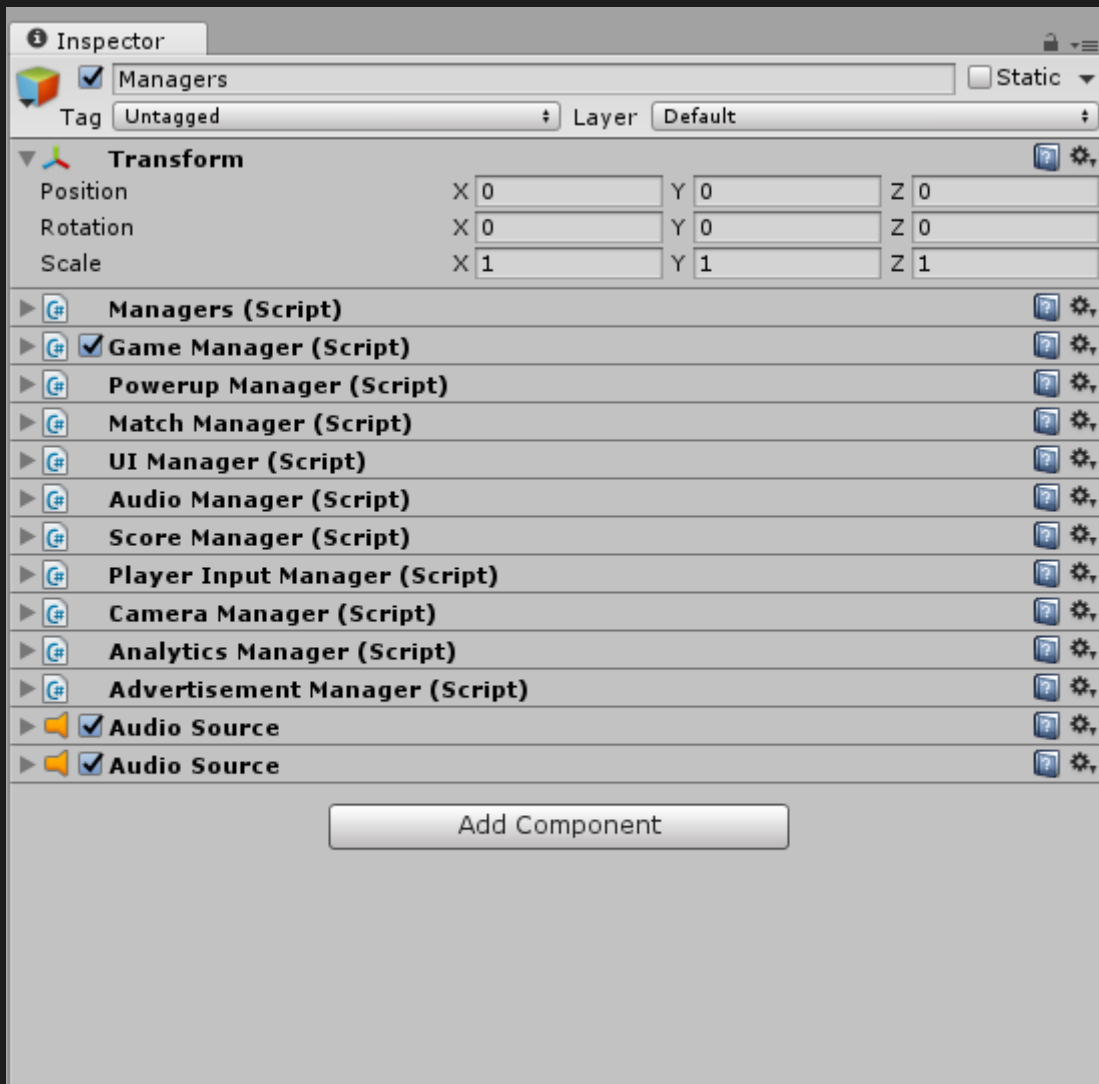
Unity Analytics

SKARD

Contact Us:

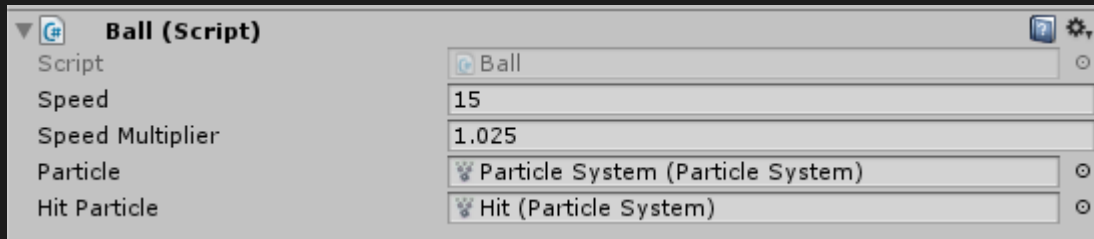
Feel free to ask or offer
anything

MANAGERS



- Game Manager : It is not the type of game manager you used to, its main job is to set game states.
- Powerup Manager : If you want to change power-up coefficients, you need to replace the values with your ones.
- Match Manager : This manager holds paddles, ball and saved game (Scriptable Object)
- Audio Manager : Contains game sounds and also changes Player Prefs to adjust sound level and music level.
- Score Manager : Hold Scores.
- Player Input Manager: 3 input type: keyboard, drag and touch- move.
- Camera Manager: It has main camera object which contains camera shake script .
- Analytics Manager: Contains template analytic methods.
- Advertisement Manager: Contains template advertisement methods.

BALL



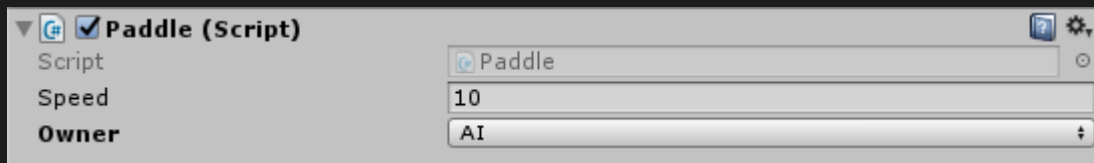
Speed : Initial speed of a ball

Speed Multiplier : This value multiply speed in all paddle hits.

Particle = Move particle(trjectory)

Hit Particle = Particles on each collision

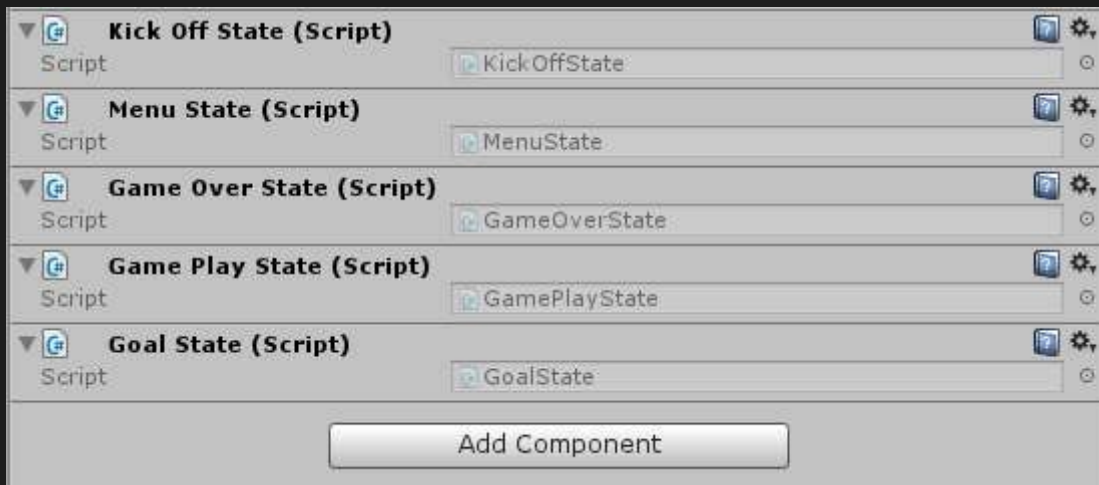
PADDLE



Speed: Paddle movement speed.

Owner: AI or Player.

STATE BASED MANAGERS



You should define your states and add them to the child of Managers game object which named States.

For more information about state based architecture please have a look at this great article <http://www.blog.silentkraken.com/2010/06/22/unity3d-manager-systems/>

▼ Managers
States

Be carefull about your states game object , it must be the child of your managers game object.