



Introduction:

RGB is a fun and addictive game from [MAD Entertainment](#), designed for mobile devices.

The game style is endless falling objects where you are required to catch correct colored object in the correct box.

Unity Specifications:

The project consists of FOUR basic scenes.

SplashScreen: Here, a few game objects and file operations take place. You can add your company logo.

MainMenu: Provides options to play game, quit, sound on/off and shows current highscore.

MainLevel: This is where the main action begins. AdMob ads will be shown on top. When game is over, player will be asked to watch a reward video that will allow the player to continue after the game over.

GameOver: You will be directed here when the game is over. You can choose to play again or go back to main menu from here. This scene will show AdMob Ads on top of the screen.

Scripts:

All the scripts of the game are C# scripts. To keep the ease in understanding necessary comments are provided. All the scripts have relative names to easily understand what each script does.

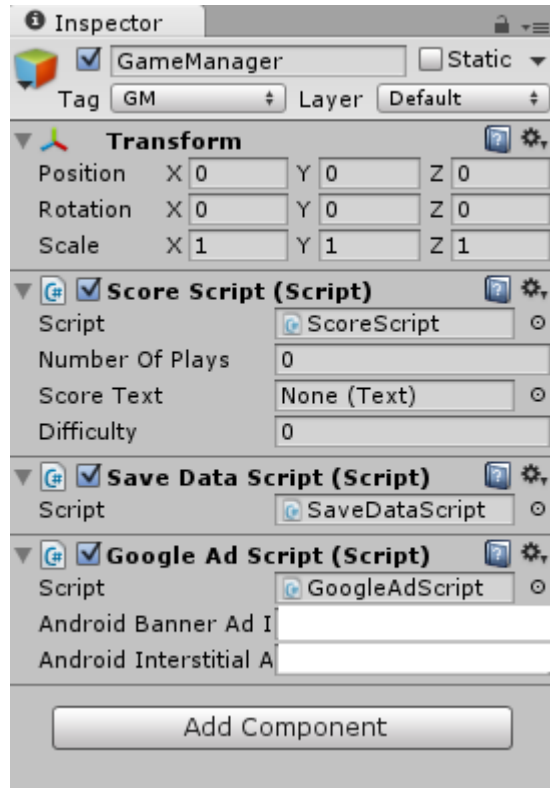
Contact us anytime on our E-mail; we will get back to you ASAP with all the might in the heart to help whenever needed.

Following is the list of scripts with a little description.

- **SplashScreenScript:** This script will simply load “Main menu” scene after some seconds. You can put the code that needs to be executed only once in this script. Objects that require to be created only once can be put here. This way you can avoid creating multiple copies of the same game objects.
- **MainMenuScript:** This script holds the functions that need to be called when a particular button in main menu is pressed. Here we have fetched the highscore from the file to display in the main menu scene.
- **LogoFlickerScript:** This script is responsible to flicker the “RGB” logo to give it a little light flickering effect. This script is kept separate as it does not contain any game logic.
- **ObjectSpawnerScript:** This script is responsible to spawn objects from top. It will generate random color objects at random position (one of three positions) every time based on results of Random.Range() function.
- **RGBSpawnScript:** This script will swap the positions of the R, G and B squares at the bottom to allow the player to catch appropriate circle in correct square. This script is designed to swap according to the position of the touch on screen by the player. If the player touches on the right side of the screen, Square on the right side will be swapped with the square and same for the left side.
- **CheckForMatch:** This script is placed on each object that spawns from the top and moves down. A player requires catching these objects in correct squares to score. This script will check for collision and will add to score if collected in right color otherwise it is game over.
- **ScoreScript:** This script manages the score during the game play. It will add to score if object is collected correctly. It will increase difficulty by increasing the spawn rate at every 15 points scored. It is also responsible to reset values at every new game started.
- **ScoreDisplay:** This script will display the current score from the “ScoreScript” on the screen.
- **PauseGameScript:** This script contains the function to call when pause / resume button is pressed. It will change the Time.timeScale to 0 on pause and to 1 on resume. It will pause the game music when paused.
- **LittleSquareScript:** This script animates little squares in the background by changing their scale and rotation.

- **ShapeMoveScript:** This script is put on each spawned object. It will move the shapes downwards according to the difficulty set.
- **GameOverScript:** This script shows the score and the best score of the player. It also contains the functions to be called for “Play” and “Main menu” buttons. If the current score is more than the best score of the player it will call the “Save” function of the “SaveDataScript” to save the new best score in the file.
- **SaveDataScript:** This script is responsible to save and load best score in a file, so that the score can be preserved even if player quits the game.

Configuring game with your Ad IDs.



-Create An app in AdMob

-Create a Banner Ad and an Interstitial Ad

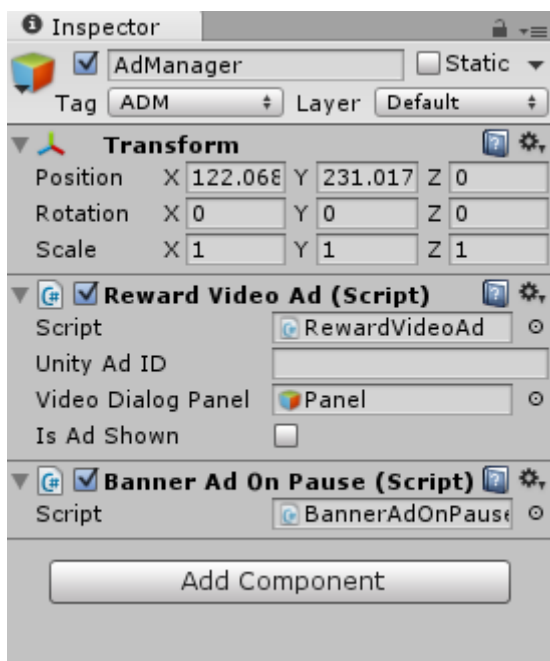
-Get respective Ad IDs from AdMob.

-In the RGB project, Find a scene called "SplashScreen".

-In the scene you will find a game object called "GameManager".

-When you select the object, the inspector will show the properties as shown here in the image.

-Paste respective Ad IDs in the text boxes and voila! You're good to go.



-Create an app in UnityAds Dashboard.

-Create "rewardedVideoZone" type Ad (Recommended).

-Take Ad ID.

-Open scene called "MainLevel"

-Find "AdManager" game object.

- When you select the object, the inspector will show the properties as shown here in the image.

-Paste your Ad ID and it's done.

Reskin:

You have to simply change the sprites of the three circle objects and three square objects to reskin the current game and give it a new theme. You might require to change background and other sprites depending on your theme, but this will be easy and quick.

Feel free to contact us if you need any help for the game setup, we will be happy to help. We would like to thank you so much for buying this package and wish you all the success with it in the app market.

Happy Gaming..!!

MAD Entertainment

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(keep the subject RGB-Support, so that we will read your mail first.)

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