

Asset Documentation

Asset Name : Shoooooot

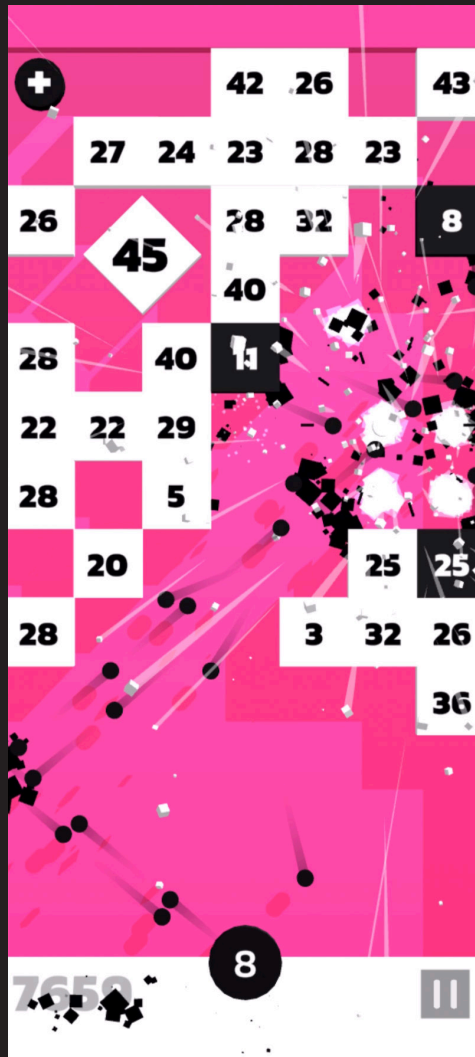
Publisher : soloo studio

Documentation Version : **1.0**

Version Guide

v1.0 - Initial Release

1. INTRODUCTION



Shoooooot is a complete Unity template of a fully functioning game, ready for release. The game is simple yet very fun and addictive and is optimized for touch devices.

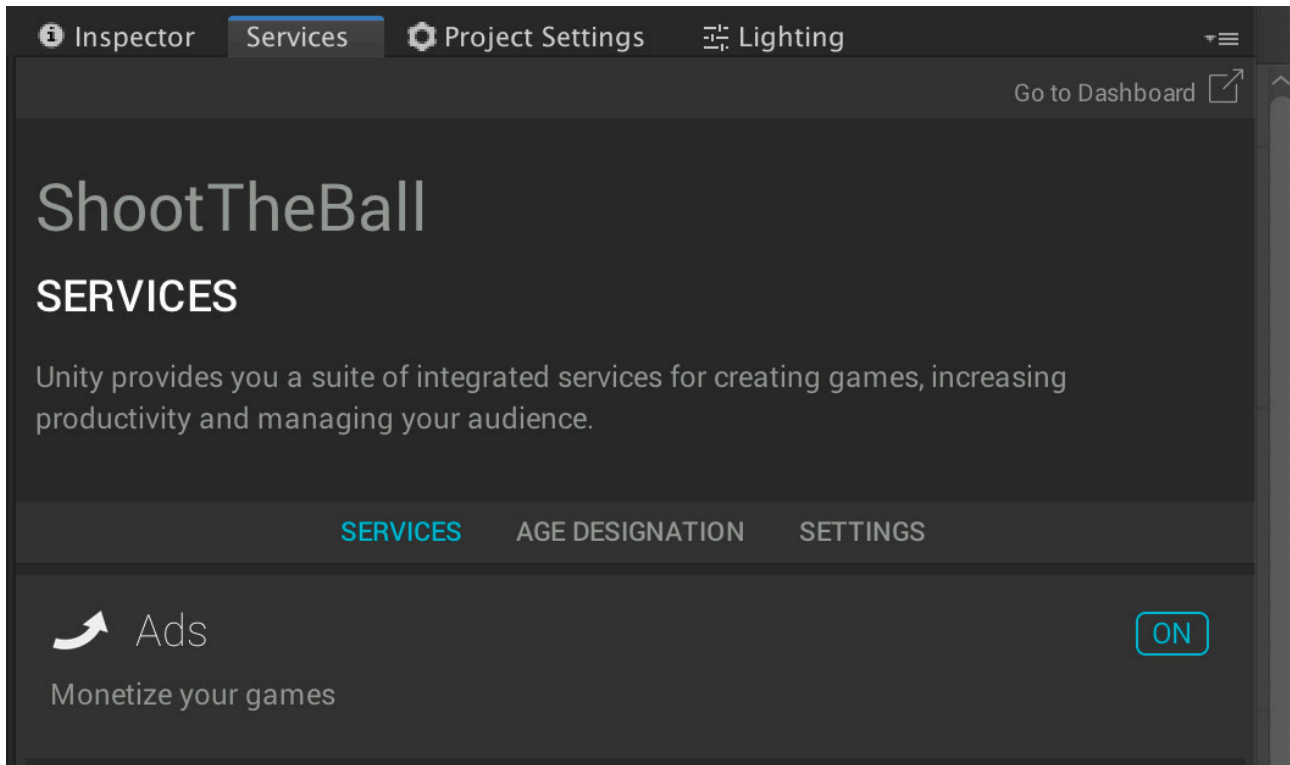
This game is ready for release out-of-the-box. Everything just works. It is also flexible and customizable.

highlights:

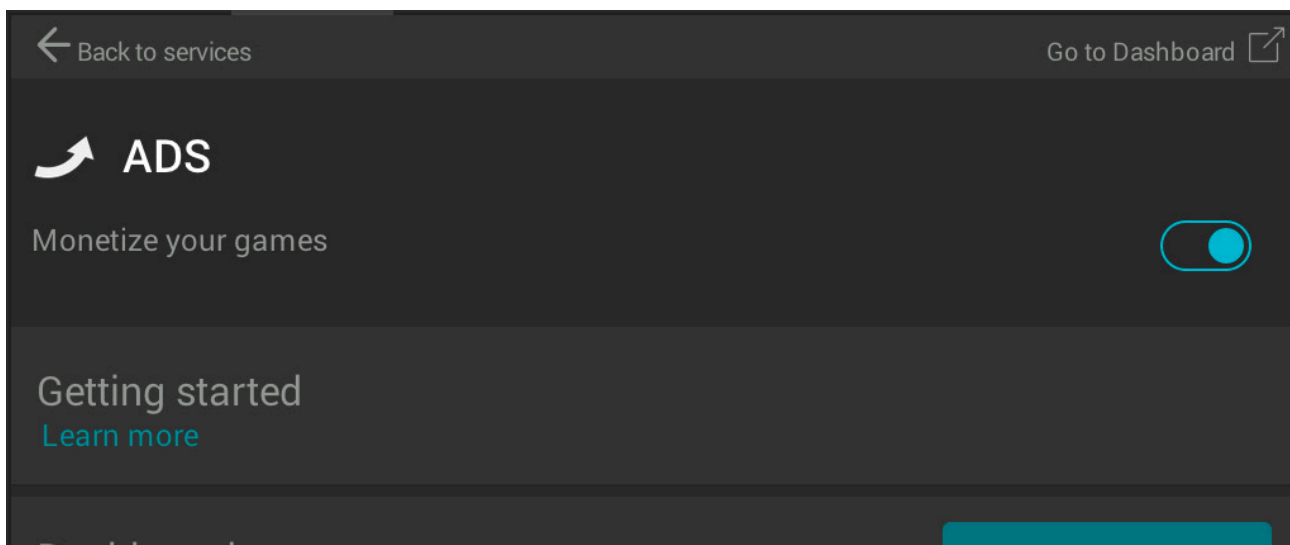
- Simple addictive gameplay with exciting music
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Optimized for mobile

2. GETTING STARTED

Unity Ads



1. Go to Services - Ads Menu

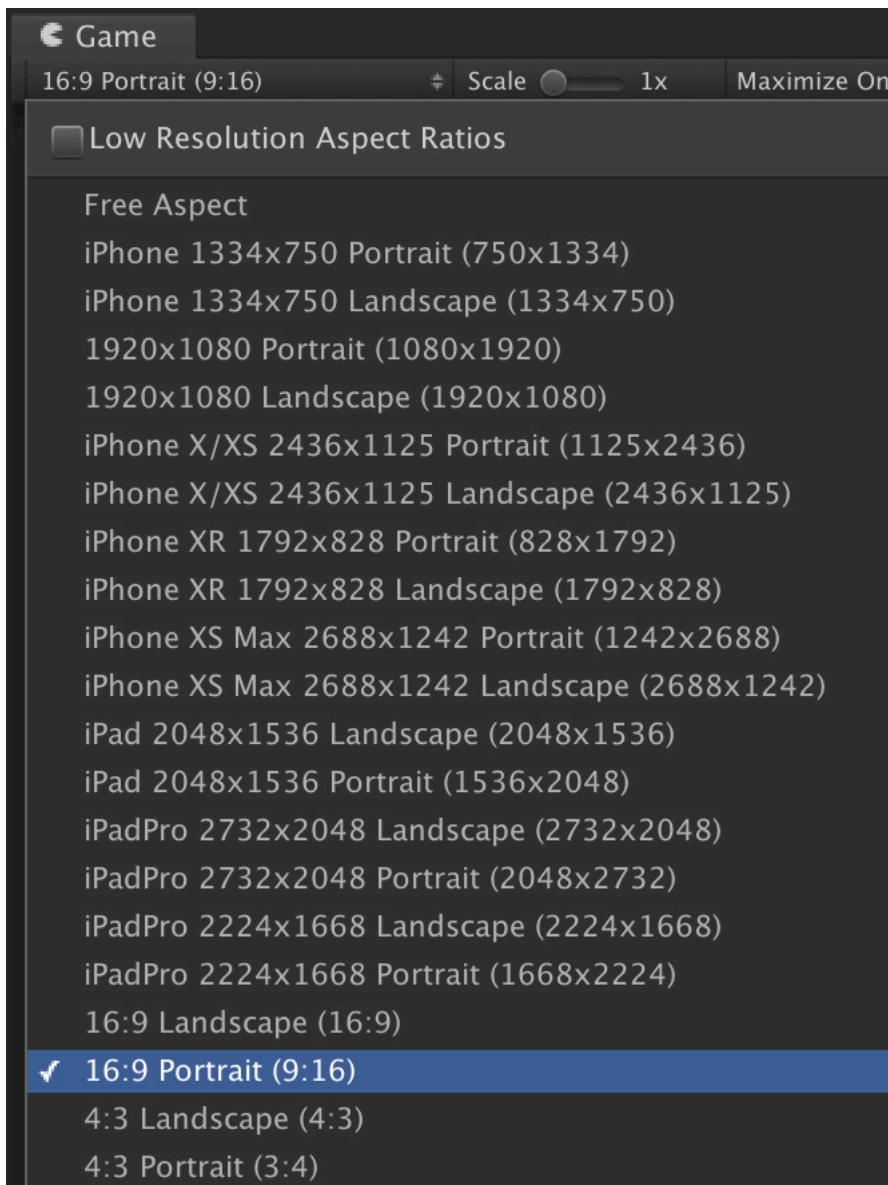


2. Set 'Monetize your game' to On

2. GETTING STARTED

Basic Setting

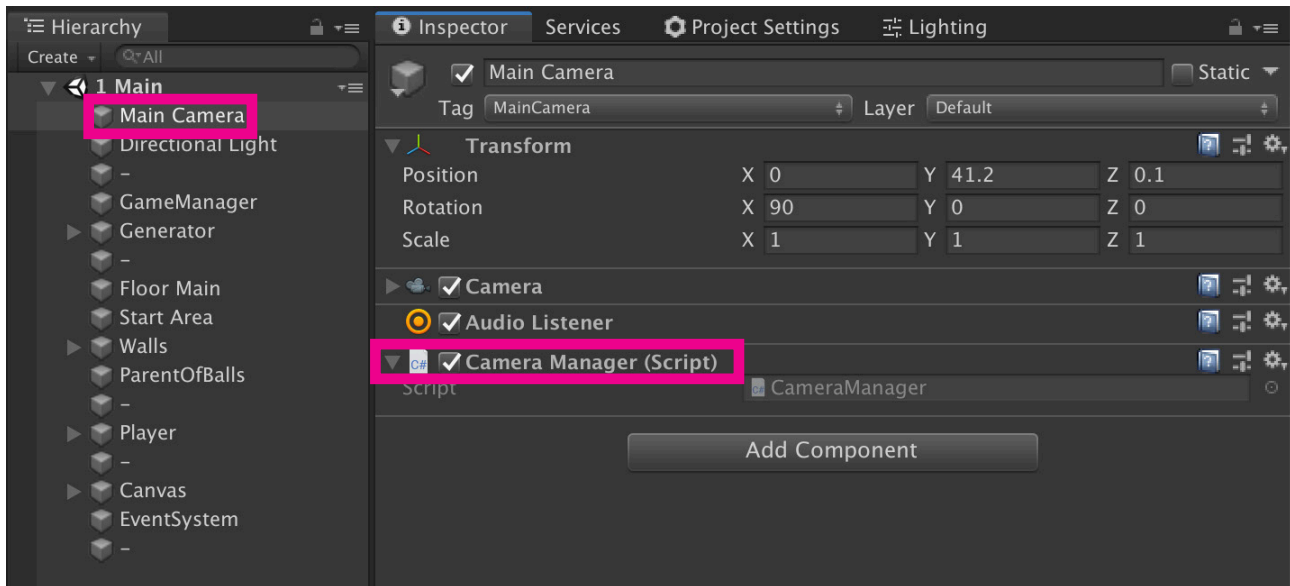
1. Change screen ratio from free aspect to portrait. (16:9)



Import Package

1. Create new project.
2. Delete scene folder.
3. Go to Window - Asset Store.
4. Type into search bar "Shoot The Ball" and find the project.
5. On the new page click import. The table with information will pop-up, just click again import.
6. The table with all project files will pop-up. Check them all and press import.
7. Go to 'ShootTheBall/Scenes' folder and open '**1 Main**' scene.

2. Main Scene Scripts and Settings

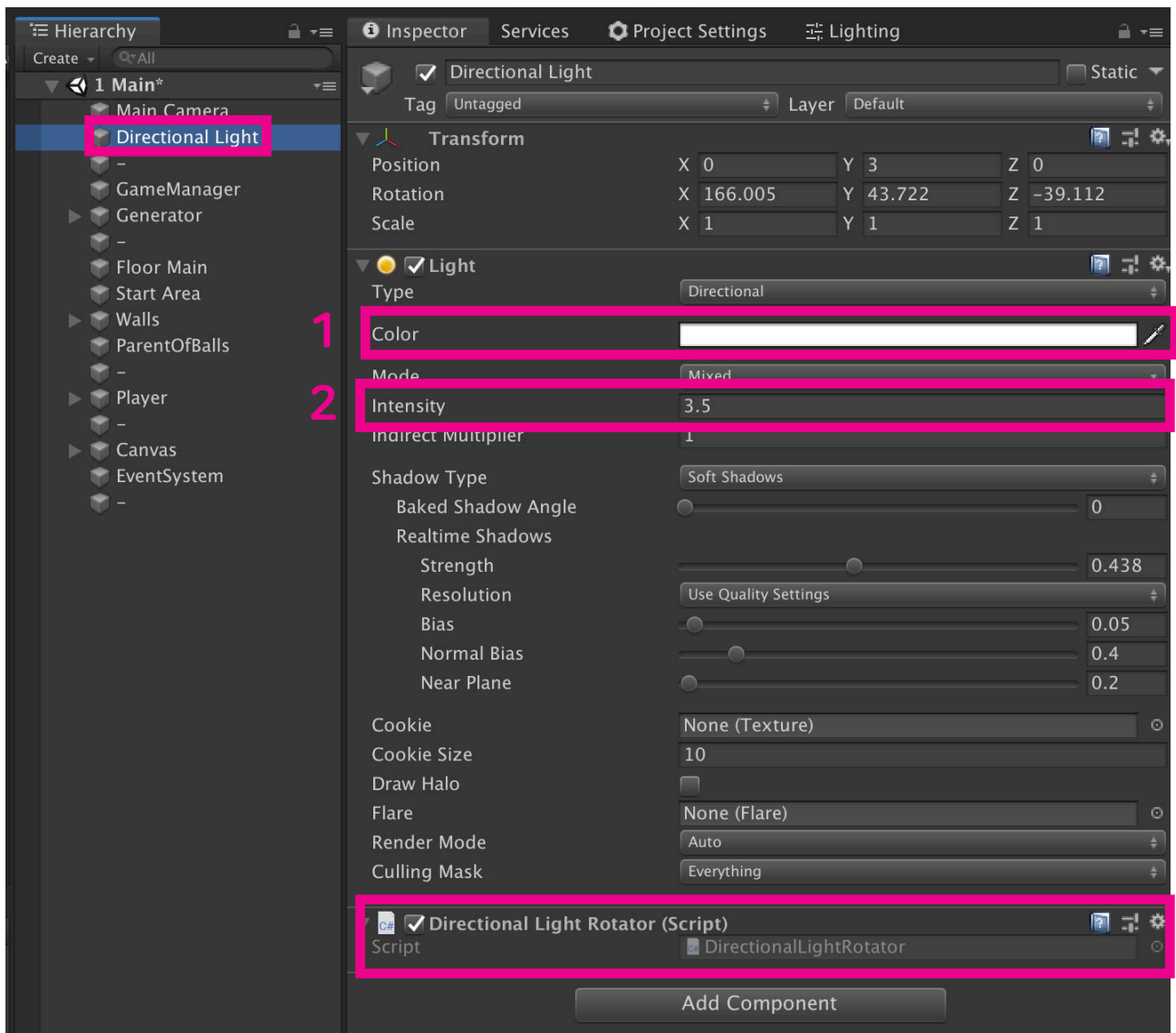


- Main Camera (Game Object)

This is Main Camera of game.

- Camera Manager.cs (Script)

'Camera Manager.cs' has a function to shake the camera when an obstacle breaks.



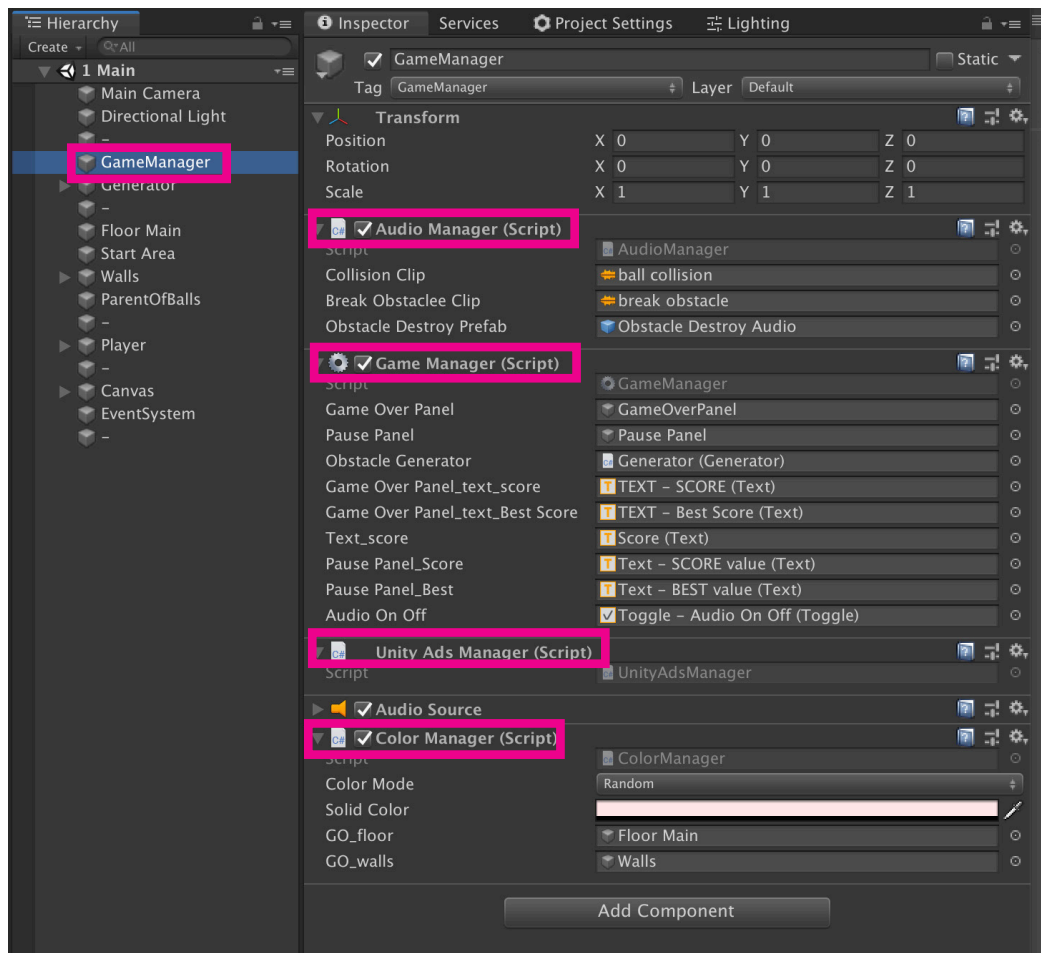
- Directional Light (Game Object)

This is Main Light of this game.

You can adjust the **Color** and **Intensity** of Light using the fields as shown below in 1,2.

- Directional Light Rotator.cs (Script)

'Directional Light Rotator.cs' has a function to rotate light direction.



- Game Manager (Game Object)

- AudioManager.cs (Script)

'AudioManager.cs' controls game sounds.

- GameManager.cs (Script)

'GameManager.cs' controls game play and User Interface.

- UnityAds.cs (Script)

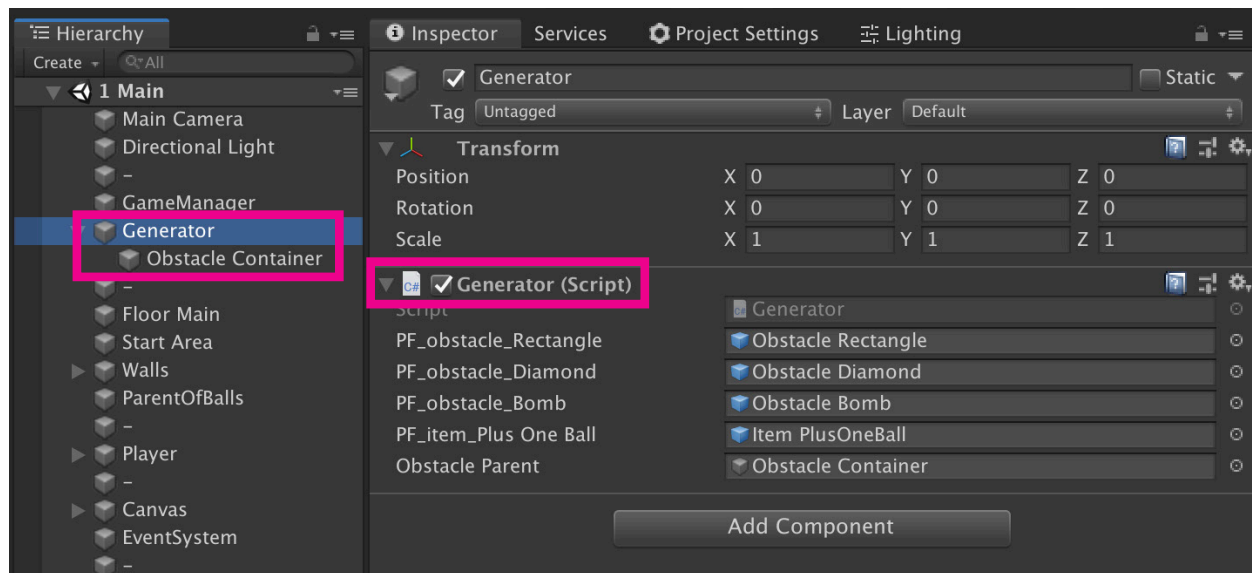
'UnityAds.cs' controls Unity Ads.

- ColorManager.cs (Script)

'ColorManager.cs' controls Background(Floor) Color.

If select Color mode to 'random', Background(Floor) color changes each time play.

If select Color mode to 'solid', You can set the solid color.

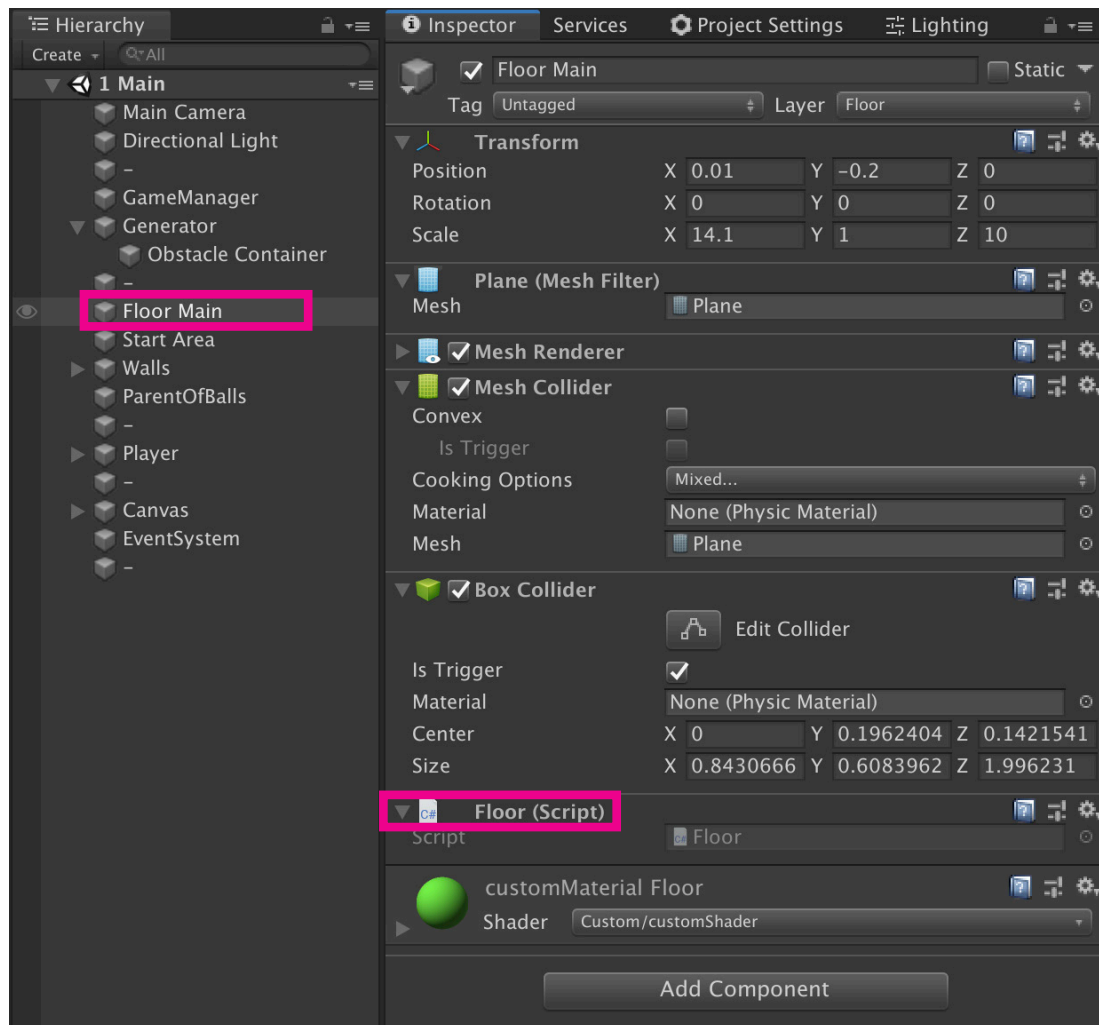


- **Generator (Game Object)**

- **Generator.cs (Script)**

'Generator.cs' generate obstacles and item.

New game objecte generated is placed in the 'obstacle container' object.

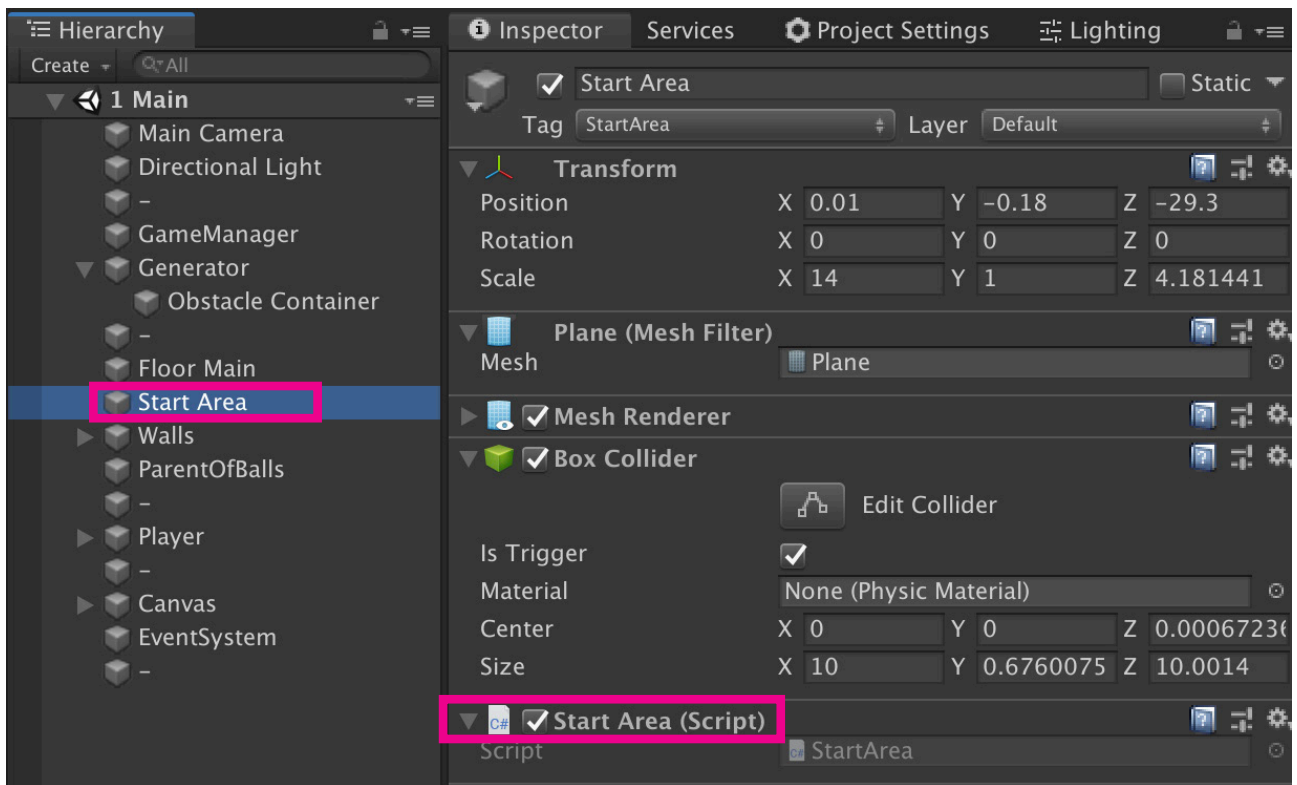


- Floor Main (Game Object)

This game object is background of this game.

- Floor.cs (Script)

'Floor.cs' script check whether the ball is on the floor or not.

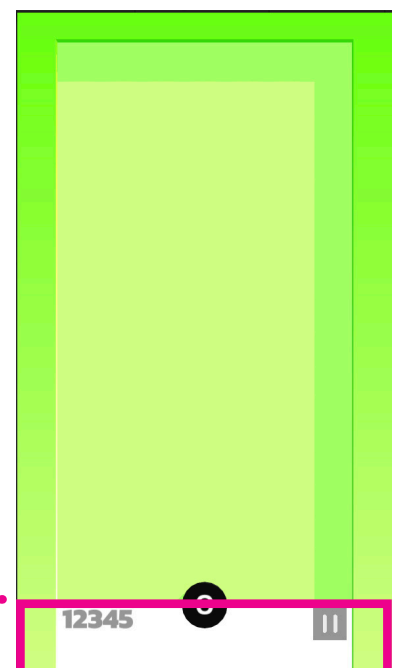


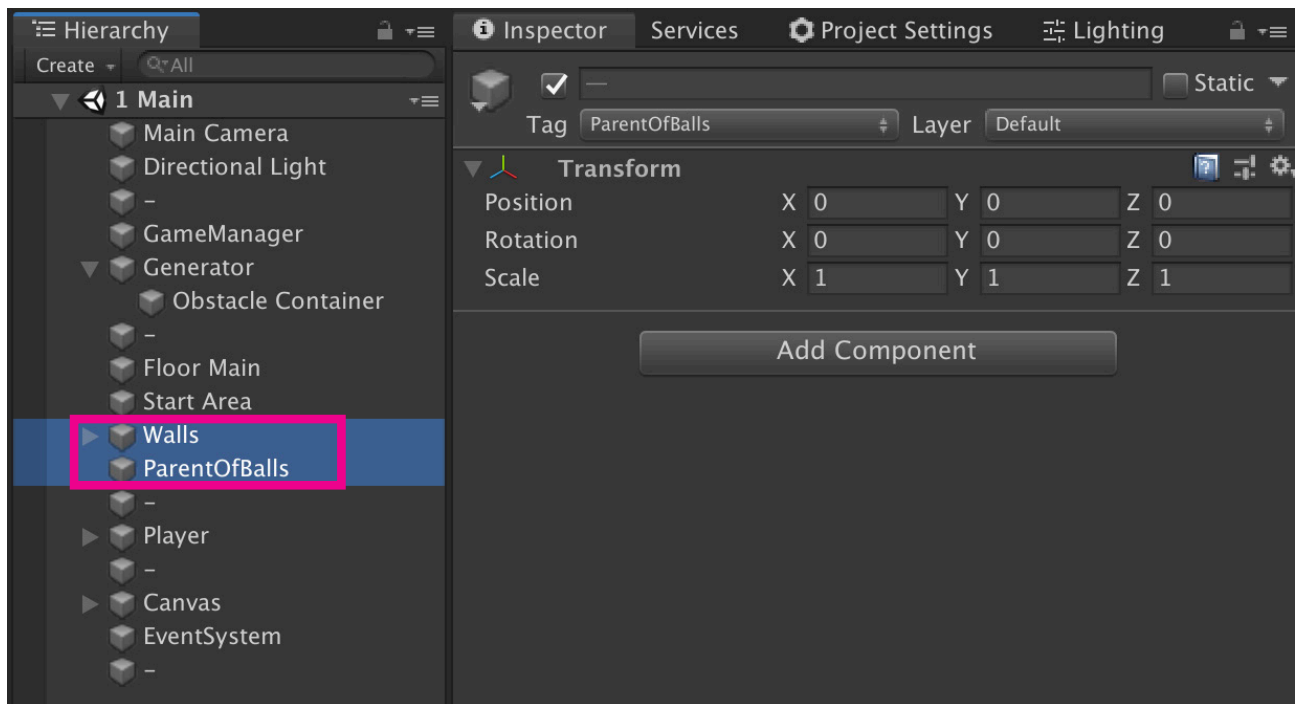
- Start Area (Game Object)

This game object is **start area** of this game.

- Start Area.cs (Script)

'Floor.cs' script Check if the obstacle is down to the start area, and if so, declares a gameover.



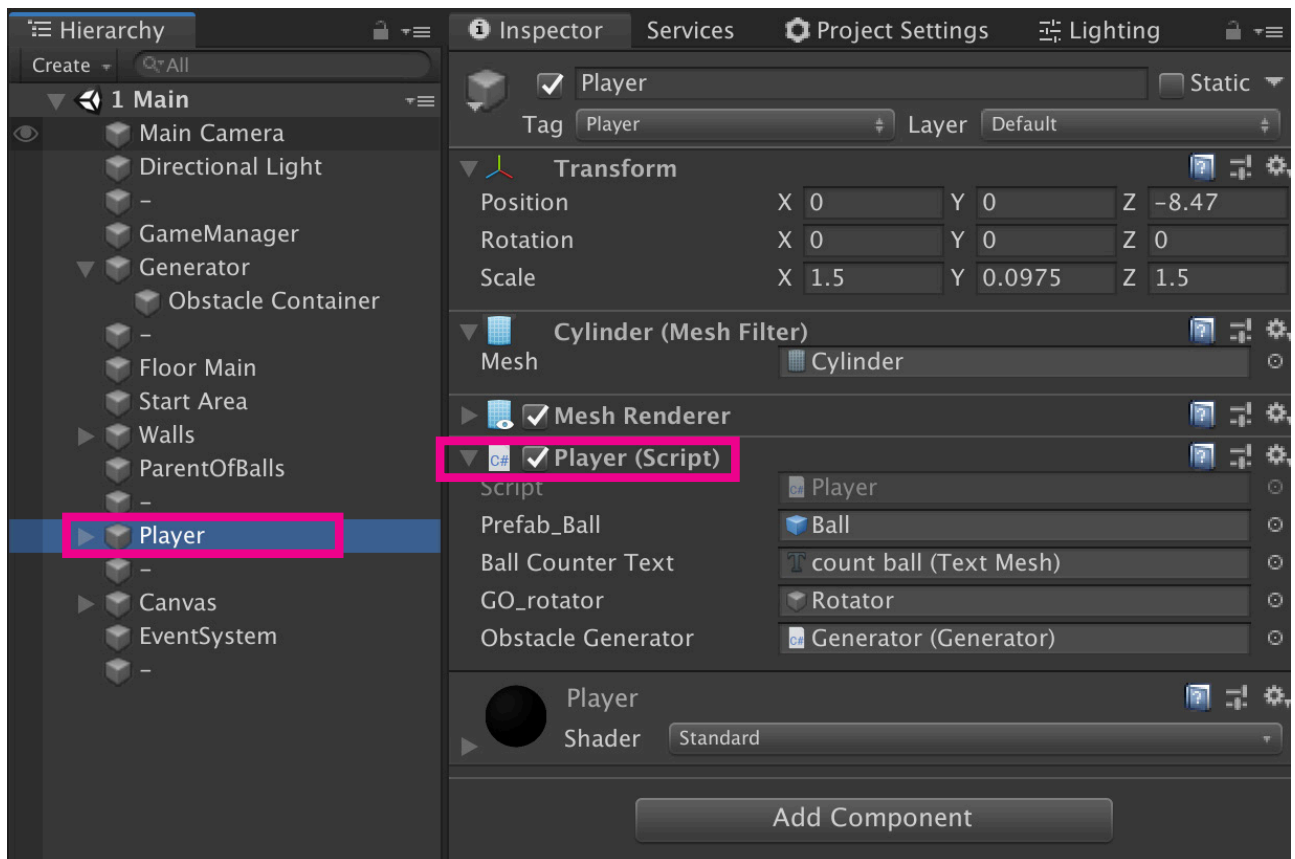


- Walls (Game Object)

This game object is the wall surrounding the floor.

- ParentOfBalls (Game Object)

This game object is parent of all balls fired.



- Player (Game Object)

- Player (Script)

Player script controls the aiming and shooting of the ball.

THANK YOU AND GOOD LUCK WITH YOUR GAMES!