

Easy Secure – Coins, Gems

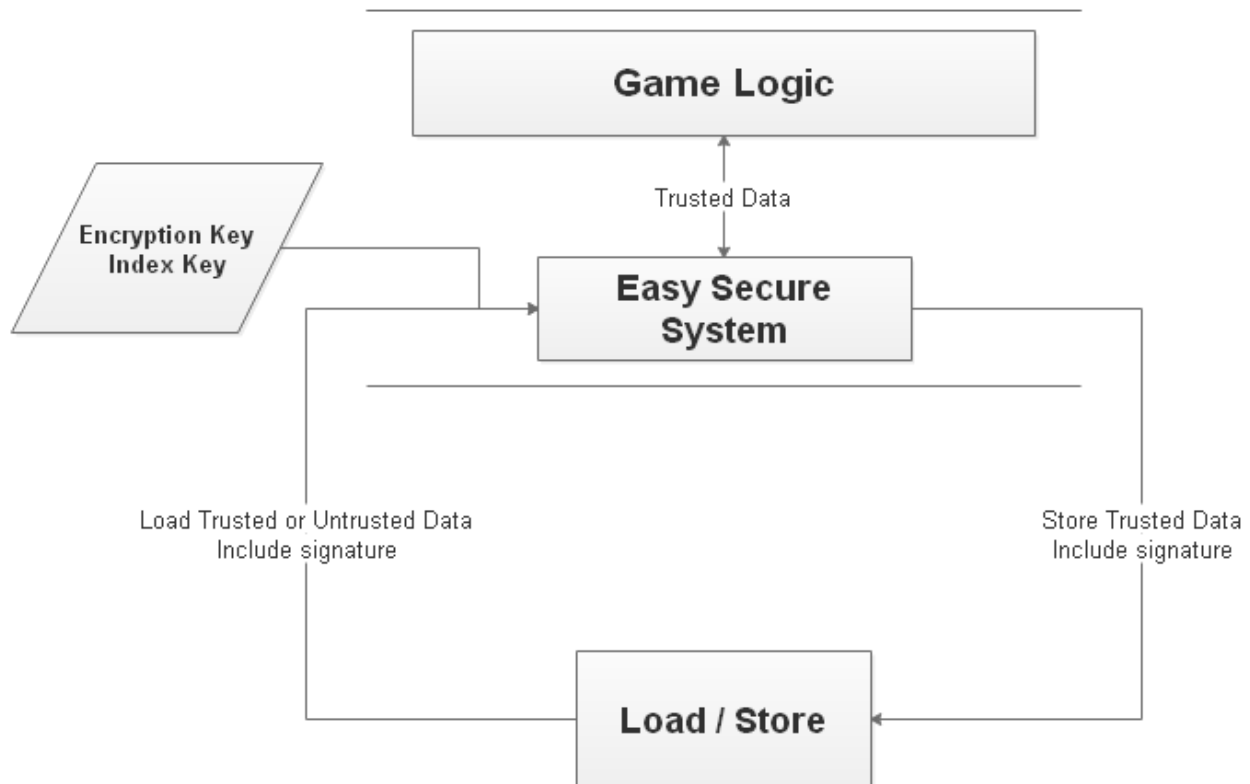
This system will allow you to create secure interface to load and store your values (Integer values) very fast, real time and absolutely secure. It's very useful to manage coins, gems and so on. This system will load, store (or save), add (or buy) and subtract (or sell) the values in high secure state include nicely animation. Just enjoy it.

There you have all scripts to work:

- AssetManager
- AssetmanagerEditor
- BasicManager
- -
- AssetCore
- ValuableCore
- DirectionMovement
- TargetMovement
- -
- MainMenu
- MainMenuItem
- CoinsMenu
- -
- EditorTools
- Extensions
- Globals
- SecurityClass

How it works?

Game logic passing a trusted value (here is integer values of coins, gems and so on) to Easy secure system. This system creates signature and combines all data(s) then store them. In load event game logic calls Easy system function to fetch trusted data then the system fetches combined data and with authenticate data algorithms make sure that value is trusted. If hackers change the data, this system swap the untrusted data with default data that comes from game logic and return it to the game logic.



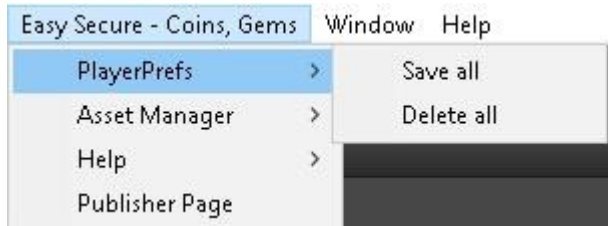
Rather than this system add value to old value, subtract value from old value in secure state. That mean all jobs are done with this system nicely, easily and secure.

How to use menu item?

Here the menu items explained quickly but in Scripts title its explained with more details.

PlayerPrefs

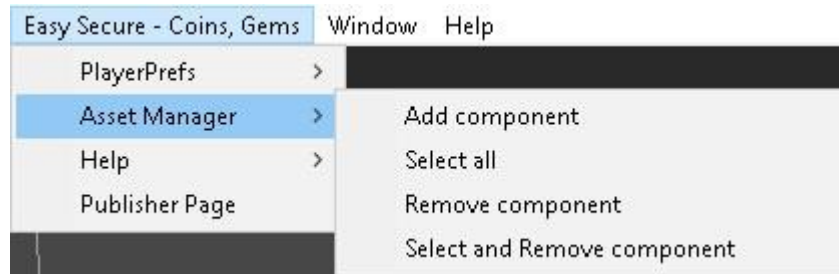
PlayerPrefs stores and accesses player preferences between game sessions.



In “PlayerPrefs” item you can easily save all PlayerPrefs data or delete them. It’s data not store after building and just for local game testing.

Asset Manager

Asset Manager is the core for handling player values (coins, gems and so on). It loads and stores player values (that supported with security class) and managing add or subtract coins to main player values.



In “Add component” item you can add your asset manager script.

In “Select all” item you can select all game object(s) that include an asset manager script.

In “Remove component” item you can remove asset manager script component from all game object(s) that you selected.

In “Select and Remove component” item you can add remove all asset manager scripts that exist in your science.

Help

Help for debug and fix probable problem(s).

Easy Secure - Coins, Gems	Window	Help
PlayerPrefs	>	
Asset Manager	>	
Help	>	Debug
Publisher Page		Fix problem(s)

In “Debug” item you can debug asset manager(s) item in your science.

In “Fix problem(s)” item you can fix the asset manager(s) probable problem(s).

Basic scripts and their parameters

AssetManager

It's the main script to create your secure system.

Asset Manager (Script)

Parameter(s)

Asset name

Coin

Default Value(Coin)

20

Coin text

coinTXT (Text)

Security

* Encryption Key

SomeSalt

* Key index

App_ID_MyApp.Coins.BasicManager_s2139308296

Turning round(s)

2

Animation

Enable

☒

Canvas

Canvas

Parameter(s)

Coin sprite

UI_2

Generation coefficient

0.7

Transform local scale

X 1Y 1Z 1

Add Coin

Animate lerp

20

Seconds lerp

0.03

Delta position

X 0Y 250Z 0

Randomized position

X 150Y 100Z 0

Add sound. UnityEvent type, invoke when add some Coin. ()

List is Empty

Subtract Coin

Animate lerp

52

Seconds lerp

0.03

Speed

500

Direction

X 0Y 1Z 0

Delta position

X -130Y 0Z 0

Randomized position

X 50Y 0Z 0

Time to life (TTL)

1

Not enough Dialogue. UnityEvent type, invoke when Coin are not enough. ()

List is Empty

Subtract sound. UnityEvent type, invoke when subtract some Coin. ()

List is Empty

Parameter(s)	
Asset name	The name of asset (here is Coin)
Default value	The default and initialized value
Text	Unity text to show current value
Security	
Encryption key	Password for encryption data
Key index	The load/store key. It must be unique
Turning round	The encryption complexity
Animation	
Enable	Enable or disable animation
Canvas	The canvas game object
Animation - Parameter(s)	
Sprite	The value sprite (coin, gem, ...)
Generation coefficient	Value of generation. Higher value cause more generation
Transform local scale	Local scale vector
Animation – Add	
Animate lerp	Add value Animation lerp
Seconds lerp	Add value animation delay between each sub animate
Delta position	Add value animation delta position from mouse hit point
Randomize position	Add value animation start position randomized
Add sound	Add sound (Unity event type)
Animation – Subtract	
Animate lerp	Subtract value Animation lerp
Seconds lerp	Subtract value animation delay between each sub animate
Speed	Animation speed
Direction	Movement direction
Delta position	Subtract value animation delta position from mouse hit point
Randomize position	Subtract value animation start position randomized
Time to life	Time to life each sprite in animation
Not enough dialog	Not enough dialog in buy (Unity event type)
Subtract sound	Subtract sound (Unity event type)

This script has some useful functions that help game designer to develop.

AddValues(int value)	Add new value to current value
ResetValues()	Reset value to default number
SaveValues(int value)	Save the value. Useful for add extra value
SubtractValues(int value)	Subtract value. Useful for buy event
Value	Return current value

AssetManagerEditor

Editor for AssetManager script class.

BasicManagerEditor

Abstract class for AssetManager class.

AssetCore

The main core of the system.

ValuableCore

Abstract class for AssetCore class.

DirectionMovement

Subclass for animating the sprites.

TargetMovement

Subclass for animating the sprites.

MainMenu

Basic class for main menu.

MainMenuItem

Include main menu item(s).

CoinsMenu

Main class for main menu.

EditorTools

Main class for create editor.

Extensions

Helper class with useful function(s).

SecurityClass

Main class for secure function(s) and event(s).

Globals

This is static class for some references.