Documentation
Super Bounce

Warning! We would recommend you to make a reskin to prevent problems with Google Play and App Store (game can be banned).

Integration of side plugins is your own responsibility. We don't support modified projects (except reskin).

We are not engaged in additional customization of the project.

Technical Requirements

For correct work of the project, please observe all requirements

Unity version: Last LTS version (Unity 2021.3.X)
Target platforms: iOS, Android
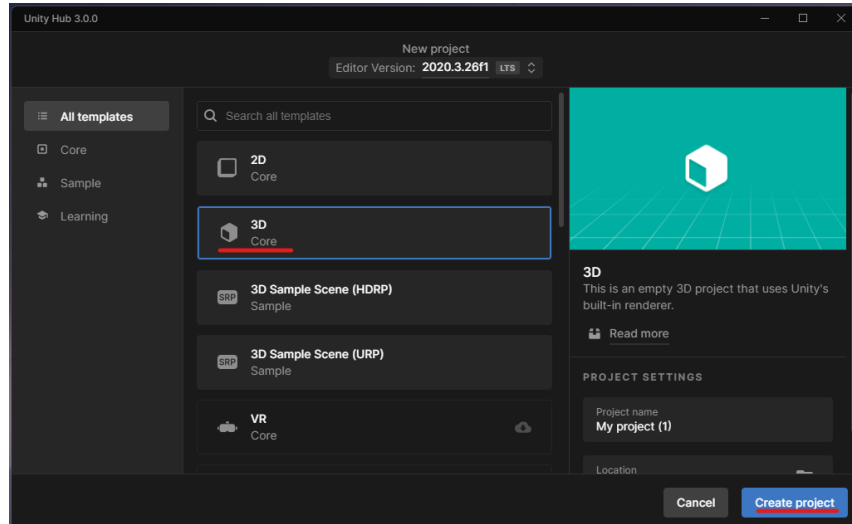**Minimum iOS version:** 10.0
Minimum Android version: API Level 29
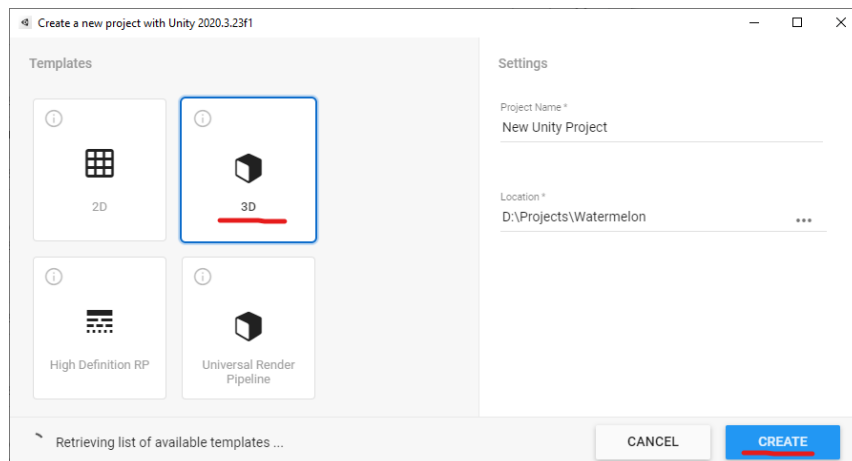**Scripting Runtime Version:** .NET 4.x Equivalent
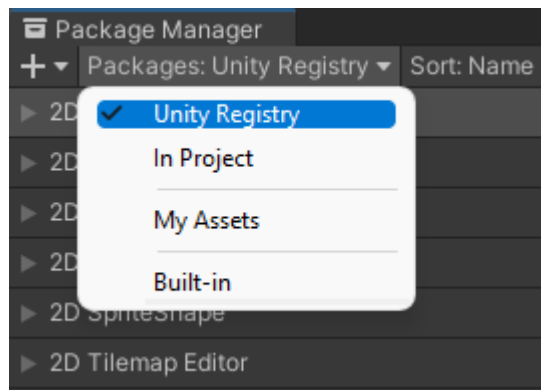
How to start

- Download and install recommended Unity version - Download
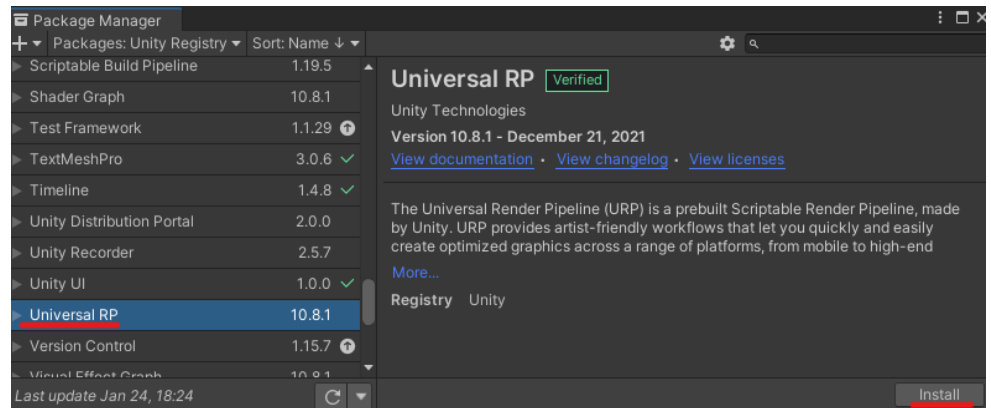- Create a new Unity project using 3D template.

or in older version

- Import URP package:
  a. Click **Window** -> **Package Manager**
  b. On left top select **Packages: Unity Registry**

c. Find **Universal RP** and click **Install**

- You can remove **Scenes** folder generated by default.
- Import template:
  a. You can use **Asset Store** (if you bought there)
  b. Or manually add package: click **Assets** -> **Import Package** -> **Custom Package**
- Open **Build Settings** (File -> Build Settings):
  a. Add all scenes (from Scenes folder) in the right order to **"Scenes In Build"**.
  b. Select target platform **Android** or **IOS**
  c. Click **Switch Platform**
- Open Project Data\Game\Scenes\Init scene to run the game.
- Build the game.

IMPORTANT: To quickly access all important files and settings use **Setup Guide** (Tools -> Project Setup Guide)
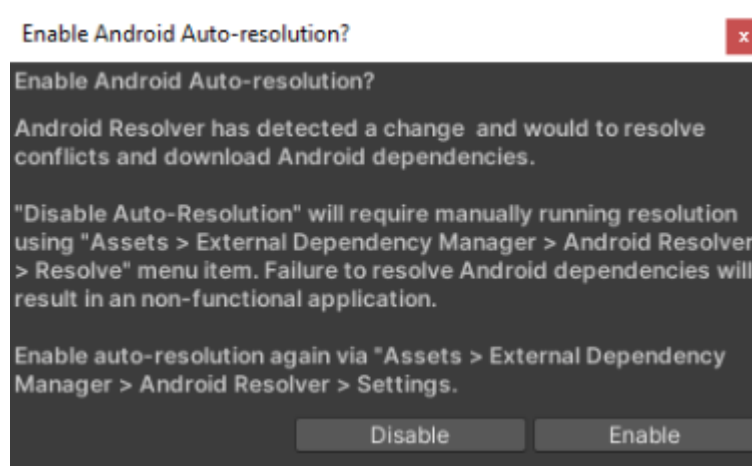
Advertisement Setup
AdMob

> Google Mobile Ads Unity plugin integration guide - link

1. Download the latest version of Google Mobile Ads Plugin - download

2. Click Assets - Import Package - Custom Package and select the downloaded file to import.
3. [For ANDROID] If next pop up appears:

Click **Disable**

Otherwise click Assets - External Dependency Manager - Android Resolver - Settings and uncheck **Enable Auto-Resolution** scroll down and click **OK**
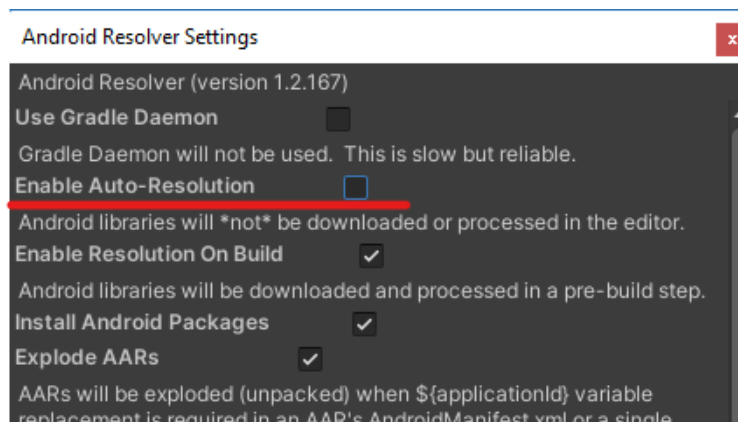
4. Click Tools - Editor - Define Manager to select **Define Manager** asset.
5. Enable **MODULE_ADMOB** and press **Apply Defines**.
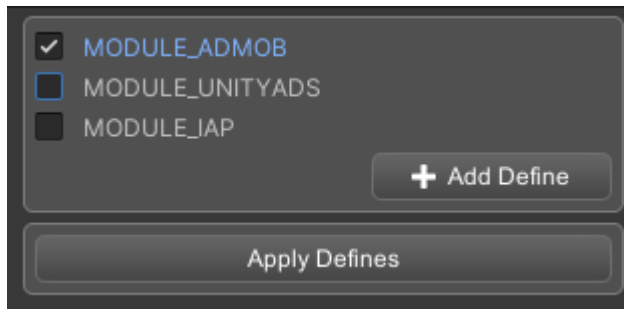
6. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide).
7. Switch to **AdMob** or Disable for each ads type depending on your needs.
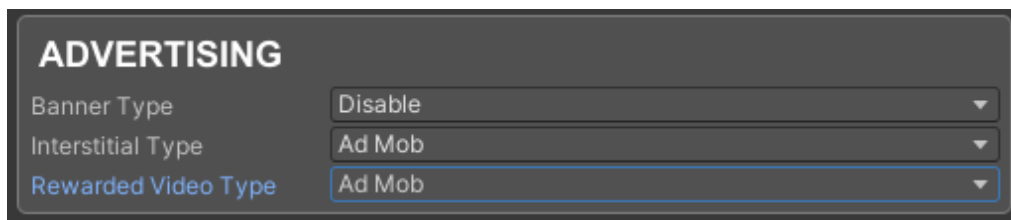
8. Unfold **AdMob** tab located below. Click **Set test app id** button.

Now you can test your app with default ids.
Follow the next steps only when you're ready to publish the game, it's an AdMob requirement.

9. Go to your Google Mobile Ads account - [link](#)
10. Set up an app in AdMob. [Help](#)
11. Open **Advertising** tab in **Setup Guide** window (Tools -> Project Setup Guide).
Unfold **AdMob** block and enter data from the website into appropriate fields.

Make sure there's no "test id" warnings on the right side of the fields.

12. Click Assets - External Dependency Manager - Android Resolver - Settings and check **Enable Auto-Resolution** scroll down and click **OK**
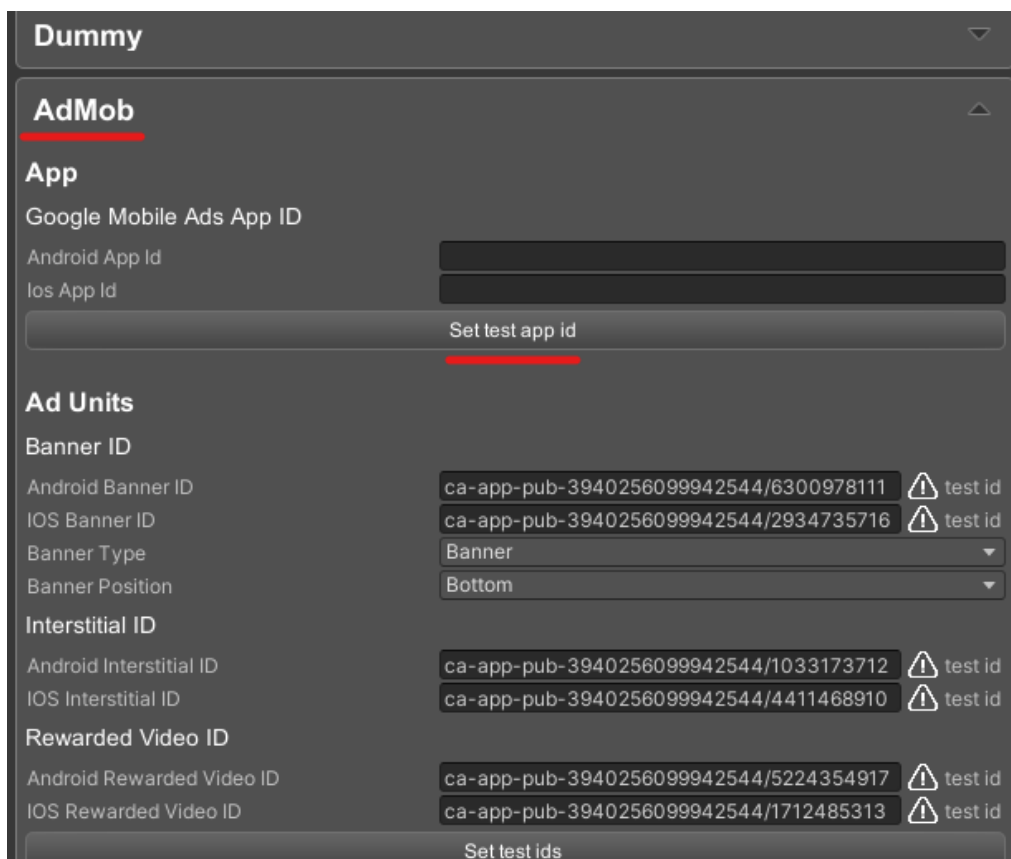13. If resolution did not start automatically click Assets - External Dependency Manager - Android Resolver - Resolve
14. If you want to change the advertising frequency, set it on the Advertising tab.

Interstitial First Delay - delay in seconds between game launch and first interstitial appearing.
Interstitial Showing Delay - min delay in seconds between interstitial appearings.

15. Now you can publish the game.
Note, after publishing you'll need to wait until AdMob approves the game. More info [here](#).

Unity Ads

1. Go to File - Build Settings
2. Select Android or iOS and click Switch Planform
3. Open Project Settings: Edit - Project Settings
4. Select Settings - Ads tab
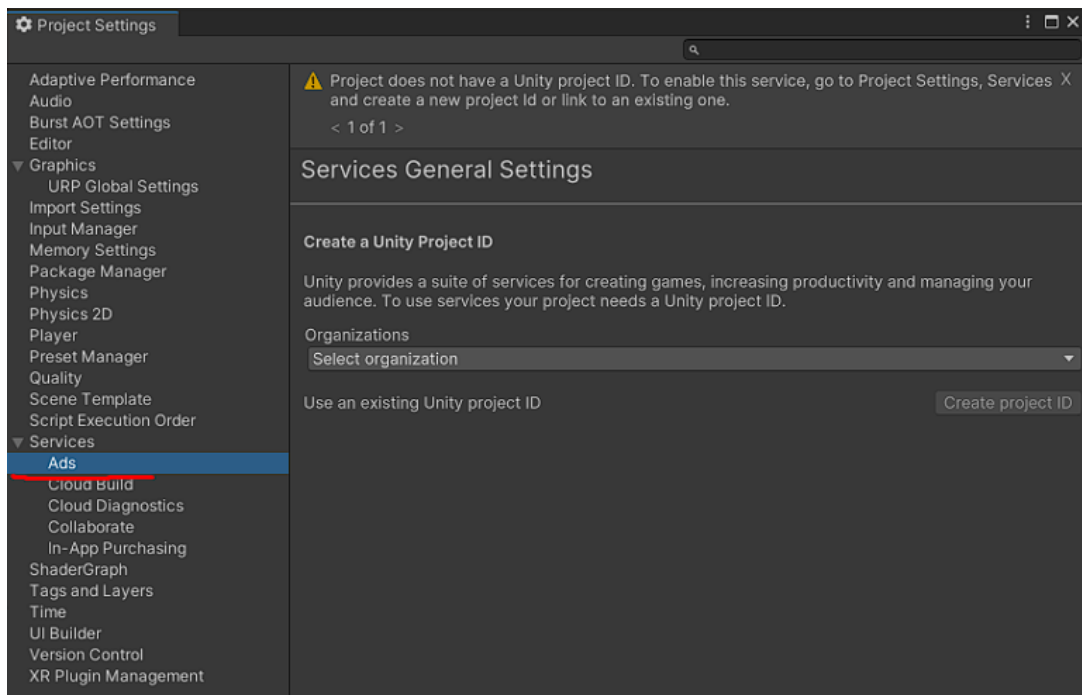
5. Select organization from the drop down list (create if required)
6. Select project id (create one if needed)
7. Enable button on top right corner
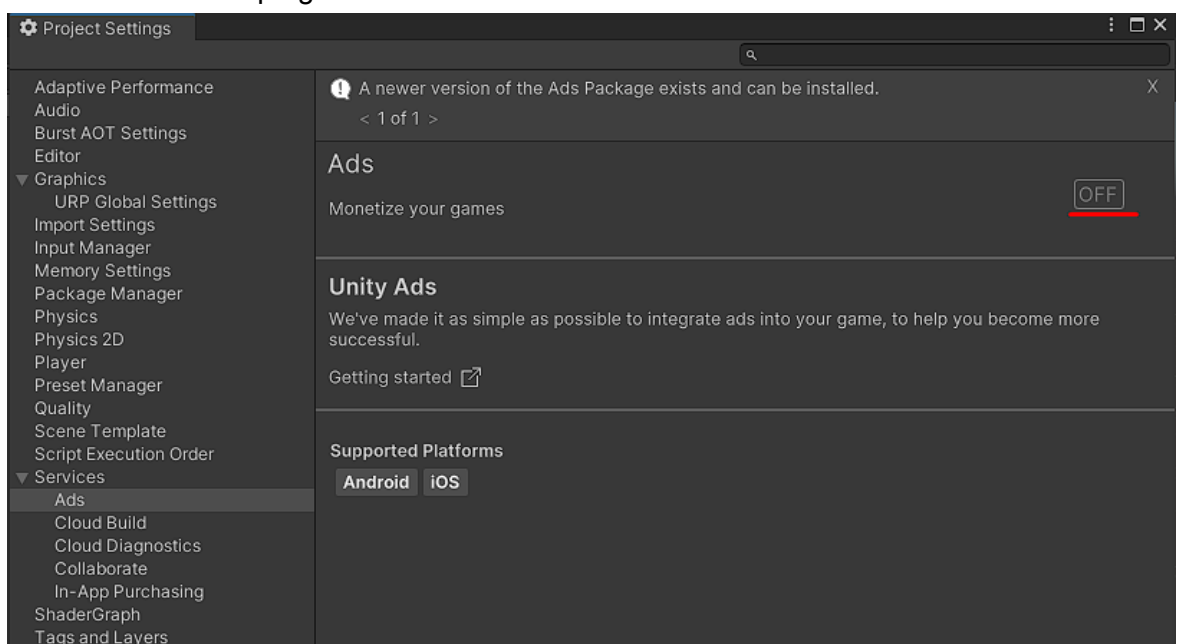
You might see some errors in the console if your current version is outdated.
You can ignore them and move to the next step.

8. Click Install Latest Version and confirm you want to install the latest version if asked.

9. If you are going to develop or test game check Enable test mode checkbox. Uncheck if you're preparing build for the store.
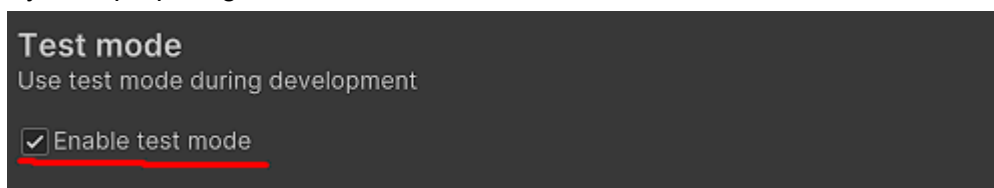
10. Open **Advertising** tab in **Setup Guide** (Tools - Project Setup Guide).
11. Switch to **Unity Ads** or Disable for each ads type depending on your needs.
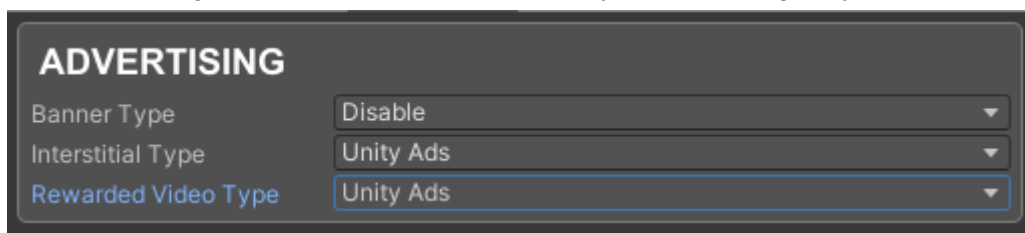
12. Unfold **Unity Ads** block at window bottom and click Enable.
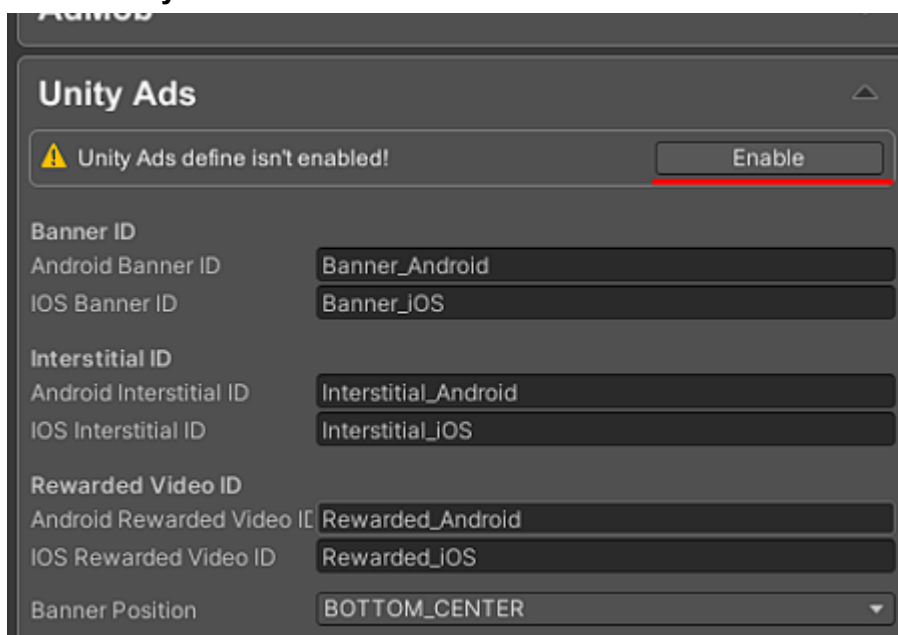
13. You can use Untiy Ads Dashboard button to quickly go to ads dashboard
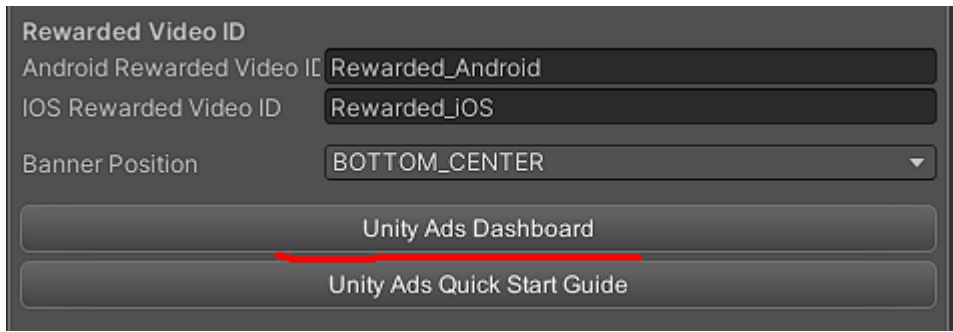
14. After you configured ads at Unity Ads Dashboard you will have Placements tab with ad placements available for your project.
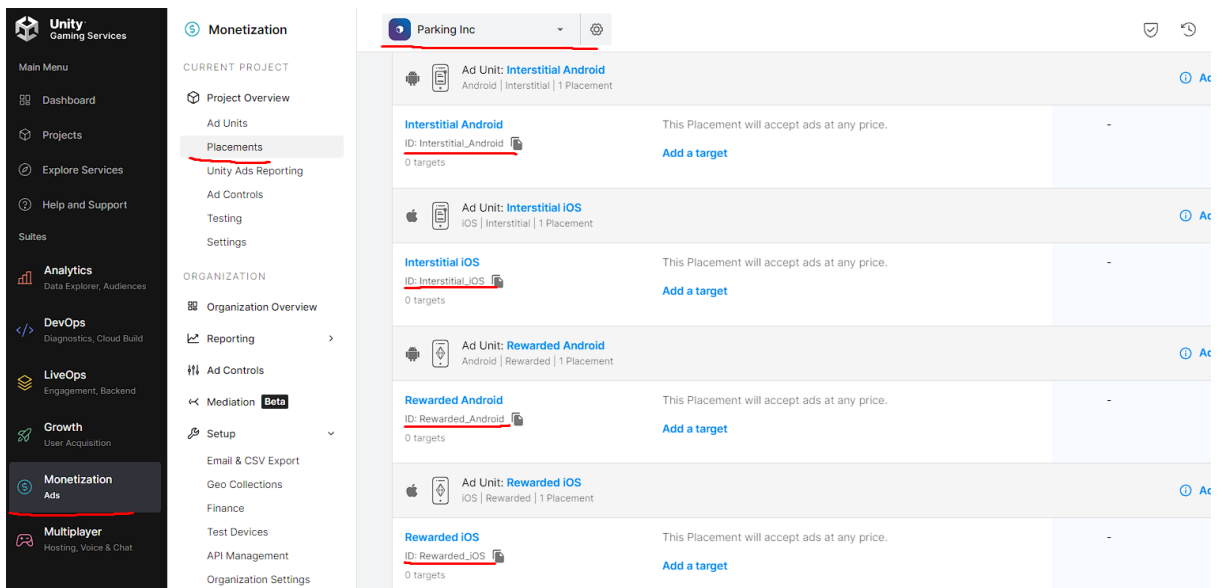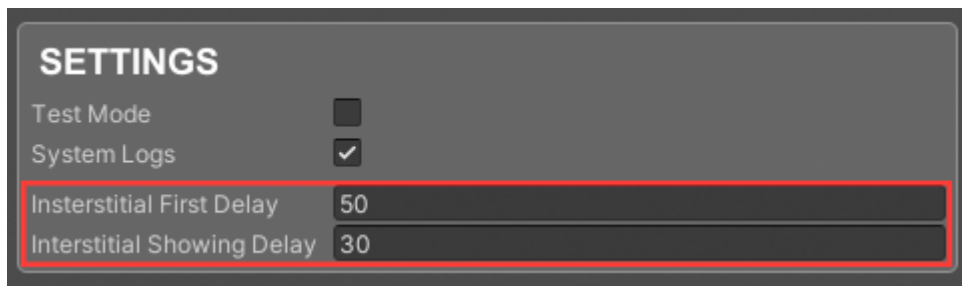
15. Make sure those placement ad ids match ids on Unity Ads settings inside Project Setup Guide
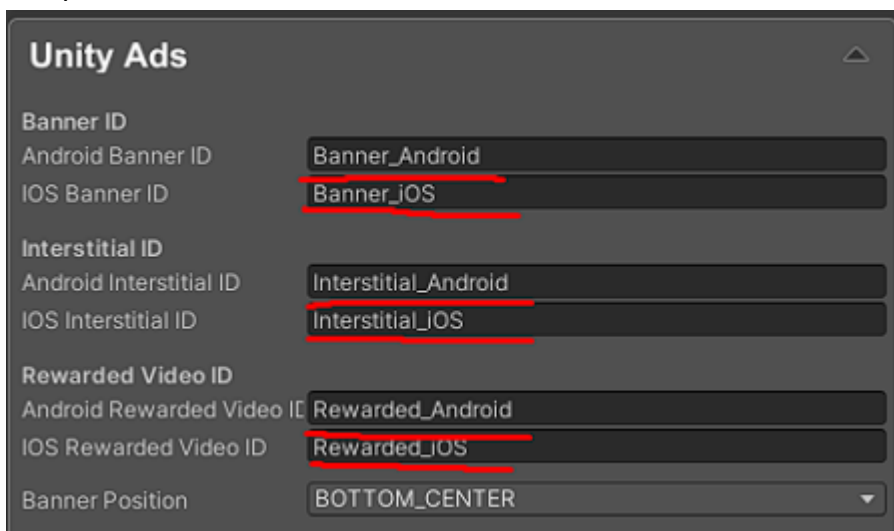
16. Save project: File - Save Project

17. If you want to change the advertising frequency, set it on the Advertising tab.

SETTINGS

Test Mode   ☐

System Logs   ☑

| Insterstitial First Delay | 50 |
| Interstitial Showing Delay | 30 |

Interstitial First Delay - delay in seconds between game launch and first interstitial appearing.

Interstitial Showing Delay - min delay in seconds between interstitial appearings.

Iron Source

1. Follow step 1 of ironSource Unity plugin integration guide to download and import all required files.
2. If you using android platform and after import android resolution did not start automatically you can start it manually. Go to Assets -> External Dependency Manager -> Android Resolver -> Force Resolve.
3. Click "Tools - Editor - Define Manager" to select Define Manager asset.
4. Enable MODULE_IRONSOURCE and press Apply Defines.
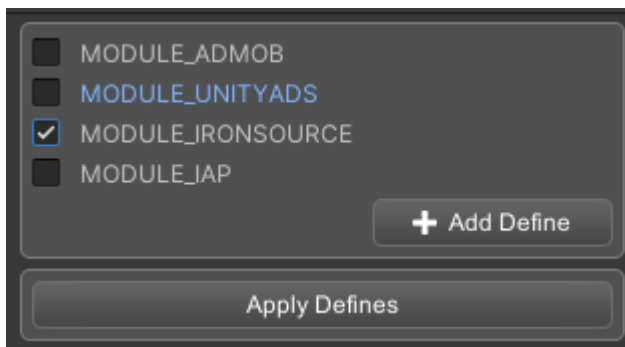
5. Open Advertising tab in Setup Guide window. Put data from the site in the appropriate fields.
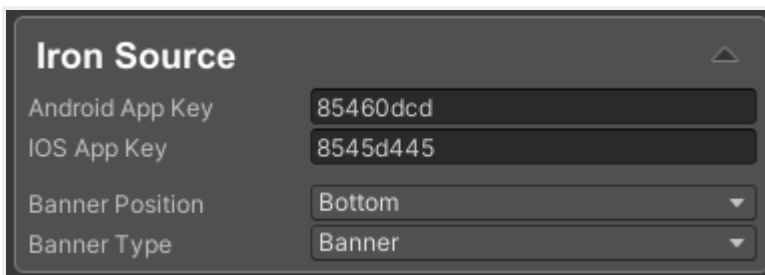
6. Set ironSourse as ad provider
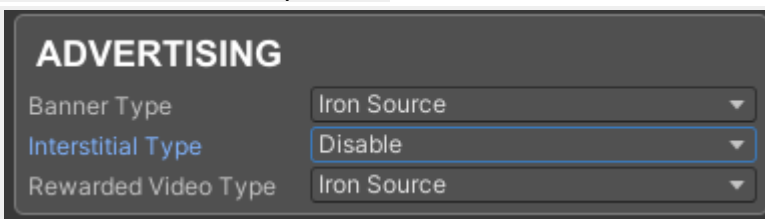
   You can also disable some ad types if you don't use them.

7. If you want to change the advertising frequency, set it on the Advertising tab.

SETTINGS

Test Mode	☐
System Logs	☐
Interstitial First Delay	40
Interstitial Showing Delay	30

Interstitial First Delay - delay in seconds between first interstitial appearings.
Interstitial Showing Delay - min delay in seconds between interstitial appearings.

Share Setup

Share plugin is already implemented. To change shared message, select Assets/Super Bounce/Content/ShareData.asset and fill "Share message" field with your data.
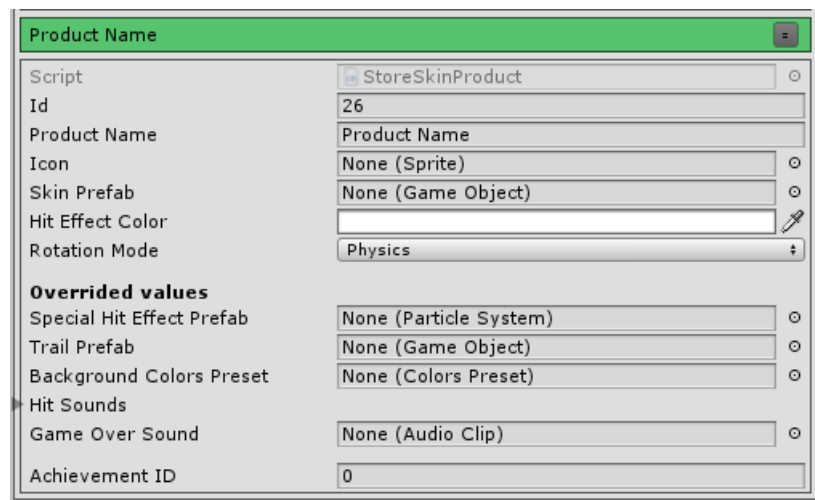
If you want to call share function from the code use:

```
ShareController.ShareData();
```
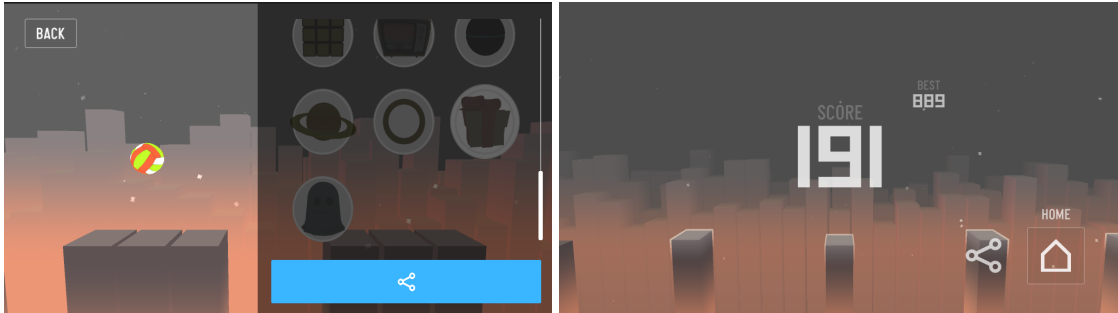
How to add new character

1. Select Assets/Super Bounce/Content/Store/StoreData.asset.
2. Choose product type.

   StoreSkinDefault - permanently opened character.

   StoreSkinProduct - requires achievement to open.

   StoreSkinAdsProduct - requires to watch rewarded video to open.

   StoreSkinShareProduct - requires share to open.
3. Put object's name and press "Add".
4. Select added product.
5. Ensure that it has unique ID.
6. Fill all fields

Product Name - system field, required only for comfortable navigating.

Icon - shown in store.

Skin Prefab - character model.

Hit Effect Color - hit particle color.

Rotation Mode - physics modes.

   Physics - rotate character by 360 degrees.

   Velocity - rotate character by 60 degrees (used by TV, Cactus)

Special Hit Effect Prefab - change this value if you want unique hit particle for character (or leave it empty)

Trail Prefab - change this value if you want make unique trail (or leave it empty)

Background Colours Preset - change this value if you want unique color preset (or leave it empty)

Hit Sounds - add sounds if you want unique hit sounds for characters.

Game Over Sound - change this value if you want unique game over sound (or leave it empty)

Extra Fields:

Achievement ID - connect product with achievement.

Required Views - how many rewarded videos must be shown to open character.

Achievements

There are three different types of achievements:
- Single
- Progress
- Value

To unlock Single achievement use this code:

```
AchievementManager.UnlockAchievement(achievementID);
```

To increment Progress achievements use this code:

```
AchievementManager.IncrementProgress(achievementID, value);
```

To set Value achievements use this code:

```
AchievementManager.SetProgress(achievementID, value);
```

How to add Achievement

1. Select Assets/Super Bounce/Content/Achievements/AchievementsDatabase.asset.
2. Choose type, fill name and press Add.
3. Fill all fields

Script	AchievementProgress
Id	1
Description	Play 10 games - (ui.achievements.play10games)
Icon	skin_03
Required State	10

Id - must be unique
Description - Multilanguage key (can be added in Multilanguage Window)
Icon - shown when achievement has unlocked
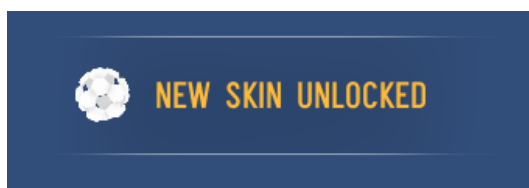
Extra Fields:
Required State - value required to unlock achievement.

Multilanguage

How to enable language

1. Open Assets/Super Bounce/Prototype/Modules/Multilanguage/Multilanguage.cs
2. Uncomment language you need or add new one.

```
private static readonly Dictionary<ProjectLanguages, LanguageCase> languages
{
    { ProjectLanguages.English, new LanguageCase("English", "EN") },
    //{ ProjectLanguages.German, new LanguageCase("Deutsch", "DE") },
    //{ ProjectLanguages.French, new LanguageCase("Français", "FR") },
    //{ ProjectLanguages.Romanian, new LanguageCase("Română", "RO") },
    //{ ProjectLanguages.Spanish, new LanguageCase("Español", "SP") },
```

How to add word

1. Click "Tools - Project - Multilanguage Manager" to open window.

Multilanguage Data		
		Tools ▾
Current Language	English	⇕
Key	**Value**	
gameplay.highscore	BEST	=
gameplay.highscore.new	NEW BEST	=
gameplay.pause.home	HOME	=
gameplay.pause.resume	RESUME	=
gameplay.pause.title	PAUSE	=
gameplay.place	PLACE	=
gameplay.restart	RESTART	=
gameplay.revive	CONTINUE?	=
		Add
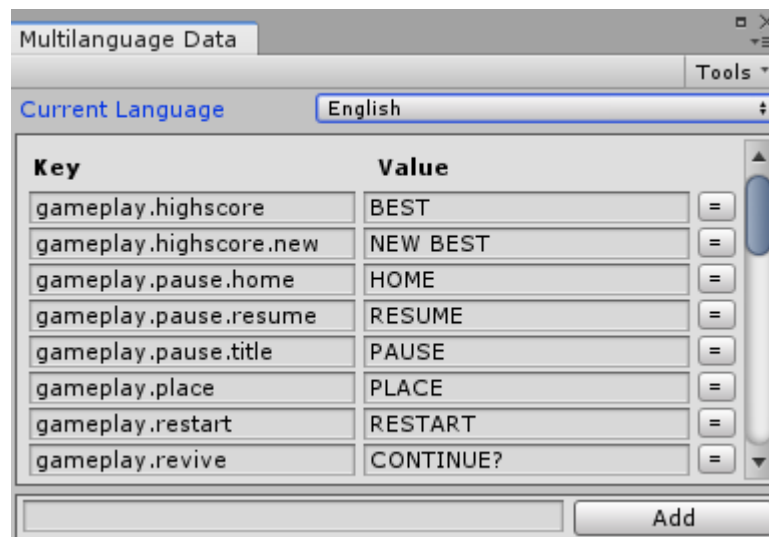
2. Put your key in field and press Add (don't use name with spaces)

How to get word from the code

Multilanguage.GetWord("your.key.here")

How to add or setup Colors preset

Colors preset is a file with environment colors settings.
All colors presets located in Assets/Super Bounce/Content/ColorPresets folder.

1. To create new color preset press on Project window Create/ColorsSystem/ColorsPreset or duplicate existing one.
2. To setup color preset press on top menu taps Tools/Editor/PresetEditor.
3. Press Open Scene on Preset Editor window.
4. Run game. You'll see test environment used for preset setup.
5. Assign color preset that should be configured on Color Preset field in Preset Editor window.
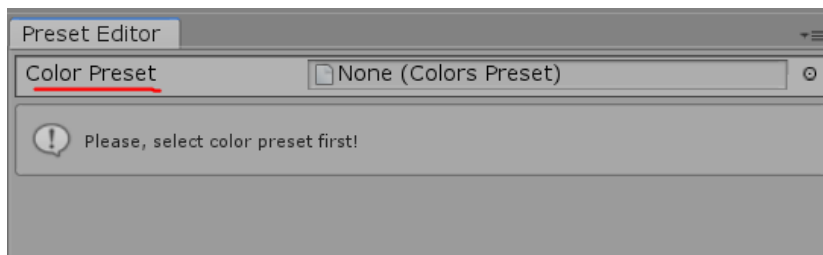
6. Press Preview button to update environment using selected preset.

7. Configure all fields displayed in window to achieve needed result.

Preset Editor

| Color Preset | Orange (ColorsPreset) | — Edited preset |

Script — ColorsPreset

Platform settings
Color High — High and low colors of gradient
Color Low
Y Pos High — -0,22 — Gradient high and low borders
Y Pos Low — -3,42
Gradient Strength — 0,87 — Emission settings
Emissive Strength — 1
Color X — Side and top light colorsz
Color Y

Spesial settings
Jump Color — Jump and spiked platforms colors
Spikes Color
Invisible Platform Color — Invisible platforms colors
Invesible Platform Rim Col

Background platform
Color High Back
Color Low Back
Y Pos High Back — 2,13
Y Pos Low Back — -1,76
Gradient Strength Back — 0,8 — Similar to platform settings
Emissive Strength Back — 1
Color X Back
Color Y Back

Power ups
Power Ups Main Color — Powerups and portal colors
Portal Color

Sky
Sky Color Type — Solid — Switch beetween solid color and skybox modes
Camera Color — Sky color (solid mode)
Skybox Material — None (Material) — Skybox (skybox mode)
Fog Strength — 3,6 — How fast fog becomes solid
Fog Size — 0,55 — How close to player fog gets

Preview

How to setup spawn

Spawn settings are stored in Assets/Super
Bounce/Content/Spawn/Settings/SpawnSettings.asset
You can modify existing or create new file.
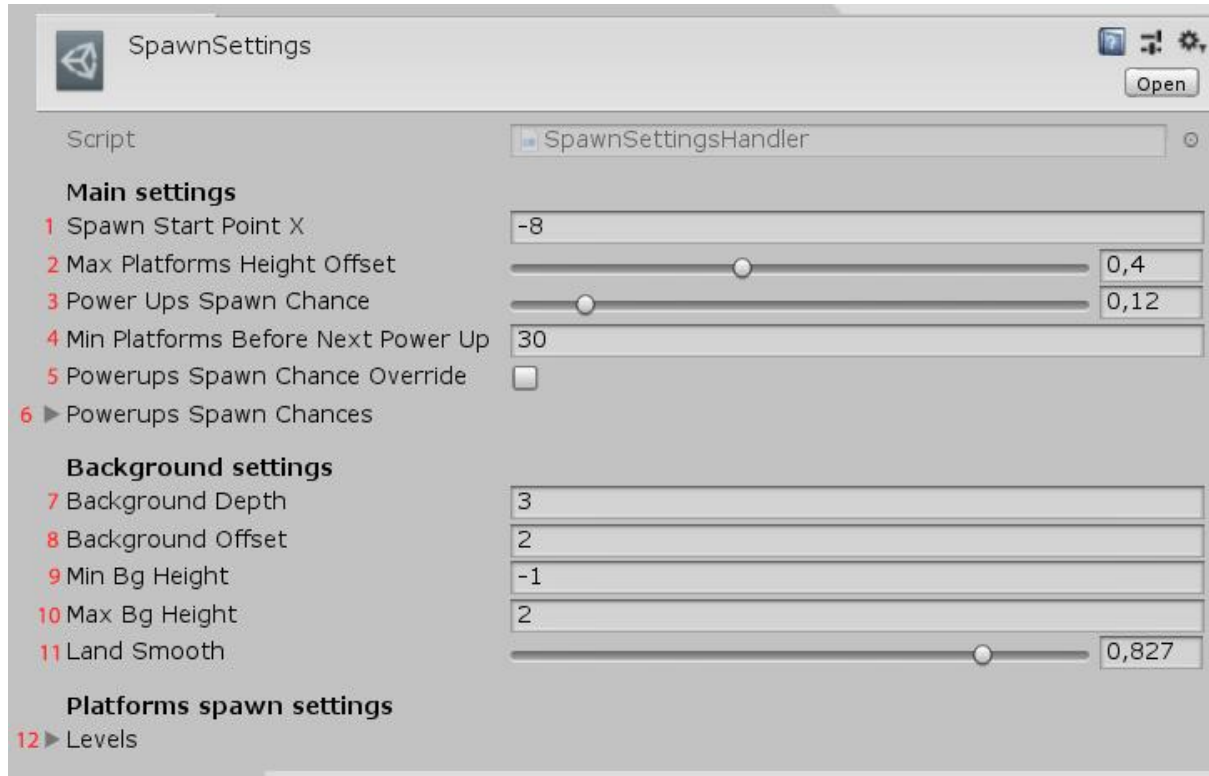
File structure:
1. X axis offset of spawn (default -8)
2. max height difference between platforms
3. chance to spawn powerup on platform
4. min amount of platforms before new powerup will be spawned
5. [advanced] when unchecked - which one power up to spawn is chosen randomly check it to be able set spesific spawn chance to each powerup (is configured in 6)
6. [advanced] if cheched previous field add new item to list and chose powerup and new chance to spawn it
7. number of rows of background platforms
8. rows offset on x axis
9. min height of background platforms
10. max height of background platforms
11. smoothness of background platforms heights
12. levels settings:

Platforms spawn settings
```
▼ Levels
    Size                    4
  ▼ Element 0
      Max Level             1
    ▶ Level Presets
  ▼ Element 1
      Max Level             3
    ▶ Level Presets
  ▼ Element 2
      Max Level             7
    ▶ Level Presets
  ▼ Element 3
      Max Level             12
    ▼ Level Presets
        Size                7
        Element 0    ColumnsLevel (LevelPreset)      ⊙
        Element 1    InvisibleLevel (LevelPreset)    ⊙
        Element 2    JumpLevel (LevelPreset)         ⊙
        Element 3    MobsLevel (LevelPreset)         ⊙
        Element 4    SpikesLevel (LevelPreset)       ⊙
        Element 5    StandartLevel (LevelPreset)     ⊙
        Element 6    TinyJumps (LevelPreset)         ⊙
```

List items that contains list of level presets (blue box) and max level where they are randomly used

Level preset is a file with spawns settings of one game level (it has different color and different platforms spawn setup, for example a lot of spikes).

All level presets located at Assets/Super Bounce/Content/Spawn/Levels.

To create new Level preset press on Project window Create/SpawnSystem/LevelSpawnPreset or duplicate existing one.

Select preset and configure it settings in Inspector window.

JumpLevel

Script	LevelPreset	
1 Platforms Amount	20	
2 Speed Coef		1,3

Platforms spawn Settigns

▼ Platforms Spawn Settings

3 Min Distance Ratio — 0,655
Max Distance Ratio — 0,655

4 ▼ Platfroms Spawn Settings

Size	2
▼ Element 0	
5 Basic Platform Type	Normal
6 Platform Spawn Percentage	50
Min Platforms Amount	4
7 Max Platforms Amount	6
Min Extra Platforms Amount	0
8 Max Extra Platforms Amount	0
▼ Element 1	
Basic Platform Type	Jump
Platform Spawn Percentage	50
Min Platforms Amount	2
Max Platforms Amount	2
Min Extra Platforms Amount	0
Max Extra Platforms Amount	0

Locations spawn settings

9 Locations Spawn Chance — 0,25

▼ Locations Spawn Settings

10 Size	2
Element 0	Jump Canyon
Element 1	Energy Field Canyon
11 Prefered Preset	None (Colors Preset)

1. amount of platforms spawned on this level
2. player speed coefficient (1 - min allowed speed coef, 2 - max allowed speed coef for comfortable gameplay)
3. controllers of min and max distance between platforms
4. list of platforms that should be spawned in this level
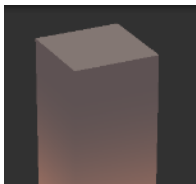5. platform types:

Normal - classic no effect platform

Jump - gives player additional boost

Spiked - mix of normal and spiked platforms which kills player

Mob - set of normal platforms with moving spikes on top

Moving - set of normal platforms which moves in left-right direction

Invisible - hard to see special platforms used in invisible levels

(Shield and Background platforms are used automatically)

6. chance of spawn previously selected type of platform (sum of all types chances should be always 100)
7. min and max amount of platforms in set (value will be chosen randomly)
8. min and max extra platforms amount used for:
spiked type - amount of non spiked platforms together with spiked
moving type - min and max moving length
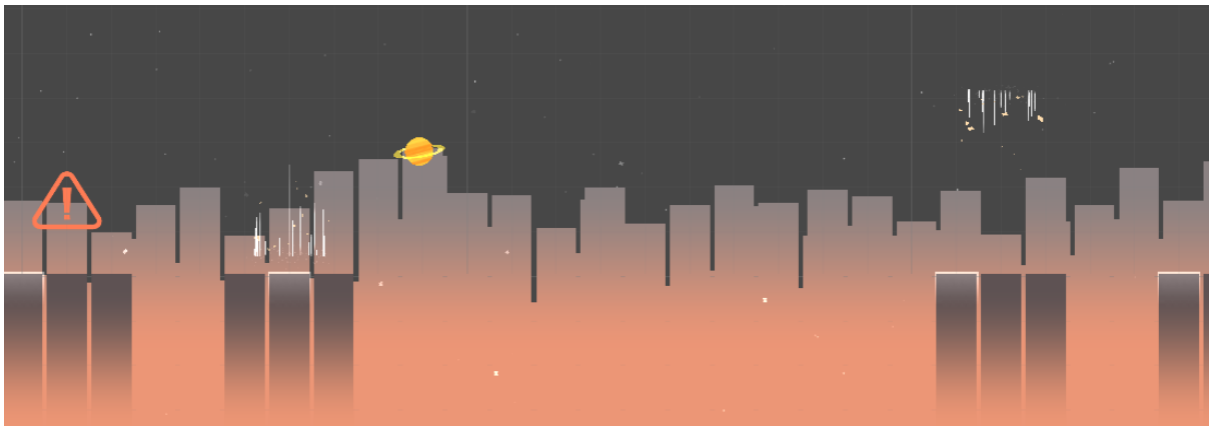9. chance to meet location in this level
location types:
Jump canyon - big canyon with jump platform in beginning (can be passed only it's using jump platform)
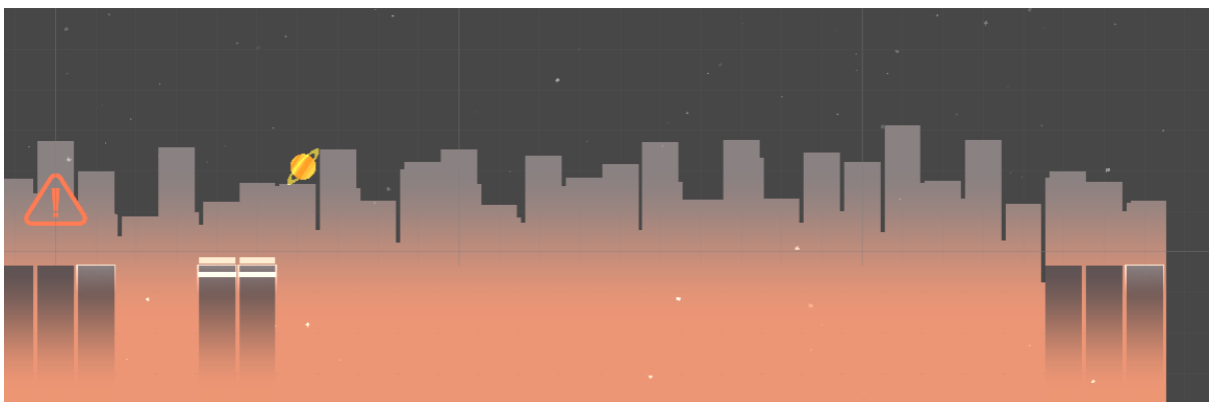
Energy Field canyon - big canyon with energy field power up in beginning
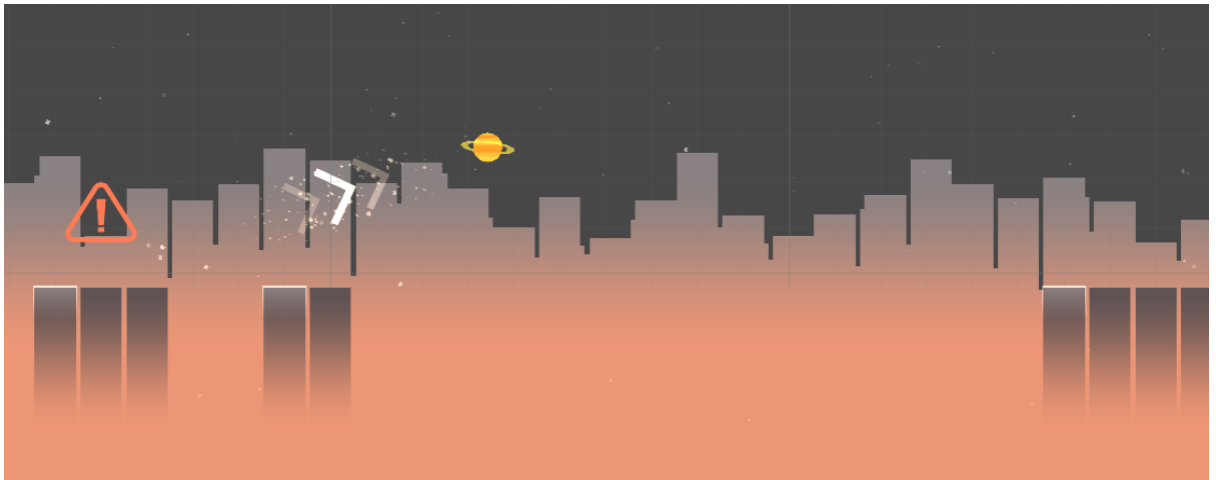
Portal - canyon with portal in beginning

10. select types of locations that should be spawned in level
11. if assigned this Color preset will be used always with preset instead of random