Snake Wars IO

Requires Unity3D v2021.3.8+
Compatible with Android, iOS, WebGL and Standalone platforms

Dear Customer,

Thank you so much for purchasing our Unity game kit. Here you can learn about the important things you need to know in order to use this asset with maximum proficiency.

All classes are already fully commented, but if you ever had a question about anything, feel free to contact us at http://www.finalbossgame.com .

We'll try our best to help you with your questions ASAP, till you are completely satisfied.

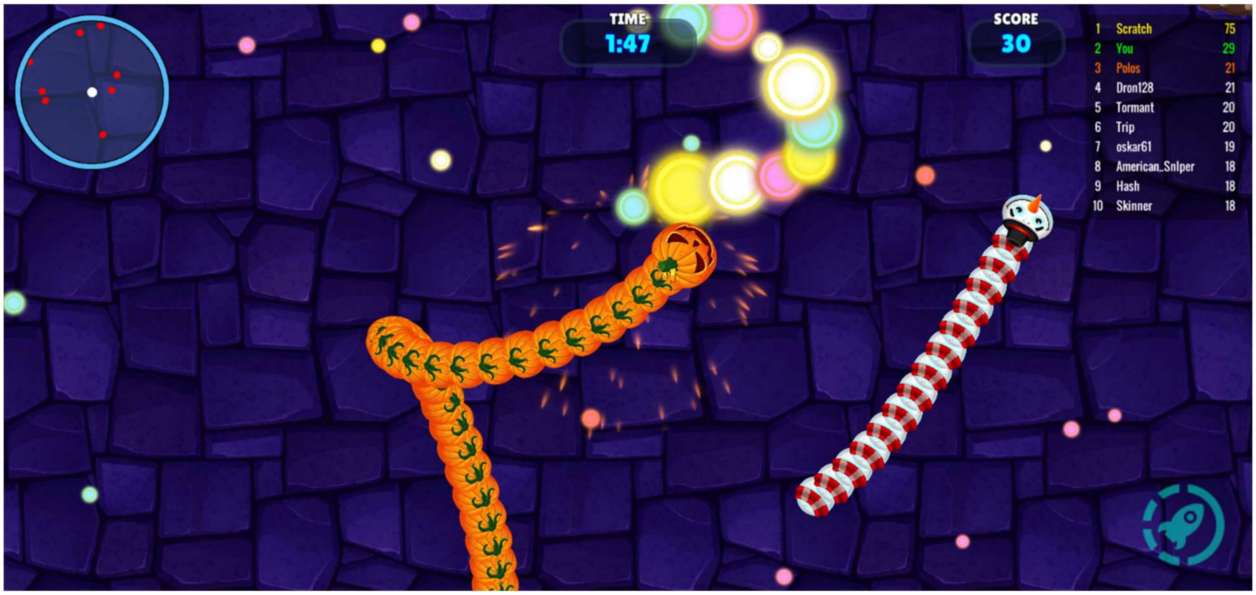
Overview

Slither through a dangerous pit filled with venomous snakes and survive as long as you can! Challenge your skills and try to be the biggest snake in Snake Warz!

Start Snake Warz as a small snake or worm and try to get bigger by eating your way through each level. Rush your way through fields of food and try to beat the highscore - how long can you survive?

Snake Warz is designed for a smooth, fast performance, with controls designed for every mobile device. Snake has never been this fun or competitive before!

Snake Warz uses bots to offer the player a competitive experience. These bots are using an advanced and robust AI that gives them the ability to hunt for food, dodge obstacles and trick other bots (& player) into unwanted collisions.

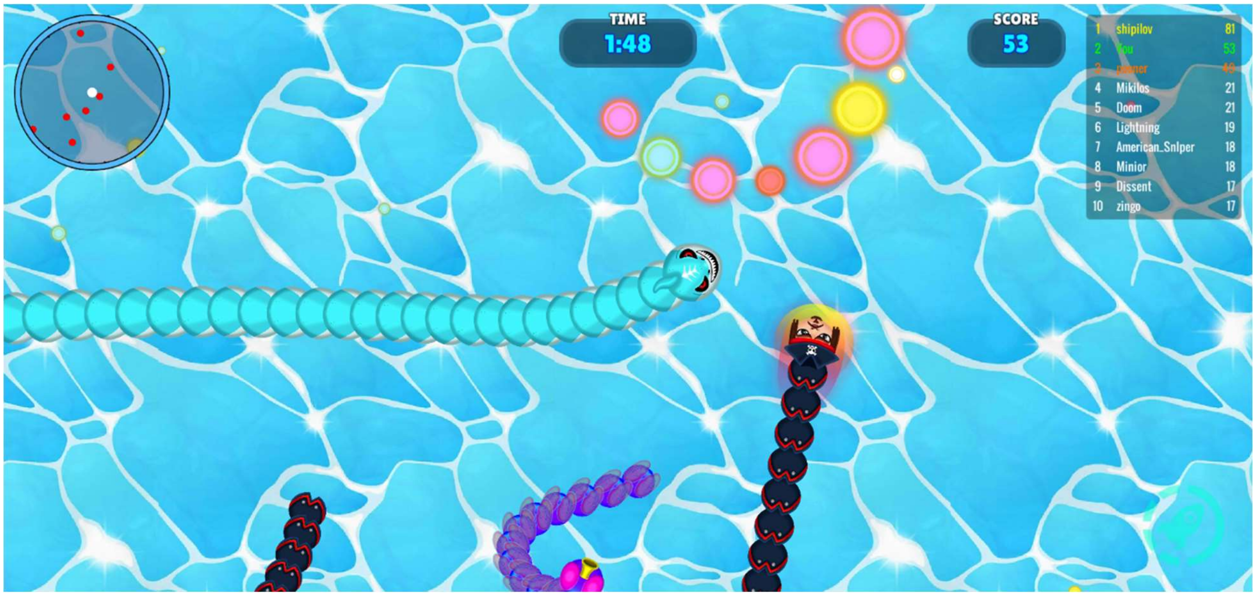


1	Scratch	75
2	You	29
3	Polos	21
4	Dron128	21
5	Tormant	20
6	Trip	20
7	oskar61	19
8	American_Snlper	18
9	Hash	18
10	Skinner	18

This game kit features a complete game flow with menu, help, shop, settings, game & result scenes.

This project works with all input systems, and can be played on **Android**, **iOS**, **WebGL** and **Standalone** at the same time.

Game Play



1	shipilov	81
2	You	53
3	planner	49
4	Mikilos	21
5	Doom	21
6	Lightning	19
7	American_Snlper	18
8	Minior	18
9	Dissent	17
10	zingo	17

Snake Warz comes with an intuitive & smart control system. When game is being played on mobile phones (ie, Android or iPhone), the virtual joystick controller automatically kicks in to provide the player with a joystick to move and a burst button to move at extra speed. Respectively, when the game is being played on PC, Mac or on browsers (as a WebGL game), the classic mouse & keyboard controls are activated, so player can play with ease.

The game is using advanced mechanics to ensure a smooth run all throughout the game. Game-objects are pooled when needed, garbage is produced as low as possible and all resources are formatted in a way to give the best performance.

The game can handle up to 5000 food instances, 50 snake bots and lots of visual effects without suffering from fps drop or lag spikes.

Game Modes

As of version v1.3, “snake warz” offers 5 different game modes. Each mode offers a unique gameplay experience so this helps you to entertain your audience for longer and ensure their satisfaction & retention over a longer period of time.

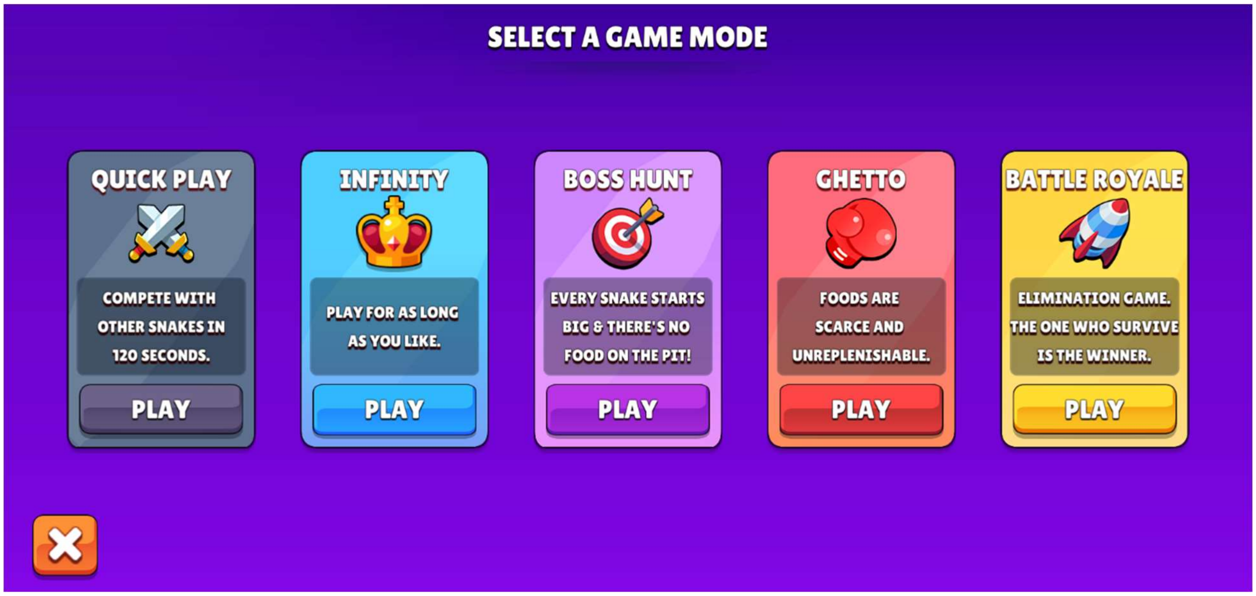
Quick Play
This is the default game mode. Every setting is set on normal; foods are re-spawned when picked up, bot snakes will revive and game timer counts down from 120 seconds (default) to 0.

Infinity
There is no timer in this mode. You can play for unlimited amount of time and get as big as possible. All other setting is set to normal.

Boss Hunt
In this mode, all snakes start big. There is also no food on the pit, so every snake needs to hunt other snakes to become the final boss!

Ghetto
Foods are very scarce in “Ghetto” mode & they are not replenished as well. So, every snake needs to fight for every single food that is available.

Battle Royale
This is where you need to be the last man standing in order to win. Foods are limited and the pit is filled with snakes. You need to be every other snake and survive as the last one to achieve the #1 rank.



SELECT A GAME MODE

QUICK PLAY
COMPETE WITH OTHER SNAKES IN 120 SECONDS.
PLAY

INFINITY
PLAY FOR AS LONG AS YOU LIKE.
PLAY

BOSS HUNT
EVERY SNAKE STARTS BIG & THERE'S NO FOOD ON THE PIT!
PLAY

GHETTO
FOODS ARE SCARCE AND UNREPLENISHABLE.
PLAY

BATTLE ROYALE
ELIMINATION GAME. THE ONE WHO SURVIVE IS THE WINNER.
PLAY

Preferred Setup Data

To make sure your game runs at a constant 60 frame per second on all target platforms, it is advised to keep the number of foods, bots and other things as below. Of course, you can tweak these numbers later on when you have more confidence with the performance of the game on your target platform.

Item	***Best performance value***
Total food number	500 ~ 1500
Total bots	25 ~ 40
Collision (spawn) points	50 ~ 100
Ghost food lifetime	5 ~ 15 seconds

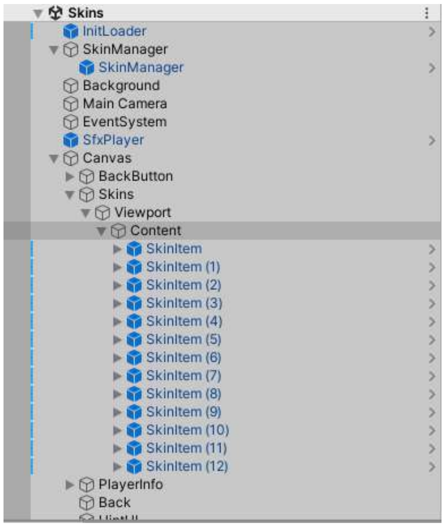
How to add a new Snake skin

Snake skins are shared between player and bots. So, if you add a new skin to the game, the new skin can be picked up by both player (through shop) and bots at the same time. To add a new skin, all you need to do is to design 2 new arts for the head and the bodypart, place them inside the ***"Textures/SnakeBodies"*** and ***"Textures/SnakeHeads"*** folders and then add these new arts to the controller objects like this:

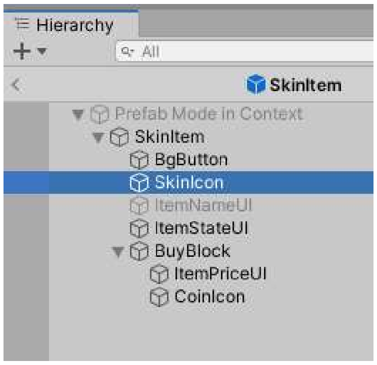
1. Find "SkinManager" prefab and open it for edit.
2. You will find two arrays (Available head skins, and available body skins) that are holding a reference to already available head and body skins.
3. Increase the length of these arrays by +1 and add your new art to the bottom of the arrays.
4. Save and exit the prefab.

How to add a new Snake skin to Shop (skins scene)

1. Open the Skins scene and expand the Skins scrollview like this:



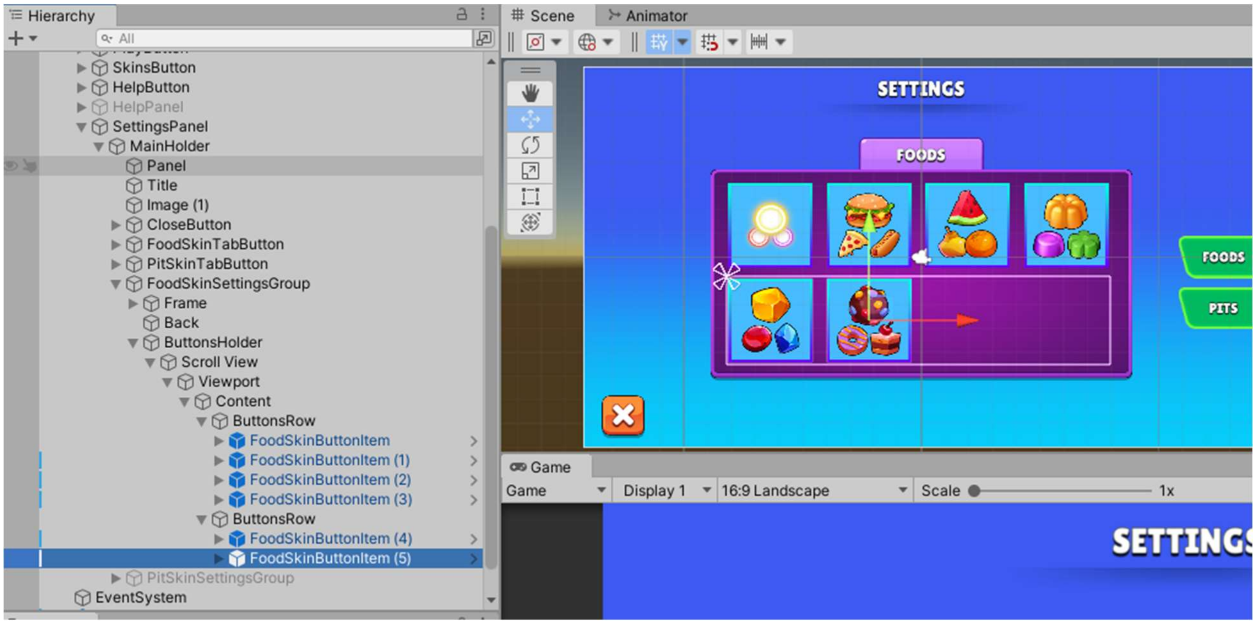
2. We already have 13 skin items under the Content parent. Select the last item (SkinItem(12)) and hit Ctrl+D to duplicate it.
3. Select the new duplicated item and set a mew ID (13), price and name for it via the inspector.
4. Now, open the prefab, select the SkinIcon child object and change its art (aka source image) to the new head skin art you have made for the game.



How to add a new food skin

To add a new food skin, you simply need to follow these steps:

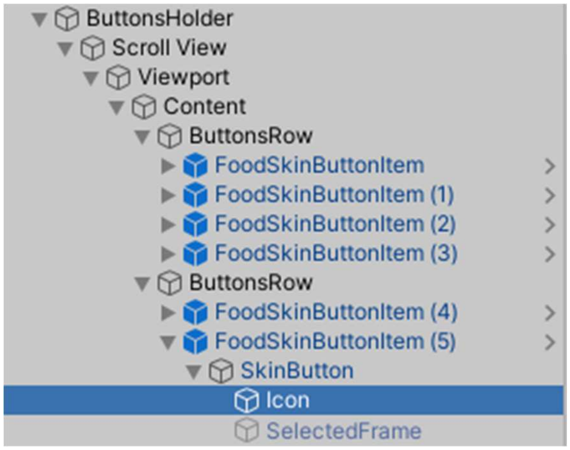
1. Open the “Menu” scene and find the “Scrollview>Viewport>Content” object that belongs to the “FoodSkinSettingsGroup”



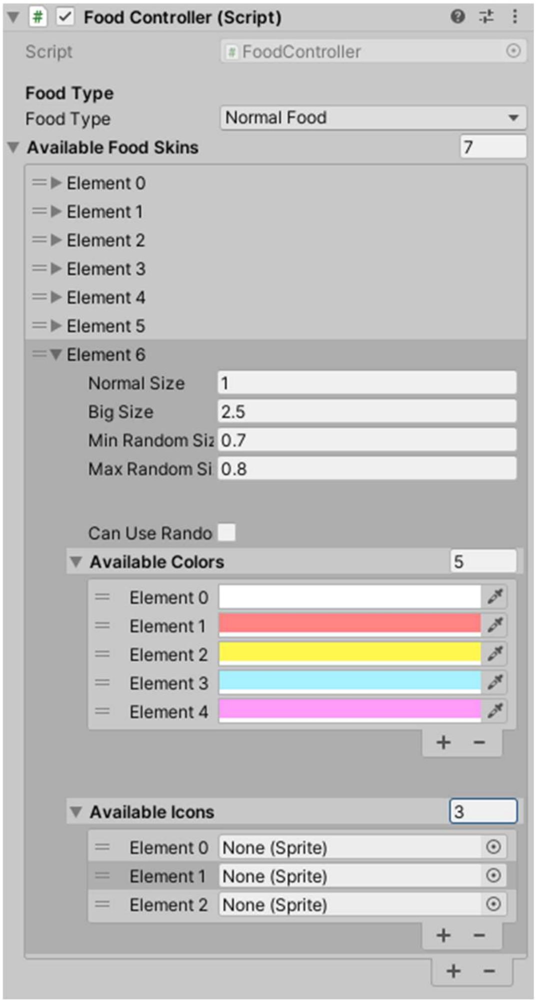
2. We already have 6 different food skins by default. Each “ButtonsRow” parent object can hold 4 skin items, so when we want to add a new skin, we either need to find a parent that is not full, or create a new one that can hold 4 new skin items. In our example, we can add a new skin item to the second “ButtonsRow” parent object.

3. Select the last “FoodSkinButtonItem (5)” object and duplicate it by hitting Ctrl+D.

4. Select the new “FoodSkinButtonItem (6)” object and set its “SkinButtonID” to 6. Then open this object in hierarchy, select its “SkinButton>Icon” child object and assign your new food skin icon to the button. Make sure you are **not** editing the prefab “FoodSkinButtonItem” object.



5. Now select the “Food” prefab under Assets->Prefabs->Foods->Food-01 and open it so we can add the new food skins as a new array. Increase the size of “AvailableFoodSkins” array by 1, then open the new array element at the bottom of the list and add your desired values for the size of the new food skin. Then open the “AvailableIcons” array under the new element and add your new food arts to this array. Please notice that new food arts need to have the standard 256px * 256px dimension.



Food Controller (Script)

Script: FoodController

Food Type

Food Type: Normal Food

Available Food Skins: 7

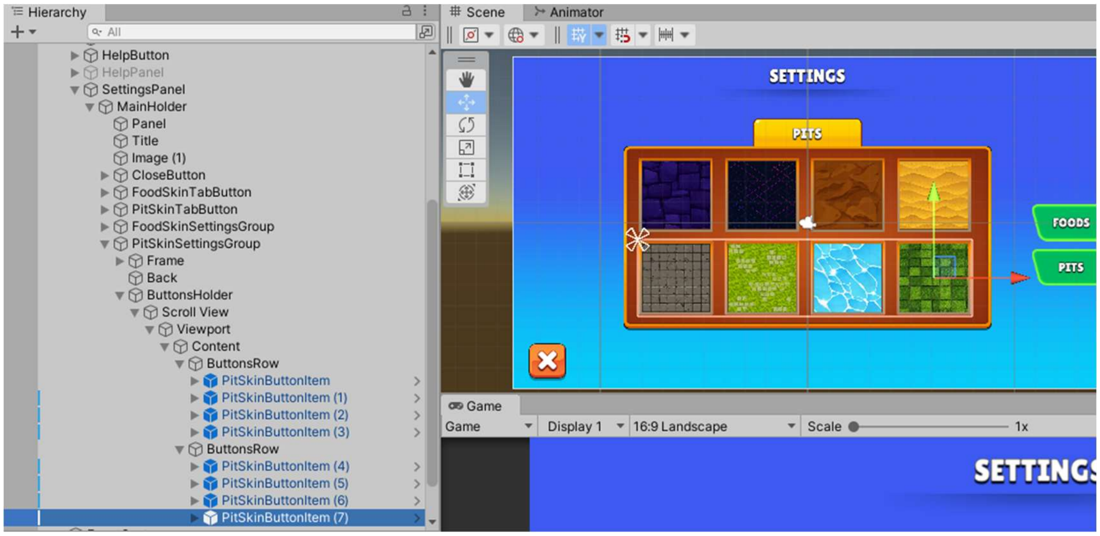
- Element 0
- Element 1
- Element 2
- Element 3
- Element 4
- Element 5
- Element 6
  - Normal Size: 1
  - Big Size: 2.5
  - Min Random Siz: 0.7
  - Max Random Si: 0.8
  - Can Use Rando: □
  - Available Colors: 5
    - Element 0: ⬜
    - Element 1: 🟥
    - Element 2: 🟨
    - Element 3: 🟦
    - Element 4: 🟪
  - Available Icons: 3
    - Element 0: None (Sprite)
    - Element 1: None (Sprite)
    - Element 2: None (Sprite)

6. If you like, you can tick the “CanUseRandomColors” checkbox so the food controller can automatically assign a new random color to each one of the food objects it spawns.

How to add a new pit skin

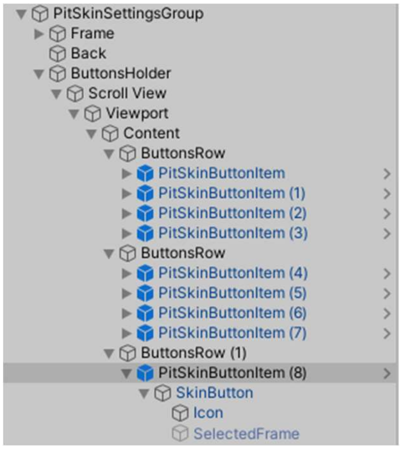
To add a new pit skin, you need to follow these steps:

1. Open the “Menu” scene and find the “Scrollview>Viewport>Content” object that belongs to the “PitSkinSettingsGroup”



2. We already have 8 different pit skins by default. Each “ButtonsRow” parent object can hold 4 skin items, so when we want to add a new skin, we either need to find a parent that is not full, or create a new one that can hold 4 new skin items. In this example, we need to duplicate the second “ButtonsRow” object and delete 3 of its 4 children, then rename that child object to “PitSkinButtonItem (8)”.

3. Select the new “PitSkinButtonItem (8)” object and set its “SkinButtonID” to 8. Then open this object in hierarchy, select its “SkinButton>Icon” child object and assign your new pit skin icon to the button. Make sure you are **not** editing the prefab “PitSkinButtonItem” object.

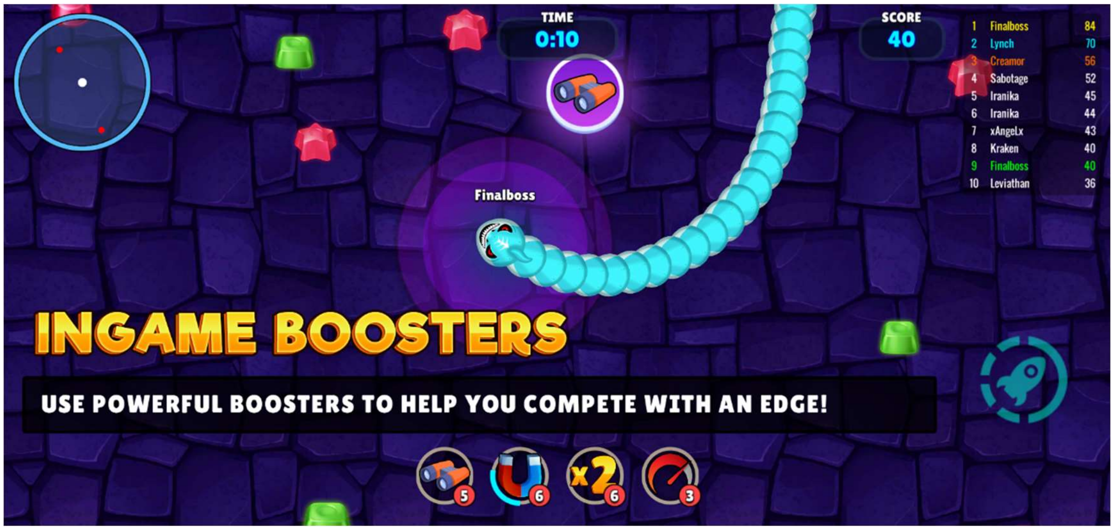


4. Now open the “Game” scene and find the “SkinManager” object under “GameController”. Increase the size of “AvailableBackgrounds” array by 1 and add your new pit material to the end of the list. The pit material should be an Unlit material that holds the texture of the new pit skin you want to add to the game.

Introduction to Boosters

As of update v1.2, we have added boosters to the game to give you an edge over other snakes. There are two ways you can obtain boosters:

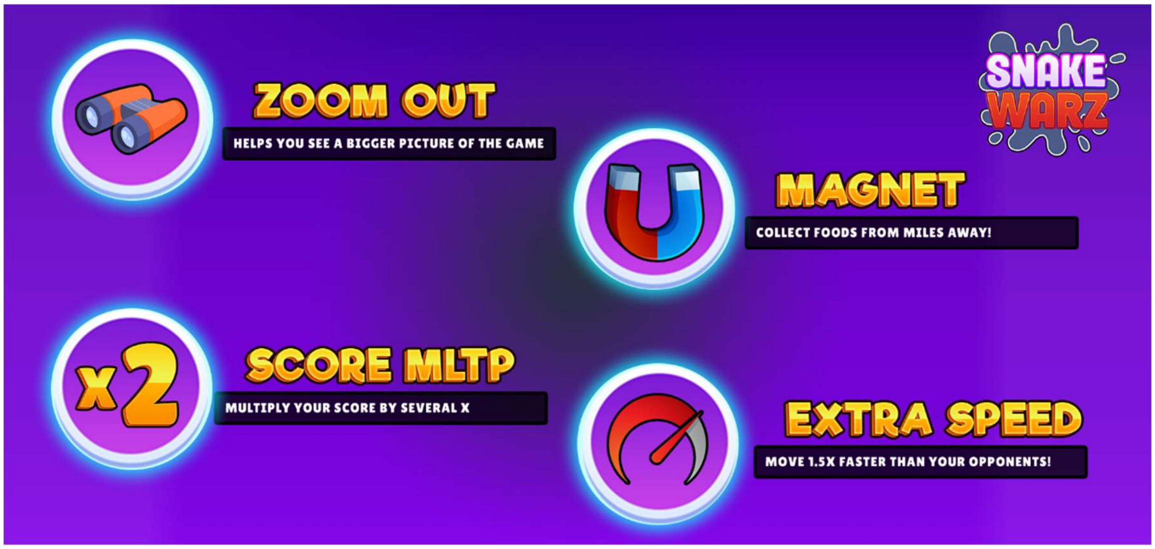
1. We have a spawner class that spawns different boosters at random positions across the map. If you pick up any booster, it will move to a new position on the map so you can find and pick it up again.
2. We have a new "Wheel of Fortune" feature that grants you free boosters or extra coins every once in a while, (more on Wheel of Fortune on the next page). When you spin the wheel, you have a chance to win some boosters. These boosters will be saved in your inventory (and are stackable), and you can use them anytime during the game using the UI bar at the bottom.



1	Finalboss	84
2	Lynch	70
3	Creamor	56
4	Sabotage	52
5	Iranika	45
6	Iranika	44
7	xAngelx	43
8	Kraken	40
9	Finalboss	40
10	Leviathan	36

We have 4 different boosters by default:

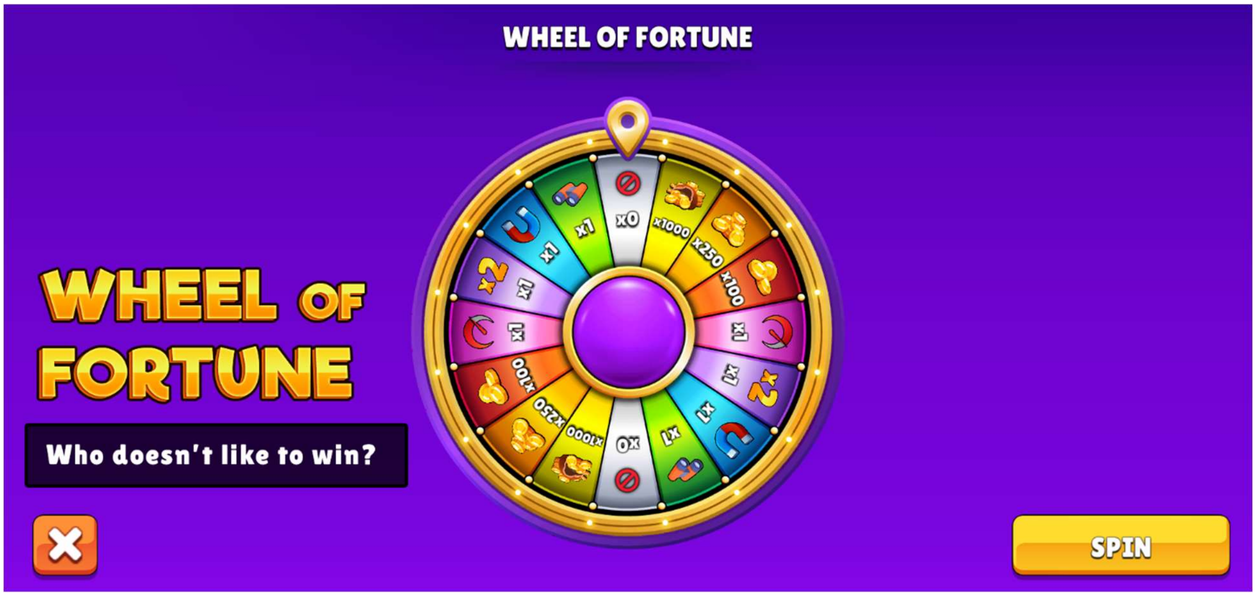
1. Unzoom (zoom out) booster
2. Magnet booster
3. Score multiplier booster
4. Extra speed booster

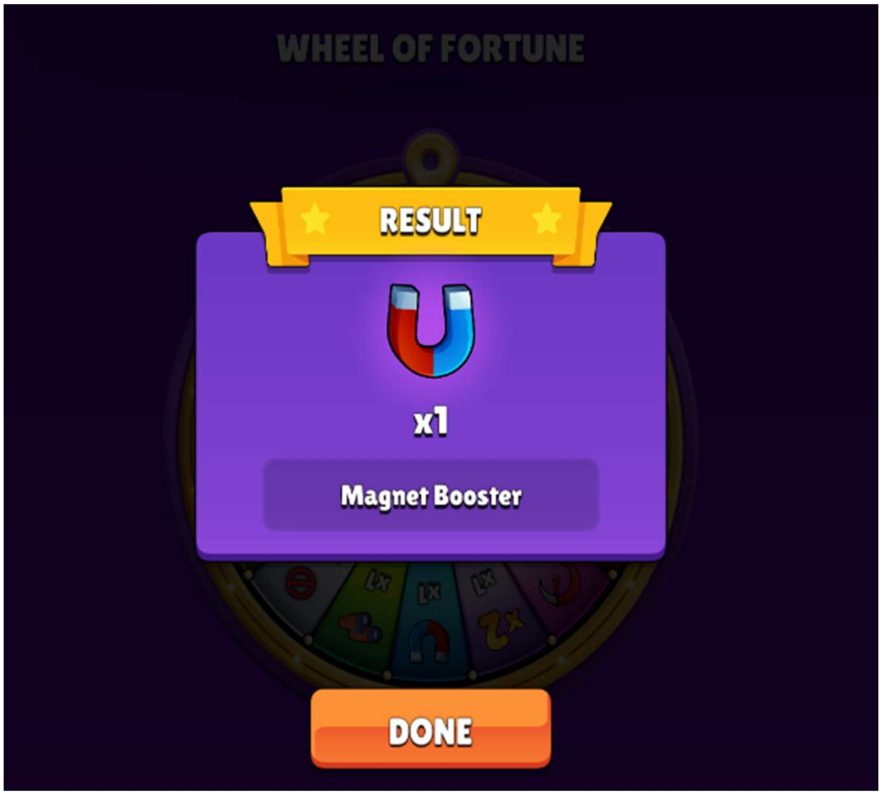

SNAKE WARZ
ZOOM OUT
HELPS YOU SEE A BIGGER PICTURE OF THE GAME
MAGNET
COLLECT FOODS FROM MILES AWAY!
x2
SCORE MLTP
MULTIPLY YOUR SCORE BY SEVERAL X
EXTRA SPEED
MOVE 1.5X FASTER THAN YOUR OPPONENTS!

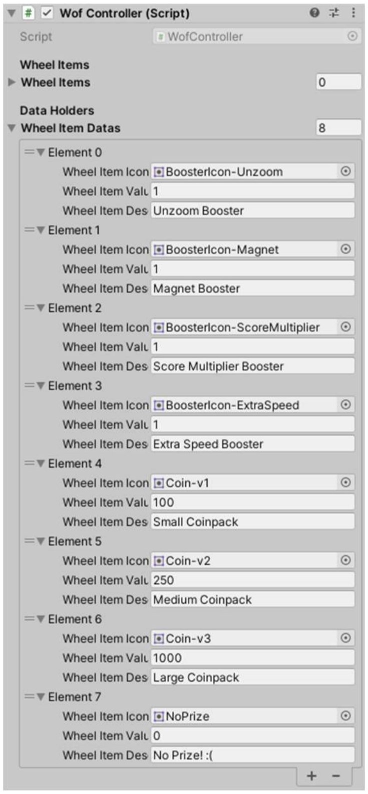
In the upcoming updates, we are going to add a new in-game shop where you can buy new boosters using in-game currency.

Wheel of Fortune

Wheel of Fortune is a new feature that has been added to the game in update v1.2. This gives your player a big incentive to return to the game to spin the wheel and claim their rewards. The wheel is easily configurable with new items, and you can update the item details, such as icon, name, amount, and description, with ease. You can also change the cooldown of the wheel of fortune to any amount you like (the default value is set at 3600, which means 1 hour between each spin).







```
Wof Controller (Script)
Script                WofController
Wheel Items
Wheel Items                                   0
Data Holders
Wheel Item Datas                              8
  Element 0
    Wheel Item Icon   BoosterIcon-Unzoom
    Wheel Item Valu   1
    Wheel Item Des    Unzoom Booster
  Element 1
    Wheel Item Icon   BoosterIcon-Magnet
    Wheel Item Valu   1
    Wheel Item Des    Magnet Booster
  Element 2
    Wheel Item Icon   BoosterIcon-ScoreMultiplier
    Wheel Item Valu   1
    Wheel Item Des    Score Multiplier Booster
  Element 3
    Wheel Item Icon   BoosterIcon-ExtraSpeed
    Wheel Item Valu   1
    Wheel Item Des    Extra Speed Booster
  Element 4
    Wheel Item Icon   Coin-v1
    Wheel Item Valu   100
    Wheel Item Des    Small Coinpack
  Element 5
    Wheel Item Icon   Coin-v2
    Wheel Item Valu   250
    Wheel Item Des    Medium Coinpack
  Element 6
    Wheel Item Icon   Coin-v3
    Wheel Item Valu   1000
    Wheel Item Des    Large Coinpack
  Element 7
    Wheel Item Icon   NoPrize
    Wheel Item Valu   0
    Wheel Item Des    No Prize! :(
                                            + -
```

Once the spin is over, the granted prize will be saved to player inventory (via PlayerPrefs) automatically.

Modifying Game Data

You can easily change the way the game works by changing certain parameters inside the important controller classes that are coming with the game. Here you can find a table, showing the way each variable contributes to the game:

Class Name	Variable Name	Usage
`Snake.cs`		
“	`moveSpeed`	Max speed = 8f
“	`moveSpeedBoost`	Normal = 1x, Boosted = 2x
“	`rotationSpeed`	How fast the snakes can turn
“	`rotationSpeedBoostPenalty`	When speed boost is enabled, the rotation speed will suffer as a result (by -40%)
“	`sizeBasedSpeedPenalty`	When snake grows bigger, the movement speed will gradually suffer as a result
“	`framesNeededForBodyReduce`	When speed boost is enabled, snake will lose a bodypart every 100 frames
“	`scaleUpStepsRatio`	Snake’s size is increased by a little as soon as a new bodypart is added
`GameController.cs`		
“	`controlType`	0 = Virtual joystick / 1 = Mouse & keyboard
“	`minimumFieldX`	Level bound & space for snakes to move
“	`minimumFieldY`	Level bound & space for snakes to move
“	`maximumFieldX`	Level bound & space for snakes to move
“	`maximumFieldY`	Level bound & space for snakes to move
“	`foodIntoBodypart`	Picking up N number of food result in a new bodypart
“	`initialBodyParts`	All snakes start with this amount of bodyparts
“	`bodypartsFollowDelayNormal`	Follow delay when in normal speed
“	`bodypartsFollowDelayBoost`	Follow delay when speed boost is enabled
“	`maxSnakeSizeForScale`	Snake’s scale can never grow bigger than this amount
“	`normalFoodScore`	Score of each normal food instance that is scattered in the scene
“	`ghostFoodScore`	Ghost food is created when a snake dies
“	`totalGameTime`	Game time in seconds
“	`maxDistanceToTriggerShake`	Camera shake when a snake dies near the player

Support

If you have any questions, feel free to write us a message at http://www.finalbossgame.com and we will get back to you as soon as possible.