

Suikalike Complete Project

Version 1.2.0 documentation

UshiSoft

Thank you for purchasing Suikalike Complete Project. If you have any questions, please contact us using the contact information below.

- [email](#)
- [discord](#)

Documents in languages other than Japanese are machine translated versions of documents written in Japanese. Therefore, there may be some unnatural expressions here and there, so please forgive me.

About sound effects and BGM

Sound effects and BGM used in the demo are not included. This is because Asset Store rules do not allow files that require attribution to be included in assets. On the other hand, since they are free materials, you can download and use them yourself. Please refer to the following when setting. We apologize for the inconvenience.

the sound of dropping fruit

<https://freesound.org/people/Glaneur%20de%20sons/sounds/104946/>

Set the downloaded material to DropFruit in Name Audio Clip Pairs of SoundManager placed in the Game scene.

The sound of fruit merging

<https://freesound.org/people/tsa05/sounds/634360/>

Set the downloaded material to CombineFruits in the Name Audio Clip Pairs of the SoundManager placed in the Game scene.

sound when clicked

<https://freesound.org/people/Breviceps/sounds/448086/>

Set the downloaded material to the ClickButton of Name Audio Clip Pairs in the SoundManager placed in the Game scene.

BGM

<https://freesound.org/people/TeffyD1/sounds/752530/>

Set the downloaded material to the BGM of Name Audio Clip Pairs in the SoundManager placed in the Game scene.

How to adjust game rules

Game rules are managed in UshiSoft/ScriptableObjects/GameData.asset. You can adjust the game rules by changing the inspector values of this GameData.asset. For more information, [GameData](#) Please take a look.

How to adjust the game over position

Adjust the positions of GameOverColliderTop and GameOverColliderBottom in the Game scene.

GameOverColliderTop

- If the lowest point of the fruit is above the lowest point of this collider and GameOverGraceTime elapses, the game is over.
- Typically, you would align the lowest point of this collider with the highest point of the fruit bowl collider.
- If you want to allow the fruit to fall, move this collider far above the fruit bowl collider so it doesn't come into contact with the fruit.

GameOverColliderBottom

- This is the fruit collider. If you touch it, the game will be over. This is not affected by GameOverGraceTime. The moment you make contact, the game will be over.
- This collider exists to detect overflowing fruit.
- At least this collider the highest point of the fruit bowl should be below the lowest point of the fruit bowl. Otherwise, the game will be over if you drop the fruit.

How to change sound effects and BGM

Set your favorite sound effect/BGM audio clip in Game Scene/SoundManager/NameAudioClipPairs/AudioClip. For more details [SoundManager](#) Please take a look.

How to customize fruits

Fruit prefabs of all sizes are stored in UshiSoft/Prefabs/Fruits. You can easily customize your fruit by modifying these prefabs.

How to change images

- Open the fruit prefab of any size and select SpriteAndCollider.
- Set your favorite sprite to the Sprite of SpriteRenderer attached to SpriteAndCollider.

- Adjust the sprite size using Pixel Per Unit. Don't adjust it with the GameObject's scale. I don't think there will be any problems, but just in case.

Change the collider

- Open the fruit prefab of any size and select SpriteAndCollider.
- Adjust the radius of the CircleCollider attached to SpriteAndCollider to fit the image.
- You can also use 2D collider other than CircleCollider. In that case, detach the CircleCollider and attach your favorite 2D collider.

Change physical properties

- anyOpen the size fruit prefab.
- Adjust the values in the Rigidbody2D inspector to get the physical characteristics you like.
- The default PhysicsMaterial2D is located in UshiSoft/PhysicsMaterials/.

Inspector value descriptions

BowlShaker

This is a script that shakes the fruit bowl.

name	explanation
GameData	Game data to be used. No need to change.
ShakeDuration	The shaking time (seconds).
ShakeSpeed	This is the number of shakes. For example, if it is 5, shake it 5 times.
ShakeWidth	Width of shaking (m).

CameraShaker

This is a script that shakes the screen when compositing fruits. If you don't need screen shaking, please detach it.

name	explanation
DurationCoef	The shaking time (seconds).

	Shaking time = fruit size * this value. The size of the fruit is not the size of the collider, but its conceptual size.
StrengthCoef	This is the strength of shaking the screen. Shaking strength = fruit size * this value.
VibrateCoef	It is the frequency of vibration. Frequency = fruit size * this value.

Fruit

This is a script that performs fruit synthesis processing.

name	explanation
Score	This is the score that is added when this fruit is generated by combining fruits. In other words, when the largest fruits are combined, the score will be added. Not. It may seem strange, but this is by design.
UISprite	This is a sprite used in the next fruit and the circle of evolution.
CombineParticlePrefab	This is a prefab of particles that are emitted during synthesis. If you don't need particles, leave it empty.

FruitDropper

This is a script that drops fruits into a fruit bowl.

name	explanation
NextFruitManager	No need to change.
FruitGenerator	No need to change.
LineRenderer	No need to change.
DropY	The height (m) at which the fruit is dropped. A green gizmo will appear, so use it as a reference when making adjustments.
MoveRange	The movement range (m) of the dropped fruit. Usually it should be the same width as the fruit bowl. A green gizmo will appear, so use it as a reference

	when making adjustments.
WallOffset	How many meters away should the fruit be dropped from the side wall of the fruit bowl? If the dropped fruit touches an object, the next fruit can be dropped, but if this value is not set, the next fruit will be able to be dropped immediately after hitting the side wall of the fruit bowl.

GameData

This is a script that manages game data.

name	explanation
FruitPrefabs	This is a prefab fruit. The order of this array is the size of the fruit. For example, the size of the third fruit set is 3.
NumNextFruitsToDisplay	How many of the following fruits should be displayed? For example, if it is 3, the fruit that will be dropped 3 moves ahead will be displayed. Increasing the size will improve your strategy.
MaxInitialFruitSize	The maximum size of the fruit that will appear in the next fruit. For example, if it is 4, the size is 0~4fruit appears on the next fruit.
NumChanges	This is the number of times changes can be made. When you change, the fruit you drop and all the next fruits will change randomly. This has the effect of resolving stalemates. Changes can be made using the change button.
NumShakes	This is the number of times you can shake. When shaken, shake the fruit bowl. This has the effect of resolving stalemates. Shake can be done from the shake button.
GameOverGraceTime	This is the grace period (in seconds) before the game is over. Even if the game over conditions are met, the game will not be over during the grace period. This prevents game overs caused by fruits etc. pushed out by the impact of merging, and reduces the sense of unreasonableness.

GameOverGraceTimeEffect

This is a script that plays the effects displayed during the game over grace period.

name	explanation
GameOverColliderTop	No need to change.
BowlWidth	This is the length of the line that will be displayed when the game over condition is met. Usually it should be the same width as the fruit bowl.
GameOverLineRenderer	No need to change.
TimeText	No need to change.
BlinkImage	No need to change.

SceneChanger

This is a script that switches scenes with a fade.

name	explanation
FadeColor	This is the color when faded out.
FadeDuration	The time (seconds) required for fade in/out.

SoundManager

This is a script that plays sound effects and BGM.

name	explanation
NameAudioClipPairs	A name and audio clip pair. If you want to change the sound effect/BGM, please change the AudioClip of the target sound effect/BGM. Please do not change the Name. The target sound effect/BGM will no longer be played. DropFruit: Sound effect when dropping fruit. CombineFruits: Sound effect when fruits are combined. BGM: BGM. If you do not need BGM, please set it to None. ClickButton: Sound effect when clicking the button.

BGMButton

This is a button script that turns BGM on/off.

name	explanation
UnmuteSprite	Sprite when unmuted.
MuteSprite	Sprite when muted.

EvolutionCircle

This is a script that displays the circle of evolution.

name	explanation
GameData	No need to change.
ImagePrefab	No need to change.
StartAngle	This is the angle (degree) at which the smallest fruit is placed. When it is 0 degrees, it is placed on the right, and when it is 45 degrees, it is placed on the upper right.
AngleRange	This is the range (degree) in which fruits are placed. For example, if it is 300, fruit images will be arranged in descending order of size within a range of 300 degrees clockwise from StartAngle.
Radius	Radius (screen).
ImageSize	This is the size (screen) of the fruit image. Scale it to this size while maintaining the aspect ratio.

GameOverScreen

This is a script that displays the game over screen.

name	explanation
AnimationSpeed	Display animation time (seconds).

MyRanking

This is a script that displays local rankings.

name	explanation
ItemPrefab	No need to change.
NumDisplayItems	This is the number of items displayed.

NextFruit

This is a script that displays the following fruits.

name	explanation
GameData	No need to change.
NextFruitManager	No need to change.
ImagePrefab	No need to change.
MinImageSize	Minimum image size (screen).
MaxImageSize	Maximum image size (screen).
Spacing	The spacing (screen) between the following fruits.
AnimationSpeed	Animation speed (seconds).

ScoreText

This is a script that displays and animates the score.

name	explanation
AnimationSpeed	Animation speed (seconds).

SEButton

This is a script for a button that turns on/off sound effects.

name	explanation
UnmuteSprite	Sprite when unmuted.
MuteSprite	Sprite when muted.