



PHOTON

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Asset need "Photon Networking", download in Asset store.

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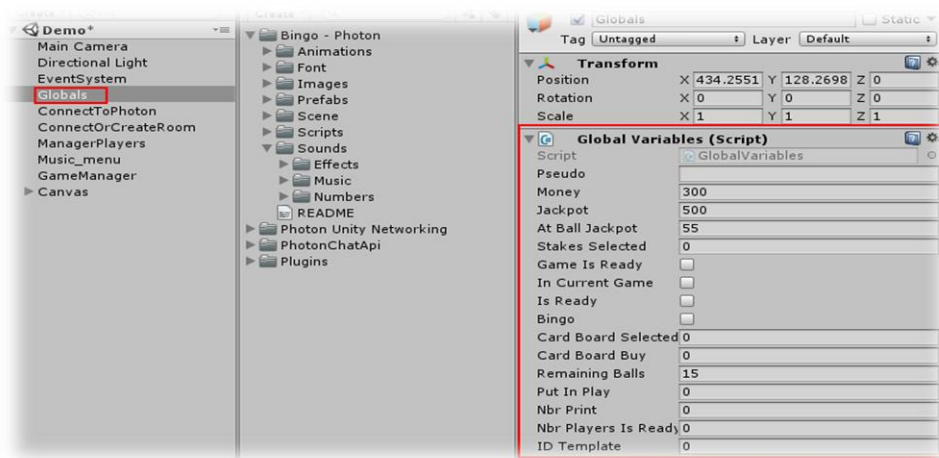
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1/ COMPONENTS

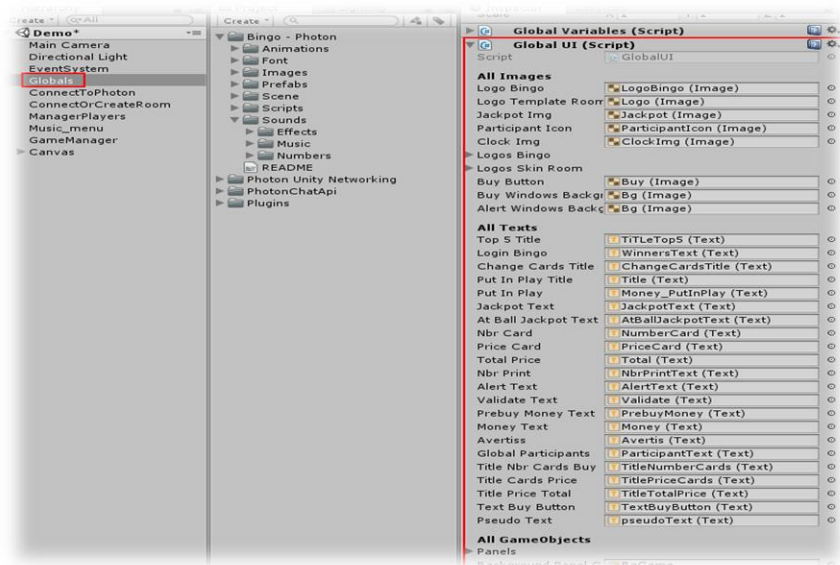
a.GLOBALS :

“GlobalVariables.cs”, is instance for save all variables of game.



b.GLOBAL UI:

“GlobalUI.cs”, is instance for control all UI of the Asset (GameObjects, Texts, Images...), and hide or show panels.

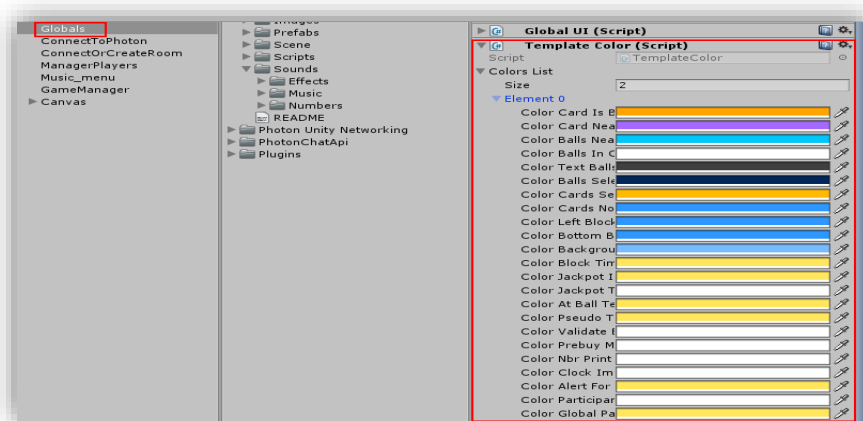


c.GAME MANAGER :

For edit all game, look in hierarchy gameobject named “GameManager” and open components “GameManager.cs”

d.TEMPLATE COLOR:

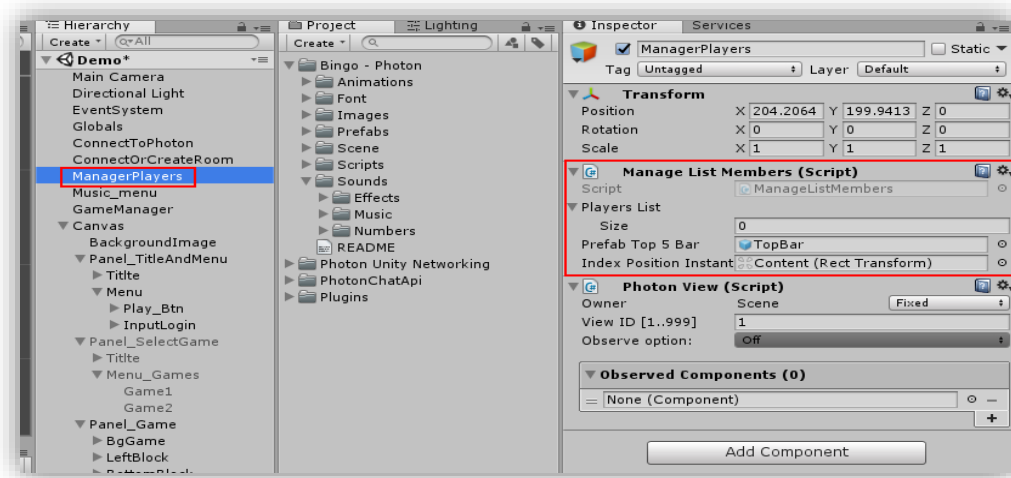
“TemplateColor.cs”, is instance that generates the skins/templates of game.



For add new skin, just increase +1 size of List in “Colors List” and change colors.

e.MANAGE LIST MEMBER:

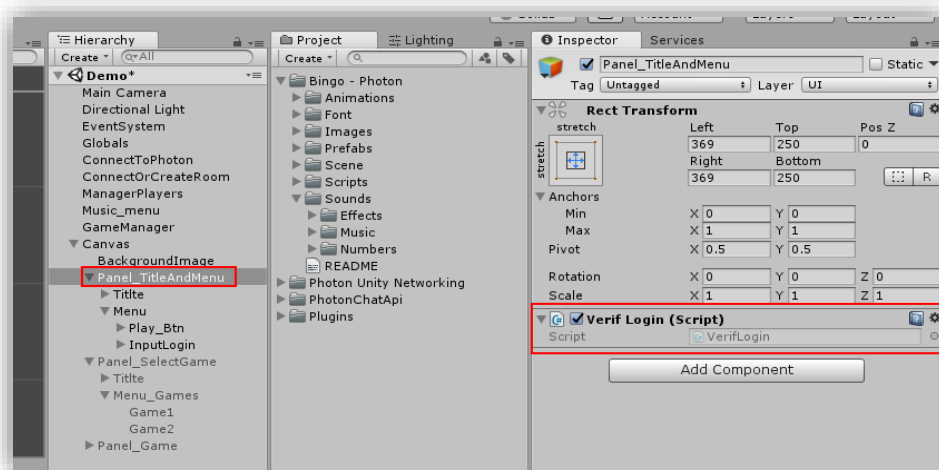
“ManageListMember.cs”, manage list members connect in Room photon in your game.



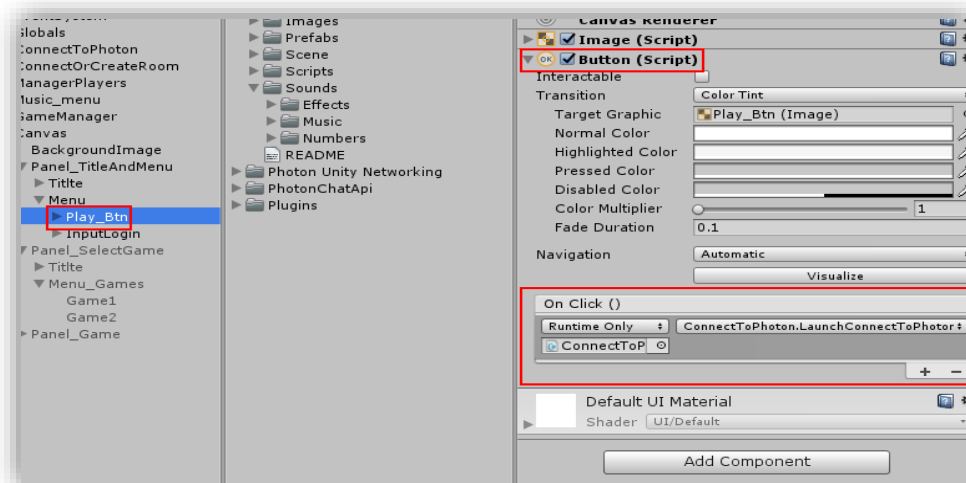
2.LOGIN SYSTEM



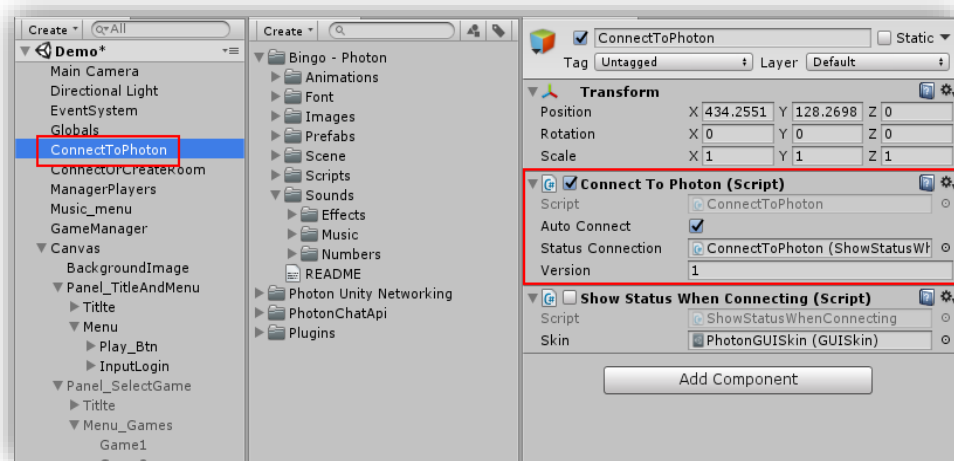
- a. Open "demo" scene in "Asset/Scene/ ", look in hierarchy and go "Canvas/Panel_TitleAndMenu" and open component "VerifLogin.cs". In function "Update()", checks if the number of characters is greater than or equal to 4.



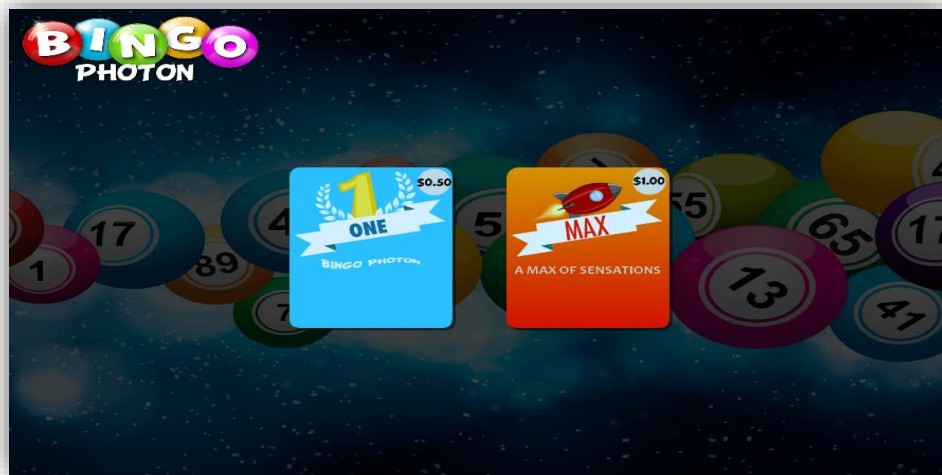
- b. Button "Play_Btn" clicked, launch function "LaunchConnectToPhoton()" :



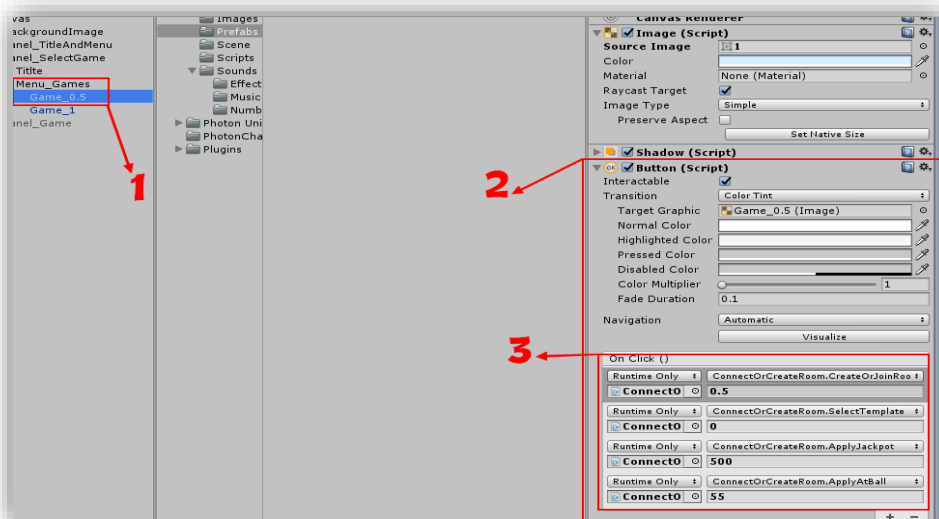
c. In the gameObject "ConnectToPhoton" in hierarchy and in "ConnectToPhoton" component:



3.CREATE NEW GAME

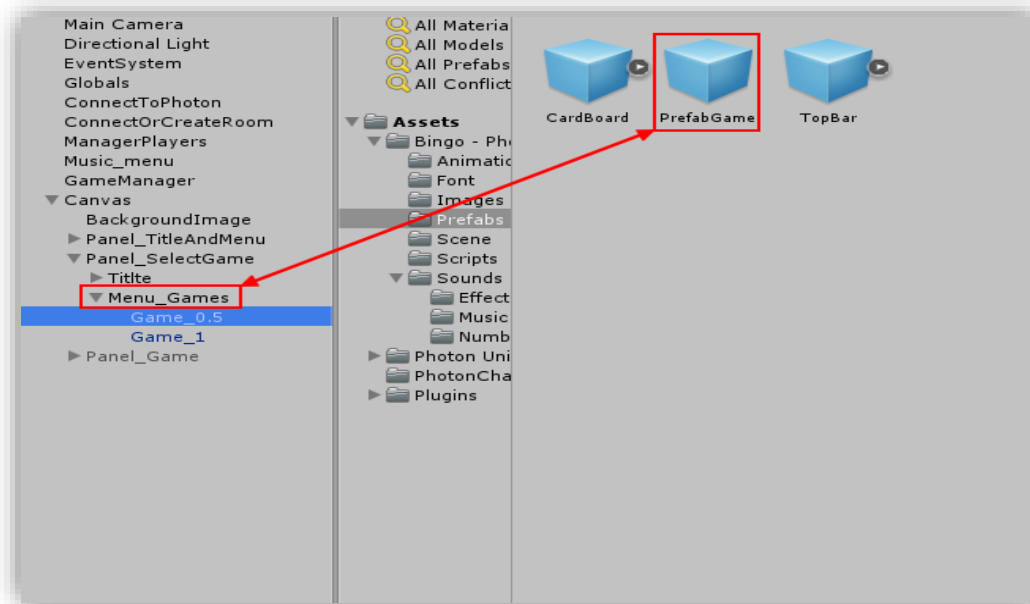


- Select GameObject of the game in "Menu_game". (1)
- Look component "Button". Function "OnClick", the first line it's price of the cards in your game. The second line it's number of the Template corresponding to the position in the element "ColorList", in the component "TemplateColor.cs". The third line it's price of "Jackpot". The fourth line it's the minimum of balls for winning the jackpot.(2)
- Edit the "OnClick()" function.(3)



d. For add “new game”, just slip the "Prefabgame" in Asset (**Asset/Bingo – Photon/Prefabs/**) to gameObject named "Menu_games".

e. Selected your “PrefabGame” gameObject in hierarchy and slip the gameObject in hierarchy named “ConnectOrCreateRoom” in “OnClick()” function in “Button” Component in your “PrefabGame” gameObject.



f. After, edit as described below :

1. Slip the gameObject in hierarchy named “ConnectOrCreateRoom” in “OnClick()” function.
2. Add 4 news functions in “OnClick()” function.
3. Function “ConnectOrCreateRoom.CreateOrJoinRoom”, adjust the price of one card in game. Example here, price of one card is 0.5\$
4. Function “ConnectOrCreateRoom.SelectTemplate”, insert the number of the list in “TemplateColor.cs”, corresponding to the desired skin. Example here, for the new game, the skin is “Element 0” in list in “TemplateColor.cs”.
5. Function “ConnectOrCreateRoom.ApplyJackpot”, adjust the price of jackpot in the game. Example here, the jackpot is 500\$
6. Function “ConnectOrCreateRoom.ApplyAtBall”, adjust the number minimum of balls for winning the jackpot. Example here, for winning the jackpot, your card must be finished in 55 balls minimum.

