

# Street Football game

**Complete Game Template**

Requires Unity3D 2018 Supports Android ,iOs

Dear Customer, Thank you so much for purchasing this game kit. Here you can find the most important information on how to use this kit with maximum proficiency. All script and code assets are fully commented, but if you ever had questions about anything, feel free to contact us at mail:

nourdin—nacer@hotmail.com

We'll try our best to support you with your questions as soon as possible.

## Overview :

Street Football game is a challenging game template ready for release. It consists of Two scenes: two scenes the “menu” to changing the stade and the “game” for play the match. The game-play is very fast and challenging, making the players want to win again and again. This is a full game, meaning that you can publish it right out of the box. It is also extremely easy to customize and re-skin, to match your own style. It also uses a genuine design scheme that enables you to freely choose 3D environment inside the game.

This kit is multiplatform and you can export to Android, iOS.

## Game Play :

high performances of the game

especially the computer Team

very fast and intelligent

dynamic control of the players

and auto movement of the Team (human/computer ) behaviour

smart tactic in match game.

## Introduction to Scripts & Classes :

All scripts in this kit are fully commented and have short description about what they do. But here we take another look at a glance.

### Manager:

This Script Class contain 7 functions:

1-Update Satde():

Change the material texture of the stade choosing.

2- Set\_Positon\_Player\_Center\_Pass ():

Function To Set all the player position to start new game.

3- Start\_Game\_After\_Goal\_Mittan():

function to set the Tow player position after mittan or goal to play center pass.

4-End Mittan():

Function After The end the Mittan Events.

5- End Match():

Function After The end the Match Events.

6-AddGoal Team1():

Function to Add Goal Score To Team A.

7- AddGoal Team2():

Function to Add Goal Score To Team A.

### Menu:

This Script Class contain 4 functions.

1-Start Game():

When Click On the Button start.

2-Update Stade():

Change the stade .

3-Prev():

Show the Prev Stade .

4-Next():

Show the Next Stade.

### CameraConroller:

This Script Class contain 1 functions:

1- Change Position Rotation():

Function Of change Direction Of the camera After Mittan.

### ComputerController:

This Script Class contain 5 functions:

1-Give Pass():

Function To Pass the ball to other player.

2-Move To Target():

Move The Computer To the target of the Team A.

3-Check NearPlayer():

Function to check how the near Computer To the target Of the Team A//Else this function Return -1.

4-UpdateCursor ():

Function To Update The Cone of the cursor on the top the computer.

5-Get Near Player To Ball ():

Function Get The near Computer To the ball.

6-Shoot():

Function To Shoot the ball .

### PlayerController:

This Script Class contain 5 functions:

1-Kip Ball():

Function To Return the Position Of the VirtualJoystick .

2-Give Pass():

Function To Pass the ball to other Player .

2-Check NearPlayer():

Function To Calculate The Near Player To Other Player .

3-Shoot():

Function To Shoot the ball .

4-UpdateCursor ():

Function To Update The Cone of the cursor on the top the computer.

5-Get Near Player To Ball ():

Function Get The near Player To the ball.

### VirtualJoystick:

This Script Class contain 5 functions:

1-OnPointerDown():

Control When we click Down On the virtual joystick.

2-OnDrag():

Control When we Drag On the virtual joystick.

3-OnPointerUp():

Control When we click Up On the virtual joystick.

4-Horizontal():

Get The Horizontal value of the virtual joystick.

5-Vertical():

Get The Vertical value of the virtual joystick.

### Computer:

This Script Class contain 3 functions:

1-Reset Computer():

Function to reset the computer after a new goal or start new mittan.

2-Auto Movement We Have Ball():

Function Of Auto Movemnt Of the Computer .

3-Get Position():

Function to Getting the position of the Computer compared with the ball.

### Humain:

This Script Class contain 3 functions:

1-Reset Player():

Function to reset the Player after a new goal or start new mittan.

2-Auto Movement We Have Ball():

Function Of Auto Movemnt Of the Computer .

3-Get Position():

Function to Getting the position of the player compared with the ball.

### Goal Player:

This Script Class contain 2 functions:

1-OnTriggerEnter():

Function When the Goal Player Hit Objects.

2-After Goal():

Function after the new goal to this goal player.

### Ball:

This Script Class contain 7 functions:

1-Rest Ball():

Function Call After we get a new Mittan Or new Goal.

2- OnTriggerEnter ():

Function when the ball hit objects.

3- OnTriggerExit ():

Function when the ball out from objects.

4- Take Ball ():

Function to take the ball.

5- Pass Ball ():

Function to Passing the ball.

6- Shoot():

Function to Shooting the ball.

7- Degage():

Function to Degage the ball.

## **Final word :**

We waiting to yours reviews that help us for more update in the future can help you.