

# English Numbers Tracing 0-9

V 1. 0. 0

Indie Studio

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# 1.0 - Overview

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English Numbers Tracing Package from 0 to 9 lowercase. Use the Hand or Mobile Pen to trace and fill the numbers.

## Key Features

- Smooth Numbers Tracing and Filling
- 0-9 Complete Numbers.
- Tracing Helper (Hint)
- Numbers Pronunciation
- Shapes Manager
- Singleton Manager
- Win, Reset and Exit Dialogs
- Sound Effects
- Particles Effects
- Fourteen Colored Pencils
- Support Mobile, Web and more Platforms
- Logo, Album and Game Scenes
- Three Extra Backgrounds
- Unity 5 GUI built-in features
- Persistent data (loading & saving)
- Scrollable lists
- Numbers Rating
- Load Scenes A sync
- Debug messages
- Fully commented source code in C#
- Package Manual

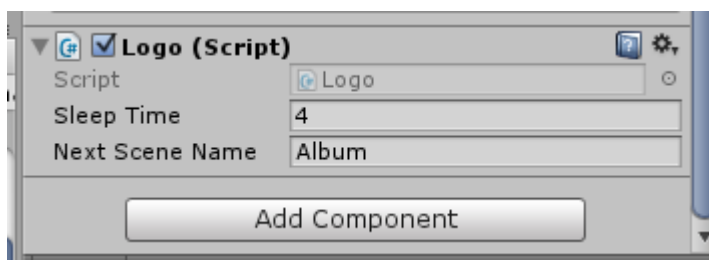
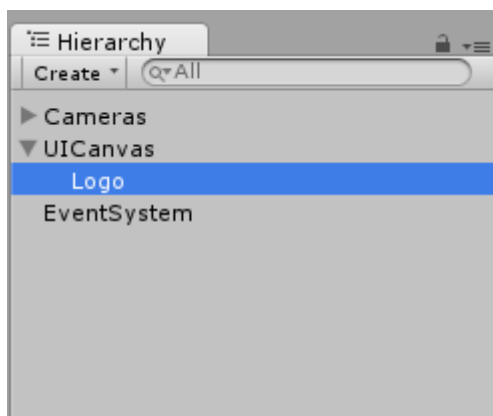
## 2.0 -Logo Scene

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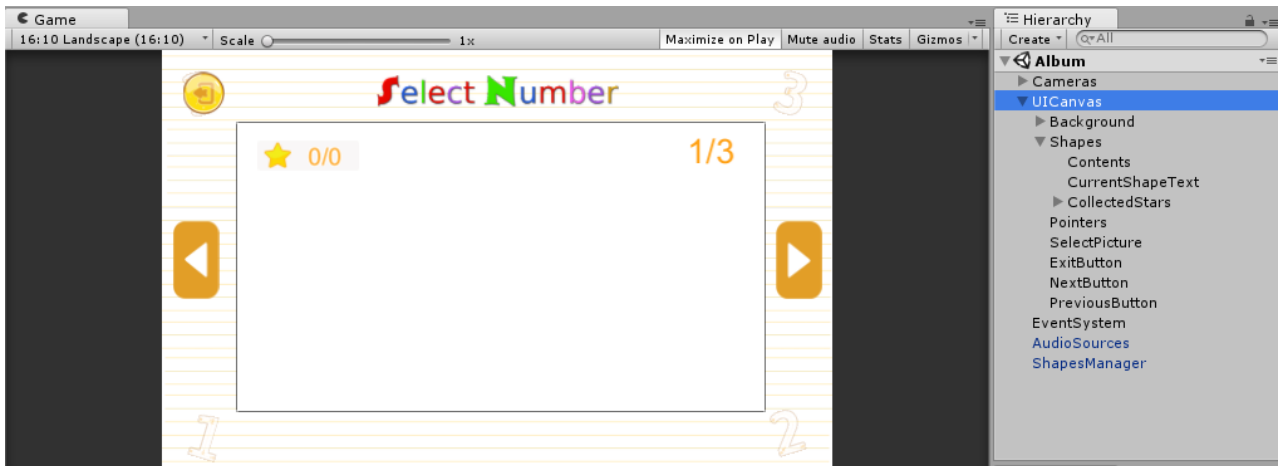


Introduce your game here by adding the `logo`, `title` ... etc.

You can change `sleep time` and `Next Scene` from `Logo` component in `Logo GameObject` as following



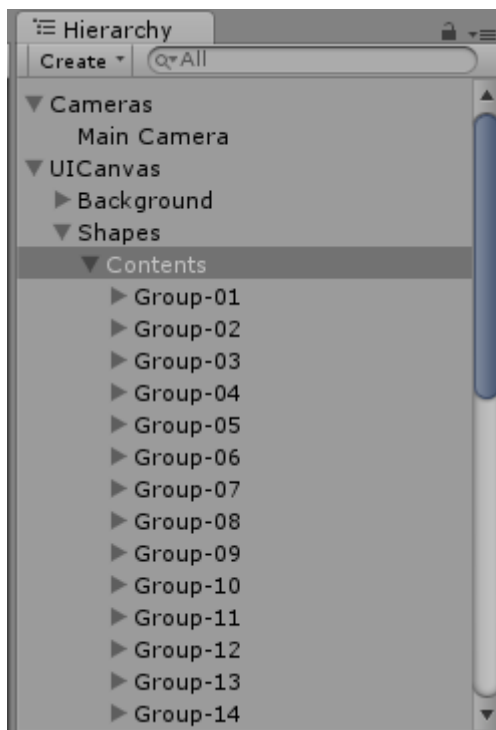
## 3.0 -Album Scene



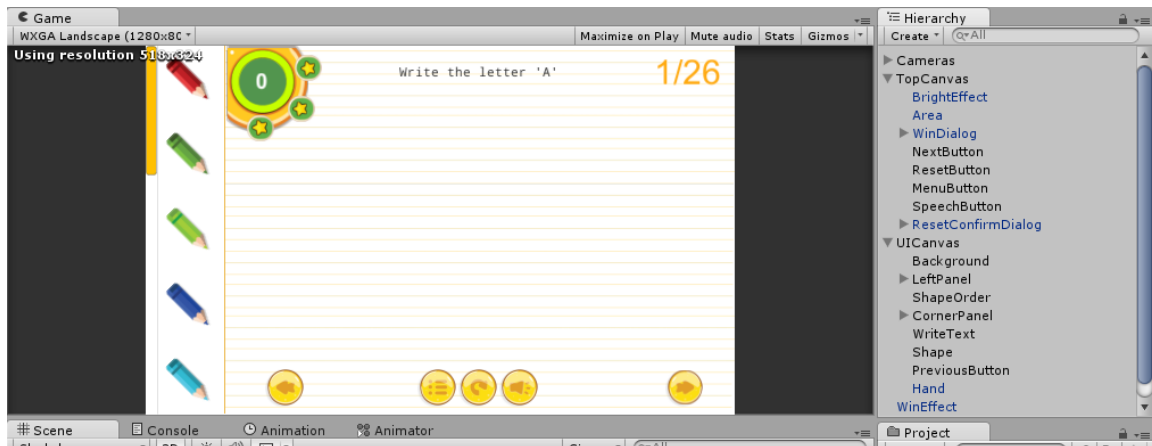
The Album scene contains the sliding numbers to give the user the ability to select any number that he/she wants for Tracing.

You will find the numbers automatically generated under **Shapes** GameObject using **ShapesTable** component

Check the following figure:

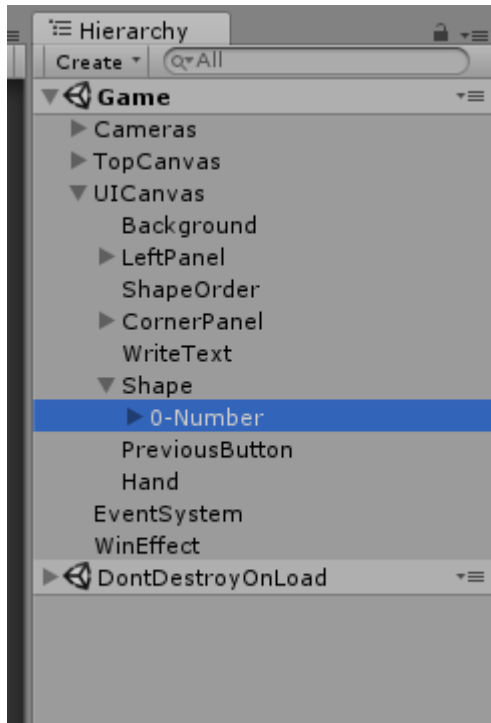


## 4.0 - Game Scene



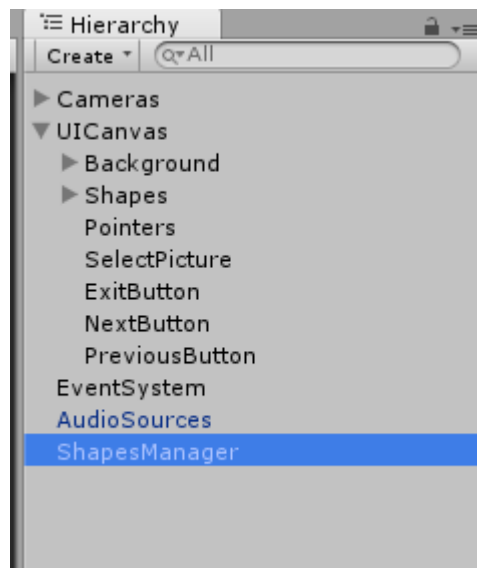
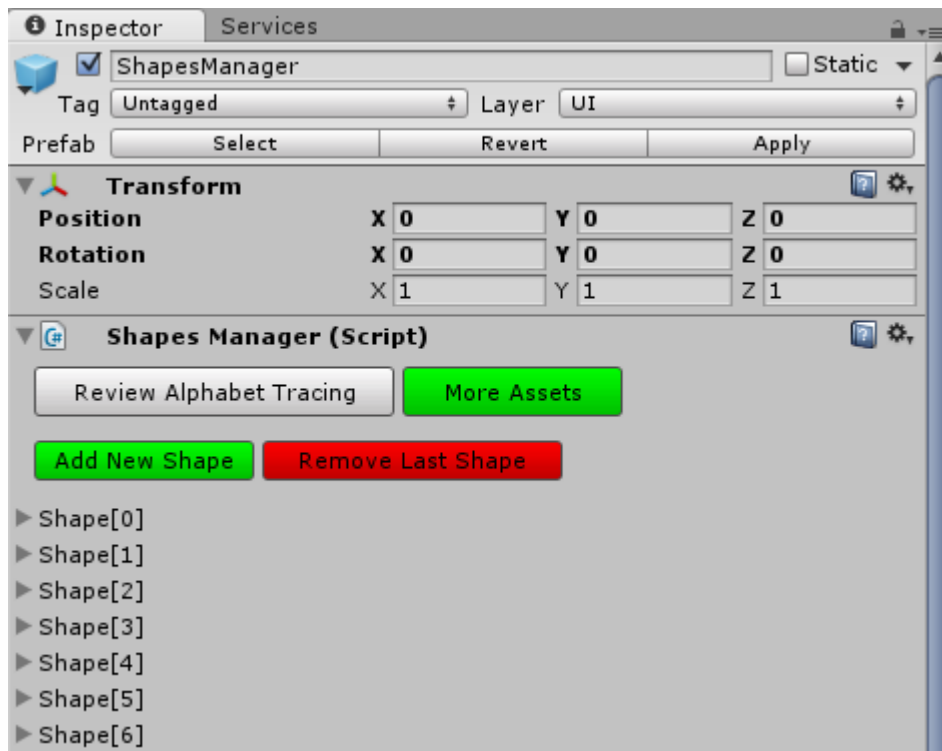
The game scene contains the main components of the game (Game Logic)

The number will be automatically generated under **Shape** GameObject in the Hierarchy using **CreateShape** method in **GameManager.cs** script as the following :



## 5.0 - Shapes Manager

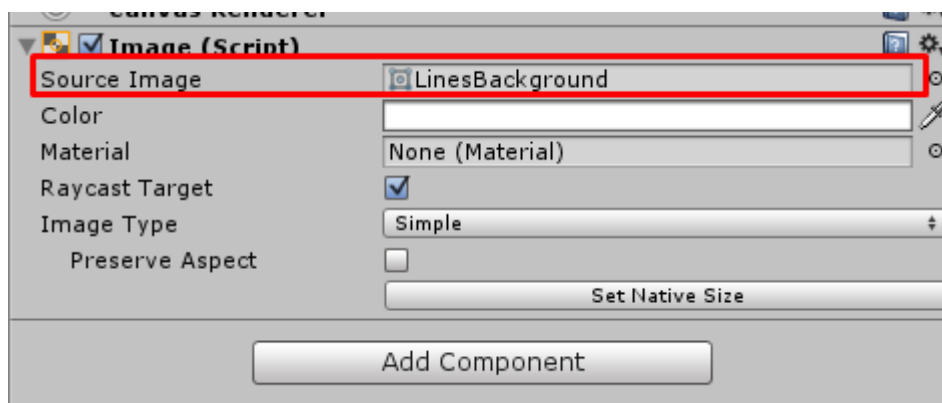
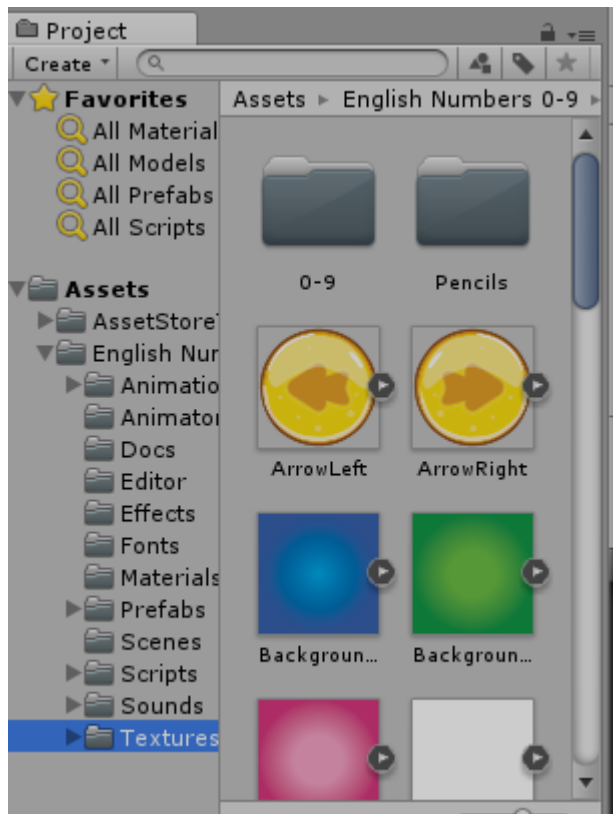
Shapes Manager contains the numbers prefabs to create them in Album and Game Scenes.



## 6.0 - How to Reskin

We recommend to reskin your Package to make your app unique in the stores.

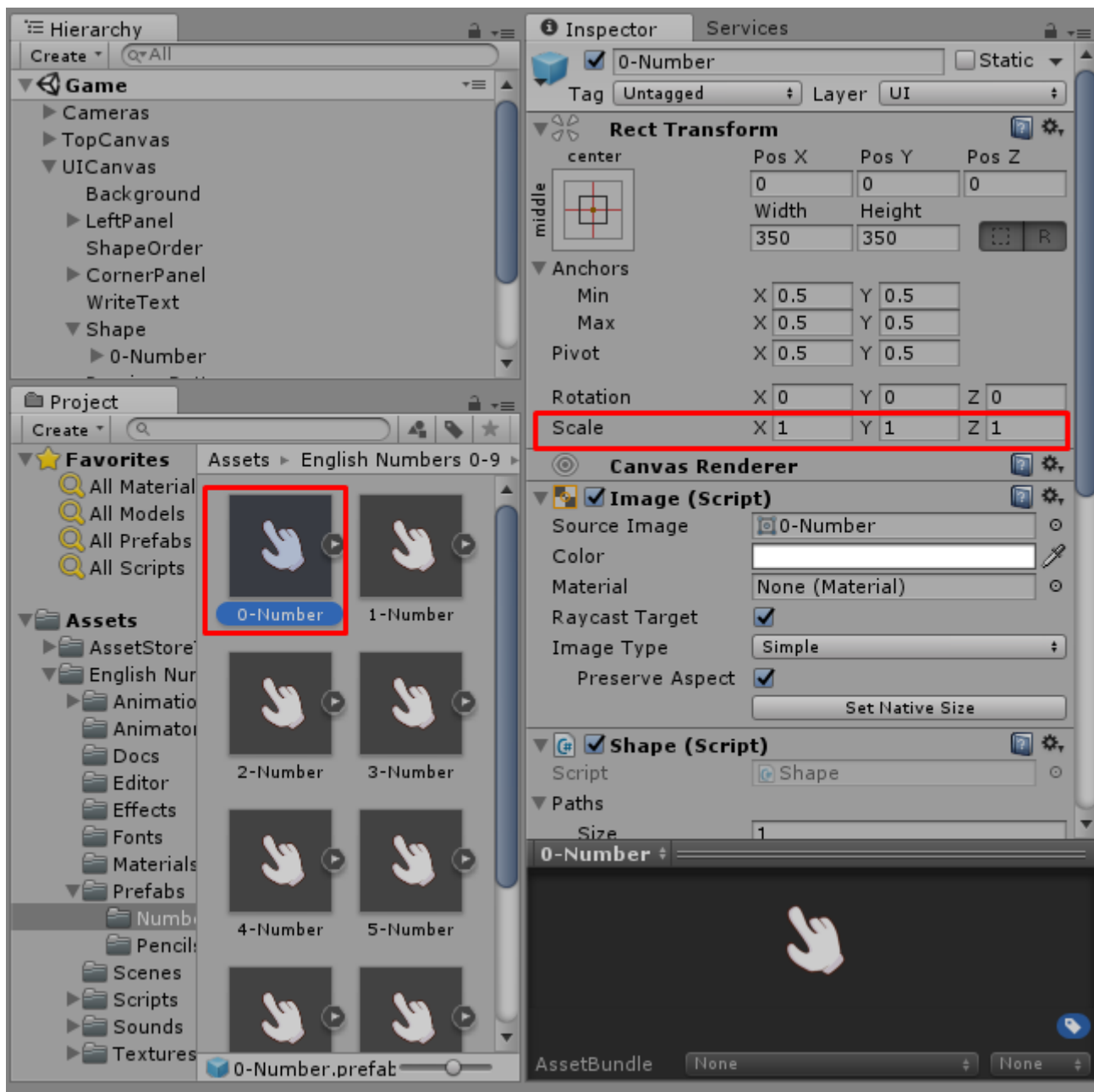
After you design new images replace them (the same name) in **Textures** folder to reskin your App. If you have missing references change the sprite or Source Image from SpriteRenderer or Image component in the GameObject.





## 7.0 - Resize The Number

To scale the Number in Game scene, change the scale from its prefab in the **prefabs** folder as following figure below :



## 8.0 - Win / Rest Shape Dialogs

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### - Show Dialog

To show the Reset or Win Dialog, you need to call the `Show()` method

Example:

- `GameObject.Find ("ResetConfirmDialog").GetComponent<Dialog> ().Show ();`
- `GameObject.Find ("WinDialog").GetComponent<WinDialog> ().Show ();`

### - Hide Dialog

To hide the Reset or Win Dialog, you need to call the `Hide()` method

Example:

- `GameObject.Find ("ResetConfirmDialog").GetComponent<Dialog> ().hide ();`
- `GameObject.Find ("WinDialog").GetComponent<WinDialog> ().hide ();`

## 9.0 - More Details

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If you have more questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details visit us on [www.indiestd.com](http://www.indiestd.com)

<https://indiestd.com/questions-and-answers/>

Good Luck 😊