

# Balls To Cup Dev Report

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Repo URL: <https://github.com/OzanDost/BallsToCup>

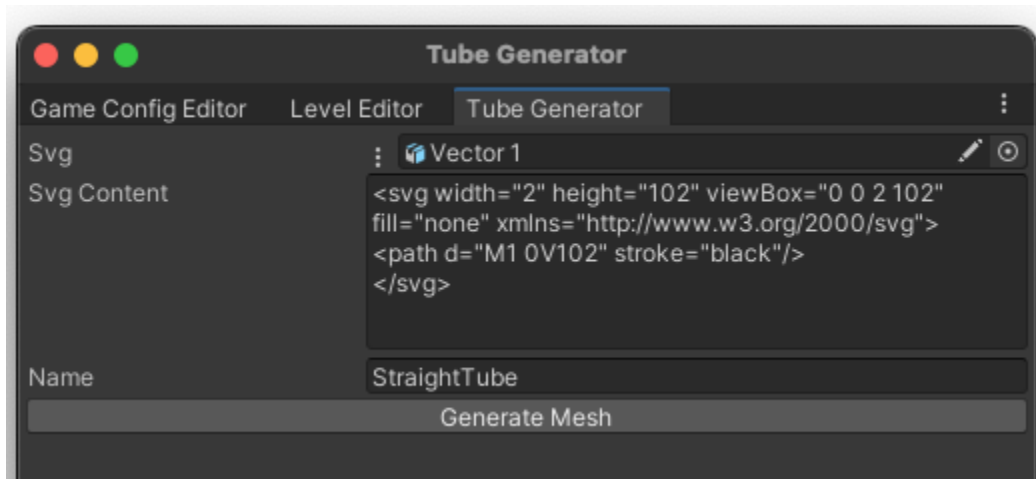
Video URL: <https://youtu.be/Dq9WKmnnmas>

## What is implemented

- 5 Levels (3 with provided models, 2 with provided SVGs)
- Customizable input variables.
- Level saving.
- Levels repeat (in random fashion) after the user finishes them all.
- Simple UI.
- Some feeling elements such as haptic feedbacks and success particles.
- 3 little neat custom editor windows.
- The game targets 60 fps if the device's current refresh rate is divisible by 60. Otherwise, it targets the current refresh rate.

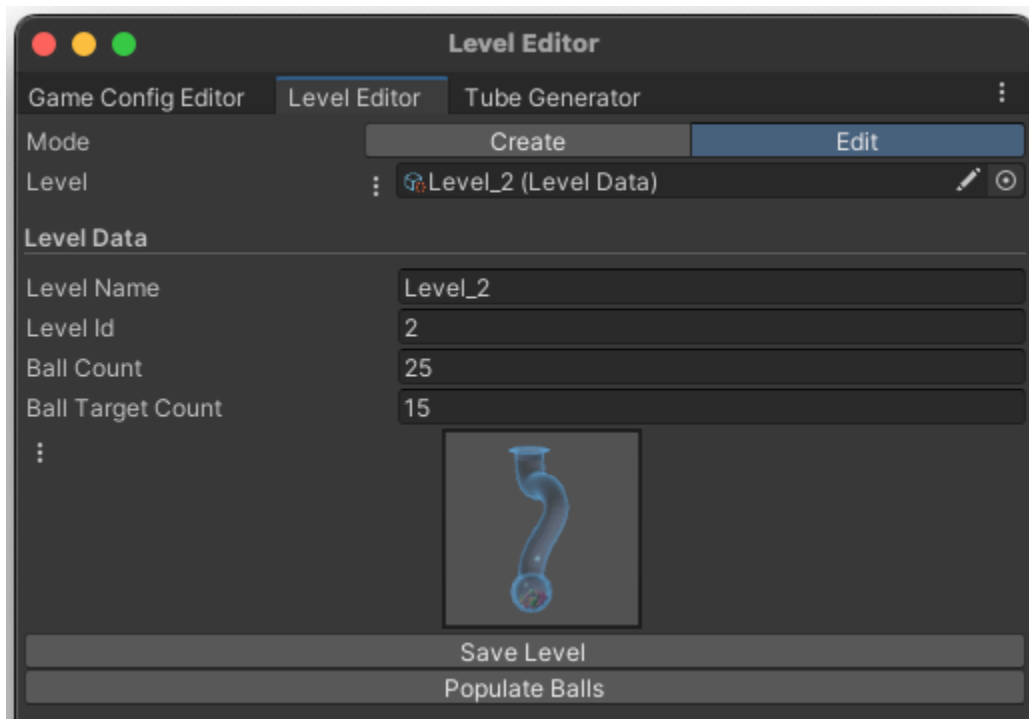
## Custom Editors

- Tube Generator



This simple window takes an SVG object or direct SVG string as input. Then it creates a vector path from the path data of the SVG file. Then the created vector path is fed to a Spline ( from Dreamteck Splines) which is used to create a mesh along the path. We place the beginning of the path to the top of the empty bowl (the model you've provided) and save it as a prefab variant.

- Level Editor



This window allows us to Create or Edit Level Datas. You can adjust the ball count variables and select the Tube of the said level. The “Populate Balls” button Instantiates the selected tube into the scene and fills it up with balls with respect to the amount provided. Then it runs a Physics simulation in the editor to place the balls neatly into the bowl. The duration of the simulation depends on the ball count.

- Game Config Editor



This window allows us to impact how the game plays and how the physics of the balls behave. Also, you can adjust the potential color list of the balls. This list is used to assign a random material when we click on the "Populate Balls" button.

### **Used 3rd Party Tools**

- Unity Vector Graphics (Experimental) - Unity
- DoTween - Demigiant
- Odin Inspector - Sirenix
- Splines -> Dreamteck
- Feel - More Mountains
- deVoid UI by yankooliveira -> <https://github.com/yankooliveira/uiframework>
- Signals by yankooliveira -> <https://github.com/yankooliveira/signals>
- UIEffect by mob-sakai -> <https://github.com/mob-sakai/UIEffect>
- Particle Effect for UGUI by mob-sakai -> <https://github.com/mob-sakai/ParticleEffectForUGUI>
- Epic Toon FX by Archanor VFX -> <https://assetstore.unity.com/packages/vfx/particles/epic-toon-fx-57772>
- Google Icons -> <https://fonts.google.com/icons?icon.set=Material+Icons>

PS - Here is a page with fun graphic that show how much I've worked on this -> <https://wakatime.com/projects/BallsToCup?start=2023-07-06&end=2023-07-19>