Crazy Rotate Manual

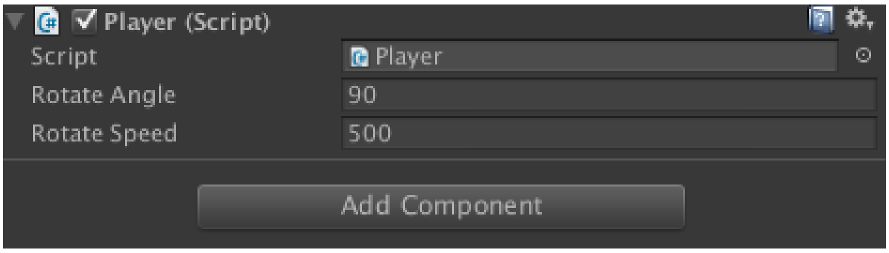
Crazy Rotate is an easy to use and learn project that can greatly speed up your prototypes, and can be used as a based for further development and experiments !
In Crazy Rotate, you must rotate the Square or Hexagon to catch the falling balls as much as possible !
Features:

- Support Android, iOS, Web, Window and Mac
- Using lastest 5.0 UI system
- Support multi resolution screen
- Support 3 control mode: arrow key on Unity editor, click and swipe on mobile devices.
- Support 2 play mode: Square (Medium) and Hexagon (Hard)
  If you have any question, please write to me at trungkien162@gmail.com.

Create a Rotate Square or Hexagon

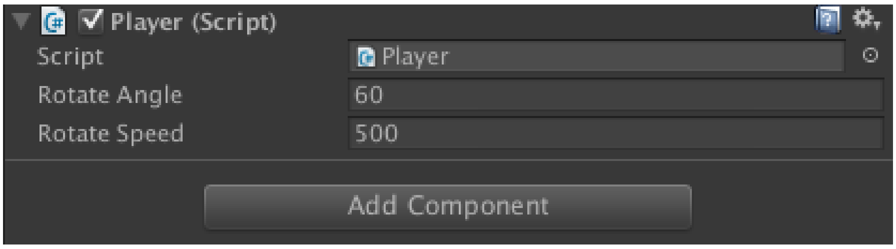
You just need to drag the `Square` or `Hexagon` prefab on the scene, change the `Rotate Angle` and `Rotate Speed`

- **Rotate Angle**: in Square mode, you choose `Rotate Angle = 90`. In Hexagon mode you chose `Rotate Angle = 60`.
- **Rotate Speed**: The speed when you rotate the Square or Hexagon. It is whatever you want.



☑ Player (Script)

Script: Player
Rotate Angle: 90
Rotate Speed: 500

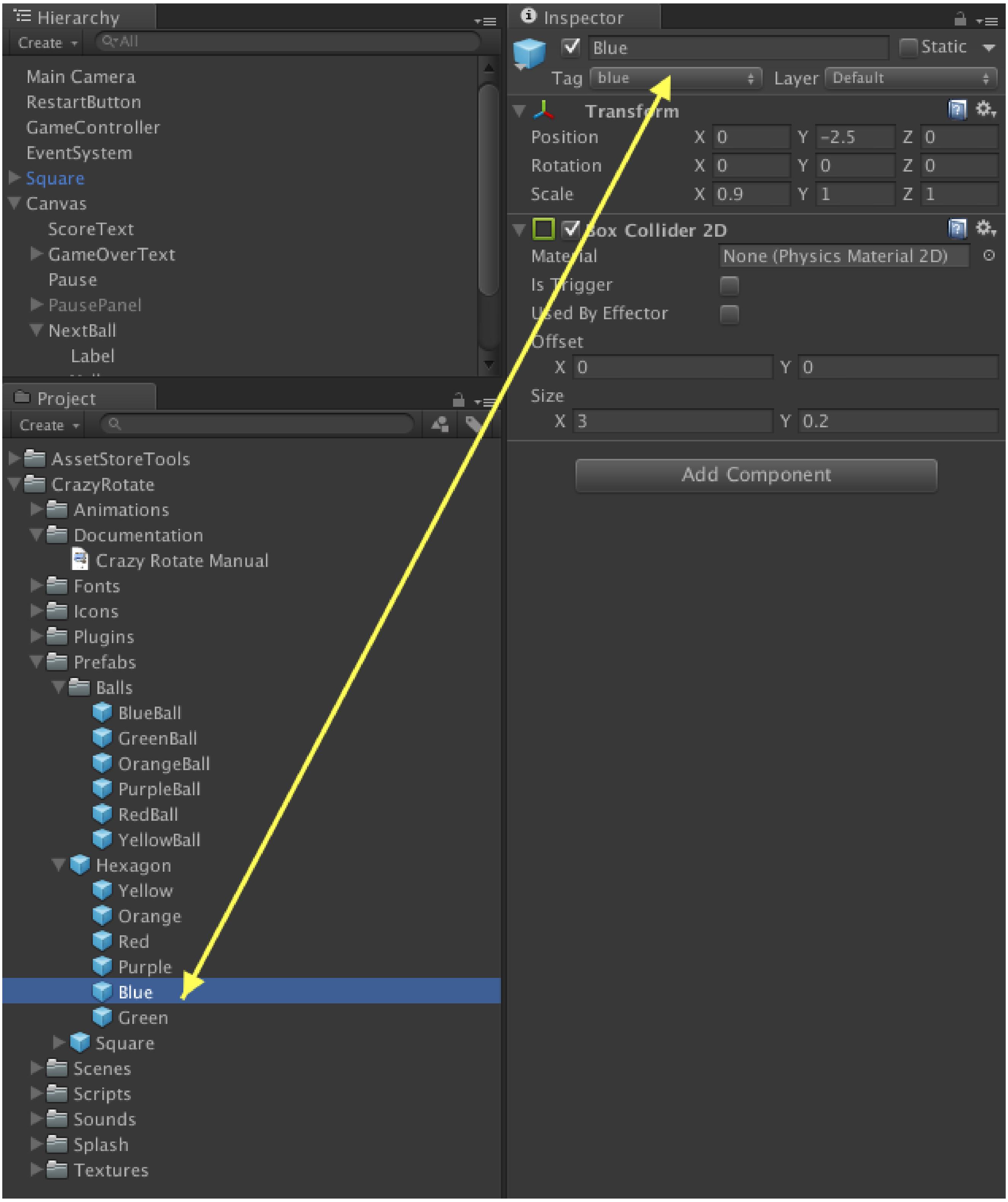


☑ Player (Script)

Script: Player
Rotate Angle: 60
Rotate Speed: 500

Tag set up

To catch the ball, you must make sure the `Ball` and the `Ball Catcher` inside the Square and Hexagon have the same tag.



Inspector

☑ Blue ☐ Static

Tag blue Layer Default

Transform

	X	Y	Z
Position	0	-2.5	0
Rotation	0	0	0
Scale	0.9	1	1

☑ Box Collider 2D

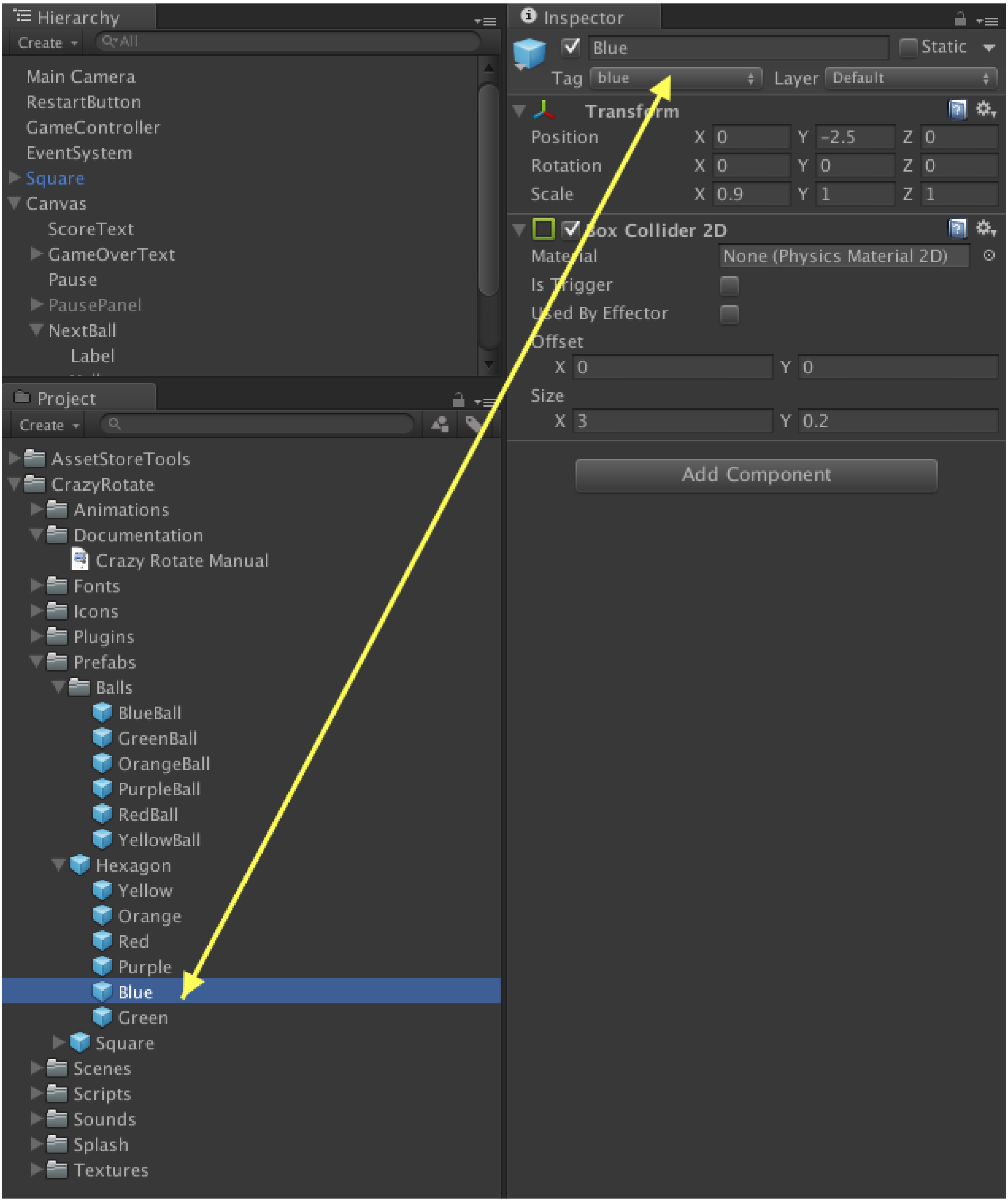
Material None (Physics Material 2D)

Is Trigger ☐

Used By Effector ☐

Offset X 0 Y 0

Size X 3 Y 0.2



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Tag blue Layer Default

Transform

Position	X	0	Y	-2.5	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	0.9	Y	1	Z	1

☑ Box Collider 2D

Material None (Physics Material 2D)

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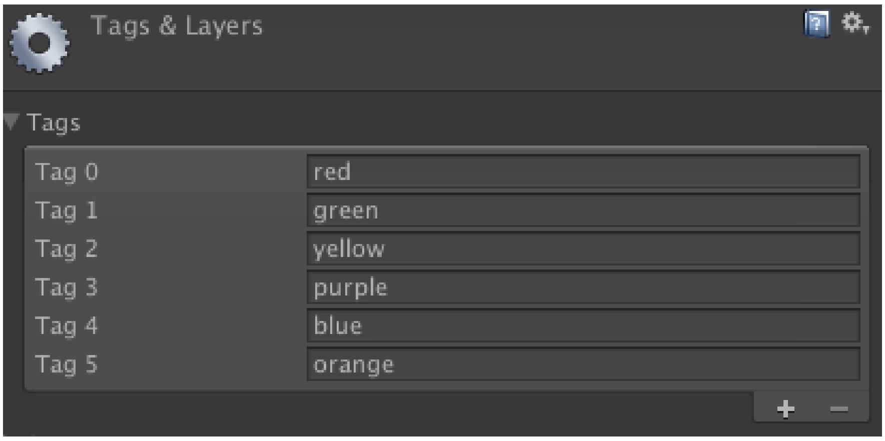
Offset

X 0 Y 0

Size

X 3 Y 0.2



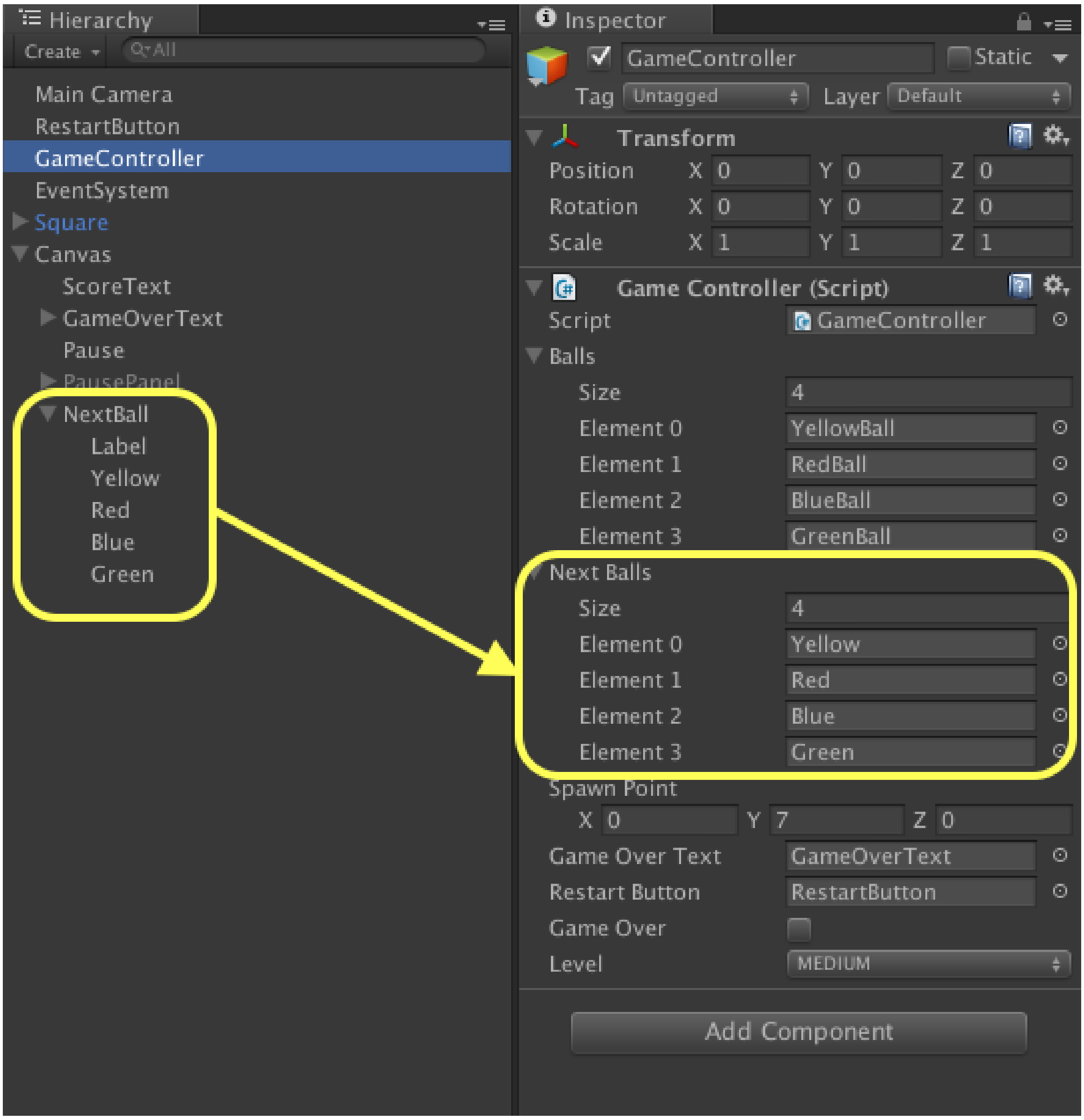
Tags & Layers

Tags

Tag 0	red
Tag 1	green
Tag 2	yellow
Tag 3	purple
Tag 4	blue
Tag 5	orange

Next Ball set up

To display what ball is next coming, in `GameController`, you must add the next ball array in **exact same order** with the Balls array. For example in Square mode:



Hierarchy

Create

Main Camera
RestartButton
GameController
EventSystem
Square
Canvas
ScoreText
GameOverText
Pause
PausePanel
NextBall
Label
Yellow
Red
Blue
Green

Inspector

☑ GameController □ Static

Tag Untagged Layer Default

Transform

Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Game Controller (Script)

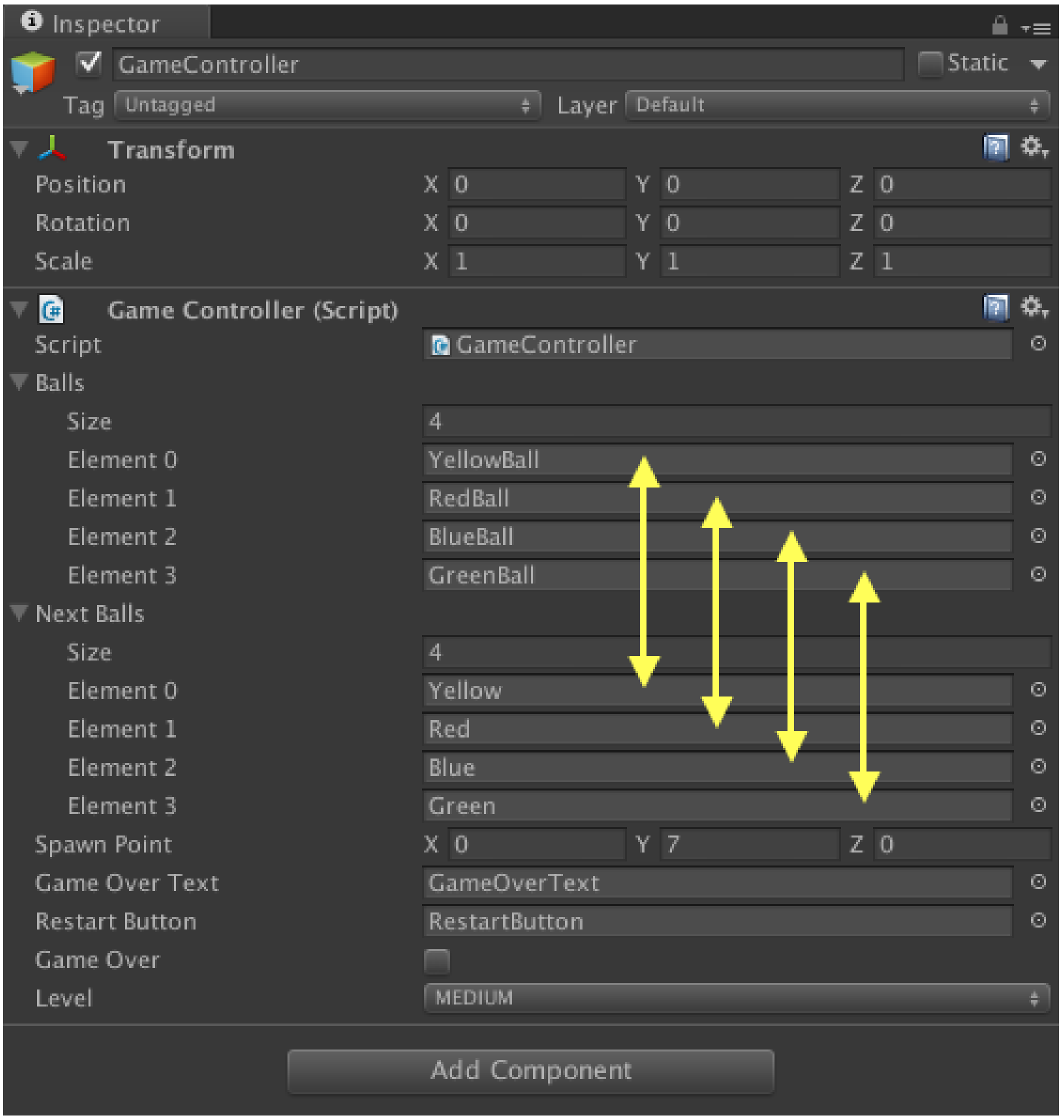
Script GameController

Balls
Size 4
Element 0 YellowBall
Element 1 RedBall
Element 2 BlueBall
Element 3 GreenBall

Next Balls
Size 4
Element 0 Yellow
Element 1 Red
Element 2 Blue
Element 3 Green

Spawn Point
X 0 Y 7 Z 0

Game Over Text GameOverText
Restart Button RestartButton
Game Over □
Level MEDIUM



GameController
Tag Untagged
Layer Default

Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Game Controller (Script)
Script GameController
Balls
Size 4
Element 0 YellowBall
Element 1 RedBall
Element 2 BlueBall
Element 3 GreenBall
Next Balls
Size 4
Element 0 Yellow
Element 1 Red
Element 2 Blue
Element 3 Green
Spawn Point X 0 Y 7 Z 0
Game Over Text GameOverText
Restart Button RestartButton
Game Over □
Level MEDIUM

Catch the ball

When a ball collide with a `ball catcher`, that ball will be caught when it is the same tag (color) with catcher in Square or Hexagon, and game over in otherwise.

```
private void OnTriggerEnter2D(Collider2D other)
{
    if (other.transform.tag != transform.tag)
    {
        GameController.instance.GameOver();
    }
    if (other.transform.tag == transform.tag)
    {
        GameController.instance.Score();
    }
    gameObject.SetActive(false);
    Destroy(gameObject, 3.0f);
}
```

3 Control Mode

In Unity Editor, you can control the Square and Hexagon by **arrow key**, and also in mobile, you can control it by **swipe** or **touch**.

```
void FixedUpdate ()
{
    int horizontal = 0;
#if UNITY_EDITOR || UNITY_STANDALONE || UNITY_WEBPLAYER
    horizontal = (int)Input.GetAxisRaw("Horizontal");
#endif
#if UNITY_IPHONE || UNITY_ANDROID
    if (Input.touchCount > 0)
    {
        Touch myTouch = Input.touches[0];
        if (Camera.main.ScreenToWorldPoint(myTouch.position).y <
        Camera.main.orthographicSize/2)
        {
            if (isSwipe)
            {
                if (myTouch.phase == TouchPhase.Began)
                {
                    touchOrigin = myTouch.position;
                }
                else if (myTouch.phase ==
                TouchPhase.Ended && touchOrigin.x >= 0)
                {
                    Vector2 touchEnded = myTouch.position;
                    float x = touchEnded.x - touchOrigin.x;
                    touchOrigin.x = -1;
                    horizontal = x > 0 ? 1 : -1;
                }
            }
            else
            {
                if (myTouch.phase == TouchPhase.Began)
                {
                    float touchX =
                    Camera.main.ScreenToWorldPoint(myTouch.position).x;
                    if (touchX > 0) { horizontal = 1; }
                    if (touchX < 0) { horizontal = -1; }
                }
            }
        }
    }
#endif
    if (horizontal !=0 &&
    !rotating &&
    !GameController.instance.gameOver)
    {
        ToRotate(horizontal);
    }
}
```

2. SoundManager

You want the sound you play will not disappear when you reload scene or switch scene? you must create a singleton to control that. This class manager all sound (SE, BGM) in your game. Here we have many `Audio Clip` and a `Audio Source` to control all of them.
P/S: If you want to control SE and BGM individually, you should create 2 `Audio Source`, one for SE, one for BGM.

Enable and disable sound
Simply, you must only change the value of `Audio Sources` to 0 - disable or 1 - enable.

```
public void EnableSound()
{
    PlayClickSound();
    mySource.volume = 1f;
    GameManager.GetInstance().soundOn = true;
}

public void DisableSound()
{
    mySource.volume = 0f;
    GameManager.GetInstance().soundOn = false;
}
```

Play sounds
When play each sound, you must change the clip of audio source by that sound's clip.

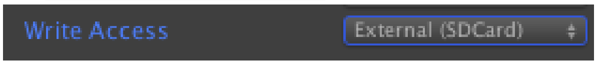
```
public void PlayClickSound()
{
    mySource.clip = clickSound;
    MakeSound();
}

public void PlayScoreSound()
{
    mySource.clip = scoreSound;
    mySource.Play();
}

public void PlayGameOverSound()
{
    mySource.clip = gameOverSound;
    mySource.Play();
}

void MakeSound()
{
    mySource.Play();
}
```

Share function

You can use this package to build your game immediately without any edit.

Android

In `Player Settings`, you should choose `write access` to `External (SDCard)`.

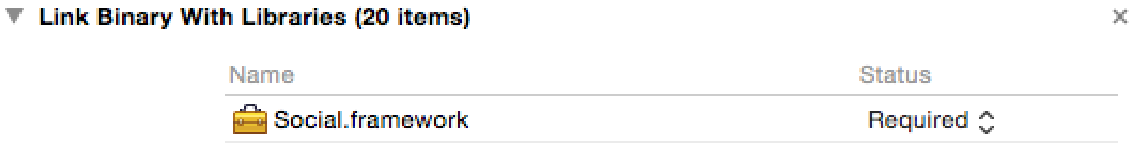


Write Access: External (SDCard)

(P/S: Make sure you have Android SDK already installed).

iPhone

You must add the Social.Framework to `Link Binary with Libraries`



Link Binary With Libraries (20 items)

Name	Status
Social.framework	Required

Let's create your fantastic game !!

Do Trung Kien