

Game Bench Spin Wheel

Overview

GB Spin wheel is your way to integrate fortune wheel, spin wheel and daily reward spin wheel like features in your game. Most of the games today has some similar features that helps developer in retaining their users by giving them some sort of reward. With the help of this plugin, this is very simple and easy to do. User will be shown spin wheel screen as daily reward or they can buy Fortune wheel's spin to get your game's goods in reward. There are 8 chunks of our spin wheel just like a pizza, but it's not limited to that, as you get all the code and can easily make spin wheel of as much chunks as you want.

Features List:

This asset includes following features.

1. Complete source code.
2. A spin wheel with animations and sounds
3. Editor support to configure your spin wheel
4. Simple and easy to understand script to get you started
5. Custom theme
6. 5 in built themes to use in your games.
7. Reward placeholder
8. Plug and play in your game
9. Select Free or Paid Turns
10. 24/7 hours Support from author.

Getting Started:

To test the scene. Just open demo scene present in GB_SpinWheel Directory and hit play. To configure your spin wheel, just select "Edit Spin Wheel" from Unity Editor's Tools Menu Bar. A custom editor for editing speed, duration, themes of spin wheel and Settings for configuring rewards will open up for you. You can also customize the Spin Wheel Type here as well.

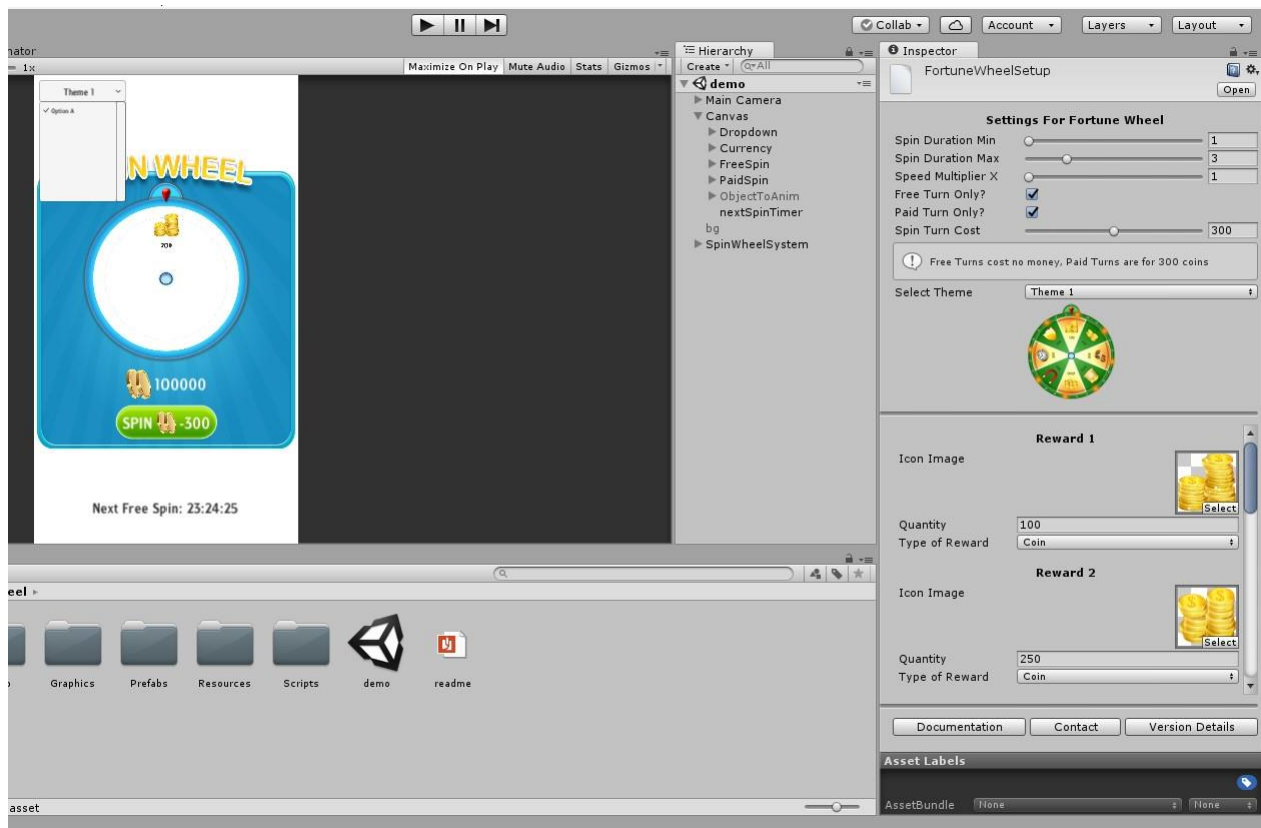
There are three Types of Spin Wheels:

Paid Wheels: In this type, User need to spend coins to have a turn. It'll cost user money

Free Only: This mode is for freely spinning your wheel. User can spin as many times as they want with no money involve.

Both Paid & Free: In this mode, user can get free spin turns time to time. You can customize free turn during in SpinTurnTimer Script by changing nextFreeTurn Variable value. User will be given free turn after each the specified period.

You can customize it easily as you want. The Editor menu helps you contacting author and opening online documentation.



Scripting Reference

Namespace:

The namespace of this Project is GameBench.

Classes:

Following are the important classes in this asset.

FortuneWheel:

This is the main script which handles everything. This script is responsible for spin, animations and rewarding player. This is a singleton class, hence you can call it from any of your scripts.

RewardPlayer method is there to so you can reward your player directly from the script. You can also get SelectedReward after spin completes to know what reward user have won and can then add goods to user's bucket/profile.

FortuneWheelSetup:

This script is a helper script that also have a custom editor. This script is used to help developers out, all configurations and settings regarding the spin wheel are here in this script. You can customize spin time, duration, spin wheel themes and also rewards from here.

FortuneWheelSetupEditor:

Editor script includes all the code that shows you the very custom editor for configuring your spin wheel. You gets the complete code, so you can edit it too. Caution is recommended if you are not very well aware with Unity Editor scripting.

ChunkSlice:

This script is to keep track of dots on chunk/slice of spin wheel. It's necessary because it lights up the currently active chunk/slice and also it controls animation of points/dots. It stores info of the reward taken from the FortuneWheelSetup editor values.

PointCollider:

This script is attached to point on chunk/slice of spin wheel. It's there to light up the point/slice simply and also helps to play sound when the spin arrow hits it.

ChangeSortingOrder:

This script is used to change sorting order of MeshRenderer of 3D Text used to show quantity of items.

Help and Support

Email: info.gamebench@gmail.com

Facebook: <https://www.facebook.com/Game-Bench-240598019929708/>

Unity Connect: <https://connect.unity.com/u/5b56f21603b00200199bb25a>