

Simple Kids Puzzle - Farms

Thank you for purchasing the “**Simple Kids Puzzle - Farms**” game template. This is a full Unity template that gives you a quick and easy way to create a simple memory game or can be used as a starting base to learn Unity and C# programming.



VERSION HISTORY

Version 1.0

Initial release.

version 2.0

Fixing and improving project's codes.

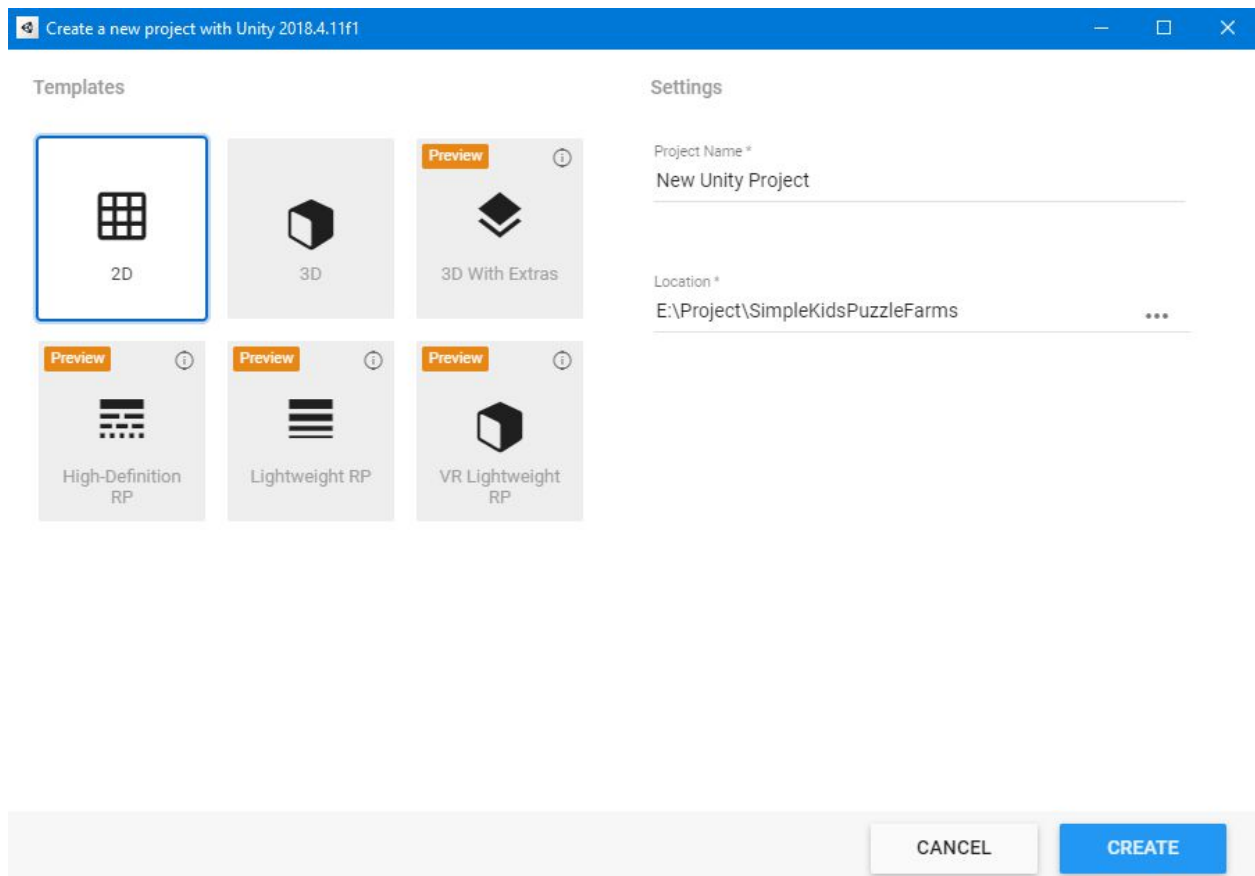
version 2.1

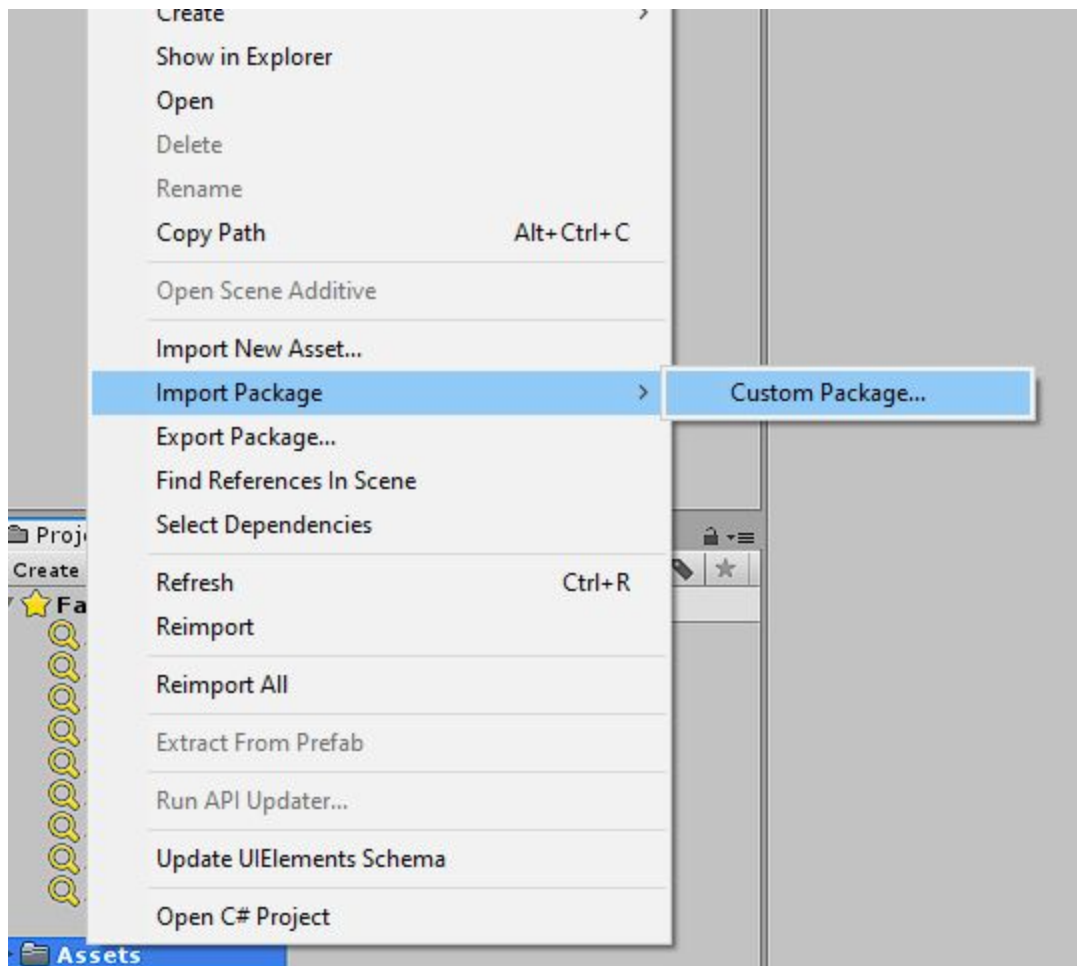
upgrade to unity 2018

How to import:

It is strongly recommended to import this package in an empty project.

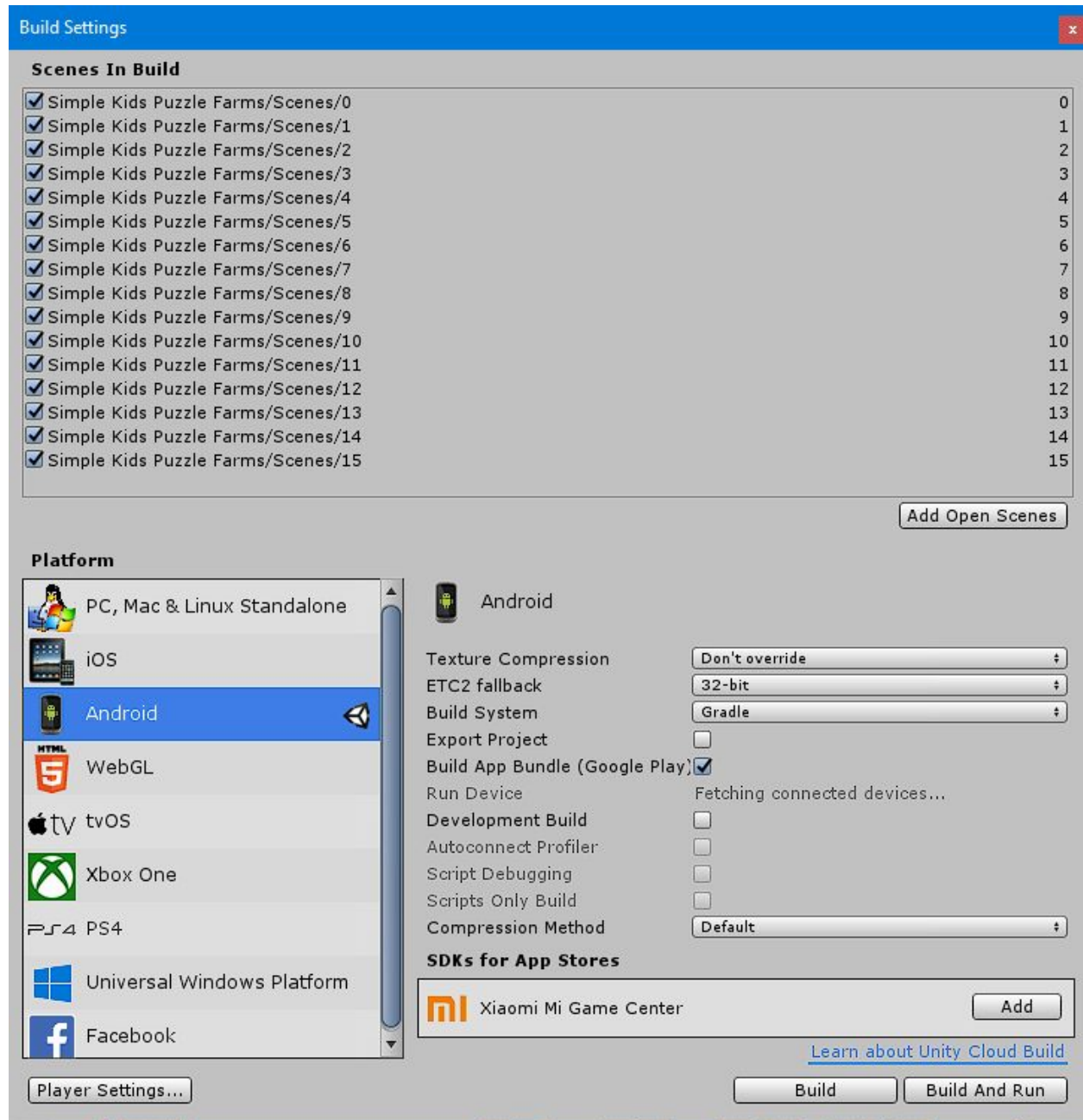
Create a new 2D Unity project and import this template.





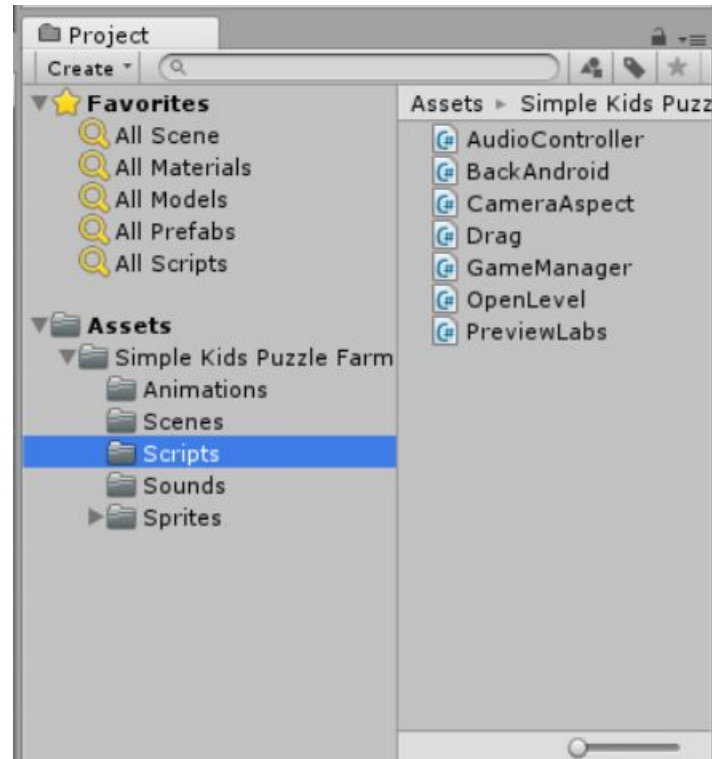
BUILD SETTINGS

Make sure you have added these scenes as per order.



Scripts:

All scripts are under Scripts folder.



AudioController.cs:

A script to control audioListner of the game.

BackAndroid.cs:

A script to control Android back button.

CameraAspect.cs:

A very simple script to set aspect of camera for any resolution.

Drag.cs:

A script to drag and drop objects.

GameManager.cs:

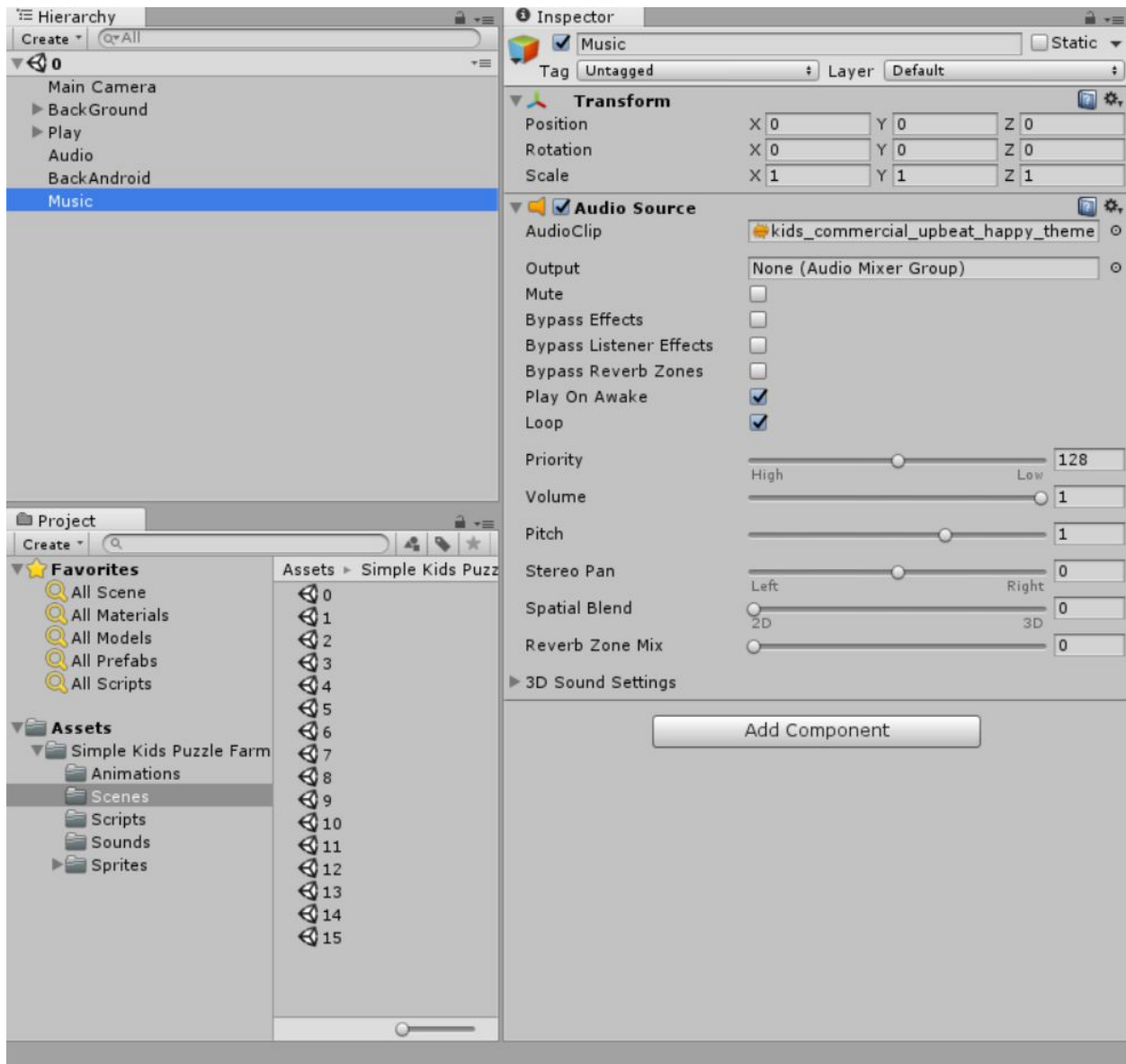
A script to manage the game and control it.

OpenLevel.cs:

A script to open a new scene.

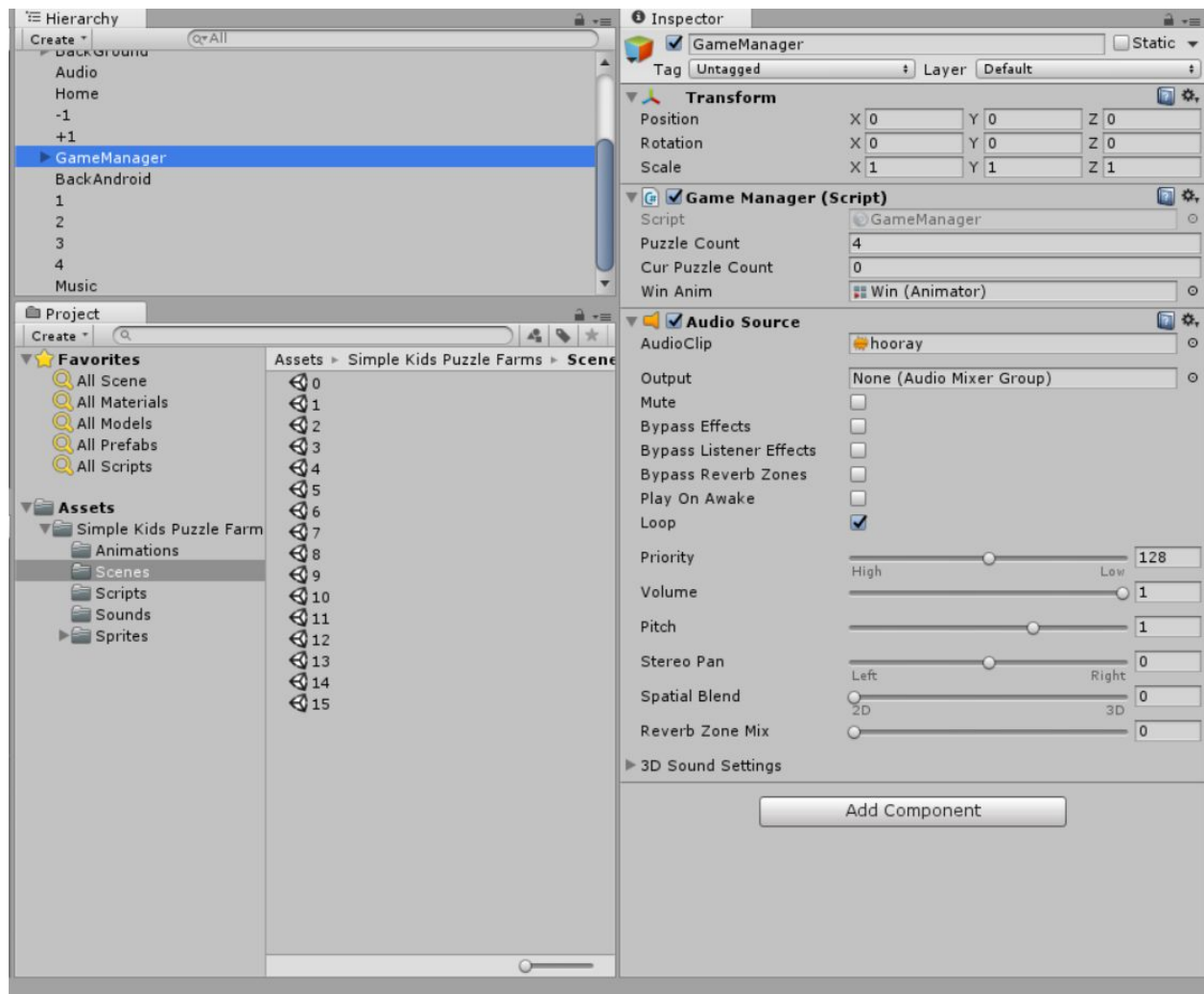
Music and FXs:

Changing sounds: in each scene, find the GameObjects "Music" in hierarchy and add your AudioClip in the "AudioClip" field. See below pictures:



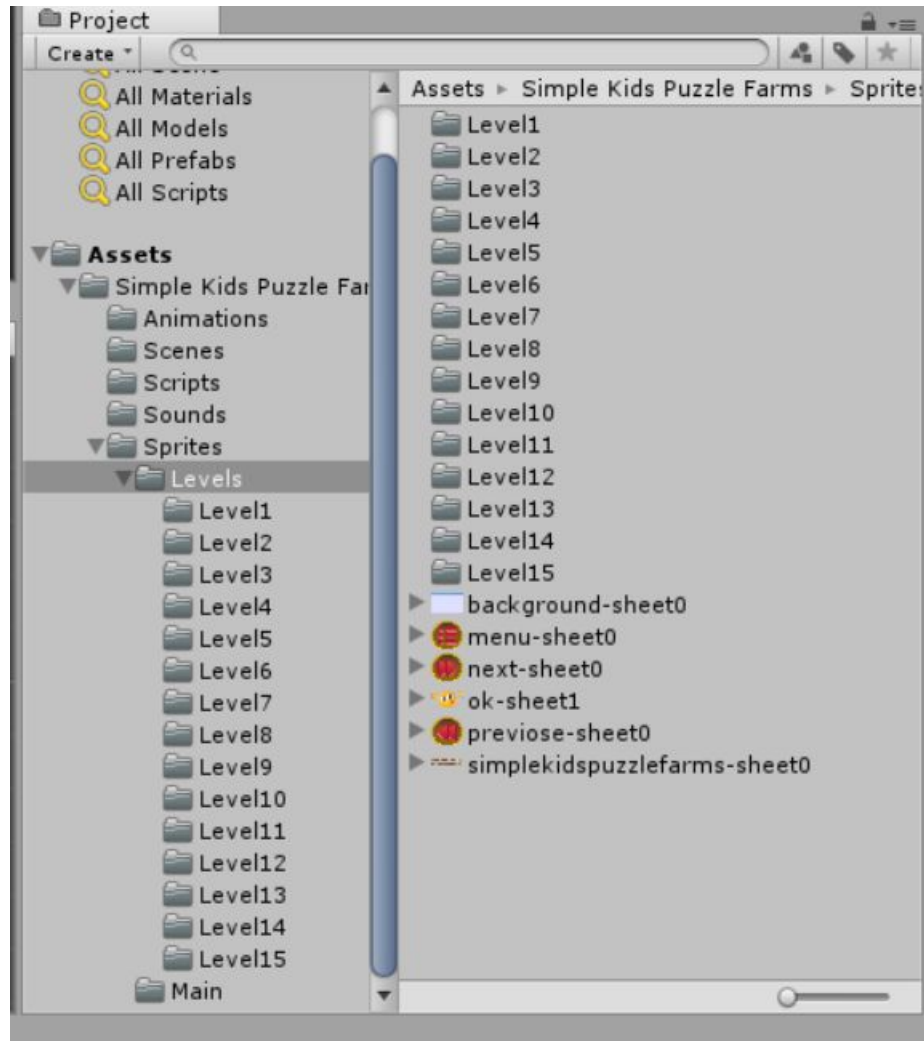
To change the sound at the end of each level, find the related scene for that level in Hierarchy and click on GameManager. Then in inspector of Audio Source section, replace the files in AudioClip with the new ones that you want.

Important note: All of the sounds that are used in the game are in Sounds folder.



Reskin:

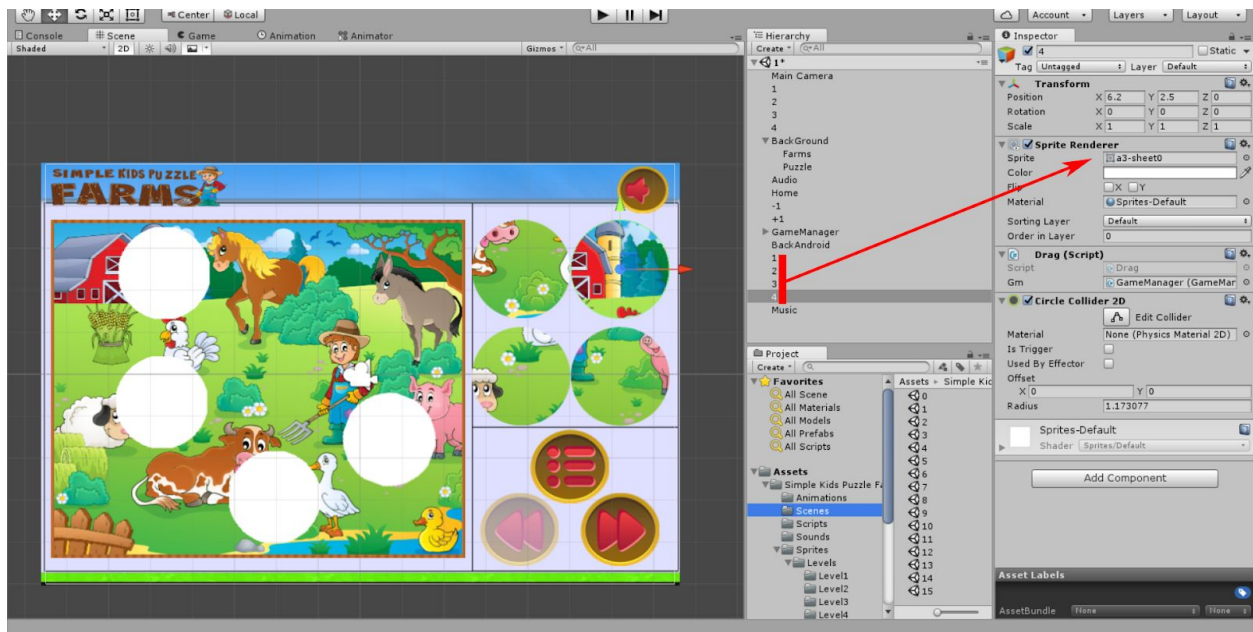
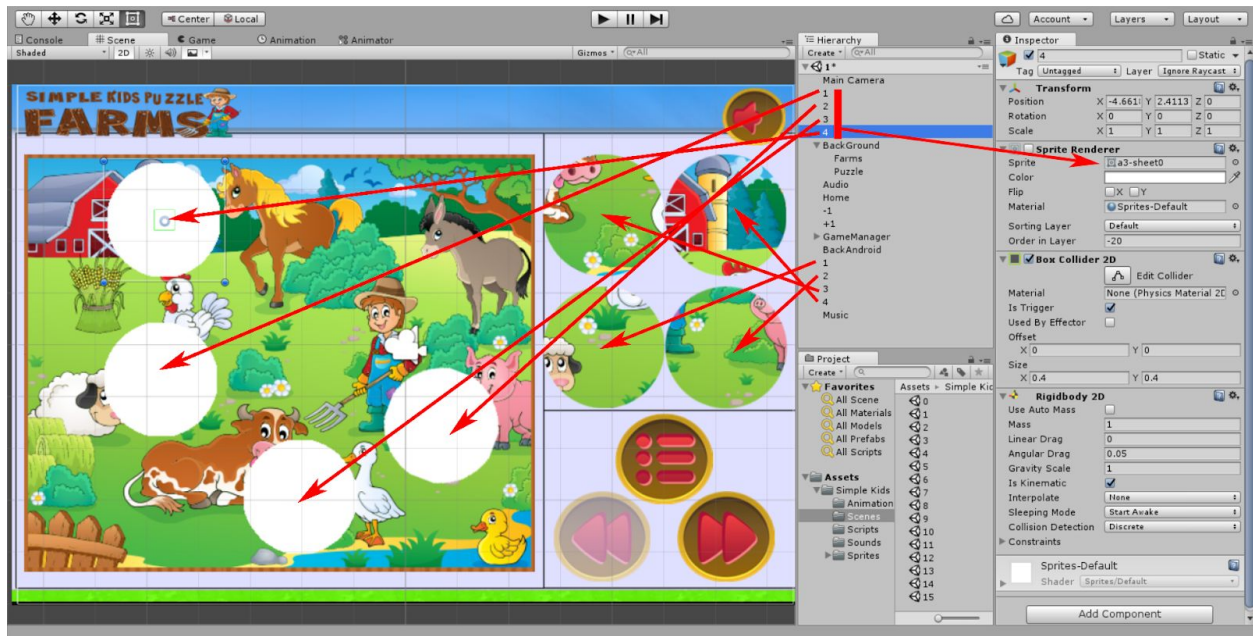
As you can see in the below image, images for all 15 levels of the game are in a separate folder and by going to this folder, you can change the default images with the new ones that you want. Important note: For changing the game's default images, new images should have the same size and name as default ones.



In each scene, as you can see in below images, there are game objects named 1 up to 4 that are repeated two times and their relations are shown with arrows in the image. The upper numbers don't have the check mark for sprite render in inspector and that's why they are not shown and no script is connected to them. But for the lower numbers, the sprite render in inspector is marked and so they are shown in the game and the C# script of drag.cs is connected to them.

Value of sprite section under sprite rendered in inspector for game objects with the same name should have the same value. For example, in the first below image, game object number 4 has the value of a3-sheet0 and so the next game object number 4 should have the same value.

Important note: the location of these game objects is different in each scene.



Support:
 Email us at: digismile.co.nz@gmail.com