

Shoot The Ball – Documentation

Description:

This is a fun precision game where you have to shoot a ball without touching the spinning obstacles.

If you shoot the ball 5 times in a row the game gets faster and more challenging.

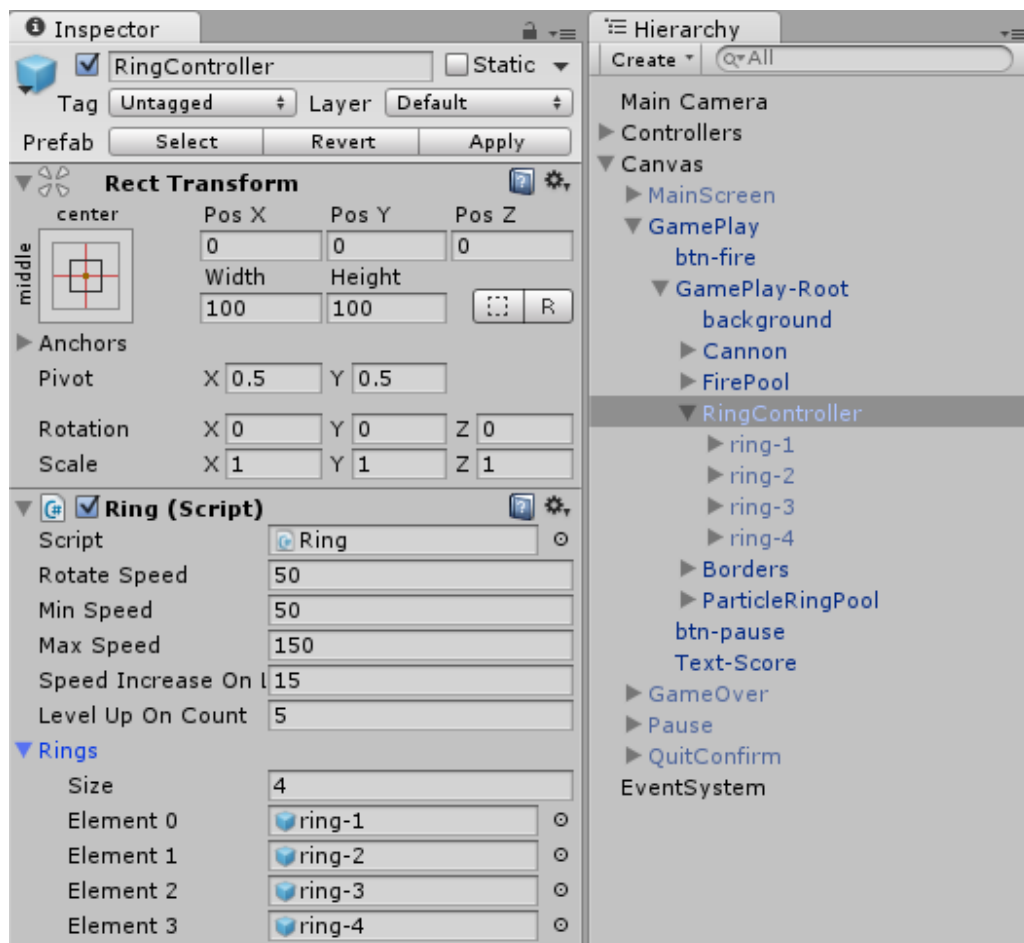
How to Play?

Tap the screen of the device at the right time to shoot the ball, ball will throw in the direction of the arrow, the objective is to throw ball outside of the spinning wheel.

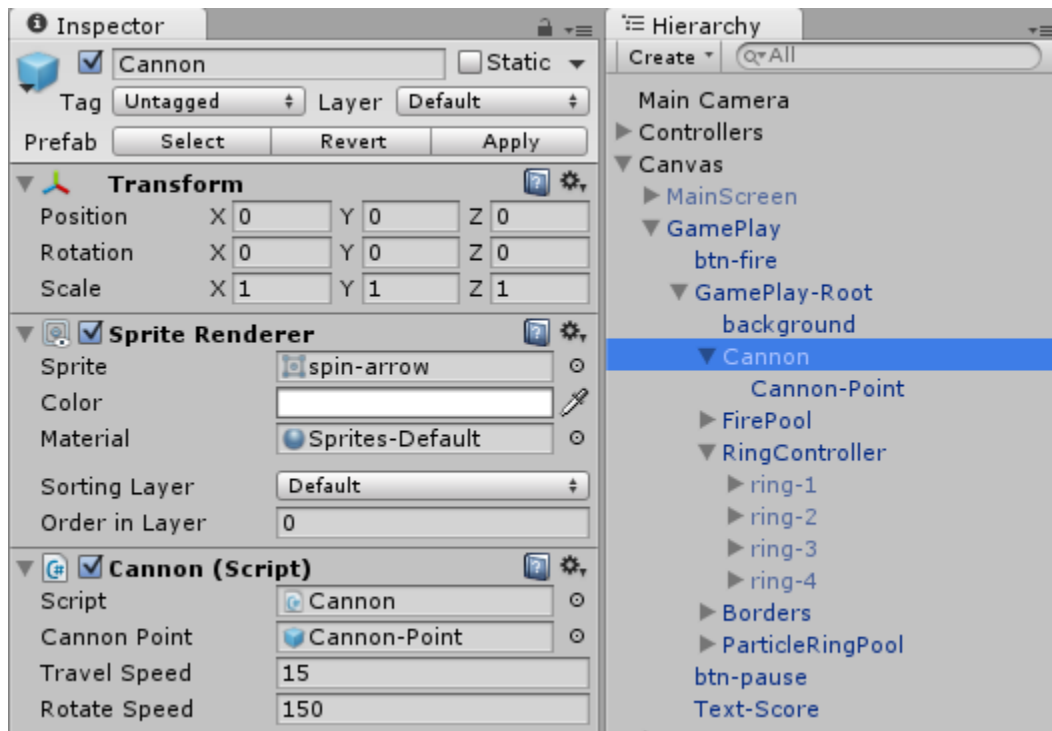
Setup:

The game basically works around spinning Rings, spinning canon and firing balls. Spinnig wheels are controlled by **Ring.cs** script component.

Adding/Removing Ring : All the rings are added in the RingController game object. You can create as much rings as you wants. Simply create a new ring object and put it into Ring Controller Game Object. Rings will be selected at random on progress. The Speed, Min Speed, Max Speed are also controlled by the RingController. You can easily modify values ad per requirement. See below screenshot.

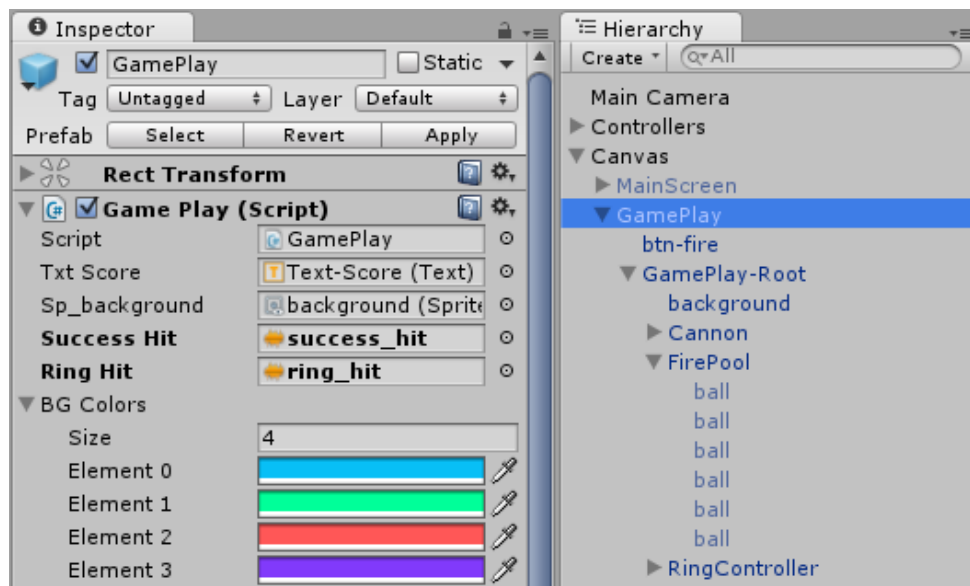


Cannon : Cannon is continuously rotating circle with arrow on top and cannon will shoot ball at the direction of the arrow. The speed of cannon rotating and ball fire speed is controlled by **cannon.cs**. you can modify values from cannon gameobjects inspector. See below screenshot.



Fire Ball : Fire ball are actual balls which are fired from the cannon. Ball will send instruction when collision/trigger is detected. Of ball will collide with the ring them game will over and otherwise 1 point will be earned. Ball will spawn a small particle at the point of the collision. Both balls and Particle will be despawned on completion for the reuse. The spawning pool of the Ball and Particle is controlled by **FirePool.cs** and **ParticlePool.cs** respectively.

Adding More Colors Of The Game : The game currently uses random color from the predefined list of colors. You can add as many colors as you want for the game. You can add these colors in the inspector of the GamePlay gameobject's **Gameplay.cs** script component. See below screenshot.



Reskin : Reskinning of the game is very simple. Simply replace the graphics/textures that you want to modify and change will be reflected automatically. Be sure to keep the game and extension of the replacing graphics the same. All the UI of the game is made with uGUI and gameplay is created with sprites. It is very easy to modify any part of the game.

Controllers: Game uses different controllers to simplify the flow of the game, below is short info about all the controllers used within the game.

GameController : GameController manages the entire UI flow of the game. It is also used for spawning UI screens.

AudioManager : handles and controls the status of music and sound.

UnityAds : Unity ads loads unity video ads, fetches it and updates the status of video view on completion, fail or cancellation. Unity ads are used to rescue the game by watching the video.

FacebookManager : This script controls all the facebook login, logout, share related actions. Please update the post, share related content in this script as per the requirement.

There is no code mentioned in this documentation because the basic setup requirement can be completed directly from the inspector as well as code is very simple and fully commented. If you still face any difficulty then please do not hesitate to contact us anytime 24X7 and we'll be always happy to serve you.

Please contact at support@epilexgames.com or you can contact us via our [website](#).

Thanks.

Epilex Games