

Head-Ball Championship

Unity 3d Complete Game Template

Requires **Unity V5.6+**

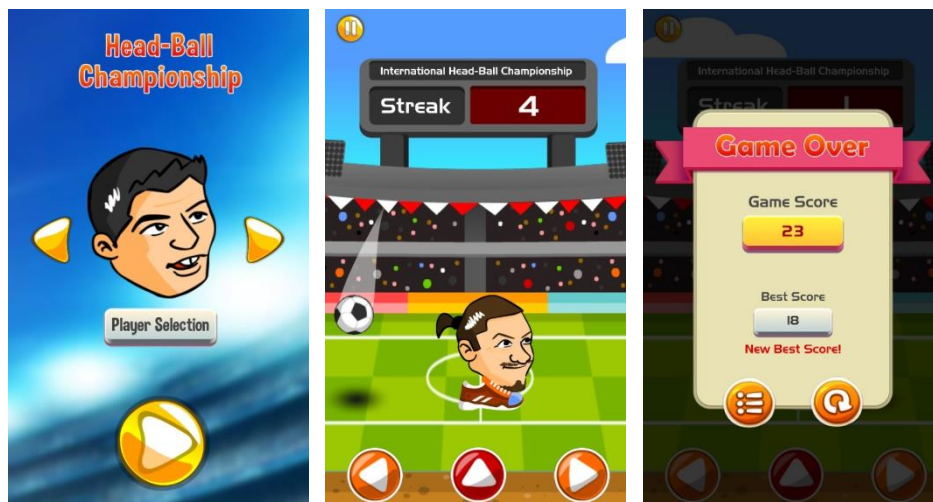
Supports Android, iOS, WebGL, Windows and Mac

Dear Customer,

Thank you so much for purchasing this game framework. Here you can find the most important information on how to use this project efficiently. All script and code assets are fully commented, but if you ever needed a hand on a block of code or anything else, feel free to contact us at www.finalbossgame.com. We'll try our best to support you with your questions as soon as possible.

Overview

Head-Ball Championship is a fun and addictive game which makes you want to play again and again. First you need to select a character and enter the game. For the game-play, you need to keep the ball in the air as long as possible. You need to move your character left/right and jump whenever needed to keep the ball floated in the air. Once the ball touches the ground, the game is over. The score/best-score will be saved after the game is over.



The game accepts both touch and mouse inputs, and thus, can be tested on **Android, iOS, WebGL** and **Stand-Alone** platforms.

This game kit needs no 3rd party plug-ins to work. It runs and builds out of the box. All you need to do is to load the kit inside Unity, set the project on the desired platform and hit "Build" to receive your game in no time!

Monetization

We have integrated AdMob ad system into the kit. You are free to set your own Admob IDs into the AdManager prefab which is also available from within the "Init" scene. AdManager is configured to show a banner ad at all time, while only showing an interstitial ad when the game is pauses or over. You are free to add more events for showing ads.

Classes

This game framework uses a few separate classes to control the game's main routine. All these classes are fully commented and you can easily guess the dataflow. But we will try to introduce them here at a glance:

- **GameController:** Main game controller class. This class is responsible for keeping track of user score, handling different game states, running counter, playing audios, showing ads and managing game-over state.
- **BallController:** This is the main ball controller. It handles all ball status including force management, movements, collisions, sounds, visual effects, etc.
- **CounterController:** The counter prefab. It is used in the first run of the game. counts from 3 to 1 and then disappears.
- **PauseManager:** This class manages pause and un-pause states. Please note that the pause scene is the best place to show your full screen ads.
- **HeartBeatAnimationEffect:** This class simulates a heart-beat animation (by modifying the scales) when being attached to any 3D object.
- **PlayerController:** Main player controller. It handles player movement, jump, collisions and also provides a few options to control the character by touch or keyboard keys.
- **TextureScroller:** This class scrolls the background texture of the main game.
- **AdManager:** This is the main AdMob manager class that can be used/modified by you. You can set different IDs for different types of Ads (obtainable from Admob developer panel) And you can define new public functions here and call them later inside your game

Got any questions?

If you have any questions, feel free to ask us at <http://www.finalbossgame.com> and we will get back to you as soon as possible.

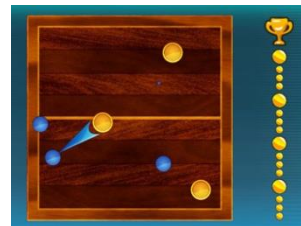
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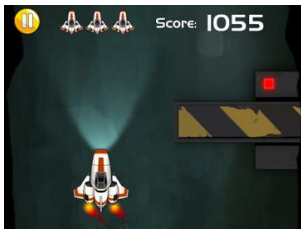
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