Rocket Mouse

Based on a Tutorial by Mark Placzek.

See Links below.

Complete rewritten using Unity3D and Playmaker by Ralf Geiger.

1   About

After Zombie Conga, this is my second game coding with Unity3D. Thanks to Mark Placzek and the Community of raywenderlich.com (new: https://www.kodeco.com), for this great game.

After this, thanks for Hutong Games for his fantastic visual state Editor Playmaker. It helps me a lot for release some games.

I released the game as a thank you to the community, as I was able to learn a lot from you.

Also thanks to the Unity-Team for her fantastic Game Engine.

Note: The assets bundled with this project were created by the following very talented people:

- Game art created by Vicki Wenderlich for the original How to Make a Game Like Jetpack Joyride using LevelHelper, SpriteHelper tutorials.
- Sounds from freesound.org and opengameart.org website
- Soft wood kick by jorickhoofd
- Retro Coin Collect by DrMinky
- zoup.wav by themfish
- Rocket Flight Loop by qubodup
- Music track called 'Whiskey on the Mississippi' created by Kevin MacLeod (incompetech.com).

2 Licence

Game based on a tutorial by Mark Placzek.

Complete rewritten with Playmaker in Unity3D by Ralf Geiger. The Game is Public Domain.

3   Installation

3.1   Start a new Project

The project was created with Unity 2019.4.40f1. However, it should also work in higher versions of Unity.

Create a new project in Unity 2D Core (Build-in Renderer)

3.2   Install Playmaker

The project was originally created with Playmaker version 1.9.2. Please install the latest version via the Package Manager or the Asset Store (online).

The addon "Ecosystem" is not required, but could also be installed.

3.3   Install TextMeshPro

TextMeshPro was used for the text display. Please install TextMeshPro via the Package Manager.

3.4   Adjusting the Gravity

To change the gravity force globally, chose Edit ‣ Project Settings ‣ Physics 2D. This will open the Physics 2D Settings of the project in the Inspector. Find the Gravity field and set its Y value to -15.
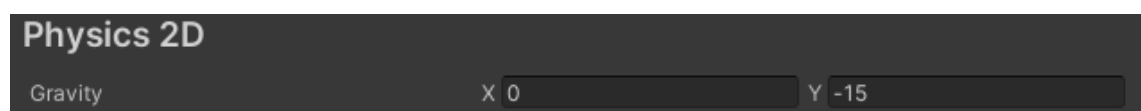
3.5   Setup Tags and Layers

Menü: Edit / Project Settings / Tags and Layers

The following tags must be set:
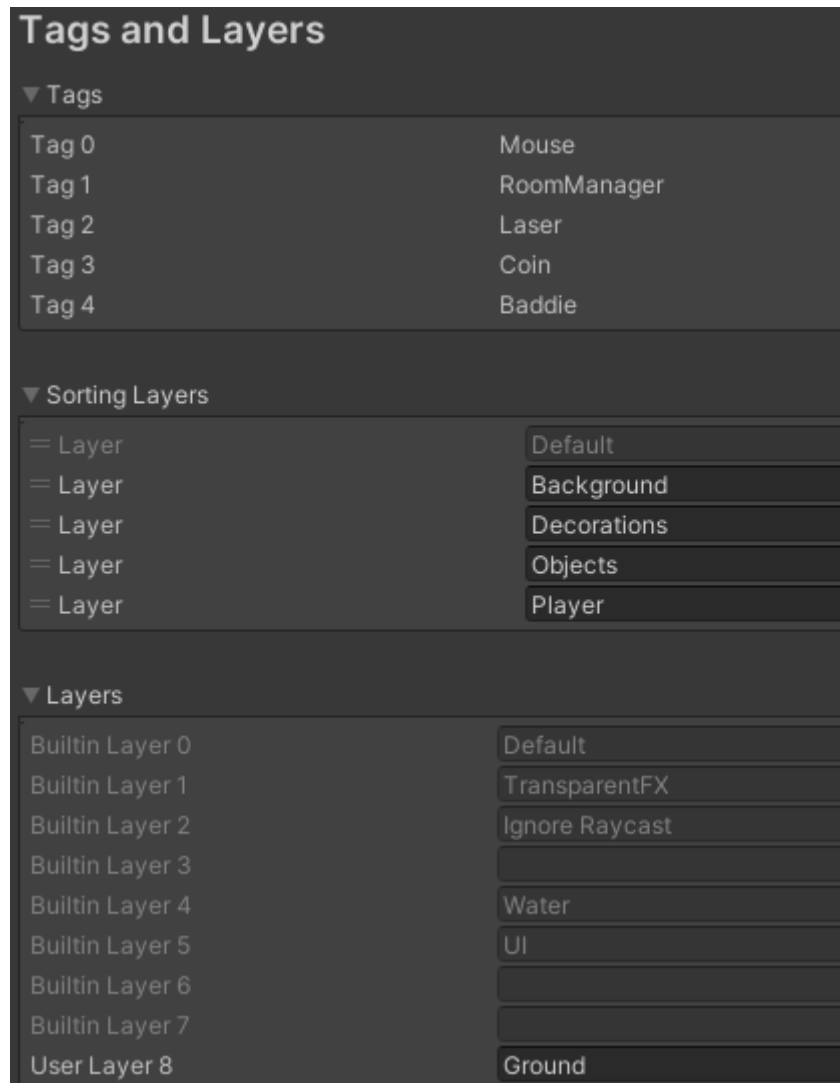
- Mouse
- RoomManager
- Laser
- Coin
- Baddie

The following sorting layers must be set:

- Background

- Decorations
- Objects
- Player

The following Layers must be set:

- Ground

3.6   Physics Layer Collision Matrix

No changes have been made to the matrix. Please leave as default.

3.7   Global PM-Variables

Global variables were used in Playmaker. The variables can be accessed via the menu
PlayMaker / Editor Windows / Global Variables.

The following variables have been set:

- MUTE   Type: Bool
- VOLUME   Type: Float

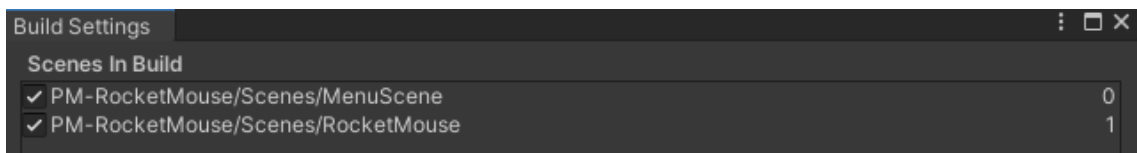| Name	Used	Type
MUTE	1	Bool
VOLUME	1	Float

The variables can be inserted using the enclosed file "PlayMakerGlobals.unitypackage" via the menu Playmaker / Tools / Import Globals.

3.8 Install Rocket-Mouse-Package

Install the RocketMouse-PM package.

3.9 Set Scenes In Build

The scenes must be used in Build Settings. The following graphic shows the sequence. Menu: File / Build Settings.

Build Settings	⋮ ☐ ✕
Scenes In Build	
✓ PM-RocketMouse/Scenes/MenuScene	0
✓ PM-RocketMouse/Scenes/RocketMouse	1

The project should now work correctly 😊

Have fun with it

4   Links

Unity3D:

https://unity.com/de/download

Playmaker:

https://assetstore.unity.com/packages/tools/visual-scripting/playmaker-368

The links to the Rocket Mouse tutorial:

https://www.kodeco.com/5458-how-to-make-a-game-like-jetpack-joyride-in-unity-2d-part-1

https://www.kodeco.com/5459-how-to-make-a-game-like-jetpack-joyride-in-unity-2d-part-2

https://www.kodeco.com/5460-how-to-make-a-game-like-jetpack-joyride-in-unity-2d-part-3

And the links to the UI-tutorial:

https://www.kodeco.com/6570-introduction-to-unity-ui-part-1

https://www.kodeco.com/6569-introduction-to-unity-ui-part-2

https://www.kodeco.com/6568-introduction-to-unity-ui-part-3