

# 1.Introduction

This is a documentation about how to setup Rolly Vortex.

There are three type of objects in this game.

Tube:



Two type of the Cube: cube will generate barrage.

1.



2.



Coin:

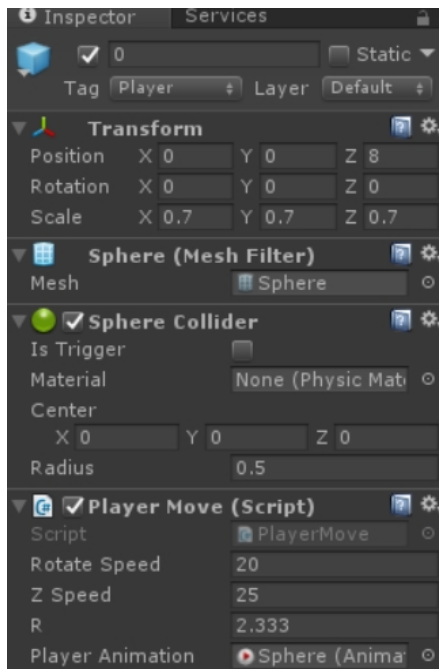


Note: My English is poor, if you can't understand this document, you can email me, my email is [ouyangda8@live.com](mailto:ouyangda8@live.com).

## 2.How the ball move.

When the finger swiped, The ball will rotate at a radius of R meters.

Looking at Resources/BallSkin



Rotate Speed: the speed the ball rotate.

Z Speed : the speed the ball move on the Z Axie.

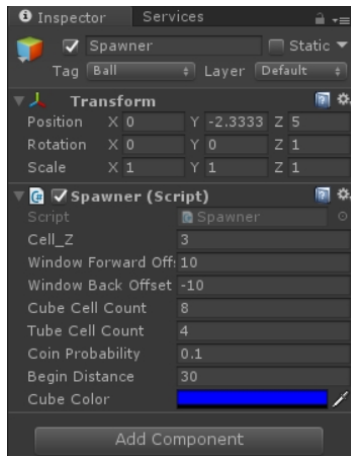
R: the radius of the ball rotate.

Player Animation: the animation attach to the ball.

### 3. How the Spawner work.

Each time the ball passed CellZ meters. The spwaner will check whether to generate the tube, cube, or coin.

Looking at picture3



Picture3

CellZ: CellZ is the basic unit. For example, When the ball passes  $\text{CellZ} * \text{CubeCellCount}$  meters, the spawner will generate barrage.

Window Bottom Offset : the Bottom of the Window.

Window Top Offset: the Top of the Window.

Cube Cell Count: The distance between two barrages =  $\text{CubeCellCount} * \text{CellZ}$ .

Tube Cell Count: The distance between two barrages =  $\text{TubeCellCount} * \text{CellZ}$ .

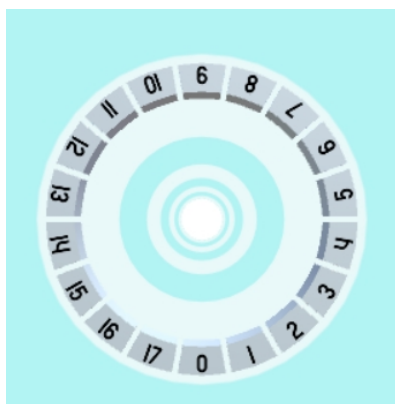
Coin Probability: The probability of the coin to generated.

Begin Distance: The begin distance of the spawner to generate the barrage.

Cube Color: The Color of the Barrage.

## 4. How to design the barrage.

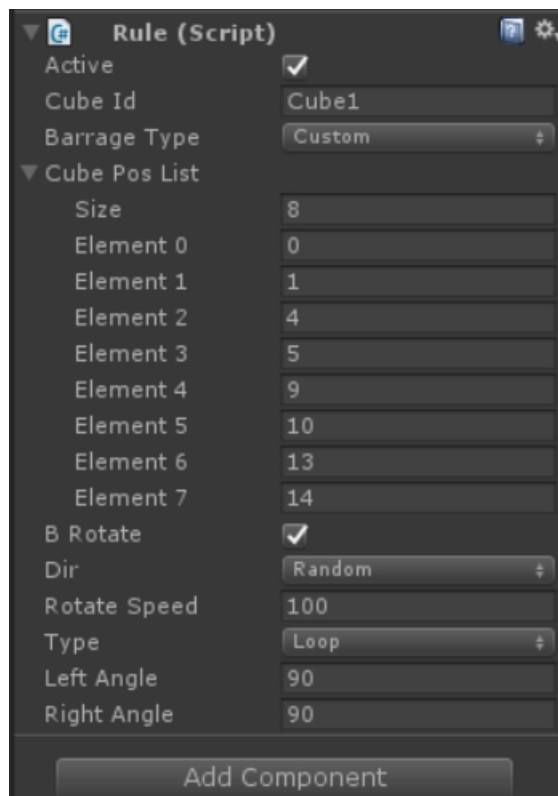
The screen are spilt by so many pieces, Look at picture1. Then put the cube into the piece. You can design your barrage by putting the cube into the different pieces.



Picture1

Looking at Resource/Rule.

There are many rules in the project. Ctrl + D to create your rule.

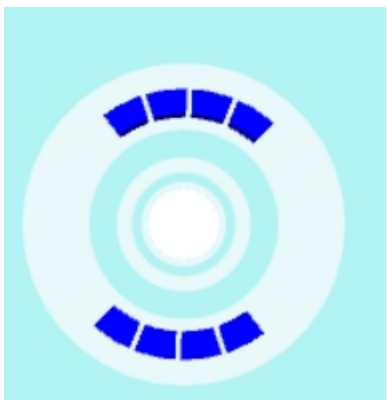


Active: Whether use this rule.

Cube Id: Choose which cube to generate barrage. You can design your cube on path Resource/Cube.

Barrage type: There are two Barrage Type, Custom and Random.

Custom : You can set the cube pos by yourself. For example, set the cube pos list (7,8,9,10, 16,17,0,1) will generate the barrage like the following picture.



Random: set the cube number ,it will generate a random cube pos list.

B Rotate: whether the barrage rotate.

Dir : there are three type of dir: left, right, random.

Rotate Speed: the speed of the barrage rotate.

Type: there are two type of the barrage rotate, Loop and Target.

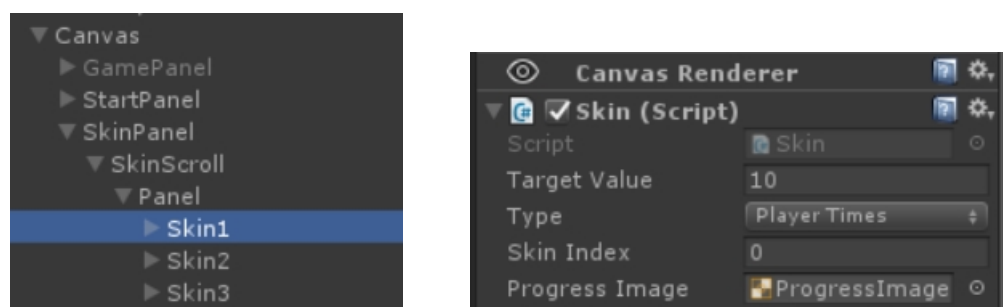
Loop : You can set the Left Angle and Right Angle .For example , if the Dir is Left, the barrage will rotate left angle then rotate Right Angle and loop.

Target : You can set the Target Angle, the barrage will rotate to Target Angle ,then stop rotate.

## 5.How to design the ball skin.

Step1:Looking at Resource/BallSkin, there are many skins.Ctrl + D to copy it, then named it by number.You can change the "Sphere" to your model.

Step2:Looking at Canvas / SkinPanel / SkinScroll / Panel / Skin1



Skin script attached to the Skin1 Game Object.

Type : there are three type : Player Times, Total Score , Best Score.

Player Times : When the Player has played this game 'Target Value' times , the player can unlock this skin.

Total Score : When the Player has got 'Target Value' score , the player can unlock this skin.

Best Score : When the Player' best score bigger than the 'Target Value' the player can unlock this skin.

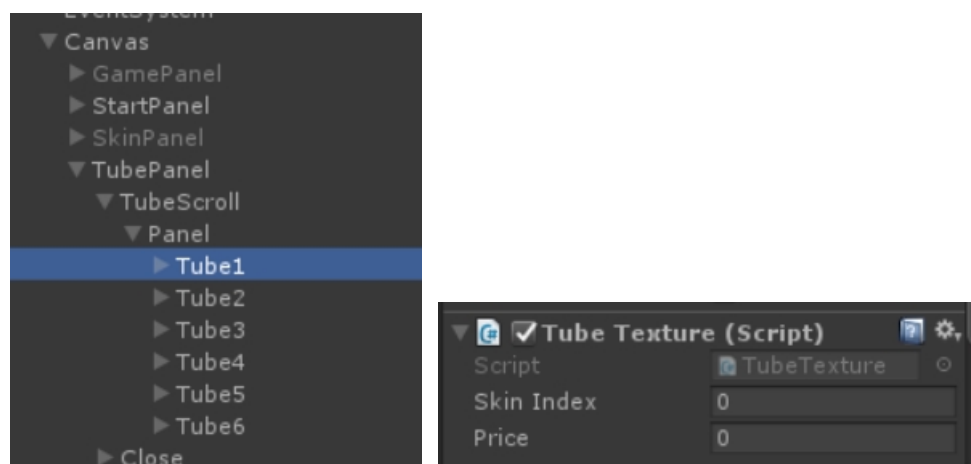
Skin Index : the name of the skin. It must the same as the game object's name on the path 'Resource / BallSkin'.

Step 3: Ctrl + D to copy Skin1 object, then set the properties of the Skin Script to design your ball skin.

## 5.How to design the tube skin.

Step 1: put your tube texture on the path 'Resource / TubeTexture', and named it by number.

Step 2:Looking at 'Canvas / TubePanel / TubeScroll / Panel / Tube1.



Tube Texture script attached to the Skin1 Game Object.

Skin Index : the name of the tube skin. It must the same as the game object's name on the path 'Resource / TubeTexture'.

Price: How much does it cost to buy the tube skin?

Step 3: Ctrl + D to copy Tube1 object, then set the properties of the 'Tube Texture Script' to design your tube skin.