-Instruction-

Modern Suits Slot Asset

Note

For using all asset possibilities, you need to download Facebook SDK for Unity Here, admob plugin here, add in-app purchasing. For this please watch our video instruction or Unity instruction.

FAQ

If I buy your asset, can you help me with any issue?
Sure, we try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.

Is it possible to customize your asset for me, change some features or add new, made new UI, theme designs, etc.?
In general we are free for the freelance work. If you are interested, please contact us individually.

If I have bought your asset, can I use all images and codes in my commercial projects/game?
Yes, you can use them personally and/or commercially in your game and project.

Can I publish the game with your asset in the Google Play Store, App Store, etc. without getting policy issues?
Yes, the license of the Unity Asset Store allow this, but we can`t guarantee that Google Play Store or other Store will approve your game.

What Included

Graphic

Editable PSD and PNG

- Premade Game screen in PSD and PNG. 100% editable, 2732 X 2048. All elements are also in PNG, ready for code.

- Premade Lobby screen in PSD and PNG. 100% editable, 2732 X 2048. All elements are also in PNG, ready for code.

- 12 Modern Symbols for slot in PSD and PNG. Each have win animation in PNG sequence.

- 11 Premade Pop (Settings, About, Big Deal, Coins Shop, Message, Level Up, Big Win, Spin Wheel, Mini Game, Daily Bonus, Pay Table (Help, Pay Lines, Minor, Major and Special Symbols) in 100% editable PSD. All elements also in PNG, ready for code.

- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.

- 70 Icons for your own design.

Font

Not Included

INKFERNO (Free)   Link

Tw Cen MT Condensed Extra Bold (Free)   Link

Code

Ready game

Modern Suits Slot Asset is a new powerful Slot game with premade Game Screen, Lobby, Pop Ups in casual, modern, shiny, colorful style for your mobile/web/video game. It included complete solution of slot possibilities, including changing amount of the reals, symbols, different rules, probability calculation etc. It has also premade simple slot calculator. Working on IOS, Android, Web. The package is provided with complete source code, properly commented.

In the asset realized next functionality:

- 10 premade Slot Games: 3x5, 3x3, 4x5, 3x5 243 Ways, 3x5, 1-2-3-2-1, 3x3 Bonus Game, 3x5 Jackpot , 3x5 Hold, 2-3-4-3-2, 4x5 1024ways
- Scatter, Bonus, Wild, Free Spin and Jackpot symbols functionality
- Customizable Pay Table with probability calculator
- Customizable number, order, images and events of symbols on the reel
- Customizable number of slot lines and improved lines controller
- Spin simulation test for any selected symbol
- Automated Bet Lines creation
- Hold functionality like in Fruit Machine

- Ready to add any number of games in Lobby
- 2 premade Mini-Games: Chests and Fortune Wheel
- Daily Reward and Daily Spin functionality
- Progressive Jackpot functionality with win amination
- GUI controller with Pop Ups
- Players data saving and reset to default data
- Ready to Admob
- Connect the player to Facebook, Facebook gift after login
- Ready to in-app purchasing
- Unity and Mersenne-Twister random generator

Creating project
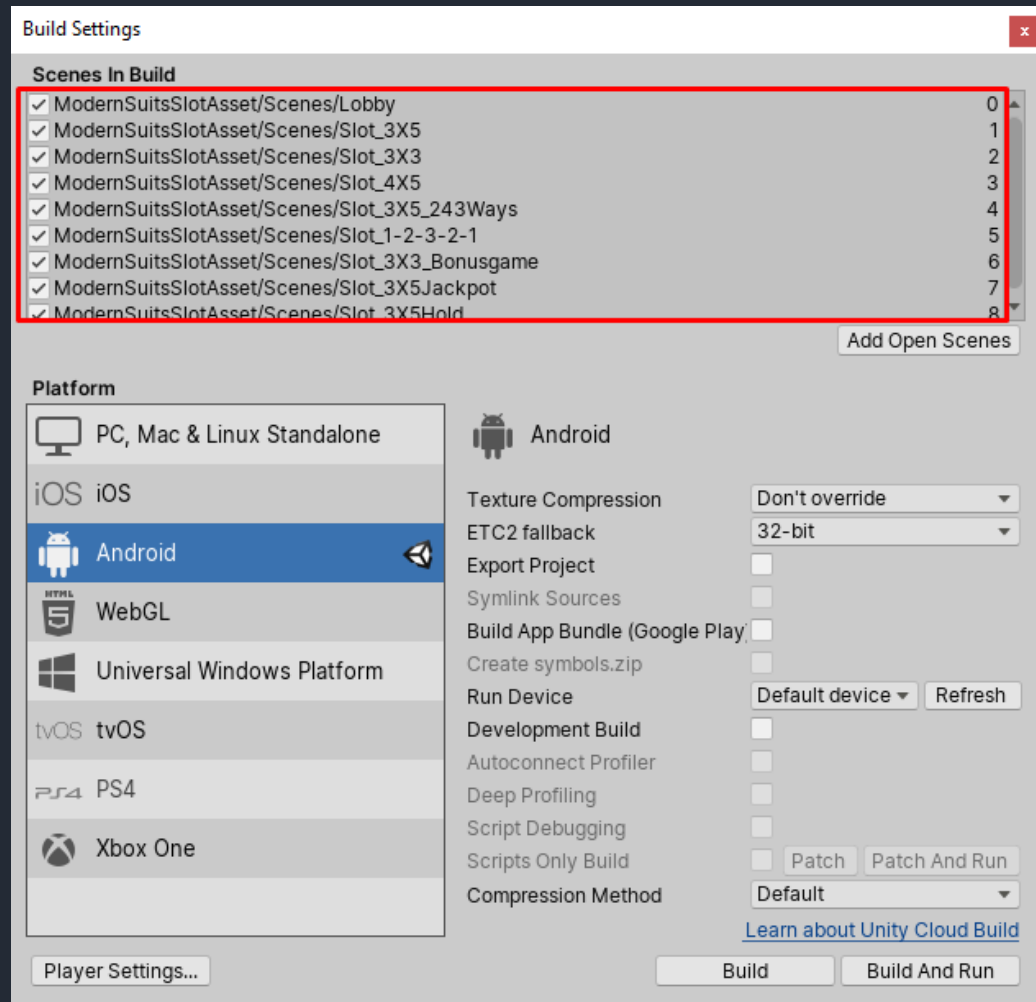
1. Create new project

2. If you need add FaceBook SDK (or make it later). For using Facebook add Scripting Define Symbol: ADDFB

3. If you need add in-app purchasing (or make it later). For using IAP add Scripting Define Symbol: ADDIAP

4. If you need add AdMob plugin (or make it later). For using Ads add Scripting Define Symbol: ADDGADS

5. Import slot asset

5. Open BuildSettings and add existing scenes

6. Close BuildSettings

7. Open scene Lobby, press play

8. Set landscape resolution for best fit (1920 x 1080, 2736 x 2048 or 2048 x 1536)
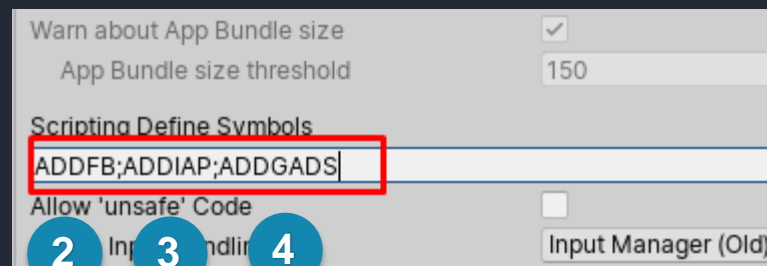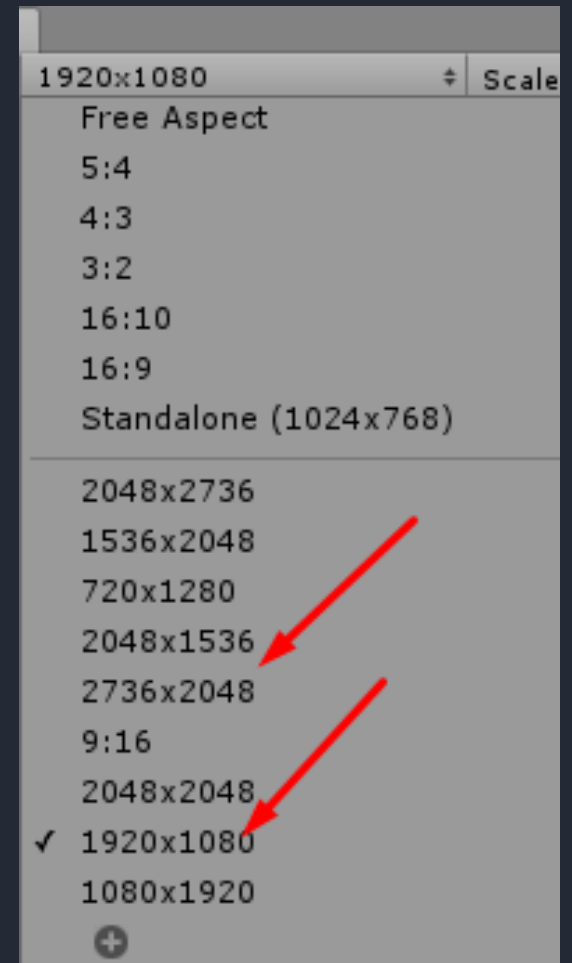
Scenes Description

1. Scene loading buttons (3x3 slots, 3x5 slot, 4x5 slot, other - free buttons for additional games

2. Deal slider

3. Facebook connect button

4. Deal button with timer (open big deal window)

5. Text field with player balance

6. Shop button

7. Player level button (open progress pop up)

8. Slider with player progress

9. Game info button (pay table, line, symbol description)

10. Game menu button

11. Lobby scene button

12. Lines buttons

13. Increase/decrease line bet buttons

14. Increase/decrease auto spins count buttons

15. Info input field

16. Max bet button (set all lines and max line bet)

17. Spin and Auto spin button

18. Total Bet Field

20. Daily Spin button

Scenes Description

21. Hold multiplier

22. Hold buttons

23. Jackpots info (Mega, Maxi, Mini)

All Pop Ups

PAY LINES

1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 20

Bet lines win if the winning symbols are in succession from the leftmost reel to right

SHOP

5,000 — 2,500 — 100 % OFF — $2.99
11,000 — $4.99
27,000 — 25,000 — BEST CHOISE — $14.99
110,000 — 100,000 — NEW OFFER — $29.99

MINI GAME

XP required to Level UP
2,940

SETTINGS
ABOUT
RATE US

5000

COLLECT

MINOR SYMBOLS

9 — 5X - 40 / 4X - 8 / 3X - 4
10 — 5X - 70 / 4X - 25 / 3X - 8
J — 5X - 100 / 4X - 50 / 3X - 10
Q — 5X - 125 / 4X - 75 / 3X - 12
K — 5X - 250 / 4X - 100 / 3X - 15
A — 5X - 300 / 4X - 125 / 3X - 20

DAILY BONUS

NEXT BONUS
12:17:35

DAY 1 — 5 000
DAY 2 — 10 000
DAY 3 — 20 000
DAY 4 — 40 000
DAY 5 — 80 000
DAY 6 — 100 000
DAY 7 — 150 000

LEVEL UP

24

Level Up Reward
5,000

COLLECT

Wheel values: 1000, 300,000, 100,000, 5,000, 10,000

CLICK TO SPIN

COLLECT

ABOUT

MODERN SUITS
DEVELOPED BY MASTER KEY

Need Help?
SUPPORT

BIG DEAL

10,000
5,000
100% FREE
BUY NOW
Ends in 3d, 11h, 30m

GET NEW VERSION
YOUR PROGRESS, BALANCE WILL ALL BE SAFED
INSTALL
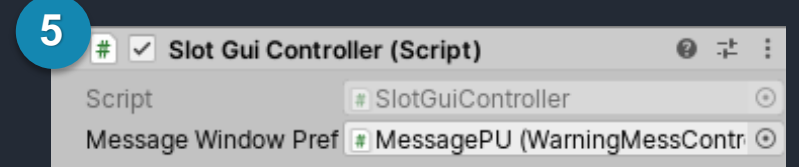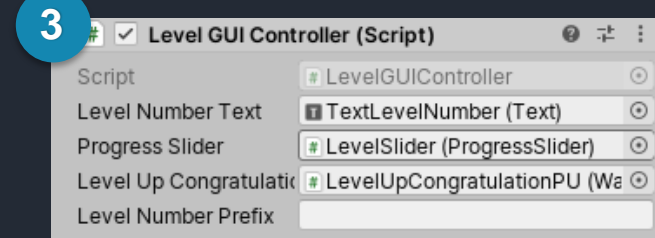
SETTINGS

MUSIC — OFF
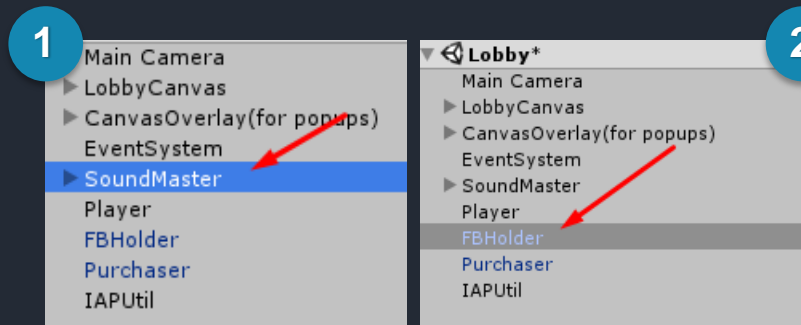SOUND

BIG WIN!

100,000

COLLECT

Lobby scene scripts and settings
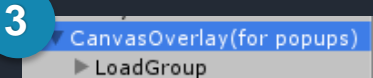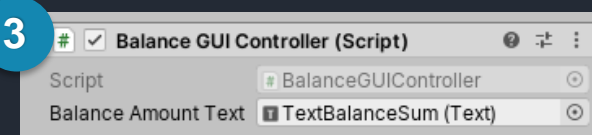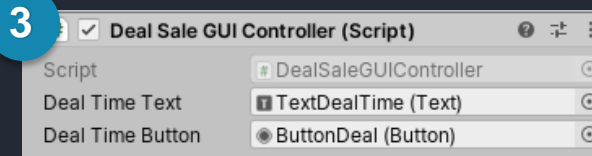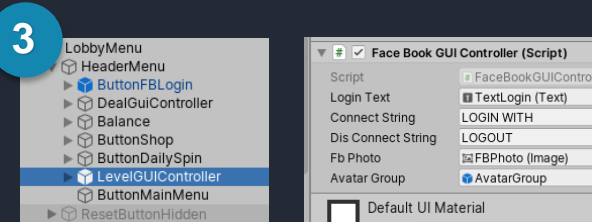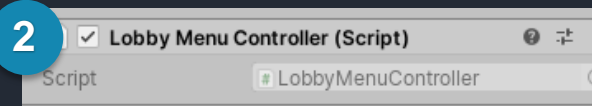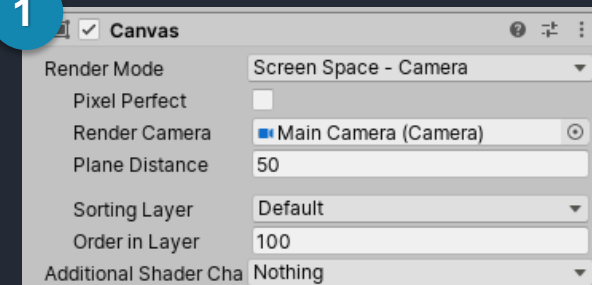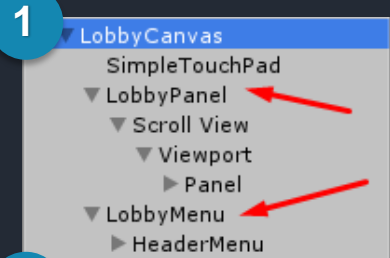
1. All object in lobby scene created on canvas (LobbyCanvas).

2. Lobby menu has attached script – Lobby Menu Controller.cs.

3. Menu elements with controllers

4. Overlay canvas are used for instantiating pop up windows. CanvasOverlay has 4 attached scripts: SlotGuiController.cs, CanvasSetCam.cs, SceneLoader.cs, DontDestroyObj.cs.

5. SlotGuiController.cs – used for all pop up window instantiating

6. SceneLoader.cs – used for loading scenes and show loading progress image.

7. DontDestroyObj.cs – prevents CanvasOverlay destroy by scene changing

8. CanvasSetCam – used for canvas with render mode ScreenSpace–Camera if canvas have component DontDestroyObj.
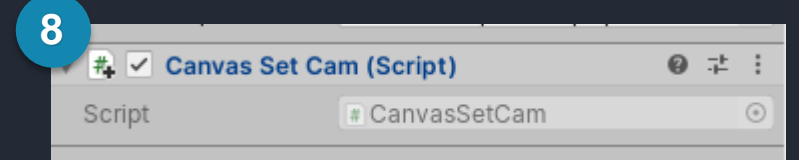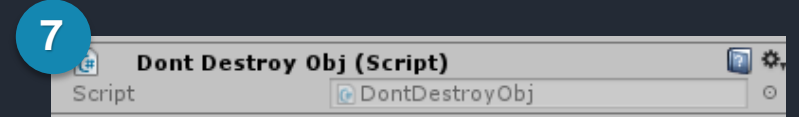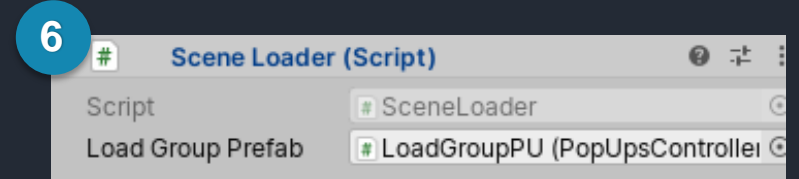
Lobby scene scripts and settings

1. Scene object SoundMaster – object that controls game sounds.
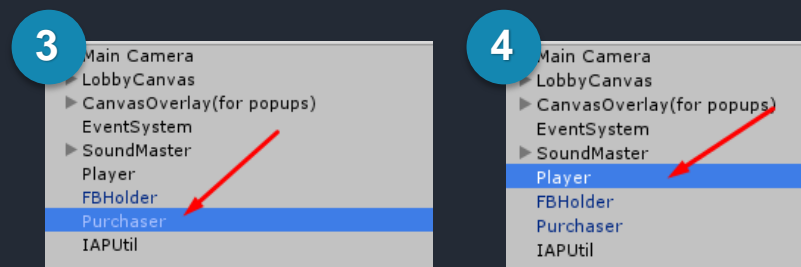
2. Scene object FBHolder – Facebook holder. FBHolder.cs contains methods for login, logout, get player info.
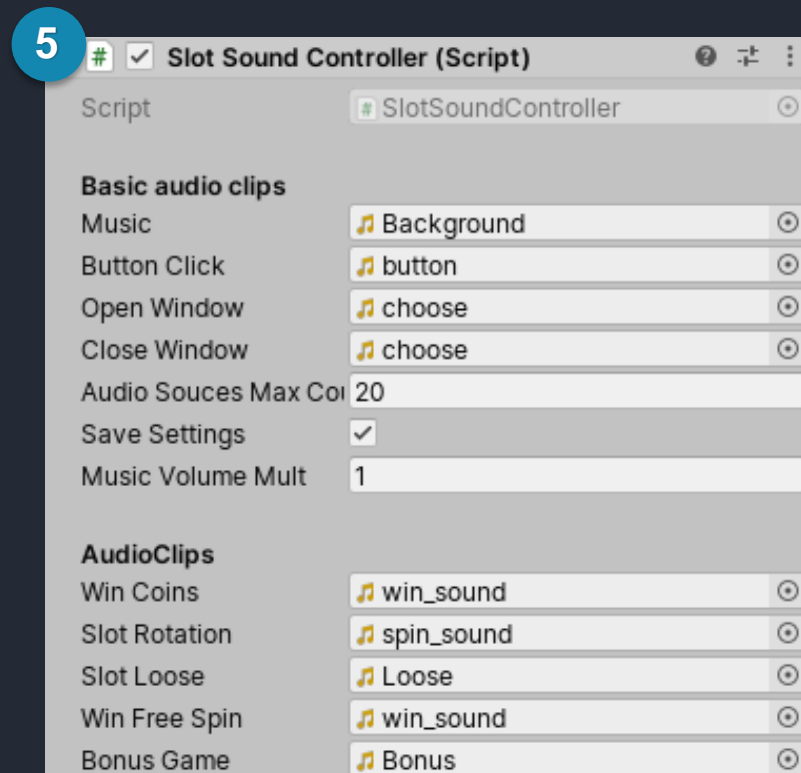
3. Scene object Purchaser. Contains data for the shop pop up.

4. Scene object Player. Contains player data.

5. SoundMaster settings. Contains all sound clips. You can add your own audio clips here. Included audio is only for demo purpose. For playing any clip call SoundMasterController.Instance.Play…();
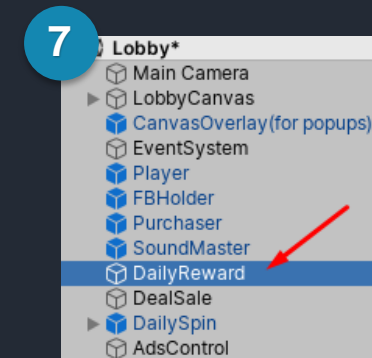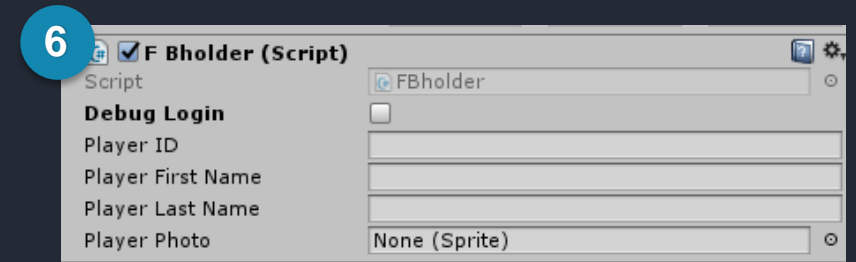
6. After login on Facebook, script is automatically fill next fields – playerID, player first name, player last name, player photo. You can access Facebook data using FBHolder.Instance.playerID or FBHolder.Instance.playerFirstName, etc. You can use facebook gift option.
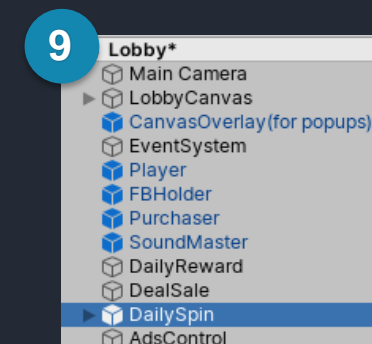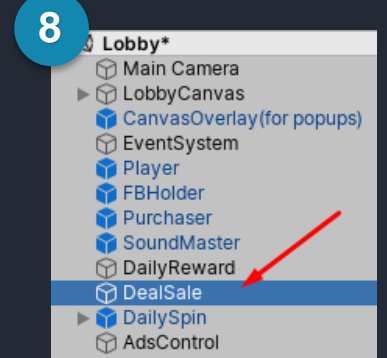
7. DailyReward – object that controls daily reward popup.
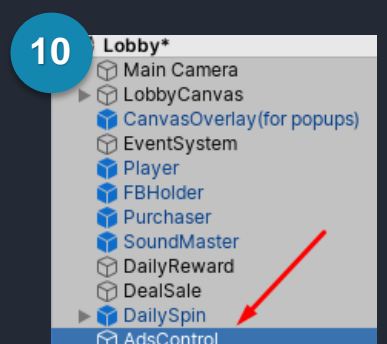
8. DealSale – object that control deal sale popup and DEAL button.

9. Daily spin – object that control daily spin activity.

10. AdsControl – object that control google mobile ads.

Lobby scene scripts and settings

11. Player Settings – contains default and current player data. Can save data on the disk. Buttons used only for debug purposes.

12. Purchasing settings. You can add your own consumables or non consumables goods here. See folder with goods prefabs.

13. Daily coins reward settings. You can add your own reward here.
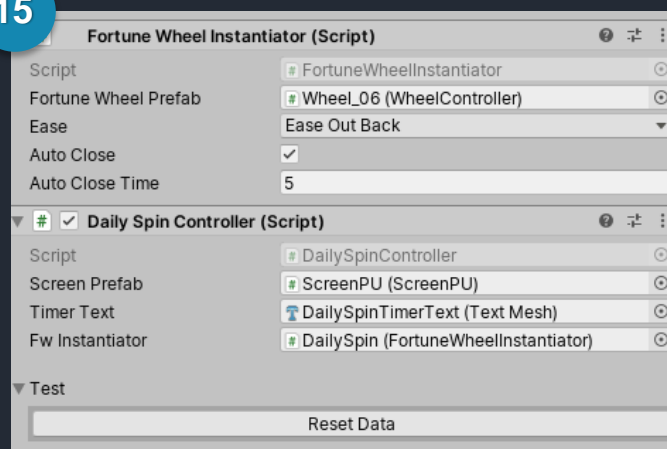
Lobby scene scripts and settings

14. DealSaleController – used to start and stop sales.

15. DailySpinController – blocks the spin, if the player has not played for more than 24 hours

16. AdsControl – used to show google mobile ads.

Game scene scripts and settings

1. Scene object GameCanvas contains SlotMenuController object (SlotMenuController.cs) with HeaderMenu and FooterMenu. SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.

2. Scene object SlotController contains reels with symbols, foreground with mask, and raycasters. From raycasters you can get reference for SlotSymbol on screen.

3. SlotController and wincontroller settings.

4. Slot symbols icons. You can set any amount of symbols for your game. Main sprite for reel – IconSprite (A, 10, …). Icon Blur sprite – in this asset used for motion blur. Check "UseWildSubstitute" checkbox for enable wild substituting.

5. Private win behaviors – you can add for each symbol private win animation or use common win animation (see win symbols behavior foldout) - jump winning symbols to tween targets, scale winning symbols, flashing winning symbols (starts by WinTag, see wincontroller field : spriteseq, spritescale, spriteblink, spritejump)
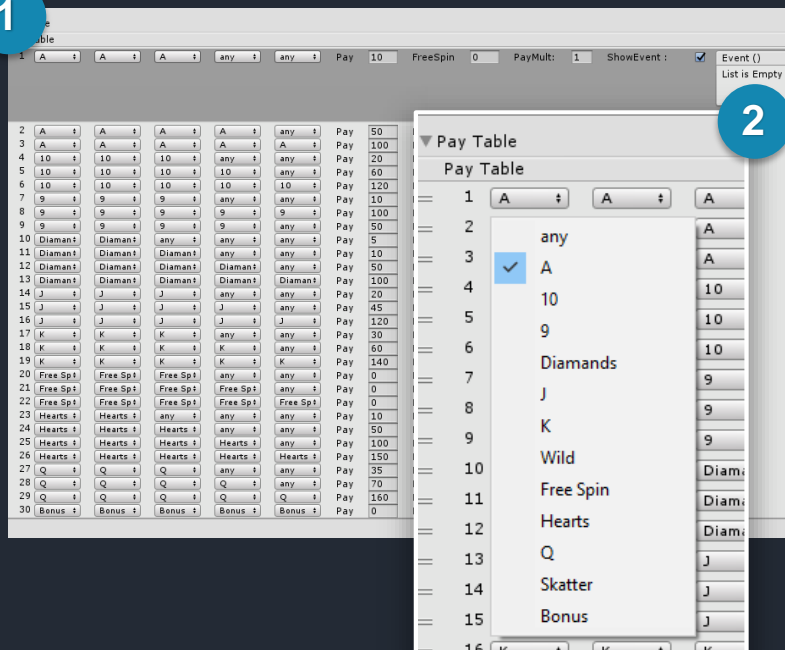
Game scene scripts and settings

1. Pay Table contains win symbol sequences and payouts. You can add any number of winning lines here.

2. You can choose only symbols, that specified in the section <Slot Icons> early.

3. There are special major symbols in the asset: wild and scatter. Free spin, bonus, diamond and heart symbols rules are described in PayTable section. You can fill scatter paytable.

4. You can read and write Majors symbols rules here.

5. References to all SlotGroups (5 slot groups for 5 reels game).

6. In the Options you can set overall game settings.

Rotation Type – choose ease types for reel rotation.

Rotation Time – duration of the real rotation in seconds.

Rotation Time Randomize - % deviations of rotation time

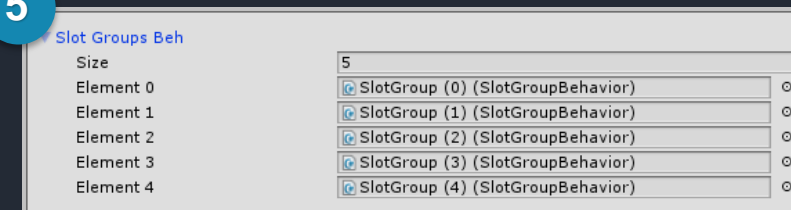Random Generator – choose Unity or MersenneTwister random number generator.

Win Line Flashing – show flashing winning line (All, Sequenced or None).

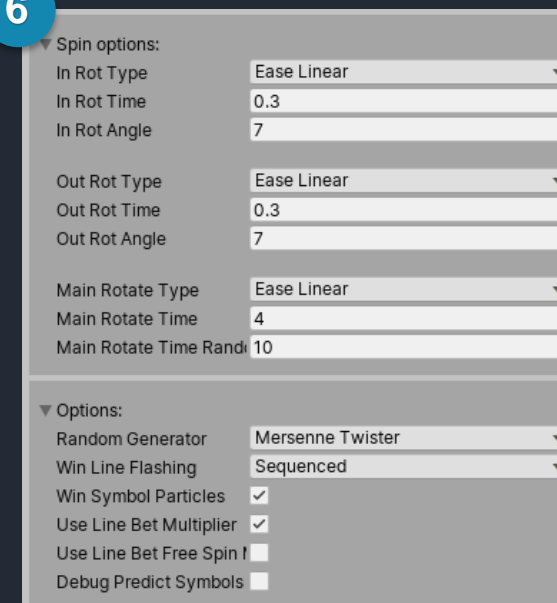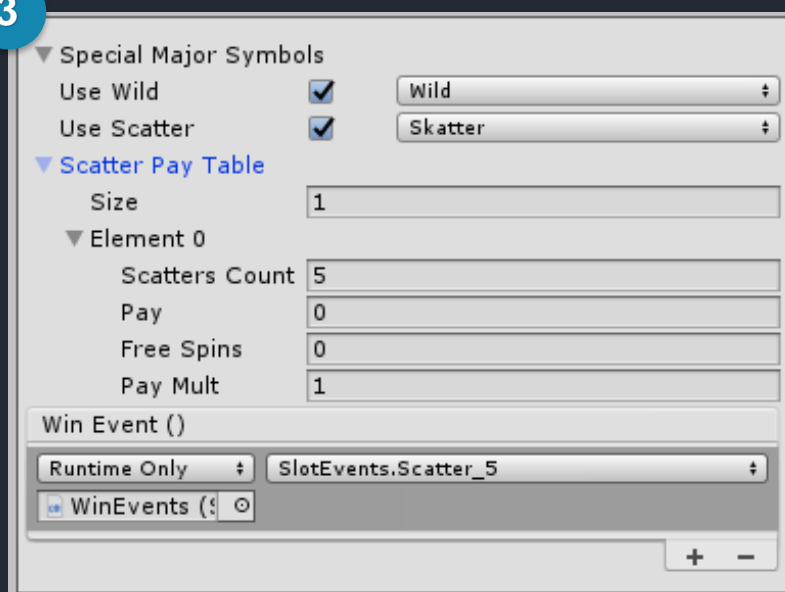Win Symbol Particles – show star particles on the winning symbol.

Game scene scripts and settings

1. Tween targets – transforms for winning symbols jumping.

2. Jackpot settings. Jackpot symbol, number of jackpot symbols on screen. You can use 3 jackpots – mini, maxi, mega.

3. Level progress setting. Set values to add level progress after spin %.

4. Button calculate – calculates win probabilities and show them in separate window (exclude scatter win, jackpot and bonus).

5. Default inspector – show raw script data.

6. WinController script – contain win symbols behavior tag (spriteseq, spritescale, spriteblink, spritejump), line win time.

Game scene scripts and settings
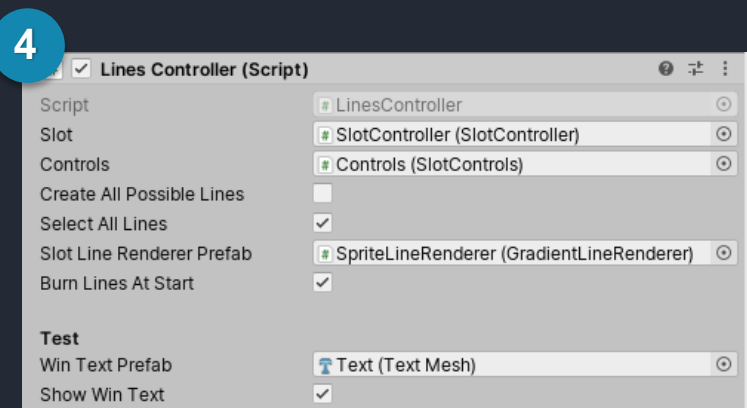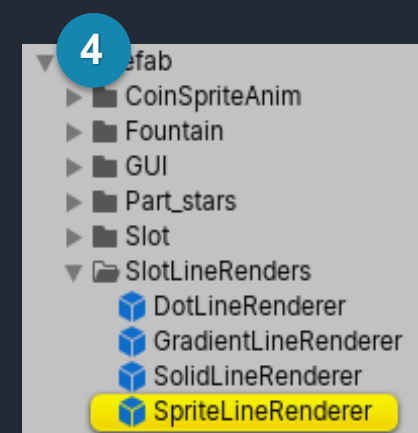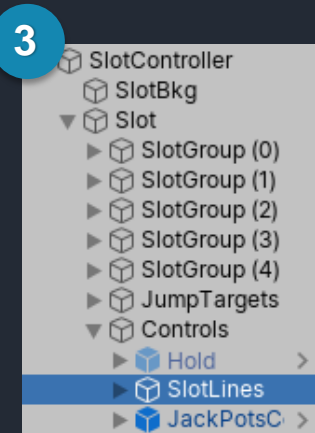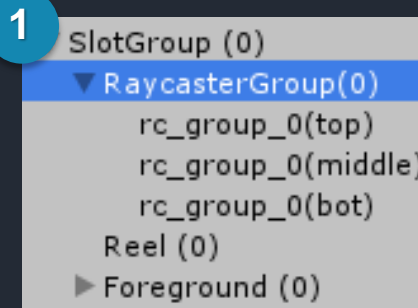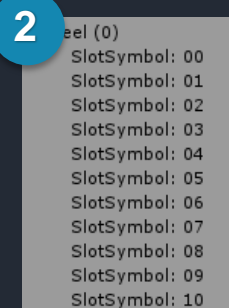
1. Scene object SlotGroups – 5 slot groups for 5 reel game:

   • SlotGroup settings (in this case we have SlotGroup (0)) (SlotGroupBeh.cs);

   • Symbol Order – you can add/remove symbols to the reel here using +/- buttons and drag lines to change the order;

   • Raycasters top down order (base raycaster – bottom raycaster, used for baseline)

   • Additional spin timing

   • Random start position

   • Icon size and spacing

   • Base link – link to base line (see video 1-2-3-2-1 as example)

   • Simulation tab – set selected symbol along baseline after spin(bottom raycaster in each slotgroup).

2. The symbols on reel are created automatically, when the game starts.

3. Scene object SlotLines, used for lines control:

   • Create all possible lines – delete existing lines and create new (using raycasters)

   • Select all lines – select all lines at game start or only first

   • Burn lines at start – make lines visible at game start

   • Slot line renderer – prefab for rendering slot lines (you can choose any from existing, see prefabs folder)

Game scene scripts and settings

1
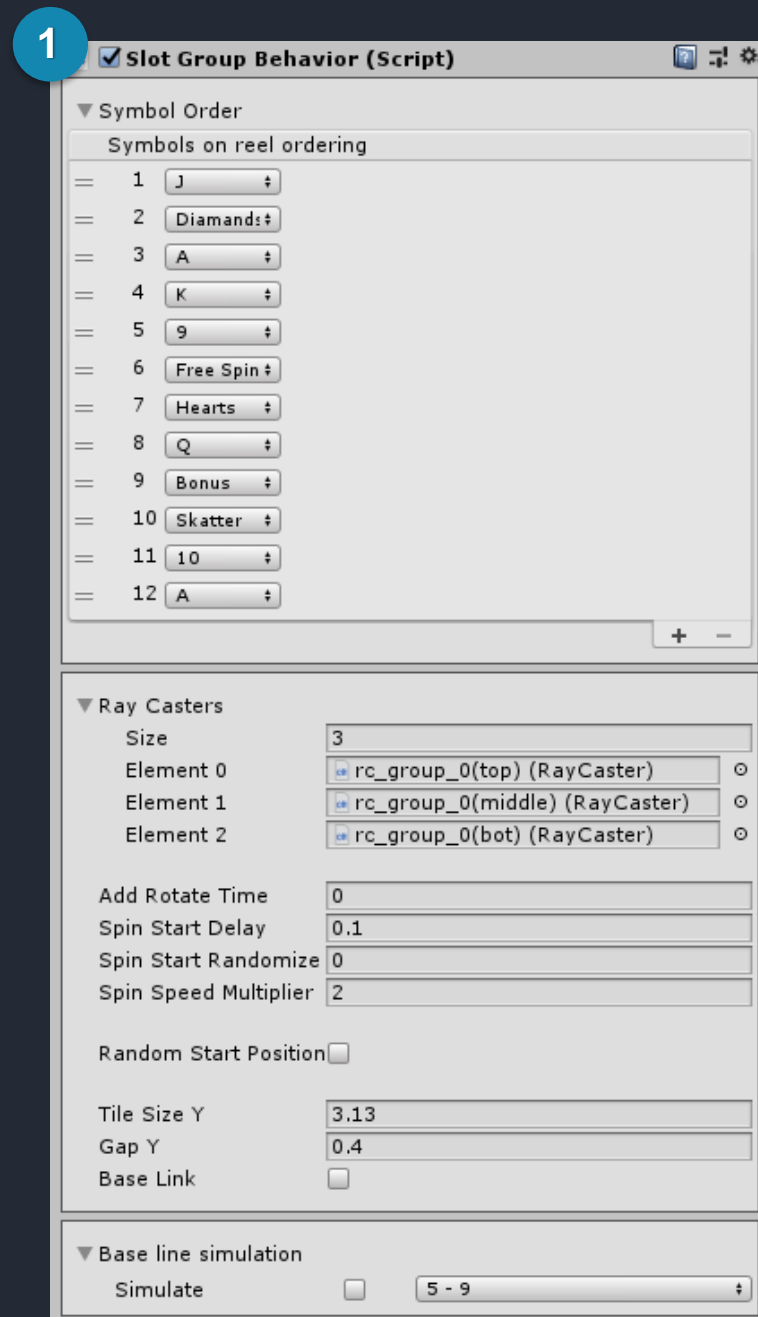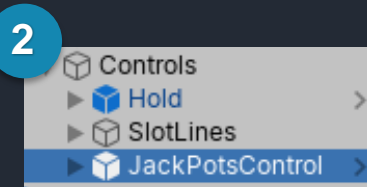
1. Scene object Controls – contain references to control buttons and textfields of the slot machine.

2. Jackpot feature control.

3. Hold feature control.

2

3

1

Slot Controls (Script)

Script	SlotControls
Mega Jack Pot Win Pu Prefab	JackPotMegaPU (WarningMessController)
Mini Jack Pot Win Pu Prefab	JackPotMiniPU (WarningMessController)
Maxi Jack Pot Win Pu Prefab	JackPotMaxiPU (WarningMessController)
Mega Jack Pot Win Prefab	JackPotWinPrefab
Maxi Jack Pot Win Prefab	JackPotWinPrefab
Mini Jack Pot Win Prefab	JackPotWinPrefab
Jack Pot Controller	JackPotsControl (JackPotController)

Jackpot coins

Mini Start	10
Maxi Start	20
Mega Start	1000
Save Data	✓
Max Line Bet	20
Def Line Bet	1
Auto Play Free Spins	✓
Def Auto Spins	5
Max Auto Spins	1000
Line Bet Sum Text	TextLineBetSum (Text)
Total Bet Sum Text	TextTotalBetSum (Text)
Lines Count Text	TextLinesCount (Text)
Free Spin Text	FreeText (Text)
Free Spin Count Text	TextFreeSpinCount (Text)
Auto Spins Count Text	TextAutoSpinsCount (Text)
Info Text	TextInfo (Text)
Win Amount Text	None (Text)
Mega Jackpot Amount Text	TextMegaJackPotSum (Text)
Mini Jackpot Amount Text	TextMiniJackPotSum (Text)
Maxi Jackpot Amount Text	TextMaxiJackPotSum (Text)
Spin Button	ButtonSpin (Button)
Auto Spin Button	None (Scene Button)
Hold	Hold (HoldFeature)
Slot	SlotController (SlotController)
Lines Controller	SlotLines (LinesController)

REALISTIC SLOT MACHINE

Editable Sign

Silver, Gold, Diamonds

COINS & DIAMONDS PACK

CHESTS ANIMATION PACK

Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.

MASTER KEY

RATE US ★★★★★
FOR NEW COOL ASSETS

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