

Bingo Framework Docs

In this documentation, we will go over how to setup and manipulate your project to get the very most out of this framework. Everything available in this framework will be described in detail.

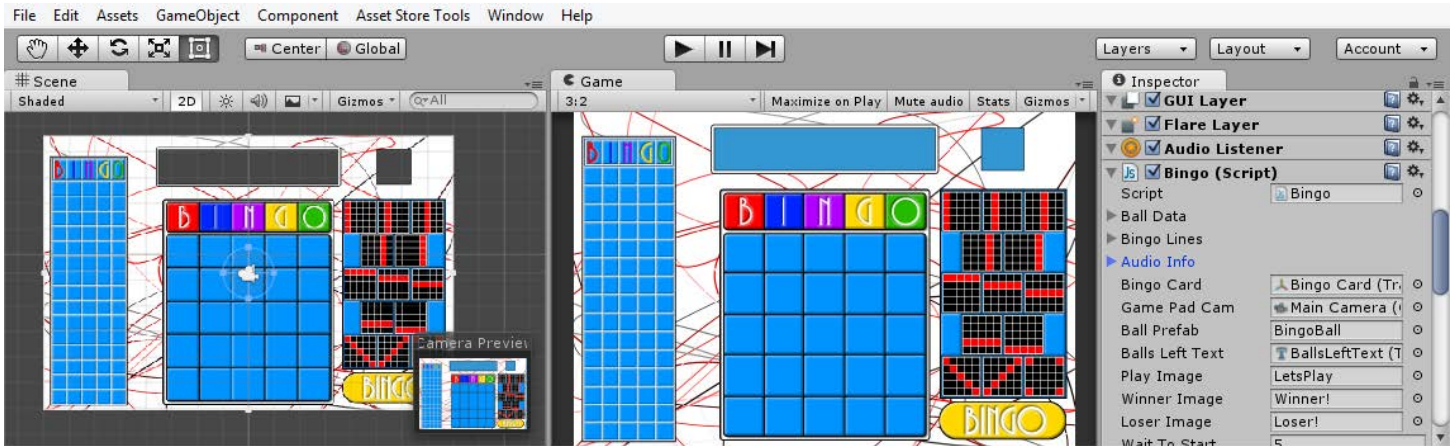


TABLE OF CONTENTS

Setting Up The Project	Page 2
Know The Scene	Page 3
Know The Hierarchy	Page 4
Using The Options	Page 5
What To Look Forward To	Page 6

SETTING UP THE PROJECT

After importing the framework, the first thing you will want to check is the Build Settings for the project. You can find the build setting at **FILE > BUILD SETTINGS**. Inside the project panel window, go to **ASSETS > Bingo > SCENES** and drag the Bingo scene.

If the **Scenes In Build** are correct, the next step is to choose the platform that you will be working with. Inside the **Platform** window, Choose from one of the options. This framework currently supports Webplayer and Standalone. Then press **Switch Platform** and that's it.

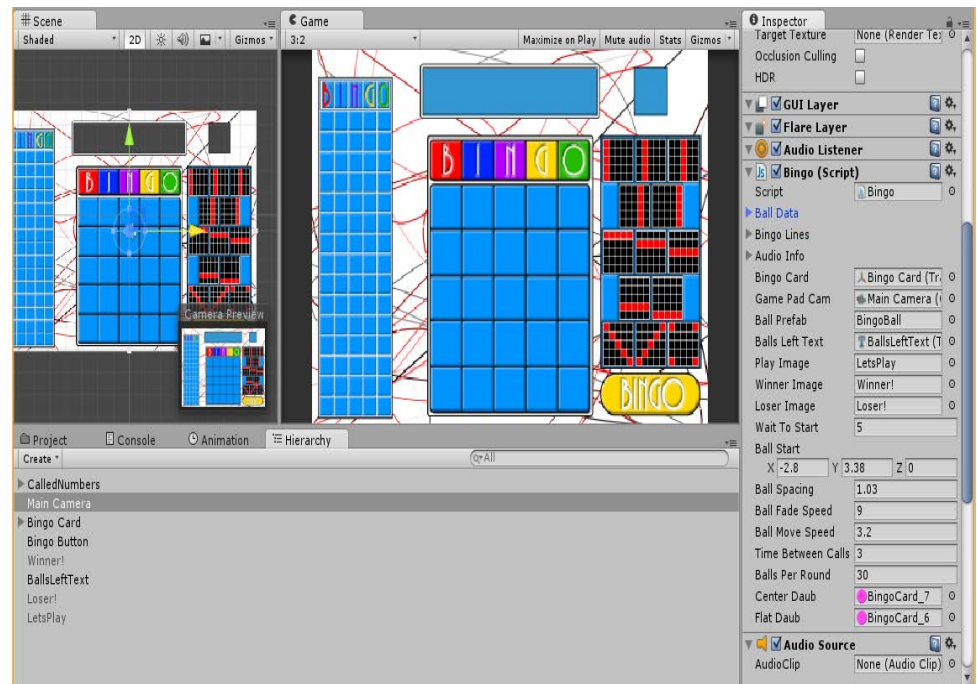


NOTE: When adding scenes, they can be in any order unless you will be loading scenes by index. This framework currently only uses one scene, but future updates will included multiple scenes. The current screen size for the sprites provided is 3:2.

KNOW THE SCENE

In the bingo scene, you can view and change the settings by clicking on the Main Camera object in the **Hierarchy** window. Once selected, scroll down the inspector and find the Bingo (Script). This is where all of your options are.

In the **Hierarchy** window, all of the objects in the scene will appear here. If you see a triangle beside it, that means that object has other objects inside of it.



Ball Data: This slot is for the UserData prefab. Is where you the framework determines which sprites are used in each letter. Each letter contains the name, ball sprite and daub sprite.

Bingo Lines: contains the x and y positions for each bingo combination. (0, 0) being the top left.

Audio Info: This is the name and clip for all the sounds in the game (order cannot be changed but can be added upon).

Bingo Card: The parent for all the x, y game objects in the scene. (Bingo Card in hierarchy)

Balls Left Text: The text that displays how many balls are left. (BallsLeftText in hierarchy)

Play Image: This is the sprite button to play the game. (LetsPlay in hierarchy)

Winner and Loser Image: The sprites that display if won or lost (Winner! and Loser! in hierarchy)

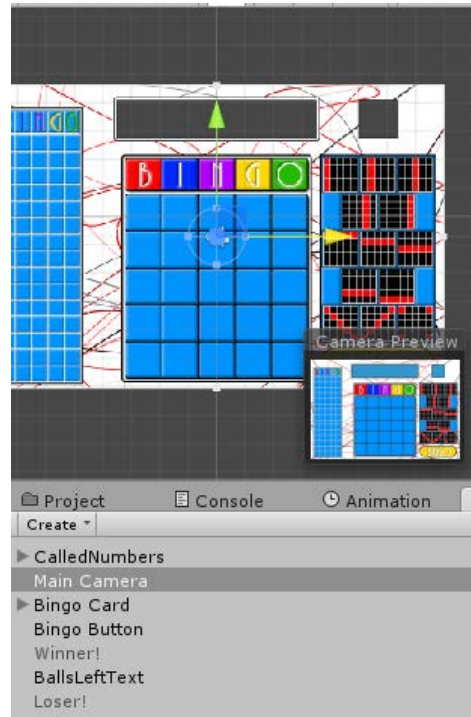
Center Daub and Flat Daub: The center daub is the sprite we will place in the middle of the card and the flat daub is the normal daub sprite. (In project panel in the sprites folder)

This covers the options for custom classes and object fields in the inspector. Later we will cover the rest of the options in the inspector. But first, we need to cover the game objects in the scene and how they work with the bingo script.

KNOW THE HIERARCHY

The **HIERARCHY** is panel that holds every object in the scene. If not properly maintained, your hierarchy can become cluttered, making it difficult to find objects that you need.

There are also objects that are instantiated into the scene during play mode. For tidiness, every object instantiated in the scene is parented to another object and labeled accordingly.



CalledNumbers: This is a parent object that holds all of the text for the numbers called card. These text objects are also used to instantiate the "Daub" in accordance to which letter it's under.

Main Camera: This is the primary camera and audio source. It also contains the bingo script.

Bingo Card: This object is the background sprite and secondary audio source. It also contains all the x, y gameobjects for the card. Each one of these objects contains a text mesh and box collider and tagged "Item".

Bingo Button: This is the bingo button sprite which contains a box collider and tagged "GameController".

Winner! and **Loser!:** This is the winner sprite that displays if you win or lose. These objects are turned off by default until used.

BallsLeftText: This object displays the balls left count using a text mesh.

LetsPlay: this is the let's play button used to start the timer.

important: If more audio is added than what is already supplied, It will need to be programmed to work with either the primary audio source (Main Camera) or secondary audio source (Bingo Card). The Audio Info tab in the bingo script is only for organization. None of the audio is handled automatically besides what is already provided.

USING THE OPTIONS

In this section we will be going over the options you have to alter in the bingo script. These options will change speed, ball instantiation positions and how many balls are used per round.

In later updates, this framework will become more and more flexibility with alot of options to customize the way the game works. If there is any option you would like to see in future update, feel free to contact me via email.



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Ball Fade Speed: How fast a ball fades in and out.

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Hja Y6 Yhk YYb`7 U`g.`V@ÁÁÁ@Áæ [~} á Á^& } á•Á^c, ^^} Á ball instantiations

NOTE: If ball start is changed, you will still have yellow text at 3, 2 and 1 and green at go. Also, sound will be played whenever time is updated.

What to look forward to

There is a lot of feature I am planning to add in the future. As you can see in the classes and in script, preparations are already being made for future updates. Some things you may see in the future:

- *Special Daubs - Including auto win daub, more "daubbers" daub(Explained in a minute), explosion daubs, much more...

- *Multiple Cards - Being able to cycle through a chosen amount of cards.

- *Daubbers - Using daubbers as "Chips" to determine how many cards they can afford to play

- *Voice Calls - calling each number in voice when a ball is called

- *Much more...

I look forward to updating this framework and I hope you enjoy using it. If you have any questions or comments, feel free to contact via email anytime.