Shape Change

Thank you for purchasing the asset!

The asset is mainly made for publishing and learning purposes, but you can use it as you like.
Please contact me if you have any questions/issues!

If you like the asset, please leave a review!
If you don' t like it, or you have any questions, don' t hesitate to send me an email!

You can use anything from the asset for any purpose.

Email: ragendom@gmail.com
Facebook: https://www.facebook.com/Ragendom-283436829168712/

Please use Unity 2019.1.1f1 to avoid errors

Credits:

      Background music by Eric Matyas: *http://www.soundimage.org*
      Sound effects: https://www.noiseforfun.com

IMPORTANT

1. In this asset I use **TextMesh Pro** for the text elements. First you have to import it.
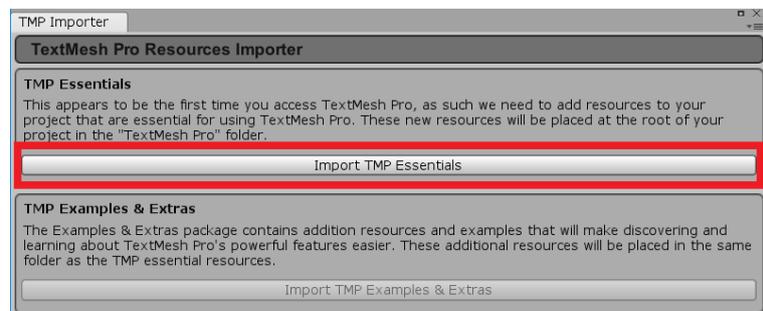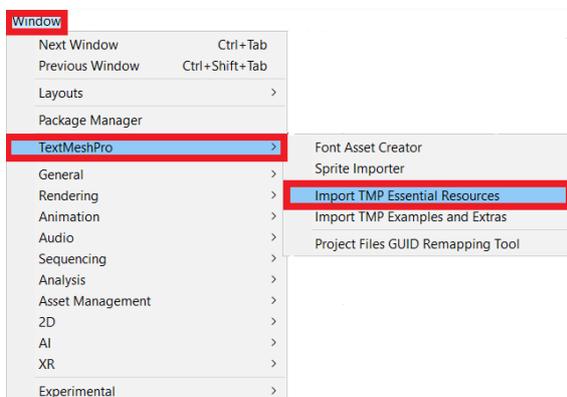
IMPLEMENTING ADS

1. Open *Services*
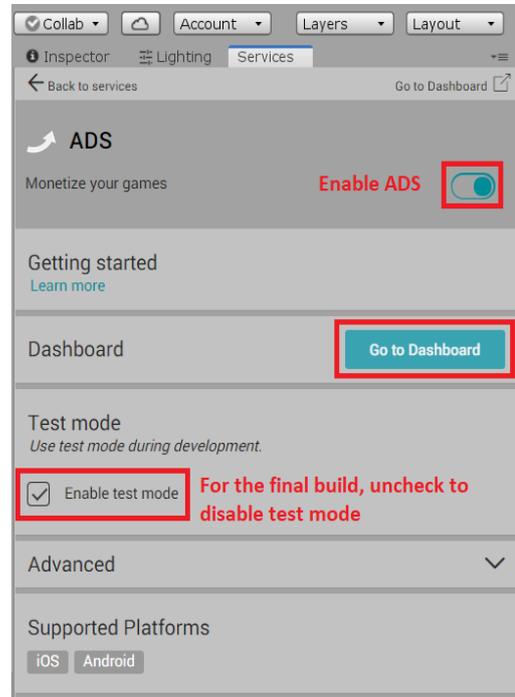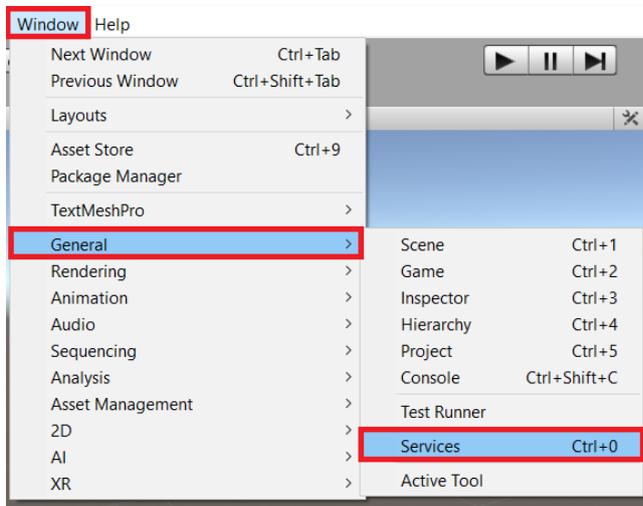
2. Enable Ads. If you want to test the ads, then enable test mode, but **you will need to disable test mode for the final build.**

3. **Close and reopen project!!!**

4. Find AdManager in the Hierarchy.
   You will need to disable test mode for the final build. You can select the AD network here.
   You have to change App ID, and AD IDs for the final build.

Enable this for testing, disable it for final build
Using Unity Ads when enabled, using Admob when disabled

Use the ad IDs you created in your Admob Panel

| Ad Manager (Script)	
Script	AdManager
Test Ads	☑
Unity Ads	☑
App ID	
Banner ID	ca-app-pub-3940256099942544/6300978
Interstitial ID	ca-app-pub-3940256099942544/1033173
Reward Video ID	ca-app-pub-3940256099942544/5224354

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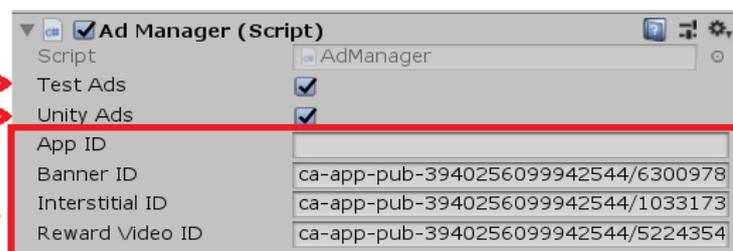
5. Find RewardButton in the Hierarchy. You can change the amount of tokens the player gets after watching a Reward Video Ad.

Player gets this many tokens after watching a Reward Video Ad ➡

▼ ⬛ ☑ Reward Button (Script)	📄 🔲 ⚙
Script	⬛ RewardButton
Reward Count	5
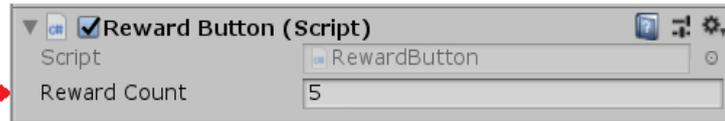
5. Resolve just before building the project.
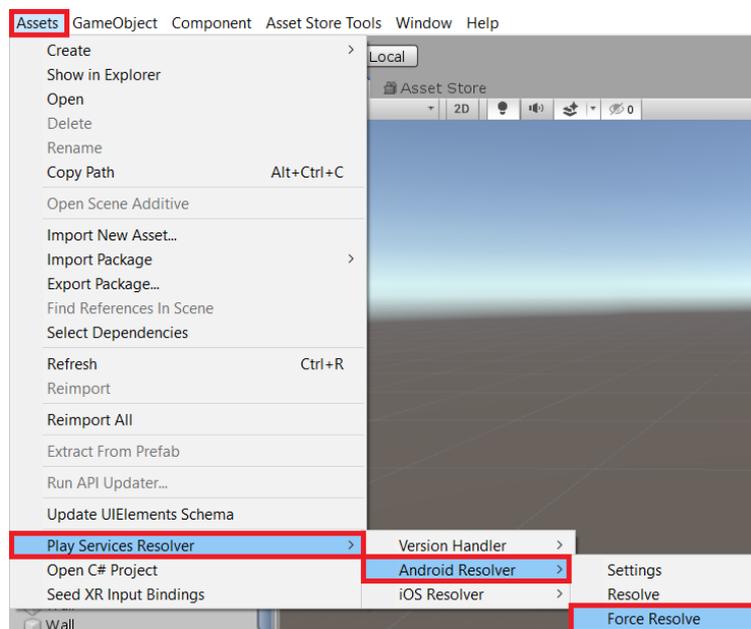
Calling ADS

Admob

FindObjectOfType<AdManager>().ShowAdmobBanner();

FindObjectOfType<AdManager>().ShowAdmobInterstitial();

FindObjectOfType<AdManager>().ShowAdmobRewardVideo();

Unity ADS

FindObjectOfType<AdManager>().ShowUnityVideoAd();

FindObjectOfType<AdManager>().ShowUnityRewardVideoAd();

If you want to use Unity Ads, then after you have done the 1, 2, 3 steps, you have to **uncomment** some lines in the following scripts:

GameManager.cs   **Uncomment lines: 21-23, 32-37**

```
19    void Start () {
20        //UNCOMMENT THE FOLLOWING LINES IF YOU ENABLED UNITY ADS AT UNITY SERVICES AND REOPENED THE PROJECT!
21        //if (FindObjectOfType<AdManager>().unityAds)
22        //    CallUnityAds();    //Calls Unity Ads
23        //else
24        CallAdmobAds();    //Calls Admob Ads
25
26        StartPanelActivation();
27        HighScoreCheck();
28        AudioCheck();
29    }
30
31    //UNCOMMENT THE FOLLOWING LINES IF YOU ENABLED UNITY ADS AT UNITY SERVICES AND REOPENED THE PROJECT!
32    //public void CallUnityAds()
33    //{
34    //    if (Time.time != Time.timeSinceLevelLoad)
35    //        FindObjectOfType<AdManager>().ShowUnityVideoAd();    //Shows Interstitial Ad when game starts (except for the first time)
36    //    FindObjectOfType<AdManager>().HideAdmobBanner();
37    //}
38
```

RewardButton.cs   **Uncomment lines: 23-25**

```
20    public void ShowRewardVideo()
21    {
22        //UNCOMMENT THE FOLLOWING LINES IF YOU ENABLED UNITY ADS AT UNITY SERVICES AND REOPENED THE PROJECT!
23        //if (FindObjectOfType<AdManager>().unityAds)
24        //    FindObjectOfType<AdManager>().ShowUnityRewardVideoAd();    //Shows Unity Reward Video ad
25        //else
26        FindObjectOfType<AdManager>().ShowAdmobRewardVideo();    //Shows Admob Reward Video ad
```

AdManager.cs   **Uncomment lines: 253-259, 262-288**

```
251        /*
252    //Call this to show video ad
253    public void ShowUnityVideoAd()
254    {
255        Debug.Log("ShowUnityVideoAd");
256
257        if (Advertisement.IsReady("video"))
258            Advertisement.Show("video");
259    }
260
261    //Call this to show reward video ad
262    public void ShowUnityRewardVideoAd()
263    {
264        Debug.Log("ShowUnityRewardVideoAd");
265        if (Advertisement.IsReady("rewardedVideo"))
266        {
267            Debug.Log("Showing Advertisement");
268            var options = new ShowOptions { resultCallback = HandleSHowResult };
269            Advertisement.Show("rewardedVideo", options);
270        }
271    }
272
273    private void HandleSHowResult(ShowResult result)
274    {
275        switch (result)
276        {
277            case ShowResult.Finished:
278                Debug.Log("The Unity Reward ad was shown successfully");
279                FindObjectOfType<RewardButton>().AddReward();    //Adds reward to the player when rewardVideo is finished successfully
280                break;
281            case ShowResult.Skipped:
282                Debug.Log("Ad was skipped");
283                break;
284            case ShowResult.Failed:
285                Debug.LogError("The ad fialed to be shown");
286                break;
287        }
288    }
289    */
```

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CUSTOMIZATION

Player:

You can change the
player's meshes here

You can change the
particle systems here

Collision (Script)	
Script	Collision
Meshes	
Size	3
Element 0	Sphere
Element 1	Cube
Element 2	Prism
Collision Particle	CollisionObstacleParticleSystem
Token Particle	TokenParticle
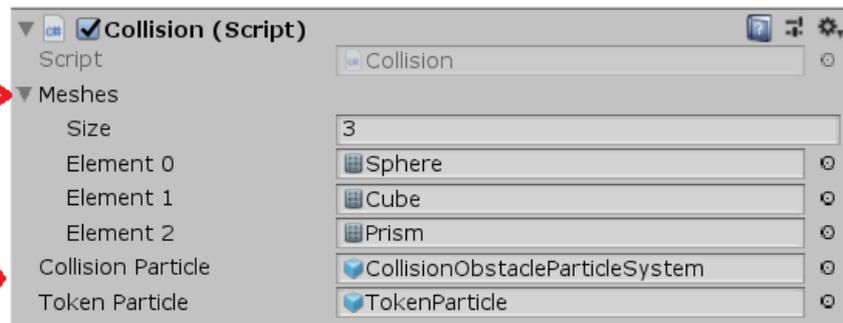
AudioManager:

You can change sound
effects here, and under
the gameobject's
children

Audio Manager (Script)	
Script	AudioManager
Background Music	BackgroundMusic (Audio Source)
Token Sound	TokenSound (Audio Source)
Score Sound	ScoreSound (Audio Source)
Death Sound	DeathSound (Audio Source)
Color Change Sound	ColorChangeSound (Audio Source)
Skin Switch Sound	SkinSwitchSound (Audio Source)
Not Enough Token Sound	NotEnoughTokenSound (Audio Sourc

Obstacles:

Speed of the obstacles ⟹

| Obstacle Movement (Script)		
Script	ObstacleMovement	
Movement Speed	2000	
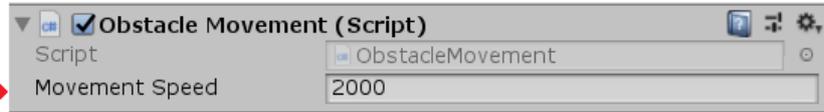
Spawner:

You can add new obstacles here ⟹

Next spawn will start after x seconds ⟹

The higher this value is, the higher is the chance to spawn this object ⟹
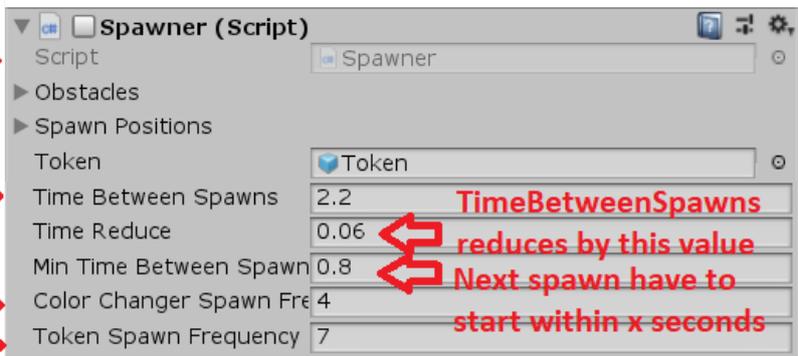
Spawner (Script)		
Script	Spawner	
▶ Obstacles		
▶ Spawn Positions		
Token	Token	
Time Between Spawns	2.2	**TimeBetweenSpawns**
Time Reduce	0.06	⟸ **reduces by this value**
Min Time Between Spawn	0.8	⟸ **Next spawn have to**
Color Changer Spawn Fre	4	**start within x seconds**
Token Spawn Frequency	7	

Best regards, Ragendom