Fortune Spin Wheel

Documentation

V1.0

Quick overview

This package includes 2 sample scenes which you can use to implement your customized spin wheel. The "Sample Project" scene has player property save system implemented as well.

You can easily customize and change the properties of each sample spin wheel to reach what you want.

Start

Every spin wheel has a SpinWheelManager script attached to it. You can customize the spin by selecting its game object.
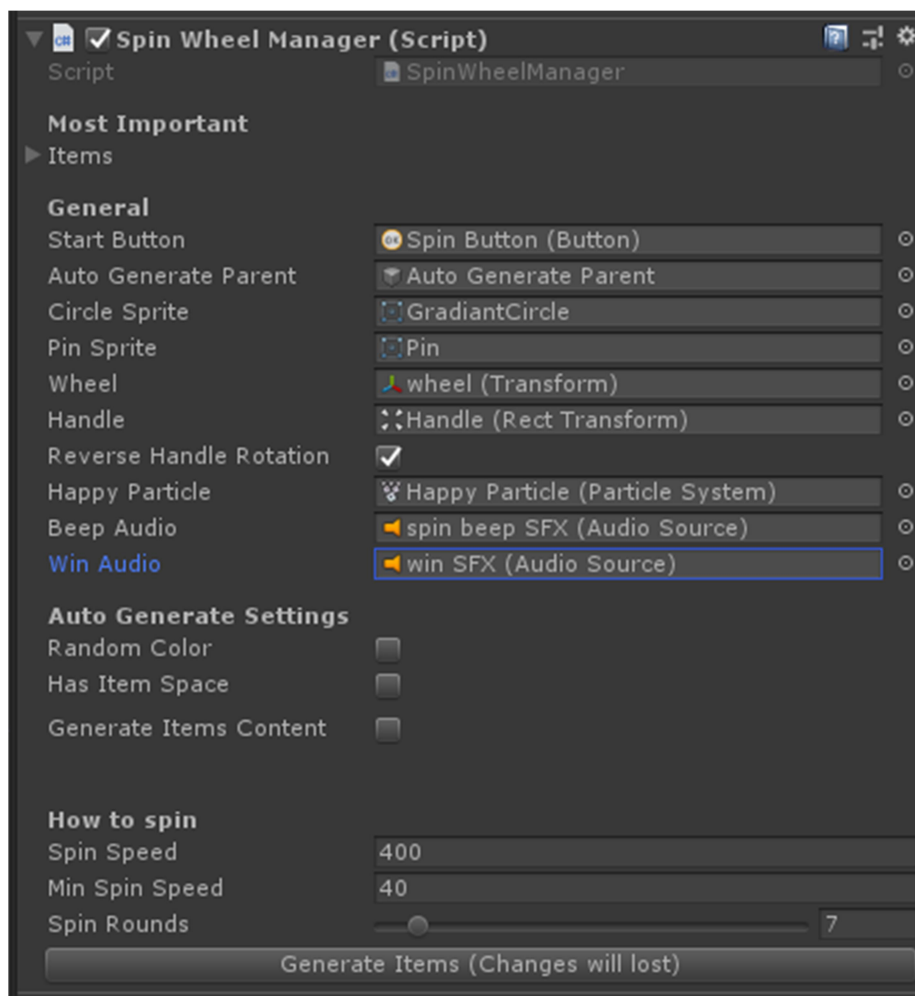
The most important thing is to set the count of slices in the items array. The wheel functionality and choosing the right item depends on this.

Then you can set properties of each slice in the items array, including text, icon, color and chance. All properties will be used for Auto Generating except chance.

Auto Generating

You can use Auto Generate button on the bottom of editor to generate the first look of wheel based on defined items and settings. Although you can more customize the wheel by changing it in the scene. But notice that by Auto Generating every change in the "Auto Generate Parent" game object will lose.

How to reward player

You should do that in the script. Open SpinWheelManager.cs and in the OnFinishedSpin() reward your player based on selectedItem variable.

Support Email: hojjat.reyhane@yahoo.com

Website: http://alirezazadegan.com