Shooting Bubble Starter Kit Document

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Thank you for purchasing this starter kit!

As the author of this kit, I'm more than happy to answer your question regarding this starter kit, just send me a mail at guanqun.lu@gmail.com. The author lives in +8 timezone, so spare me some time to respond, I'll try to reply as soon as I read your mail. If you make a game based on this starter kit, don't forget to send me a mail ;)

1. Folders:

After you incorporate this starter kit, you will see there are several folders under "Shooting Bubble Starter Kit", don't be scared though, I'll try to explain them one by one in a few words:

Audio:
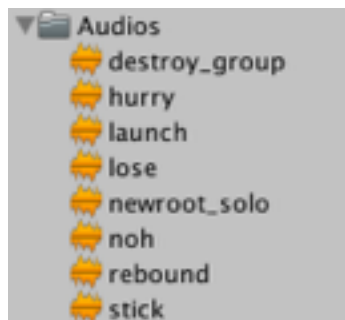
These are the sound you hear in this game.

"destroy_group" plays when a whole group of balls is destroyed, it should be some kind of splash effect or bomb sound that player is interesting to hear. Because this is a common operation in this game, choose your nice sound first for this clip.

"hurry" pushes player to act fast. This sound is played when the compressor is shaking.

"launch" plays when the player shoots the bubble.

"lose" plays when the player loses this game, however in this simplified starter kit, this is not used.

"newroot_solo" plays when the compressor goes one row down.

"noh" however is not used in this simplified starter kit. I leave it untouched so you might take this for your debugging purpose or other effect you find suitable.
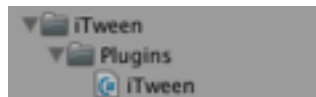
"rebound" is a common sound clip which plays when the ball hits the bounds and reflect back. This is such a common operation that I advise you to choose a better replacement in your reskin project.

"stick" is also a common sound clip. It plays when the ball hits the other ball but not gets destroyed right away.

Images:
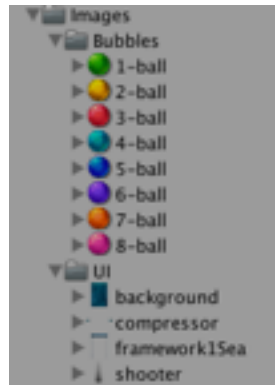
iTween:

This is a famous plugin that can the object's movement interesting. This is a not a must have in your project. There are many other alternatives available.

Resources:

This folder contains the ball prefab. It's used to instantiate the shooting balls.
The other file is the level data, it has thousands of different levels. This is a basic text file, you can view it in any text editor and change it easily as long as you're comfortable with its format.

Scenes:

Right now, only one scene is created. For a real game, you could have more than one scene, for example, an introduction scene, a level selection scene, setting scene and shop scene to buy more coins.

Scripts:

This is the whole place to place all the game logics.

2. How to reskin:

To reskin, **first** you need to decide what kind of theme you want it to be. Take this starter kit as example, it's originally designed as a deep sea theme, therefore as you can see from the background, it's all about water bubbles, blue colours etc.

The second step is to replace these pictures in this Images/Bubbles/ folder.

The third step is to replace the UI images in folder Images/UI.
Notice that we're using the native Unity2D facilities. After the images are dragged into the corresponding folder, we need to select the image assets to be type of "Sprite". Please take a look at the following picture as a guide.

3.   What to do next:

As this is only the starter kit, it lacks the proper demonstration of button usages and IAP(in-app-purchase) usage. If you want to develop a casual game, there are several ways to monetize your app.

- **ads:** I believe this is the mostly used method because of its easiness. What the developer wants to do is just to incorporate the ads service for example Google AdMob. The advertisement could be a banner on top of your screen or a whole pop up screen when the user pauses your game. Generally speaking when the user clicks your ads, you get some tiny money flowing into your account.
- **fixed price:** Mac/IOS app store and Google Play App store, almost all of these app stores have the option to set a fixed price. Therefore a user has to pay the price before he/she can try your app. This is still a valid method to monetize your app, but right now the most popular way is the following: IAP.
- **IAP:** It stands for in-app-purchase. Instead of a fixed price, your app is free to download and have a try. And in your game play, you can have some premium materials, only those who pay more could experience these materials. Talking about this shooting bubble starter kit, there are many ways you can do to have a premium stuff, let me illustrate some for you. I really hope you can implement them and make your business successful and leap forward:
    - Have a push higher mechanism for the compressor. The compressor goes down every 6 balls you shoot. When the compressor is down deep, the player is anxious and it would be good for play to pay $0.99 dollar to just push the compressor one row up.
    - Continue from the last level. Right now, when a user fails to continue the level, the game just restarts from scratch, we can have some mechanism to continue the level or restart the same level again.

4. Terminology: