

# SPACE ADVENTURE

MANUAL

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### Links:

[Android APK](#)

[WebGL](#)

[Game Art Files \(.ai\)](#)

Design Created By: [vectorpouch](#)

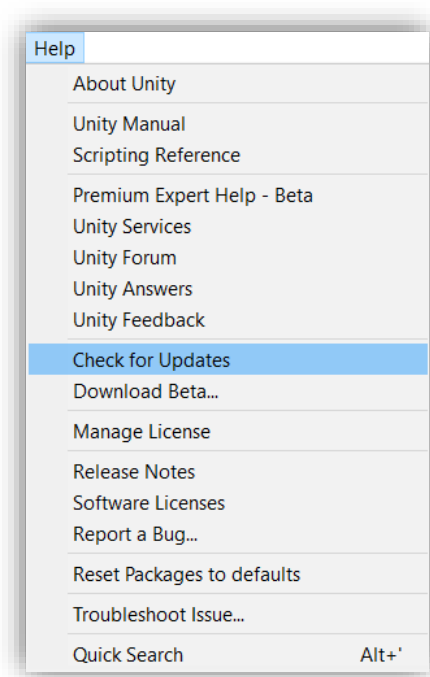
## 1. PROJECT SETUP

In this part we will cover all the initial steps that needs to be taken before starting to work with Space Adventure asset.

### 1.1. Update Unity Editor

In this step we will check whether our Unity Editor is up to date. Our package always will be updated to support the newest Unity Editor version. To get constant updates from our package, Unity Editor always needs to be up to date.

1. Open Unity editor. Select “Help” button from the top toolbar and click “Check for Updates” button.



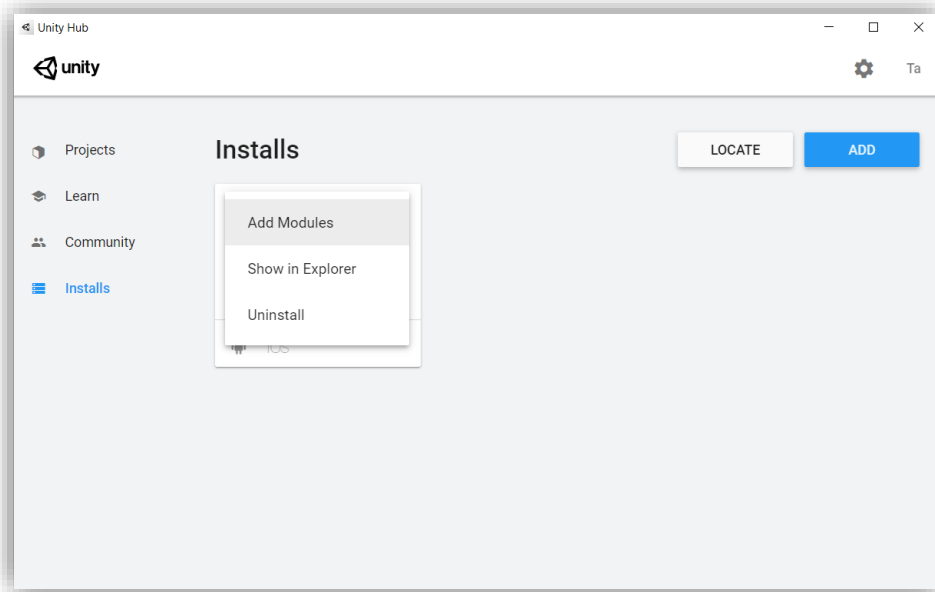
2. Unity Editor will check for any updates that are available. For this documentation we will be using Unity Editor 2020.1.2f1.

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### 1.2. Add Modules

Now we will check if Unity Editor has all the modules which are required for mobile platforms (Android or iOS).

1. Open Unity Hub. Select “Install” tab and press “Add Modules” button.



2. In the new window, depending on which platform project is developed, select and install following modules:

**Quick Tip:**



- If project is developed on both platforms, then make sure that all displayed modules are selected.

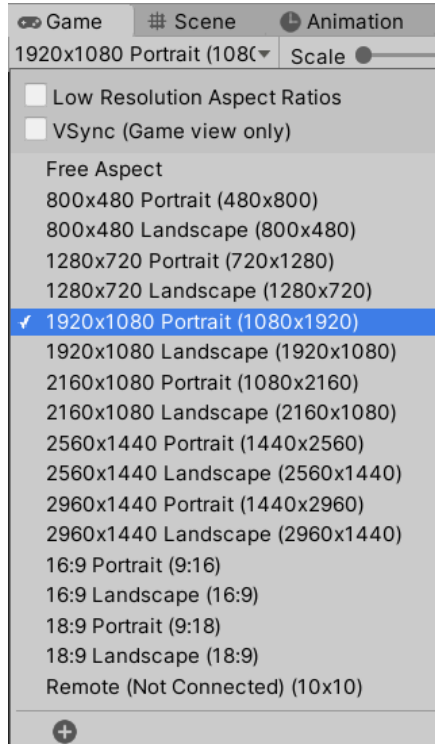
- Android – “Android Build Support” with “Android SDK & NDK Tools” and “OpenJDK”.
- iOS – “iOS Build Support”.

Platforms		
<input checked="" type="checkbox"/>	Android Build Support	Installed 1.1 GB
<input checked="" type="checkbox"/>	Android SDK & NDK Tools	Installed 2.9 GB
<input checked="" type="checkbox"/>	OpenJDK	Installed 70.5 MB
<input checked="" type="checkbox"/>	iOS Build Support	Installed 2.7 GB

### 1.3. SETUP SCREEN ORIENTATION

Space Adventure is portrait-based game, in this case game will work only in portrait mode. Let us setup Unity Game window so that it would display portrait mode.

1. Open Game Window and select ratio to portrait. Resolution is not that important.



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### 1.4. Select Mobile Platform

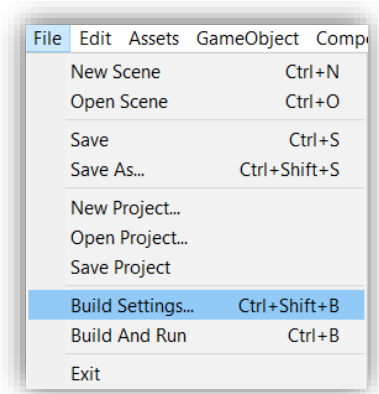
In this step we will select mobile platform on which we are going to deploy our project.

#### Quick Tip:

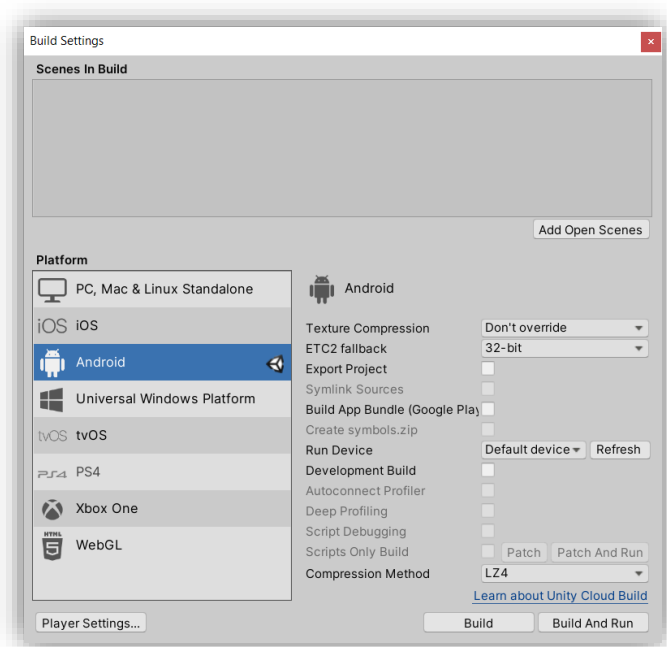


- In this documentation we will be using Android platform. Do not worry, we still going to process all the steps that are necessary for iOS platform.

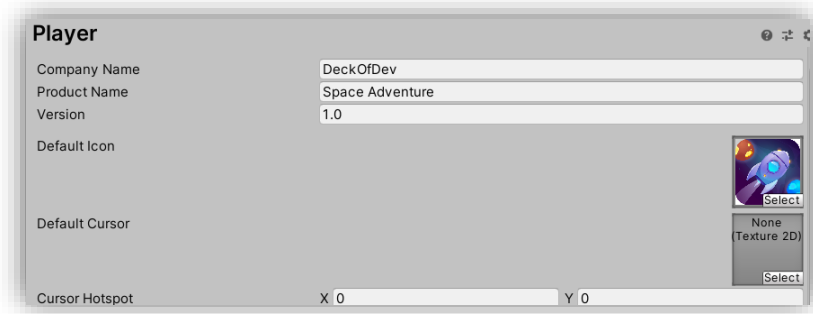
1. Go to “File” and select “Build Settings”.



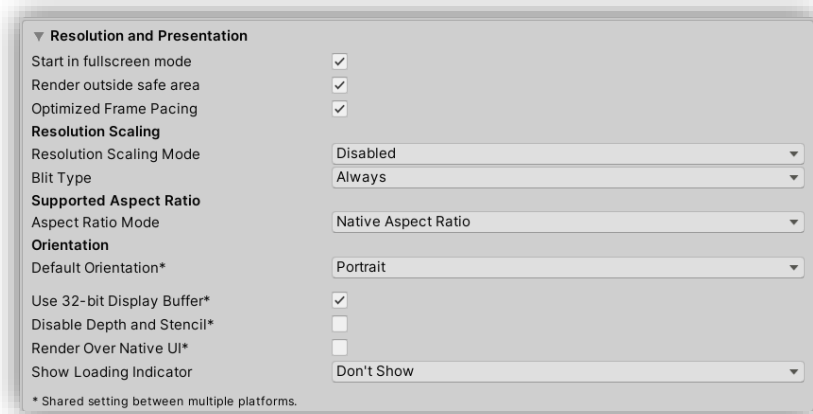
2. Switch to iOS or Android platform.



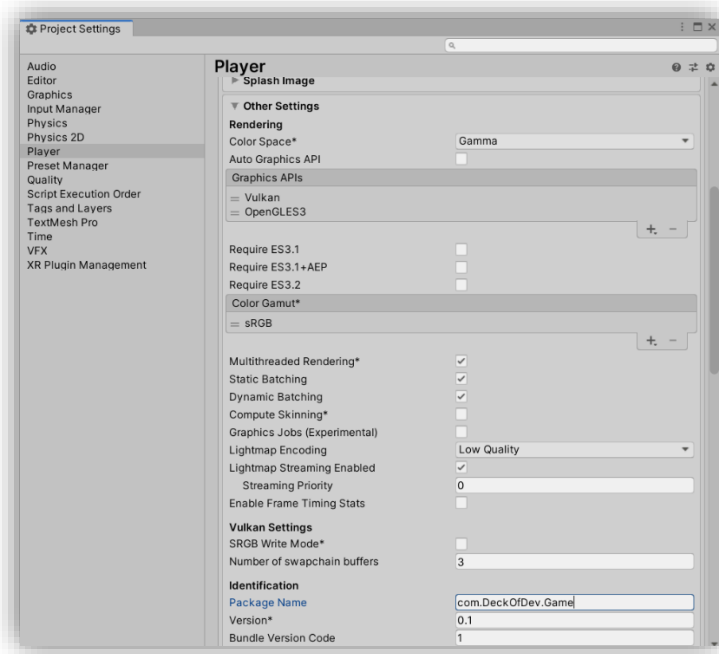
3. After switching platform, navigate to “Player Settings” and change company name, product name and default icon.



4. Navigate to “Resolution and Presentation” section and select Default Orientation “Portrait”.



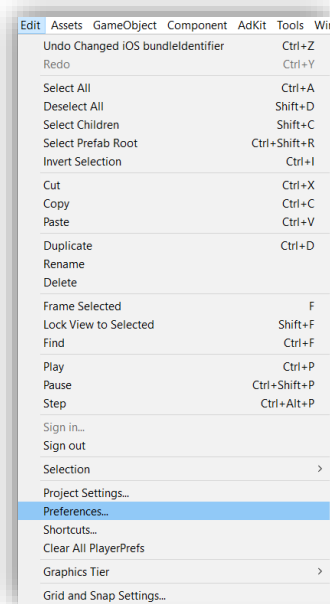
5. Navigate to Other Settings and setup Package name.



## 1.5. (Android) Enable Development Kits

This step is required to check whether all development kits are enabled for Android platform.

1. Navigate to "Edit" and select "Preferences"



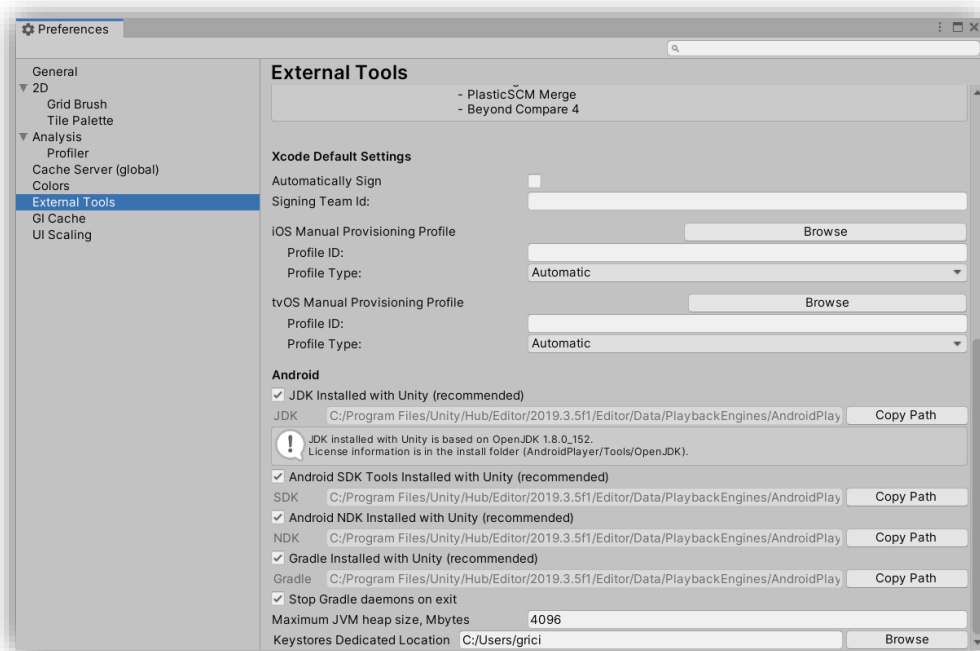


2. In the new window select “External Tools” and scroll to the bottom where Android development tools will be displayed. Make sure that they all are enabled.

#### Quick Tip:



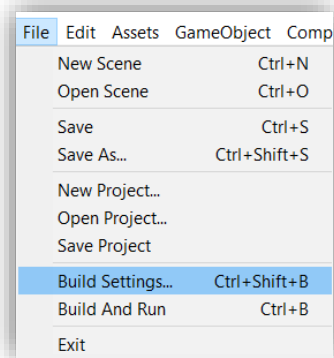
- Sometimes Unity Editor cannot automatically set SDKs, thus error about missing SDKs may appear. In this case, copy SDKs path, disable recommended set and insert them manually.



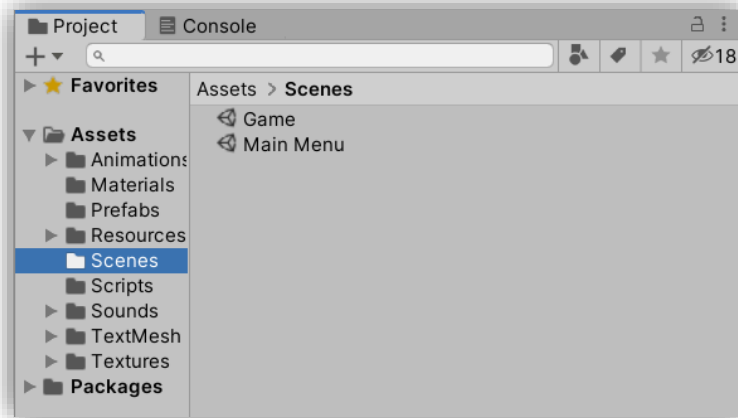
## 2. MANAGE SCENES

In this section we will setup scenes so that we could navigate between them.

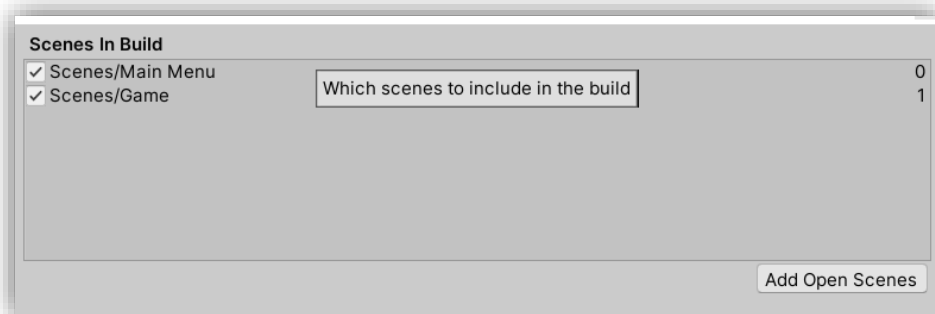
1. Navigate to File/Build Settings



2. Then in the Project window select Scenes folder.



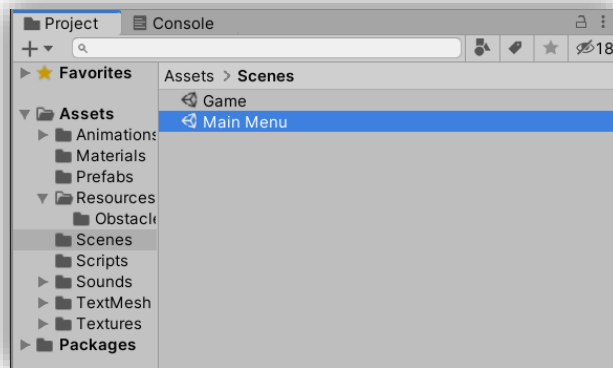
3. Drag both scenes to "Scenes in Build" field. Order is important! First must be Main Menu scene and Game must be second scene.



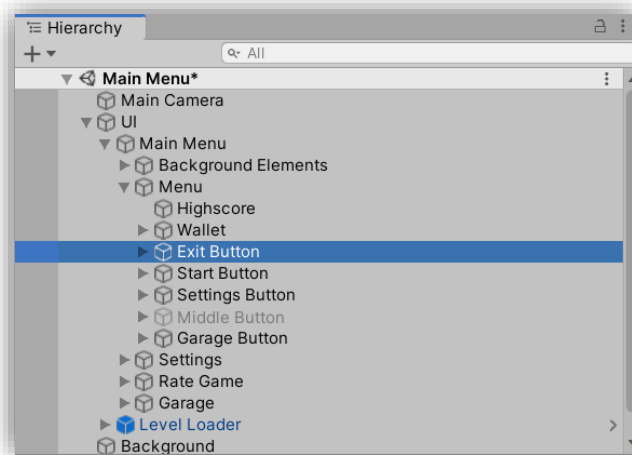
### 3. RATE GAME

In this section we will provide information on how to enable rate game and change URL package name in the project.

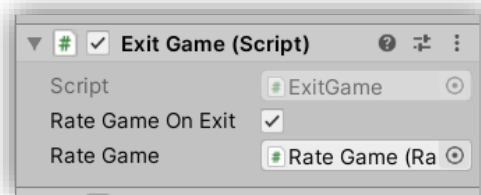
1. Navigate to Project window and open Scenes folder. In the current folder select “Main Menu” scene.



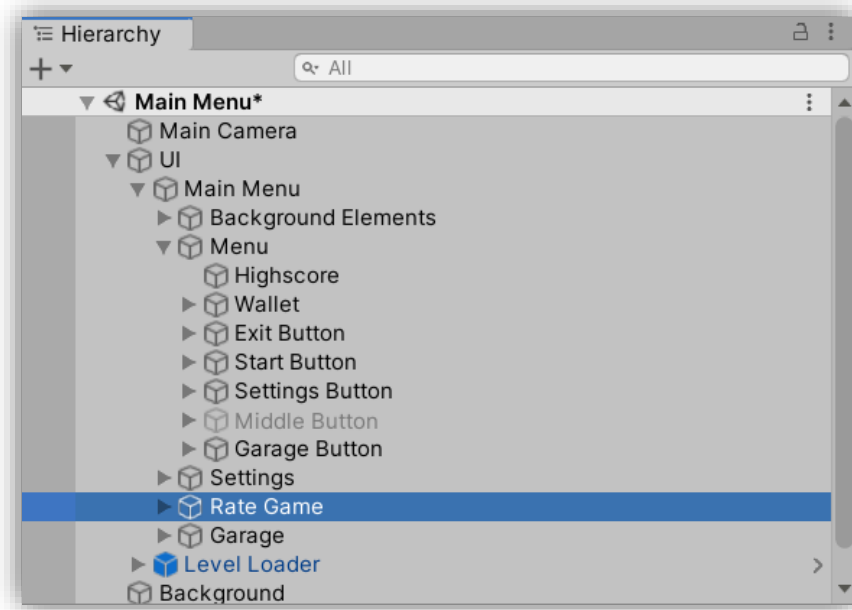
2. In Hierarchy window navigate to UI/Main Menu/Menu/Exit Button gameobject.



3. In Exit Game script enable “Rate Game on Exit” field.



4. Navigate to UI/Main Menu/Rate Game gameobject.



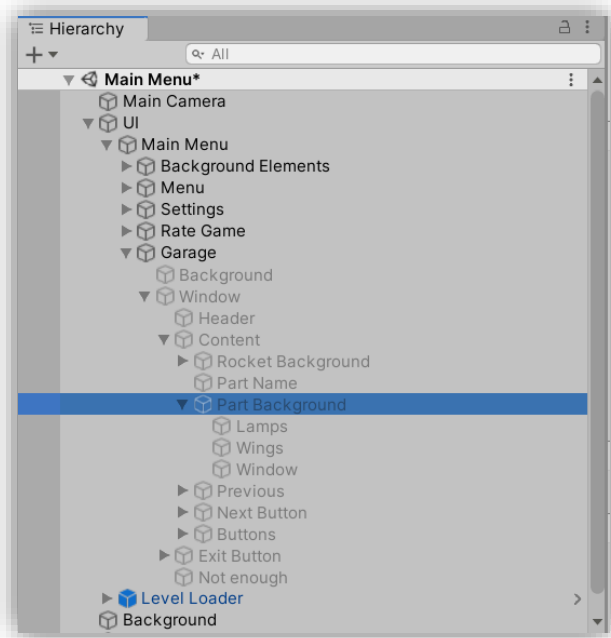
5. Find Rate Game script and change package name to a new one.



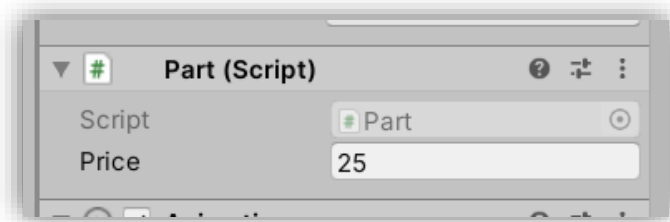
## 4. CHANGE PRICES OF PARTS

In this section we will explain how to change prices of rocket parts.

1. Navigate to UI/Main Menu/Garage/Window/Content/Part Background



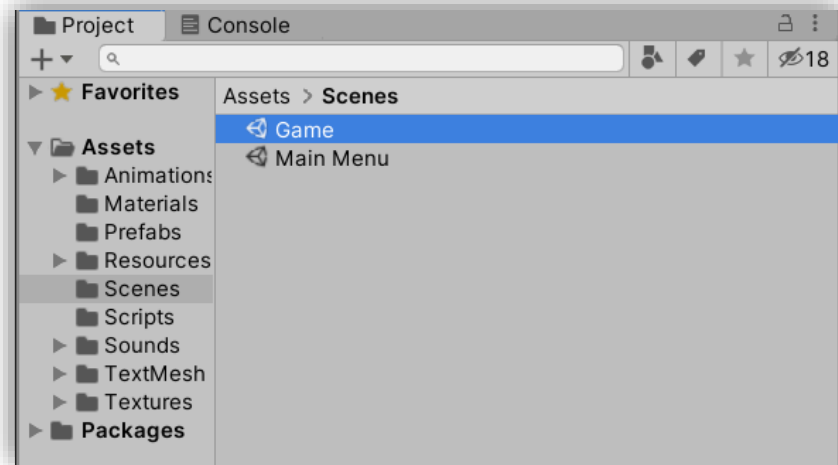
2. Select the part of which price you want to change and in Part script define a new price.



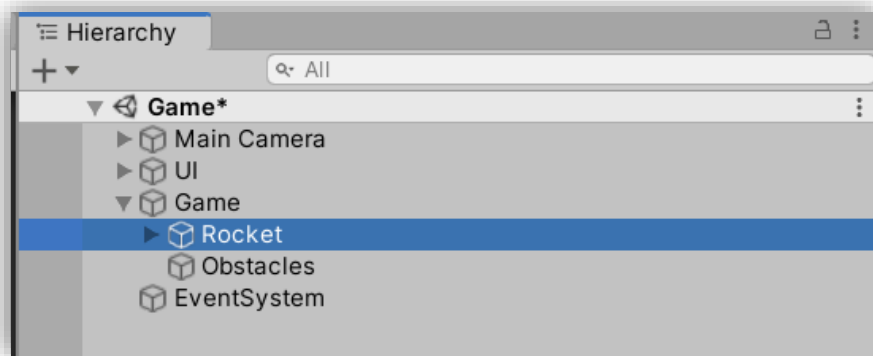
## 5. ROCKET PARAMETERS

In this section we will provide information on how to setup different rocket parameters.

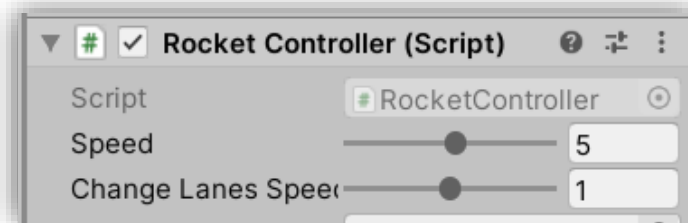
1. Navigate to Scenes folder and open Game scene.



2. In Hierarchy navigate to Game/Rocket gameobject.



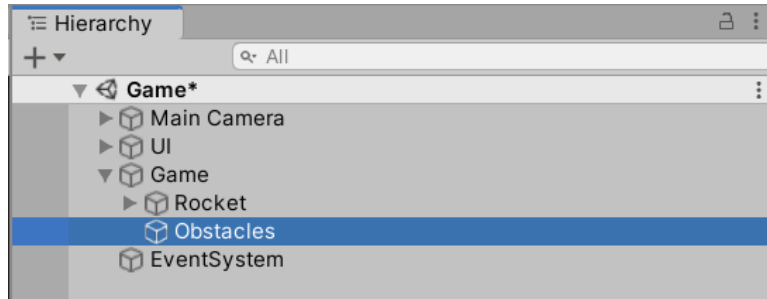
3. Change rocket speed and changing lane speed to your preferred value.



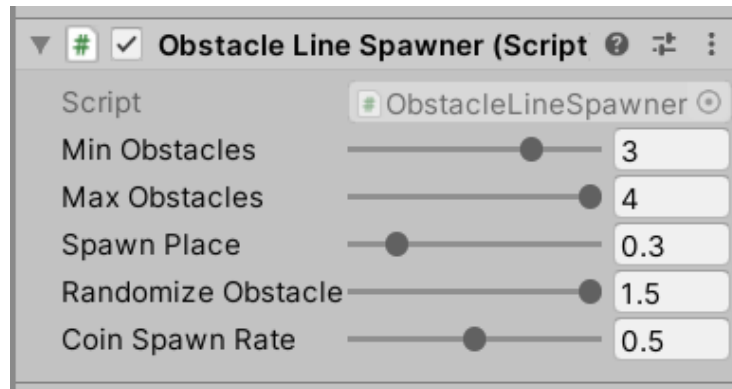
## 6. OBSTACLES PARAMETERS

In this section we will provide information on how to setup different obstacle parameters for a better playing experience.

1. Navigate to Game/Obstacles gameobject.



2. In the Obstacles Line Spawner script change values to a new one that you may prefer.

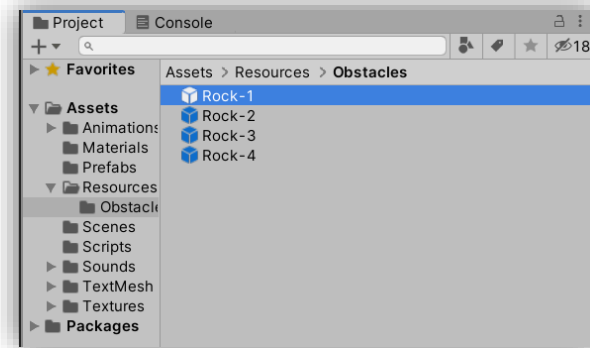


- a. Min Obstacles – minimum number of obstacles that needs to be spawned in each line.
- b. Max Obstacles – maximum number of obstacles that needs to be spawned in each line.
- c. Spawn place – distance between each obstacles line.
- d. Randomize Obstacle – random obstacle places in each line (y axis).
- e. Coin Spawn Rate – how often coin should be spawned.

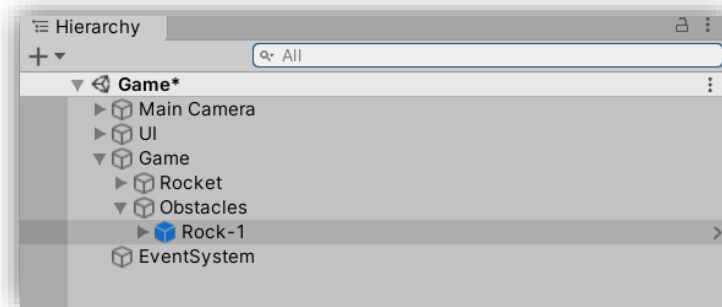
## 7. ADD OBSTACLES

In this section we will provide information on how to add new obstacles.

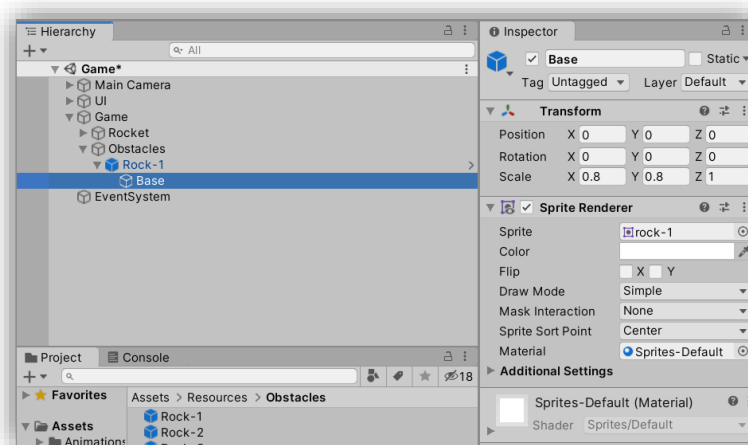
1. Open Resources/Obstacles folder and select one of the obstacles.



2. Add following prefab to Game/Obstacles gameobject in hierarchy window.



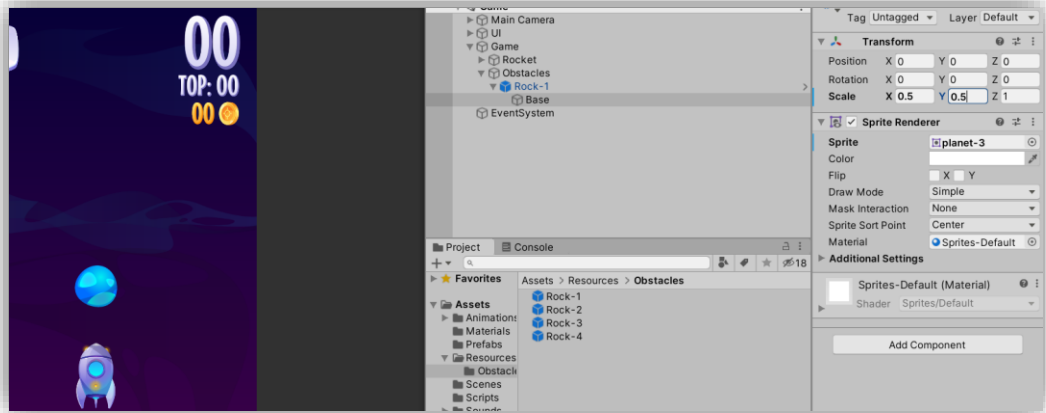
3. Select child "Base" gameobject and change sprite to a new one.



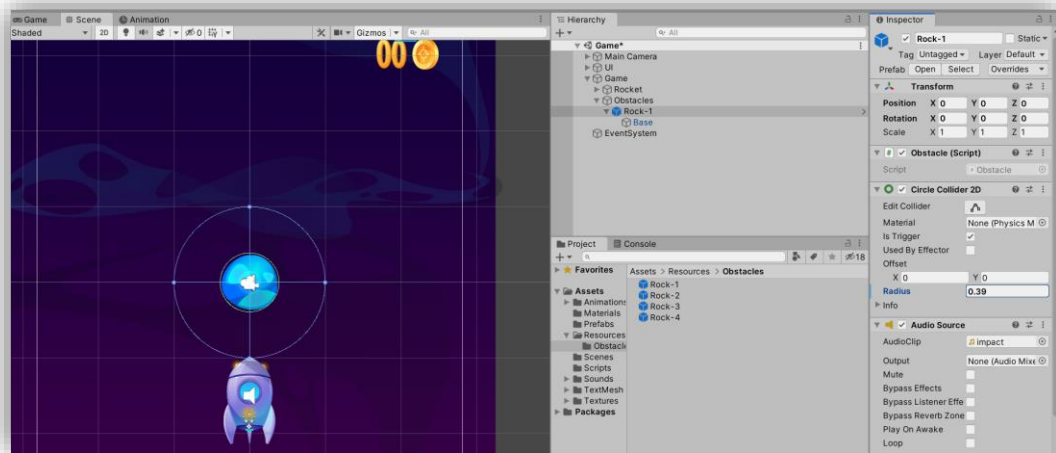




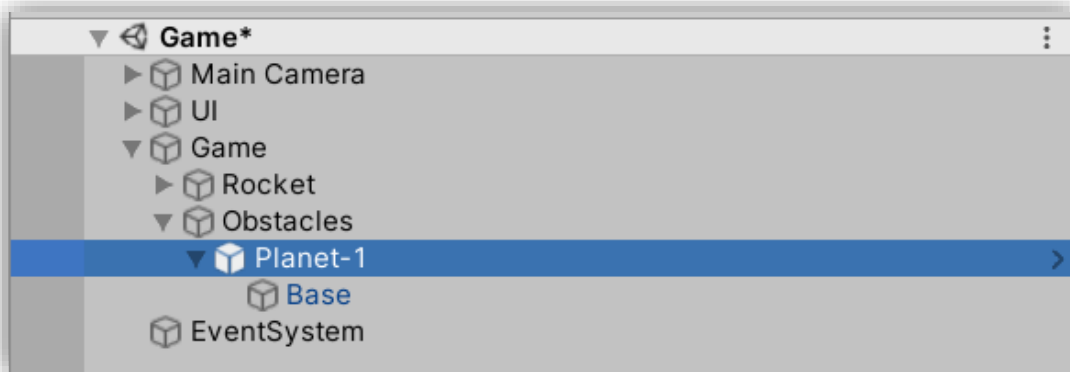
4. Change size of the new obstacle so that the width of the obstacle would be similar to the rocket.



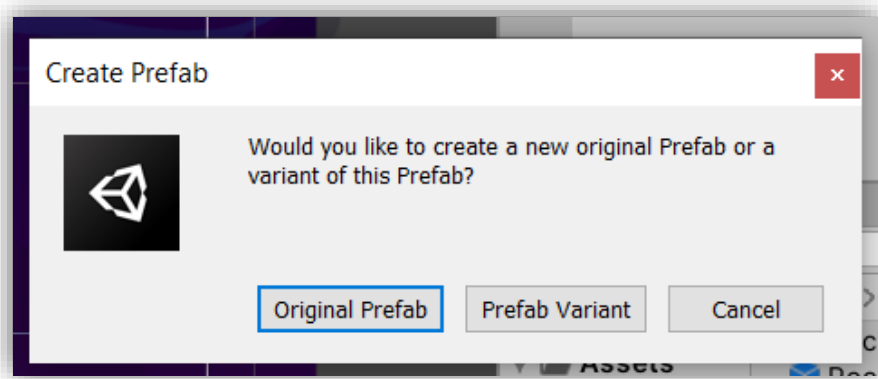
5. Navigate to Scene window and adjust circle collider radius so that it would fit the sprite size.



6. Rename new obstacle.



7. Drag new obstacle to Resources/Obstacles folder and select “Original Prefab” button.



8. That is it! Now new obstacle will be available in playmode.