Bubble Cave

Game Template Project

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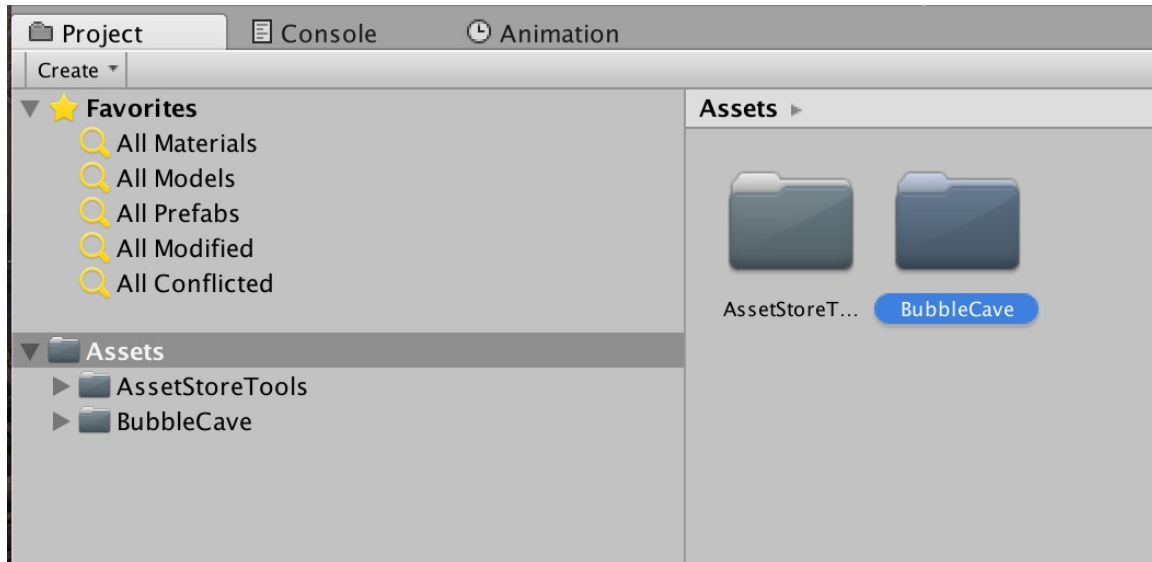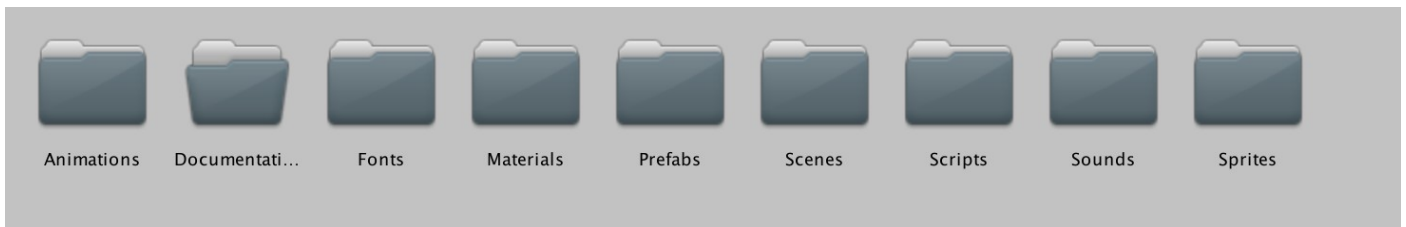
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1. INTEGRATION

Download and import Bubble Cave Asset into your project. After that new folders appears under your Assets project folder.

Picture 1: Integration

2. FOLDER STRUCTURE

Picture 2: BubbleCave Folder Structure

2.1. BubbleCave

This is the main project folder. It includes the following subfolders:

- **Animations:** animations which are used in project

- **Documentation:** documentation about the project

- **Fonts:** main project font

- **Materials:** all materials used in template

- **Prefabs:** object prefabs used in project

- **Scenes:** scenes used in project

- **Scripts:** script files

- **Sounds:** sound files used in project

- **Sprites:** sprite files used in project

3. INTRODUCTION

Bubble Cave template will help you create a beautiful fast pacing 3 match game with many stunning visual and great sound effects. The project is well organized and simple to understand. A lot of game variables are configured in the editor (easier to change values). To create something new you will need little time and some own imagination.

Picture 3: Introduction

4. TEMPLATE FEATURES

- **Addictive gameplay:** fast paced drawing gameplay

- **Amazing visual effects:** particles and animations

- **Different Bubbles:** 6 bubbles of different color

- **Special Bubbles:** 9 special bubbles with different animations and abilities

- **Score system:** for leaderboards, achievements

- **Works on all platforms:** PC, MacOS, iOS, Android, WebGL

- **Optimized for mobile and tablet devices:** scale on different screen sizes
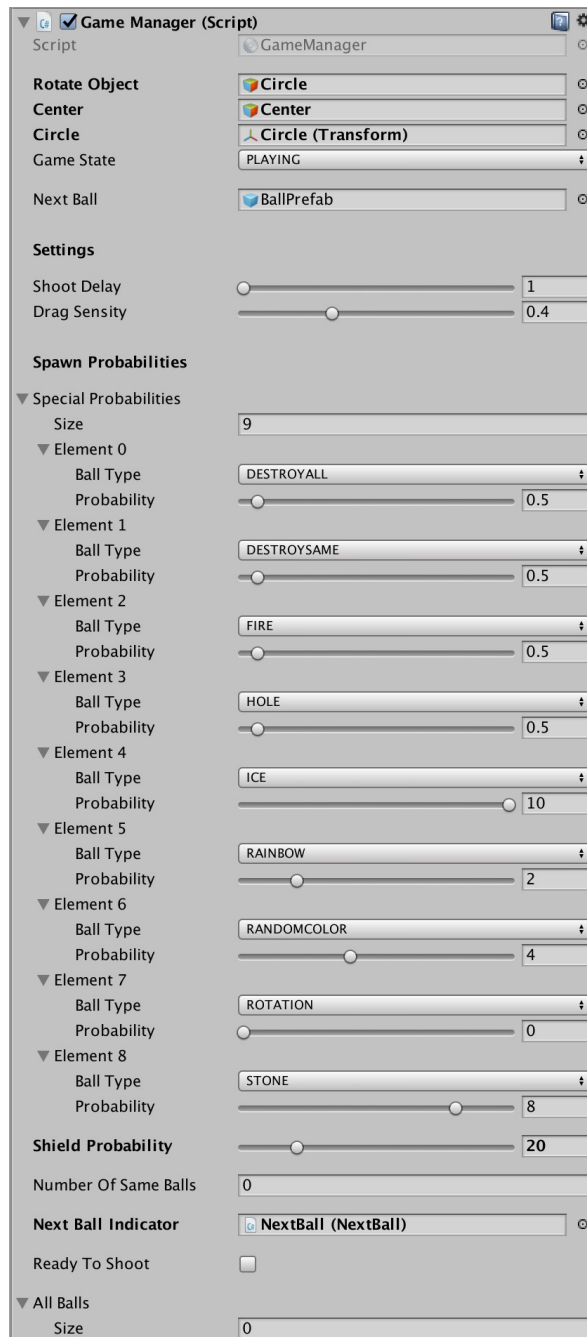
5. GAME MANAGERS

5.1. AudioManager

AudioManager controls background music and sound effects used in project. It is also used to enable or disable sound and music in the settings popup. To change sounds just drag and drop new AudioClips on AudioManager script.

Picture 4: AudioManager
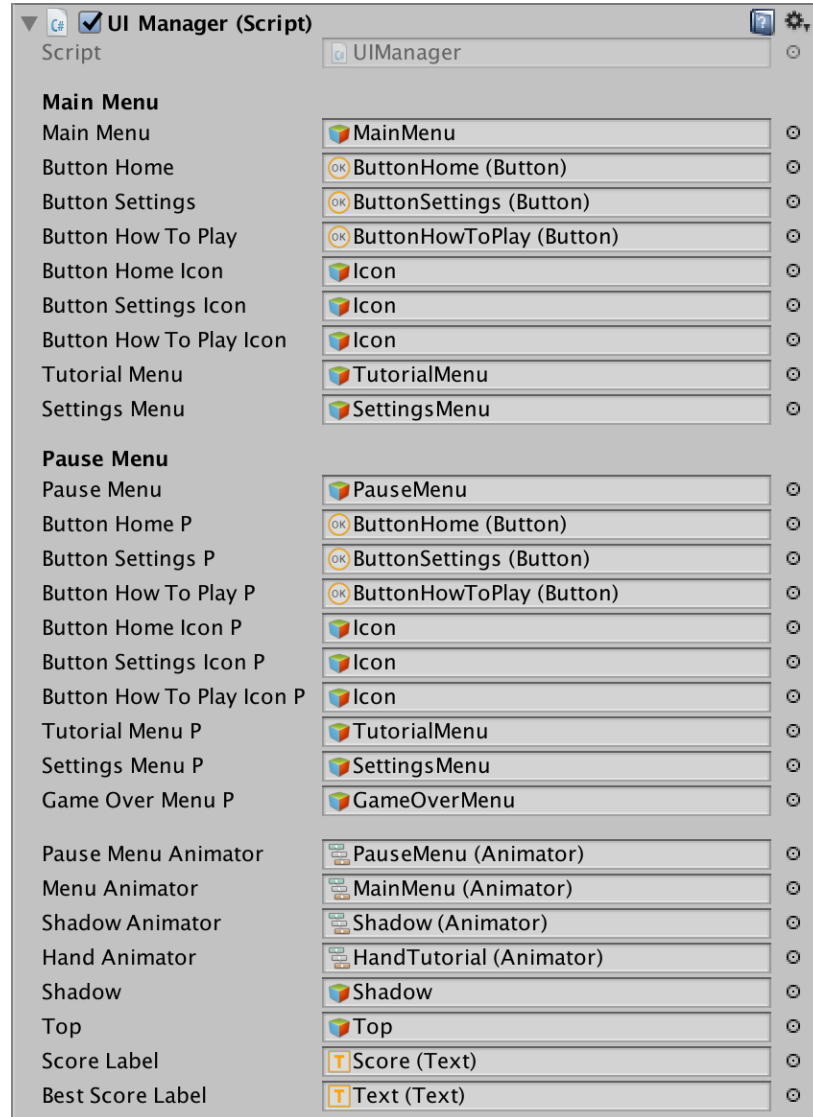
5.2. GameManager

GameManager controls the core gameplay logic. Here you can change some prefabs used for the gameplay. Under <u>Settings</u> you can change the <u>delay between shoots</u> and <u>drag sensitivity</u>. Under the <u>Spawn Probabilities</u> you can edit how often are spawned <u>special bubbles</u> and how often is <u>shield</u> added to the normal bubble. To prevent special bubble spawn just set probability to 0. Maximum probability per special bubble is 10%. To edit the game logic change this script to your own desires.

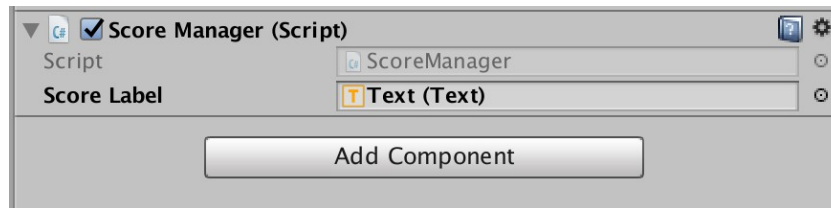*Picture 5: GameManager*

5.3. UIManager

UIManager controls visual game objects like buttons, popups through game-flow. To change interactions you will need to edit the UIManager script. **You can find it on Canvas object under the scene hierarchy.**

Picture 6: UIManager

5.4. ScoreManager

ScoreManager controls and updates objects which are displaying scores during game-flow. To keep the best scores it saves values in PlayerPrefs. For online leaderboards and achievements you will need to add your own code in ScoreManager script.

Picture 7: ScoreManager

5.5. BallPrefab

Under folder **BubbleCave/Prefabs/Game** you can find **BallPrefab**. It is the most used prefab in this template. Here you can edit bubbles which are spawned on the scene. Ball Speed variable controls bubble shoot speed, Ball Y Pos is y distance from coordinate (0,0), Fire Distance controls size of fire effect (caused by Fire Buble), Hole Size controls Hole bubble effect size.
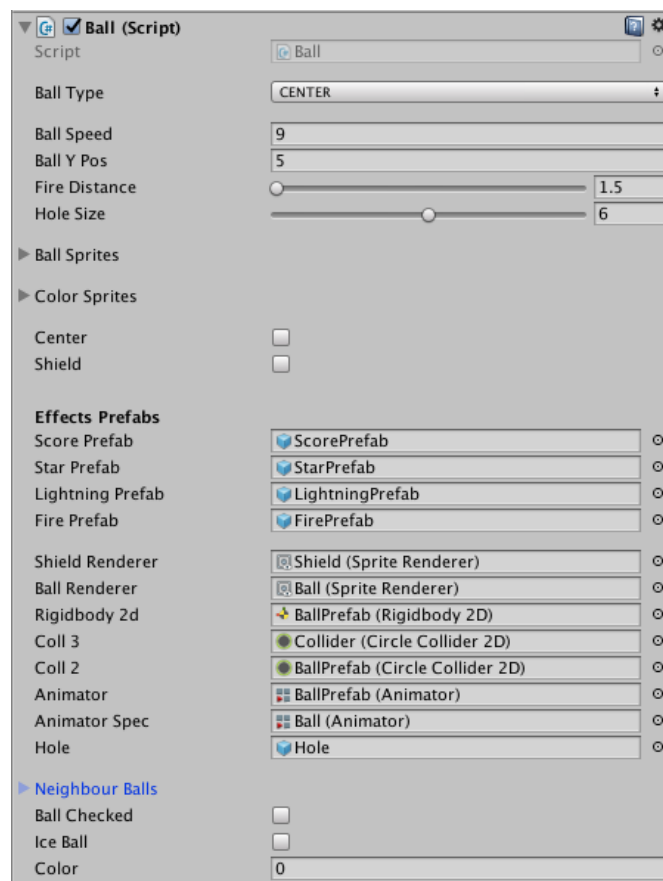
Picture 8: BallPrefab

7. HOW TO RESKIN

Picture 9: Reskin

7.1. Graphic

Almost all graphic elements are located in the folder **Assets/BubbleCave/Sprites**. To use your own images replace image files and do not forget to keep the same name, size and **PNG** format (else you will need to change prefabs, object positions...)

7.2. Audio

Audio files are located in the folder **Assets/BubbleCave/Sounds**. To replace your own music and sounds replace files in this folder, keep the same names and format **OGG**.

7.3. Fonts

If you want to add a new font, you need to put your font into the folder **Assets/BubbleCave/Fonts**. Do not forget to change the font on all text elements.

7.4. Other Button Methods

To add No Ads, Restore, Leaderboard and Rate button functionality edit **ButtonClicked.cs** script under the Scripts folder.