

Collecticon

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Setup

- Make sure you are using the latest release of Unity 2020.3 or higher.
- Create a new empty 2D project
- Import the game from the Asset Store

Collecticon is a complete game template, therefore all project settings should already been set up correctly after the import and no further setup should be required. If you still have problems importing the project or getting shown any error messages, please check out the Troubleshooting section.

Run the Game

To run the game in the editor, open the Menu scene and click the Play button.

Build the Game

The project does not require any special configuration or setup on your site, other than the normal steps required for every Unity project. If you have never built a game with Unity before, please check out the guides provided by Unity itself for each platform

Troubleshooting

Depending on the version of Unity, the Android SDK or Windows SDK installed on your system, it might happen that problems occur when building the game, which are not related to the asset itself. Please check the following questions:

- Can you build an empty project? The simplest way to find out if your system is not configured properly to build a project, is to create a new empty project containing only a sample scene and trying to build it. If this is not possible, the problem is not related to the asset.
- Can you build the project with Unity 2020.3? The project has been developed with Unity 2020.3, therefore we highly recommend using this version to build it. If you are using a newer version and are encountering problems with building the project, the easiest way to get everything working might be to go back to 2020.3.
- Did you modify the project? If you modified the project, it might be that the problems occurred because of these modifications. To check out if this is the case, create a new empty project, import the asset and check if the problems still occur. If these steps did not help and you are still having problems with the project or getting shown any error messages after the import, please contact us via email (support@ilumisoft.de)

Scenes

The game is split into multiple scenes, you can find in the ***Assets/Illumisoft/Collecticon/Scenes*** folder

- **Main Menu**
- **Level Selection**
- **Levels/...:** Contains all levels
- **Template/ Template Level:** A template level you can use to create new levels

Prefabs

The prefabs folder contains prefabs for the most important game elements and is located at ***Assets/Illumisoft/Collecticon/Prefabs***

Levels

We created an easy-to-use level system, to make it easier to create new levels and reference them. To create a new level, right-click in the project window and select **Create->Levels->Level Asset**.

You can now specify whether the new level should have an intro scene (which is not replayed when the player dies and the level gets reloaded) and select the scene the level should use. To easily create such a new scene, you can duplicate the **Tempate Level** scene provided in the scenes folder. The custom editor implemented for the level asset will provide you with useful warning messages e.g., when the scene has not been added to the build settings yet.

After that - to add the level to the game - you need to add it to the level list, which you can find at ***Assets/Illumisoft/Collecticon/Data/Levels***. It contains all levels available in the game and can also be used to set the level index. It is used by the level selection scene to automatically create the level selection UI.

Custom Menu Items

To make it more straightforward to add new game elements to a scene, we created some custom menu items available in the scene hierarchy. When you right-click in the hierarchy you can use the **Game** subcategory to add new elements to the scene like a Boundary Line, Finish, Gate, etc.

Gameplay Elements Overview

This is a short overview about the most important gameplay elements. You can find the prefabs for these elements in the **Prefabs/Gameplay** folder:

- Boundary Line

The boundary line defines the border of the level, which the player is not allowed to touch.

- Collectable aka Data Token

Small tokens the player needs to collect in order to unlock gates and proceed in the level

- Gate

Gates block areas of the level and need to be unlocked by the player by collecting data tokens.

- Seeker

Enemies patrolling an area. They have a search field the player is not allowed to enter.

- Finish

Finish area the player needs to reach in order to complete a level

Support

If you like the project, please take a minute and give us a rating in the Asset Store. This really helps us to create and improve our Unity Assets. If you encounter any problems, errors, or have a question do not hesitate to contact us via email: support@ilumisoft.de