# Head Sports: Volleyball

Thank you for purchasing the "**Head Sports: Volleyball**" game template. This is a full Unity template that gives you a quick and easy way to create a simple word game or can be used as a way to learn Unity and C# programming.

This game can be built for android, iOS & etc.

It is strongly recommended to import this package in an empty project.

Create a new 2D Unity project and import this template.
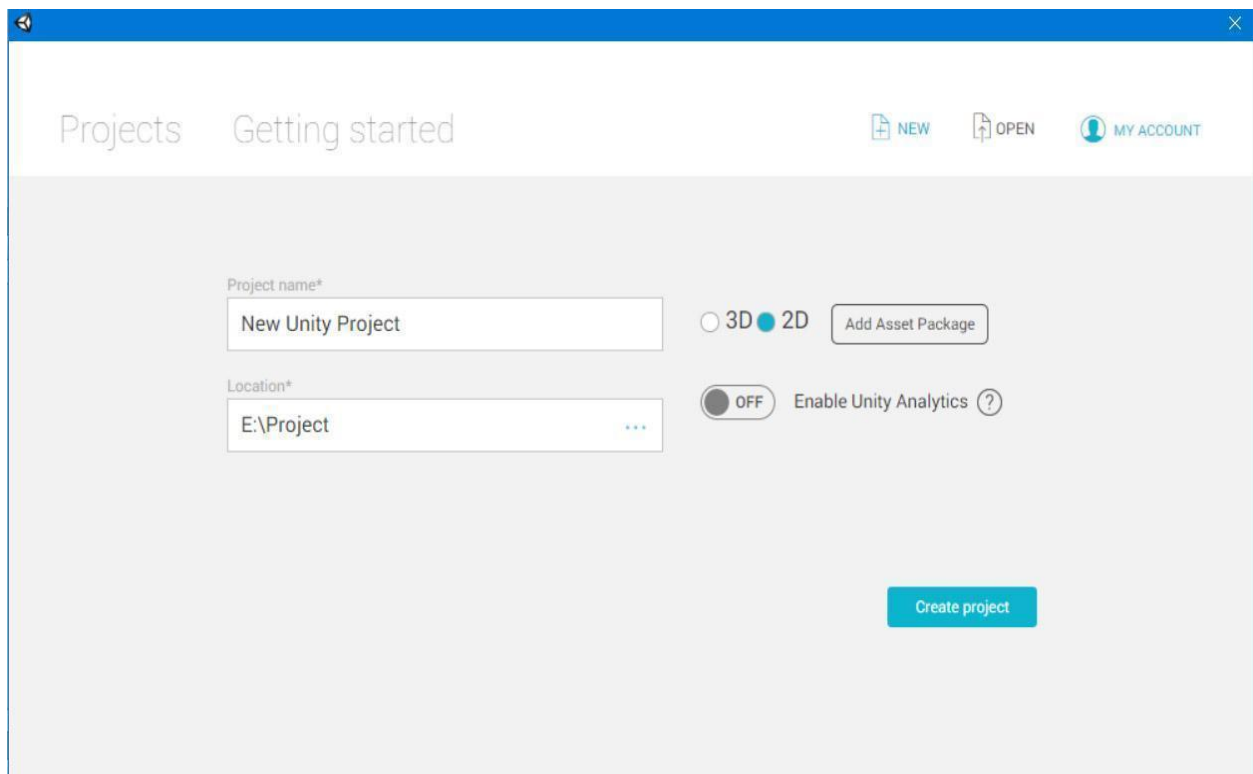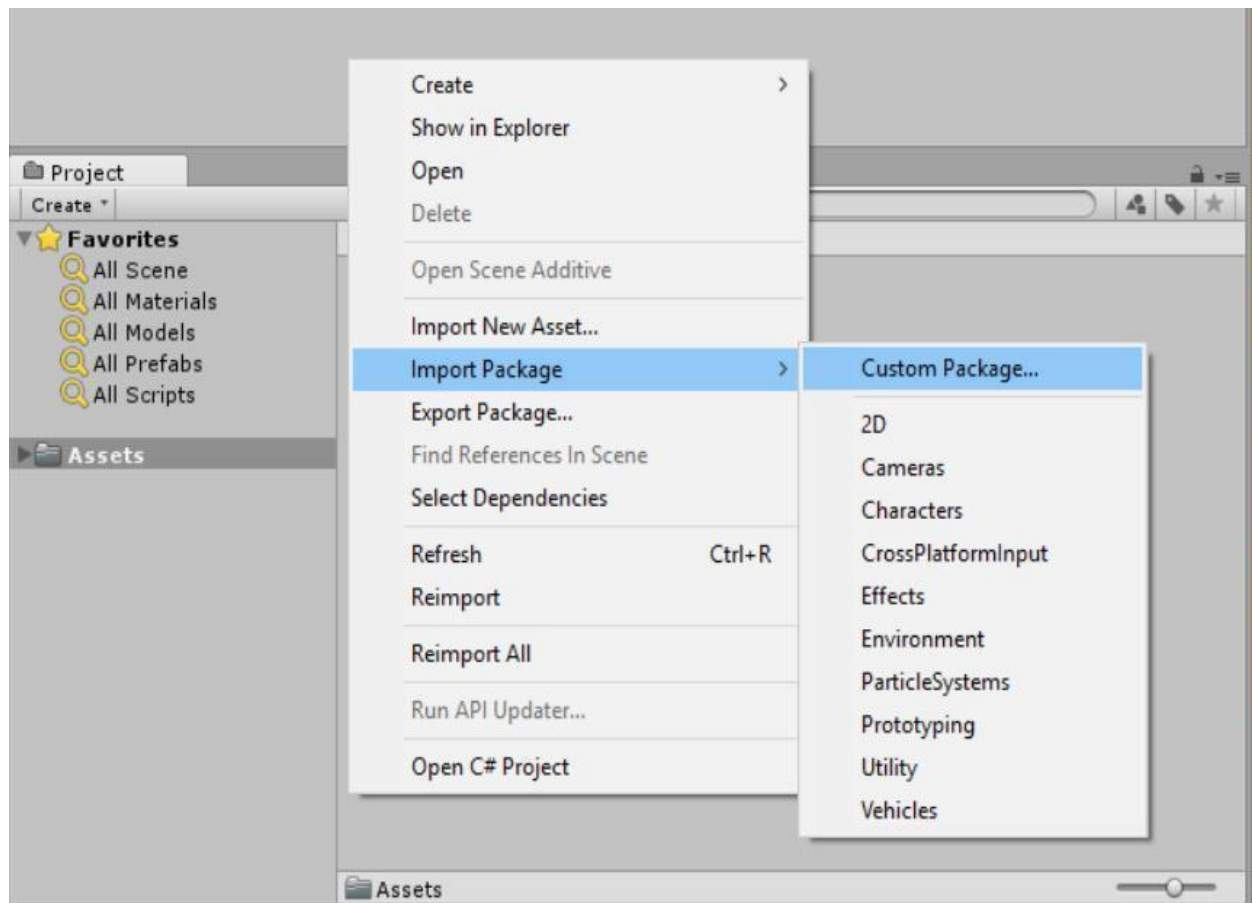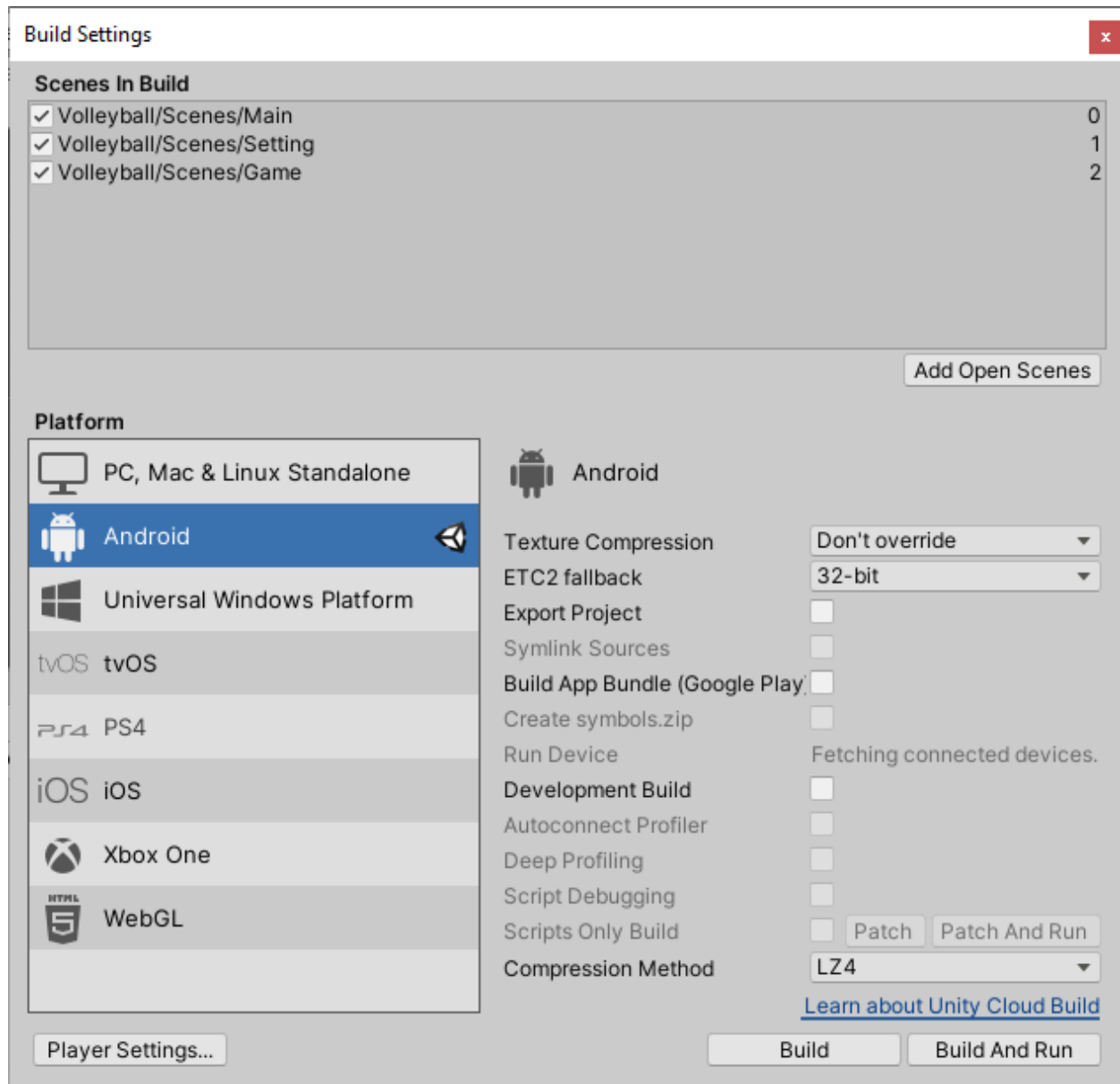
VERSION HISTORY

Version 1.0
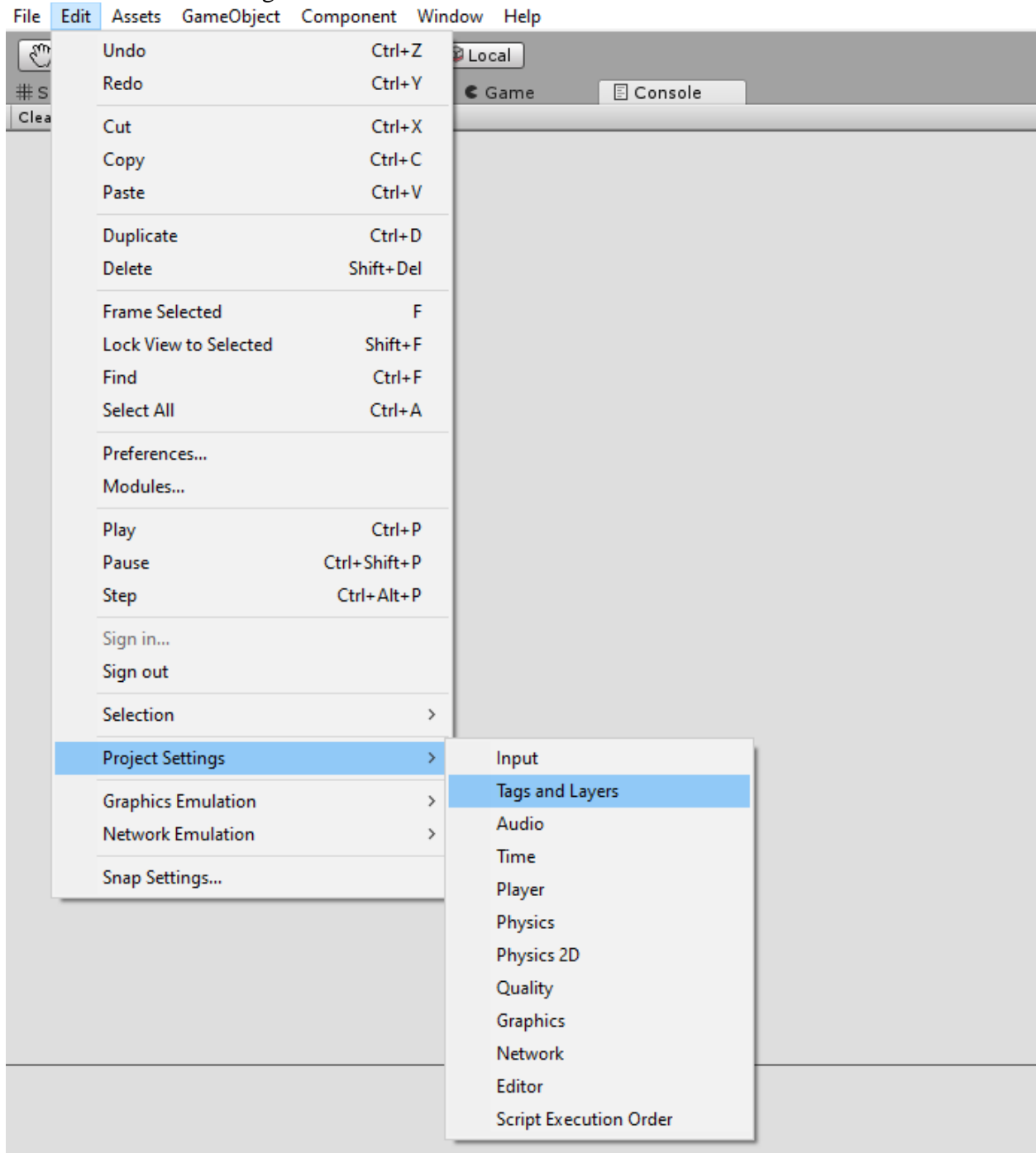- Initial release.
- Build unity version : 2019.3.9f1

BUILD SETTINGS

Make sure you have added these scenes.

Important Notes:

1- After importing, make sure that Tags and layers section in Project settings is set as shown in the below images.

Inspector

Tags & Layers

▼ Tags

Tag 0	Ground
Tag 1	Holder
Tag 2	Ram
Tag 3	UpperNet
Tag 4	Net
Tag 5	Ball

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▼ Sorting Layers

═ Layer	Default

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▼ Layers

Builtin Layer 0	Default
Builtin Layer 1	TransparentFX
Builtin Layer 2	Ignore Raycast
Builtin Layer 3	
Builtin Layer 4	Water
Builtin Layer 5	UI
Builtin Layer 6	
Builtin Layer 7	
User Layer 8	Player
User Layer 9	OneWayPlatform
User Layer 10	Triggers
User Layer 11	Collider2D
User Layer 12	Player2
User Layer 13	Ground
User Layer 14	
User Layer 15	
User Layer 16	
User Layer 17	
User Layer 18	
User Layer 19	
User Layer 20	
User Layer 21	
User Layer 22	
User Layer 23	
User Layer 24	
User Layer 25	
User Layer 26	
User Layer 27	
User Layer 28	
User Layer 29	
User Layer 30	
User Layer 31	

2- In Project Settings, Physics 2D configurations should be set like below images.

Inspector

Physics2DSettings

Gravity	X 0	Y -9.81

Default Material	None (Physics Material 2D)
Velocity Iterations	8
Position Iterations	3
Velocity Threshold	0.0001
Max Linear Correction	0.2
Max Angular Correction	8
Max Translation Speed	100
Max Rotation Speed	360
Baumgarte Scale	0.2
Baumgarte Time Of Impact Scale	0.75
Time To Sleep	0.5
Linear Sleep Tolerance	0.01
Angular Sleep Tolerance	2
Default Contact Offset	0.01
Auto Simulation	☑
Queries Hit Triggers	☑
Queries Start In Colliders	☑
Change Stops Callbacks	☐
Callbacks On Disable	☑
Auto Sync Transforms	☑

▶ Gizmos

▼ Layer Collision Matrix

	Ground	Player2	Collider2D	Triggers	OneWayPlatform	Player	UI	Water	Ignore Raycast	TransparentFX	Default
Default	☑	☑	☑	☑	☑	☑	☐	☑	☑	☑	☑
TransparentFX	☑	☑	☑	☑	☑	☑	☐	☑	☑	☑	
Ignore Raycast	☑	☑	☑	☑	☑	☑	☐	☑	☑		
Water	☑	☑	☑	☑	☑	☑	☐	☑			
UI	☐	☐	☐	☐	☐	☐	☐				
Player	☑	☑	☑	☑	☑	☑					
OneWayPlatform	☑	☑	☑	☑	☑						
Triggers	☑	☑	☑	☑							
Collider2D	☑	☑	☑								
Player2	☑	☑									
Ground	☑										

Scripts:

All scripts are under Scripts folder.
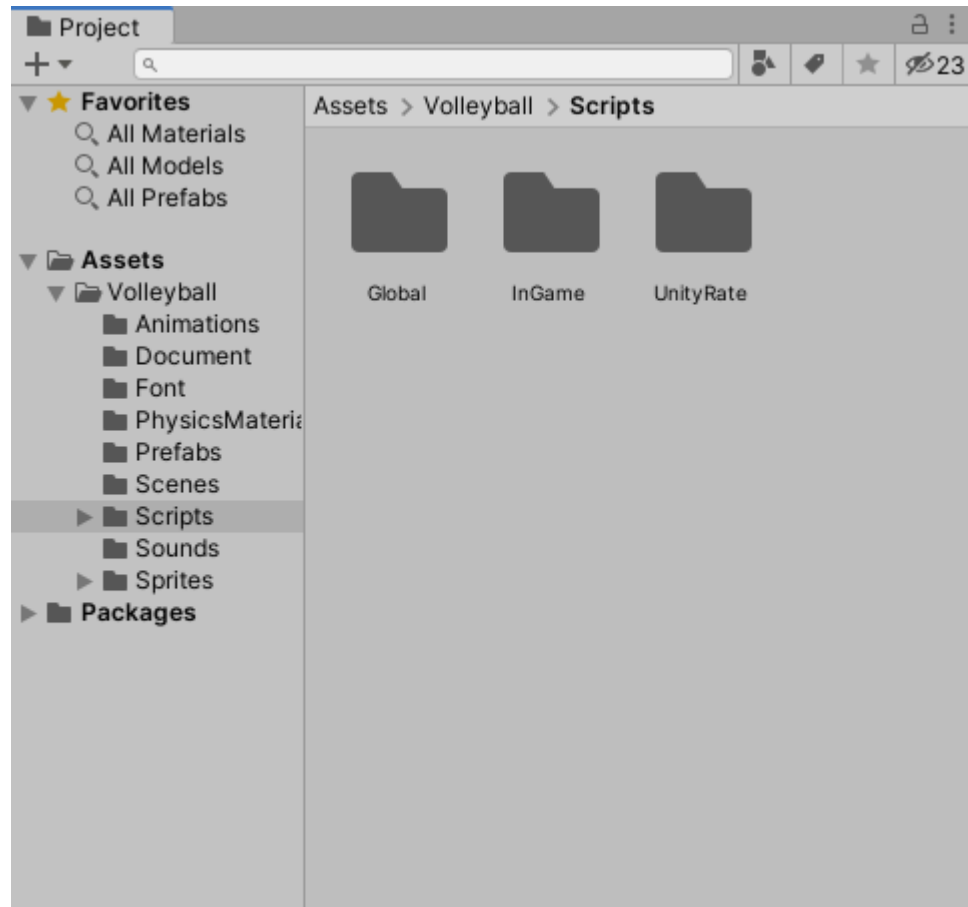
AssetManager.cs:
It controls game assets like players' names, players' appearances, balls, playgrounds and etc. and also game's sounds.

BackAndroid.cs:
It controls Android's back button.

CameraAspect.cs:
It controls game's aspect ratio in different resolutions.

CharacterController2D.cs:
It controls players' movements and physics.

MusicBtn.cs:
It controls music's play and pause (in the main menu).

OpenLevel.cs:
It is used for moving between scenes.

OpenUrl.cs:
It is used in More Games section of the main menu.

SoundBtn.cs:
It controls sounds' mute and unmute (in the main menu).

VariablesName.cs:
It is for naming variables used in settings.

RateApp.cs and UnityRateAll.cs:
Both are used for rating the application.

AIController.cs:
It is used for controlling part of game's AI (action button).

BallController.cs:
It is used for controlling ball's movements, physics, sounds and etc.

BallForceCollider.cs:
It controls ball's collision with players.

GameManager.cs:
A script to manage the game and control most of its parts, like players' appearances, game's difficulty, settings, in game's menus and buttons, keeping scores, time, effects and slow motions and etc.

HitEffectScript.cs:
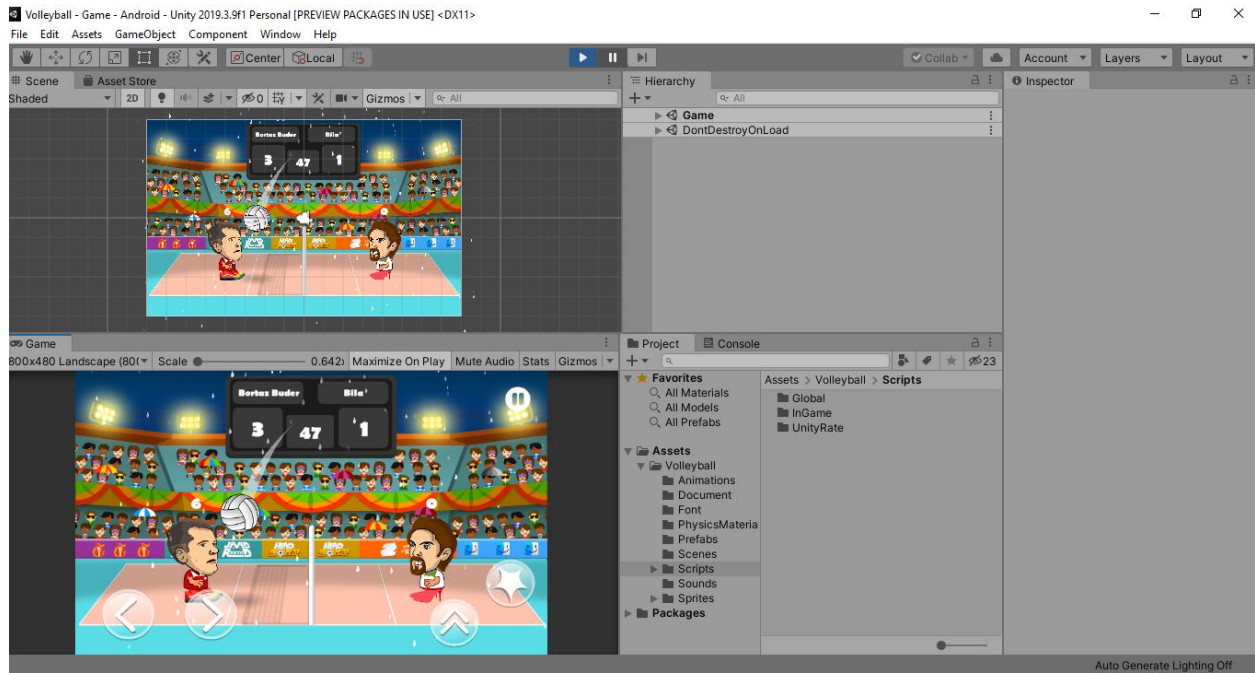It controls ball's collision effect.

PlayerScript.cs:
It controls players' movements and some parts of their AI.

SettingManager.cs:
It controls all settings that exist in Setting scene.
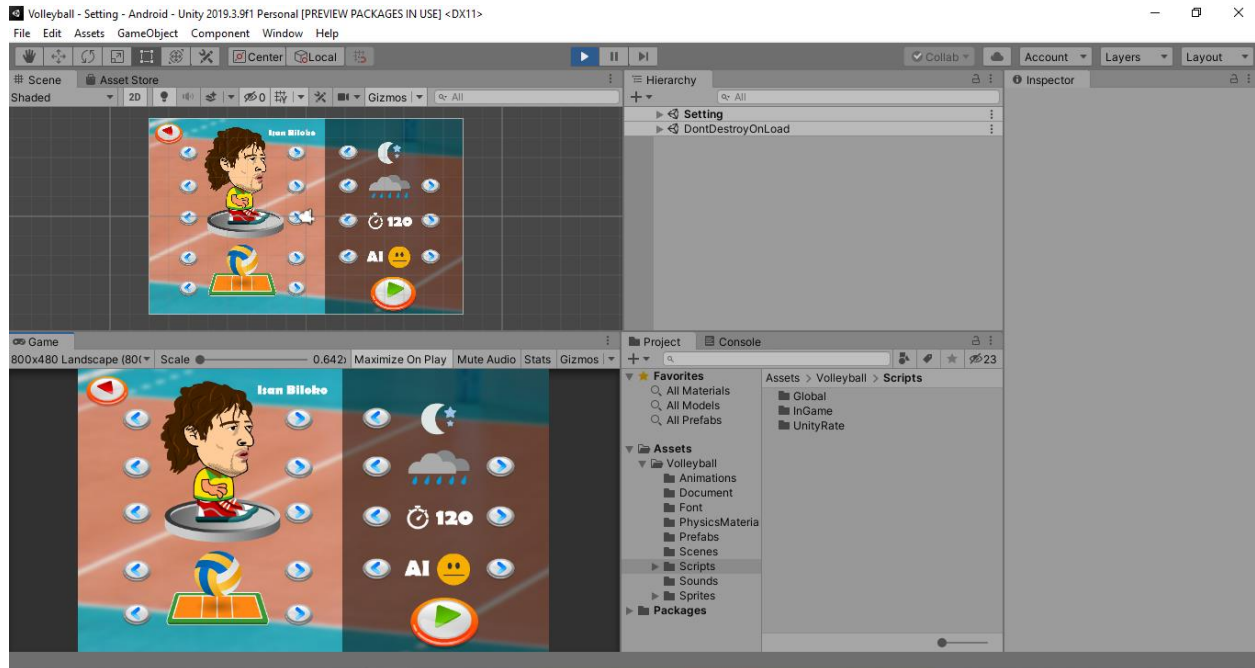
Game (scene):

This is the game's scene that includes Game Manager, weather effects, balls, players, buttons, menus and etc.
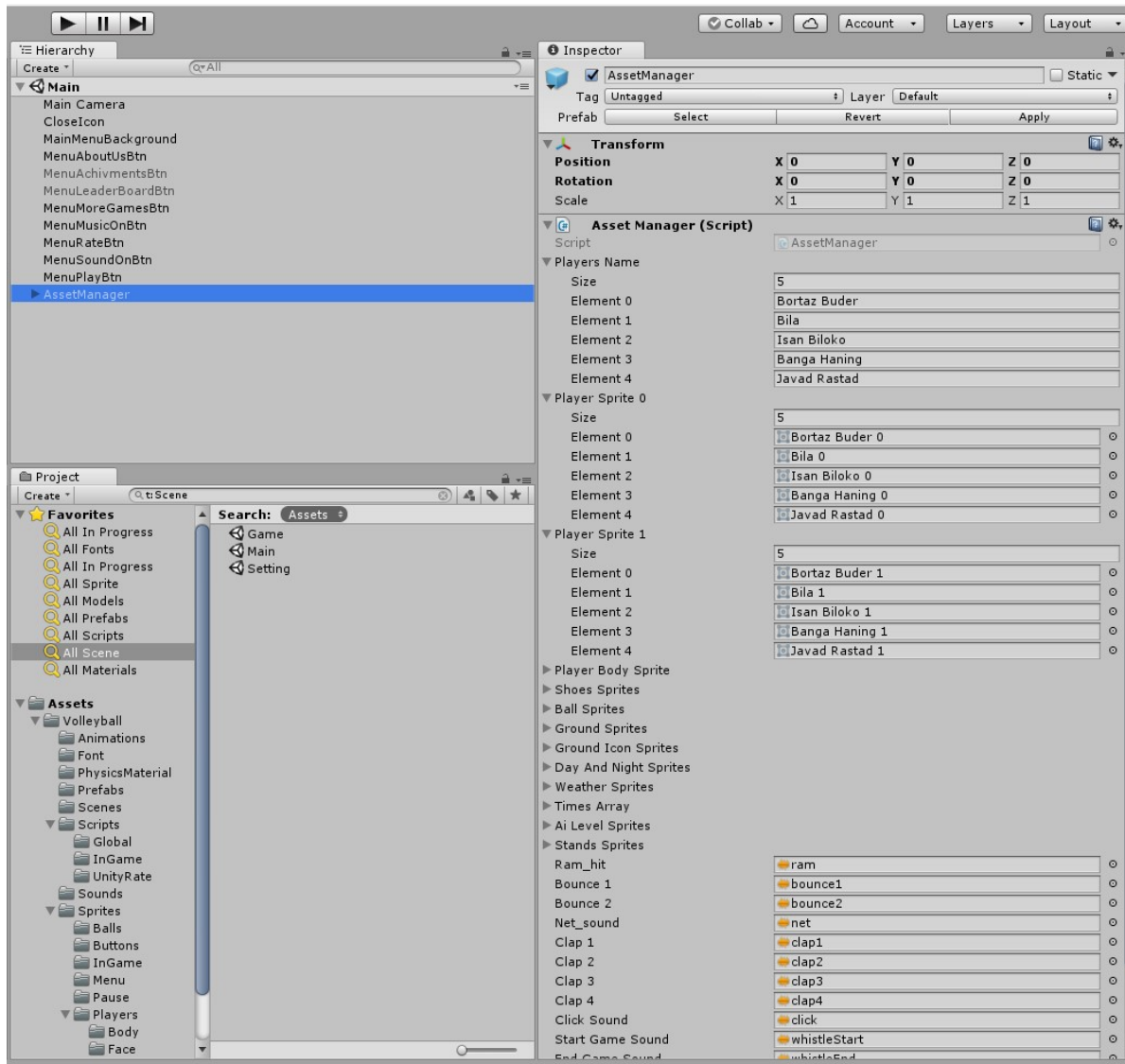
Main (scene):

It is game's main menu and includes game's title and sounds and music, rate, more games, about us and play buttons.

Settings (scene):

This is game's settings which includes players' appearances, balls, playgrounds, day and night cycle, game's time, weather and AI difficulty.

How to Add New Players, Balls and etc.:

In Main scene find AssetManager game object. When you click on it, in Players Name array, you must increase the Size value and then add the new players name. Then you must add two faces (graphic assets) for each player in sprite 0 and sprite 1.

The same thing can be done for player bodies, balls, playgrounds and etc. in a similar way.

Reskin:

All of the images that are used in the game are in Sprites folder. You can replace the default images with the new ones that you want.

Important note: For changing the game's default images, new images should have the same size and name as default ones.

Sounds:

You can find all sounds in Sounds folder and you can replace them with your own assets.

Support:
Email us at: digismile.co.nz@gmail.com