



## Unity 3D Complete Game Template

Requires Unity **2020.3.30+**

Supports Android, iOS, WebGL, Windows and Mac Platforms

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Dear Customer,

Thank you so much for purchasing this game framework. Here you can find the most important information on how to use this project efficiently. All script and code assets are fully commented, but if you ever needed a hand on a block of code or anything else, feel free to contact us at [www.finalbossgame.com](http://www.finalbossgame.com). We'll try our best to support you with your questions as soon as possible.

## Overview & Game Play

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"TrickShot Arena" is a complete game template made to impress football fans. In this game, you will face challenging situations which you need to carefully select one of available units and shoot the ball towards the opponent's gate. Once you score a goal, the next level will be unlocked automatically. You have 3 lives in case you miss a shoot or faced a hard level which needs more practice to beat. Meanwhile, there is a 1up helper object (only in some levels) which fills your lives, so you can last longer.



*Can you beat the highscore of 50?!*

The game accepts both touch and mouse inputs, and thus, can be tested on Android, iOS, WebGL and Stand-Alone platforms. This game kit needs no 3<sup>rd</sup> party plug-ins to work. It runs and builds out of the box. All you need to do is to load the kit inside Unity, set the project on the desired platform and hit "Build" to receive your game in no time!

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## Things you need to know!

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This game templates gives you the ability to easily draft new levels and add them to the already available array of missions player needs to beat. You can easily define the number of player or opponent units inside the level, the exact position of each object, position of the ball, indicate if the level should feature a 1up helper object (and the position of that object), direction of the level (left to right or right to left) or you can leave this to make the game build the level automatically for you in random direction, and of course a few premade templates (with different level of difficulty) which are able to create totally random levels for you if you don't want to bother with the creation of hand-made levels.

All you need to do it to add your own levels via the interface provided by the " MasterLevelManager" class or modify "GlobalGameManager" class to make the game create the random levels for you. You can refer to these two classes to learn more how to use the setup. Both classes are fully commented.

You can always [contact us](#) if you ever needed help with anything.

# How to add a new level?

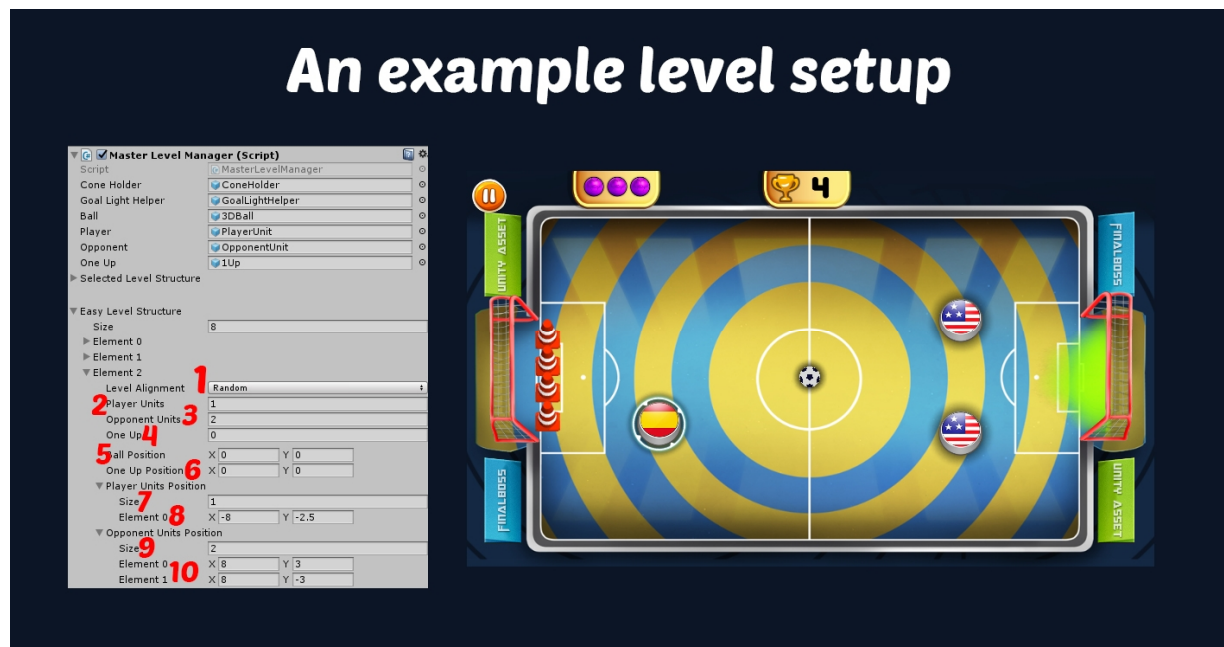
You have two ways.

1. you can use the random level generation presets. You can use them like this:

- A. Open "GlobalGameManager" class and find "[spawnLevelObjects\(\)](#)" method.
- B. For each level, we have an if statement. You need to use one of these presets to let the class generate a random level with the selected difficulty:

```
MasterLevelManager.GetInstance().CreateRandomEasyLevel();  
MasterLevelManager.GetInstance().CreateRandomMediumLevel();  
MasterLevelManager.GetInstance().CreateRandomSemiHardLevel();  
MasterLevelManager.GetInstance().CreateRandomHardLevel();  
MasterLevelManager.GetInstance().CreateRandomSuperHardLevel();  
MasterLevelManager.GetInstance().CreateRandomInsaneLevel();
```

2. You can define new levels via the interface provided by "MasterLevelManager" class:



- 1: Alignment of the level (Ltr or Rtl or Random)
2. Number of player units in this level.
3. Number of opponent units in this level.
4. Number of 1up object in this level.
- 5, 6. Position of the ball & 1up objects (in x-y place) in the level. Game automatically sets the Z value.
7. Change this size value to match the step #2, and then set the position of each player units.
8. Set the position of each individual player units.
9. Change this size value to match the step #3, and then set the position of each opponent units.
10. Set the position of each individual opponent units.

## Classes

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This game template uses a few separate classes to control the game's main routine. All these classes are fully commented and you can easily see how they work. But we will try to also introduce them here at a glance:

Class Name	Description
GlobalGameManager	This master class controls everything within the game, including receiving player inputs, creating new levels, managing score and bestScore, handling ingame events (start, end, win, lose), updating UI data, and playing sound fx.
MasterLevelManager	We use this class to let player create new levels and add it to the available LevelStructure arrays, So he can later select these levels from within the "GlobalGameManager" class. This class is also able to generate random levels for you. You can simply call on of its already available "RandomLevelGeneration" methods to face a new random level every time.
BallManager	This class controls ball collision with Goal triggers and gatePoles, and also stops the ball when the speed smaller than a minimum.
HelpPanelManager	A very simple help panel which shows when the game starts for the first time (and every time player touches the help button)
LevelStructure	We need to use this class to be able to create new level setups for the game. Each instance of this class will let us define a new level setup via "MasterLevelManager" object.
OneUpManager	1Up is a special (reward) game object which gives player a new life. Player starts with 3 life at the beginning of the game.
OpponentUnitController	Opponents do nothing much on their own. They are just in game to make the game (shooting) harder for the player by blocking the direct path towards the gate.
playerController	We use this to let the player select/unselect & drag a unit, shoot, and see the player debug information in the editor.

## Got any questions?

If you have any questions, feel free to ask us at <http://www.finalbossgame.com> and we will get back to you as soon as possible.

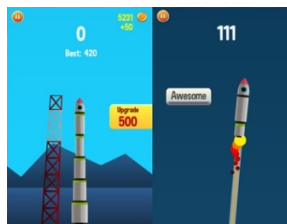
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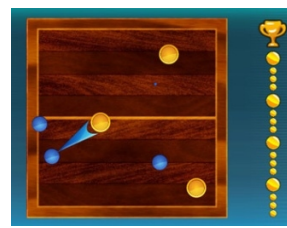
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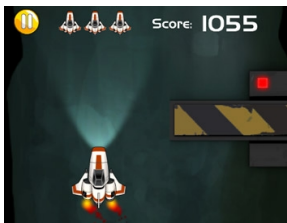
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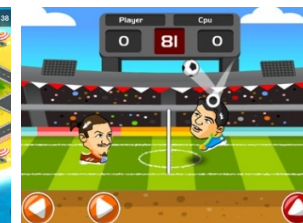
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