

# COLOR SMASHER

## Game Template

Game documentation and how to guide



Thanks for your purchase

### Package Description

Color Smash is a complete Unity game template ready to release.  
It is optimized for mobile devices.

### How to Play

The game is simple. Tap the screen to save friendly color sweetys and kill all color bad guys.  
The game ends when any bad guy escape or player hit a friendly color sweety.

## **Features**

- Full game ready to use
- Clean, simple and easy to understand C# code, perfect to learn
- Simple to customize
- Simple gameplay
- Input touch controller for mobile
- Mouse input controller for web and desktop (mac and windows)
- Supports all platforms
- Monetization with AdMob integrated

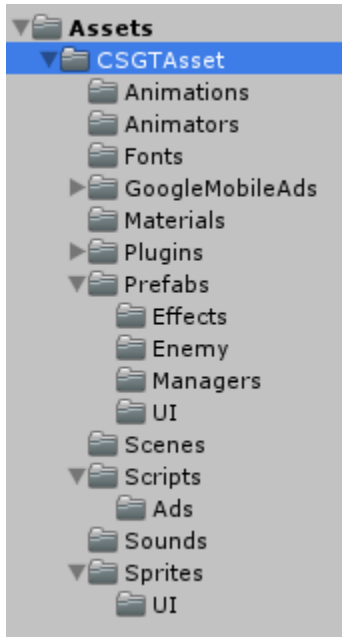
## **Current version 1.0.0**

## **Update history**

### **1.0.0 (21.05.2016)**

- Initial version

## Asset overview



**Animations, Animators:** Holds the animators and animation clips made with Unity's built-in animation system

**Fonts:** Holds the font used in the game

**Materials:** Holds the materials used in the game

**Prefabs:** Holds all the prefabs used in the game. These are distributed to various folders for easier access, Effects, Enemy, Managers, UI

**Scenes:** Primary game scene (MainGame)

**Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts

**Sounds:** Holds all the sounds used in the game

**Sprites:** Holds all the images used in the game which are used as sprites in Unity

**GoogleMobileAds, Plugins:** Standard folders for GoogleMobileAds([Google Mobile Ads Unity Plugin v3.0.3](#))

## Classes

Game Manager(GSGTGameManager.cs)

This script is attached to the GameObject « GameManager ».

**CSGT Game Manager (Script)**

Script: CSGTGameManager

**Spawn**

Spawn Line: SpawnLine (Rect Transform)

**Spawn Time Management**

Start Spawn Speed: 2

Spawn Step: 0.2

Min Spaw Speed: 0.48

**Spawn Objects**

▼ Spawn Game Objects

Size	6
Element 0	Enemy_Red
Element 1	Enemy_Blue
Element 2	Enemy_Green
Element 3	Enemy_Yelow
Element 4	Enemy_Grey
Element 5	Friendly_Green

▼ Spawn Objects X Pos

Size	6
Element 0	-2.25
Element 1	-1.5
Element 2	-0.75
Element 3	0.75
Element 4	1.5
Element 5	2.25

**Sounds**

Button Click: ButtonClick

**Visuals**

Game Score Text: TextScore (Text)

Game Best Score: TextBestScore (Text)

Game Last Score: TextLastScore (Text)

Game Over Score: TextGameOverScore (Text)

Game Over New T: TextGameOverNew (Text)

Game Over High S: TextGameOverHighScore (Text)

**Menus**

Menu Canvas: CanvasMenu

Game Canvas: CanvasGame

Pause Canvas: CanvasPause

Game Over Canva: CanvasGameOver

**Quit**

Game Over URL: <http://u3d.as/tCH>

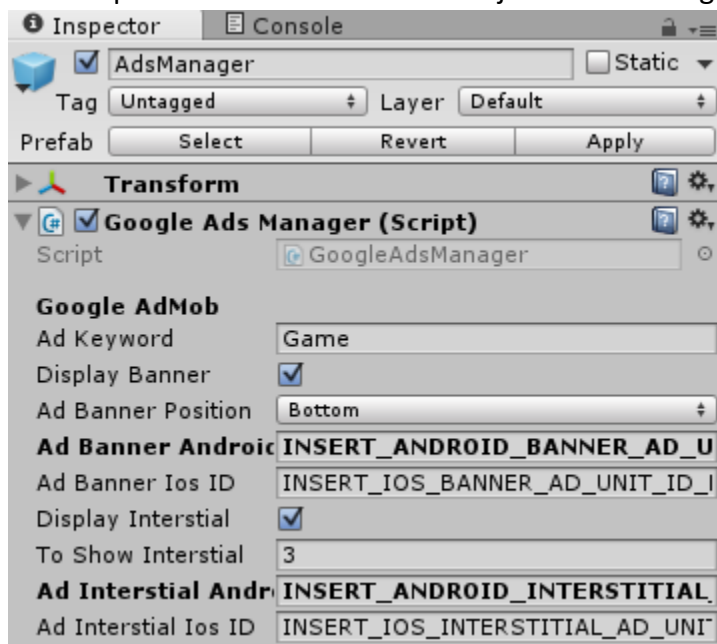
To change difficulty, change  
this values

**Sound Manager(GSGTSoundManager.cs)**

This script is attached to the GameObject « SounManager ».

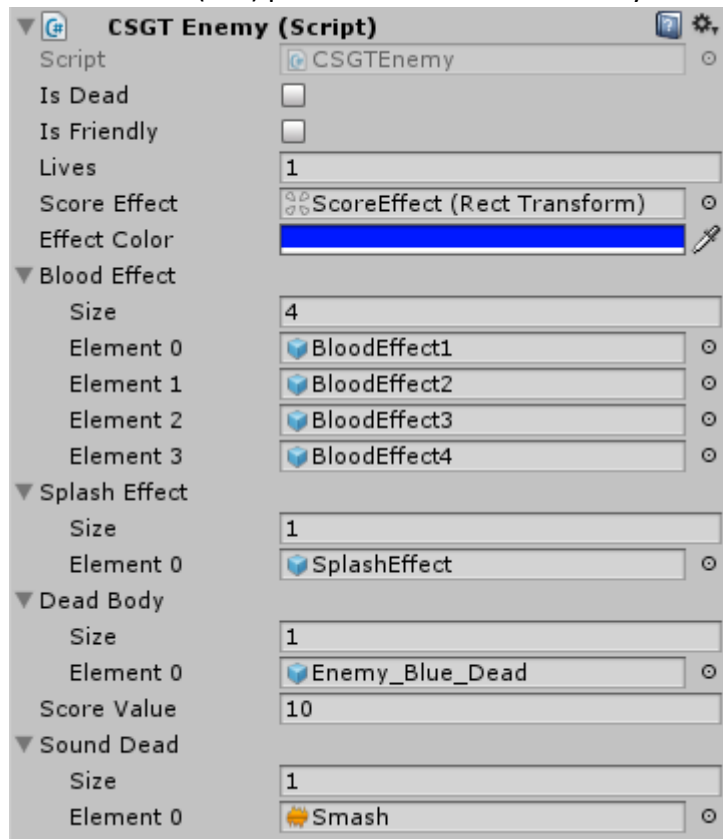
**Ads Manager(AdsManager.cs, AdsHelper.cs)**

This script is attached to the GameObject « AdsManager ».

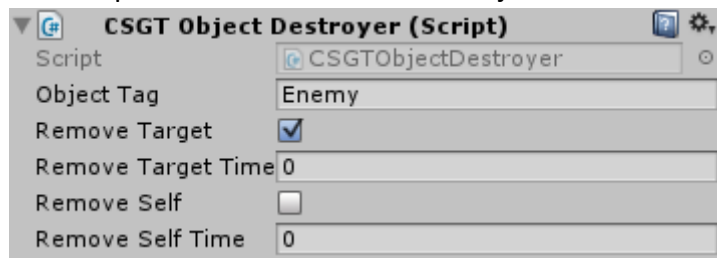


**Enemy(CSGTEnemy.cs)**

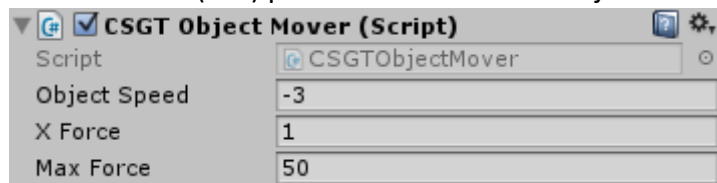
All the ENEMY(live) prefabs have a « CSGTEnemy.cs » attached.

**Object Destroyer(CSGTObjectDestroyer.cs)**

This script is attached to the GameObject « DeathLine »(child of « GameManager »).

**Object Mover(CSGTObjectMover.cs)**

All the ENEMY(live) prefabs have a « CSGTObjectMover.cs » attached.

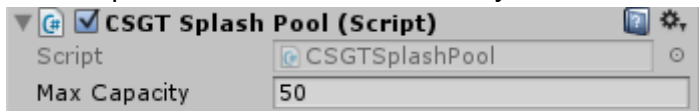


**Remove After Time(CSGTRemoveAfterTime.cs)**

All the ENEMY(dead) and SCORE EFFECT prefabs have a « CSGTRemoveAfterTime.cs » attached.

**Splash Pool(CSGTSplashPool.cs)**

This script is attached to the GameObject « GameManager ».

**Sprite Toggle(CSGTSpriteToggle.cs)**

All the SOUND buttons have a « CSGTSpriteToggle.cs » attached.

**Trigger(CSGTTrigger.cs)**

This script is attached to the GameObject « DeathLine »(child of « GameManager »).



## Hierarchy

