

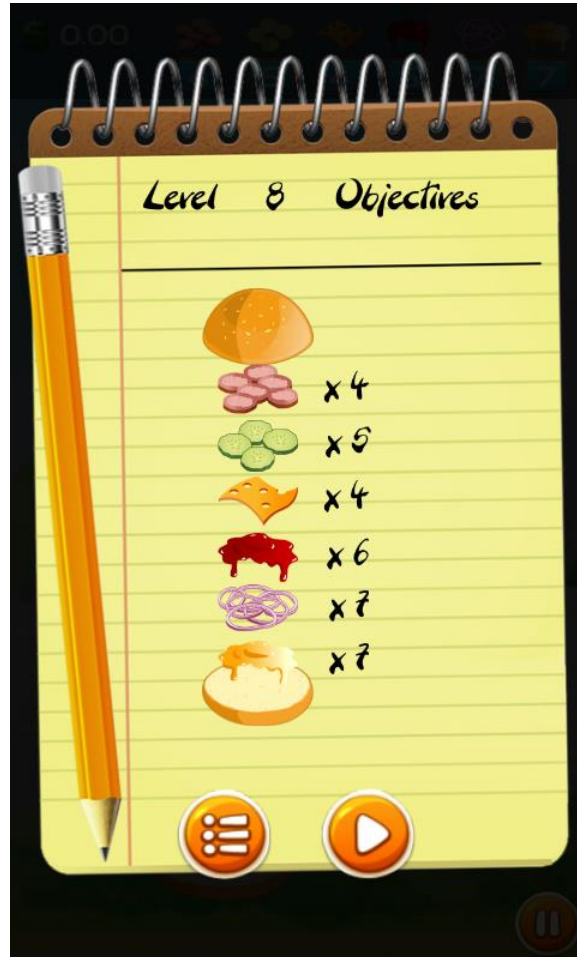
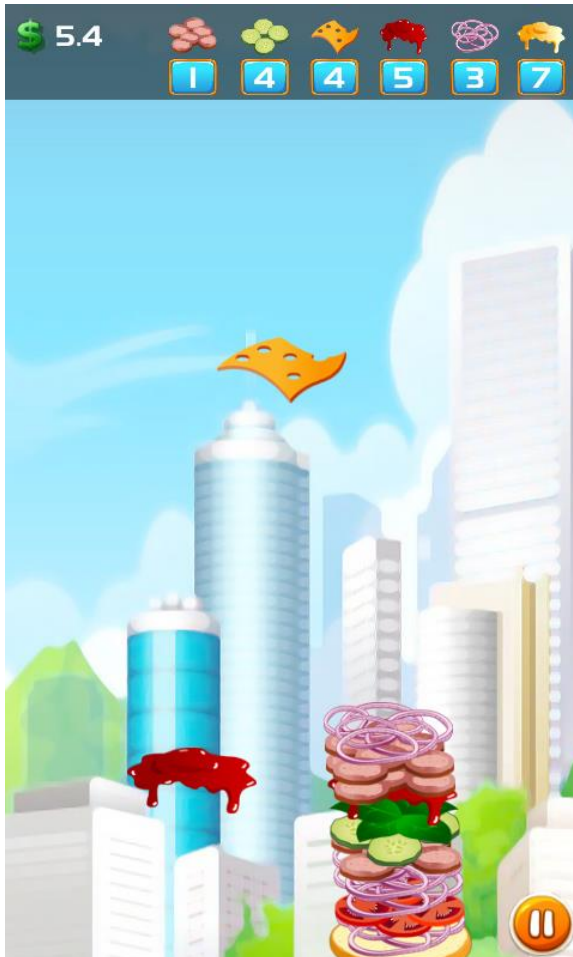
SKY BURGER

Build the burger of your dreams!

Requires Unity3D V5.3.4 or higher
Supports Android, iOS, Windows and Mac

Dear Customer,

Thank you so much for purchasing this game kit. Here you can find useful information on how to use this kit with maximum proficiency. 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 <http://www.finalbossgame.com>. We'll try our best to support you with your questions as soon as possible and till you are most satisfied.



Overview & Game Play

Sky Burger is a single player, complete game kit for Unity. This game kit features a fast paced and highly addictive game play which encourages your players to play it over and over again.

In this game, we have lots of ingredients that are falling from sky. In each level, there is certain number of missions that you need to pass to advance to the next level. In each level, you are required to collect a certain amount of each ingredient (which is shown on the UI). You can move your base object left and right to collect falling ingredients.

If you catch all the required ingredients, you just need to get the final ingredient (top bread) to finish the game.

There is no penalty if you collect unnecessary or duplicate ingredients, but you have to be careful to collect all required ingredients.

If you pass all the missions, you will advance to the next level. But if you lose a mission, you will lose the current progress and get back to the previous mission. You have to be very careful not to lose or you have to play previous games again and again.

This project accepts both touch and mouse inputs, and thus, can be tested on **Android, iOS, WebPlayer** and **Stand-Alone** platforms simultaneously. This kit works flawlessly on both Unity3d Free and Pro.

!Important:

- When you load the kit for the first time, always add all scenes to the “Scenes in build” list via ***file->BuildSettings***, to make sure you experience a smooth transition and game flow.
- The game requires these Tags to work:
 - Ingredient
 - PlayerBase
 - Background
 - AdManager

Make sure to maintain them in your personalized game or replace them with proper equivalent.

Introduction to Scripts, Classes and Game-Objects

All scripts in this kit are fully commented and have short description about what they do. But here we take a look at some classes used in the kit.

GameController

This class is the heart of the game. It monitors game status, creates different ingredients (from top), checks the main collected ingredients array and also loads the missions of each level directly from *missionManager* class. The level is finished when the player catches the end ingredient (top bread). If player beats a level, the next level will get unlocked automatically. But if player lose a level, the game will lock the current level and take the player back to the previous level. You are however free to change this rule.

MissionManager

This is the main mission manager of the game. You can add unlimited number of levels to the game within minutes. All you have to do is to create a new switch case (Covered in detail in the next page), set the count of the missions (1 to 6), set the ID and Amount of each required ingredients and that's it. You have a new mission in seconds. You can increase the difficulty of the game by increasing the amount required for each available ingredient inside a certain level.

AdManager

This is where you make money! You just need to insert your Admob IDs into the 3 available fields of this class, and it automatically loads and shows the banner and interstitial ads when appropriate. Hint: the banner ad is set to always display. The Interstitial ad will be shown upon starting/pausing the game.

IngredientController

This class moves ingredients to the bottom of the screen after creation. It also handles all the events that might occur to the object such as collision, collection or flying away. When an ingredient is instantiated, it automatically drops down from the top to the bottom of the screen. If player receives the ingredient in the center of its base, the ingredient will stick to the base and the ID of the ingredient will get added to the main array. But if player fails to collect the ingredient, it will fall away and get destroyed after exiting the view.

PlayerController

This class is attached to playerBase game object which plays the role of the starting ingredient. This object will always follow player mouse/touch/input position on the screen in X direction. You can set how fast/slow this object should follow the input position by tweaking the "followSpeedDelay".

How to add new levels?

To add a new level to the kit, follow these steps:

1. Open **MissionManager.cs** class inside **MonoDevelop**.
2. Go to the end of the switch cases (in this kit, we already have 10 cases) and add a new case like this:

```
case 11:
    ingIdAmount = new List<Vector2>(6);
    ingIdAmount.Add(new Vector2(1,3));
    ingIdAmount.Add(new Vector2(2, 3));
    ingIdAmount.Add(new Vector2(3, 3));
    ingIdAmount.Add(new Vector2(4, 3));
    ingIdAmount.Add(new Vector2(5, 3));
    ingIdAmount.Add(new Vector2(6, 3));
    break;
```

Each new case you add acts as a level. Case number is equal to level number. So in the above example, we have added the 11th level to the game.

Number 6 in the second line, refers to the total number of ingredients we should collect in this level:

- `ingIdAmount = new List<Vector2>(6);`

For each item we set for in the previous line, we have to set an **ID** and **required Amount**. These lines are doing this job:

- `ingIdAmount.Add(new Vector2(1,3));` //Vector2(Ingredient ID, Required Amount);
- `ingIdAmount.Add(new Vector2(2, 3));`
- `ingIdAmount.Add(new Vector2(3, 3));`
- `ingIdAmount.Add(new Vector2(4, 3));`
- `ingIdAmount.Add(new Vector2(5, 3));`
- `ingIdAmount.Add(new Vector2(6, 3));`

You can add unlimited number of new levels by repeating this procedure. You just need to add new cases and set the required parameters.

Final Word

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.

Our Other Cool Game Kits



Stealth Action Game Kit
[Unity Assetstore](#)



Restaurant & Cooking Starter Kit
[Unity Assetstore](#)



Endless Space Pilot Game Kit
[Unity Assetstore](#)



Snakes & Ladders Framework
[Unity Assetstore](#)



Finger Soccer Game Kit
[Unity Assetstore](#)



Monster Blaster! Game Kit
[Unity Assetstore](#)



Real Estate Tycoon Game Kit
[Unity Assetstore](#)



Head Soccer game kit
[Unity Assetstore](#)