Slot Machine Toolkit
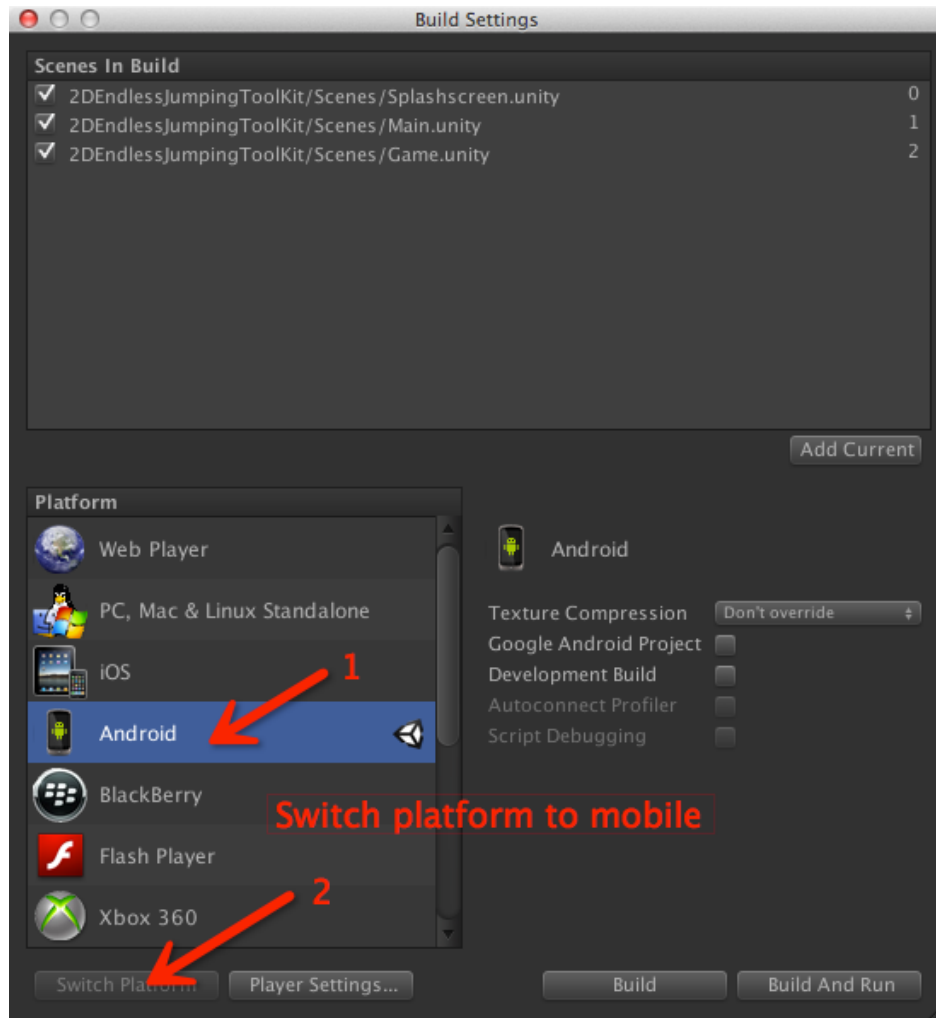
First, thank you for buying our Slot Machine Toolkit. Well, this document will help you use this toolkit to make yourself game as soon as possible.
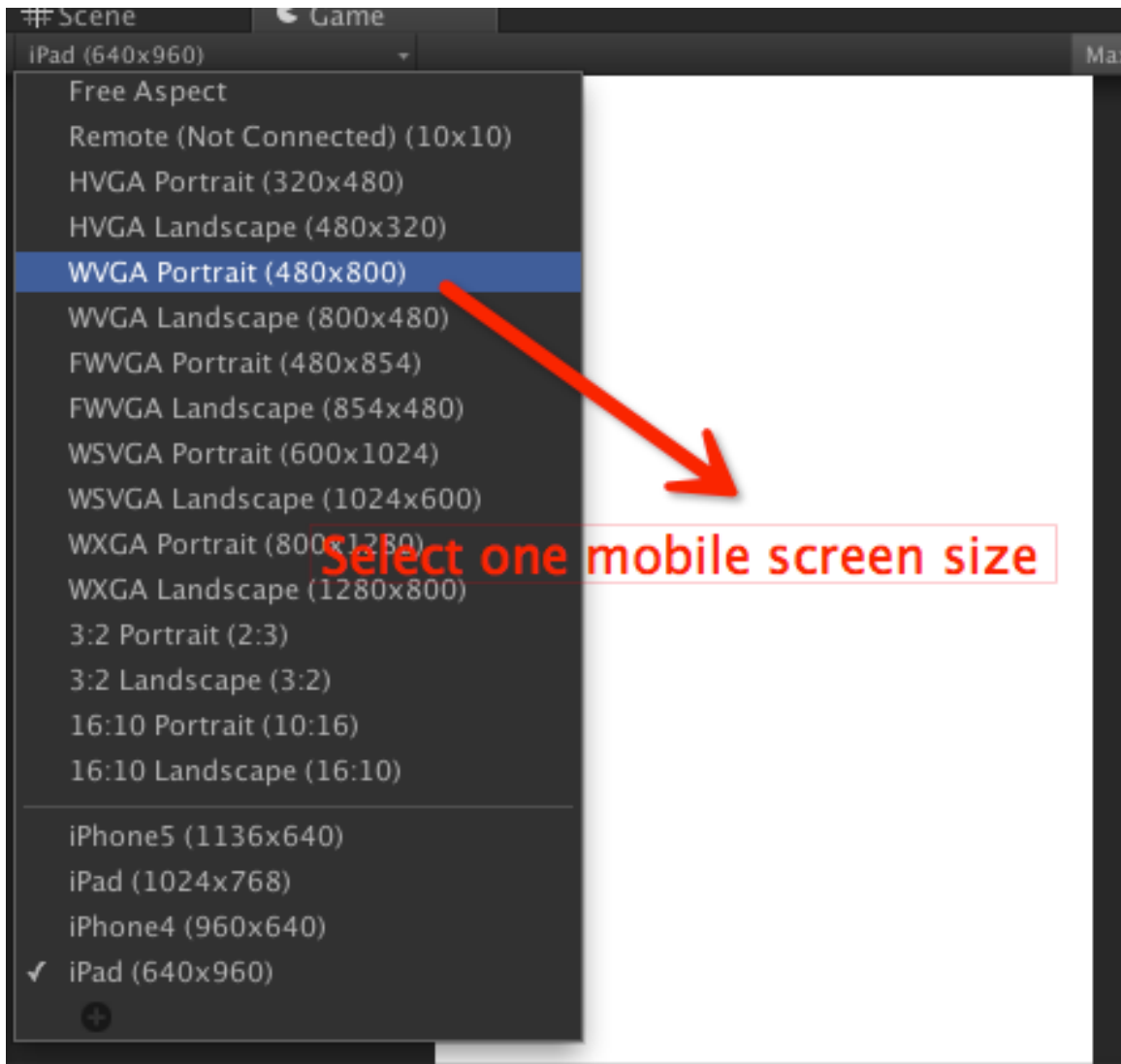
How to run this game

First, import Slot Machine Toolkit package to an empty unity project.
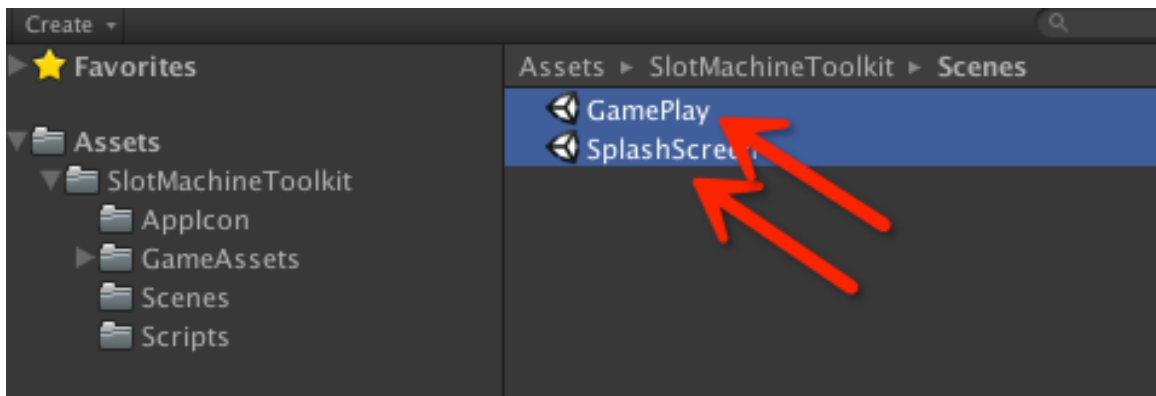
Because this game is design for mobile, so we recommend your switch your platform to Android or iOS.

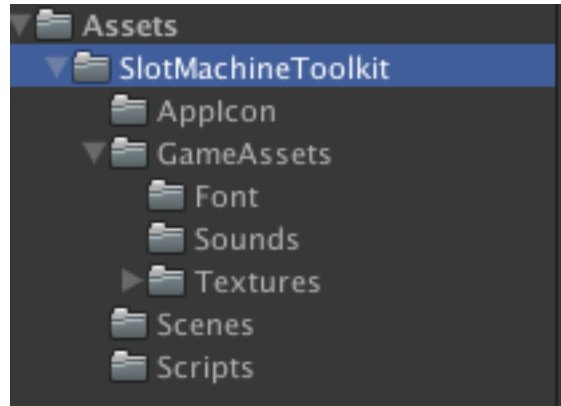Select one mobile Portrait screen resolution, such as 480x800.

Open one scene (SplashScreen or GamePlay), then click Unity Play button.

Directory structure

When import Slot Machine Toolkit package, your will see this directory structure in you Unity Project View.

Assets/SlotMachineToolKit

AppIcon directory include images for this app icon and splash screen. You should make yourself images.

GameAssets/Font directory include Font this game used.

GameAssets/Textures directory include all images for this game. Your can simply replace these images with yourself images, then you can easily make your game.

GameAssets/Sounds directory include all bgm music and sound effect for this game. You can use it for yourself game free.

Scenes directory include three scenes for this game. SplashScreen is for show your company logo or other splash. GamePlay is the game play scene.

Scripts directory include all script for this game. All code is write in C#, and the game logic is clear, so you can easily understood these code.