Supernova

Thank you for buying supernova. Here you'll find some information about the project. If you need more information please contact me at atgamestudio@gmail.com.

This is a complete project, ready to play and publish. It should run out of the box. However, you can and should customize and modify, as you need. Some configuration is necessary if you want to publish to Google Play or use Unity Analytics. Follow the instructions in the respective sections of this document.

Mechanics

Every planet collected scores one point. The star has three colors: white, yellow and red. Damage is applied when you lose a planet, making the star color change. Damage is reversed when 10 planets are got. The star explodes when it is on red state and suffers damage or when the star falls into a black hole.

Folder structure:

- **Animation**

There are 3 animator controllers in the game:

1) GUI – responsible for displaying the tap to play screen, start screen animation, game over screen and high score screen.
2) Button – responsible for button animations
3) Player – responsible for player animations, change of colors and explosions.

- **Audio**

This folder contains the sounds of GUI, damage, explosion and the background soundtrack.

The background soundtrack is a free soundtrack by Vertex Studio. More soundtracks can be found in the asset store at https://www.assetstore.unity3d.com/en/#!/content/4883 .

- **Fonts**

This folder contains the font Sector 034 used in the project. Source: http://fontstruct.com/fontstructions/show/310877/sector_034 .

- **Images**

This folder contains all the images of the project including the buttons. More buttons can be obtained in the asset store at https://www.assetstore.unity3d.com/en/#!/content/19136 .

- **Materials**

This folder contains the textures of the backgrounds that are needed for the infinite scrolling feature.

- **Prefabs**

This folder contains all the items that are instantiated at runtime. All the prefabs, except the player should have a tag named Item. The player prefab should have the tag Player.

- **Scenes**

This folder contains the Main scene.

- **Scripts**

This folder contains the scripts under the namespace Supernova. For detailed information about scripts, see the comments into each script file.

Google Play and Leaderboard

If it's your intention to build for android and publish to Google Play, follow the instructions on how to configure the Google Play Games Plugin in the link below. It has complete and detailed information on how to configure and use the plugin.

https://github.com/playgameservices/play-games-plugin-for-unity

After having configured your Google Play Developer Account and have generated the GPGSIds.cs file, you should replace the existing file located at "Assets/Scripts". For demonstration purposes, it was created a leaderboard called "Best Starters". When you replace this file with your own generated file, unity will show compilation errors, so you'll have to change the constant "leaderboard_best_starters" with your new leaderboard constant.

Go to "File > Build settings". Select Android. Click on the "Player settings" button. In the inspector tab, edit the fields with your information. Example:

Company name: AT Game Studio

Product name: Supernova

Default Icon: Select the supernova icon "Assets/Sprites/icon.png".

On the Resolution and Presentation

- Supernova runs best on portrait mode

On the Other settings tab:

- Identification
    - Enter the Bundle Identifier: com.atgamestudio.supernova
    - Enter the Bundle version and version code
- Configuration
    - Write Access: External (SD Card) – For the share function to work correctly.

On the Publishing settings:

- Click on the “Browse keystore” button and locate your keystore. The apk must be signed before publishing to Google Play. If you don’t have a keystore, generate one selecting the “Create New Keystore”.
- Enter the keystore password and confirm.
- Select your alias key and create a new key.
- Enter the key password.

Back to the Build Settings window, click on the “Build” Button.

The generated APK now can be uploaded into your Google Play Developer Console and published to the world.

Unity Analytics

This part of the tutorial is based on Unity 5.2+, because unity 5.2 comes with Unity Analytics built-in. For previous versions more information can be found at http://docs.unity3d.com/Manual/UnityAnalytics.html.

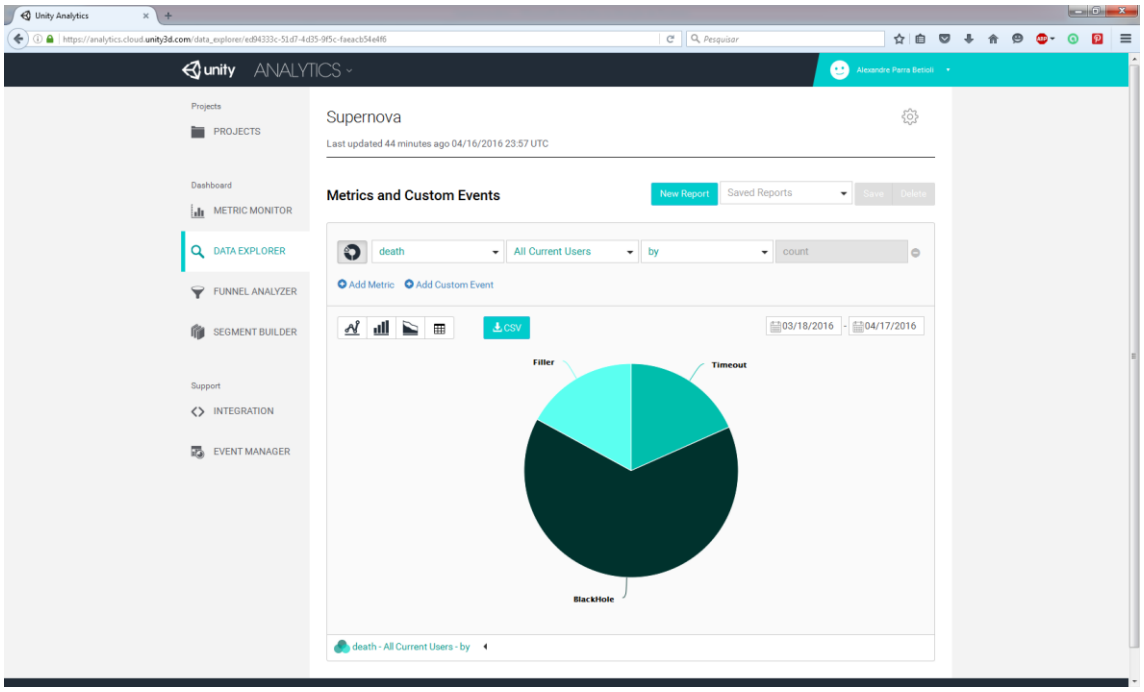
First you need to register at https://unity3d.com/pt/services/analytics and create a project.

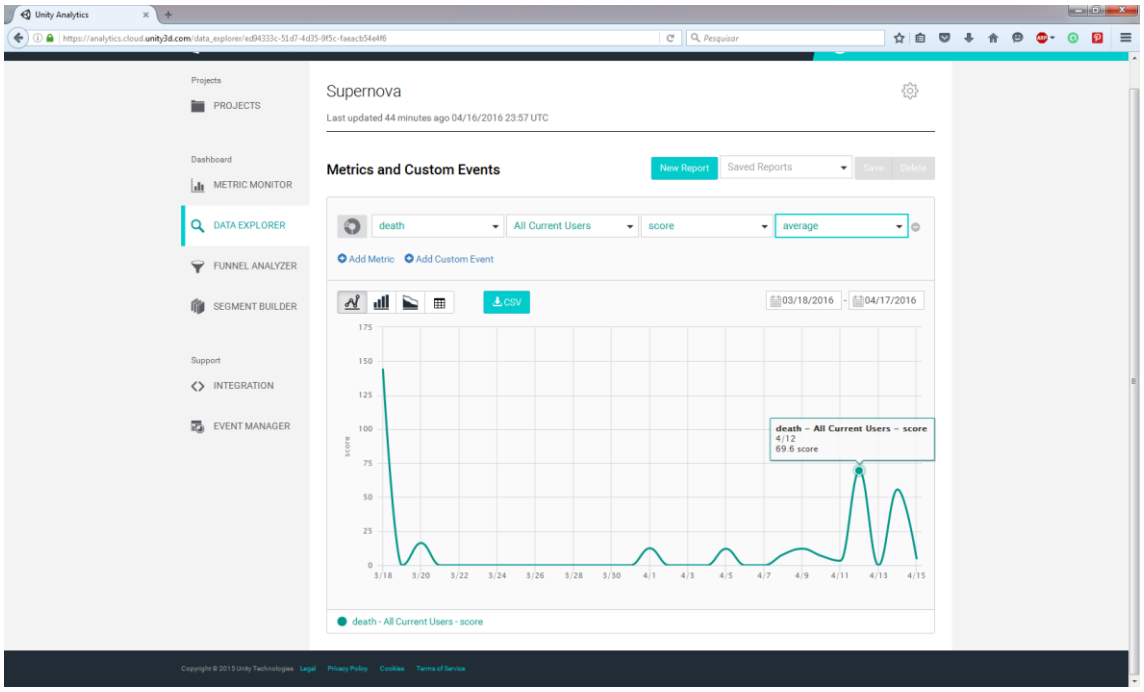
In order to enable analytics in the project go to “Window > Services” (Ctrl + 0). A new tab Services should appear. Enter with your unity ID or create a new one. Enable the Analytics service clicking on the Analytics section. Click on the “Go to Dashboard” button to open the analytics dashboard.

The script responsible for sending events is “Scripts/Services/Services.cs”. Supernova is configured to send a “death” event, including the score and the cause (by) of the death.

```
Analytics.CustomEvent("death", new Dictionary<string, object> {
                                { "score", score },
                                { "by", by }
                        });
```

By accessing the data explorer section of the dashboard, you can analyze the metrics about the death event and take decisions to improve your game.


Unity Analytics
unity ANALYTICS
Alexandre Parra Betioli
Projects
PROJECTS
Dashboard
METRIC MONITOR
DATA EXPLORER
FUNNEL ANALYZER
SEGMENT BUILDER
Support
INTEGRATION
EVENT MANAGER
Supernova
Last updated 44 minutes ago 04/16/2016 23:57 UTC
Metrics and Custom Events
New Report
Saved Reports
Save
Delete
death
All Current Users
by
count
Add Metric
Add Custom Event
CSV
03/18/2016
04/17/2016
Filler
Timeout
BlackHole
death - All Current Users - by


Unity Analytics
Projects
PROJECTS
Dashboard
METRIC MONITOR
DATA EXPLORER
FUNNEL ANALYZER
SEGMENT BUILDER
Support
INTEGRATION
EVENT MANAGER
Supernova
Last updated 44 minutes ago 04/16/2016 23:57 UTC
Metrics and Custom Events
New Report
Saved Reports
Save
Delete
death
All Current Users
score
average
Add Metric
Add Custom Event
CSV
03/18/2016
04/17/2016
score
175
150
125
100
75
50
25
0
3/18
3/20
3/22
3/24
3/26
3/28
3/30
4/1
4/3
4/5
4/7
4/9
4/11
4/13
4/15
death – All Current Users – score
4/12
69.6 score
death - All Current Users - score
Copyright © 2015 Unity Technologies Legal Privacy Policy Cookies Terms of Service