Roulette Framework

Unity Asset Store Project

Version 2.0.0

Project Description

Roulette Framework is a complete project template ready to play and publish.

Main features:

- Works on all platform mobile and not
- Follow the real roulette game rules
- French roulette (single zero)
- American roulette (double zero)
- Multiplayer, one vs one player, game creator player acts as Casino owner, the other can play on table.
- Integrated Unity advertising, to get coins and just advertising between game hands
- Integrate Unity In-app purchase to get coins viewing rewarded videos

A simple roulette table is provided, you can reach great result using "European and American Roulette" asset store package https://www.assetstore.unity3d.com/en/#!/content/39118 the integration is fast and easy.

IMPORTANT IF YOU WANT USE MULTIPLAYER FEATURES YOU MUST FIRST SETUP PHOTON CLOUD (SEE MULTIPLAYER SETTINGS CHAPTER)

Project Structure
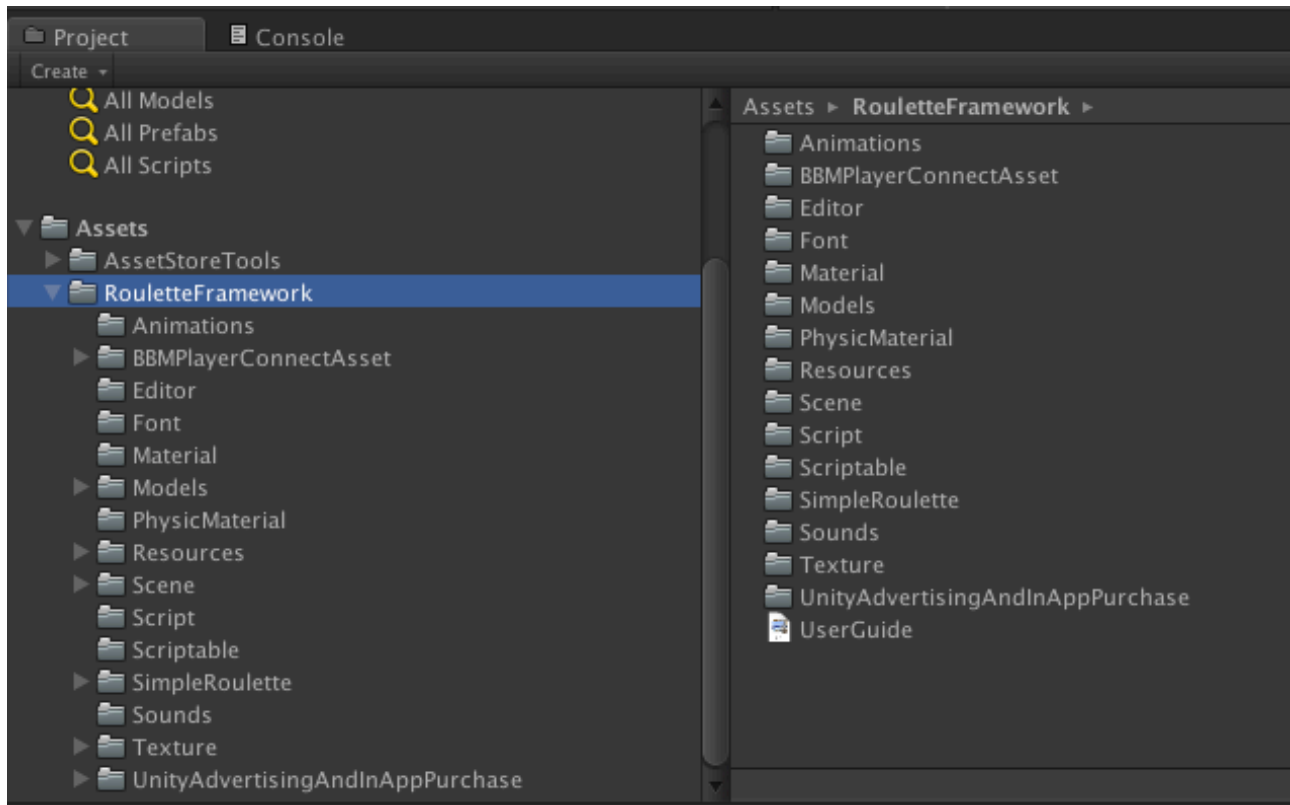
Folder structure at project install.
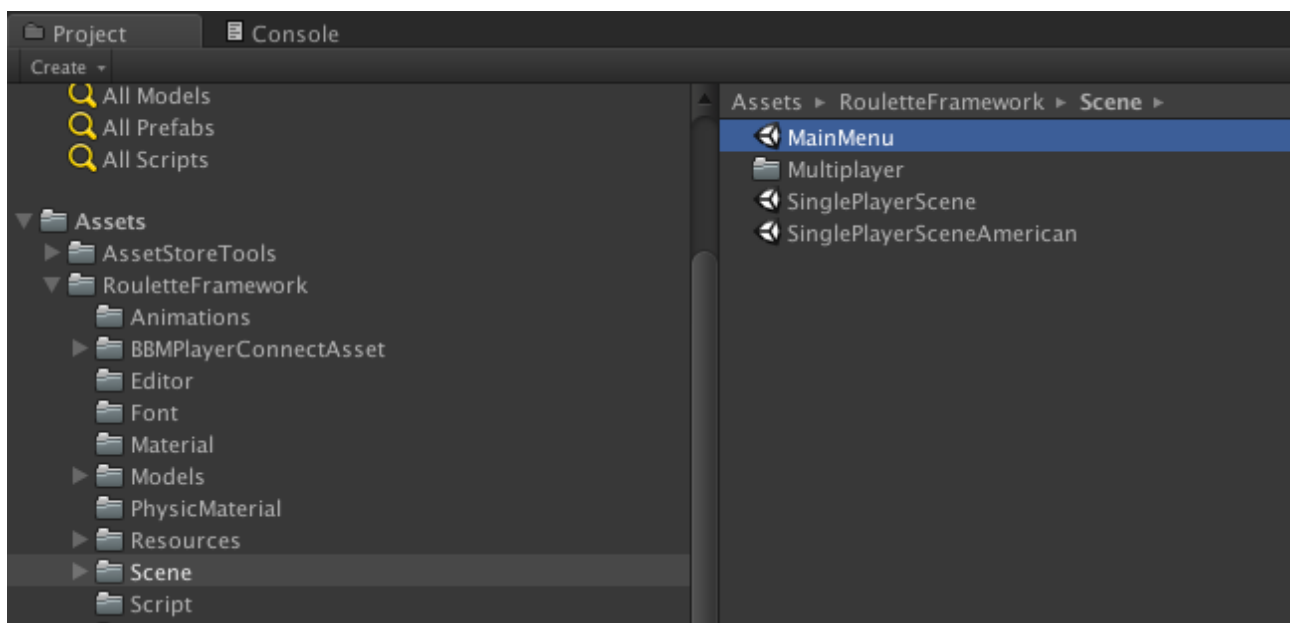
To start play the game open "MainMenu" scene

Multiplayer Settings

This project use Photon Cloud as multiplayer engine, is free up to 20 users, so first we need install the Photon package download it here : https://www.assetstore.unity3d.com/en/#!/content/1786

 During Photon Cloud installation you can use our test APPID:
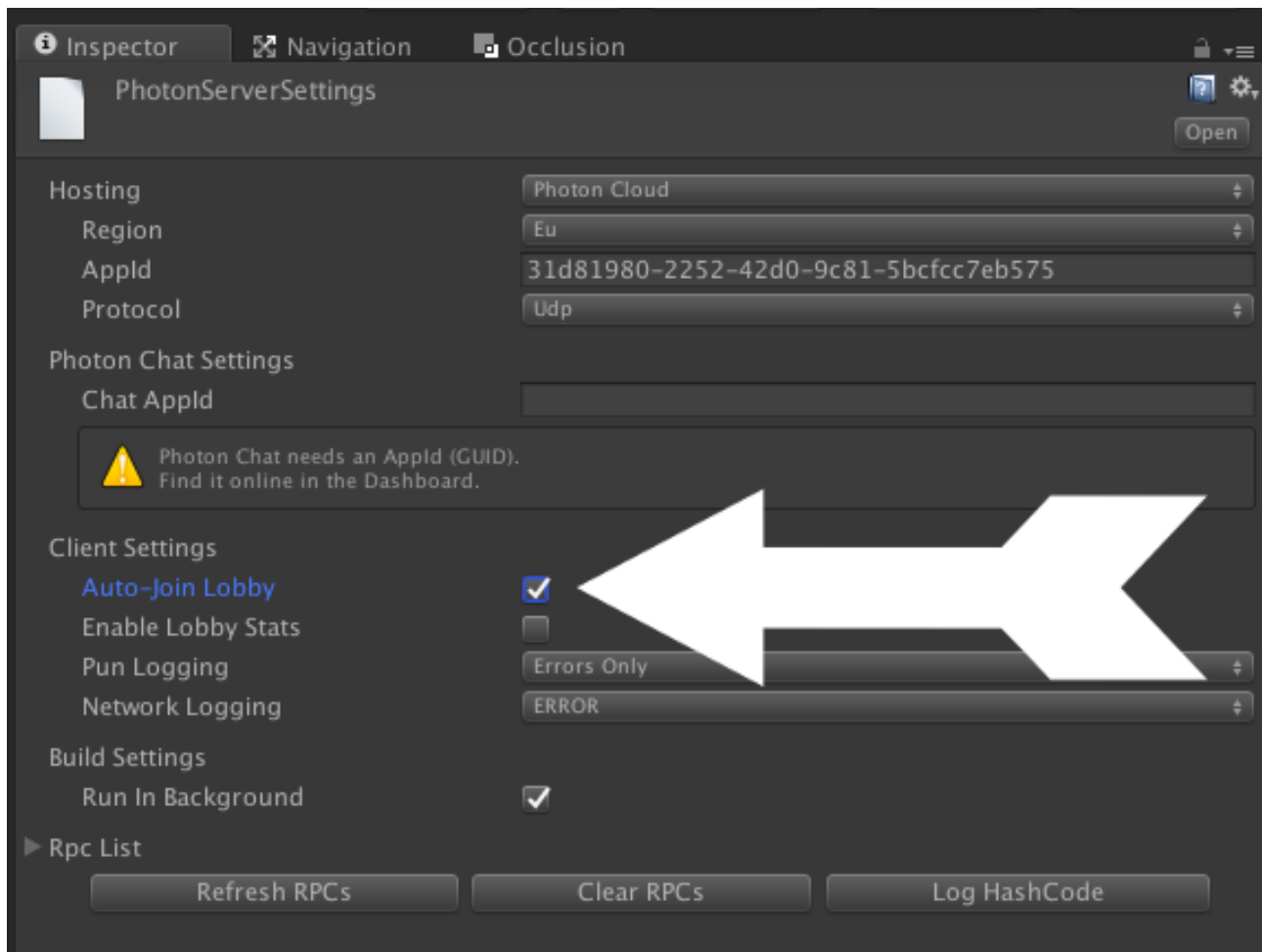<31d81980-2252-42d0-9c81-5bcfcc7eb575>

- Just after Photon package is imported a configuration wizard will appear
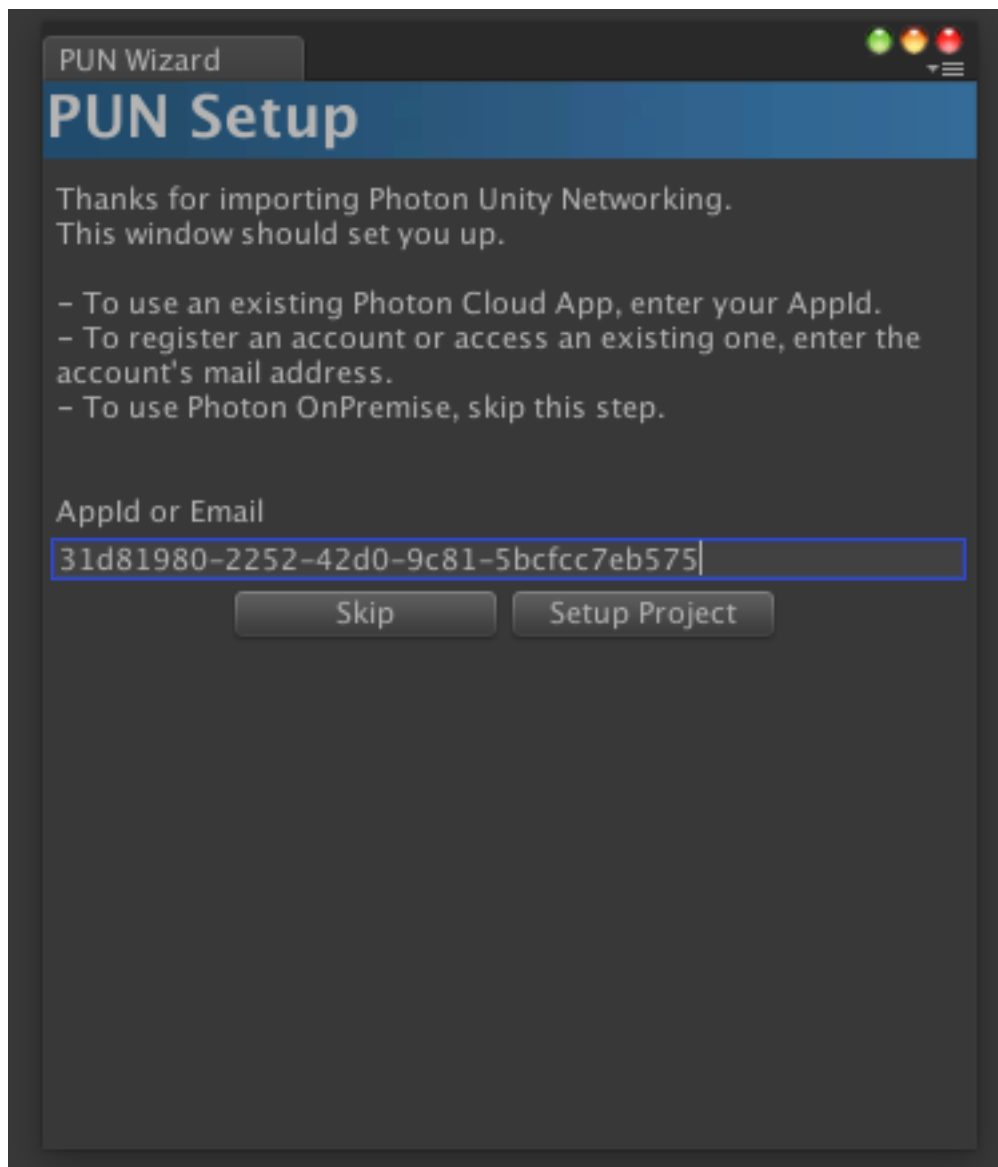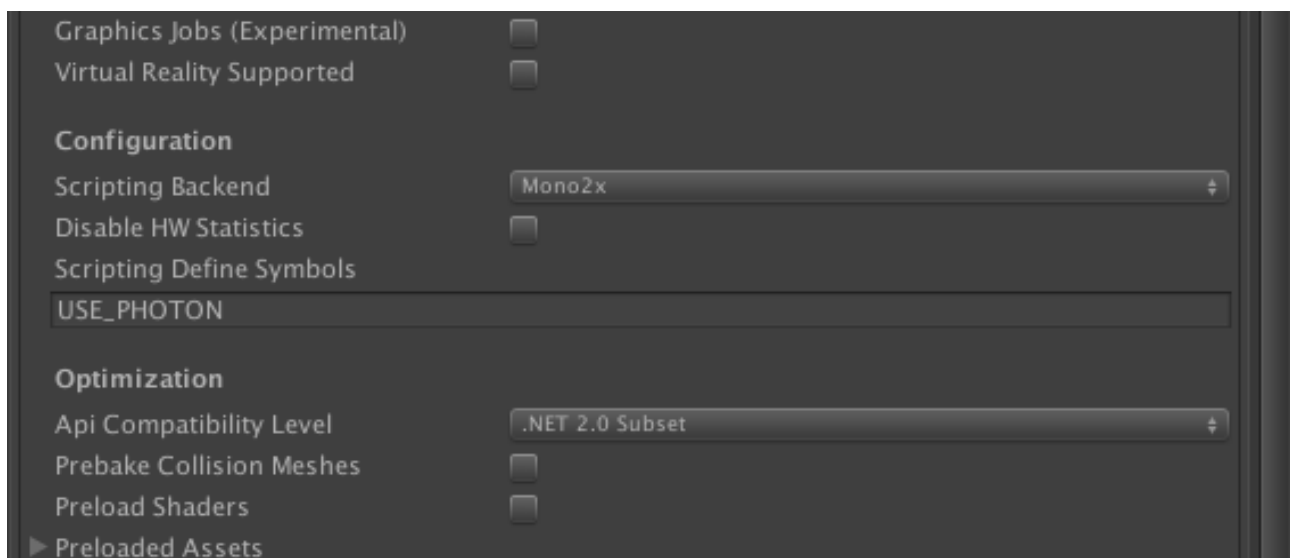

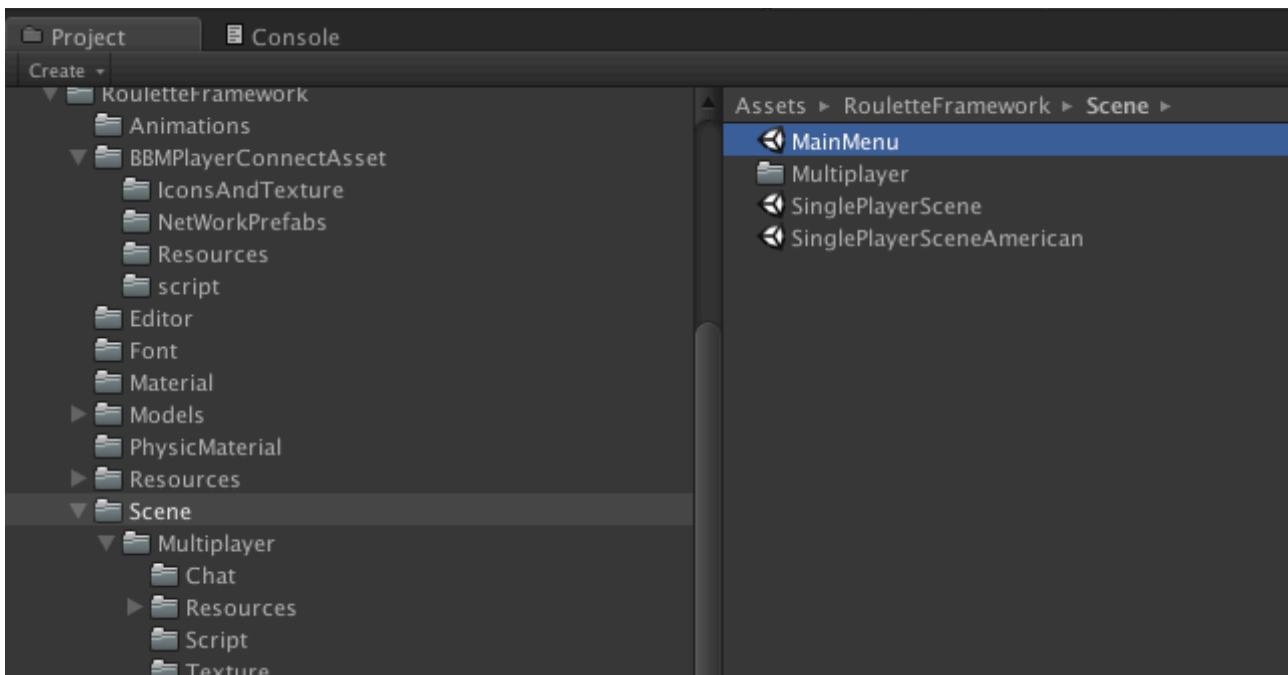- Enter your or our in the AppId field

- Click <Setup Project> button

- Check Auto-Join Lobby flag

To activate multiplayer you must add compiler directive <USE_PHOTON> in <Player Settings> -> <Scripting Define Symbols>
Don't forget to press <Return> key to save it
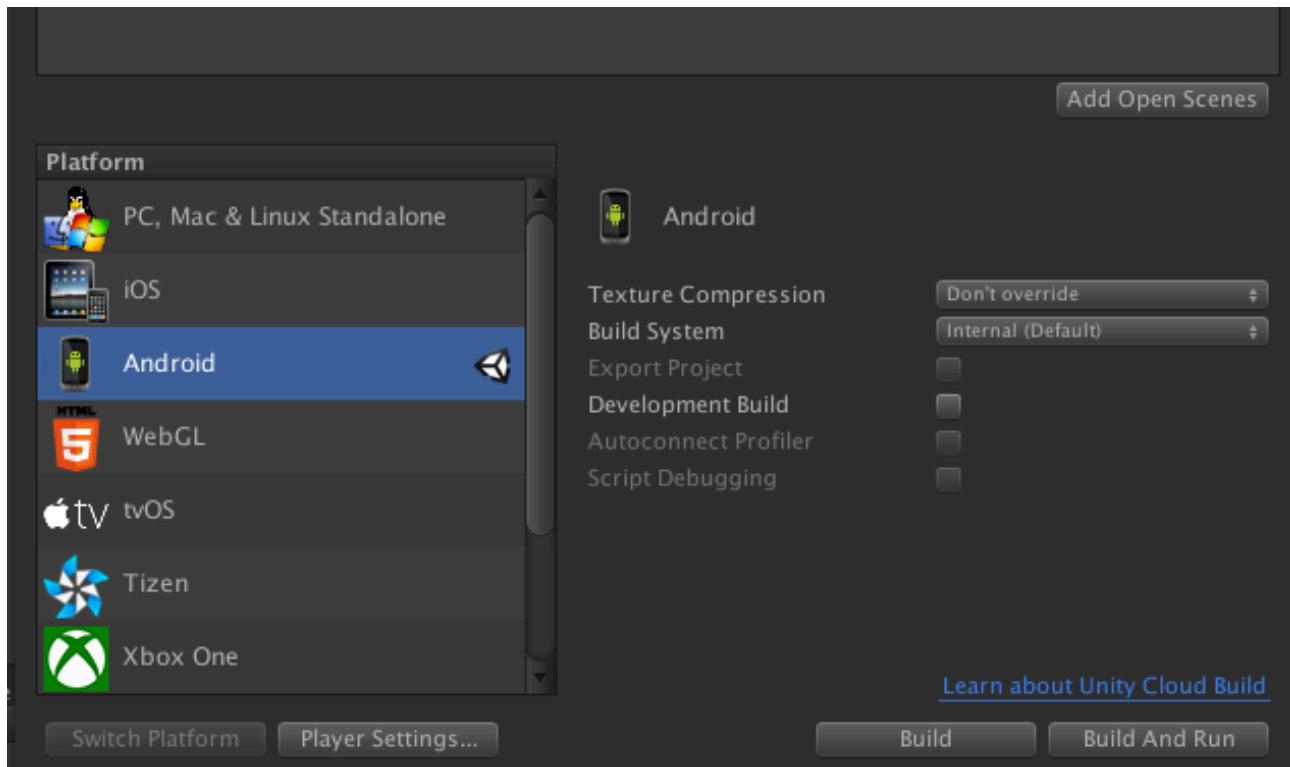
Test Multiplayer

Open scene "MainMenu"

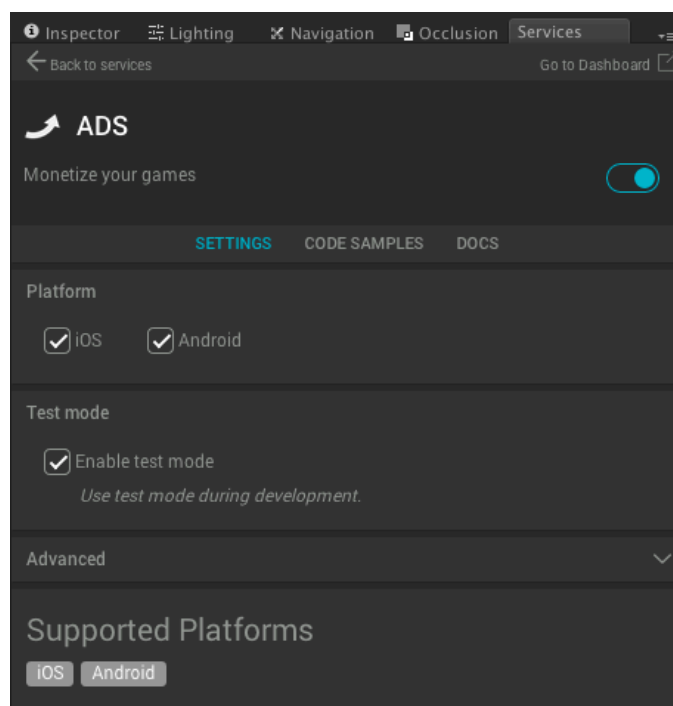then click on Multiplayer button.

Unity Advertising Service Settings

This project is ready to use Unity advertising settings.

First switch project to ANDROID or IOS platform

then setup service https://unity3d.com/services/ads/quick-start-guide once done the service panel should looks like:
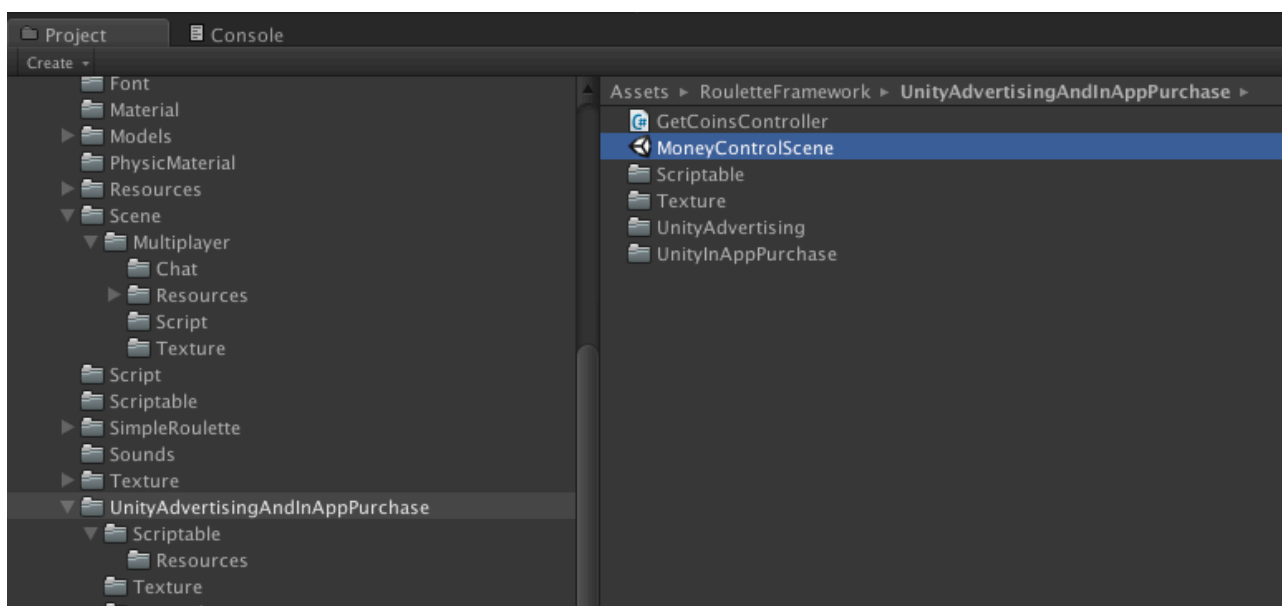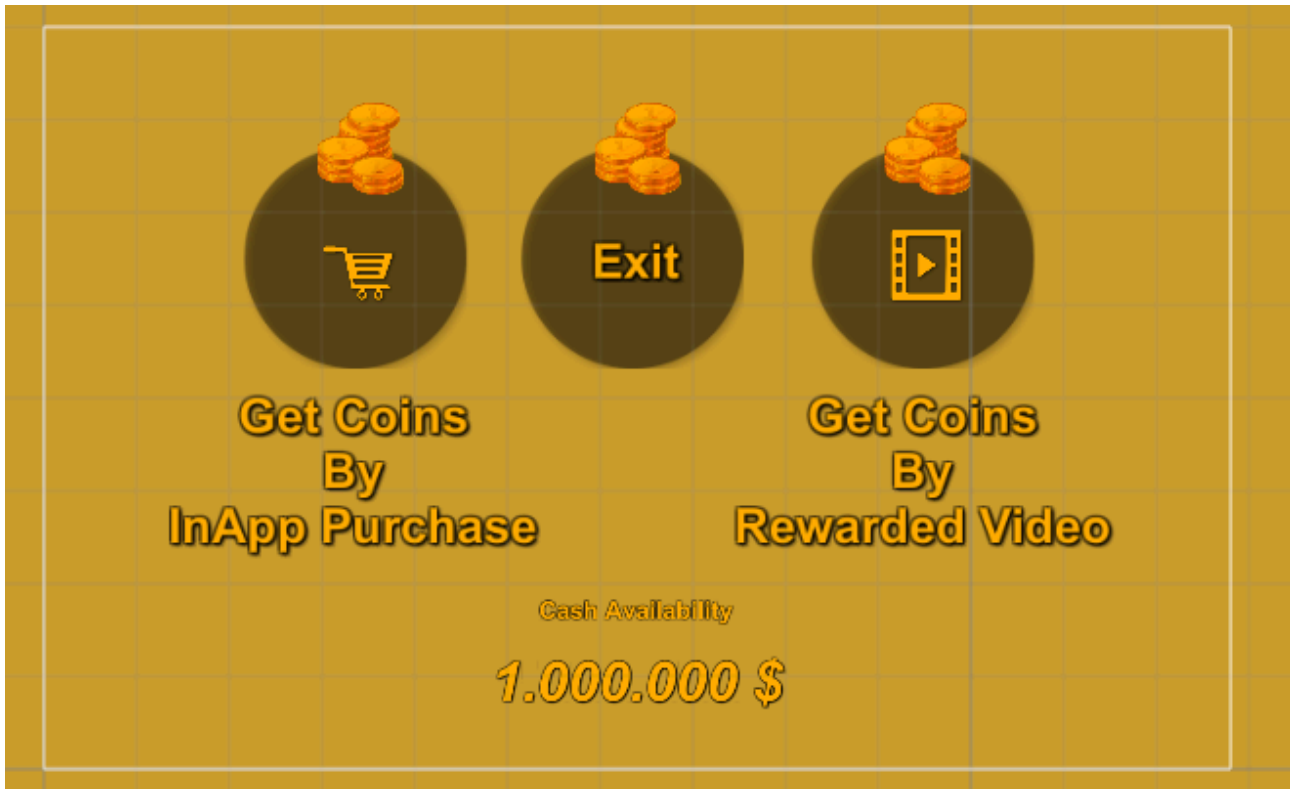
Then for activate advertising show video you must add <USE_UNITY_ADV> on Player Settings > Scripting Define Symbols(**Don't forget to press Return key or Unity doesn't save**)
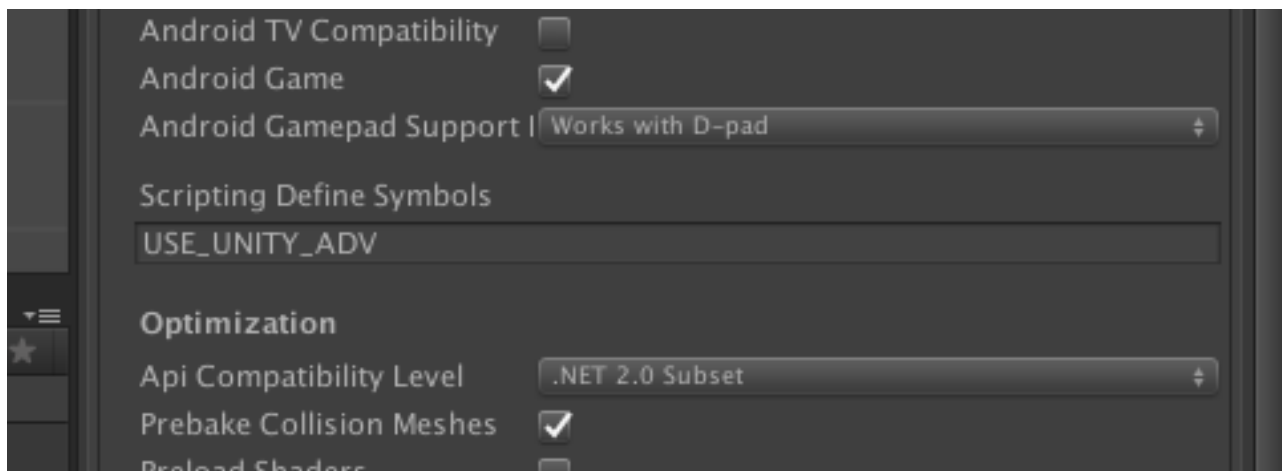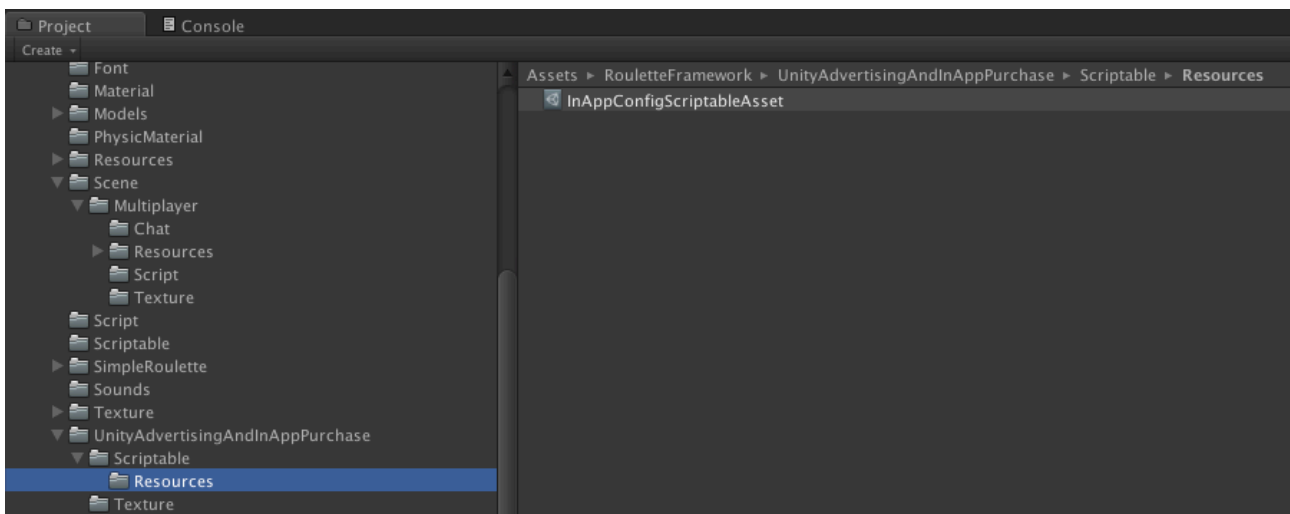

The advertising video is showed every time player exit from game scene.

The project use advertising also to get coins here's the scene "MoneyControlScene"
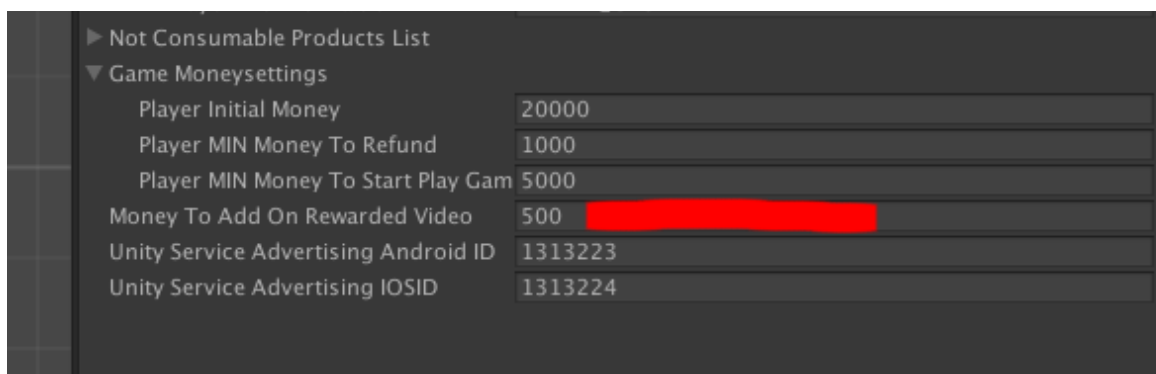
To set how much coins value to add each rewarded video viewed by the player, select "InAppConfigScriptableAsset" asset here:
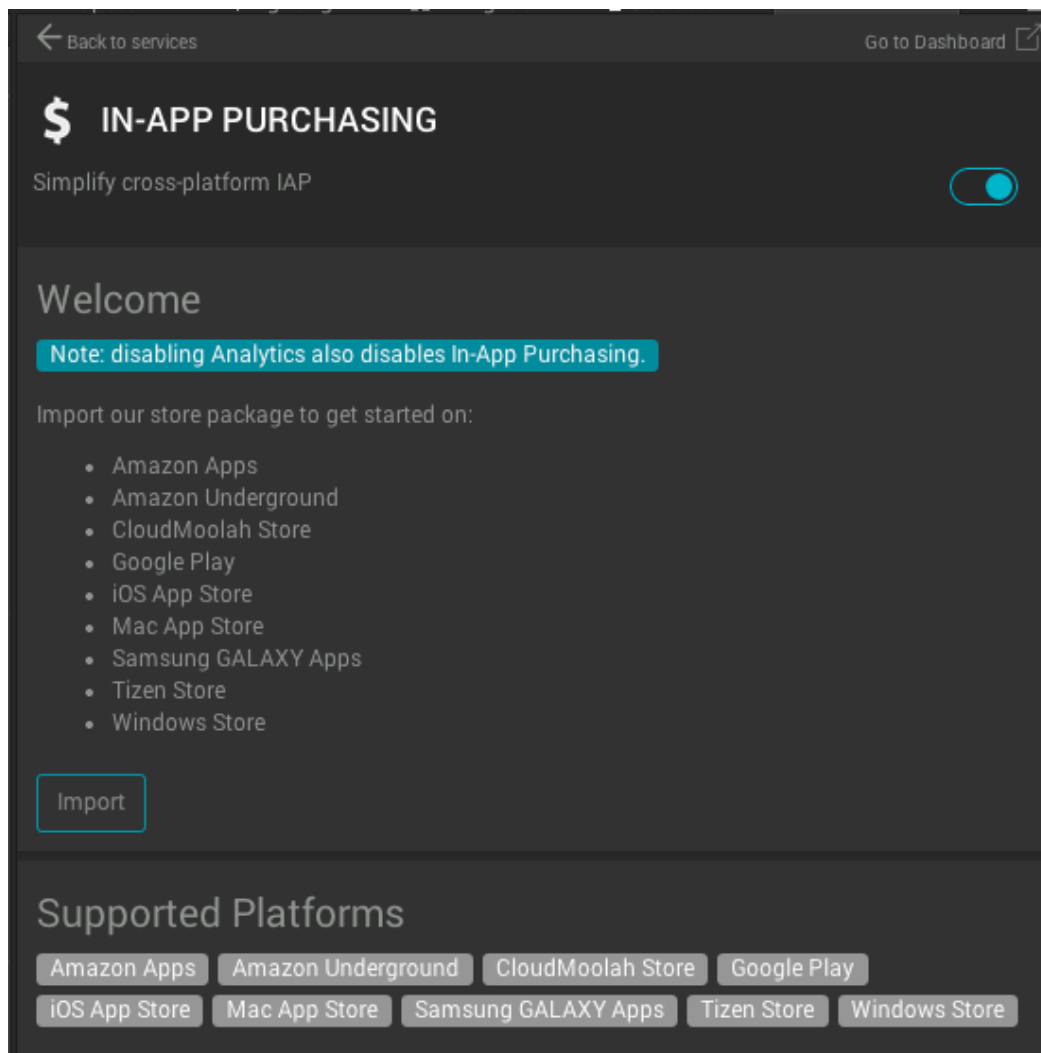

then set the value here:

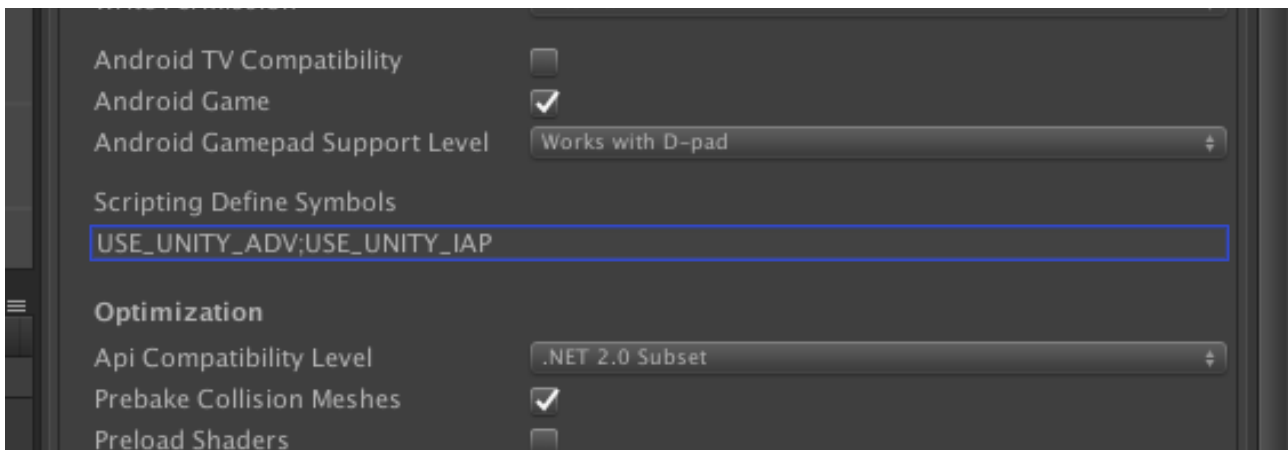## Get Coins By Unity In-App Purchase Service Settings

First activate "In-app Purchase Service" in Services panel:

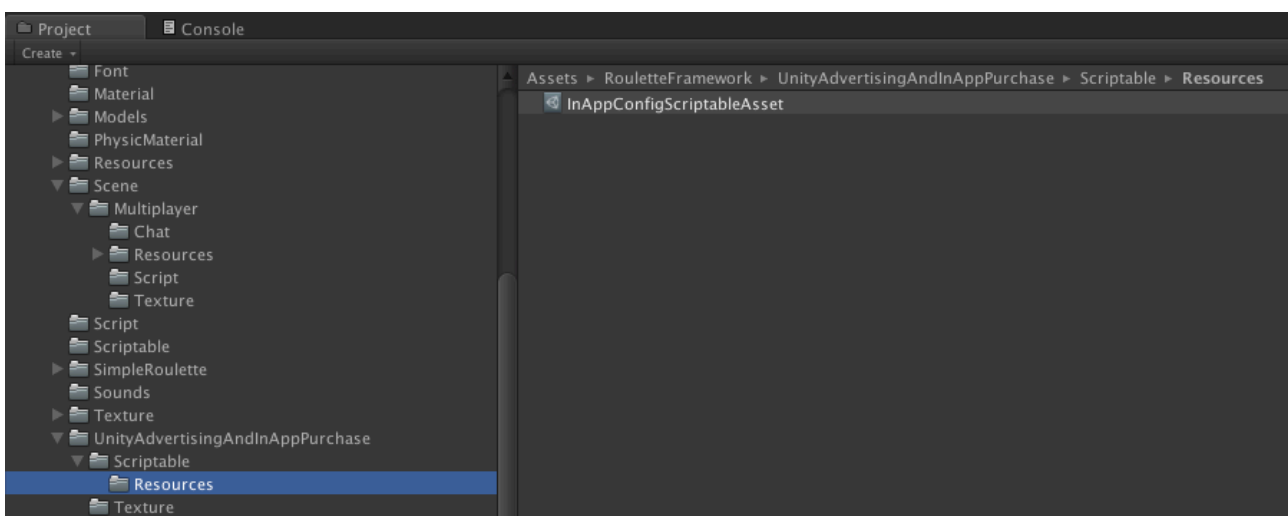https://docs.unity3d.com/Manual/UnityIAPSettingUp.html

once activated import package:

To activate add <USE_UNITY_IAP> on Player Settings > Scripting Define Symbols(**Don't forget to press Return key or Unity doesn't save**)
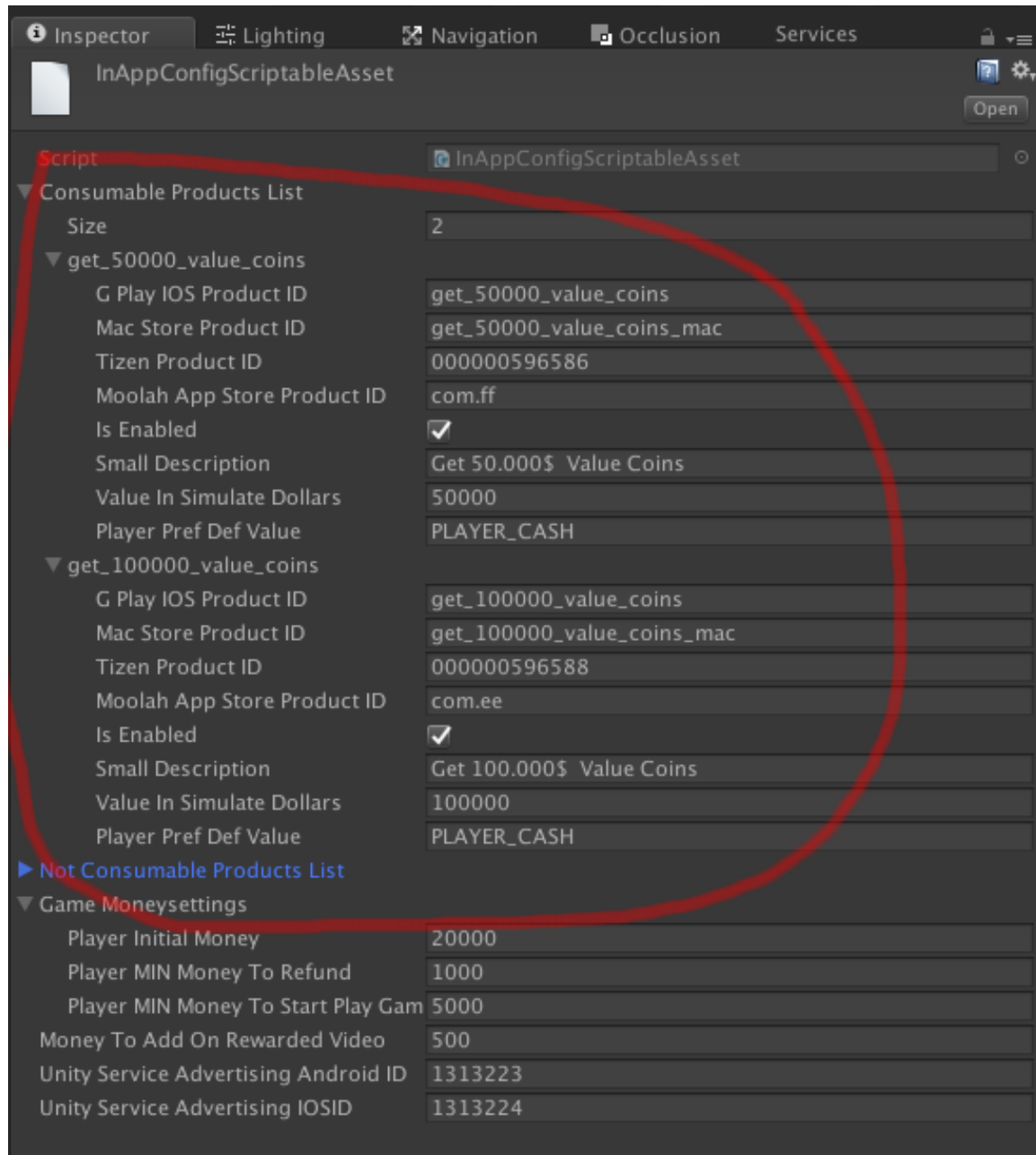

To set in-app purchase products Id and values select "InAppConfigScriptableAsset" asset here:
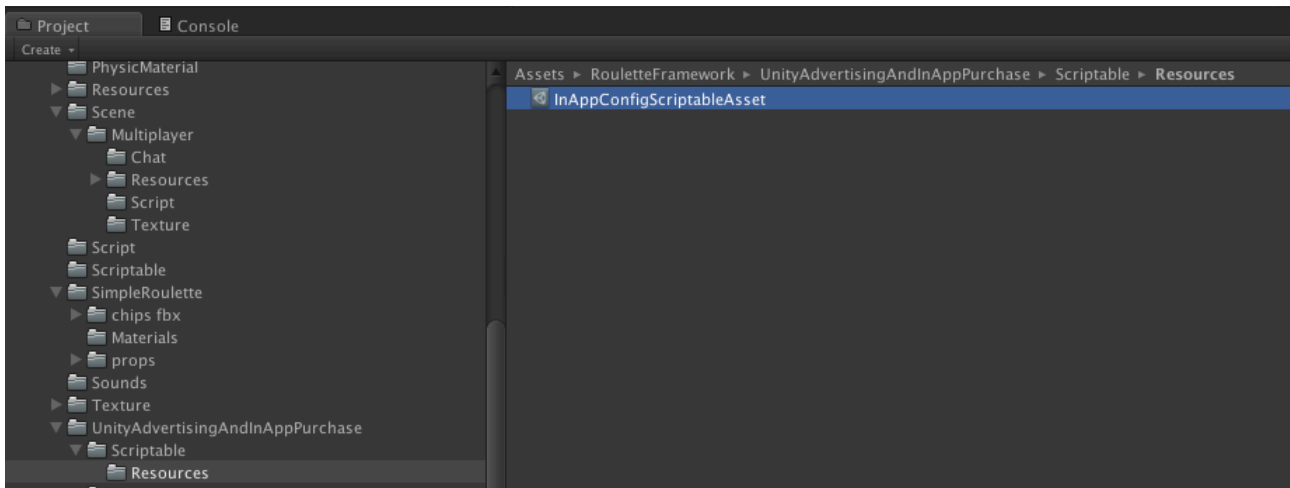
We already have set two product:
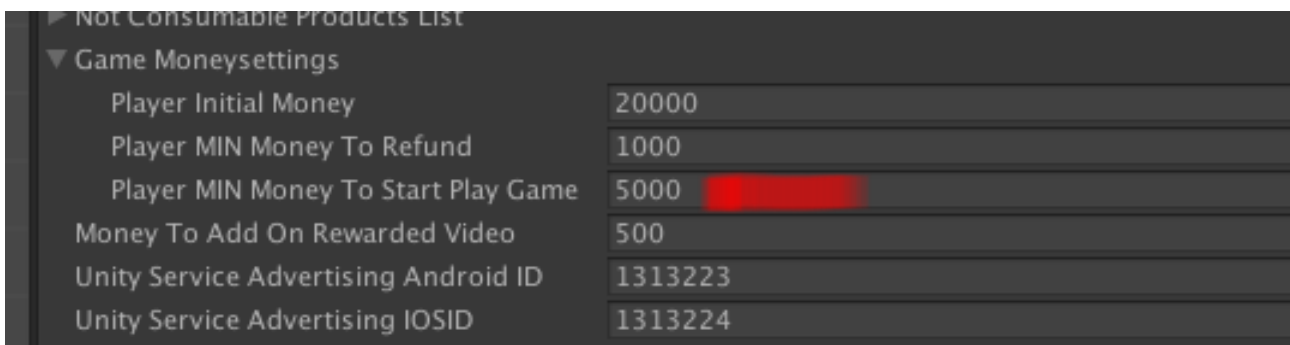
- 50.000 coins value
- 100.000 coins value

PRODUCTS ID MUST IS THE SAME YOU SET ON STORE DASHBOARD

How The Project Works

First when player choose to play at start in MainScene "BBMainMenuController" script check for coins availability, to set the minimum coins to access at play, select "InAppConfigScriptableAsset":
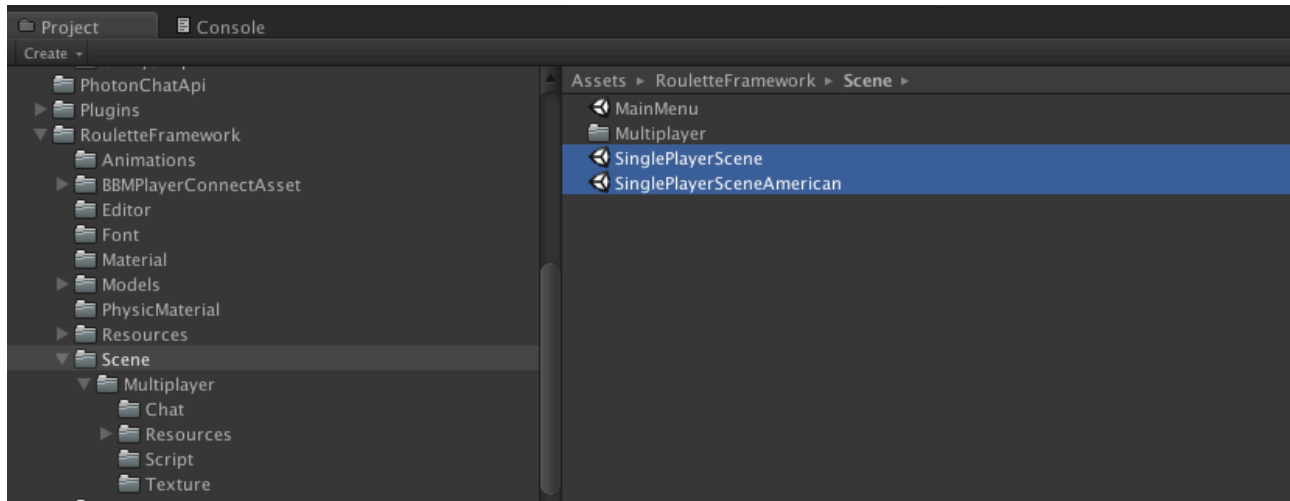

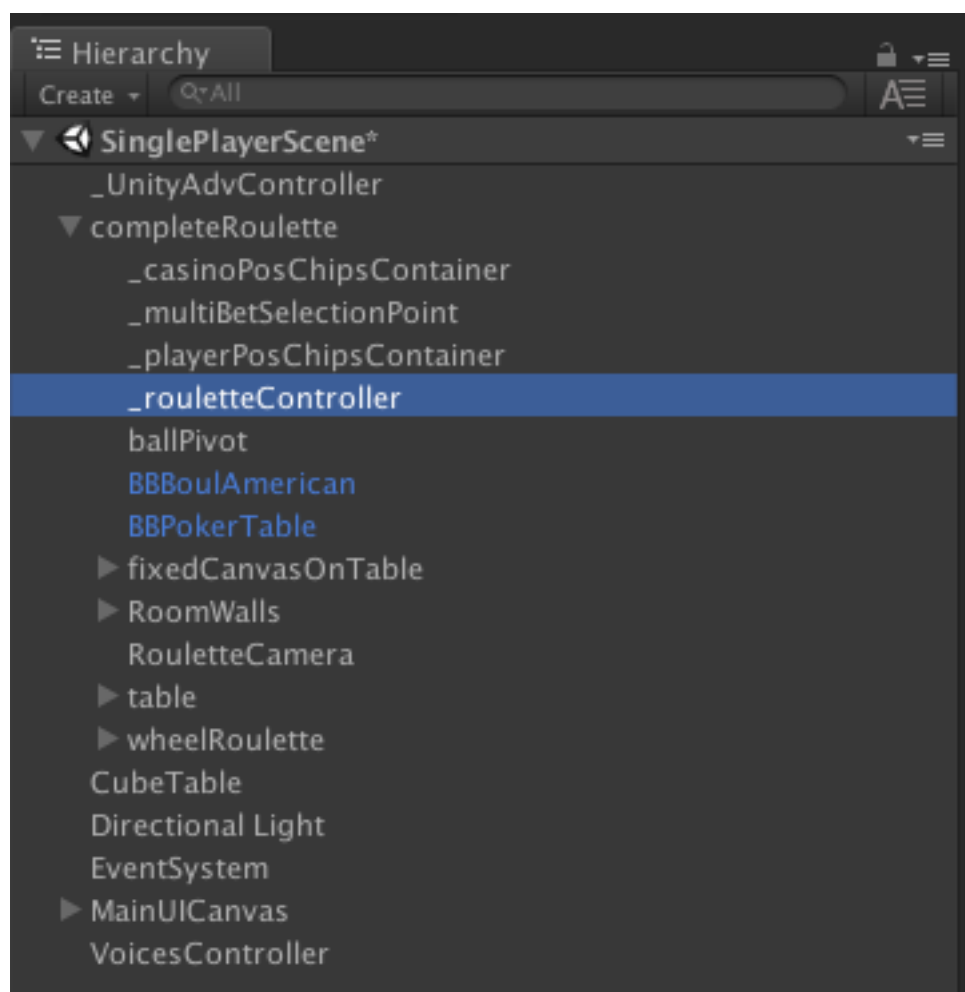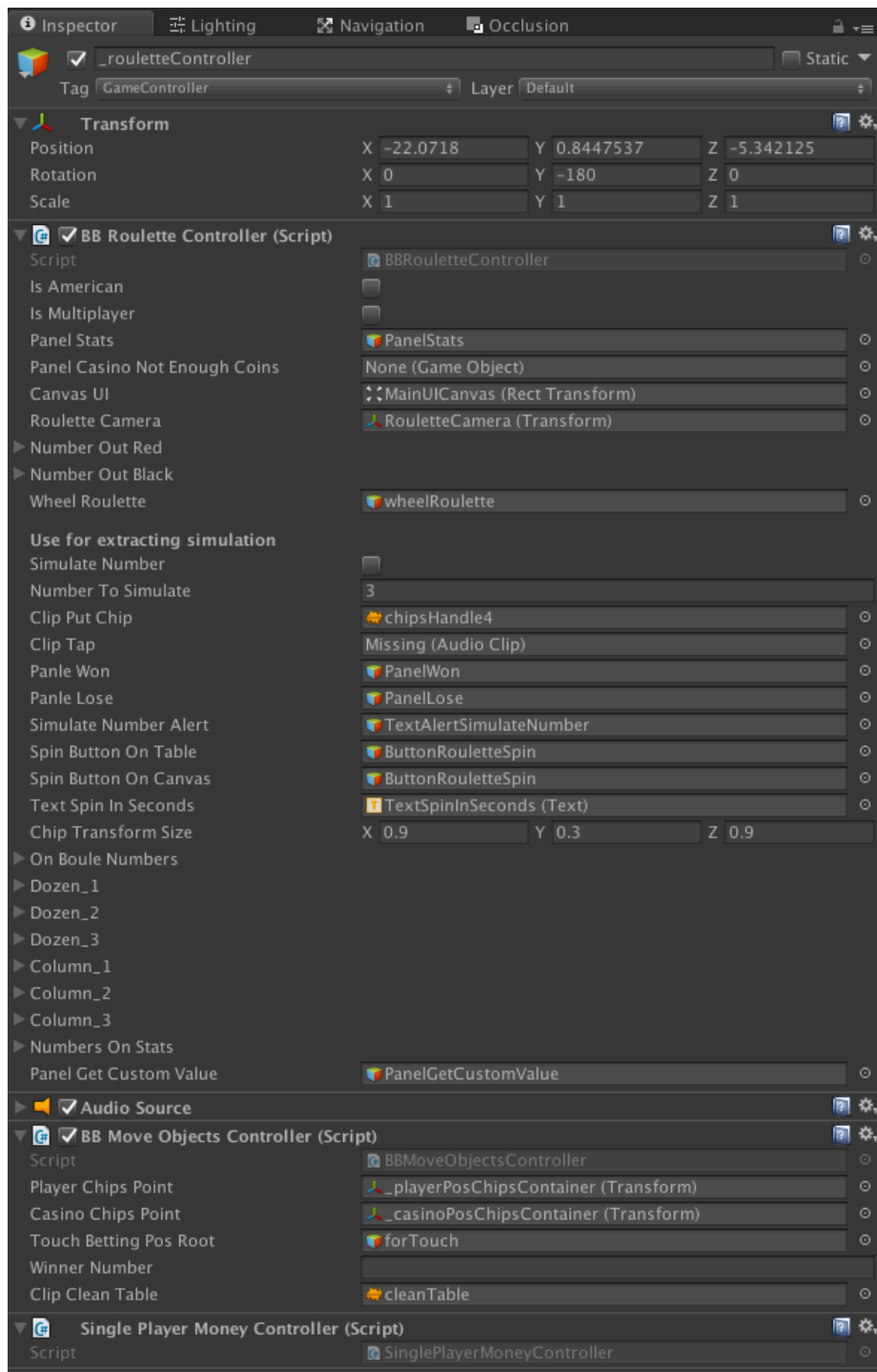then set the value in the field

Scene Core Components

France roulette and American roulette scene are here:

"_rouletteController" is the main component

☑ _rouletteController   ☐ Static

Tag `GameController`   Layer `Default`

▼ Transform

Position	X	−22.0718	Y	0.8447537	Z	−5.342125
Rotation	X	0	Y	−180	Z	0
Scale	X	1	Y	1	Z	1

▼ ☑ BB Roulette Controller (Script)

Script	BBRouletteController
Is American	☐
Is Multiplayer	☐
Panel Stats	PanelStats
Panel Casino Not Enough Coins	None (Game Object)
Canvas UI	MainUICanvas (Rect Transform)
Roulette Camera	RouletteCamera (Transform)
Number Out Red	
Number Out Black	
Wheel Roulette	wheelRoulette

Use for extracting simulation

Simulate Number	☐
Number To Simulate	3
Clip Put Chip	chipsHandle4
Clip Tap	Missing (Audio Clip)
Panle Won	PanelWon
Panle Lose	PanelLose
Simulate Number Alert	TextAlertSimulateNumber
Spin Button On Table	ButtonRouletteSpin
Spin Button On Canvas	ButtonRouletteSpin
Text Spin In Seconds	TextSpinInSeconds (Text)

Chip Transform Size	X	0.9	Y	0.3	Z	0.9

▶ On Boule Numbers
▶ Dozen_1
▶ Dozen_2
▶ Dozen_3
▶ Column_1
▶ Column_2
▶ Column_3
▶ Numbers On Stats

Panel Get Custom Value	PanelGetCustomValue

▶ ☑ Audio Source

▼ ☑ BB Move Objects Controller (Script)

Script	BBMoveObjectsController
Player Chips Point	_playerPosChipsContainer (Transform)
Casino Chips Point	_casinoPosChipsContainer (Transform)
Touch Betting Pos Root	forTouch
Winner Number	
Clip Clean Table	cleanTable

▼ Single Player Money Controller (Script)

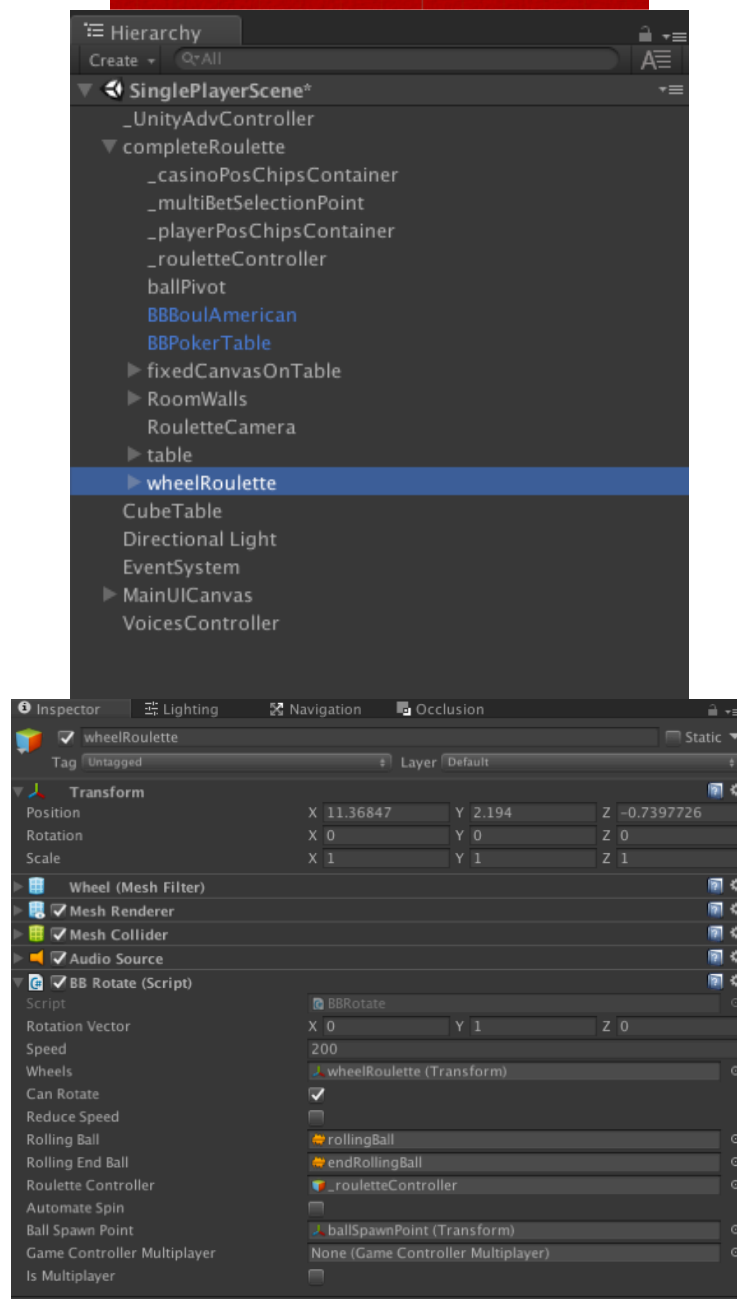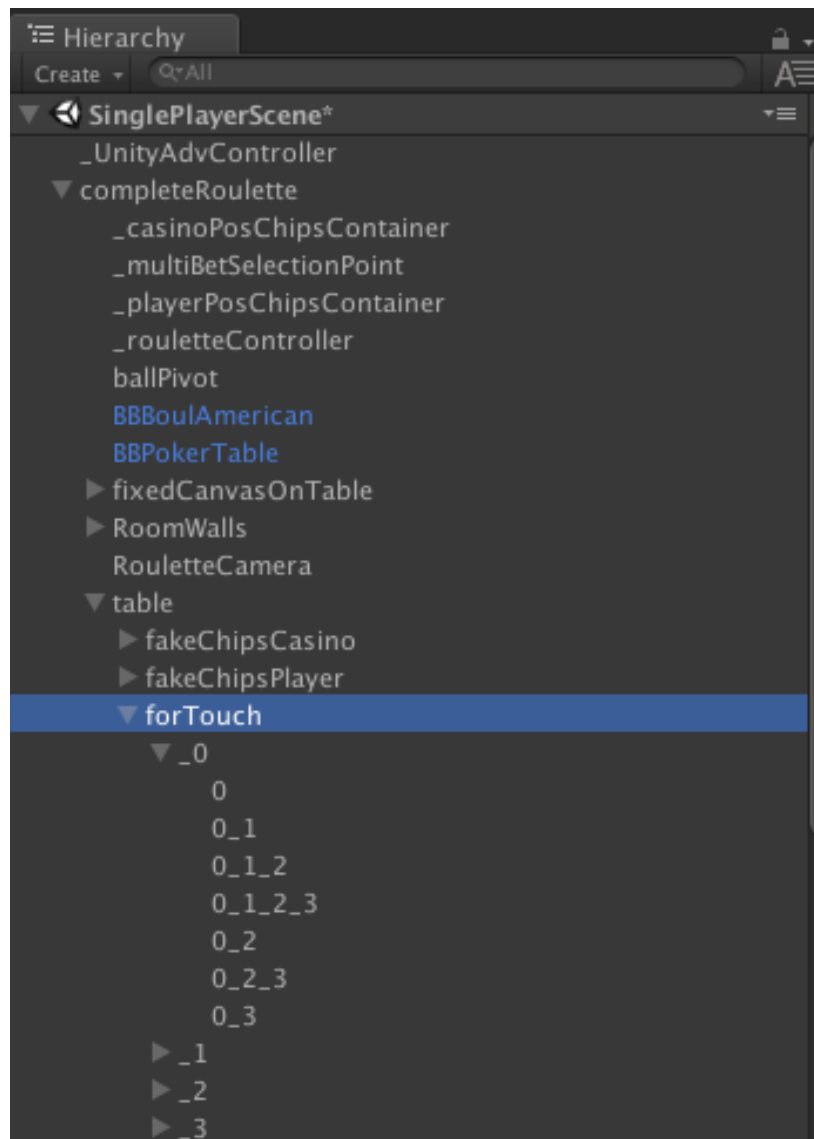|	
Script	SinglePlayerMoneyController

15

An other core component is the roulette wheel and numbers colliders, are trigger, when the ball stop move they send message to roulette controller indicating the number:
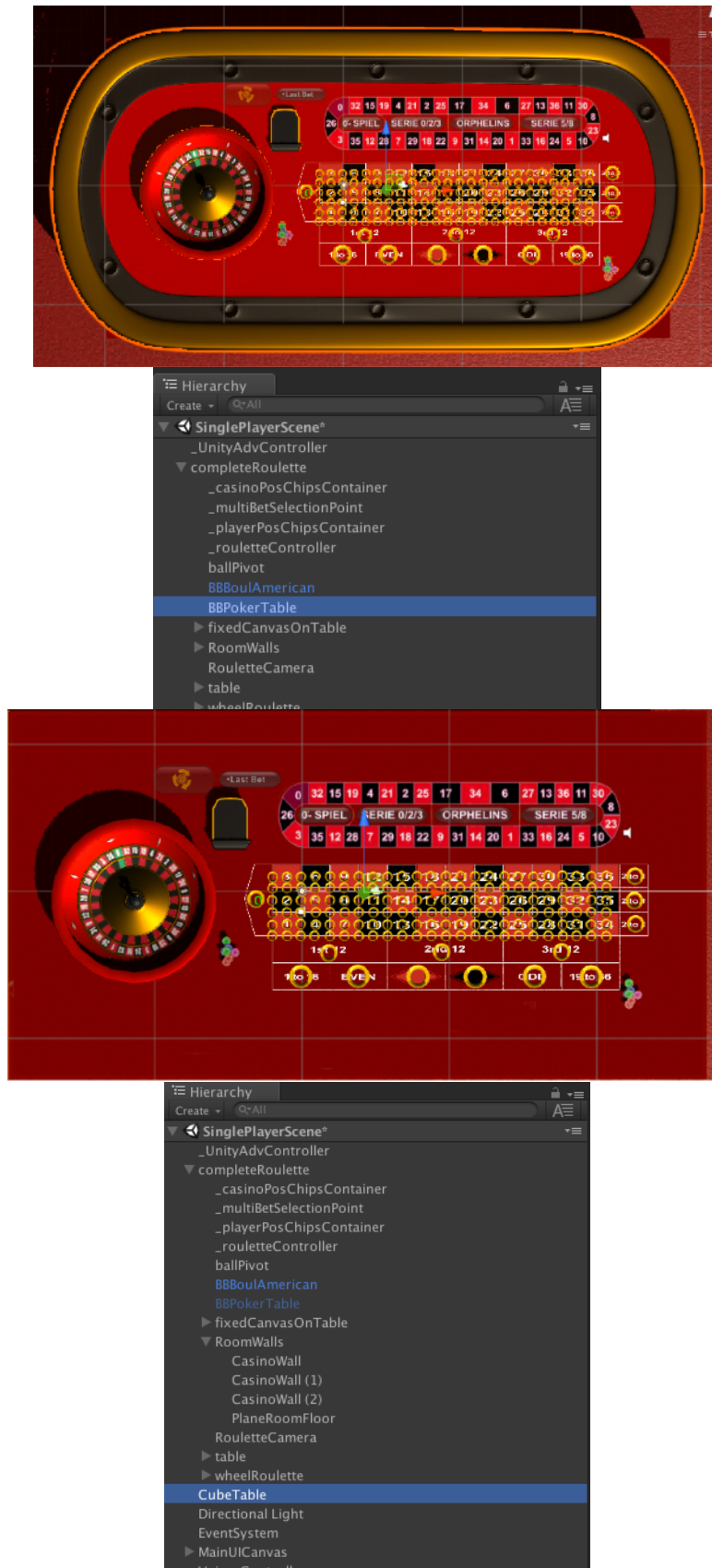
Then there're all bets objects:

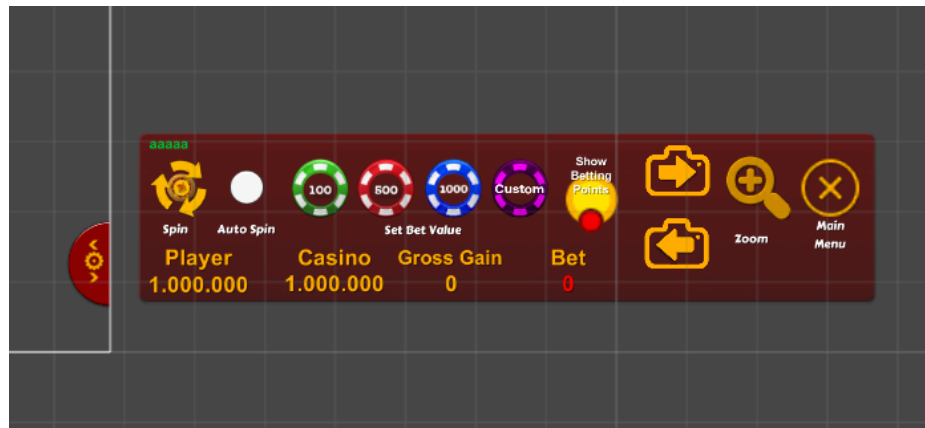when player click, tap on a chip is instantiated.

The Roulette Table

The table is independent from game logic so very easy to change, we provide a simple table and a "cube" table .
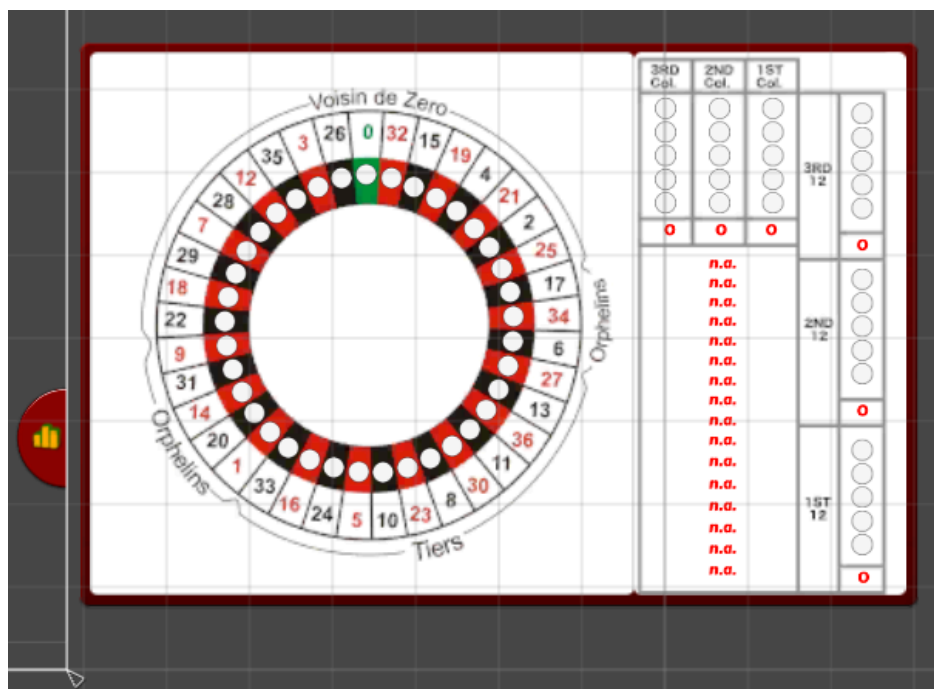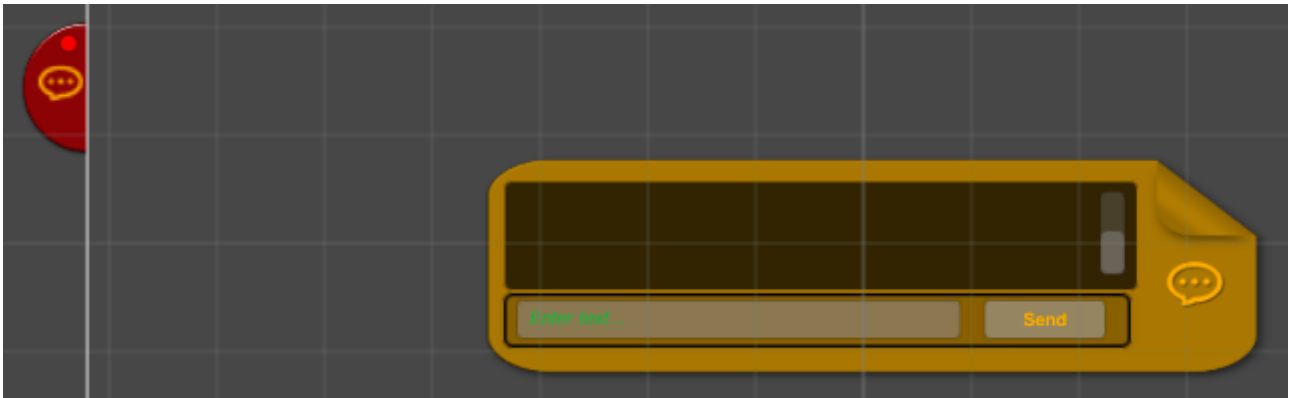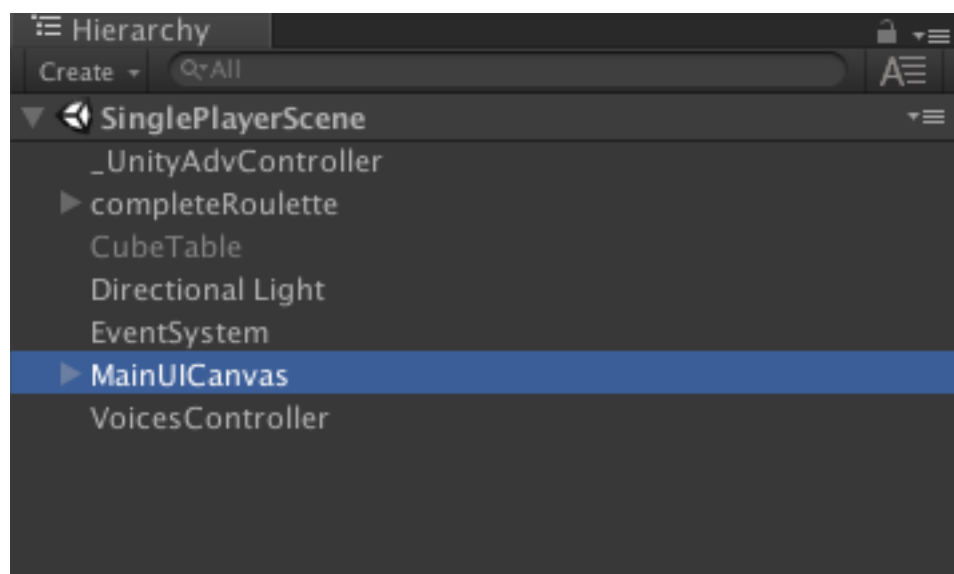
The Game UI Animated Menu

Game control UI on screen :

Game stats:

Multiplayer Game Chat:

You can access selecting:

Game Voices
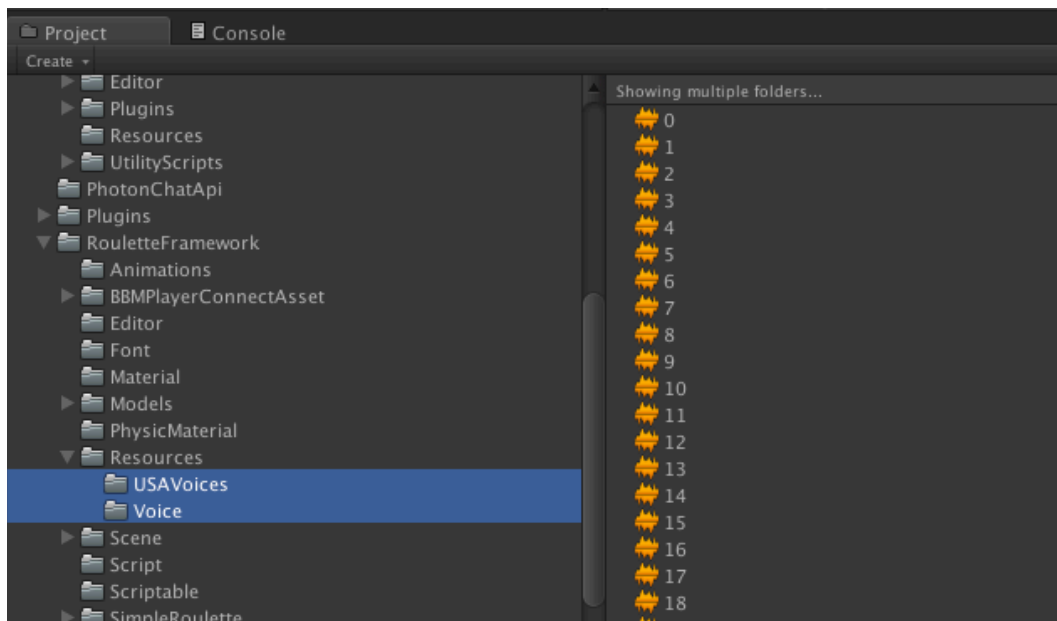
here:

Multiplayer Create Room Setting

Open "MultiplayerMainMenu" scene :
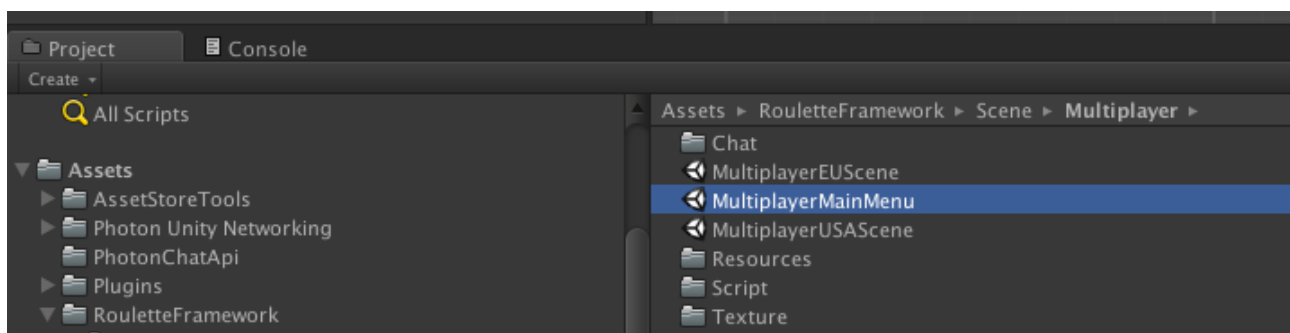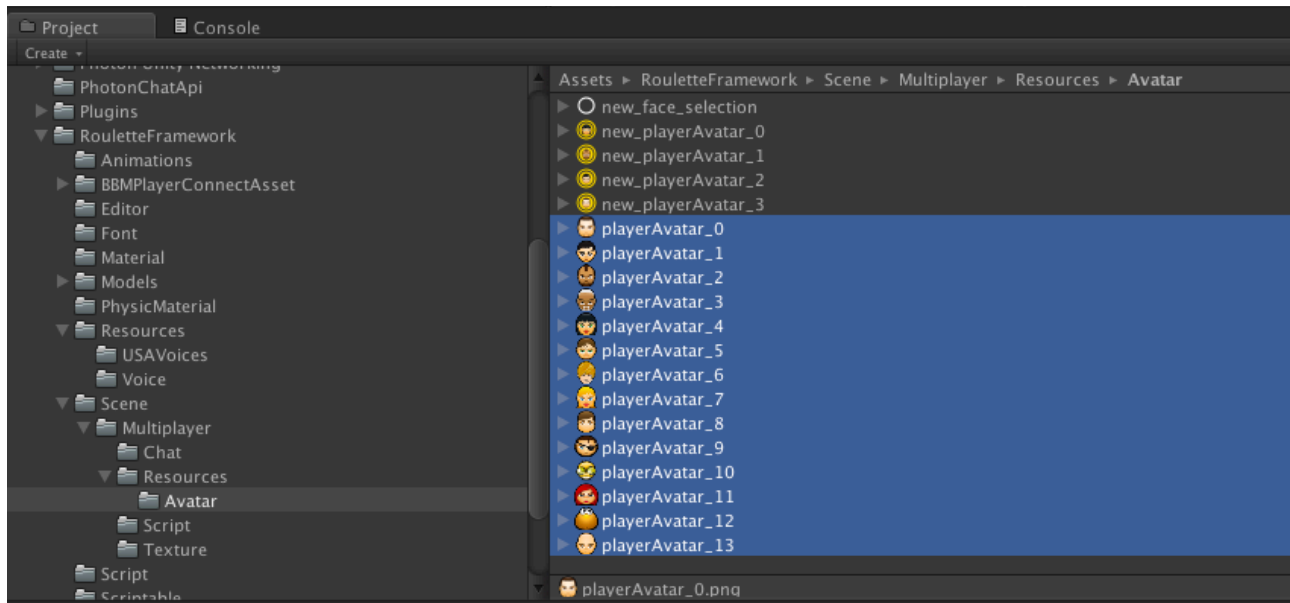
then select "MultiplayerRoomsController" :
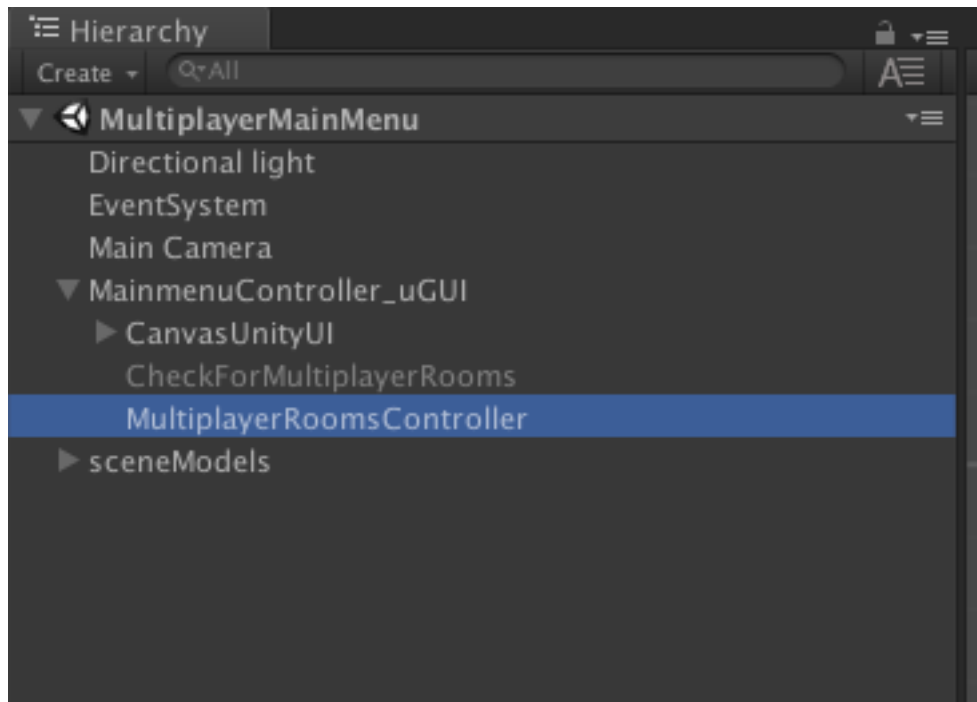
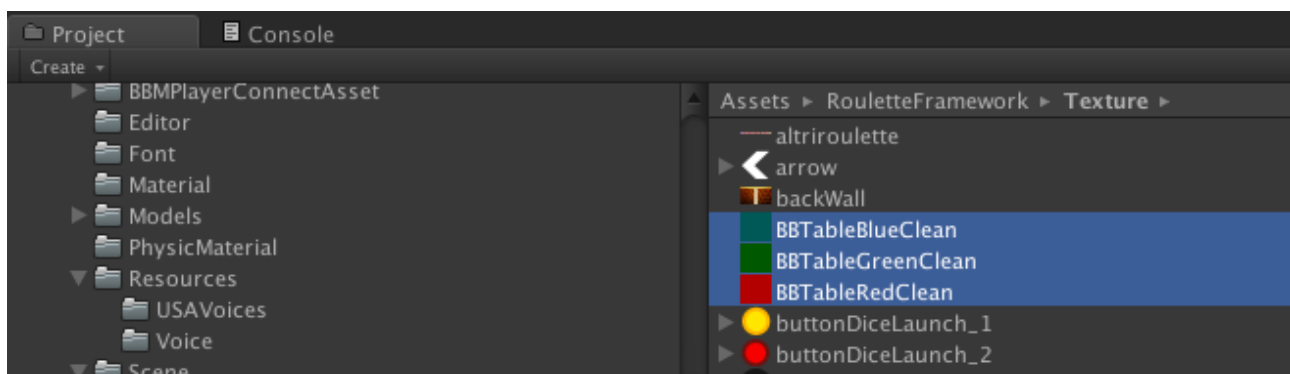here you can change texture, info etc…
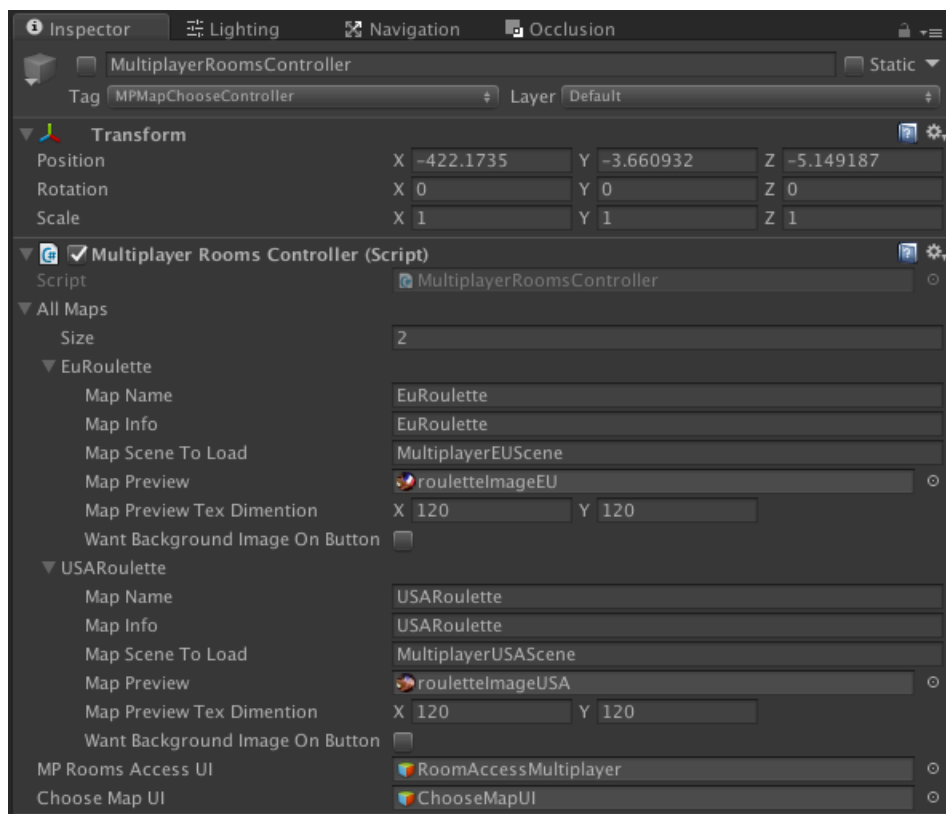
Multiplayer Avatar Images

You can change images here:
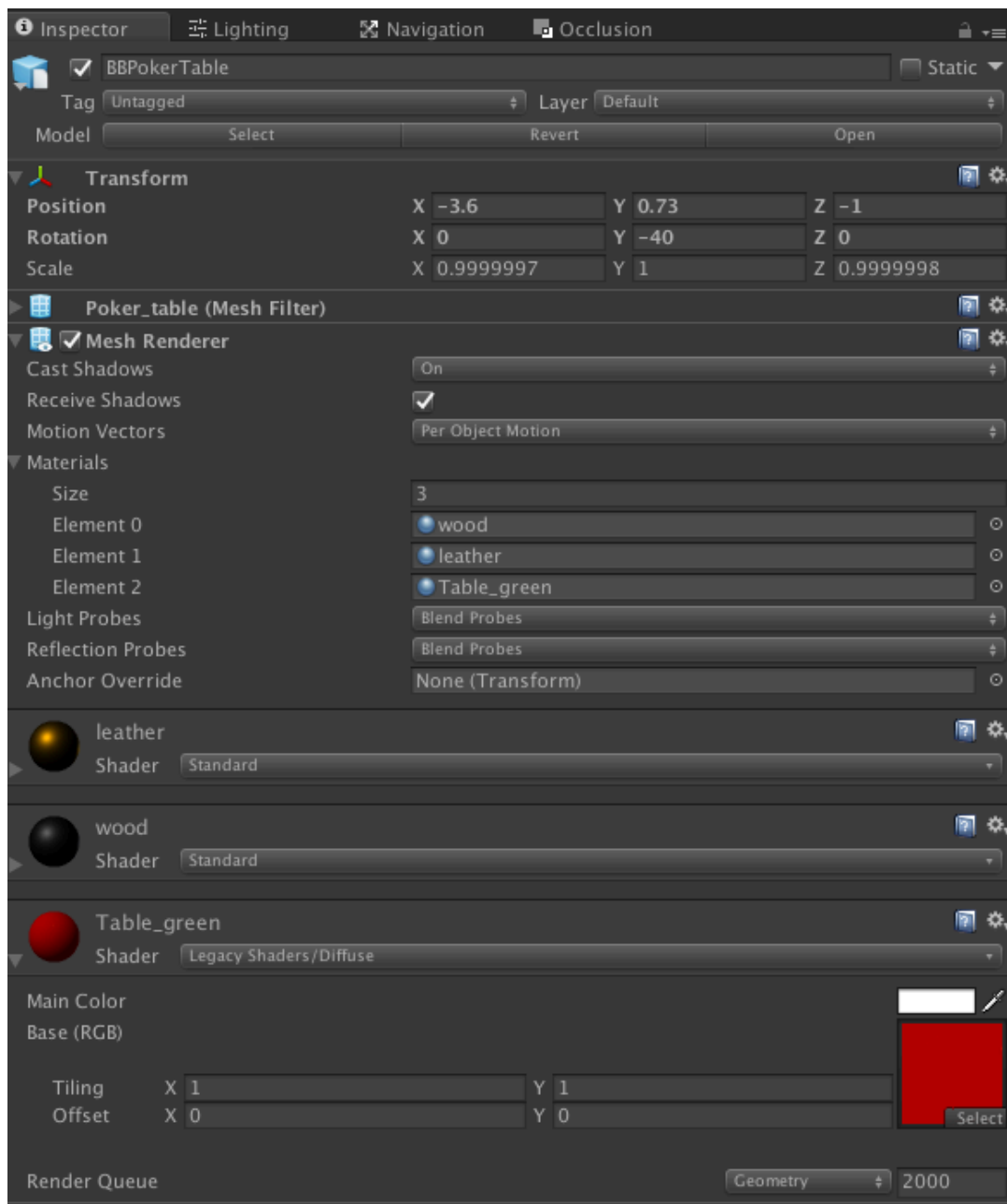
Important DON'T CHANGE FILE NAME

Change Table Cloth
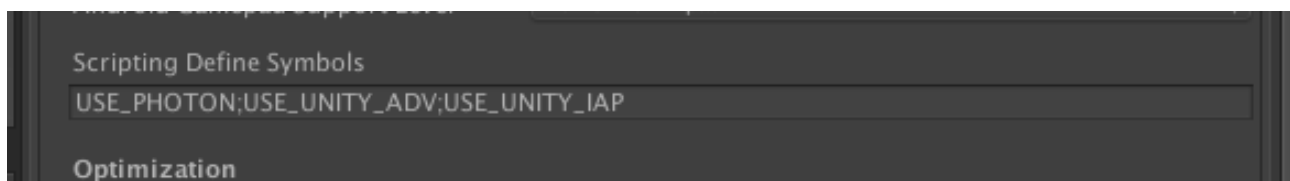
You can change the table cloth using one of :

red, blue or green color.

drag texture you like in Table_green material:

Complete Compiler Directive Settings

The final Scripting Define Symbols in Player Settings:

Deep Log Settings

By default log in deep is disabled if for some reason you need more log informations simply add in Scripting Define Symbols <USE_DEEP_LOG>

Roulette Framework 1