

File Edit Assets GameObject Component Window Help

New Scene Ctrl+N
Open Scene Ctrl+O
Save Scene Ctrl+S
Save Scene as... Ctrl+Shift+S
New Project...
Open Project...
Save Project
Build Settings... Ctrl+Shift+B
Build & Run Ctrl+B
Exit

Build Settings

Scenes In Build

| | | |
|-------------------------------------|--|---|
| <input checked="" type="checkbox"/> | mobile game menu kit/scenes/Home.unity | 0 |
| <input checked="" type="checkbox"/> | mobile game menu kit/scenes/End_screen.unity | 1 |
| <input checked="" type="checkbox"/> | mobile game menu kit/scenes/world_1/W1_Stage_1.unity | 2 |
| <input checked="" type="checkbox"/> | mobile game menu kit/scenes/world_1/W1_Stage_2.unity | 3 |
| <input checked="" type="checkbox"/> | mobile game menu kit/scenes/world_2/W2_Stage_1.unity | 4 |
| <input checked="" type="checkbox"/> | mobile game menu kit/scenes/world_2/W2_Stage_2.unity | 5 |
| <input type="checkbox"/> | mobile game menu kit/scenes/world_3/W3_Stage_1.unity | |
| <input type="checkbox"/> | mobile game menu kit/scenes/world_3/W3_Stage_2.unity | |
| <input type="checkbox"/> | mobile game menu kit/scenes/world_3/W3_Stage_3.unity | |
| <input type="checkbox"/> | mobile game menu kit/scenes/world_2/W2_Stage_3.unity | |

Add Current

Platform

Web Player
PC, Mac & Linux Standalone
iOS
Android
BlackBerry
Windows Store

3B - Instead, if you want to have one stage for each world, set "use same scene for all stages in the same world" = true, and name your scenes as: W1_Stage_1, W2_Stage1, W3_stage_1...

Then use game_master.GetCurrentStage() in your script to know the current stage number

▶ || ▶

Layers Layout

Hierarchy

Create ▾
background_home
manage_audio
Home_Canvas

Project

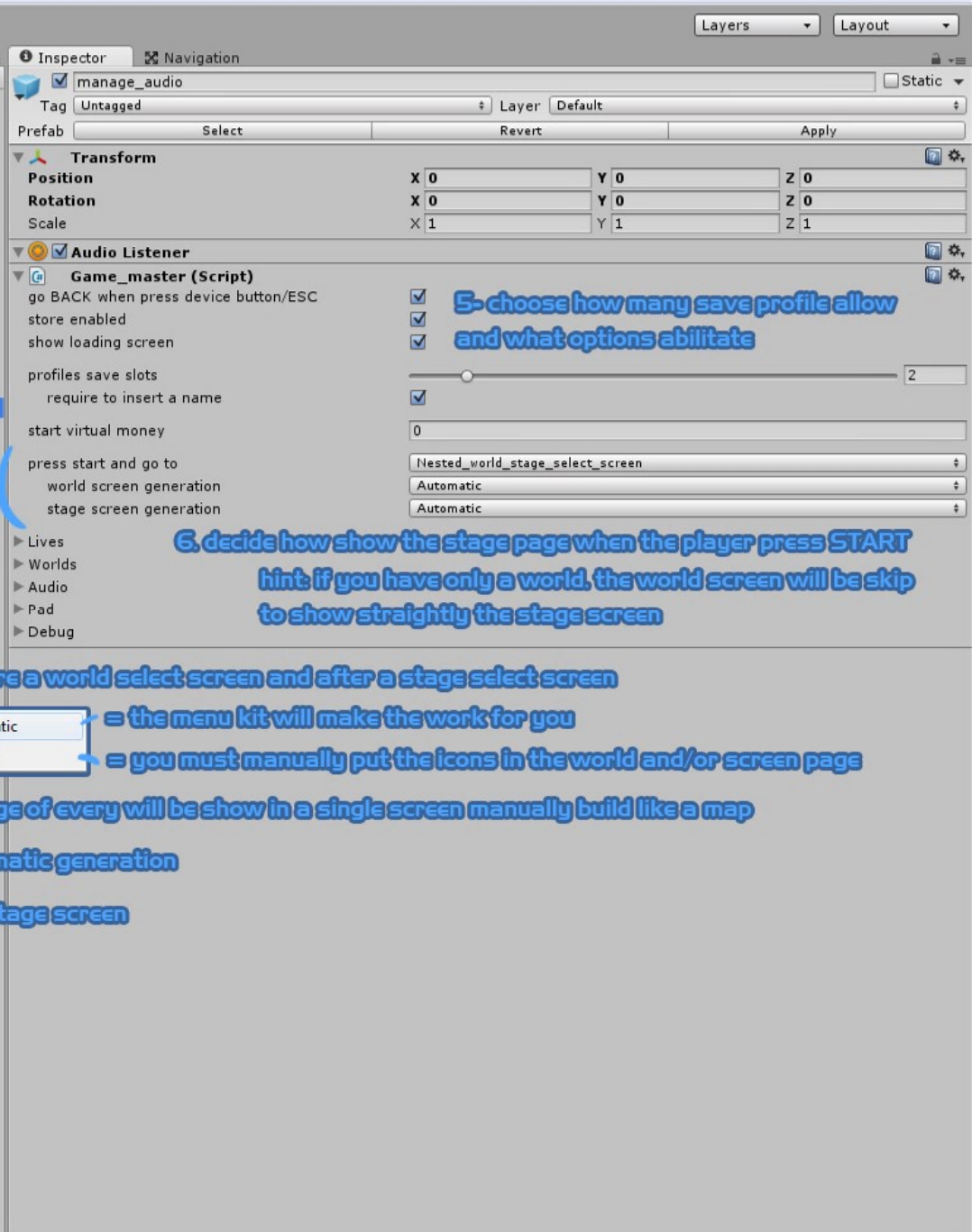
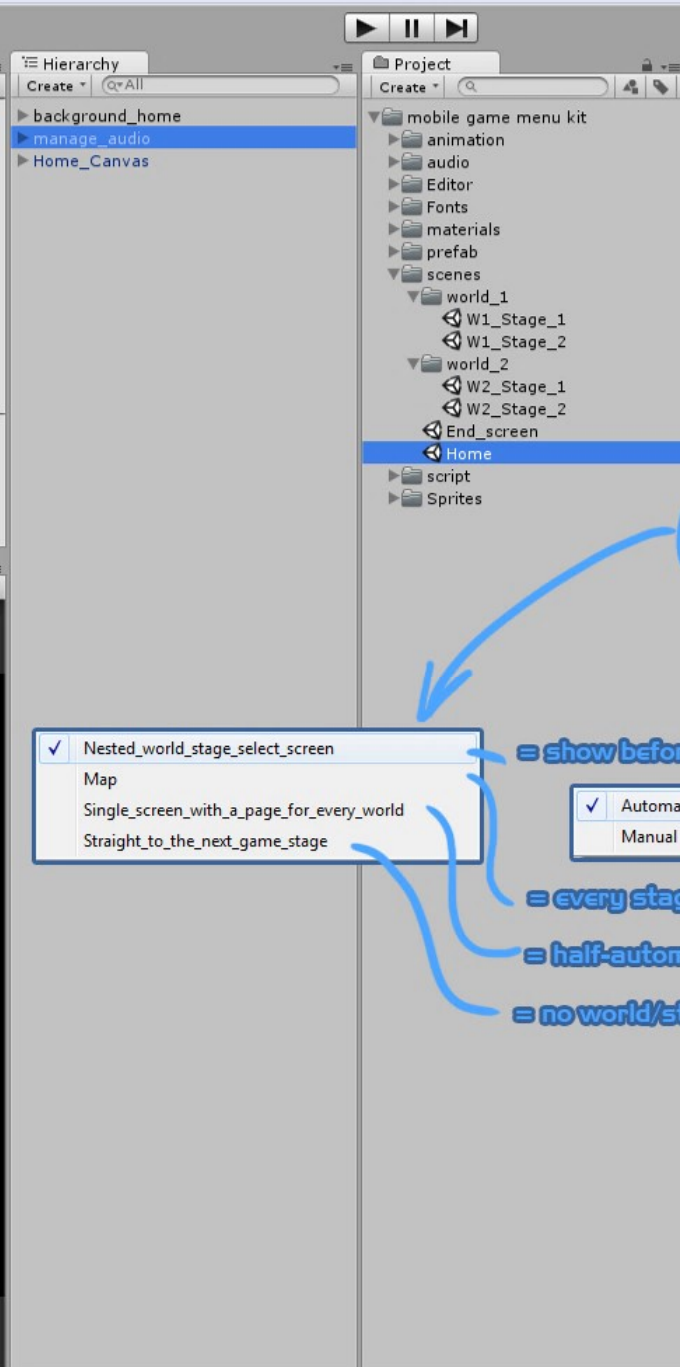
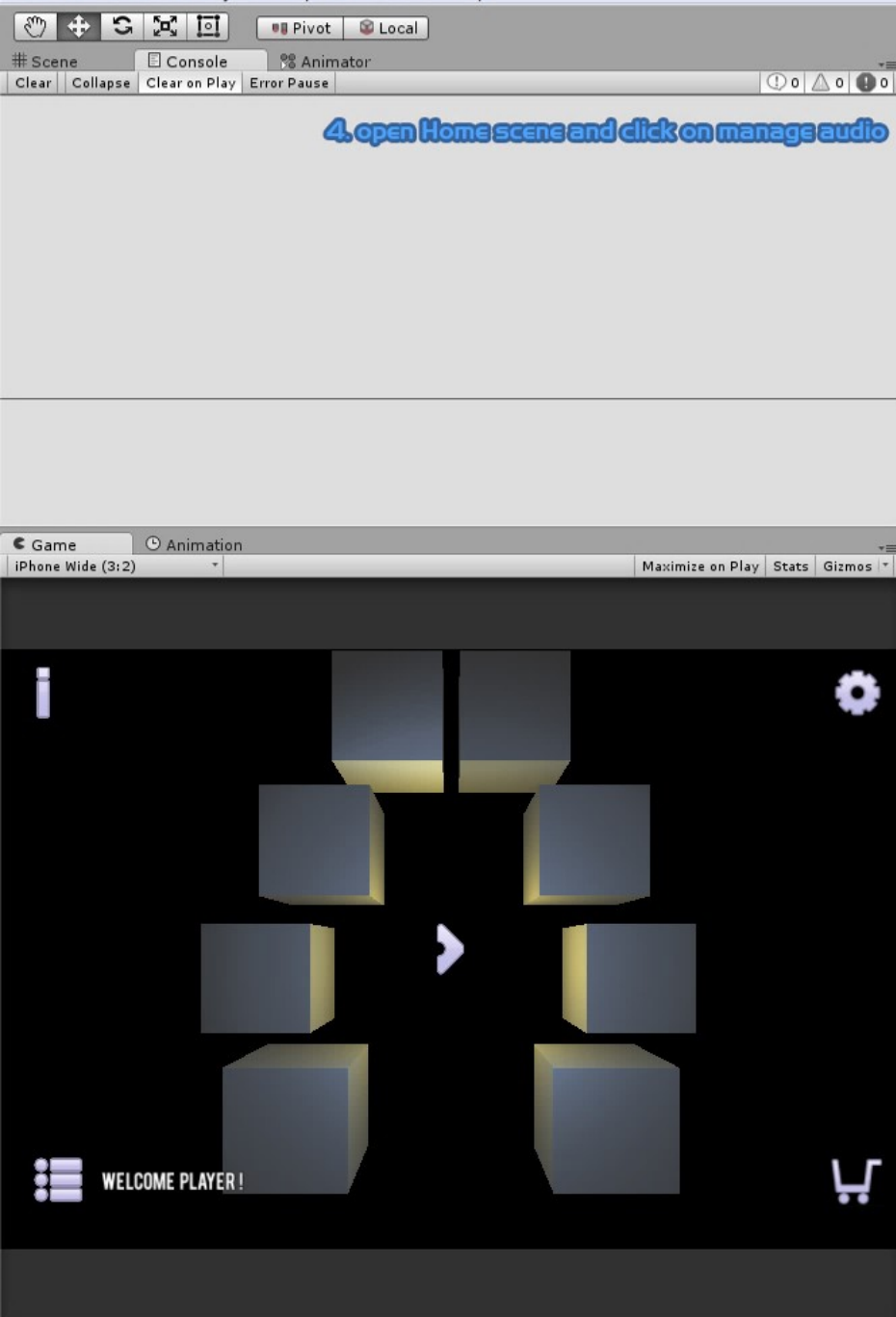
Create ▾
mobile game menu kit
animation
audio
Editor
Fonts
materials
prefab
scenes
world_1
W1_Stage_1
W1_Stage_2
world_2
W2_Stage_1
W2_Stage_2
End_screen
Home
script
Sprites

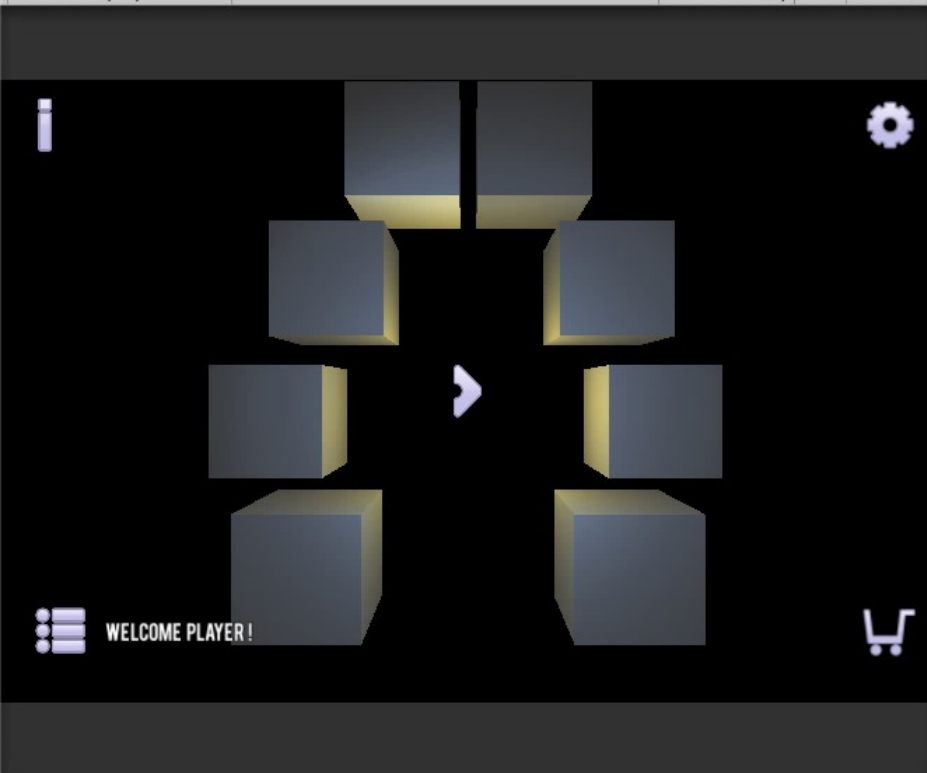
3- Rename your scene in the format W..._Stage... and put it in build settings too

1- Put Home as first scene in build settings
2- add End_screen too

Inspector

manage_audio
Tag Untagged Layer Default
Prefab Select Revert Apply
Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Audio Listener
Game_master (Script)
go BACK when press device button/ESC
show loading screen
profiles save slots 10
require to insert a name
start and go to Nested_world_stage_select_screen
world screen generation Automatic
show world name on world_ico
stage screen generation Automatic
Worlds
use_same_scene_for_all_stages_in_the_same_world
Total worlds 2





background_home
manage_audio
Home_Canvas

mobile game menu kit
animation
audio
Editor
game_master_editor
Fonts
materials
prefab
scenes
world_1
W1_Stage_1
W1_Stage_2
world_2
W2_Stage_1
W2_Stage_2
End_screen
Home
script
Sprites

Prefab Select Revert Apply

Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Audio Listener

Game_master (Script)

go BACK when press device button/ESC ☒
store enabled ☒
show loading screen ☒

profiles save slots 2
require to insert a name ☒

start virtual money 0

press start and go to Nested_world_stage_select_screen
world screen generation Automatic

7. decide how many world you want and how many stages in each of them

Worlds

Total worlds 2

World 1

name W - 1

stages 2

World 2

name W - 2

stages 2

unlock after Previous_world_is_finished

Lives

Pad

Debug

8. decide when each world will be playable

Start
☒ Previous_world_is_finished
Reach_this_star_score
Bui_it

this will be setup in store screen

Unity Inspector window showing the **Game_master (Script)** component for the **manage_audio** object.

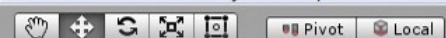
Inspector Panel:

- Tag:** Untagged
- Layer:** Default
- Transform:** Position (X: 0, Y: 0, Z: 0), Rotation (X: 0, Y: 0, Z: 0), Scale (X: 1, Y: 1, Z: 1)
- Audio Listener:**
 - Game_master (Script):**
 - go BACK when press device button/ESC: ☒
 - store enabled: ☒
 - show loading screen: ☒
 - profiles save slots: 2
 - require to insert a name: ☒
 - start virtual money: 0
 - press start and go to:
 - world screen generation: Nested_world_stage_select_screen
 - stage screen generation: Automatic
 - Lives:**
 - infinite lives: ☐
 - start lives: 3
 - lose lives: In_game
 - if zero lives:
 - continue rule: Continue_+
 - countdown: ☒
 - if player:
 - continue:
 - give new lives: 2
 - not continue:
 - when restart: Restart_from_W1_Stage_1
 - wait for:
 - days: 0
 - hours: 0
 - minutes: 2
 - seconds: 23
 - restart lives: 1
 - lose star score: ☒

Handwritten Annotations:

 - 9. setup lives rules** (near the Lives section)
 - if you don't want to keep trak of lives, set infinite lives true** (near the infinite lives checkbox)
 - Choose if show a "continue?" window** (near the continue rule dropdown)
 - Decide what happen when the player a no more lives** (near the if zero lives section)
 - this is for games like platform and this for puzzle games** (near the In_game dropdown for lose lives)

Game View: Shows a 3D scene with several grey cubes and a white arrow pointing right. The text "WELCOME PLAYER!" is visible in the bottom left corner.



Scene Console Animator

Clear Collapse Clear on Play Error Pause

0 0 0

Hierarchy

Create All

background_home
manage_audio
Home_Canvas



Project

Create

- mobile game menu kit
 - animation
 - audio
 - Editor
 - game_master_editor
 - Fonts
 - materials
 - prefab
 - scenes
 - world_1
 - W1_Stage_1
 - W1_Stage_2
 - world_2
 - W2_Stage_1
 - W2_Stage_2
 - End_screen
 - Home
 - script
 - Sprites

Layers Layout

Inspector Navigation

manage_audio Tag Untagged Layer Default Static

Prefab Select Revert Apply

Transform

Position X 0 Y 0 Z 0

Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

Audio Listener

Game_master (Script)

go BACK when press device button/ESC ☒

store enabled ☒

show loading screen ☒

profiles save slots ☐

require to insert a name ☒

start virtual money 0

press start and go to
world screen generation
stage screen generation

Nested_world_stage_select_screen
Automatic
Automatic

Worlds

Lives

Audio **IO, put your audio file here (use audio 2D files)**

sfx source

tap sfx

tap error sfx

music source

fade music

music menu

When win play

music stage win

big star 1 sfx

big star 2 sfx

big star 3 sfx

When lose play

music stage lose

Menu_sfx_source

None (AudioClip)

None (AudioClip)

Music_source

1

None (AudioClip)

Music

None (AudioClip) loop

None (AudioClip)

None (AudioClip)

None (AudioClip)

Music

None (AudioClip) loop

Pad

Debug

Add Component

Useful variables:

game_master.music_on[my_game_master.current_profile_selected]

game_master.music_volume[my_game_master.current_profile_selected]

game_master.sfx_on[my_game_master.current_profile_selected]

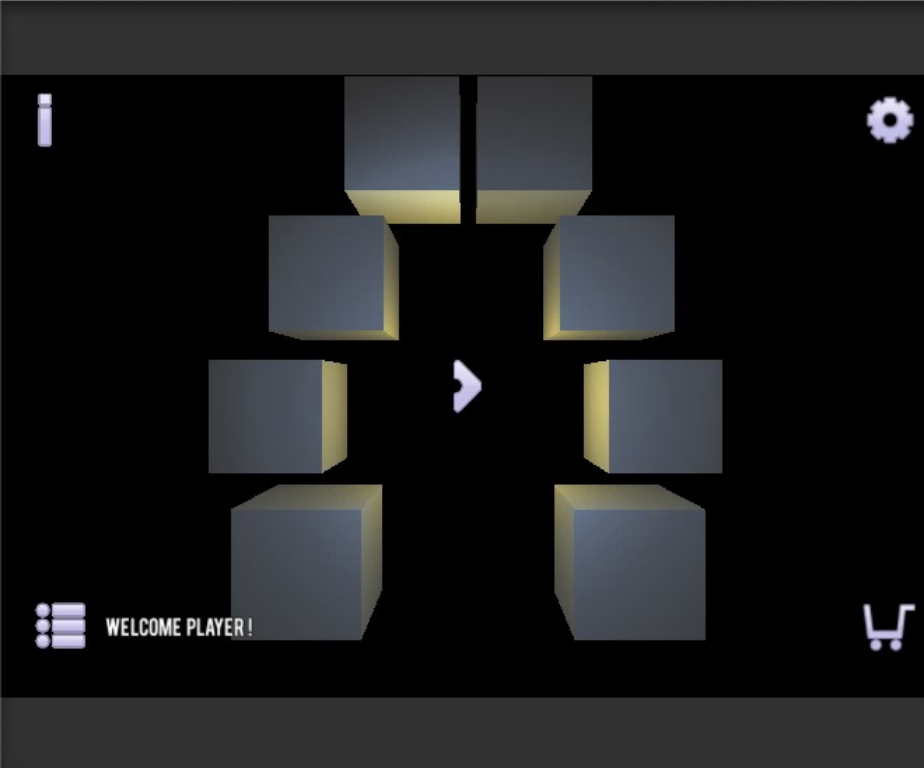
game_master.sfx_volume[my_game_master.current_profile_selected]

game_master.voice_on[my_game_master.current_profile_selected]

game_master.voice_volume[my_game_master.current_profile_selected]

Game Animation

iPhone Wide (3:2) Maximize on Play Stats Gizmos



Undo Selection Change Ctrl+Z
Redo Ctrl+Y
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Duplicate Ctrl+D
Delete Shift+Del
Frame Selected F
Lock View to Selected Shift+F
Find Ctrl+F
Select All Ctrl+A
Preferences...
Modules...
Play Ctrl+P
Pause Ctrl+Shift+P
Step Ctrl+Alt+P
Selection
Project Settings
Render Settings
Network Emulation
Graphics Emulation
Snap Settings...

HINT: submit button is managed by EventSystem,
so if you want change it, go here:

Submit

| | | |
|-------------------------------|-------------------|--------|
| Name | Submit | editor |
| Descriptive Name | | |
| Descriptive Negative Name | | |
| Negative Button | | |
| Positive Button | | |
| Alt Negative Button | | |
| Alt Positive Button | | |
| Gravity | return | |
| Dead | | |
| Sensitivity | | |
| Snap | | |
| Invert | | |
| Type | joystick button 0 | 1 |
| Axis | 1000 | 2 |
| Joy Num | 0.001 | 1 |
| | 1000 | 2 |
| Key or Mouse Button | | |
| X axis | | |
| Get Motion from all Joysticks | | |

- Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Script Execution Order

next and previous allow navigation in world/stage screens



Project

- mobile game menu kit
- animation
- audio

Inspector Navigation

manage_audio

Tag Untagged Layer Default

Prefab Select Revert Apply

Transform

Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Audio Listener

Game_master (Script)

go BACK when press device button/ESC ☒
store enabled ☒
show loading screen ☒
profiles save slots ☐
require to insert a name ☒
start virtual money 0
press start and go to Nested_world_stage_select_screen
world screen generation Automatic
stage screen generation Automatic

Worlds

Lives

Audio

Pad

use pad ☒
normal
highlighted
Buttons:
Start
Back
Next
Previous
Pause

Debug

if you prefer touch or mouse input, put this FALSE ☒
Joystick Button 9
Joystick Button 1
Joystick Button 5
Joystick Button 4
Joystick Button 8

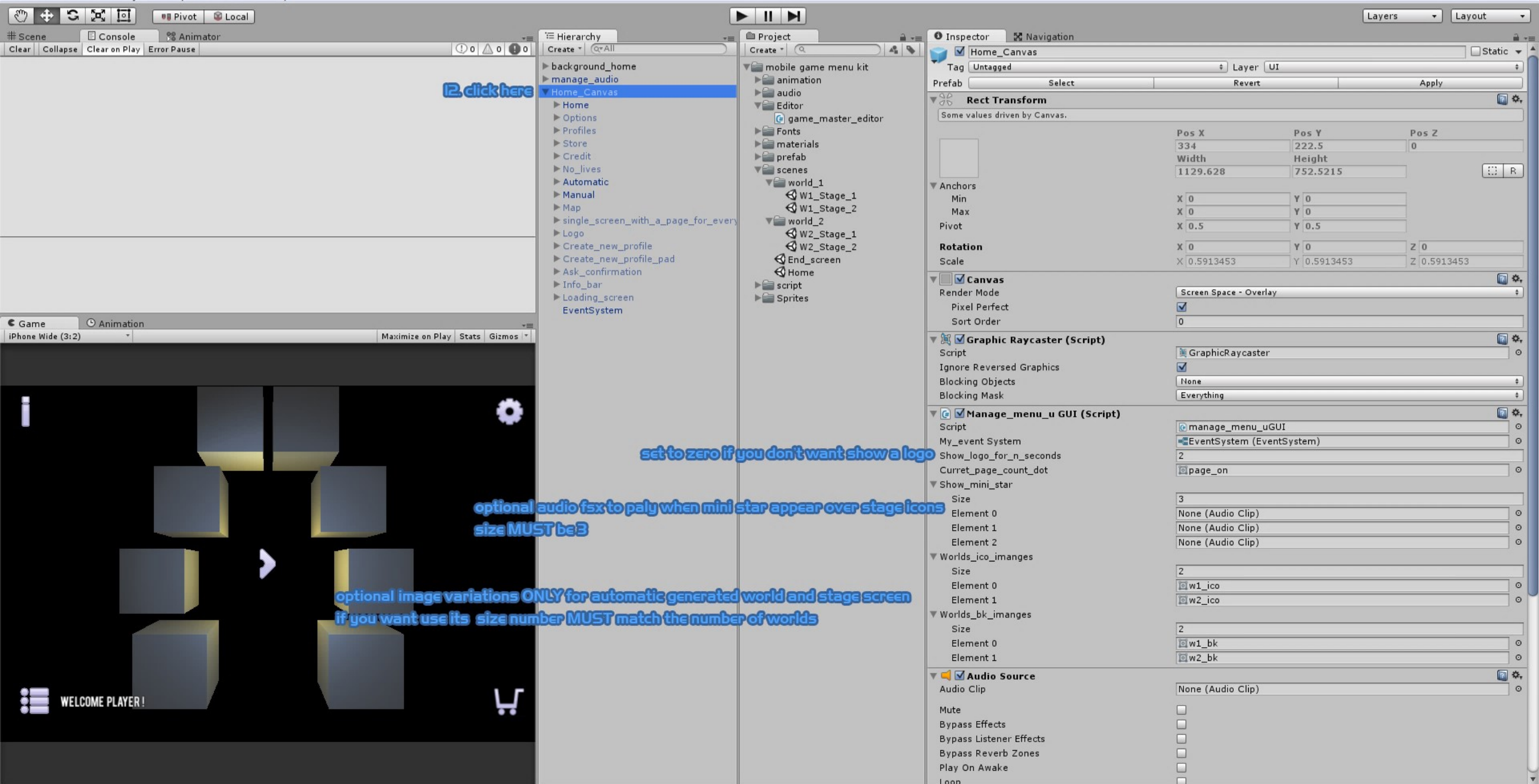
pause open the pause menu in the game scene (not in home)

Add Component



WELCOME PLAYER!





How to setup: press start and go to Single_screen_with_a_page_for_every_world

1- put here a number of Stage_ico equal to the max ammount of stage in your most big world

2- arrange its on in the editor screen as you like

3- drag and drop every stage ico in the stage icons array

4- put here the image backgrounds

How to setup:

press start and go to
world screen generation
stage screen generation

Nested_world_stage_select_screen
Manual
Manual

1- put a world_ico for each word in to Select_world_manual

- background_home
- manage_audio
- Home_Canvas
 - Home
 - Options
 - Profiles
 - Store
 - Credit
 - No_lives
 - Automatic
 - Manual
- Select_world_manual
 - scroll
 - back
 - world_ico
 - world_ico
 - manual_stage_screens_list
- Map
- single_screen_with_a_page_for_every
- Logo
- Create_new_profile
- Create_new_profile_pad
- Ask_confirmation
- Info_bar
- Loading_screen
- EventSystem

2- and feed the World_icons array with they

Inspector

Select_world_manual

Tag Untagged Layer UI

Rect Transform

| | | | | | |
|-------|---|--------|---------------|-------|---|
| Left | 0 | Top | -1.525879e-05 | Pos Z | 0 |
| Right | 0 | Bottom | 1.525879e-05 | | |

Canvas Renderer

Source Image bk

Color

Material None (Material)

Image Type Tiled

Manual_world_screen (Script)

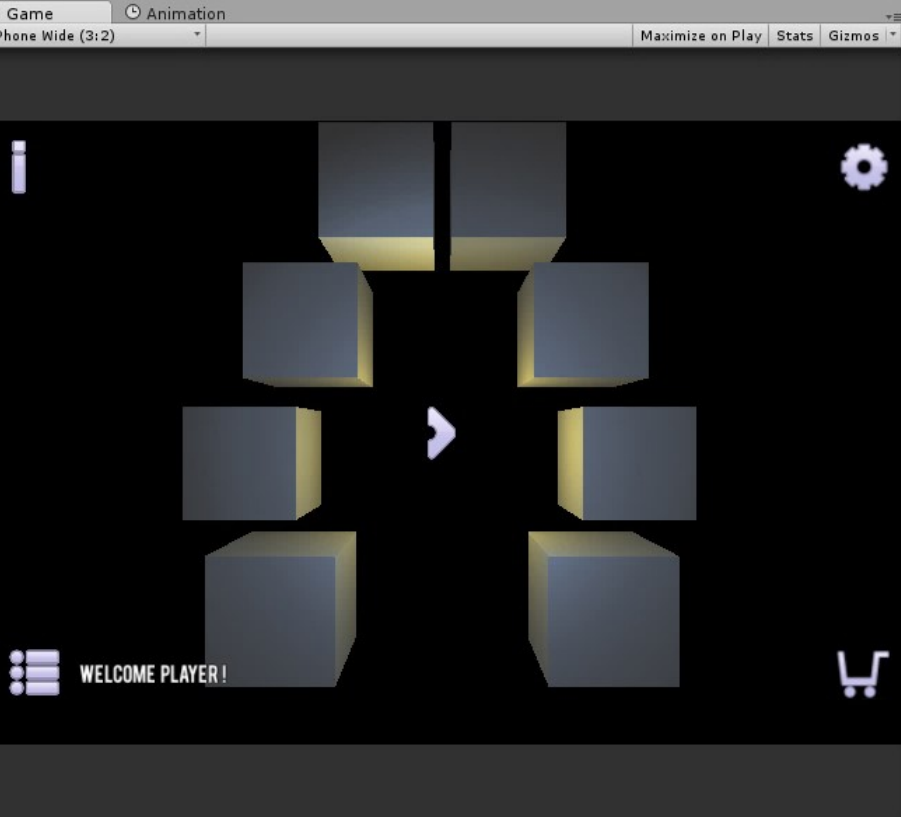
Script manual_world_screen

World_icons

Size 2

Element 0 world_ico (world_ico_uGUI)

Element 1 world_ico (world_ico_uGUI)



```
press start and go to
    world screen generation
    stage screen generation
```

Nested_world_stage_select_screen

Manual

Manual

- ▶ background_home
- ▶ manage_audio
- ▶ Home_Canvas
 - ▶ Home
 - ▶ Options
 - ▶ Profiles
 - ▶ Store
 - ▶ Credit
 - ▶ No_lives
 - ▶ Automatic
 - ▼ Manual
 - ▶ Select_world_manual
 - ▼ manual_stage_screens_list

- back
- page_count
- ▶ scroll_pages
- ▶ Stage_ico
- ▶ Stage_ico
- map_tail_dot
- map_tail_dot
- map_tail_dot
- map_tail_dot
- ▶ Manual_Select_stage_2
- ▶ Map
- ▶ single_screen_with_a_page_for_every
- ▶ Logo
- ▶ Create_new_profile
- ▶ Create_new_profile_pad
- ▶ Ask_confirmation
- ▶ Info_bar
- ▶ Loading_screen
- EventSystem

Source Image

| | |
|-------------------------------------|----------------------------|
| Source Image | w3_bk |
| Color | |
| Material | None (Material) |
| Image Type | Tiled |
| Manual_stage_screen (Script) | |
| Script | manual_stage_screen |
| My_world_number | 0 |
| Stage_icons | |
| Size | 2 |
| Element 0 | Stage_ico (stage_ico_uGUI) |
| Element 1 | Stage_ico (stage_ico_uGUI) |

Add Component

Manual_Select_stage_1

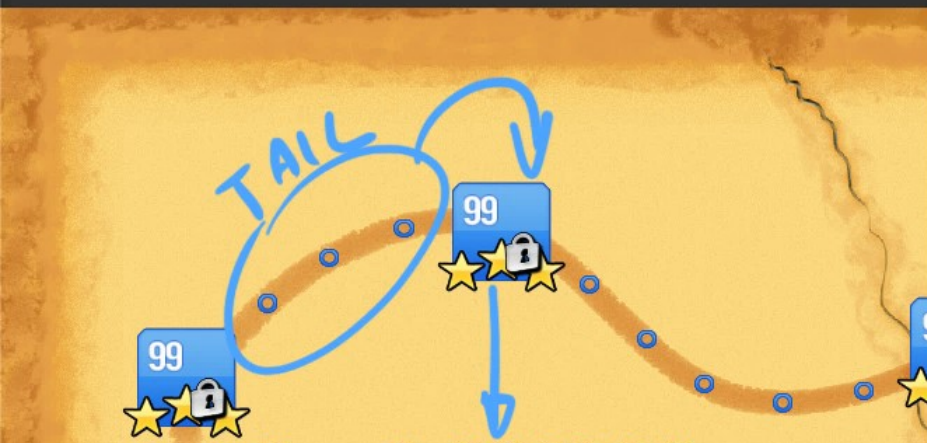
Manual_Select_stage_1
Image Size: 256x256

How to setup: press start and go to Map

1- put background images in map_bk
(be sure that image size and layout group are coherent.
In the example scene is ready only the horizontal version.
if you want a vertical orientation, you'll must manually create it

2- in map_buttons add a Stage_ico for each stage in teh game
and feed the stage_icons array in Manage_linear_map with they

Game Animation
iPhone Wide (3:2) Maximize on Play Stats Gizmos



if you want enable the tail animation.
feed this array in stage_ico_uGUI with the dots that you want use

My_tail_dot

Size

3

Element 0

map_tail_dot (Image)

Element 1

map_tail_dot (Image)

Element 2

map_tail_dot (Image)

Hierarchy

Create

All

background_home

manage_audio

Music_source

Menu_sfx_source

Home_Canvas

Home

Options

Profiles

Store

Credit

No_lives

Automatic

Manual

Map

scroll_map

map

map_bk

Image

Image

map_buttons

Stage_ico

Stage_ico

map_tail_dot

map_tail_dot

map_tail_dot

Stage_ico

map_tail_dot

map_tail_dot

map_tail_dot

map_tail_dot

map_tail_dot

map_tail_dot

map_tail_dot

map_tail_dot

back

single_screen_with_a_page_for_every

Logo

Create_new_profile

Create_new_profile_pad

Ask_confirmation

Info_bar

Loading_screen

EventSystem

Project

Create

mobile game menu kit

animation

audio

Editor

game_master_editor

Fonts

materials

prefab

scenes

world_1

W1_Stage_1

W1_Stage_2

world_2

W2_Stage_1

W2_Stage_2

End_screen

Home

script

demo

game_scene

home scene

profiles

stage menu

manual setup

map

pad_scroll

scroll_snap

single_screen

stage_ico_uGUI

world_ico_uGUI

store

store_button

store_manager

game_master

Info_bar

manage_menu_uGUI

end_uGUI

options_menu

pad_selection_color

Sprites

Inspector

Navigation

Map

Tag

Untagged

Layer

UI

Static

Prefab

Select

Revert

Apply

Rect Transform

stretch

Left

0

Top

-3.574444e-05

Pos Z

0

Right

0

Bottom

3.574444e-05

Anchors

Min

X 0

Y 0

Max

X 1

Y 1

Pivot

X 0.5

Y 0.5

Rotation

X 0

Y 0

Z 0

Scale

X 1

Y 1

Z 1

Canvas Renderer

Image (Script)

Source Image

wbk

Color

None (Material)

Material

Image Type

Simple

Preserve Aspect

Set Native Size

Manage_linear_map (Script)

Script

manage_linear_map

Center_to_next_stage_to_play

Scroll_map

scroll_map (ScrollRect)

Map_container

map_bk (Rect Transform)

Stage_icons

Size

4

Element 0

Stage_ico (stage_ico_uGUI)

Element 1

Stage_ico (stage_ico_uGUI)

Element 2

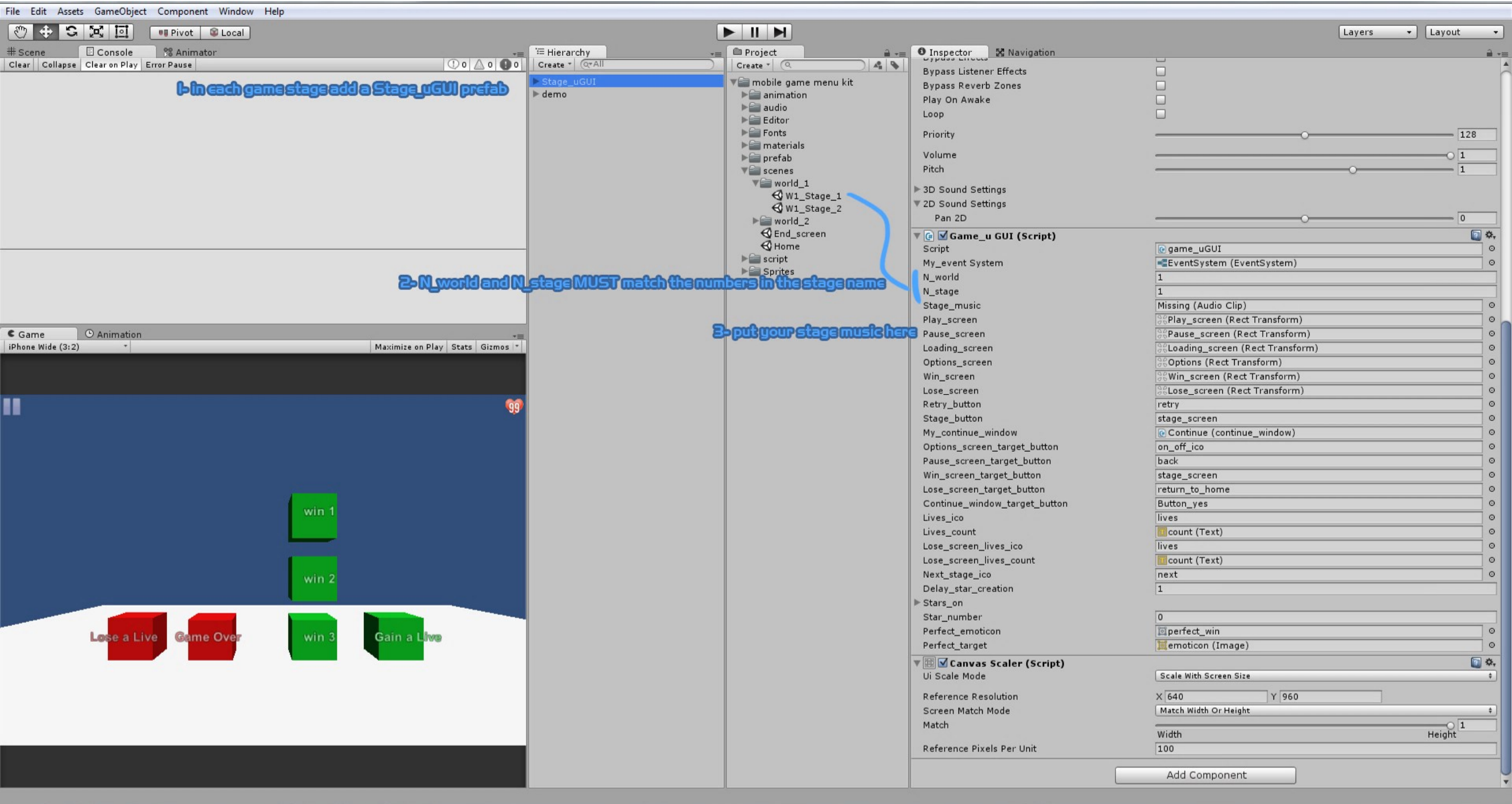
Stage_ico (stage_ico_uGUI)

Element 3

Stage_ico (stage_ico_uGUI)

Add Component





to add an item to store, just click on a store_button and press Ctrl+d

note: if you select currency = real money, in order to setup an in-app purchase you must also open the Store_button script and modify the void Pay_with_real_money() with the code of your in-app system

Note: if select unlock world, "quantity mean the world number (and because arrays start to zero, quantity = 1 mean "unlock the world 2"

Note: store button check the rules set in manage audio, so if you set infinite lives, the buttons to buy lives will be disabled in game

setup name, icon and price as you like

Inspector: Normal Color, Highlighted Color, Pressed Color, Disabled Color, Color Multiplier, Fade Duration, Navigation, On Click (), Layout Element (Script), Store_button (Script), Pad_selection_color (Script).

Store_button (Script) properties:

- Script: store_button
- My_name: 100 - virtual money
- My_ico: virtual_money_ico
- My_price: 0.99
- Price_currency_selected: Real_money
- Give_this_selected: Virtual_money
- Quantity: 100
- Disable_me_after_purchased: ☐
- Can_buy_ico: can_buy_ico
- Cant_buy_ico: cant_buy_ico
- Virtual_money_ico: virtual_money_ico
- Real_money_ico: dollar_ico
- My_manage_menu_u GUI: Home_Canvas (manage_menu_uGUI)

Pad_selection_color (Script) properties:

- Script: pad_selection_color

Console: Give_this_selected 1

