Crazy Ball

Complete Game Template

Requires Unity3D v5.1.1

Supports Android, iOS, WebPlayer, Windows and Mac

Dear Customer,

Thank you so much for purchasing this game kit. Here you can find the most important information on how to use this kit with maximum proficiency. All script and code assets are fully commented, but if you ever had questions about anything, 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.

Overview

Crazy ball is a thrilling endless game template ready for release. It consists of two scenes: "Menu" and "Game" which covers the game flow. Menu scene presents the buttons and saved scores and Game scene provides the game-play routines. The game-play is very fast and challenging, making the players want to hit their high score again and again.

This is a full game, meaning that you can publish it right out of the box. It is also extremely easy to customize and re-skin, to match your own style. It also uses a genuine design scheme that enables you to freely choose 2D or 3D environment inside the game.

This kit is multiplatform and you can export to WebPlayer, Android, iOS , Windows and Mac.

Game Play

Crazy ball game kit comes with two different modes, each offering a completely different game play experience to your players:

1. **Escape**: in this mode, you have to move your ball through various mazes and avoid colliding with any maze objects.
2. **Survival**: in this mode, you should not allow any enemy ball to get past your ball and reach to the bottom of the screen.

The game saves your last and best scores.

Introduction to Scripts & Classes

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

MenuManager

Menu manager handles user clicks on menu button, and also fetch and shows user saved scores on screen. Please note that to play the *escape* mode, you have to set the "GameMode" to 0 in playerprefs. Likewise, to play the *survival* mode you have to set the "GameMode" to 1.

GameController

This class clones the maze and enemyball objects in the game. It also manages the difficulty steep of the game, by increasing the movement speed of all elements.

GlobalObjectMover

This class moves all game objects towards the bottom of the screen. Movement speed is a combination of a user defined value and global move speed which is controlled by **GameController.**

PlayerController

This class handles player ball's movement and makes it follow player's input position at all times.

PlayerManager

This class manages all collision events between player ball and other objects in the scene like mazes and enemy balls. It also calculates the score which is a combination of game-play duration (while player is still live) and a multiplier for the current level.

Final Word

Crazy ball game kit needs these tags to work. Make sure they are present in your game:

- Player
- GameController
- Maze
- enemyBall

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