USER GUIDE

BALL DUET TEMPLATE

-Onefall Games-

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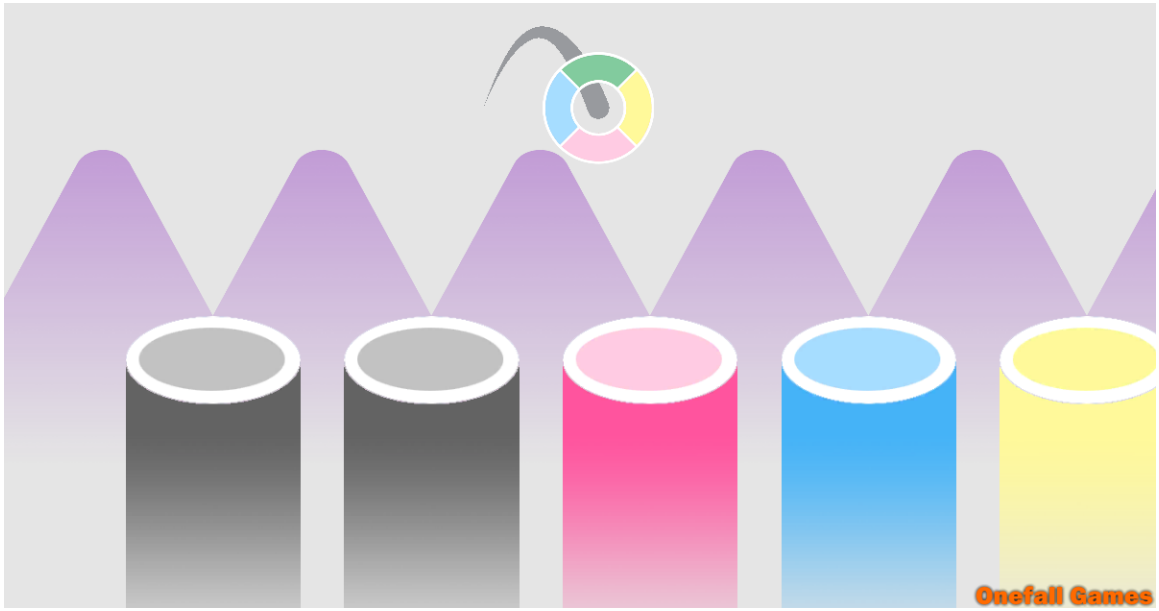
I. INTRODUCTION



Ball Duet is an exciting endless boucing game in which you touch left to turn the ball left, touch right to turn the ball right, try to match the color of the ball and the pillar bellow. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc! Some highlights:

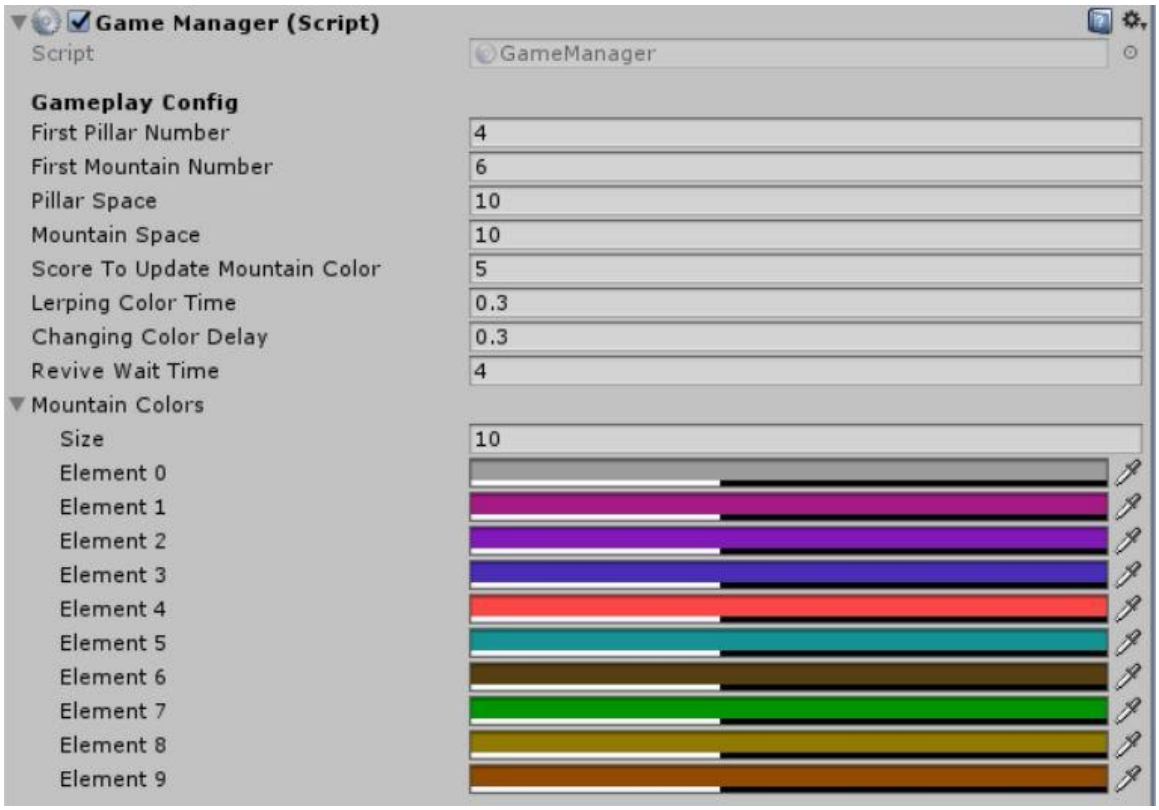
- Addictive one-touch gameplay
- Endless game mode
- Ball's speed increasing base on score
- Pooling for all objects in the game
- Share to facebook account
- Native share Android/IOS
- Unity Ads and Admob (banner, interstitial and rewarded video)
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Optimized for mobile

II. TEMPLATE CUSTOMIZATION

1. Gameplay Tweaking

1.1. GameManager

Most of important gameplay parameters can be configured within the GameManager component which is attached to a game object also named GameManager in the hierarchy.

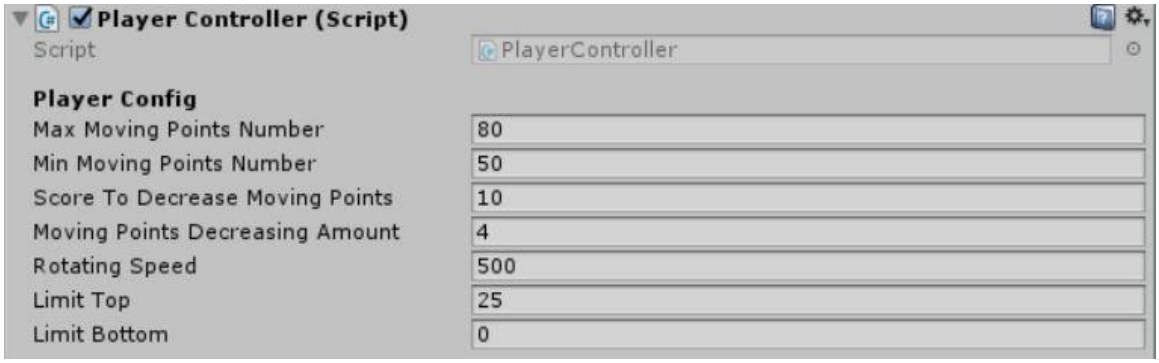


You can tweak the gameplay by modifying following variables:

- *First Pillar Number*: the number of pillar object will be created when the game started.
- *First Mountain Number*: the number of mountain object as background will be created when the game started.
- *Pillar Space:* the space between each pillar.
- *Mountain Space:* the space between each mountain.
- *Score To Update Mountain Color:* the score to change the mountain color.
- *Lerpting Color:* the time for lerping mountain color from the current mountain color to next mountain color.
- *Changing Color Delay:* the delay time for changing between 2 adjacent mountains.
- *Revivie Wait Time:* wait time for Revivie feature.
- *Mountain Colors:* the array color of the mountains.

1.2. PlayerController

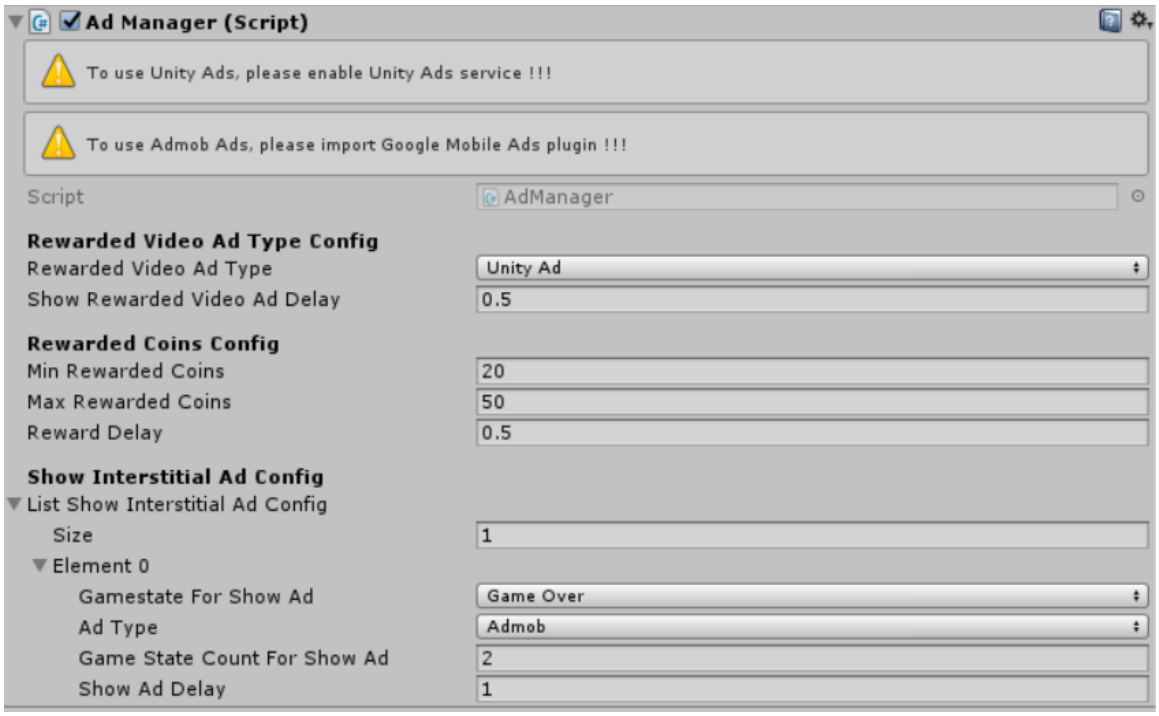
The Player object in the hierarchy contains a PlayerController component, in which you can customize the player (main character) behavior.



- *Max Moving Points Number*: the maximum moving points number of the player. The higher value, the slower player moving.
- *Min Moving Points Number*: the minimum moving points number of the player. The lower value, the faster player moving.
- *Score To Decrease Moving Points:* when the game started, moving points of player will be as *Max Moving Points Number*, which mean player moving slow, every time player reach score that divisible for this value, moving points of player will be decrease, which mean player moving faster.
- *Moving Points Decrease Amount:* the decreasing amount of moving points of player.
- *Rotating Speed:* the rotating speed of player.
- *Limit Top:* the highest value when player bouncing up.
- *Limit Bottom:* the lowest value when player bouncing down.

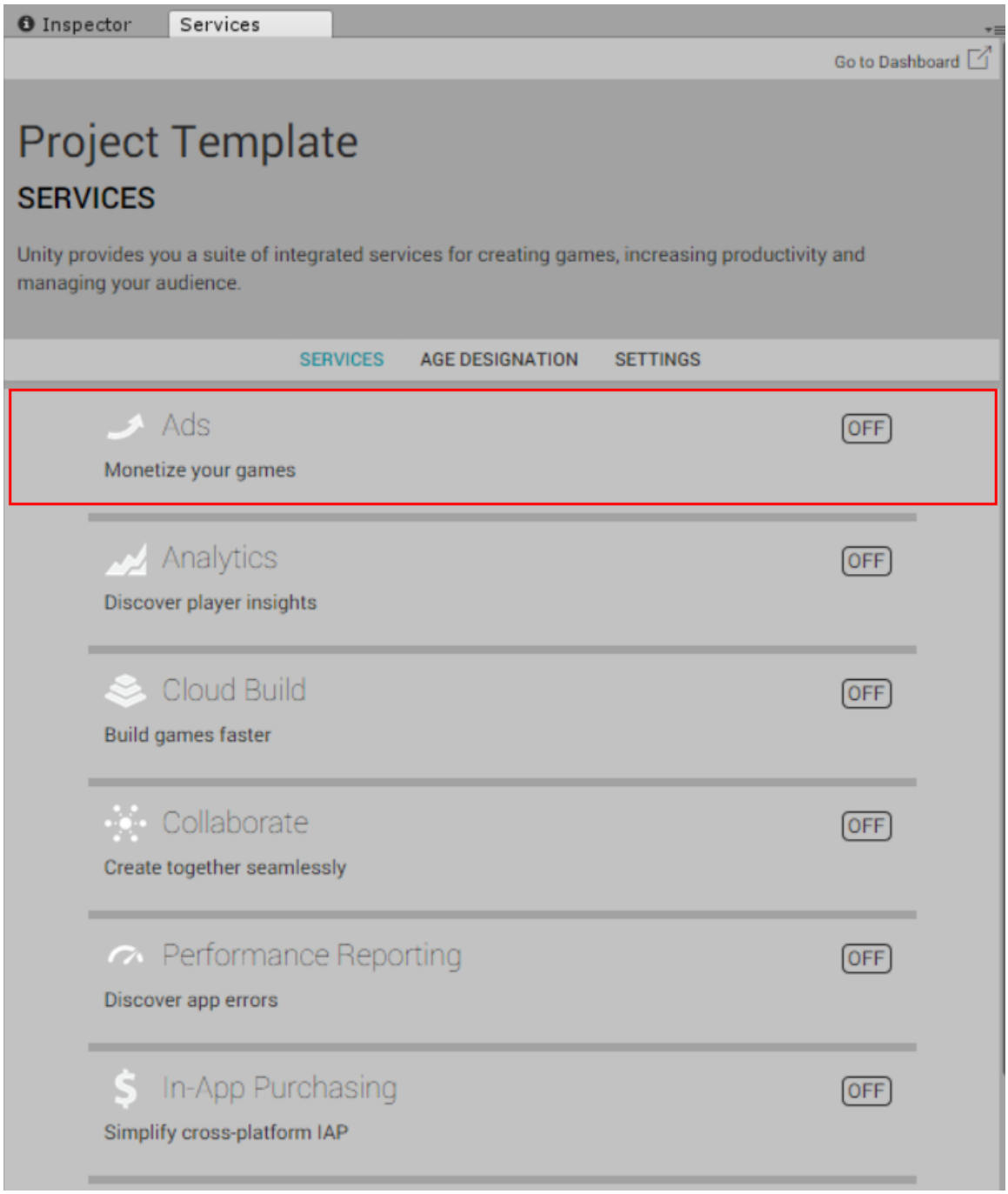
2. Ad Manager

The AdManager object in hierarchy contains AdManager component, in which you can customize which type of ads you want to use and how you want to show the ads.

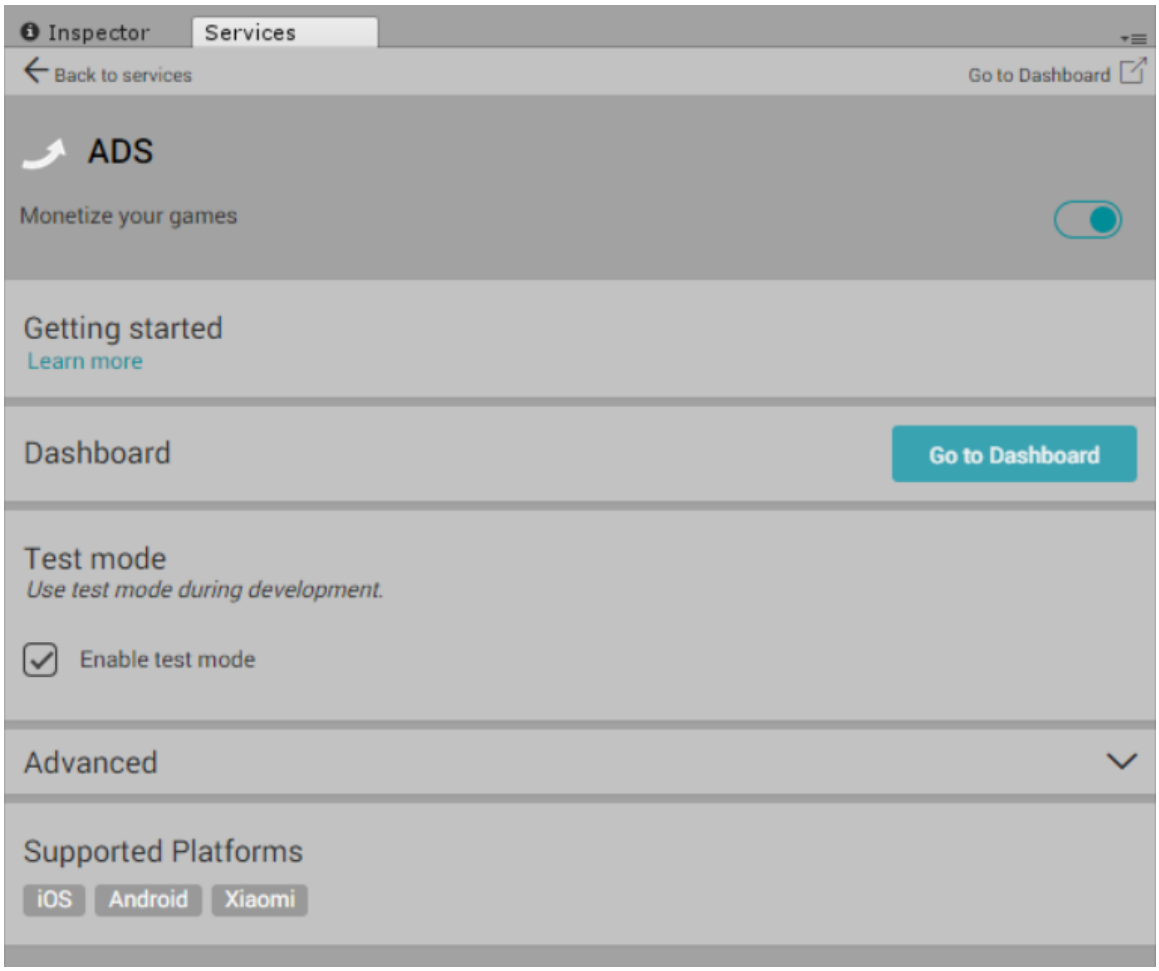


In the image, you can see two warnings that tell you Unity Ads Services is disable and Google Mobile Ads plugin is not imported.

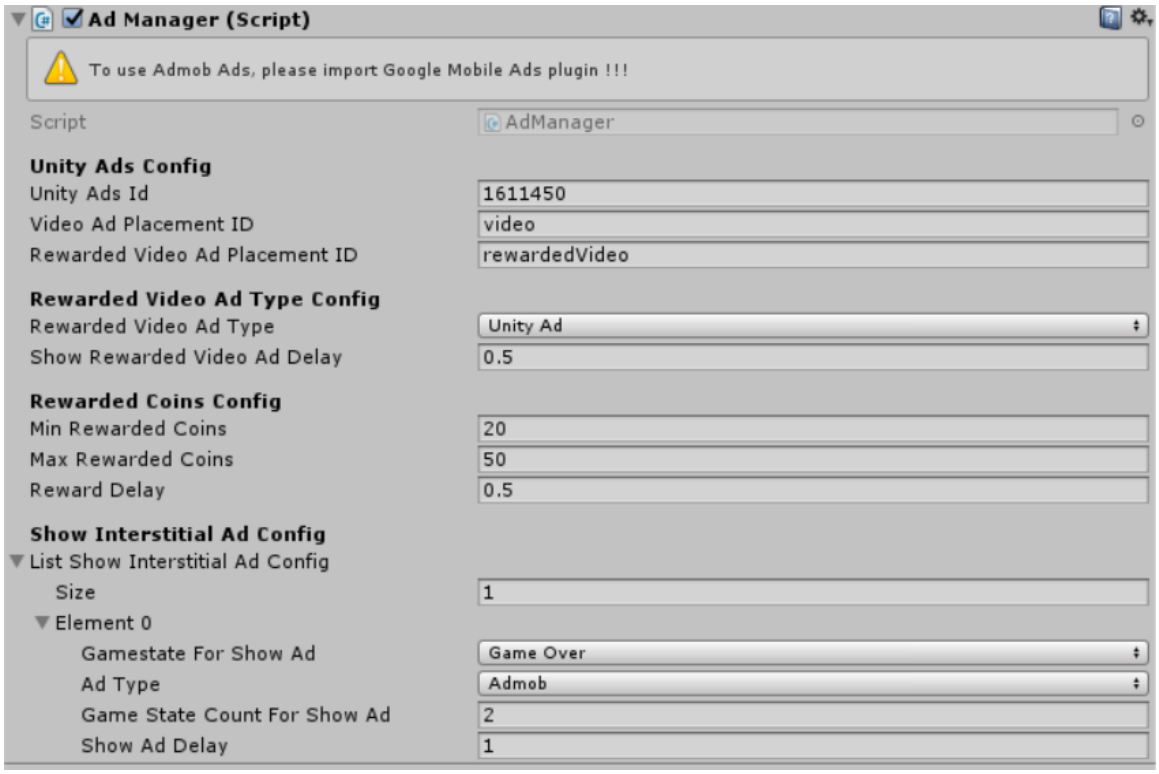
To enable Unity Ads switch the platform to iOS or Android, then goto Window > Services and select the Ads tab.


Inspector
Services
Go to Dashboard
Project Template
SERVICES
Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.
SERVICES
AGE DESIGNATION
SETTINGS
Ads
OFF
Monetize your games
Analytics
OFF
Discover player insights
Cloud Build
OFF
Build games faster
Collaborate
OFF
Create together seamlessly
Performance Reporting
OFF
Discover app errors
In-App Purchasing
OFF
Simplify cross-platform IAP

In the opened configuration window, click the toggle at the right-hand side to enable Unity Ads service. You may need to answer a few questions about your game.



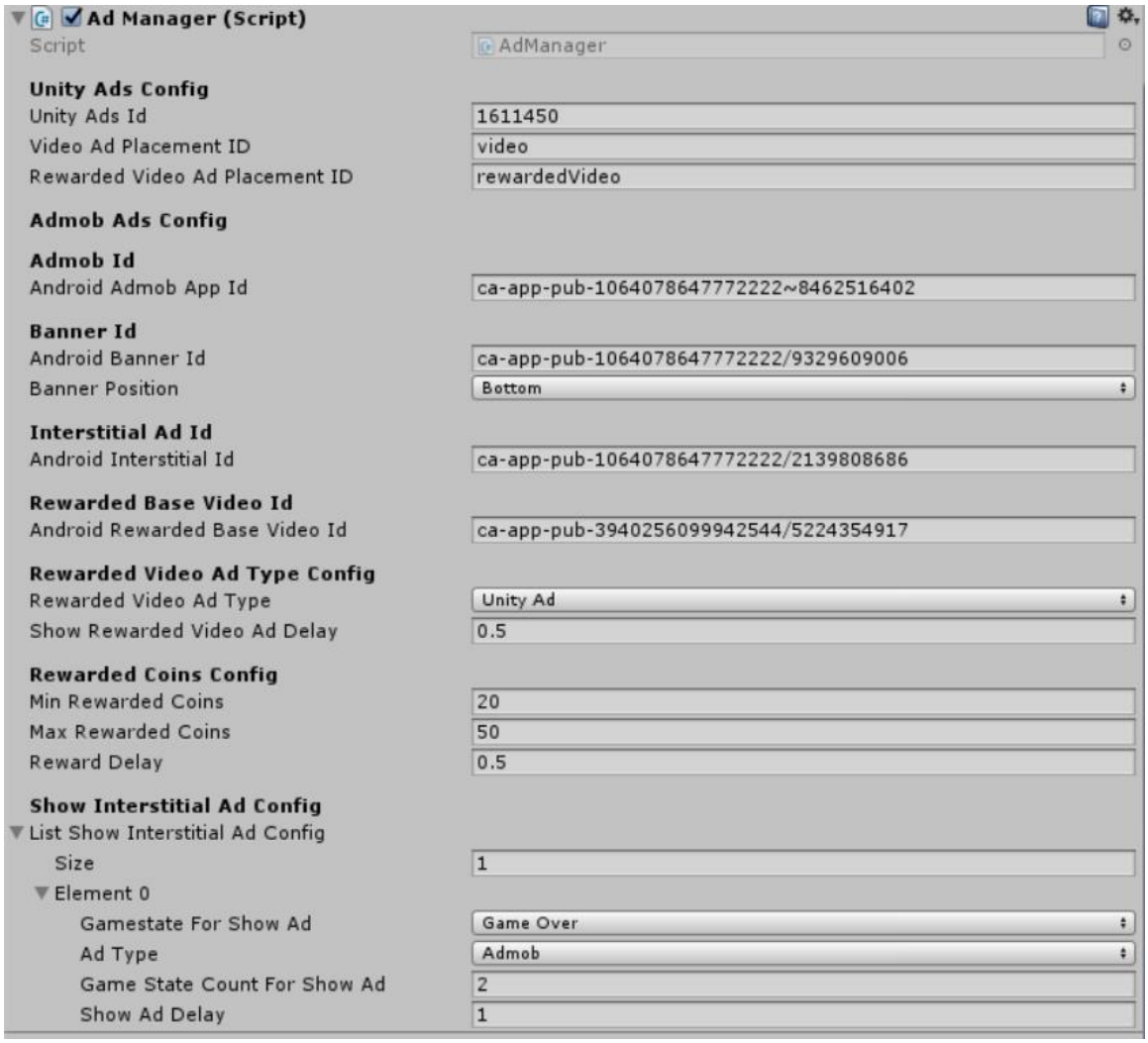
Now switch back to AdManager inspector.



You can see there's a field called " Untiy Ads Config ". This is where you can config unity ad ids such as unity ads id, video ad placement id and rewarded video ad placement id.

To use Admob, go to this link: https://github.com/googleads/googleads-mobile-unity/releases, download and import the latest version of Google Mobile Ads plugin into your unity project.

After imported, switch back to AdManager inspector.



You can see the field called " Admob Ads Config ". This is where you can config admob ads.

Unity Ads Config:

- *Unity Ads Id:* the ads id of your project.
- *Video Ad Placement ID:* the video ad id of your project.
- *Rewarded Video Placement ID:* the rewarded video ad id of your project.

Admob Ads Config:

- *Adroid Admob App Id & IOS Admob App ID:* the android and ios ids of your admob app.
- *Android Banner Id & IOS Banner Id:* the banner ad ids of android and ios.
- *Banner Position:* the position of banner ad.
- *Android Inserstitial Id & IOS Interstitial Id:* the interstitial ad ids of android

and ios.

- *Android Rewarded Base Video Id & IOS Rewarded Base Video Id:* the rewarded base video ad ids of android and ios.

Rewarded Video Ad Type Config:

- *Rewarded Video Ad Type:* the type of rewarded video ad (Unity Ad and Admob Ad).
- *Show Rewarded Video Ad Delay:* the delay time to show rearded video ad.

Rewarded Coins Config:

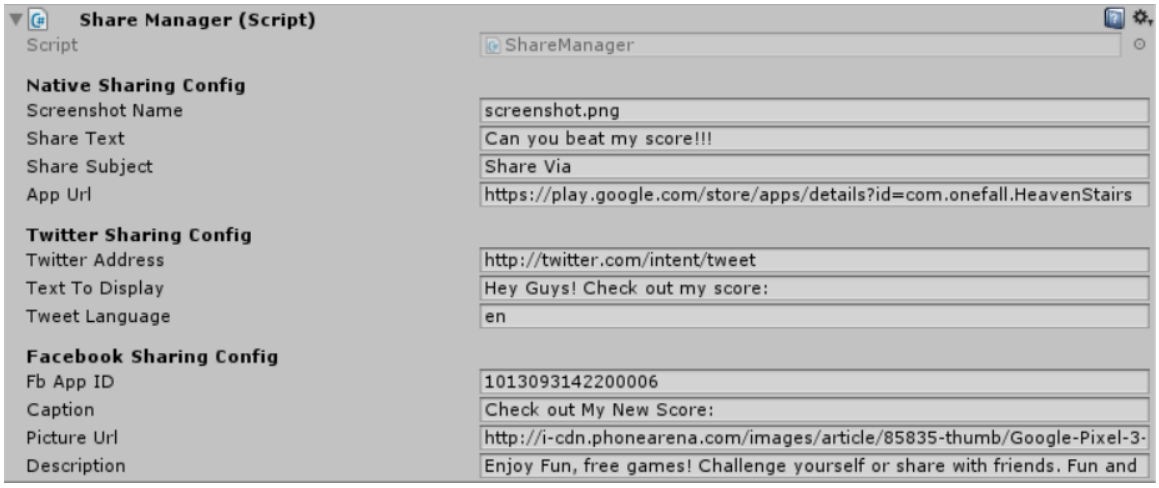
- *Min Rewarded Coins & Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized between these two values.
- *Reward Delay:* the delay time to show rewarded video.

Show Interstitial Ad Config:

- *Game State For Show Ad:* the game state for the ad showing up.
- *Ad Type:* the type of ad to show.
- *Game State Count For Show Ad:* the number of game state that the game go through to show ad. Example: if 2 and *Game State For Show Ad* is GameOver, that mean the ad will show up after 2 times of game over.
- *Show Ad delay:* the delay time for showing ad.

3. Share Manager

All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot's name, text, subject and url…You can config these features from the ShareManager object in the hierarchy.



Native Sharing Config:

- *Screenshot Name:* the name of screenshot for sharing feature.
- *Share Text:* the text for sharing feature.
- *Share Subject:* the subject for sharing feature.
- *App Url:* the url of the app (Google Play on Android and App Store on IOS).

Twitter Sharing Config:

- *Twitter Address:* address of your twitter account.
- *Text To Display:* the text you want to display in the tweet.
- *Tweet Language:* language of the tweet you want to share.

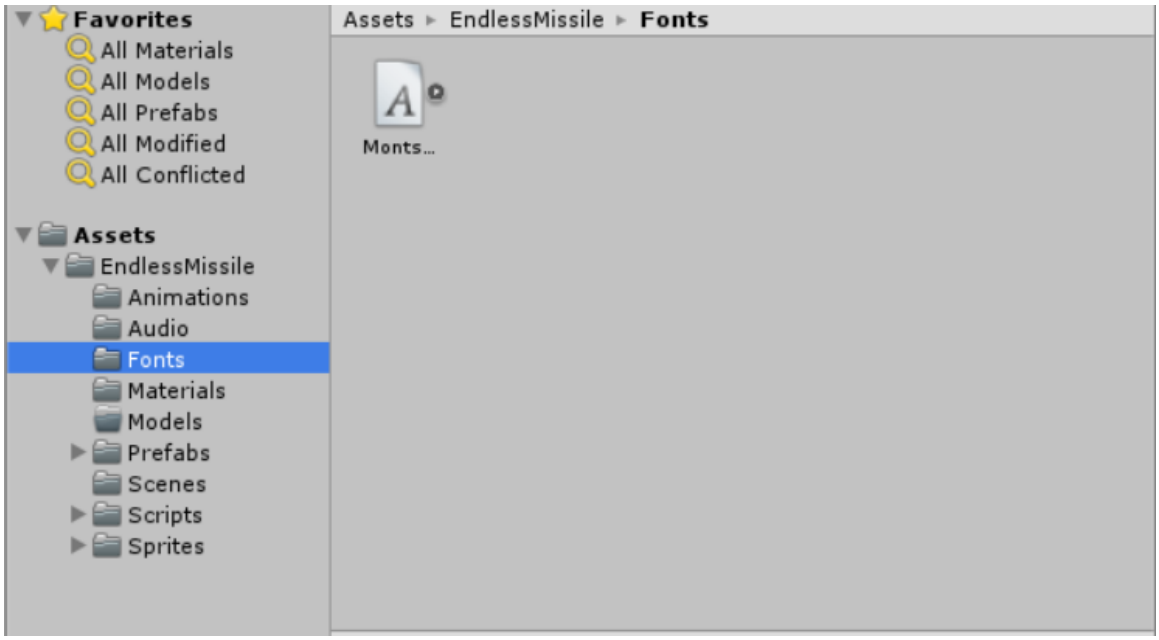
Facebook Sharing Config:

- *Fb App ID:* the id of your facebook app.
- *Caption:* the caption in your status.
- *Picture Url:* url of the picture you want to share. If you don't want to share pictures or just don't have any picture's url to share, leave this field empty.
- *Description:* the description you want to share.

4. Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites/UI* folder. You can replace them with your own sprites to modify the UI as you like.

All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.



5. Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.

THANK YOU AND GOOD LUCK WITH YOUR GAMES!