Guess My Ball Game Template

Game documentation and HowTo guide

1. Introduction

An addicting minimalist puzzle game for you! Try to keep track of which door the ball is hidden. It just isn't as easy as it seems.

Features:

- Works on all platforms, PC, Mac, iOS, Android, etc
- Beautiful minimalist design.
- Easy to Reskin.
- Simple to understand C# code.
- All assets included: graphics, sounds, and code.

2. Getting started

Open the blank project you want to **import** assets into. Choose Assets > **Import Package** > plus the name of this **package** you want to **import**, and the **Import** Unity **Package** dialog box displays, with all the items in the **package** pre-checked, ready to install.

To test the game, search start scene by project panel of unity editor to found the scene file named "game".   You can also found the scene files under Assets/Guess My Ball/Scenes

Double click on it to active the scene. Then you can run the game correctly.

3. How to play

Try to keep track of the ball. Click the correct door. The higher your bet, the harder it gets.

4. Reskin

The only thing you need to know about reskin is the unity sprite or the unity ui image. Find the referring picture sources by just click on the image/sprite component on each gameobject from editor window.

All other resources were under
Assets/Guess My Ball/ Sprites

5. Basic Game Settings

Directory structure

When import Guess My Ball your will see this directory structure in you Unity Project View.
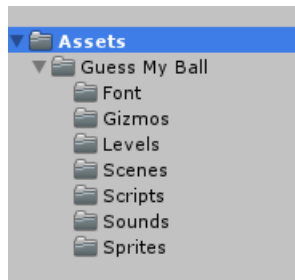
- **Font:** Holds the Font used in the game.
- **Gizmos:** Used to give visual debugging or setup aids in the Scene view.
- **Levels:** Holds all the level prefabs used in the game.
- **Scenes:** The scene that runs in the game is game.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts. All code is written in C#, and the game logic is clear so you can easily understand these codes.
- **Sounds:** Holds all the sounds used in the game.
- **Sprites:** Holds all the textures used in the game which are used as sprites in Unity.

Gameplay tweaking

Most of important game parameters are located within the *GameManager* component of the namesake object in the hierarchy.
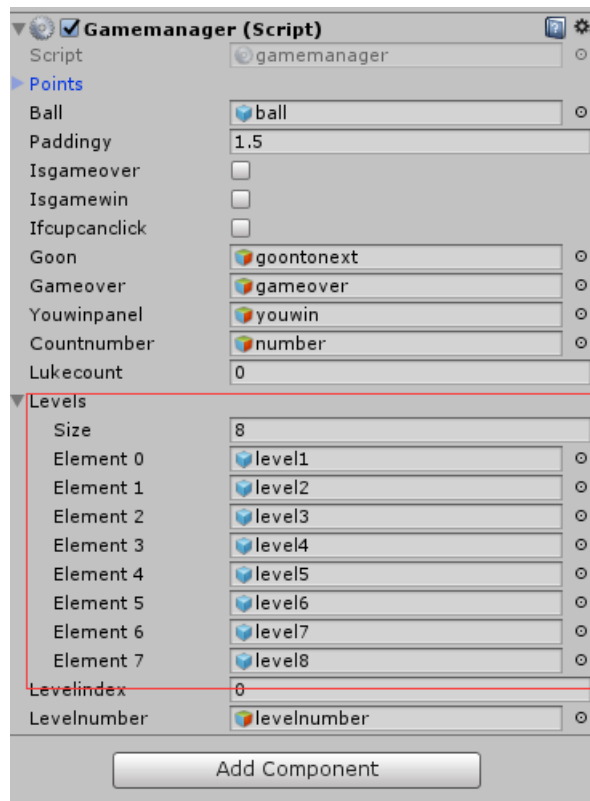
Levels: The Prefabs of each level

THANK YOU AND GOOD LUCK WITH YOUR GAMES!