

Turn Based Ball Fight (v1.0)

Unity 5 Ready!

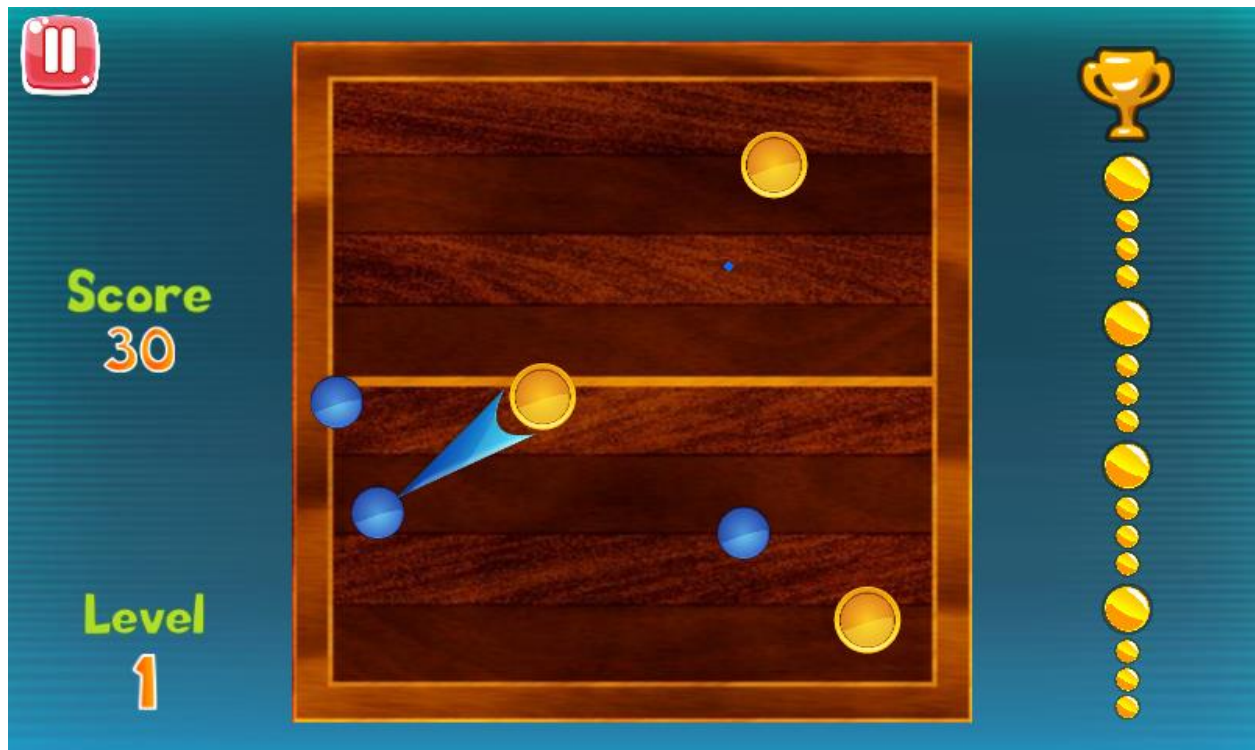
Supports Android, iOS, WebPlayer, Windows and Mac

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 needed a hand on a block of code or anything else, 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 and till you are most satisfied.

Overview

Turn based ball fight is a flexible 3d game kit that uses real-time physics to simulate game events. The kit features an AI opponent which challenges player throughout the game. It is also extremely easy to customize and extend. We wanted to let developers use this kit as a strong base to develop all sorts of similar games including Billiard, Air hockey, Space ball, Pool, etc.

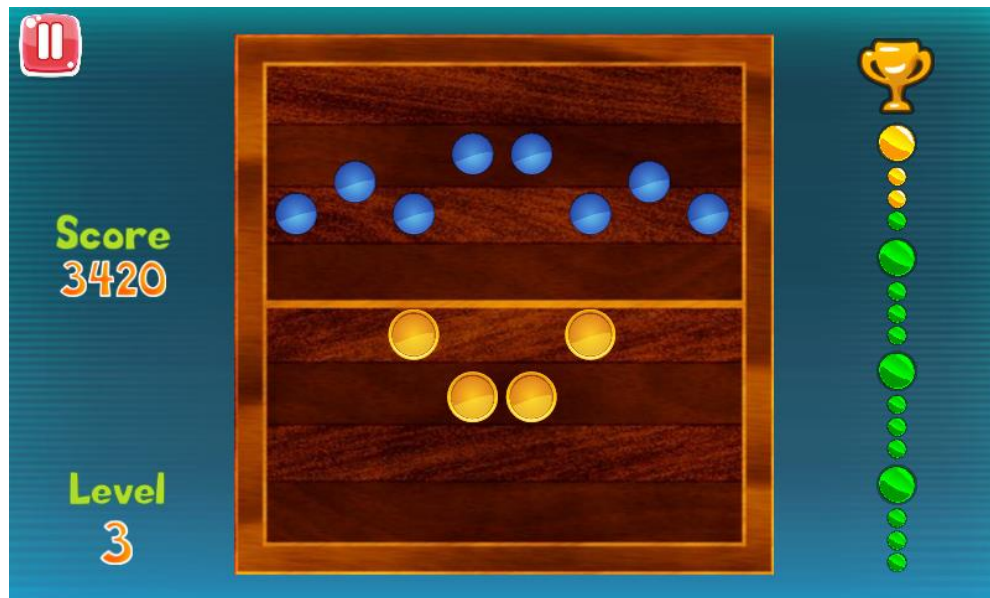


This is a **turn based** game kit, meaning that game play is mixed with strategy.

It also features a simple scoring, leveling and cup system to reward the player. You can easily extend and add many different features/outcomes to the game. You will be amazed how **flexible** the kit is.

Game Play

It's all about aiming and shooting, with a slice of strategy. Game play is consisted of 16 sets, divided into 4 levels. In each set, game manager grants player and AI a few balls. They have to shoot their balls towards their opponent to drop them off of game board.



At the beginning of the game, each side starts with 8 balls in line 1. Players can select and drag on their balls to adjust the power and direction of the shoot. By releasing the mouse/touch, physics engine interferes and simulate the movement and collision between balls. The winner is the one who drops all its opponent's balls off the game board.

After beating 4 sets, you advance a level, and start with one less ball. After beating all 4 levels, you are the final winner of the game.

Introduction to Scripts, Classes and Game Objects

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

GlobalGameManager

This is the main game manager class. It is responsible to calculate rounds, assign turns to player or AI, keeping track of time and score, and showing required information on screen. It also checks for win/lost events and manage game finish states.

InputFollow

This class is used with "InputFollower" game object in the scene, to always follow player's input position. It is required for other controllers to know the players input (touch/drag) in order to calculate the distance, direction and shoot power.

OpponentAI

Opponent (AI) in this kit uses a simple strategy to shoot player balls out. This controller checks for all available balls in the scene. It selects a random player ball and then chooses a random owned ball as the

actor. Then it calculates the angle and power of the shoot based on the distance to target, and performs the shoot.

Based on the prototype you want to build, you can extend this decision making system to include other factors, like choosing nearest ball, choosing the less crowded ball, etc... when selecting an actor or target.

OpponentColliderManager

Each opponent's ball has this component. They self-manage their collisions with game borders, and upon collision, they add to player score, and destroy themselves.

Please note that we do not destroy them immediately after collision, because it might lead to null reference errors. Instead we remove their tags to be excluded from other controller's selection, and disable their collider system to avoid having more collision with objects.

PauseManager

Handles Pause/Resume states in the game. It also handles player input (touch/click) on UI buttons like "Resume", "Reset", "Again", "Next", etc...

PlayerController

Every player ball has this component attached. Player controller shows the selection circle around player balls, when player has the turn and it also manages the position, scale and rotation of the helper arrow above the selected player ball.

This class also handles dragging on player balls, and their shoot routine, by calculating distance, angle and power of the shoots.

ScaleAnimator

This class simply animates the selection circle object around player balls, by modifying their x-z scale.

ScoreManager

When player drops one or more of opponents ball out of the board, we create a 3d text object over the dropped ball to show the score to the player. This class is the main manager for score object (3d text mesh) which appears in scene. It will be initiated by the "OpponentColliderManager" class.

Tags and Layers settings

This kit needs the following tag and layers in order to work correctly. Make sure to maintain them in your personal projects.

Required Tags:

- **Opponent**
- **Border**
- **GameManager**
- **ArrowPlane**
- **InputFollower**

Also make sure that your custom board's layer is set to **"IgnoreCollide"**.

Final Word

If you have any questions, feel free to ask us at <http://www.finalbossgame.com> and we will get back to you as soon as possible.

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