

# One Tap Soccer

## Unity 3D Complete Game Template

Requires **Unity V5.6+**

Supports Android, iOS, WebGL, Windows and Mac Platforms

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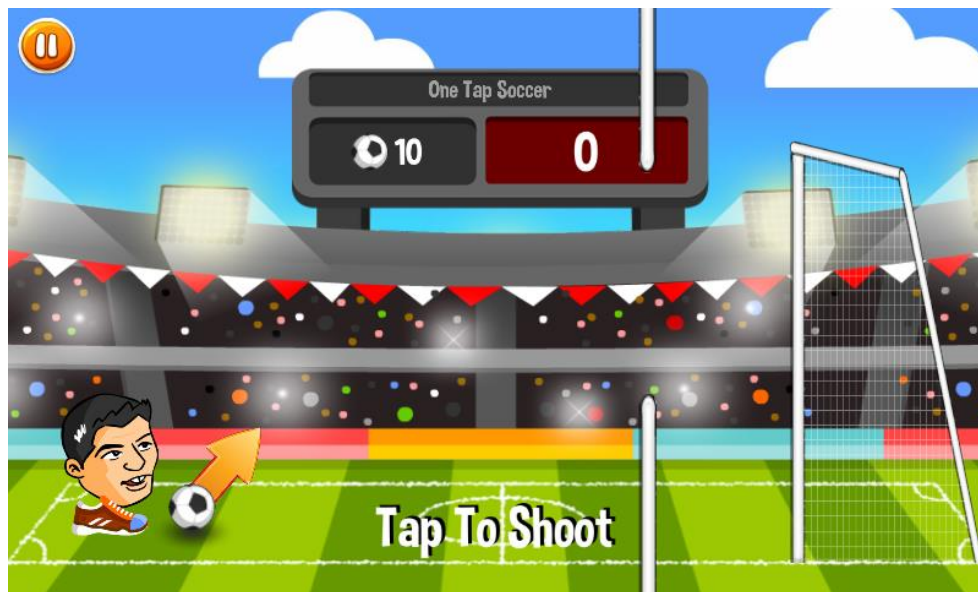
Dear Customer,

Thank you so much for purchasing this game framework. Here you can find the most important information on how to use this project efficiently. 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 [www.finalbossgame.com](http://www.finalbossgame.com). We'll try our best to support you with your questions as soon as possible.

## Overview

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"**One Tap Soccer**" is a fun and highly addictive football game template for Unity3D. This is a game that all family member will enjoy! This is a lightweight football "tap to shoot" game which you can play almost anywhere in your spare times. You just need to shoot the ball towards the gate when the angle is right. There are some poles that narrow the passage your ball needs to pass. You need to be careful and guide your ball through these poles.



The game accepts both touch and mouse inputs, and thus, can be tested on **Android, iOS, WebGL** and **Stand-Alone** platforms.

This game kit needs no 3<sup>rd</sup> party plug-ins to work. It runs and builds out of the box. All you need to do is to load the kit inside Unity, set the project on the desired platform and hit "Build" to receive your game in no time!

## Monetization

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We have integrated AdMob ad system into the kit. You are free to set your own Admob IDs into the AdManager prefab which is also available from within the "Init" scene. AdManager is configured to show a banner ad at all time, while only showing an interstitial ad when the game is pauses or over. You are free to add more events for showing ads.

## Classes

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This game framework uses a few separate classes to control the game's main routine. All these classes are fully commented and you can easily guess the dataflow. But we will try to introduce them here at a glance:

- **GameController:** Main game controller class. Responsible for keeping track of player shoots, goals and streaks, creating new poles, changing game's difficulty when player passes a certain amount of goal, and updating information in the UI.
- **BallController:** This is the main ball controller. It handles all ball status including force management, movements, collisions, sounds, visual effects, etc.
- **UserInputManager:** This class handles all user inputs on UI elements and interactions within the game.
- **HeartBeatAnimationEffect:** This class simulates a heart-beat animation (by modifying the scales) when being attached to any 3D object.
- **PlayerController:** Main player controller. It lets the player shoot the ball whenever possible, manages player shoot animation and change player's face (avatar) when hit by ball or other colliders.
- **TextureScroller:** This class scrolls the background texture of the main game.
- **AdManager:** This is the main AdMob manager class that can be used/modified by you. You can set different IDs for different types of Ads (obtainable from Admob developer panel) And you can define new public functions here and call them later inside your game

## Got any questions?

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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.

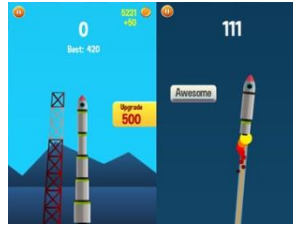
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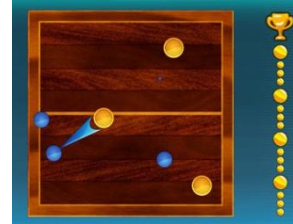
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