Pop IT 3D Fidget

Requires Unity3D v2020.3.30+
Compatible with Android, iOS, WebGL and Standalone

Dear Customer,

Thank you so much for purchasing our Unity game kit. Here you can learn about the important things you need to know in order to use this asset with maximum proficiency.

All classes are already fully commented, but if you ever had a question about anything, feel free to contact us at http://www.finalbossgame.com .

We'll try our best to help you with your questions ASAP, till you are completely satisfied.

Overview

In this game, Players take turns pressing down any number of bubbles in a single row and consecutively.

The player who presses the last bubble loses the game.

Game can be played in two modes:

1. Single Player
2. Two Players

In single player mode, player 1 needs to play against an AI that is able to play this game like a human. It is challenging and can offer a fun experience for your players.

In two player modes, game needs to be played by two local players that have their own turns and try to beat the other player with the logic they pursuit.
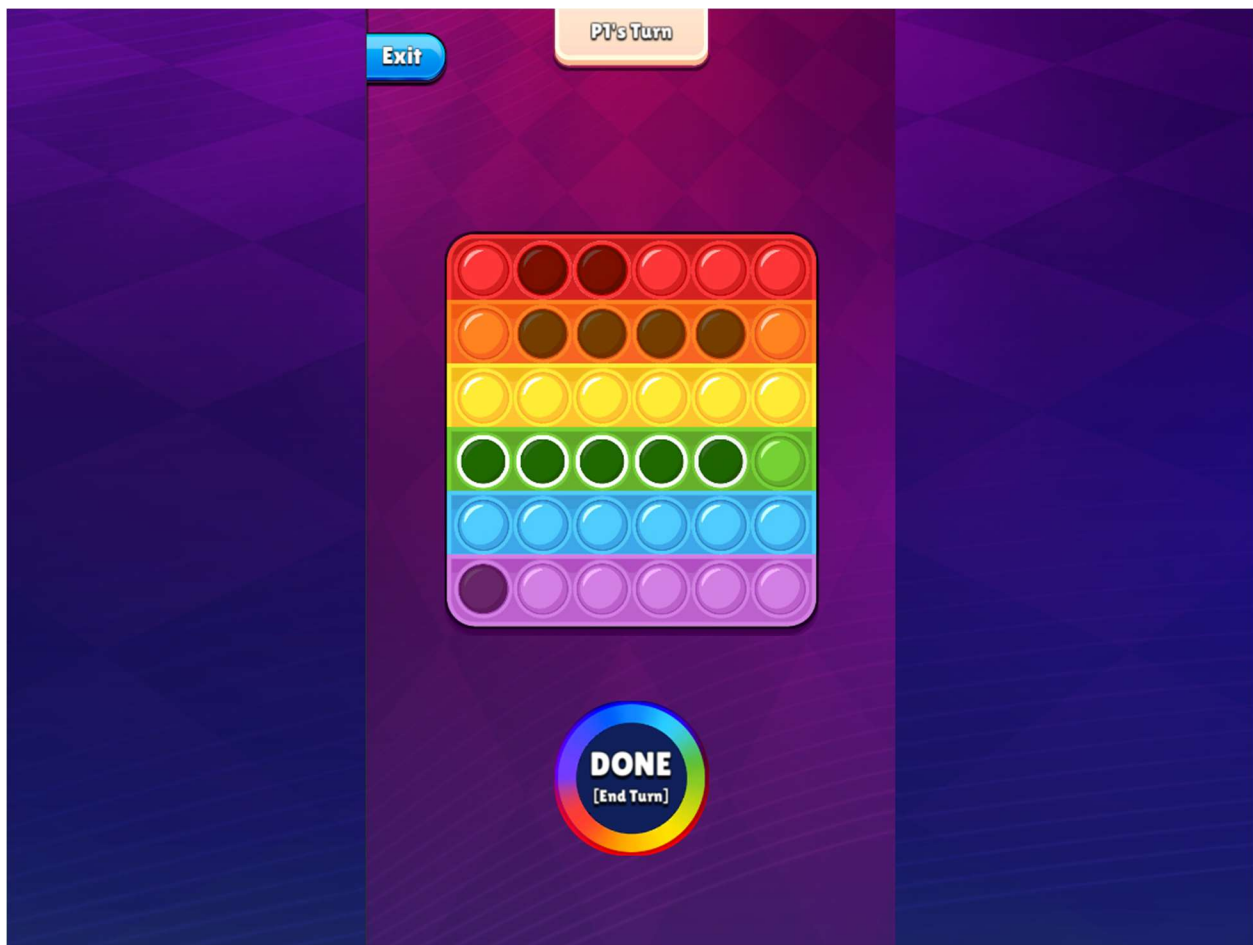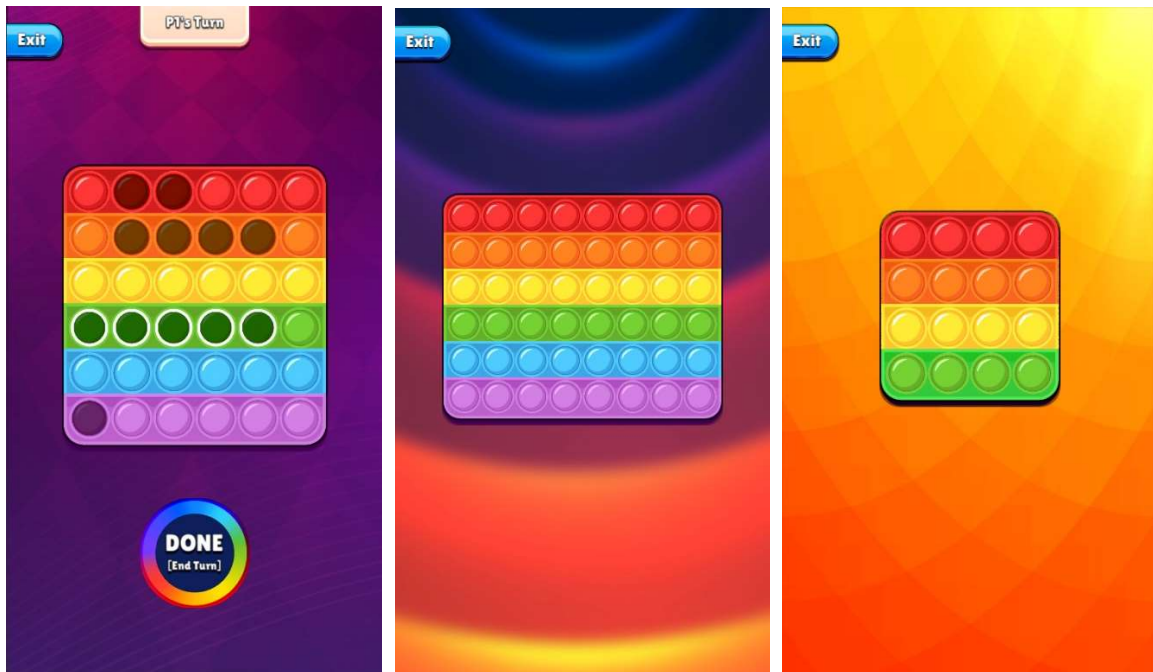

This game kit features a complete game flow with menu, help, setting and game & result scenes.

This project works with inputs, and can be played on **Android**, **iOS**, **WebGL** and **Standalone**.

Game Play

The game allows you to design and offer different type of boards. As you can see in the examples above (all 3 are available in this asset) you can play a 6x6, 6x8 or 4x4 board. It's all up to you how you how you want the board to be designed and played. You just need to make sure the board has (int) row & (int) columns and configure the board settings in a standard way that is needed for the game to work. You can take a look at the 3 given examples to learn how this setup works, or follow the next topic to see the procedure step by step.

Adding new Boards

To add a new board to the game, follow these steps:

1. Think about the size (row & columns) of the new board. Let's say you want to create a new board that is 5x6 (5 rows & 6 columns).
2. Duplicate one of the existing board types available in the game (via hierarchy)
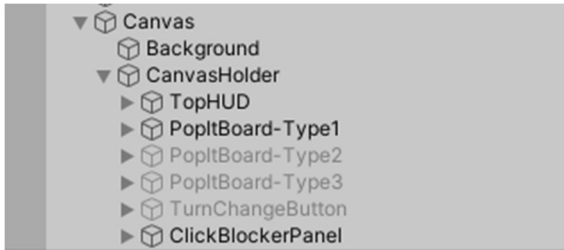
3. Set the correct size for the new board. Leave the rest as is.

4. Now you need to replace the current board image (background) with a new one you designed in advance. Select "BoardImage" object and set its new sprite.
5. Then open GameBoard-xx parent object to see available rows. Duplicate or remove items in these rows to make them match with the number of rows & columns you indicated in the first step. You may need to change the name of the objects to keep everything nice and tidy.
6. You need to make sure the color ID of buttons (aka row ids) completely matches the standard as defined below: Red = 0 / Orange = 1 / Yellow = 2 / Green = 3 / Blue = 4 / Purple = 5
7. Failing to follow the correct coloring order may result in incorrect placement and update of buttons.
8. The game only allows up to 6 different color IDs (aka rows) but you can have unlimited number of columns. If you intend to increase the minimum number of rows, you need to define new color code IDs in "ButtonManager" class, and also set these new ids, onto the buttons that you design for the new rows.
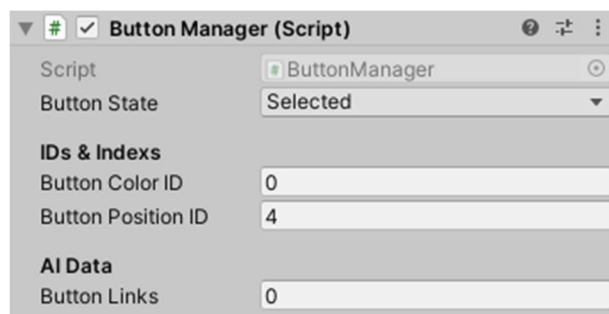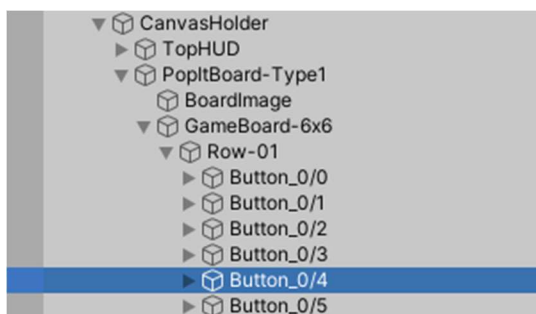
Re-skinning the game

If you want to re-skin the game, you simply need to replace the arts found in "Textures" folder with new ones. You just need to make sure the new arts are re-writing the old arts (they need to have the same format) and they also need to be of exact size (width & height).

Support

If you have any questions, feel free to write me a message at http://www.finalbossgame.com and I will get back to you ASAP ;)