

MR. MARBLE

Introduction

Play a schoolyard game of marbles against a computer controlled opponent in Mr. Marble.

Scripts

The following table alphabetically lists all of the C# scripts used in this project and a brief explanation of the functionality and usage/location in the game. To further understand any particular script, please open it in the Unity inspector and read through the code. All scripts supplied with this game are written in a self documenting style and should therefore be easy to read and understand.

Ads.cs	Used in the ADS scene, this script is responsible for displaying the in-game Unity Ads and moving the game from the ADS scene to the MAIN scene.
AudioVolume.cs	Attached to the 'Music' game objects found on the TITLE and MAIN scenes and all looping AudioSources. It adjusts the volume of the attached AudioSource, fading it in and with the current scene.
Button.cs	Attached to the ButtonPlay game object in the TITLE scene. Moves the game from the TITLE scene to the ADS or MAIN scene when clicked/tapped.
Fade.cs	Attached to the 'MainCamera' game object in the TITLE and MAIN scenes. This script starts the fading effect when the scene is loaded and calls the function to adjust the camera aspect ratio.
Functions.cs	Contains functions to adjust the aspect ratio of the camera, and fade scenes in and out etc.
GameLogic.cs	Updates the main game logic, gives players control of the camera, and updates the very simple AI.
Marble.cs	Attached to all marble game objects. Plays an impact sound on collision and updates the player/CPU scores.

Font

The Public Domain font/s used in this game was/were downloaded from [here](#).

This game was designed and created by [John Adams](#).

If you have any comments or questions, please send them to support@kuneko.com

Music

Due to licence restrictions, the Royalty Free music included with this package has been muted. However, the full music track/s may be freely downloaded from [here](#).

Thank You

Thank you very much for purchasing this complete game example from the Unity Asset Store. Please consider leaving a rating and/or review.

If you have any problems with this package or need help in any way then please feel free to contact me via any of the following:

Email: support@kuneko.com

Twitter: [@JA_Kuneko](https://twitter.com/JA_Kuneko)

Facebook: [jakuneko](https://www.facebook.com/jakuneko)

Website: www.kuneko.com

If you're interested in further supporting my work, please consider becoming my patron on [Patreon](#). By supporting me in this way, you'll be given access to bi-weekly game development tutorials for programming and low poly 3D artwork. Alternatively, consider buying me a coffee through [Ko-fi](#).



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