



Bubble Shooter Game Template ver 1.0

Minimal requirement: Unity 5.6

Latest android SDK

Raccoon Rescue is Great Bubble Shooter Game Template with EDITOR. Target of the game is help to Raccoon Mama to save her cubs from bubbles. The Asset includes many game features and obstacles. The player has to pass levels using ingenuity and sleight of hand.

We made for you 100 tested and interesting levels. You can use it as is OR create your own unique level design. Also you can do more interesting levels by EDITOR. This EDITOR was designed specifically for the most comfortable creation of level design.

The project easy for use, don't require a programmer skills. Let's try!

Support email: info@candy-smith.com

Documentation

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Important informations:



You can use this template ONLY for PUBLISHING your games on mobile stores like GooglePlay, AppStore and etc. **Resale** of source code is **not allowed**, even after reskin.



In order to avoid problems with GooglePlay, we recommend to make a reskin. They don't like many the same games.



If you already bought a project and you need a support, please write us by support email info@candy-smith.com. In head of your email, please indicate your Order Number (invoice). We will support you as soon as it possible.

Attention!

We are not responsible for the work of free plugins and third-party IDE. For any questions, please contact an official developer. The quality of our templates for games is not depends from the quality of plugins and IDE of other developers!

Also, we unable to educate every of our buyers work with these plug-ins and third-party IDE. If you have questions, you can ask us or to google.

Usually, we add them from your big requests and completely free! If you do not like those free plugins, you can integrate your plugins.

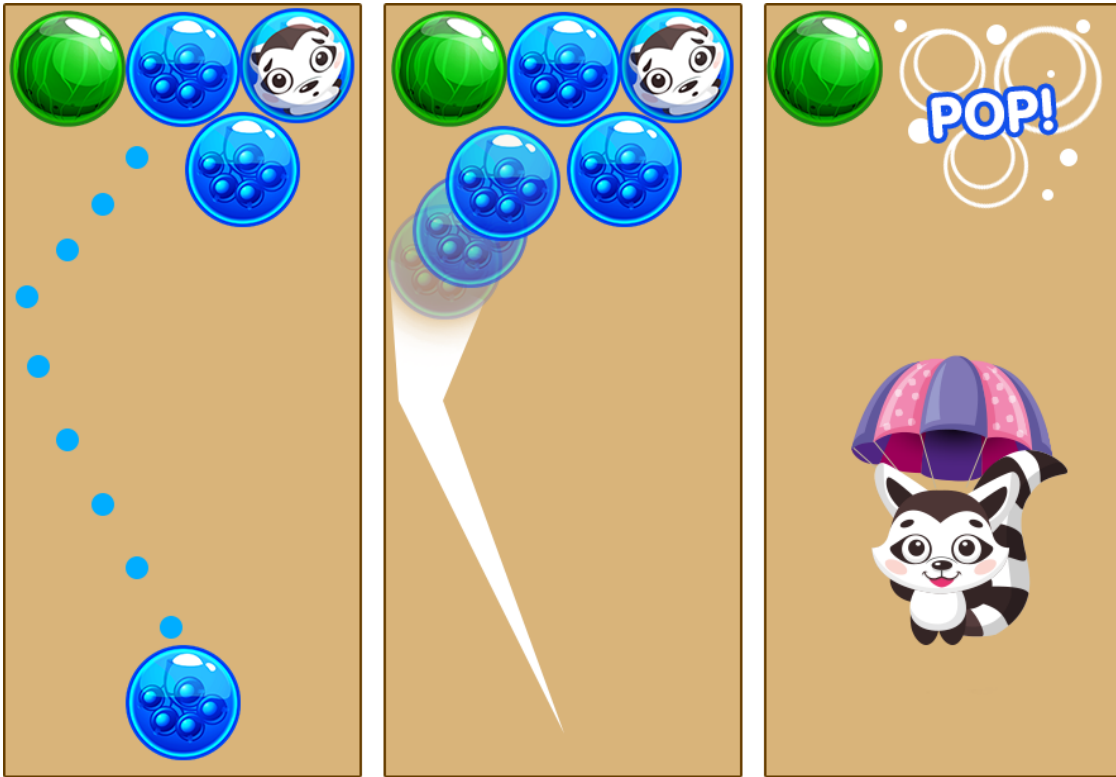
We are always happy to help you find out in the project, but we can not be responsible in your experience in working with plugins and third-party IDE. So please objectively evaluate the project and the work done by us. Thank you!

Engine Description

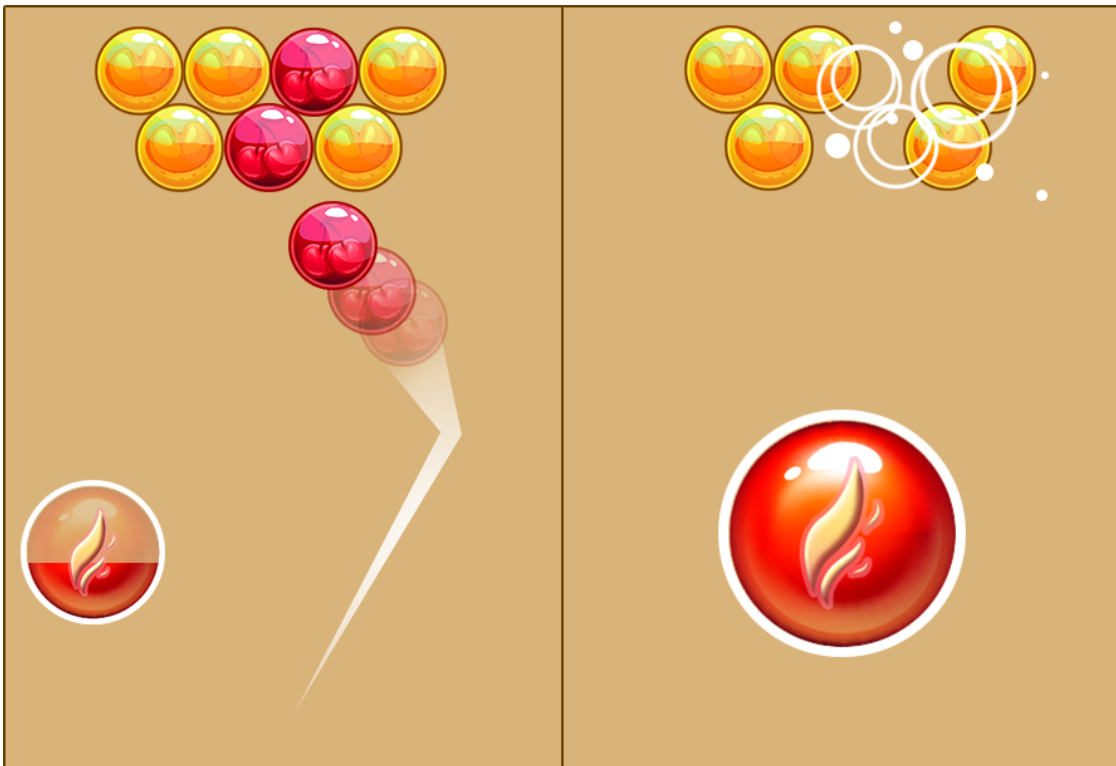
- Source code was made in Unity3D
- Ready for publish
- Doesn't require a programmer skills
- Game target - save all cubs
- Cross platform (iOS, Android)
- 100 tested levels
- Professional level design
- Great Visual and Sounds effects
- Chartboost
- Admob
- Unity Ads
- Rewarded video
- Facebook sharing
- Map
- LEVEL editor
- ITEM editor
- IAP's editor
- Ads controller
- Leadboard
- Friends on a map
- Easy for a reskin
- Coins Shop
- Shop of Life refill

How to Play:

Help to Raccoon Mama to save all of her cubs. Combine 3 or more objects the same color for destroy a bubbles.



Fill up the Power Ups for WIN!



Game Interface:

1. Pause button - use it for sound settings or go on the map.
2. Score
3. Stars bar
4. Count of targets
5. Fire Ball - destroy more red balls for fill up a Fire Ball. Use it to destroy a big area from the balls. **Remember:** you can use this power up only if your level design is including red balls. For example, if your levels not include the red bubbles, you can't fill up an extra Fire Ball. Don't turn on this power up in this case.
6. Sun Ball - destroy more yellow balls for fill up a Sun Ball. Use it to destroy three small area from the balls. **Remember:** you can use this power up only if your level design is including yellow bubbles. For example, if your levels not include the yellow bubbles, you can't fill up an extra Sun Ball. Don't turn on this power up in this case.
7. Water Ball - destroy more blue balls for fill up a Water Ball. Use it to horizontal destroying of the ball's line. **Remember:** you can use this power up only if your level design is including blue bubbles. For example, if your levels not include the blue bubbles, you can't fill up an extra Water Ball. Don't turn on this power up in this case.
8. Leaf Ball - destroy more green balls for fill up a Leaf Ball. Use it for Vertical destroying of the balls. **Remember:** you can use this power up only if your level design is including green bubbles. For example, if your levels not include the green bubbles, you can't fill up an extra Water Ball. Don't turn on this power up in this case.
9. Number of moves
10. Multicolor ball - matches with any balls.
11. Aim booster - makes the cursor more accurate.
12. Next ball - shows a next ball.

SET UP

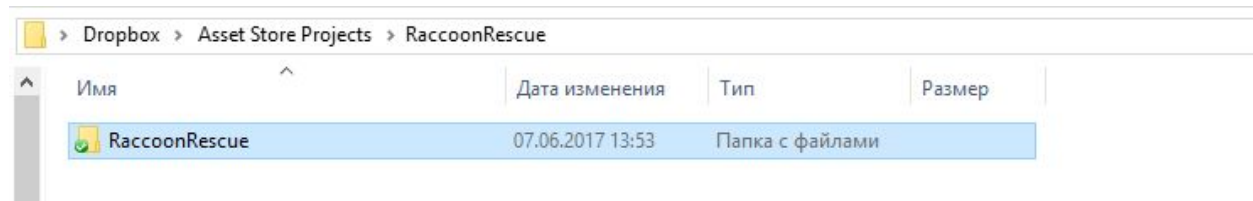
Use Unity 5.6 or higher. You can **download** it from this link (**CTRL+ click** on the link) [DownloadUnityFree](http://unity3d.com/get-unity/download?ref=personal) (<http://unity3d.com/get-unity/download?ref=personal>)

How to install:

1. Download the project archive.
2. Unpack the archive.
3. Open Unity and click “Open other”.

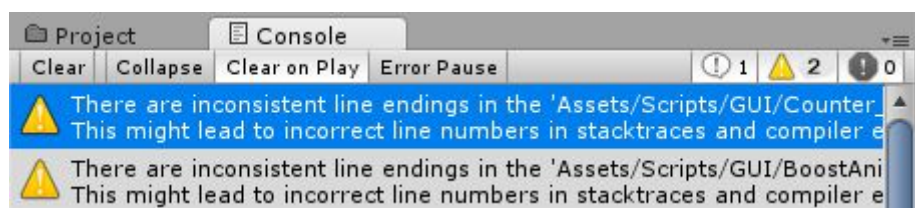


4. Chose the unpacked folder of the project



Ignore all warnings and notifications (like yellow sign and white bubble in console).

- 5.



It's NOT errors. It does not affect to work of the game.

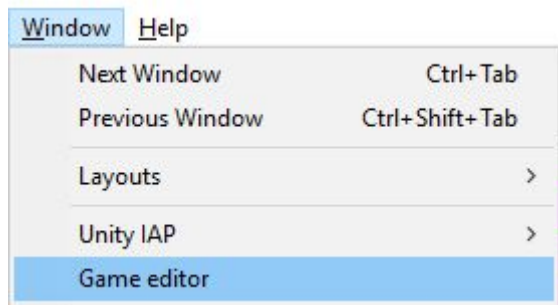
How to test on device:

1. File - > Build Settings...
2. Choose your platform (iOS, Android)
3. Switch platform
4. After switching:

- a. For iOS click “Build” and select folder, then open created project in XCode.
- b. For Android you can plug-in device to your pc and click “Build and Run” and game automatically runs on your device after building.

How to create / edit levels:

1. Open Game editor



2. In “EDITOR” section you can setting the game and levels.



1. Level EDITOR - use it for creating / changing a level design.
2. Editor / Settings / In-apps / Ads / Help use it for the extra settings.

Editor Settings In-apps Ads Help

Game settings:

Clear player prefs Open all levels

Facebook Install Account Help

Leadboard Gamespark Install Account Help

▼ Score settings:

Show popup scores ☒

▼ Lifes settings:

Max of lifes 5

Total time for refill lifes:

Hour Min Sec

0 15 60

Cost of refilling lifes 25

Start gems 20

▼ Failed settings:

Cost of continue 12

Extra moves 5

Save

Settings - “Clear player prefab” button is reset a game progress.
 “Open all level” use for testing a game.

Editor Settings In-apps Ads Help

In-apps settings:

Help

Install: Windows->Services->
 In-app Purchasing - ON->Import

Product id 1 pack1

Product id 2 pack2

Product id 3 pack3

Product id 4 pack4

Android:

Android account help

iOS:

iOS account help

Editor
Settings
In-apps
Ads
Help

Ads settings:

Unity ads Install: Windows-> Services->Ads - ON Help

Rewarded gems 5

Google mobile ads Install Help

Admob Interstitial ID And ca-app-pub

Admob Interstitial ID iOS ca-app-pub

Chartboost ads Install Help

menu Chartboost->Edit settings

Put ad ID to appropriate platform to prevent crashing!

Save

Ads controller:

Event:	Status:	Show every:
Map ↓	Admob Interstitial ↓	3 ↓
Play Menu ↓	Chartboost Interstitial ↓	3 ↓
Game Over ↓	Unity Ads Video ↓	2 ↓
Win Menu ↓	Admob Interstitial ↓	4 ↓
Pause ↓	Admob Interstitial ↓	3 ↓

Add Delete

Editor
Settings
In-apps
Ads
Help

Please read our documentatio






DOCUMENTATION

To get support you should provide
ORDER NUMBER (asset store)
or NICKNAME and DATE of purchase (other stores):

info@candy-smith.com

- Levels - number of current level.
- New level - create a new level. In this Asset, it will be Level 101 and more.
- Limit moves - count of moves for this level.
- Stars - count of score for each star on the level.
- PowerUps - you can ON/OFF extra power ups in the game. ***Remember: you can use this power ups only if your level design is including the same colors. For example, if your levels not include a blue bubbles, you can't fill an extra water ball. Don't turn on this power up in this case and etc.***

8. Game items, features and obstacles:


	Main 6 game bubbles - red, yellow, green, blue, violet and orange.
	Random Bubble.
	Fire Bubble - destroying big area.
	Leaf Bubble - vertical destroying.
	Ice Bubble - contain a random bubble. Destroying after damage.
	Unbreackable Bubble - Destroying only Water Bubble.
	Water Bubble - horizontal destroying.
	Wooden Bubble - have 2hp.

9. X - clear the bubble. Use it like eraser.

Clear level - use for delete your level design

10. Field for your level design.

11. Boosters

	<p>Important!</p> <p>Don't forget to add to the level design the targets. Targets is bubbles with cubs. The color of these bubbles determines the color of the bubbles for the level.</p>
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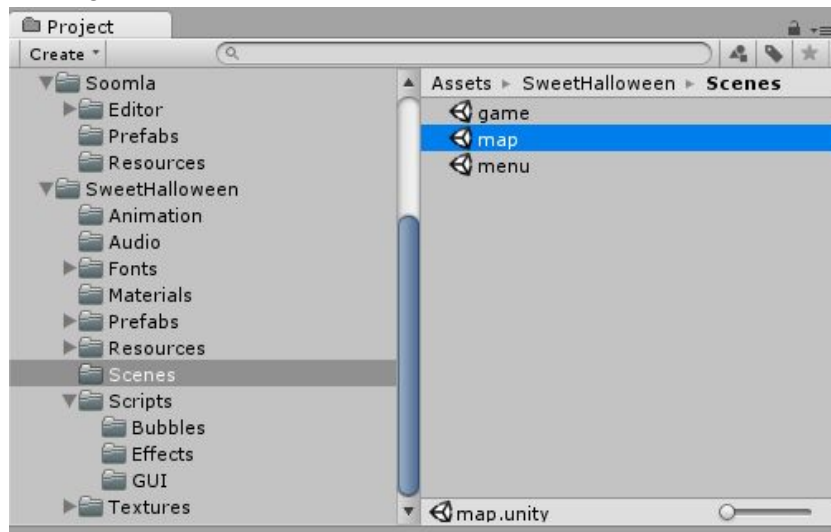
For example. you want to have 4 colors at the level (red, yellow, green and blue). You need to place in the level design 4 bubbles with cubs of the right colors (red bubble with cub, yellow bubble with cub, green bubble with cub and blue bubble with cub).

Different way. place the bubble of the desired color anywhere in the playing field.

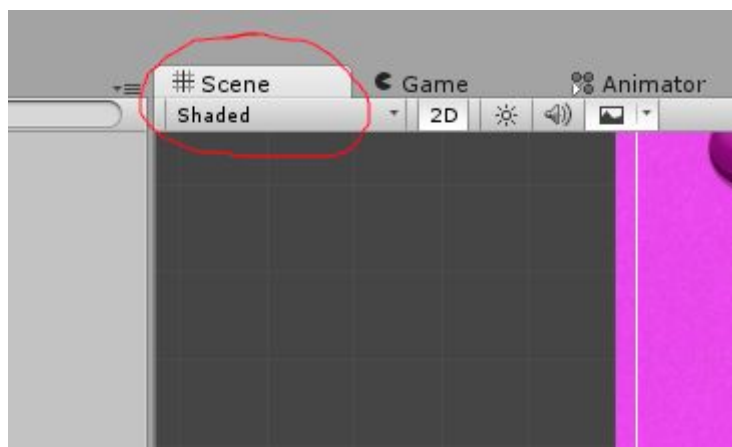
The level design should include at least 1 cub. Don't forget to add it!

How to edit map

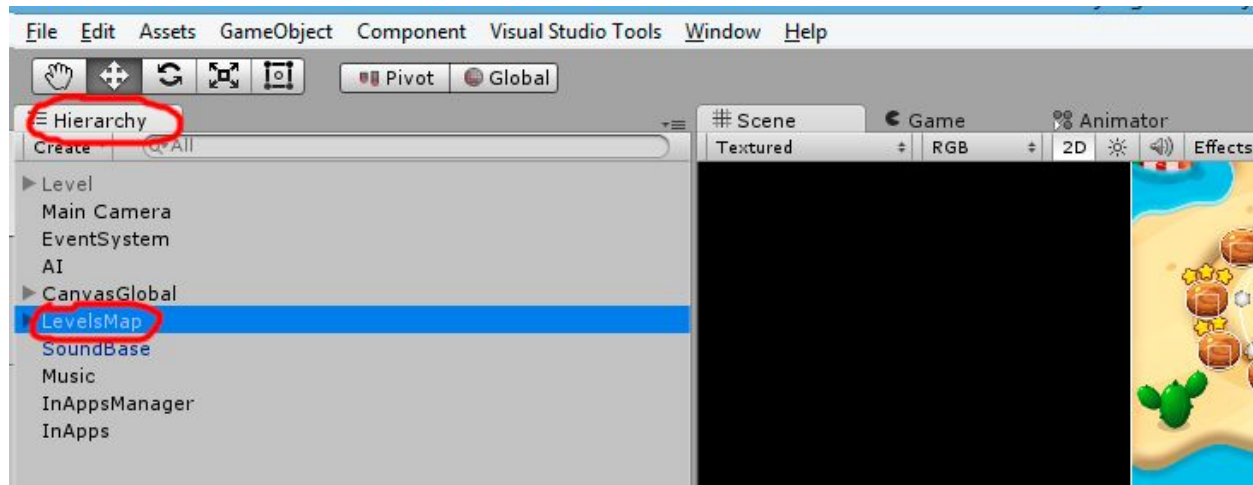
1. Open game scene



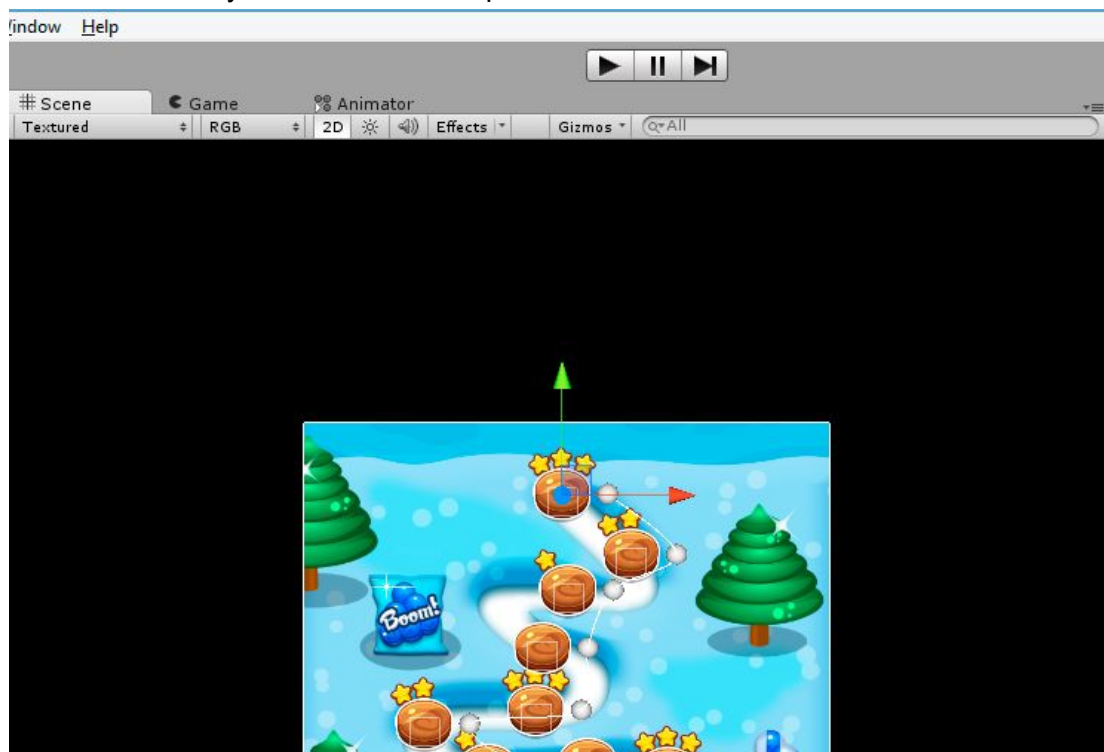
2. Select Scene view



3. Double click on LevelsMap object in Hierarchy to see it in center.

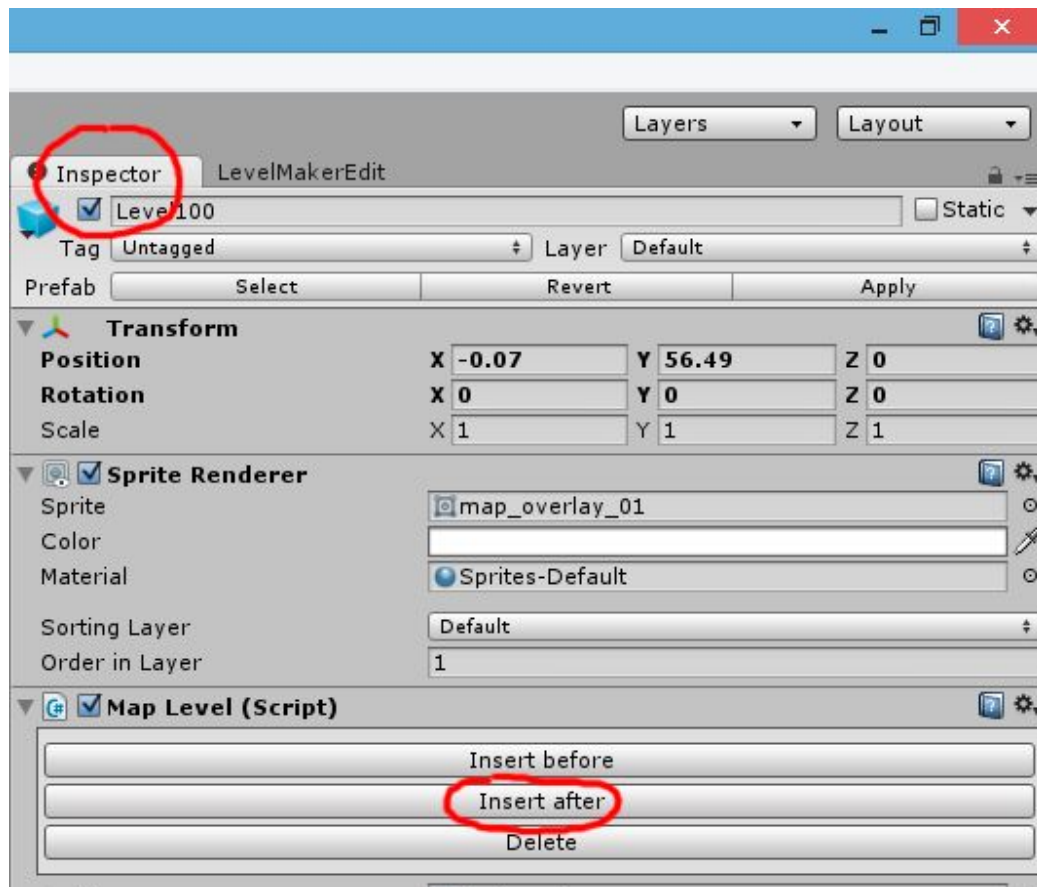


4. Select level icon you need on the map



5. Drag it where you need.
6. If you need **add new level** select the last icon on map. Now it is 55th level

7. Click “Insert after” in inspector window



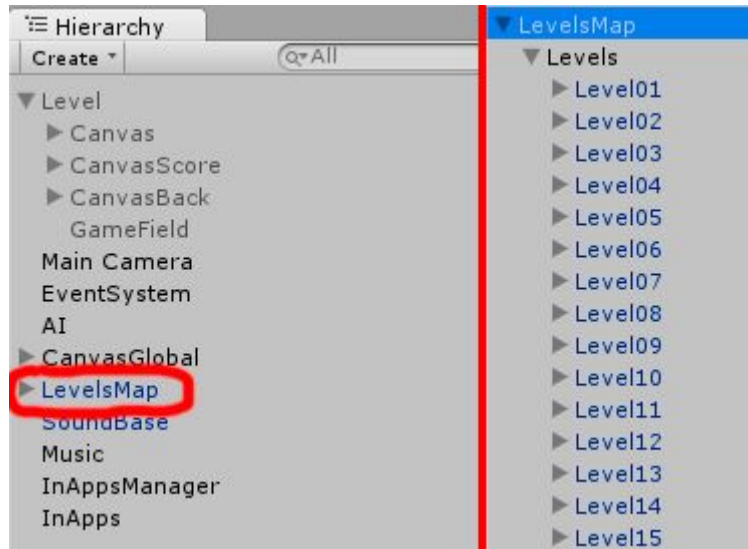
8. Drag it where you need.
 9. Also you have “delete” and “insert before” buttons there

Remember: If you want to create new levels (**more than 100 levels**), you need to create new levels in LevelMakerEditor and then to create the new object on map.

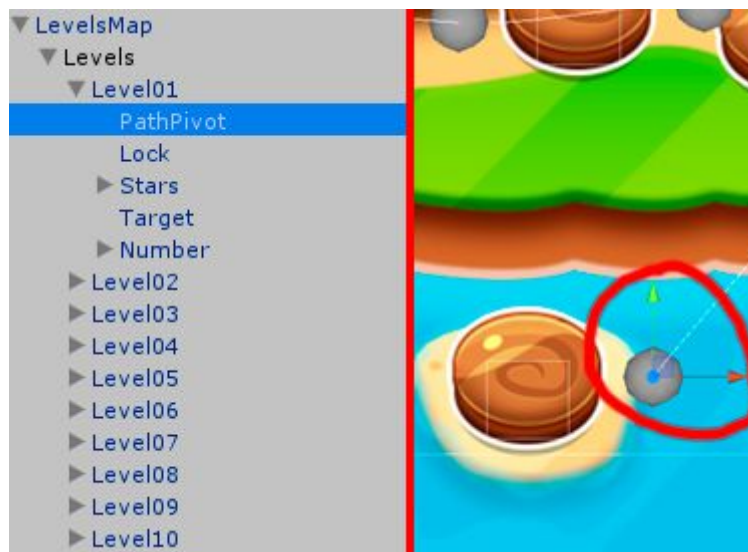
10. How to edit **Player Icon** position:



The grey points in map editor is Player Icon position. You can change it, just look in **Hierarchy** and select Levels map, expand it:



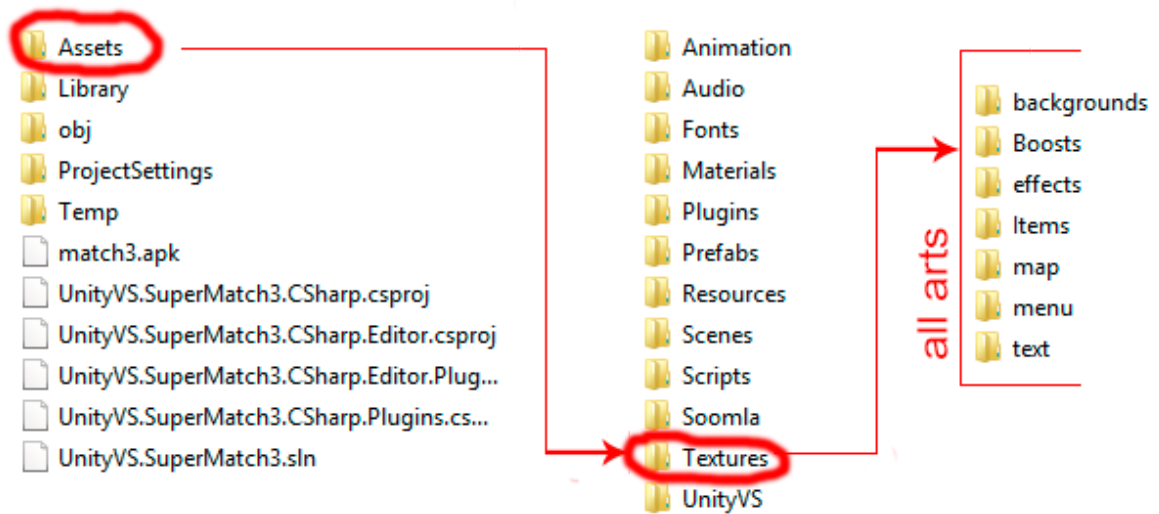
After this, expand any "level...", you see the "PathPivot". It is position for player icon.



Just drag it in necessary place.

How to Reskin

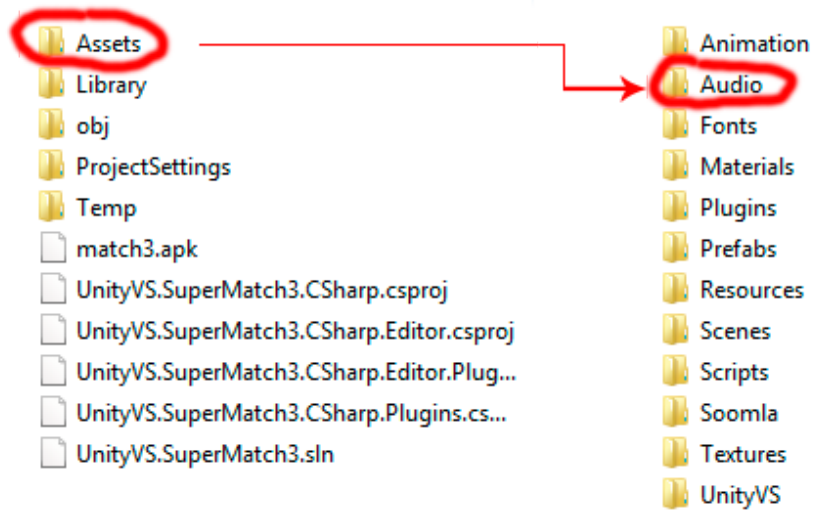
1 - Almost all graphics located in the folder **Assets/Textures**. You need just **replace** your art in this folders, keep the same name in **PNG** format:



Video example - https://youtu.be/Mx8SKJ_tGmE

Audio

Audio files located in the folder **Assets / Audio**. You need just **replace** your music and sounds in this folder, keep the same name in **MP3** format:



In-apps

Create products in your developer account with next product IDs:

pack1, pack2, pack3, pack4

Meaning of products:

- pack1 - 25 gems by \$2.99
- pack2 - 65 gems by \$3.99
- pack3 - 150 gems by \$4.99
- pack4 - 400 gems by \$5.99

[How to setup Unity in-apps](#)

ADS

Advertisement and IAPs allow you to monetize your game.

Player should watch video ads if he don't want to buy gems or any other IAPs.

[How to setup Unity Ads](#)

[How to setup Google Mobile Ads \(admob\)](#)

[How to setup Chartboost](#)