

Head Soccer

Real-time Physics Starter Kit

Compatible with **Unity V5.1.1+**

Supports Android, iOS, WebPlayer, Windows and Mac

Dear Customer,

Thank you so much for purchasing this game kit from finalboss game studio. 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 . We'll try our best to support you with your questions as soon as possible.

Overview

Head Soccer is a fun and challenging casual game template which heavily relies on physics to simulate movements and interactions inside the game.

In this kit, player can control a soccer avatar (consisting of a big head and a shoe!) by moving him left/right or making him jump. The other opponent will be controlled by the AI which has 3 levels of difficulty, each granting a different experience in game-play.

Player can score a goal by shooting the ball to opponent's field. If the ball touches the ground, the goal is granted.

The kit feature a simple character selection system, so players can play the game with their favorite soccer player (or team).

The game accepts touch (2 fingers at the same time), mouse and keyboard inputs, and thus, can be tested on **Android**, **iOS**, **WebPlayer** and **Stand-Alone** platforms.

Classes

This game kit uses a few separate classes to control the game's main routine. All these classes are fully commented and you can easily check the dataflow. But here's a short introduction anyway:

- **GameController:** This is the main controller of the game. It holds all static variables, manages game time settings, goals and game status. This class will also manage game's start/finish/win/lose/draw states. *If you want to change game settings like timers, sounds or rules, this is the class you have to edit.*
- **PlayerController:** This is the class behind all player interactions. It gets player selected avatar from previous scenes, set player position inside the game, limit his movements, making him move and jump and does the fancy effects like head swing.
- **CpuController:** This is the AI which controls the cpu player. It simply follows the ball whenever the ball is in AI's field. It tries to direct the ball towards player field by getting a little behind the ball and jump to shoot. *If you want to change the way AI acts, like changing the power, speed, randomness or extra features, this is the class to modify.*
- **BallController:** We have used a distinct ball controller inside this game kit. This way we can easily edit each game object without worrying about the others. This controller limits ball movements inside the scene, limit ball's maximum speed, attach a shadow to the ball object, manage different sound effects when ball collide with items available in the scene, and checks for goal events (ball colliding with ground) at all times. If a goal happens, this controller calls the main game controller method: "manageGoalEvent()".

How to call Ads inside the kit

1. Download and import unity ads (or your favorite Ad management system) from Asset store.
2. The best events to call an ad are when user wants to start the game, paused the game or win/lost the game. So in a respective order, you can edit "**MenuController->tapManager**" to call an Ad before starting the game, edit "**PauseManager->Pause/Unpause Game**" to call an Ad while the game is paused/un-paused or modify "**GameController->Update**" section where it sets the gamelsFinished flag to true.

Required Tags

You must keep the following tags inside your project at all times:

- GameController
- Field
- Ball
- PlayerHead
- CpuHead
- MiddlePole

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.

Our Other Cool Game Kits



Stealth Action Game Kit

[Unity Assetstore](#)
[WebPlayer Demo](#)
[Youtube](#)



Restaurant & Cooking Starter Kit

[Unity Assetstore](#)
[WebPlayer Demo](#)
[Youtube](#)



Endless Space Pilot Game Kit

[Unity Assetstore](#)
[WebPlayer Demo](#)
[Youtube](#)



Snakes & Ladders Framework

[Unity Assetstore](#)
[WebPlayer Demo](#)
[Youtube](#)



Finger Soccer Game Kit

[Unity Assetstore](#)
[WebPlayer Demo](#)
[Youtube](#)



Monster Blaster! Game Kit

[Unity Assetstore](#)
[WebPlayer Demo](#)
[Youtube](#)



Real Estate Tycoon Game Kit

[Unity Assetstore](#)
[WebPlayer Demo](#)
[Youtube](#)



Real-time strategy (RTS) game kit

[Unity Assetstore](#)
[WebPlayer Demo](#)
[Youtube](#)