# Brick Breaker
# **CartoonBricks**

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## USER DEVELOPMENT MANUAL

# 1. Package description

- Create a new project
- Import the Bricks Breaker package into you project.
- Drag the package's StreamingAssets folder to the Asset folder.
- TousetheIOSHapticfunction,youmustpurchaseandusetheAssetPackage from the link below.
- https://assetstore.unity.com/packages/tools/integration/ios-haptic-feedback-73225
- Move the StreamingAssets folder in the asset to the bottom of the asset

# 2. Basic Setup

## 2.1. GameView Resolution Setting
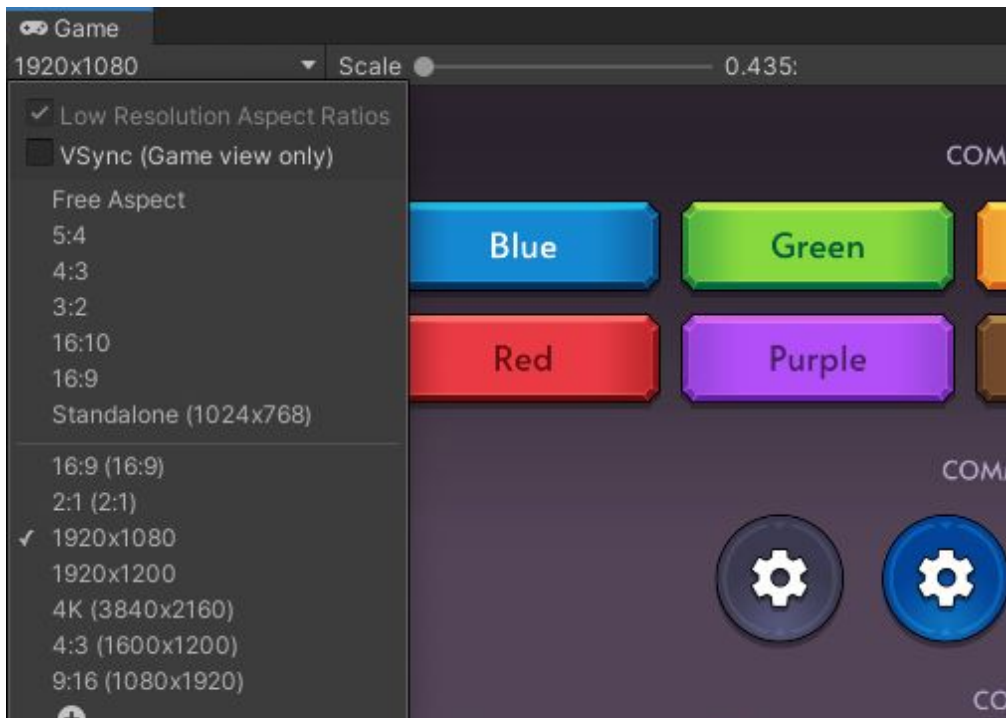


## 2.2. Canvas Scaler Settings
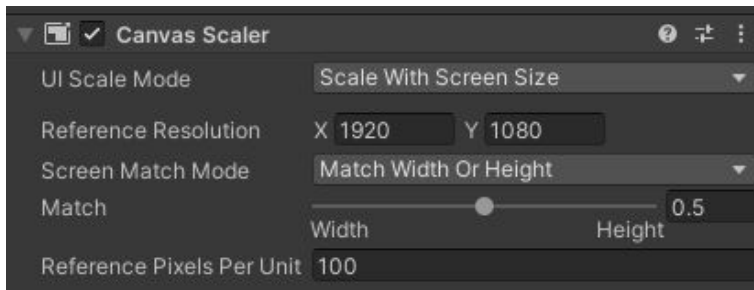
# 3. Importing Pakage

This package requires an external plug-in. (Free plug-in)

- **JSON .NET For Unity**
  **Required for ranking data parsing.**
  https://assetstore.unity.com/packages/tools/input-management/json-net-for-unity-11347

- **DOTween**
  **Required for all interaction animations in the package.**
  https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676

- **spine-unity Unity 3.8  package**
  **Required for playing graphic animation in the package.**
  **(Combo, text effect effects, etc.)**
  http://ko.esotericsoftware.com/spine-unity-download
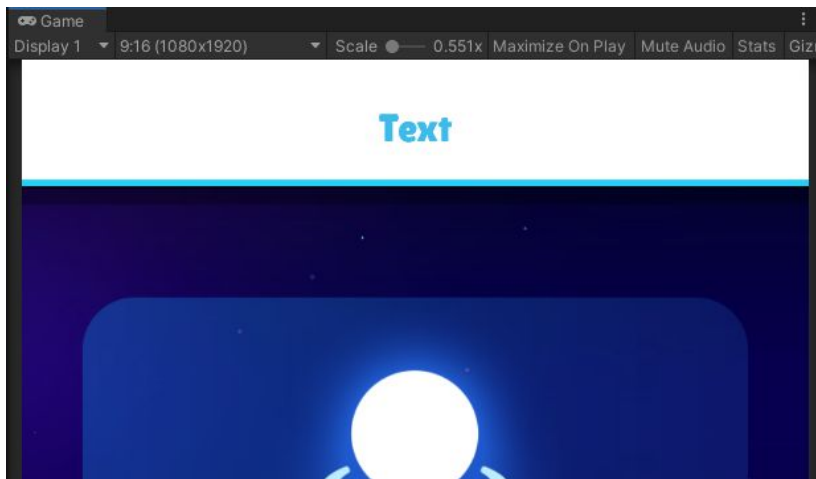
# 4. Funcion

- **Floating top toast pop-up**

```
public void TestToast()
{
    PlayManager.Instance.commonUI.SetToast( info: "Text");
    PlayManager.Instance.commonUI.SetToast( info: "Text",  time: 1.5f);
}
```
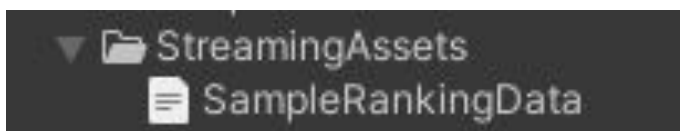
# 4. Funcion

- **If you put the ranking data in the StreamingAssets folder as json, you can display it in the ranking.**



- **PanelRanking.cs Check the file**



```csharp
 Frequently called   1 usage   ... More
IEnumerator GeteDataCo()
{
    yield return StartCoroutine( routine: GetRankingDataCo());
    isRankingDataLoad = true;
}


//Retrieve the RankingRankingData.json ranking data in the StreamingAssets folder and put it in the rankingDatas list.
 Frequently called   1 usage
IEnumerator GetRankingDataCo()
{
    string path = streamingPath + "/SampleRankingData.json";
    string jsonString;
    if (path.Contains("://") || path.Contains(":///"))
    {
        UnityWebRequest www = UnityWebRequest.Get(path);
        yield return www.SendWebRequest();
        jsonString = www.downloadHandler.text;
    }
    else
    {
        jsonString = File.ReadAllText(path);
    }

    rankingDatas = JsonConvert.DeserializeObject<List<RankingData>>(jsonString);
}
```
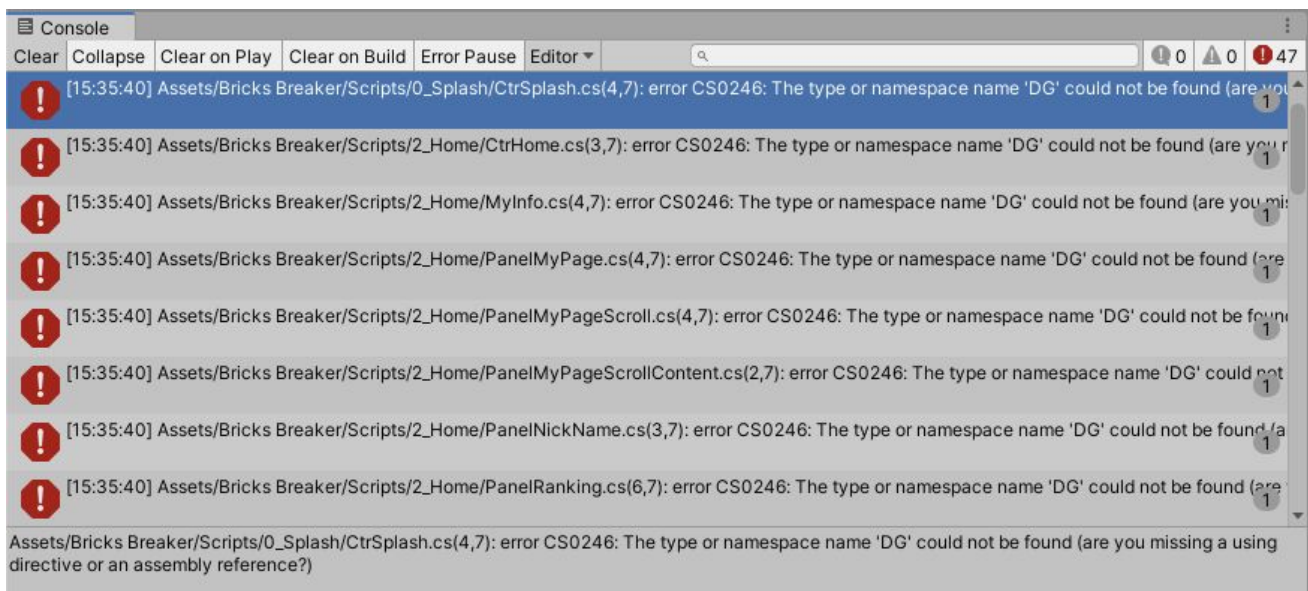
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# 5. Q&A

**Q1.** A lot of errors pop up in the inspector, they say

- "The type or namespace name 'DG' could not be found (are you missing a using directive or an assembly reference?)"

"Assets\Bricks Breaker\Scripts\3_Play\UI\ComboEffectText.cs(5,7): error CS0246: The type or namespace name 'Spine' could not be found (are you missing a using directive or an assembly reference?)"

….and so on



**A1.** An external plug-in is required as described on page 4.

Try installing the DOTween, JSON.NET For Unity plug-in.

Install by clicking the link on the "Importing Package" page.

Click ⟶ **3. Importing Pakage**

# 5. Q&A

## Q2. A script error appears.

"Library/PackageCache/com.unity.textmeshpro@3.0.1/Scripts/Runtime/TMP_DefaultControls.cs(191,22): error CS1061: 'RectMask2D' does not contain a definition for 'padding' and no accessible extension method 'padding' accepting a first argument of type 'RectMask2D' could be found (are you missing a using directive or an assembly reference?)"
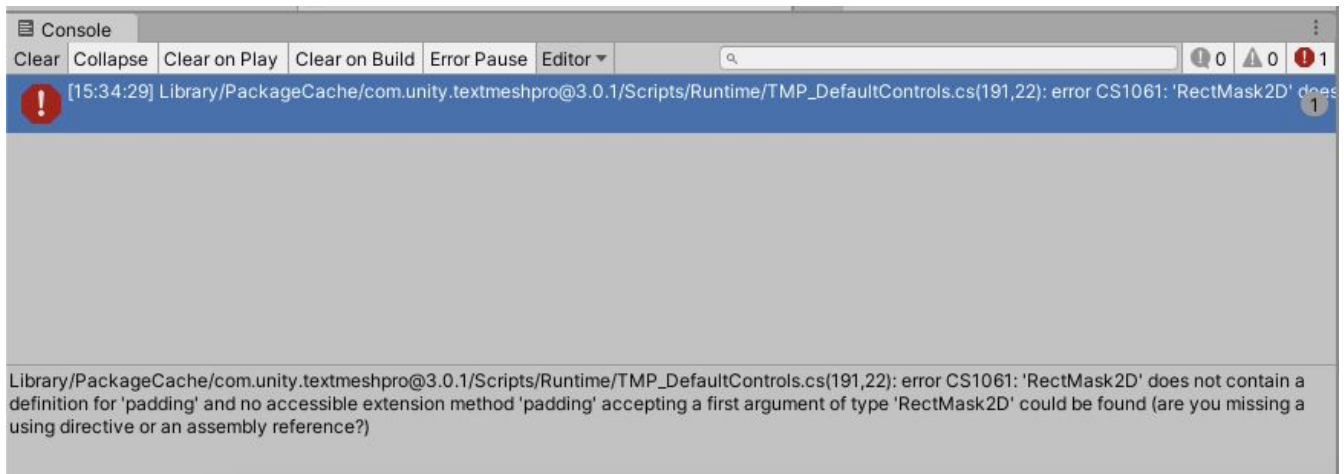


## A2. Remove and reinstall the TextMeshPro.

1) Package Manager -> All packages -> TextMesh Pro -> **Remone**
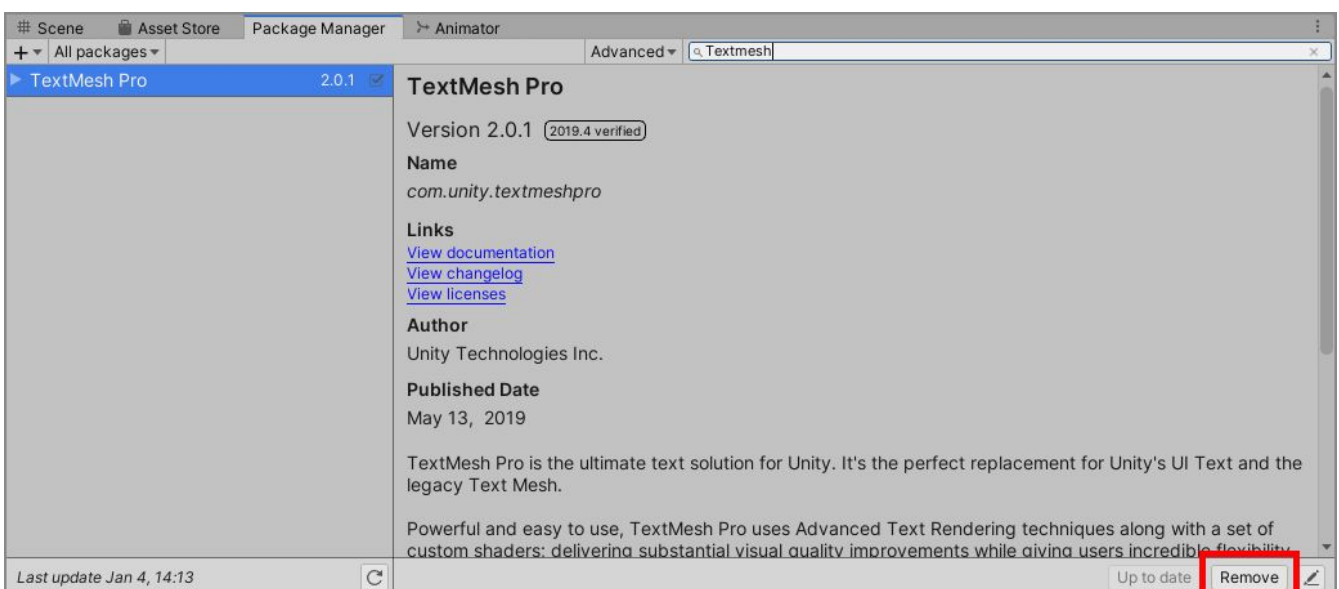
# 5. Q&A

## 2) Package Manager -> All packages -> TextMesh Pro -> **Install**