Ball Puzzle Platformer 2D Documentation

Overview

The **Ball Puzzle Platformer 2D** project is thoughtfully developed and user-friendly. Function names are clear, and scripts provide step-by-step guidance. This documentation explains the project folders functions. If you encounter any issues, please contact us at blackrosedevelopers@gmail.com.

Project Structure

1.Art

Art folder is subdivided into two folders.

A. Materials

Contains 9 various materials used in the game, which can be customized with different colours or textures including three physic materials.

B. Sprites:

Contains 43 unique sprites game UI (PNG)

2. Prefabs

The Prefabs folder has 50 prefabs that can be used throughout the gameplay.

3. Scenes

- **MainMenu**: this is the starting scene of the game which will guide you to the main game play scene or exiting the game and has level buttons in it.

- **Scene-1**: this is the main game play scene

4. Scriptable Objects

- **Data Storage**: Main storage of game data (number of levels and unlocked ones)

- **Contents**: this scriptable object contains the 10 ready levels

- **Gameplay Data**: Contains level number, win state and the game result

- **UIData**: Contains 4 different UI elements

- **Level 1 - 10**: contains scriptable objects of the game levels which have data of each level

5. Scripts

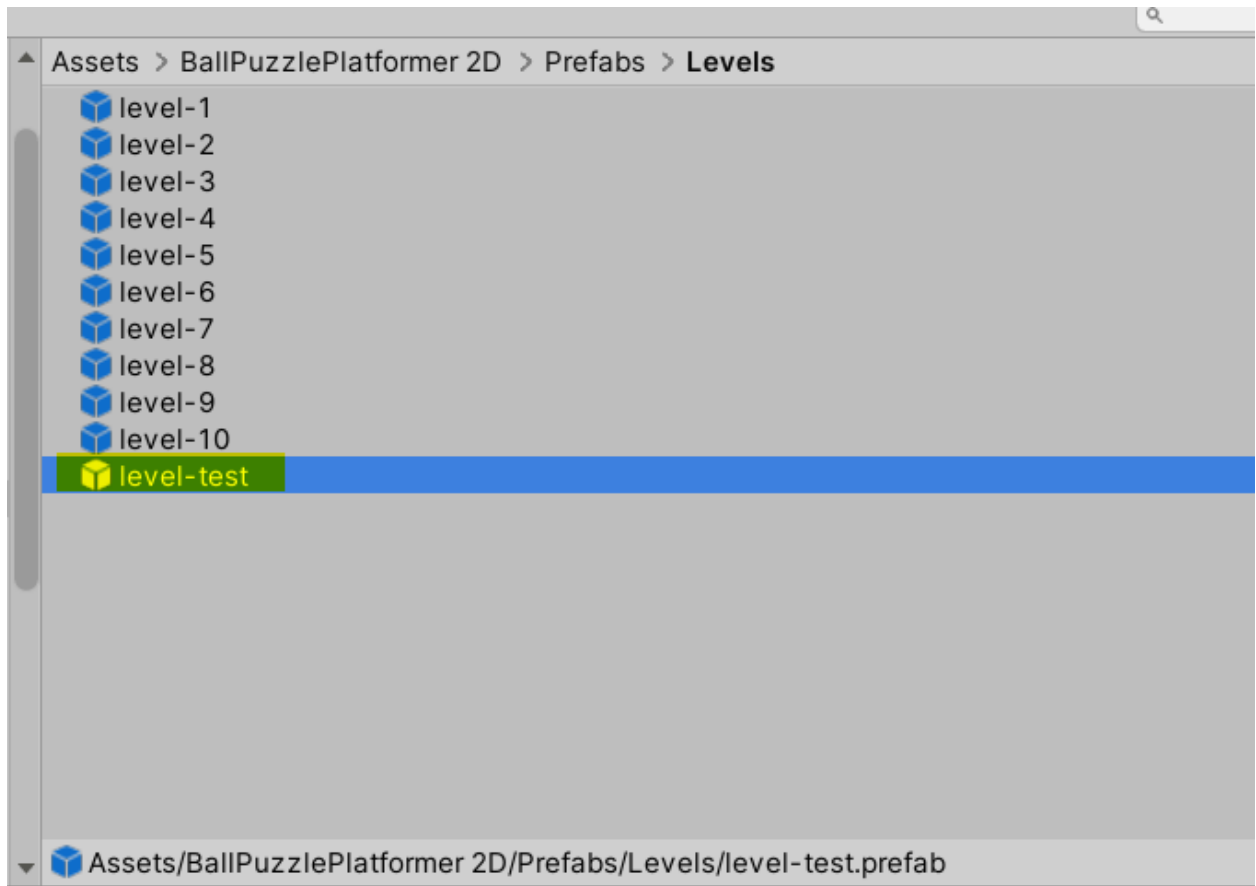30 Scripts with clear names and functions to ensure easy understanding.

How to add new levels:

1- Navigate to Project – Prefabs folder. You can see we have 10 different levels so far.

- level-1
- level-2
- level-3
- level-4
- level-5
- level-6
- level-7
- level-8
- level-9
- level-10

2- In order to create a new level, we need to create a new prefab. Here I create level-test as my new example level.
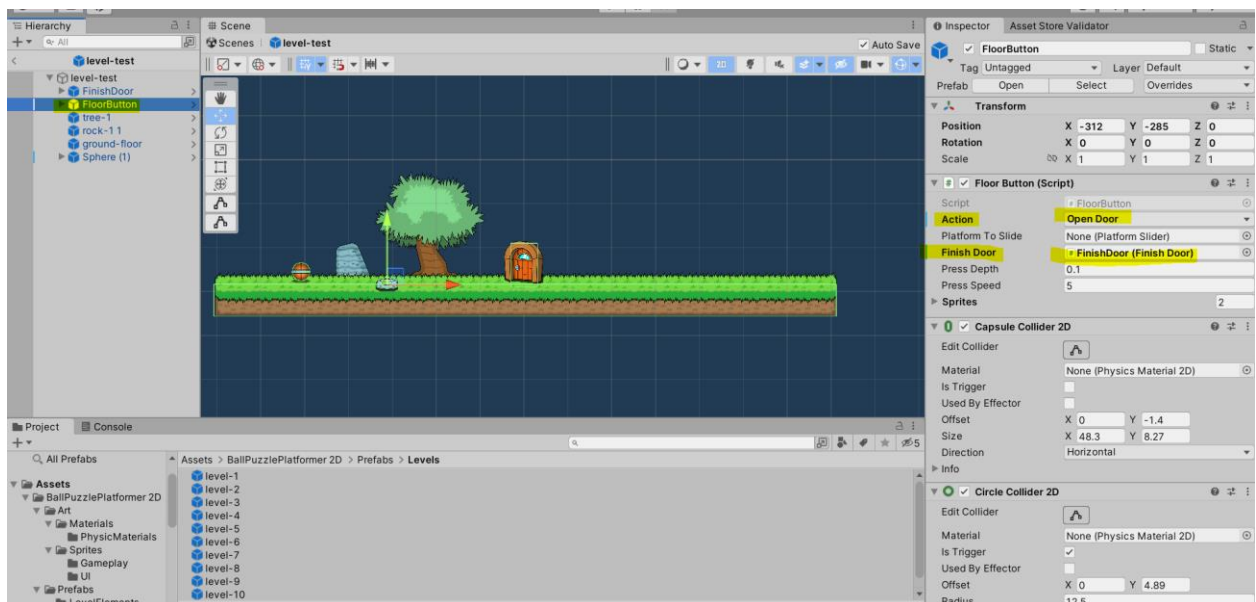

3- Now you can navigate to prefabs – objects folder and decorate your level with prefabs there. The basic prefabs you need for every level are Sphere, FloorButton and Door. You can put platform and trees or rocks in accordance to your gameplay. You

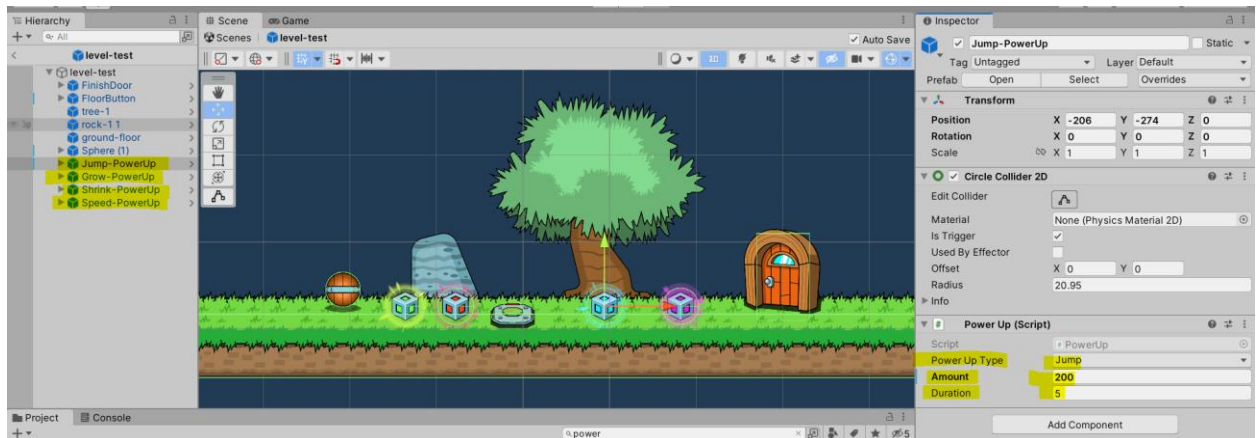can use three different prefabs to decorate your level.

4- When adding floor button and door prefabs, you should assign your door to your floor button and set the button (Action) to open the door.

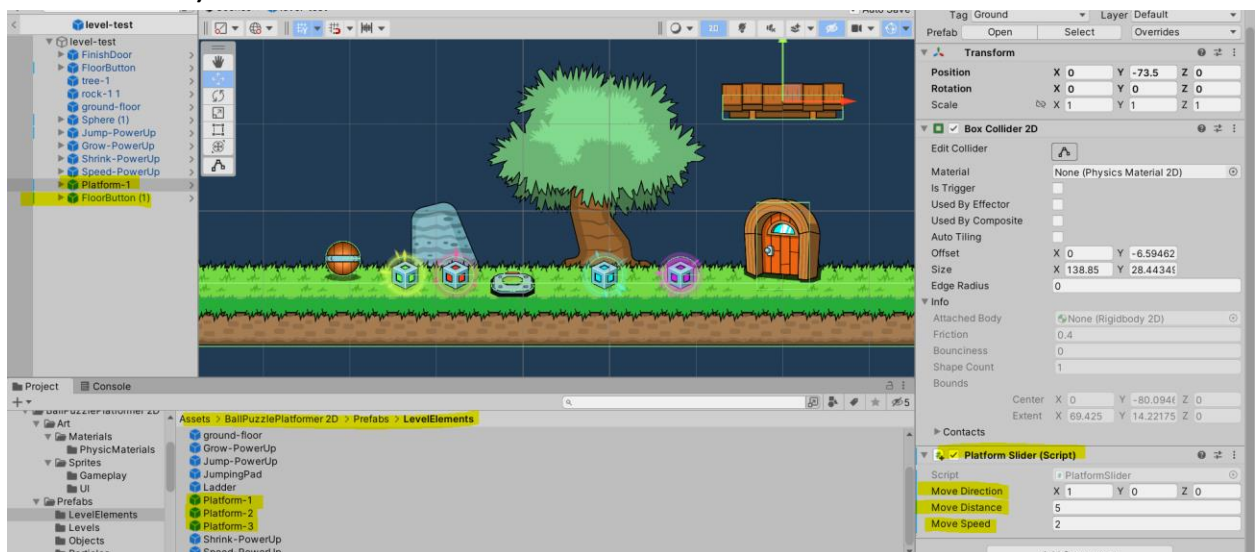

now if the ball moves on the button the door opens and if it leaves it, the door closes.

5- Then you can use different powerups which are in the prefabs-gameplay folder (Jump, Speed, Shrink, Grow). Just simply drag and drop it into your level prefab and set the amount and duration for
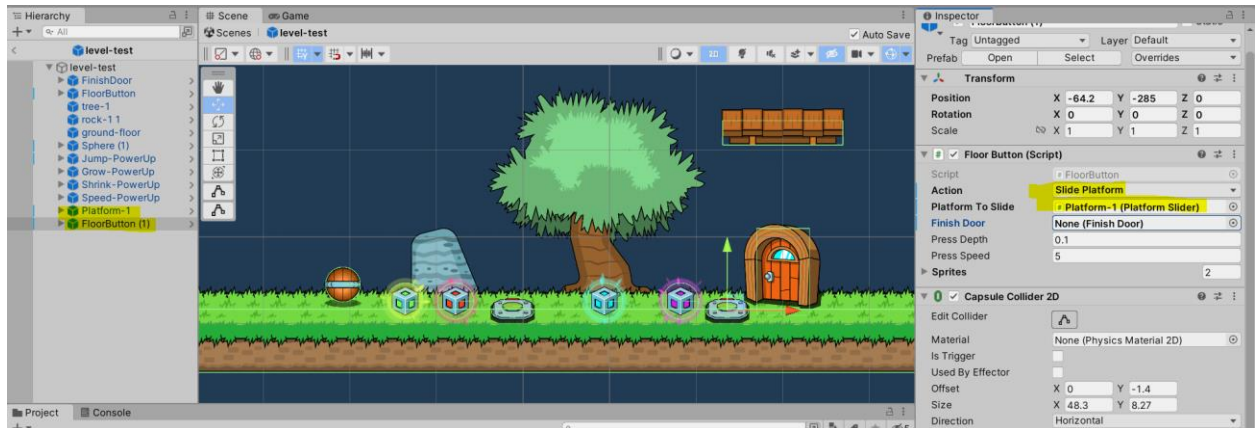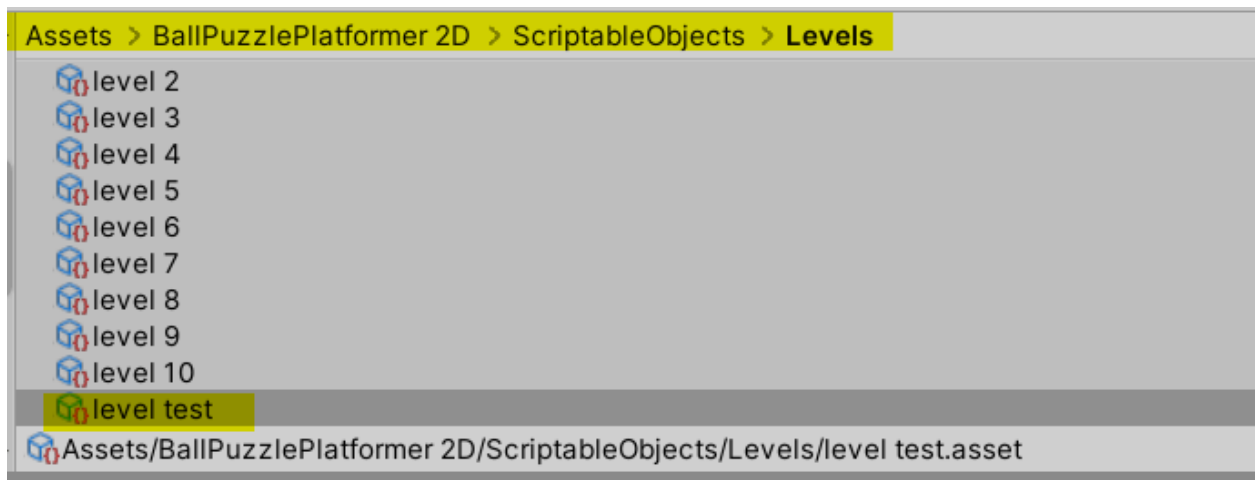
the prefabs.

6- You can add sliding platform as well which will trigger with a button. Choose one platform from Prefabs – LevelElements folder and a floor button as well. You need to add platform slider script to it (you can set the direction, speed and distance of platform movement)
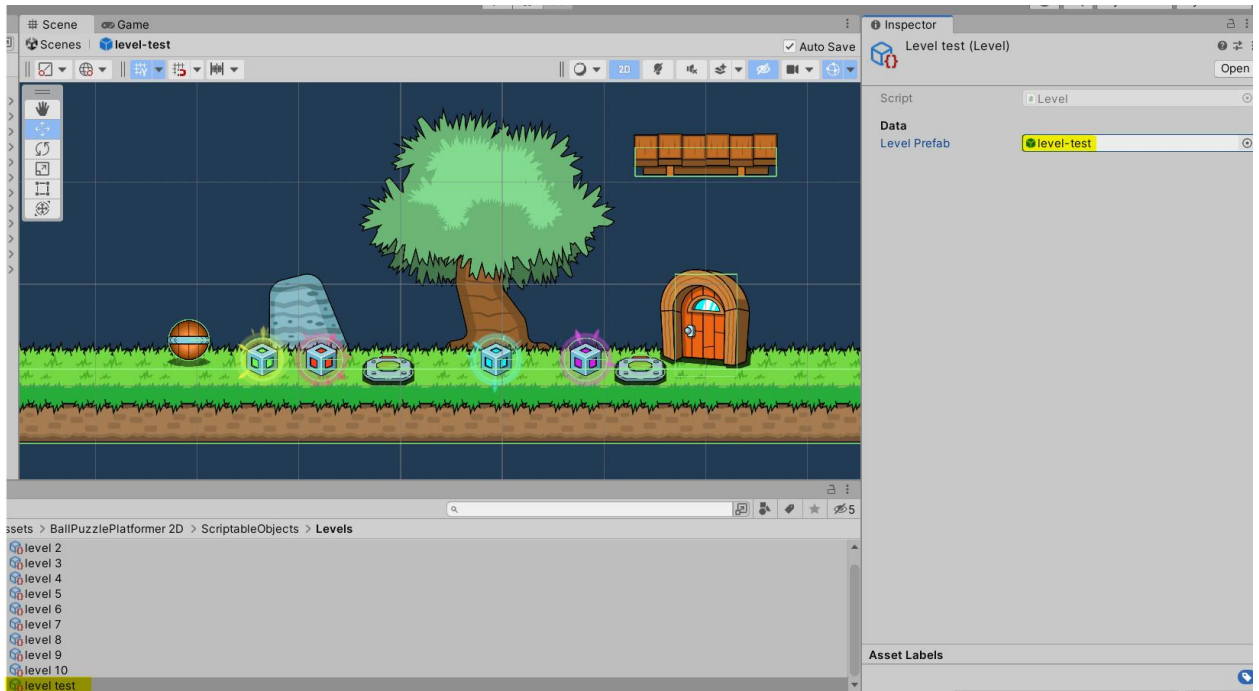
7- Then assign your platform to your floor button and choose Action as slide platform.
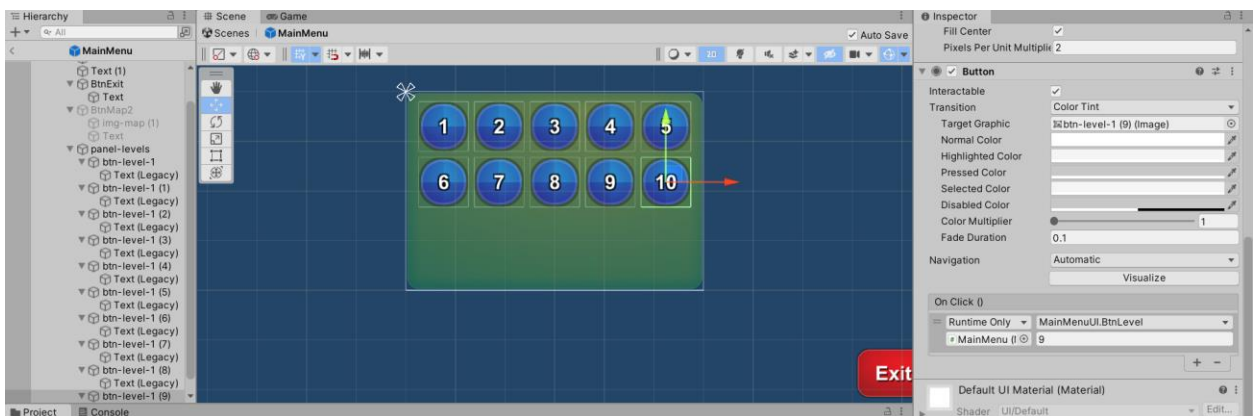

8- After you are done with designing your level, navigate to scriptable objects – levels folder. We already have 10 scriptable objects for our levels, so I add the new one(level test)

6- You should assign the new prefab of your level to the scriptable object.

7- You should also update your MainMenu prefab by adding the new level number in the UI and assign it`s click function to play new level as shown in screens.

For any questions or further assistance, please reach out to blackrosedevelopers@gmail.com.