-Instruction-

Realistic Slot Machine

Note

For using all asset possibilities, you need to download Facebook SDK for Unity Here and add in-app purchasing. For this please watch our video instruction or Unity instruction video.

FAQ

If I buy your asset, can you help me with any issue?
Sure, we try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.

Is it possible to customize your asset for me, change some features or add new, made new UI, theme designs, etc.?
In general we are free for the freelance work. If you are interested, please contact us individually.

If I have bought your asset, can I use all images and codes in my commercial projects/game?
Yes, you can use them personally and/or commercially in your game and project.

Can I publish the game with your asset in the Google Play Store, App Store, etc. without getting policy issues?
Yes, the license of the Unity Asset Store allow this, but we can`t guarantee that Google Play Store or other Store will approve your game.

What Included

Graphic
Editable PSD and PNG

- Premade Game screen in PSD and PNG. 100% editable, 2732 X 2048. All elements are also in PNG, ready for code.

- Slot Machine in 3 Color in PSD and PNG.

- 20 slot game Icons. Each have win animation in PNG sequence. Coin spin in PNG sequence.

- Premade Lobby screen in PSD and PNG. 100% GUI editable, 2732 X 2048. All elements are also in PNG, ready for code.

- 11 Premade Pop Up (Settings, About, Big Deal, Coins Shop, Message, Level Up, Big Win, Spin Wheel, Mini Game, Daily Bonus, Pay Table (Help, Pay Lines, Minor, Major and Special Symbols)) in 100% editable PSD. All elements also in PNG, ready for code.

- 5 Premade Backgrounds for Game and Lobby Screen in PNG, 2732 X 2048.

- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.

- 60 Icons for your own design.

Font
Not Included

|	
Tradesmith Round	Link
HELLO DENVER DISPLAY BOLD	Link

Code
Completed Project Ready to publish

Realistic Slot Machine is a new powerful Slot game with premade Game Screen, Lobby, Pop-Ups in casual, modern, realistic, 3d, shiny, style for your mobile/web/video game. It is a complete solution of slot possibilities, including changing the number of reels, symbols, different rules, probability calculations, etc. It has also a premade simple slot calculator. Working on IOS, Android, Web. The package is provided with complete source code, graphics files, properly commented code and detailed documentation for easy getting started.

In the asset realized next functionality:

- 5 premade Slot Games: 3x3 Classic, 3x3 Fruit Hold, 3x5 Classic, 3x5 243 Ways, 3x5 Bonus Wheel
- Lobby with ready GUI and Pop-Ups functionality
  Customizable Pay Table with probability calculator
- Customizable number, order, images and events of symbols on the reel
- A customizable number of slot lines and improved lines controller. 243, 81 and 27 Ways functionality.
- Automated Bet Lines creation
- Pay line events (for simple customize line win)
- Progressive Jackpot functionality with win amination

- Fruit Machine with Hold functionality
- Scatter, Bonus, Wild, Free Spin and Jackpot symbols functionality
- Spin simulation test for any selected symbol
- Daily Reward and Daily Spin functionality
- 2 premade Mini-Games: Chests and Fortune Wheel
- Ready to add any number of games in Lobby
- Connect the player to Facebook, Facebook gift after login
- Ready to in-app purchasing
- Players data saving and reset to default data
- GUI controller with Pop Ups
- Unity and Mersenne-Twister random generator
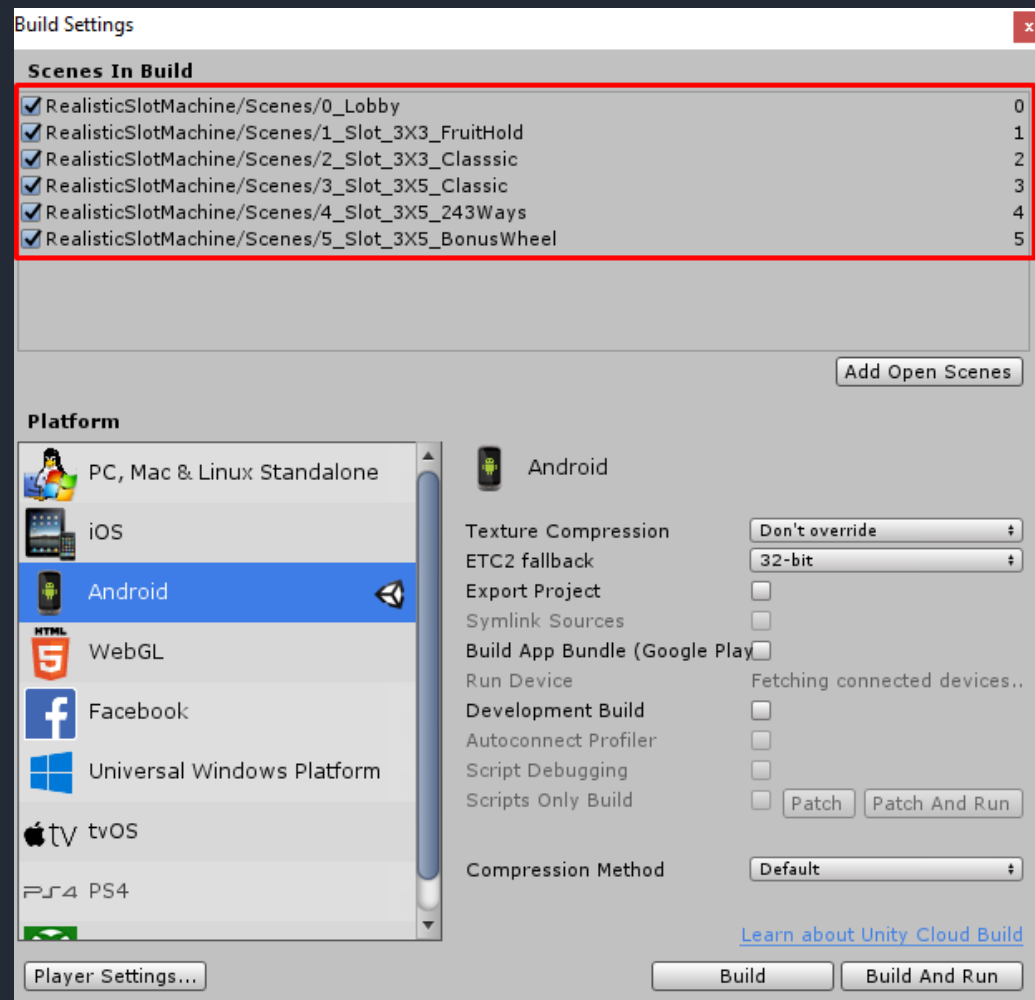
1. Create new project

2. If you need add FaceBook SDK (or make it later)

3. If you need add in-app purchasing (or make it later)

4. Import realistic slot machine asset

5. Open BuildSettings and add existing scenes (if they are not)

6. Close BuildSettings

7. Open scene Lobby, press play

8. Set landscape resolution for best fit (1920 x 1080, 2960 x 1440, 2688x1242, 2736 x 2048 or 2048 x 1536)
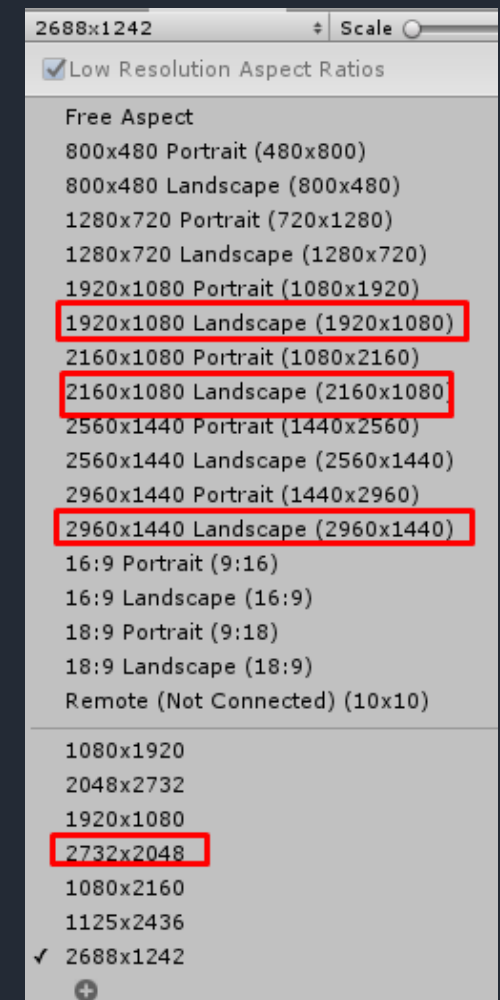
Scenes Description
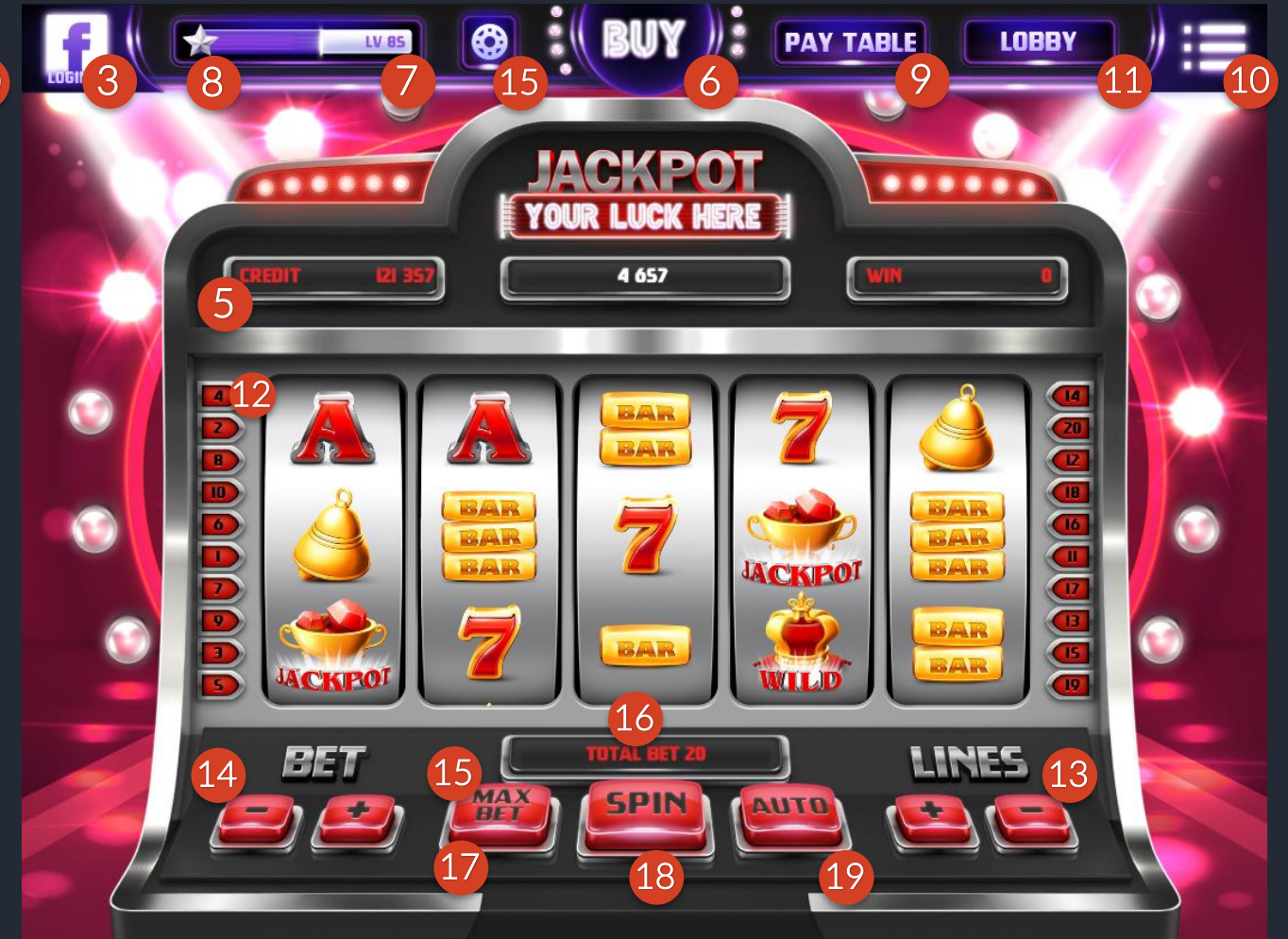
1. Scene loading buttons (3x3 fruit hold, 3x5 slot slot, other - free buttons for additional games
2. Clickable slider
3. Facebook connect button
4. Deal button with timer (open big deal window)
5. Text field with player balance
6. Shop button

7. Player level button (open progress pop up)
8. Slider with player progress
9. Game info button (pay table, line, symbol description)
10. Game settings button
11. Lobby scene button
12. Lines buttons

13. Increase/decrease lines count buttons
14. Increase/decrease line bet buttons
15. Daily spin button
16. Bet info field
17. Max bet button (set all lines and max line bet)
18. Spin button
19. Auto spin switch

Scenes Description
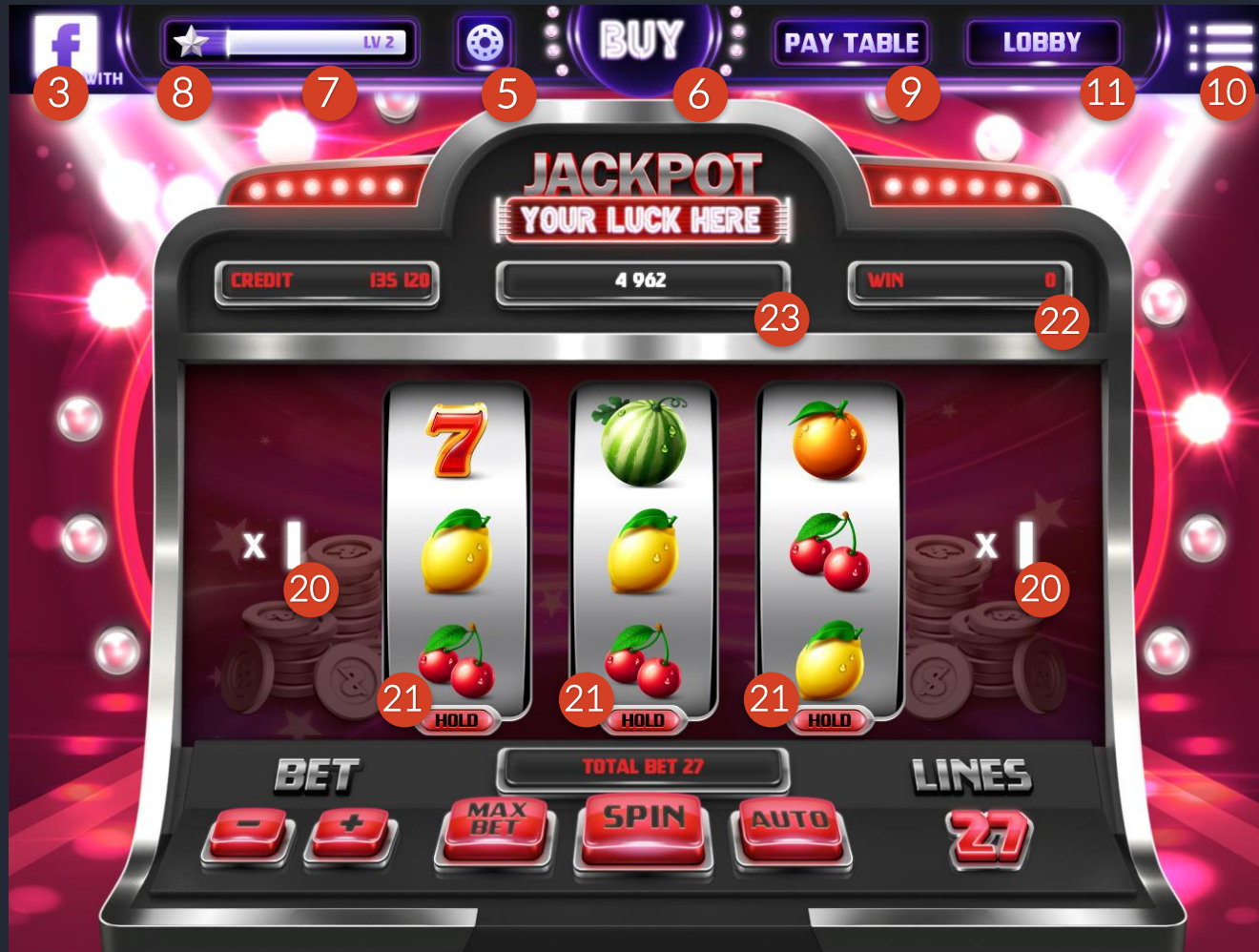
20. Hold multiplier
21. Hold buttons
22. Win info
23. Jackpot info

All Pop Ups

PAY LINES

BET LINES WIN IF THE WINNING SYMBOLS ARE IN SUCCESSION FROM THE LEFTMOST REEL TO RIGHT

SETTINGS

RATE US

ABOUT

COINS SHOP

5 000
2 500
100% OFF
$2.99

11 000
$4.99

27 000
25 000
BEST CHOISE
$14.99

110 000
100 000
NEW OFFER
$29.99

GREAT ROYAL SALE!

DON'T MISS OUT THIS EXCLUSIVE DEAL!

UP TO

200% FREE

ON ALL COINS

ENDS IN
03:20:47

GET DEAL

MINOR SYMBOLS

5X - 40
4X - 8
3X - 4

5X - 70
4X - 25
3X - 8

5X - 100
4X - 50
3X - 10

5X - 125
4X - 75
3X - 12

5X - 250
4X - 100
3X - 15

ABOUT

SLOT MACHINE

DEVELOPED BY
MASTER KEY

NEED HELP?

SUPPORT

DAILY BONUS

YOUR BONUS IS READY!

DAY 1	DAY 2	GET	DAY 4	DAY 5	DAY 6	DAY 7
20 000	40 000	60 000	80 000	100 000	120 000	150 000

GET NEW VERSION

YOUR PROGRESS, BALANCE WILL ALL BE SAVED

INSTALL

MINI GAME

5 000

COLLECT

24

LEVEL UP

LEVEL UP REWARD

5 000

COLLECT

CLICK TO SPIN

COLLECT

BIG WIN

YOUR WIN

100 000

COLLECT

Lobby scene scripts and settings
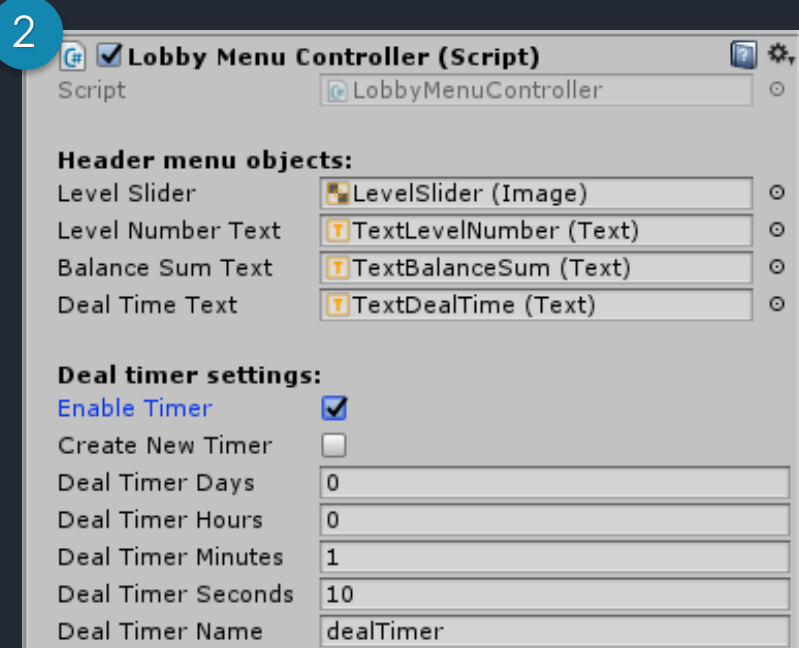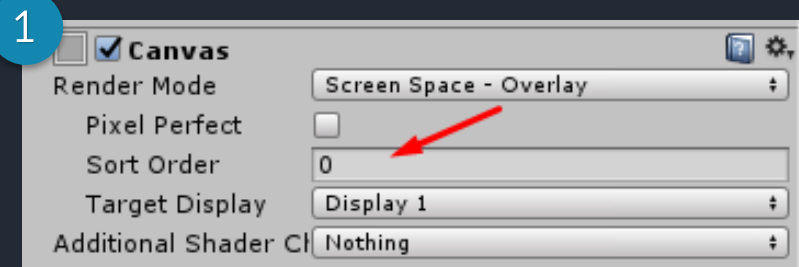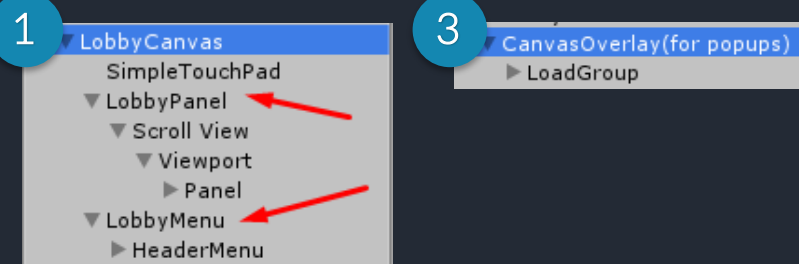
1. All object in lobby scene created on canvas (LobbyCanvas). LobbyCanvas sort order = 0 (bottom canvas).

2. Lobby menu has attached script – Lobby Menu Controller.cs. Here you can set timer settings:

    - If Create New Timer is checked, then script automatically create new deal timer for each scene loading. Otherwise, asset will use global timer.

    - Deal timer save global start time and calculate time even player is not playing.

3. Overlay canvas are used for instantiating pop up windows, and also contains LoadGroup object – simple pop up with scene loading progress. CanvasOverlay has 3 attached scripts:

    - GuiController.cs;

    - SceneLoader.cs;

    - DontDestroyObj.cs.

4. GuiController.cs – used for all pop up window instantiating

5. SceneLoader.cs – used for loading scenes and show loading progress image.

6. DontDestroyObj.cs – prevents CanvasOverlay destroy by scene changing
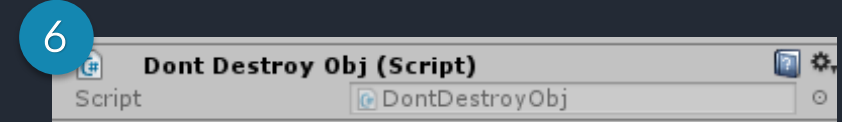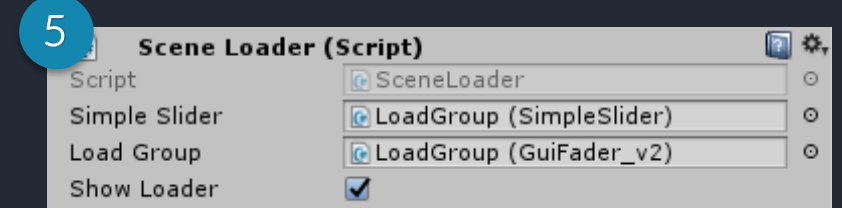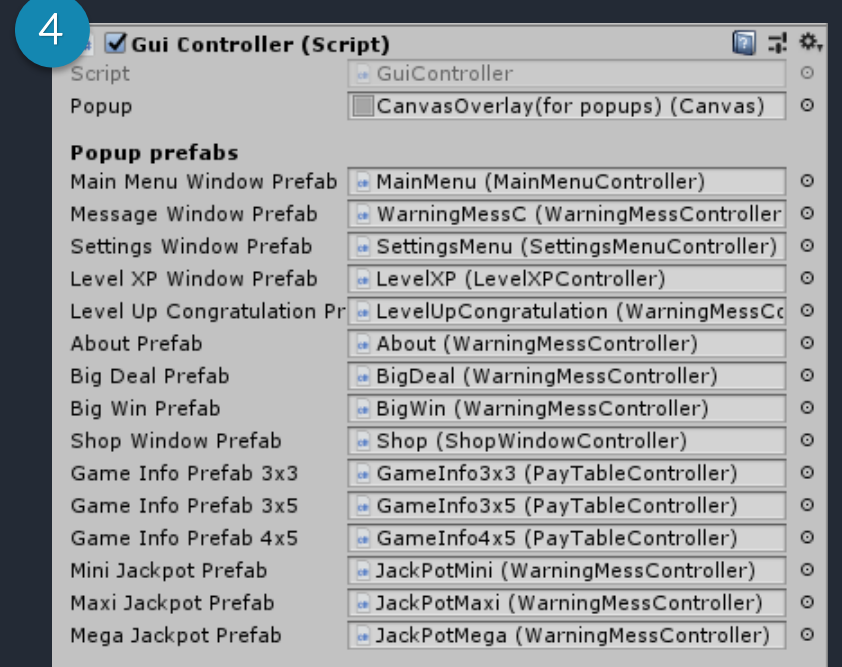
Lobby scene scripts and settings
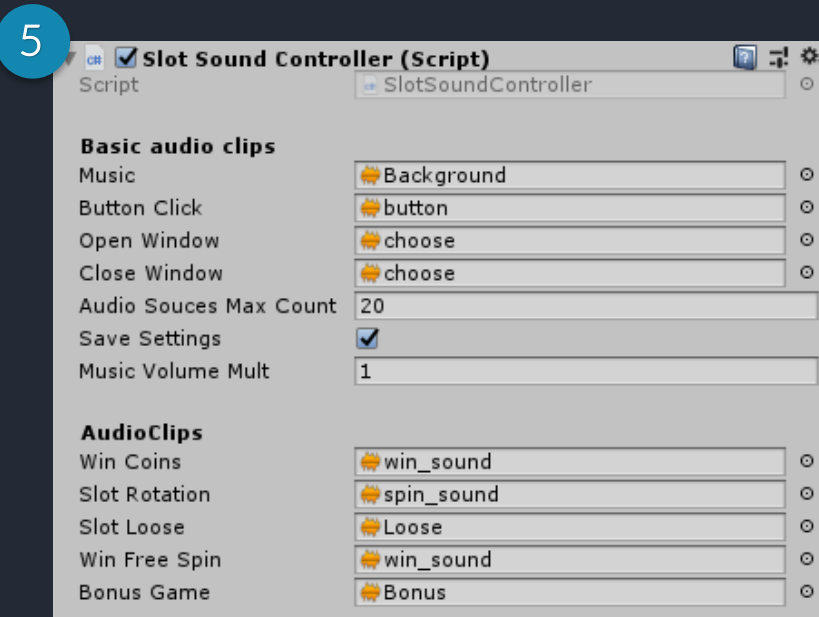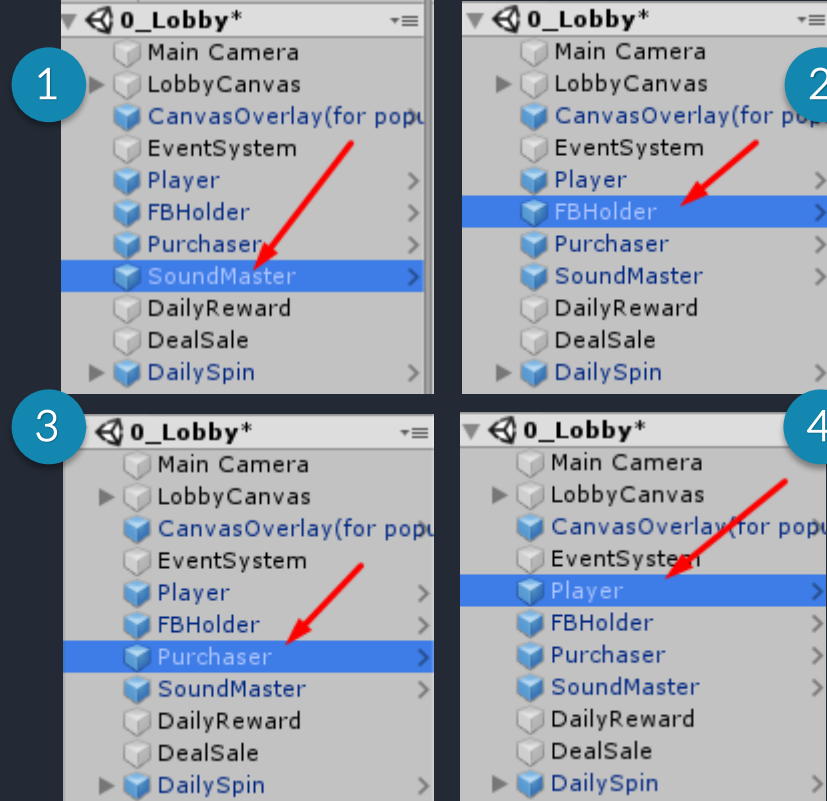
1. Scene object SoundMaster – object that controls game sounds.

2. Scene object FBHolder – Facebook holder. FBHolder.cs contains methods for login, logout, get player info.

3. Scene object Purchaser. Contains data for the shop pop up.

4. Scene object Player. Contains player data.

5. SoundMaster settings. Contains all sound clips. You can add your own audio clips here. Included audio is only for demo purpose. For playing any clip call SoundMasterController.Instance.Play...();

6. After login on Facebook, script is automatically fill next fields – playerID, player first name, player last name, player photo. You can access Facebook data using FBHolder.Instance.playerID or FBHolder.Instance.playerFirstName, etc. You can use facebook gift option.

7. DailyReward – object that controls daily reward popup.

8. DealSale – object that control deal sale popup and DEAL button.

9. Daily spin – object that control daily spin activity.
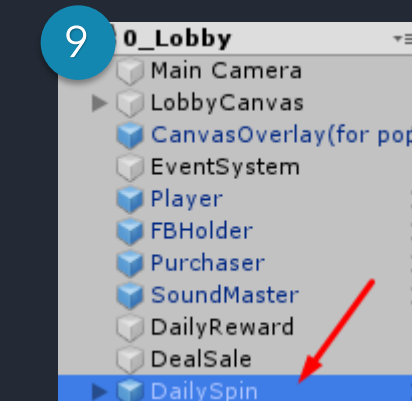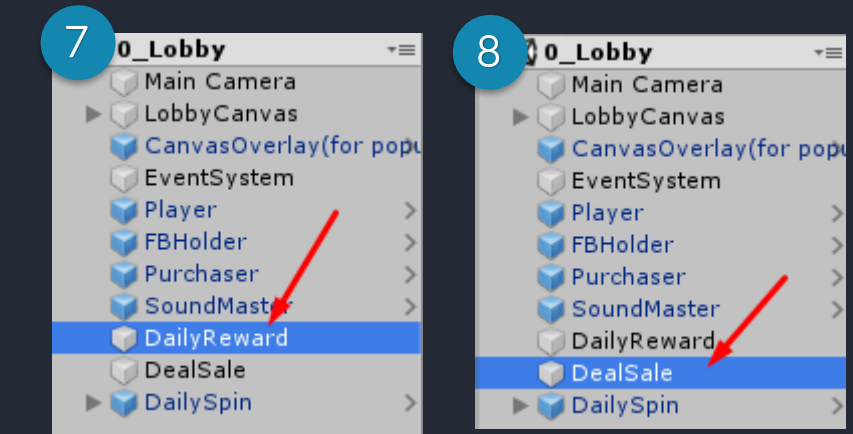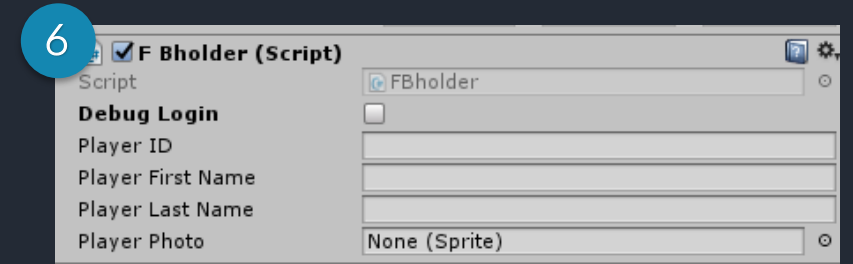
Lobby scene scripts and settings

10. Player Settings – contains default and current player data. Can save data on the disk. Buttons used only for debug purposes.

11. Purchasing settings. You can add your own consumables or non consumables goods here.

12. All settings for the goods in the shop. Look to the images to understand all fields.

13. Daily coins reward settings. You can add your own reward here.

Lobby scene scripts and settings

14. Deal sale controller – contain deal sale timers settings. During pause, the deal button is not visible. Deal sale shop have only one product. You can setup it properties on purchaser object and set shop type – DealCoins. You can setup any count of things for deal shop. But in shop visible only product (you can get product from Purchaser randomly or sequenced).

15. Daily spin controller – contain daily timer. If time passed you can spin fortune wheel and get coins reward.
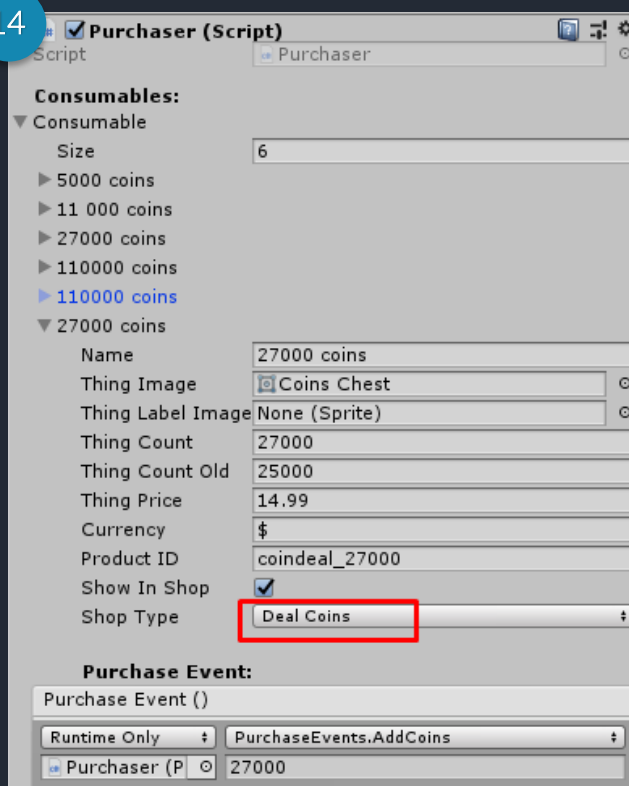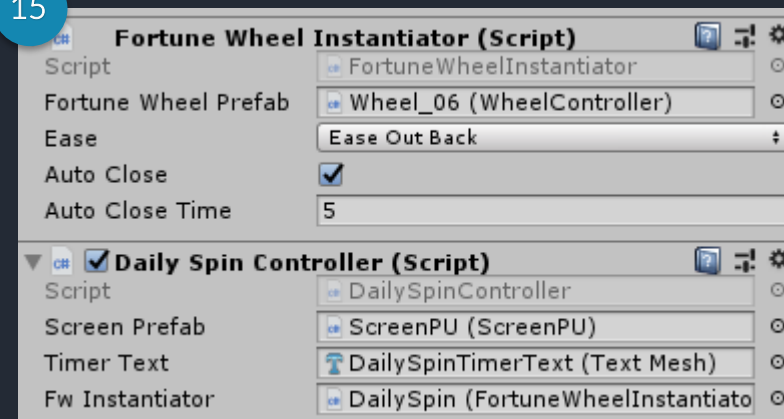
Game scene scripts and settings
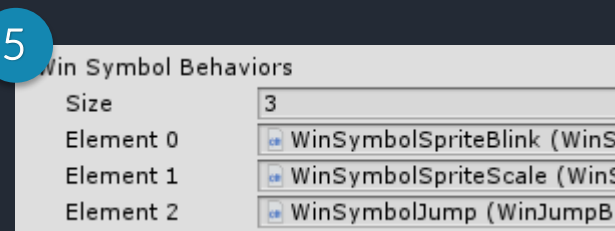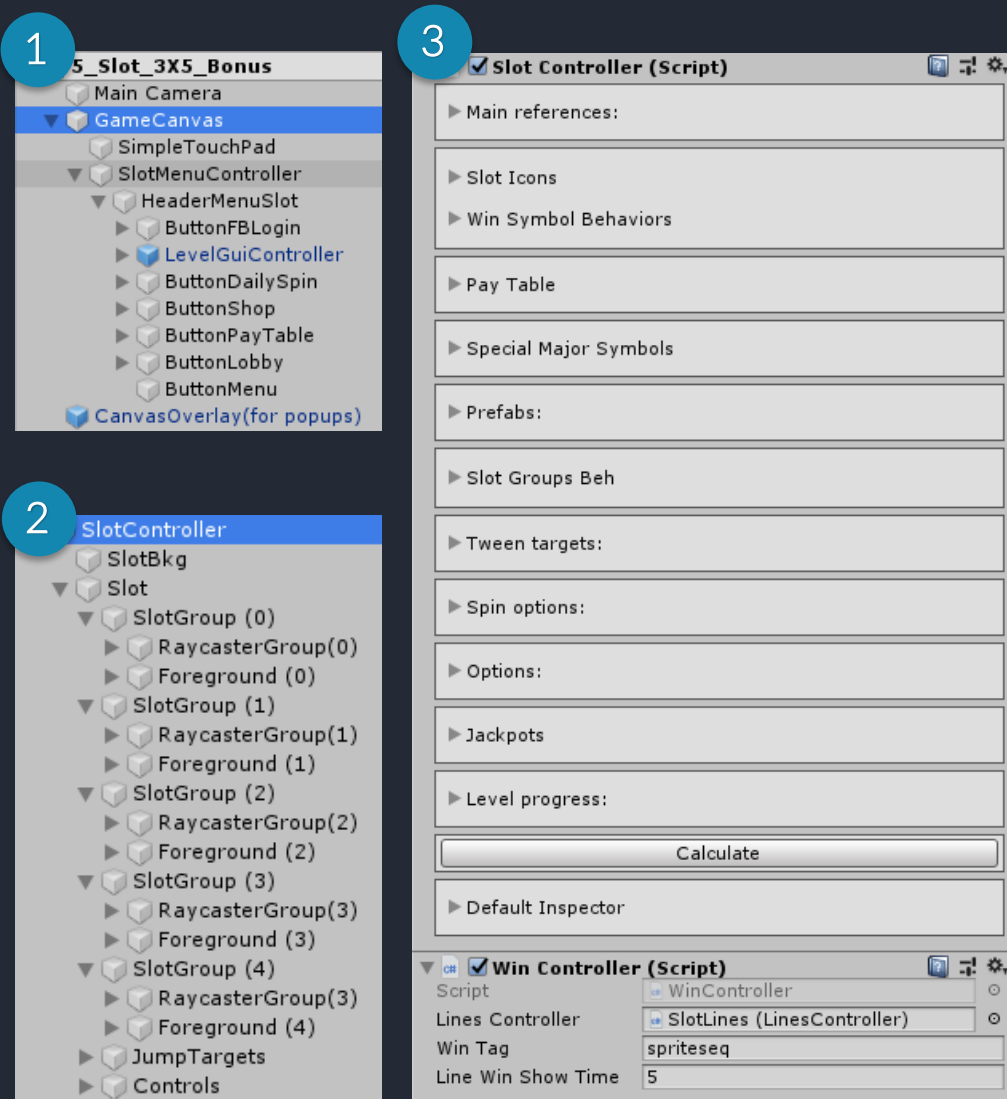
1. Scene object GameCanvas contains SlotMenuController object (SlotMenuController.cs) with HeaderMenu and SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.

2. Scene object SlotController contains reels with symbols, foreground with mask, and raycasters. From raycasters you can get reference for SlotSymbol on screen.

3. SlotController settings.

4. Slot symbols icons. You can set any amount of symbols for your game. Main sprite for reel – IconSprite (A, 10, …). Icon Blur sprite – in this asset used for motion blur. Check "UseWildSubstitute" checkbox for enable wild substituting.

5. Private win behaviors – you can add for each symbol private win animation or use common win animation (see win symbols behavior foldout) - jump winning symbols to tween targets, scale winning symbols, flashing winning symbols.
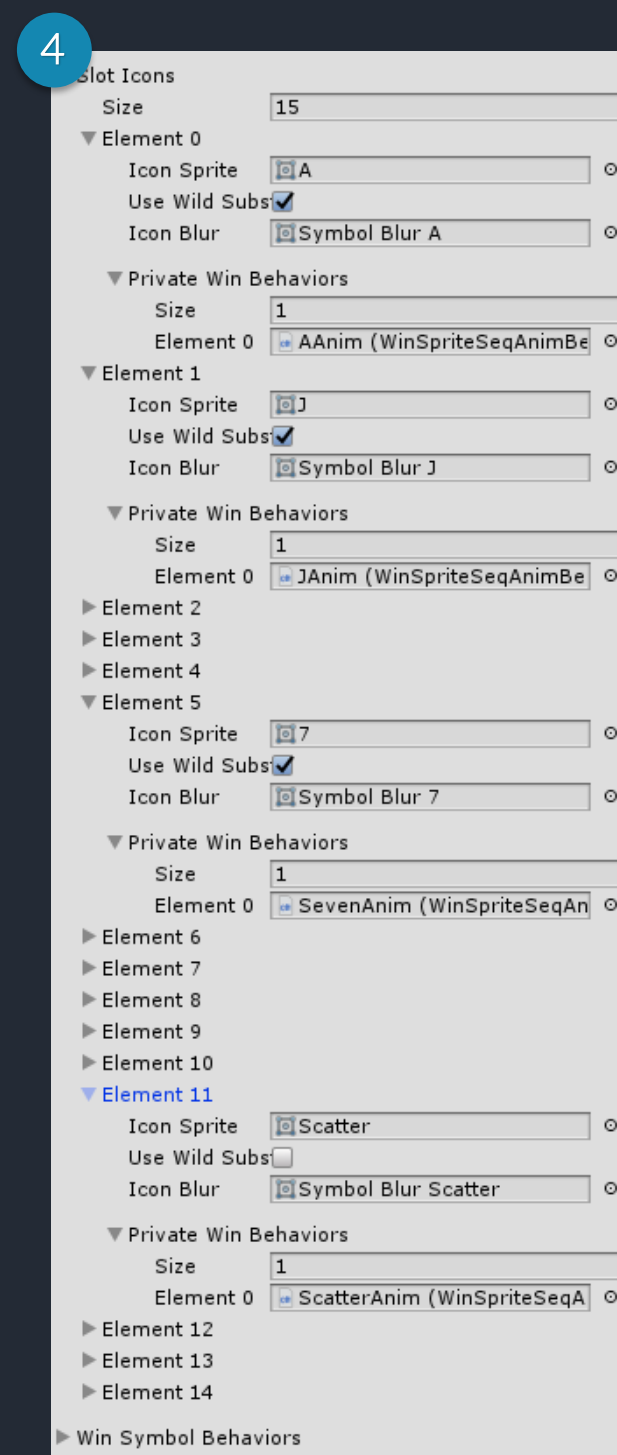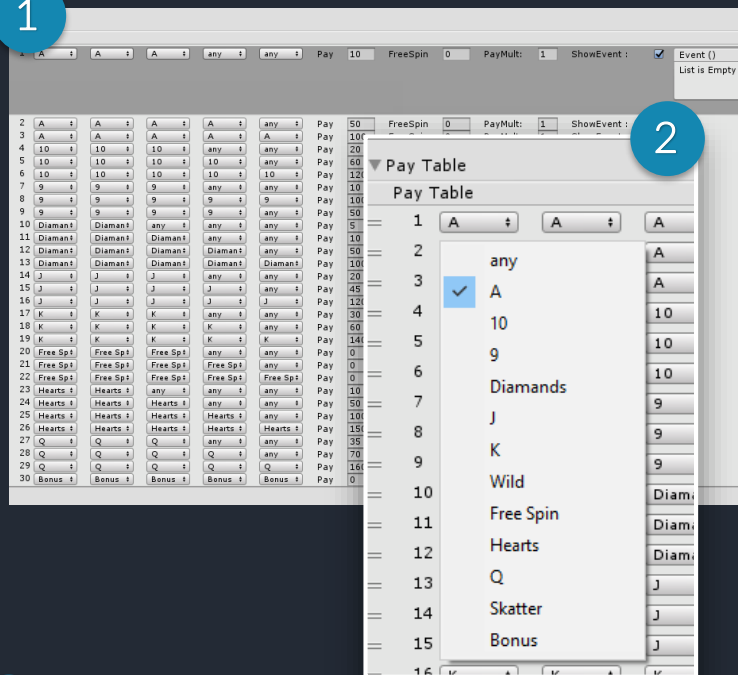
1. Pay Table contains win symbol sequences and payouts. You can add any number of winning lines here.

2. You can choose only symbols, that specified in the section <Slot Icons> early.
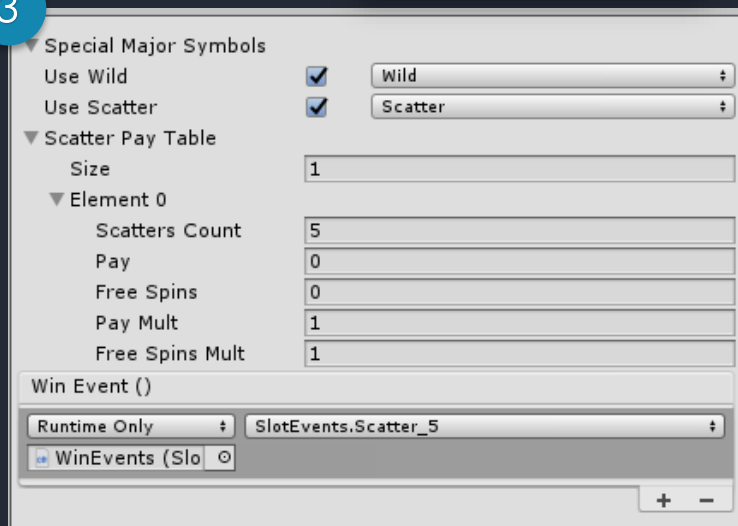
3. There are spepecial symbols in the asset: wild and scatter.

4. You can read and write Special symbols rules here.

5. References to all SlotGroups (5 slot groups for 5 reels game).

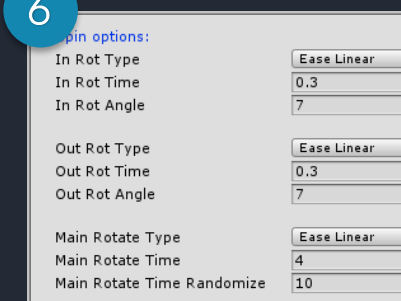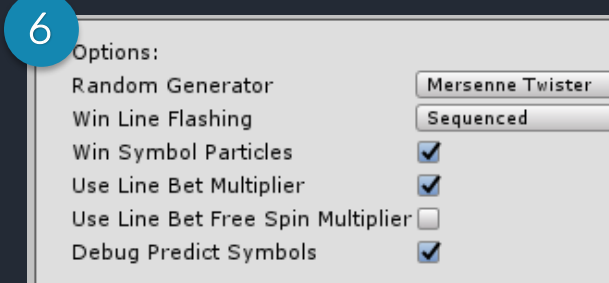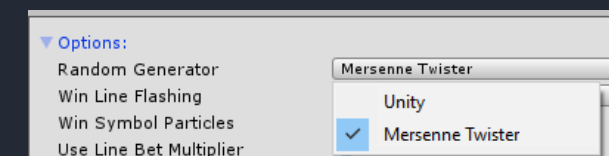6. In the Options you can set overall game settings.

Rotation Type – choose ease types for reel rotation.

Rotation Time – duration of the real rotation in seconds.

Rotation Time Randomize - % deviations of rotation time

Random Generator – choose Unity or MersenneTwister random number generator.

Win Line Flashing – show flashing winning line (All, Sequenced or None).

Win Symbol Particles – show star particles on the winning symbol.

Game scene scripts and settings

1. Tween targets – transforms for winning symbols jumping.

2. Jackpot settings. Jackpot symbol, number of jackpot symbols on screen. You can use mega jackpots.

3. Level progress setting. Set values to add level progress after spin %.

4. Button calculate – calculates win probabilities and show them in separate window (exclude scatter win, jackpot and bonus).
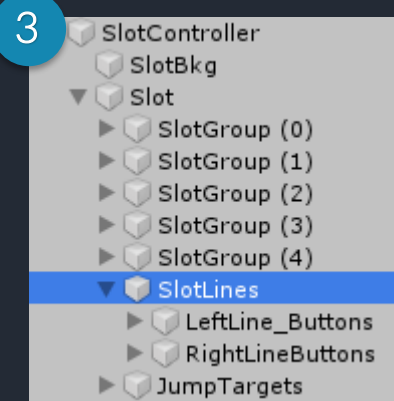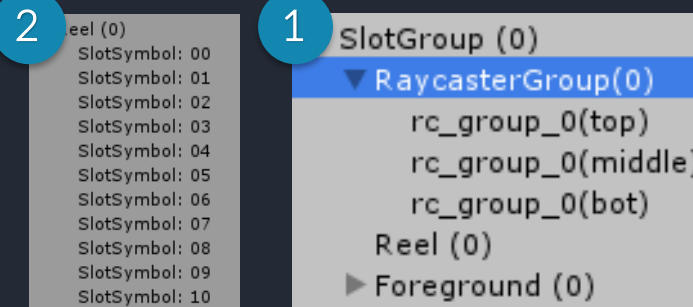
5. Default inspector – show raw script data.

6. WinController script – contain win symbols behavior tag, line win time.

Game scene scripts and settings
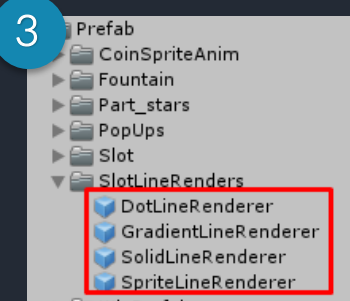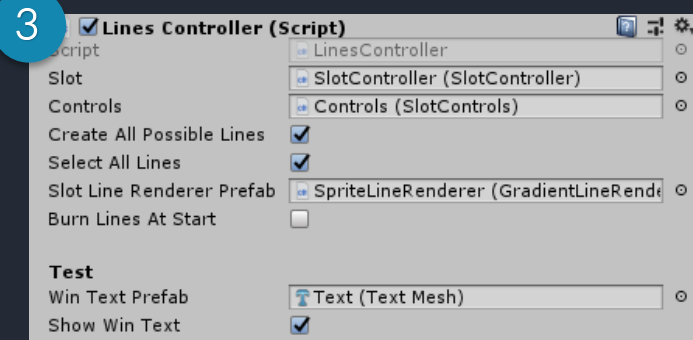
1. Scene object SlotGroups – 5 slot groups for 5 reel game:

   • SlotGroup settings (in this case we have SlotGroup (0)) (SlotGroupBeh.cs);

   • Symbol Order – you can add/remove symbols to the reel here using +/- buttons and drag lines to change the order;

   • Raycasters top down order (base raycaster – bottom raycaster, used for baseline)

   • Additional spin timing

   • Random start position

   • Icon size and spacing

   • Base link – link to base line (see video 1-2-3-2-1 as example)

   • Simulation tab – set selected symbol along baseline after spin(bottom raycaster in each slotgroup).

2. The symbols on reel are created automatically, when the game starts.

3. Scene object SlotLines, used for lines control:

   • Create all possible lines – delete existing lines and create new (using raycasters)

   • Select all lines – select all lines at game start or only first

   • Burn lines at start – make lines visible at game start

   • Slot line renderer – prefab for rendering slot lines (you can choose any from existing, see prefabs folder)
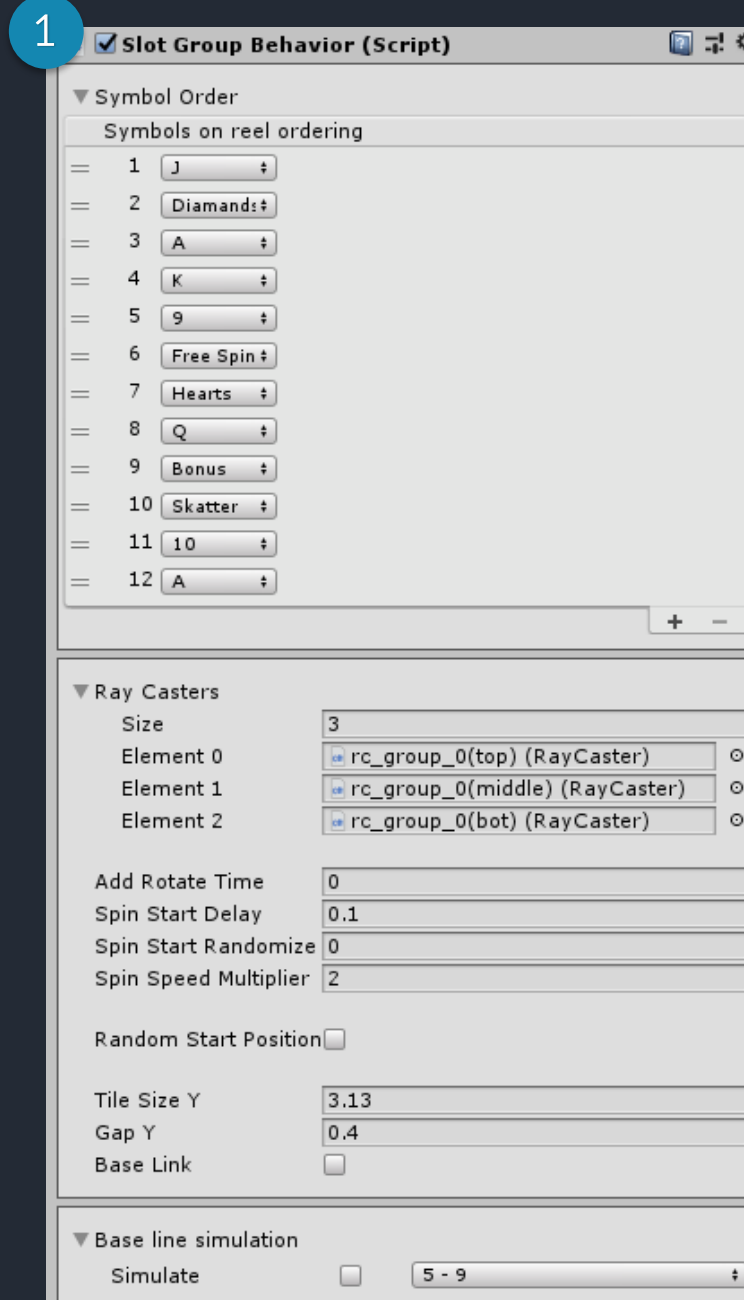
Game scene scripts and settings

1. Scene object Controls – contain control buttons and textfields of the slot machine.
2. Jackpot feature control.
3. Hold feature control.
4. Slot symbol deformer feature. Add realistic for symbol on reel during spin. You can disable script to increase performance.
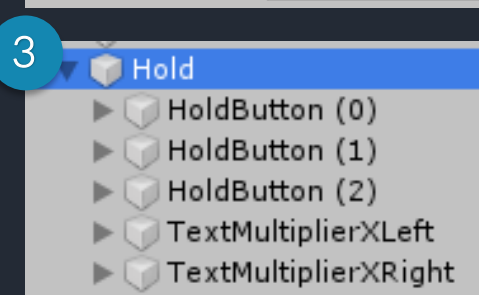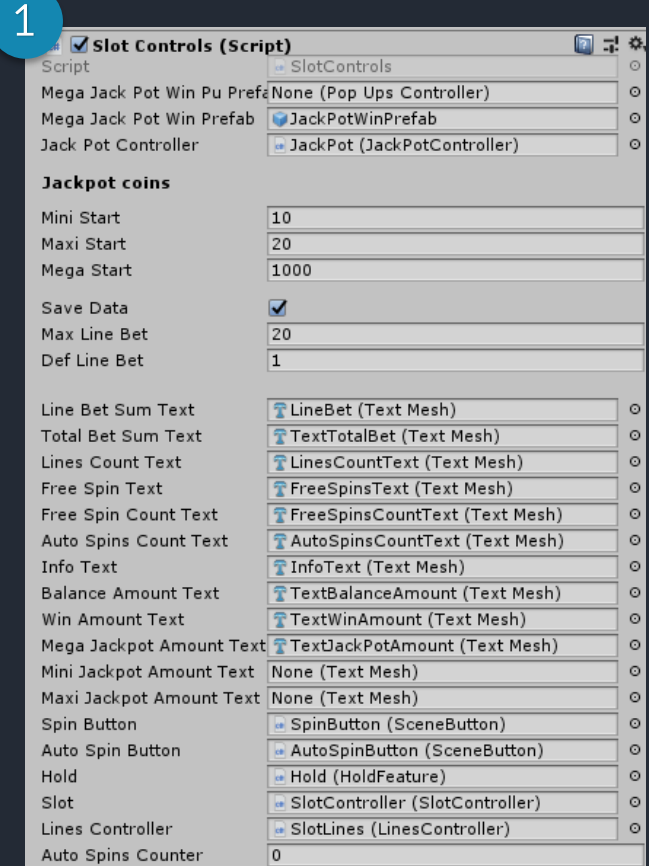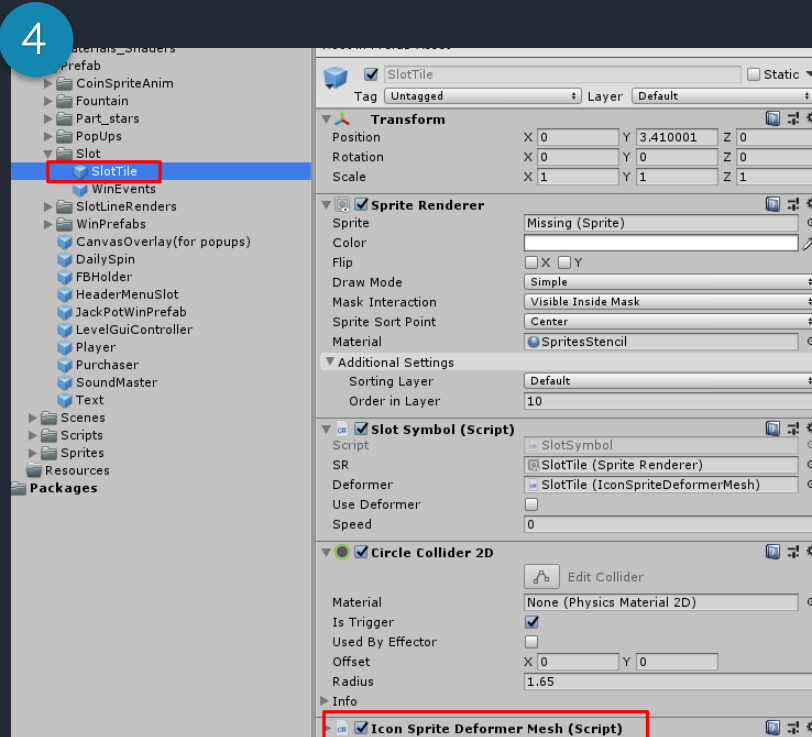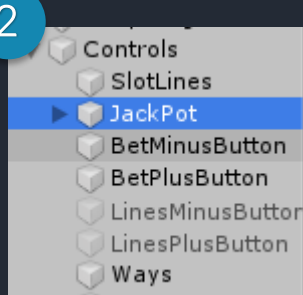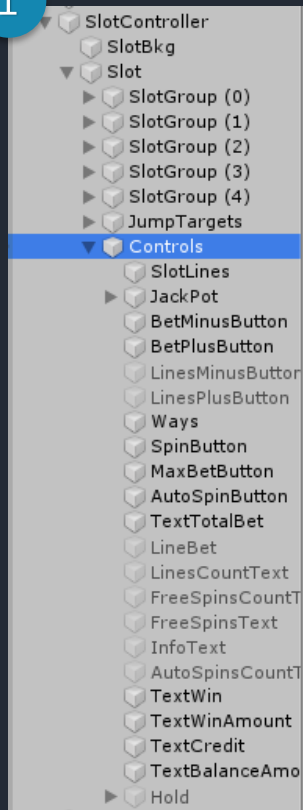
Thanks!

We try to make the best products, so we are always happy to help you understand the project. If you have any issue or suggestion, please email us.

MASTER KEY

RATE US ⭐⭐⭐⭐⭐

FOR NEW COOL ASSETS

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