



-Instruction-

Big Fortune Wheels Pack

Description

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Fortune Wheel Maker is a powerful asset with complete solution of Fortune Wheel possibilities for your mobile/web/video game. It included 10 different graphics styles, like modern, gold, candy, wood, etc. and elements to create your own wheel and scenes for different number of segments on the wheel. Working on IOS, Android, Web, Desktop. The package is provided with complete source code, graphics files, properly commented code and with a detailed documentation for easy getting started.

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 within our functionality, please email us.

Is it possible to customize your asset for me, change some features or add new, made new UI, theme designs, etc.?

No, sorry. At this moment we are very busy on other projects.

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.

How far I can change the template?

You can change/add/delete absolutely everything in the asset: code, graphics, music, font, etc.

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.

Graphics

High quality

- 10 Fortune Wheels styles: Royal, Flat, Casual, Christmas, Egypt, Modern, Candy, Aqua, Antique, Forest.
All PSD files have 1200 X 1200 px. All elements are also in PNG, ready for code.
- Royal, Flat, Casual, Christmas have 3 different Stands, 3 Rims, 3 center Pins, 3 Pointers.
- Each wheel has from 6 to 16 Sectors with editable text.

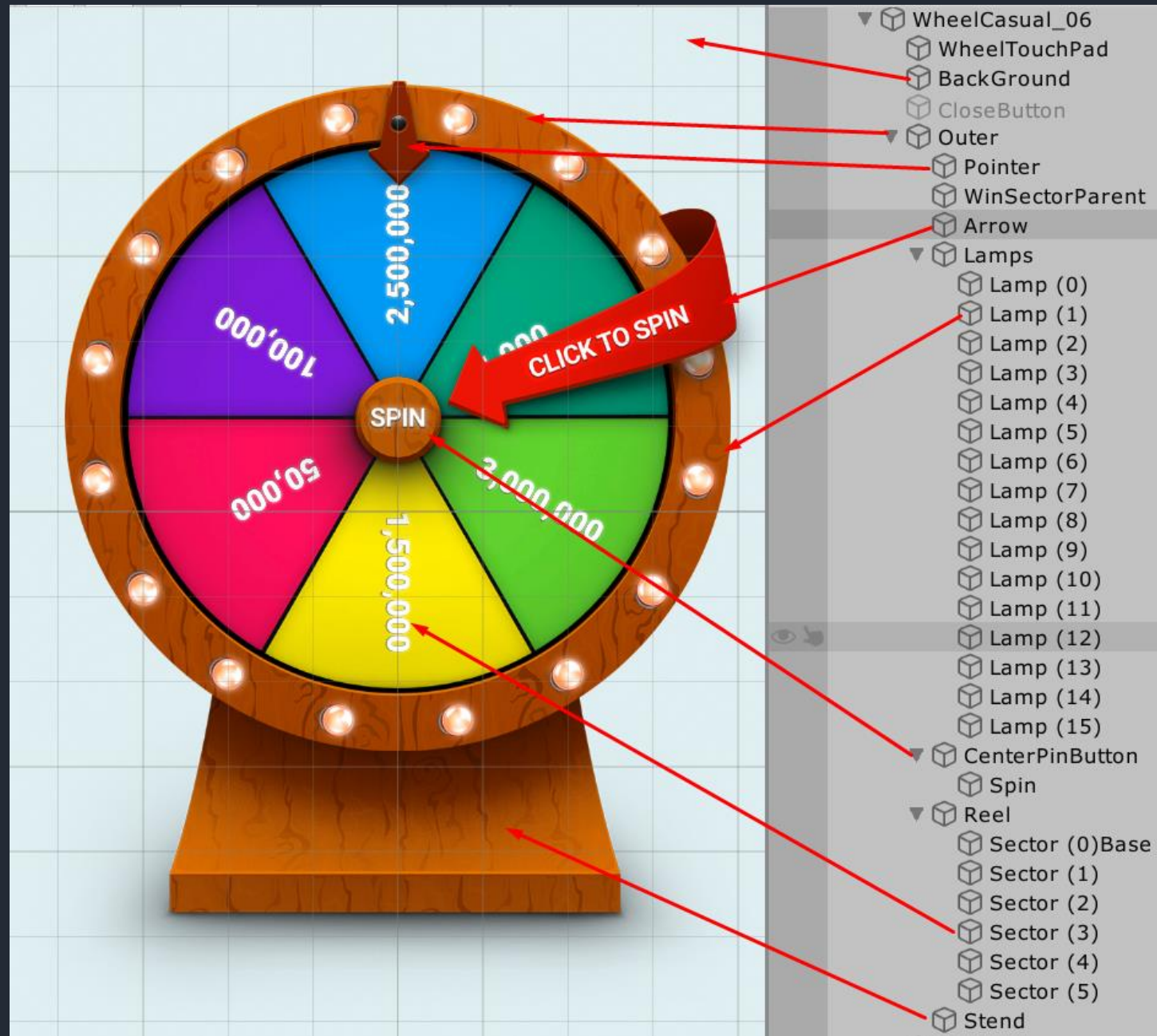
Code

Professional Code

- 102 premade Scenes for each graphic styles and number of segments
- 100 modifications prefabs for all reels
- Drag and drop for any project
- Reel with 6-16 segments
- Spin Button
- Win Animation
- Big Win Animation

Scenes objects

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Scene objects hierarchy



Royal



Egypt



Spin

Aqua



SPIN

Antique



SPIN

Candy



Christmas



Flat



Casual



SPIN

Modern

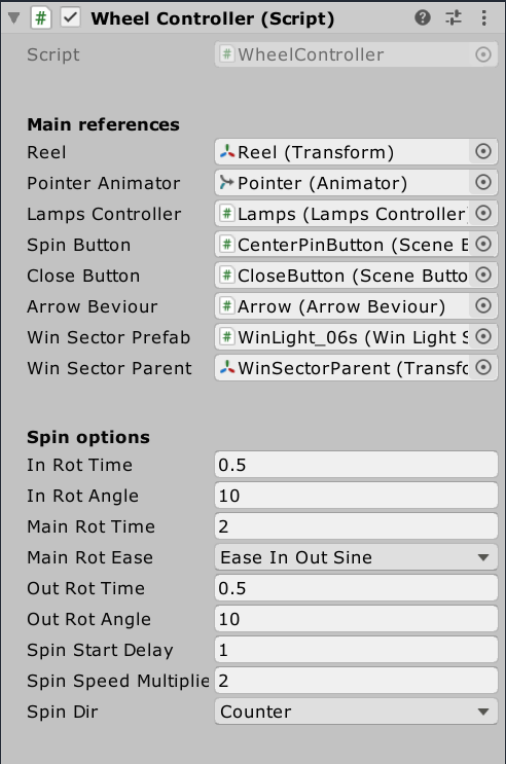


Spin

Forest

Main Scripts

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WheelController.cs (Scene object WheelCasual, WheelModern...)

Main references – references to scene objects

Spin options – spin timing, in – out tweens.

Lamps control - lamps behavior before, during and after spin.

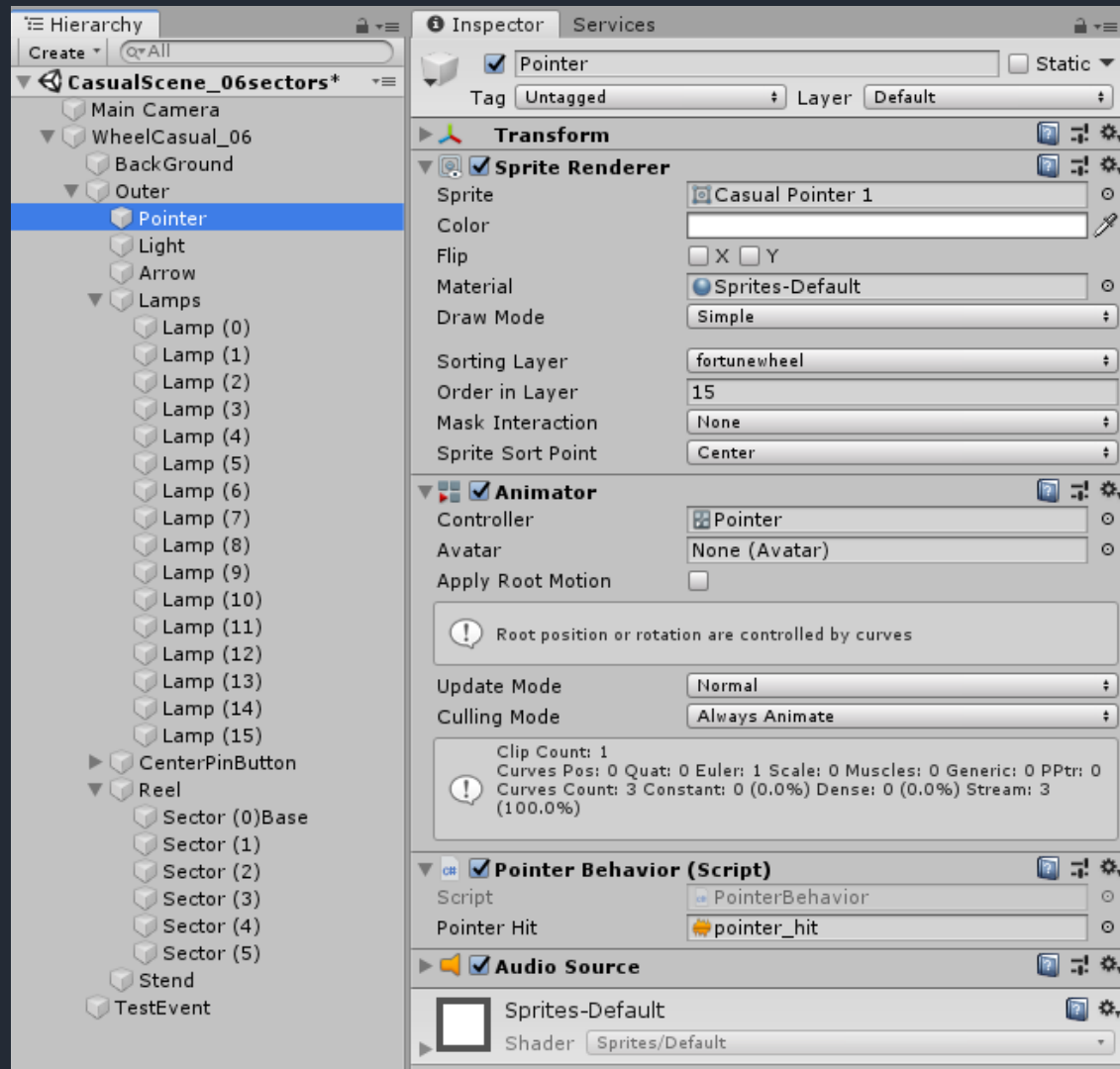
Additional options :

arrow blink count – number of flashes of red help arrow before spin



Main Scripts

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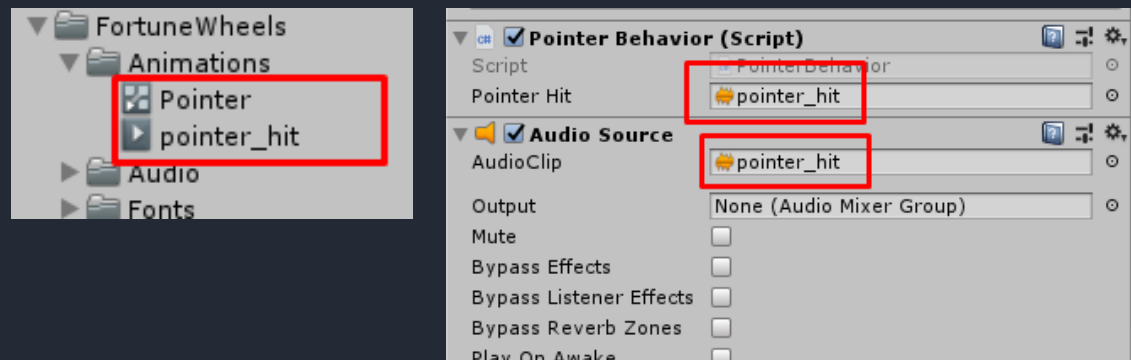


PointerBehavior.cs – scene object Pointer

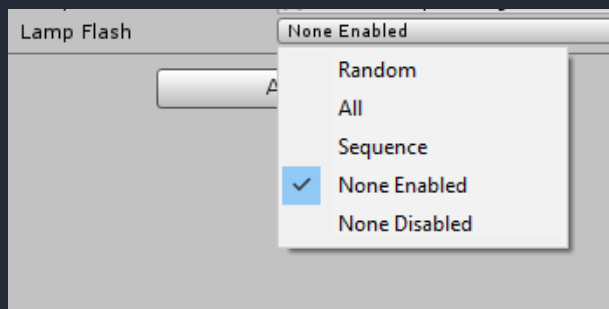
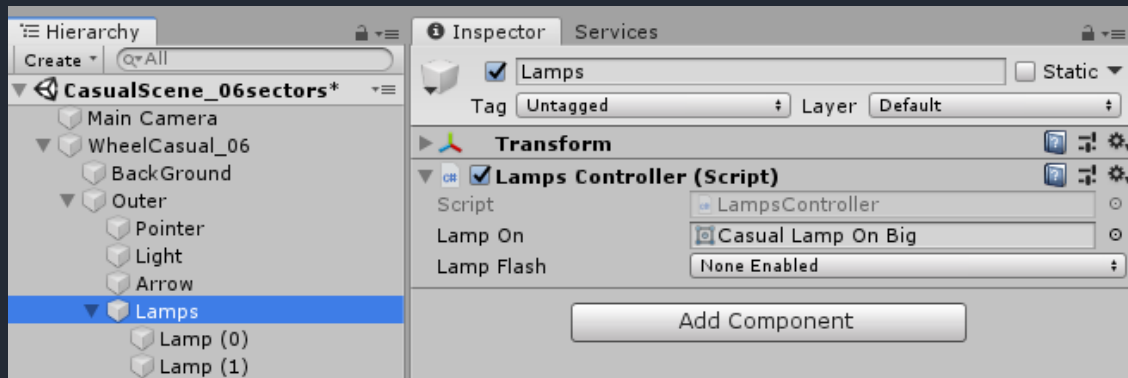
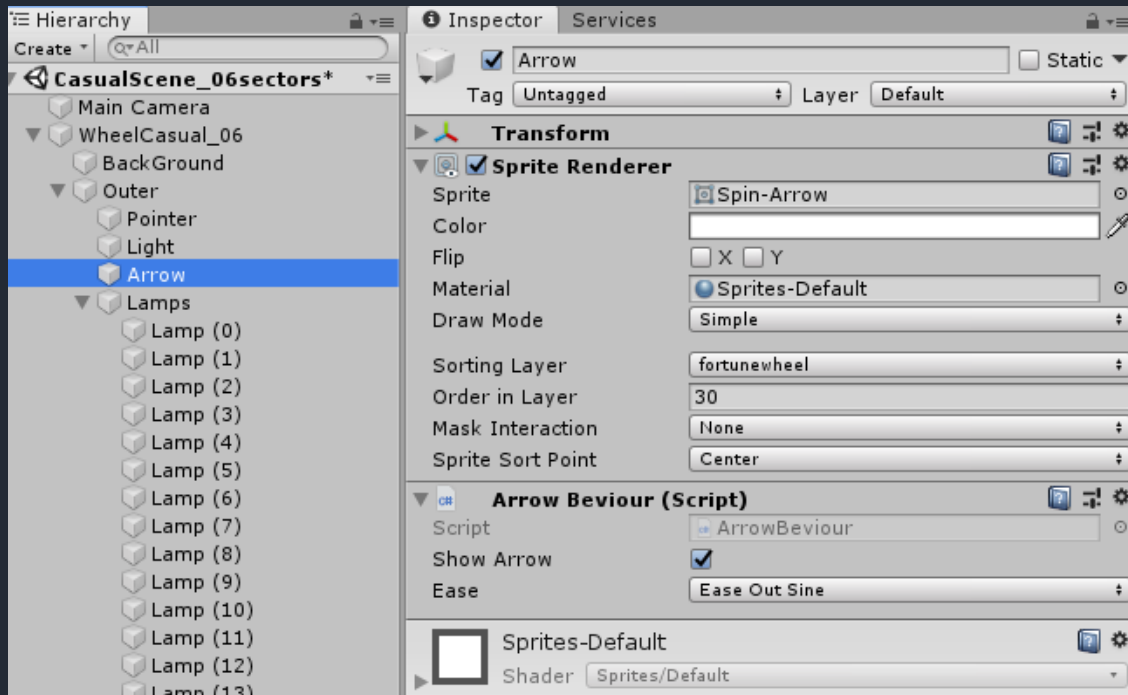
Pointer object have Animator (the pointer makes an oscillatory motion during spin).

It also has a sound source with pointer hit audioclip.

If no sound is needed, remove the sound clip from PointerHit field of PointerBehavior.cs



Main Scripts



Arrowbehaviour.cs – scene object Arrow. (Used only for tweening)

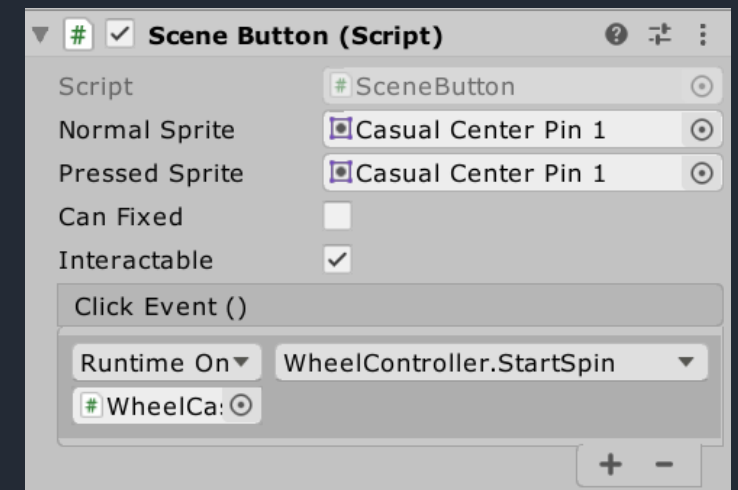
LampsController.cs – scene object (used for lamps flashing)

Flashing types:

- random
- all (all together)
- sequence (counter wise sequence)
- none enabled (all lamps enabled)
- none disabled (all lamps disabled)

SceneButton.cs – scene object CenterPinButton (used as mouse click or touch target, start spin).

You can add private Click Event handler like for standard GUI button.



Main Scripts

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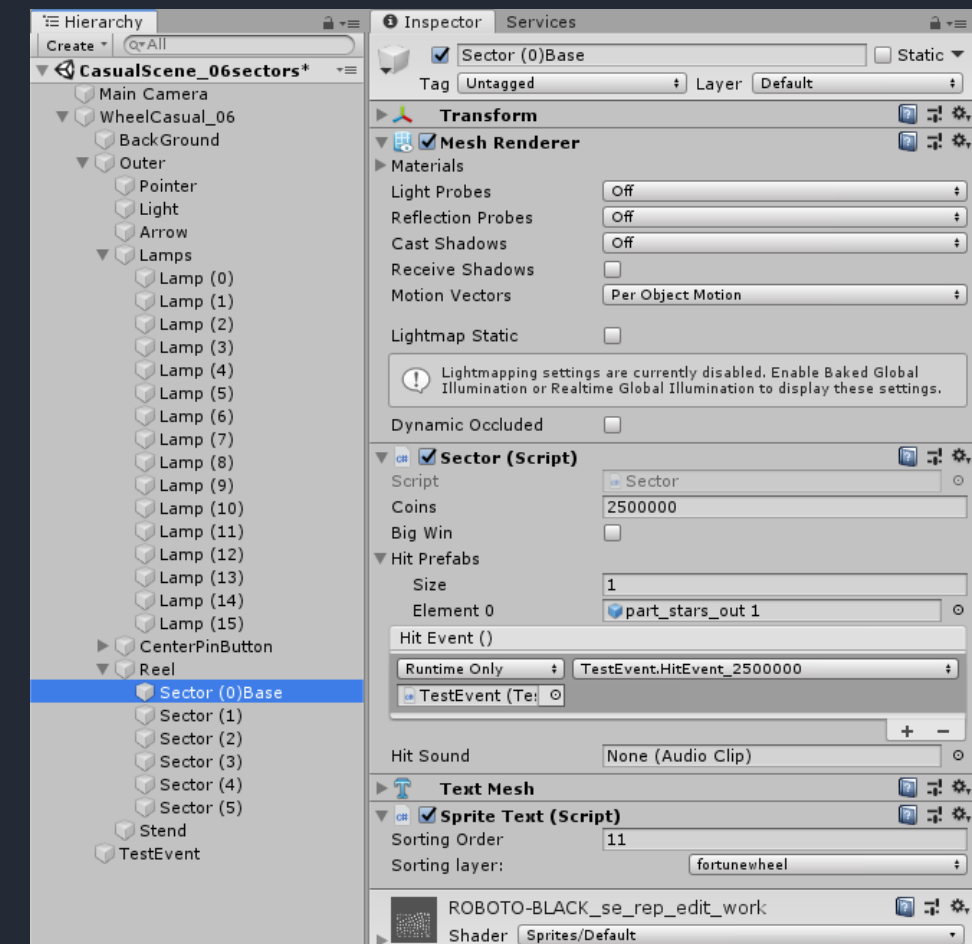
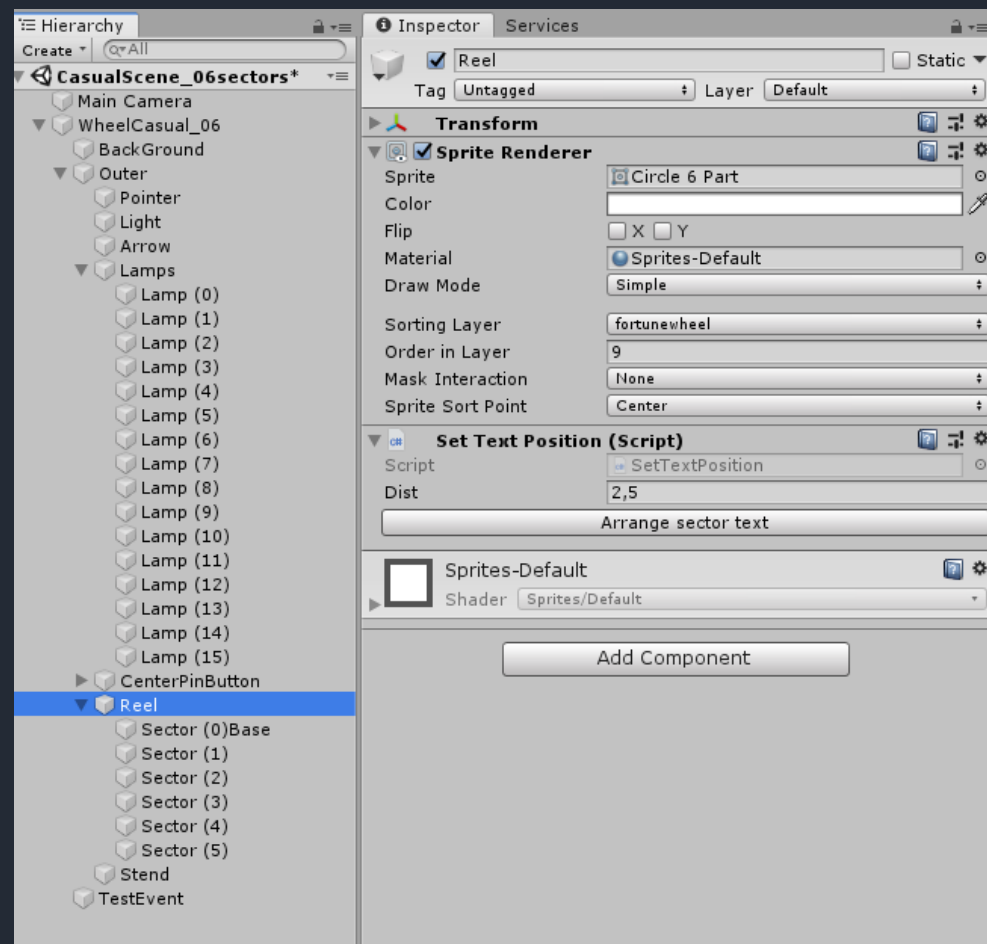
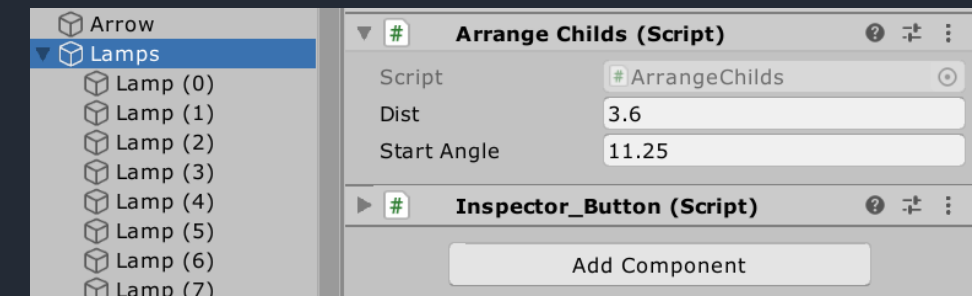
SetTextPosition.cs – scene object Reel (used only for construct in editor – set text position in sector)

Sector.cs - scene objects Sector (0), Sector (1) ...

Contain sector data : coins win, bigwin check field

SpriteText.cs – text display utility for 2d scene object (like sprite renderer)

Arrange Childs – helper script (used only for construct in editor – create polar array from child objects)



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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.



Homepage : www.mkeystudio.com
Tech Support: putchkov1975@gmail.com
Business Support: melanitta83@gmail.com