

DOT TO DOT

- I. Introduce gameplay and features**
- II. Tutorial**
- III. Reskin the game**
- IV. Admob package: <http://bit.ly/2a65icy>**

If you like this game, please review it, I appreciate it ;)

I. Introduce gameplay and features

How far you can go? How many points can you get? Try to go to the next dot on very exact time where your dot is over it to gather points.

Just tap on screen at the right time to get perfect points

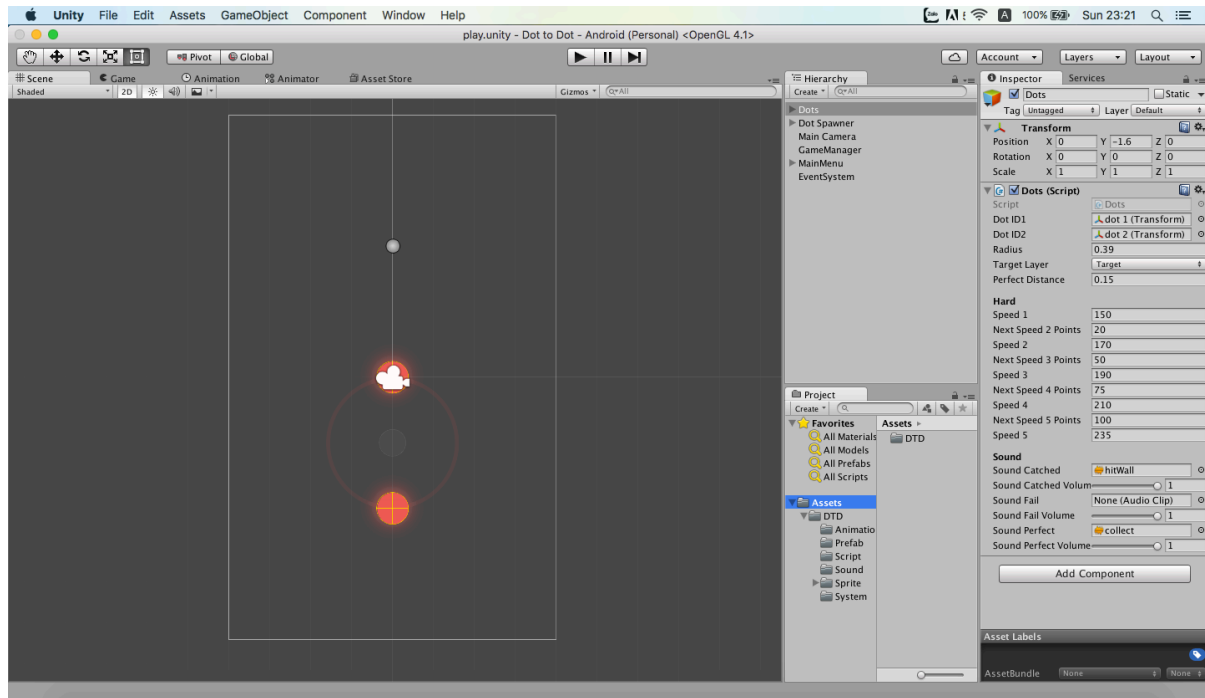
The gameplay is very simple, you can wait until the red dot go inside the white dot then tap on the screen to make it connect together then the other red dot will rotate around the other one.

FEATURES:

- + One touch gameplay
- + Easy to reskin
- + Addictive gameplay
- + Total C#, Easy to play, easy to learn, easy to reskin

II. TUTORIAL

1. Game Editor



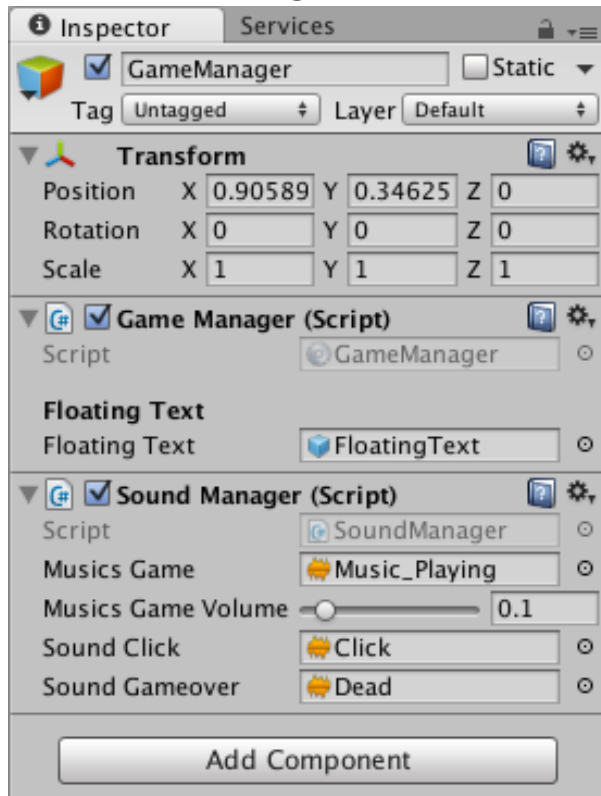
2. Game Controller

Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Prefab:** Holds all the prefabs used in the game. These are distributed to various folders for easier access.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Audio:** Holds all the sounds used in the game. Jump, Click, etc
- **Sprite:** Holds all the textures used in the game which are used as sprites in Unity.

Main Controller gamplay:

a. Game Manager



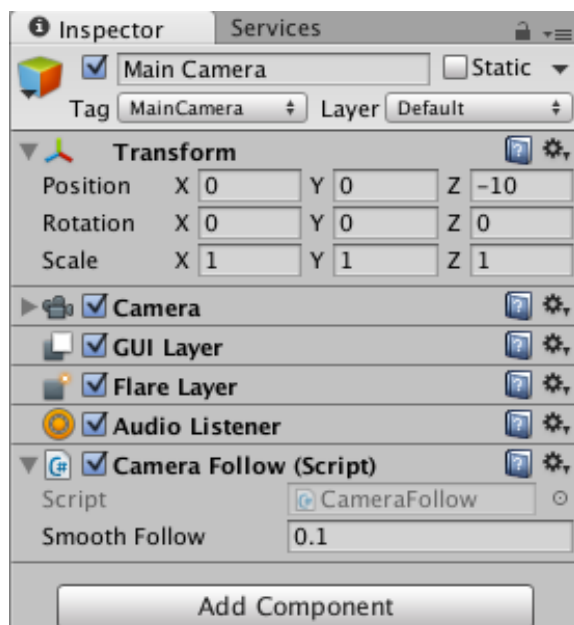
GameManager script control game state, store score, best score and the functions. You can call the function directly.

Game Manager script:

- **Floating Text:** floating text score on screen

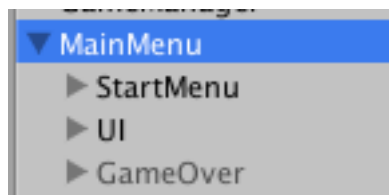
Sound Manager script: control the music and sound. In another script, you can play the sound clip by `SoundManager.PlaySfx(soundclip, volume)`

b. Main Camera



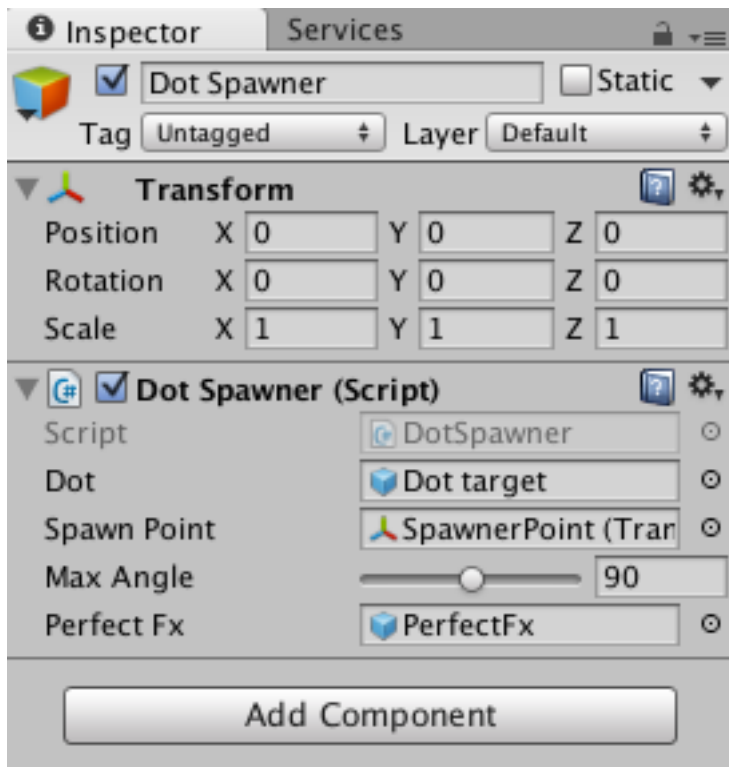
The Camera will follow the dot with the smooth follow value, as low as smooth

c. Menu



*This is main GUI of game, it control all child in there: UI, StartMenu, GameOver,...
Place all items in it to setup correctly.*

d. Dot Spawner

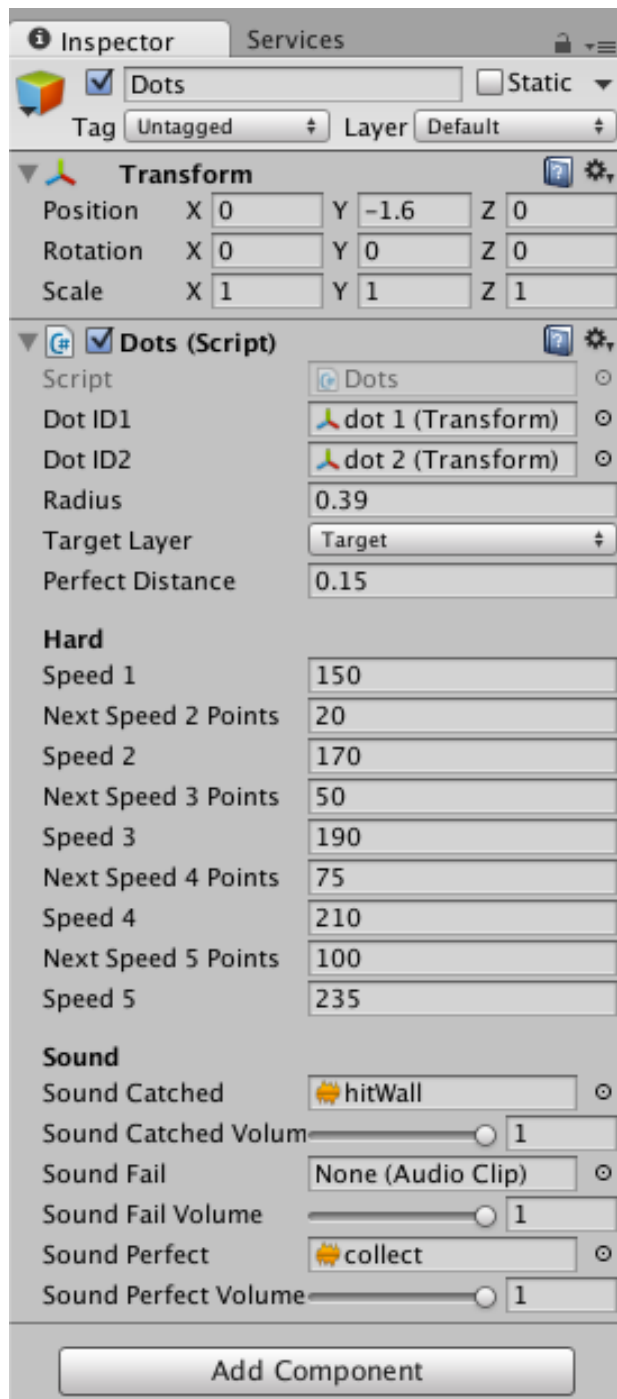


Spawn the target Dot with the Dot prefab are placed.

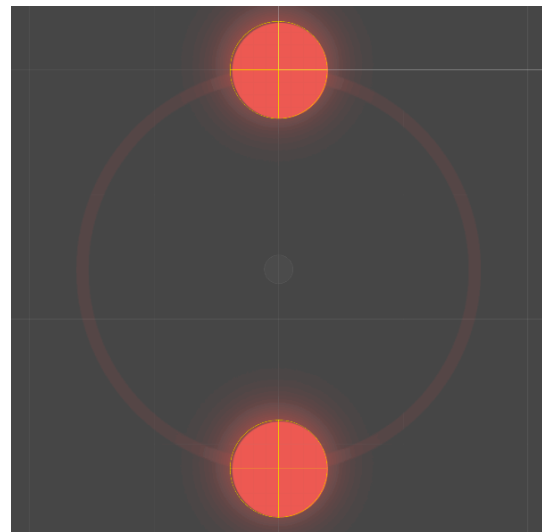
Dot: place the target dot in there
Spawn Point: the spawn point of the next target, very important object, the distance between Spawn Point and Dot Spawner must be the same with the distance between 2 red dots to make sure the red dot will able catch the target dot

Max Angle: the min and the max angle that the next target dot will be spawn compare with the current target dot

e. Dots



Speed 3,4,5



Our 2 dots, one of them will be an anchor to rotate the other to connect to another target Dot.

Dot ID1 & 2: place 2 dot object in there

Radius: the radius of the dot, when you change this value, look over the dots in scene tab and see how change they are resizing

Target Layer: the layer of target Dot to catch

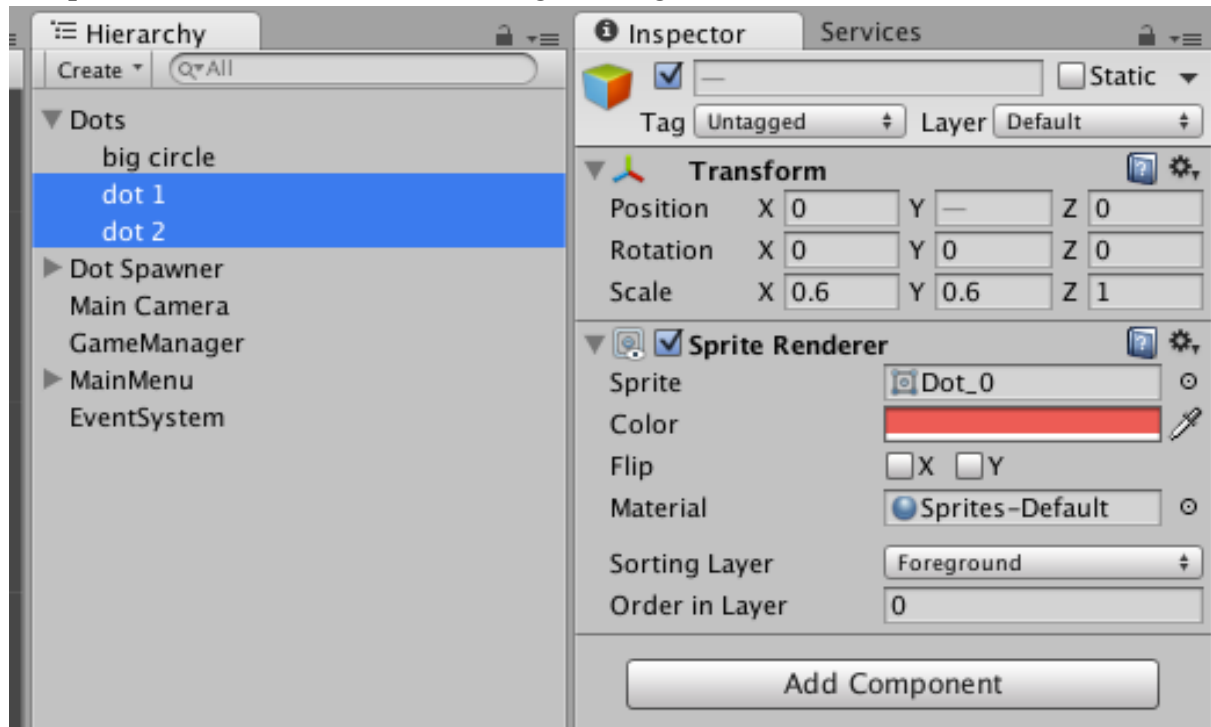
Perfect distance: the distance between the red dot and the white dot allow to give the perfect score

Hard: speed1 is default rotation of 2 red dots, when you get the **Next Speed 2 Points** the rotation speed will be changed to Speed 2 and so on with

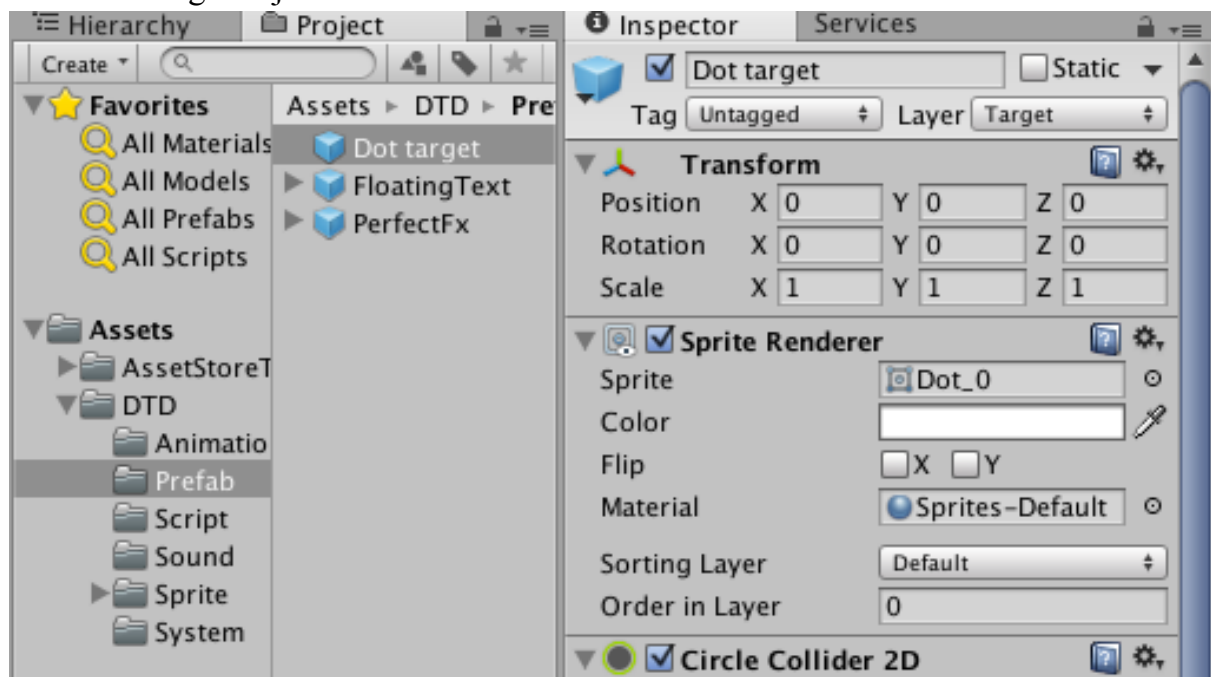
III. RESKIN

1. You can find the game image in Sprite/Dot folder.

To reskin the game, just create your new similar dot object and place it in Sprite component of dot1 and dot2 and change the big circle as well



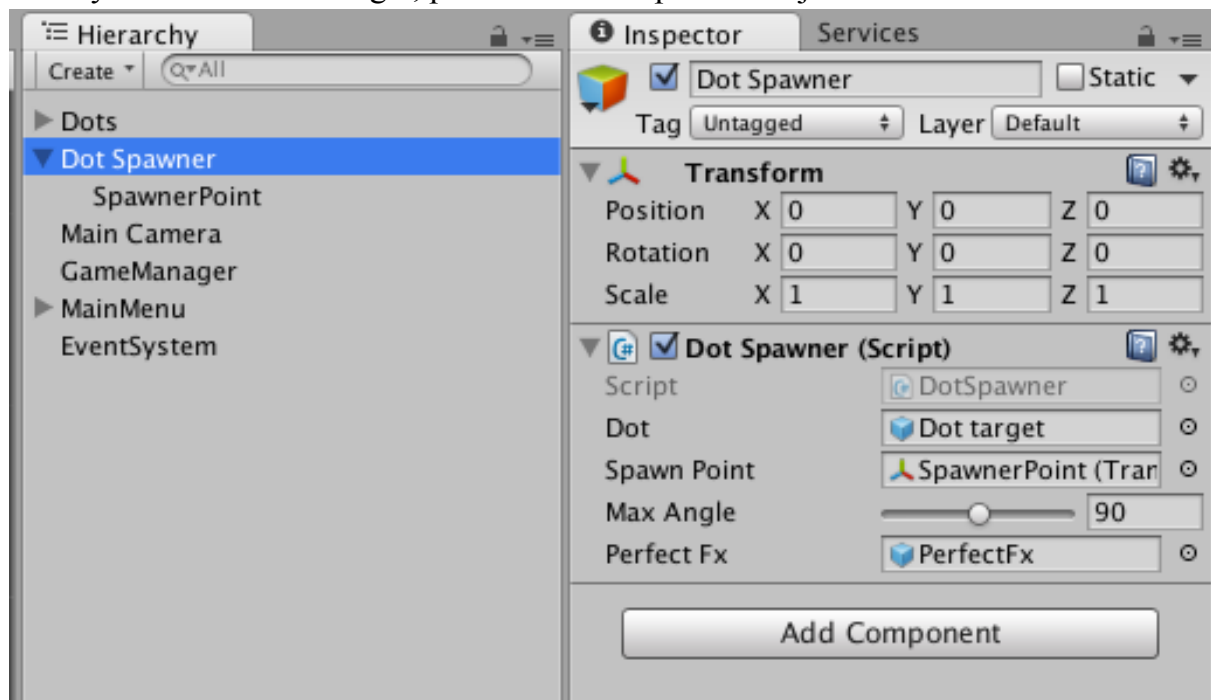
2. Reskin target object



You can find the Dot target prefab in DTD/Prefab folder

To change the image of this object, just replace the Sprite by your art with the same size of the current target or you can change its size and adjust the size of Circle Collider 2D to fit with it.

After you create a new target, place it in Dot Spawner object



Okay, That's it! If you have any questions please contact me:

phanbanhut@gmail.com

Skype: phanbanhut

Thank for your purchase! Good luck!

P/S: I provide the Reskin service as well as other features that you want integrate to this game, feel free to contact me for any question