

Crash Game - Unity Project

Overview

This crash game is built in Unity and allows users to engage in dynamic and thrilling gameplay. This README serves as a guide to help developers modify and extend the functionality of the game. Below, you will find detailed information about the project's structure, scripts, and how to make adjustments.

Project Structure

The project is organized into several key scripts that manage different aspects of the game:

Core Scripts

- **ConnectionManager.cs:** Handles player connection and network management.
- **GameManager.cs:** Manages the overall game lifecycle and global game state.
- **GamePlayHandler.cs:** Contains the logic for gameplay, such as managing crash mechanics.
- **GameResetManager.cs:** Resets the game state after each round.
- **GameStartManager.cs:** Handles pre-game setup and initialization.
- **UIManager.cs:** Manages the game's UI elements and interactions.

Player Management

- **PlayerInfo.cs:** Stores player-specific information.
- **PlayerLogin.cs:** Manages player authentication and login logic.
- **PlayerState.cs:** Keeps track of the player's current state in the game.

Networking and Rooms

- **RoomManager.cs:** Handles the creation and management of game rooms.
- **RoomNPlayerState.cs:** Synchronizes player state within a room.
- **RoomStateManager.cs:** Manages the state of game rooms.

Leaderboards and Betting

- **LeaderBoardHandler.cs:** Updates and displays leaderboard data.
- **LeaderboardItemDetail.cs:** Represents individual leaderboard entries.
- **BettingManager.cs:** Handles player betting functionality.

Utilities

- **APIStrings.cs:** Defines string constants for API endpoints.
- **AllCustomProperties.cs:** Manages custom properties for various objects.

- **DestroyAfterDelay.cs**: Handles timed destruction of game objects.
 - **GetJson.cs**: Facilitates JSON parsing for external data.
 - **LocalSettings.cs**: Manages local game settings.
 - **OrientationHandler.cs**: Adjusts game behavior based on device orientation.
 - **ScaleBuilder.cs**: Dynamically scales UI and game objects.
 - **ShareOnTwitter.cs**: Enables players to share their progress on Twitter.
 - **WalletManager.cs**: Manages player wallet and in-game currency.
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How to Modify the Game

1. Game Settings

- Modify game settings in **LocalSettings.cs**.
- Configure API strings in **APIStrings.cs** for backend integration.

2. Gameplay Mechanics

- Adjust crash mechanics and round logic in **GamePlayHandler.cs**.
- Customize betting functionality in **BettingManager.cs**.
- Modify room behaviors in **RoomManager.cs** and **RoomStateManager.cs**.

3. UI Customization

- Update UI elements and layout in **UIManager.cs**.
- Use **ScaleBuilder.cs** to adjust UI scaling dynamically.

4. Networking

- Use **ConnectionManager.cs** to integrate with new networking solutions.
- Modify room and player synchronization logic in **RoomNPlayerState.cs**.

5. Player Features

- Add new player features or stats in **PlayerInfo.cs**.
- Enhance login mechanisms in **PlayerLogin.cs**.

6. Leaderboards

- Update leaderboard logic in **LeaderBoardHandler.cs**.
 - Modify leaderboard data representation in **LeaderboardItemDetail.cs**.
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Dependencies

Ensure the following dependencies are installed for smooth functionality:

- **Unity Version:** Specify the version used.
 - **DOTween:** Used for animations and transitions.
 - **Newtonsoft.Json:** For JSON parsing.
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Tips and Best Practices

- Maintain consistent naming conventions for new scripts and variables.
 - Test changes in a separate branch to avoid disrupting the main codebase.
 - Use Unity's built-in profiler to optimize performance.
 - Regularly back up your project.
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Troubleshooting

Common Issues

1. **Game not starting:**
 - Ensure all required components are added to the scene.
 - Check initialization logic in **GameStartManager.cs**.
 2. Leaderboard not updating:
 - Verify API integration in **LeaderBoardHandler.cs**.
 - Ensure proper data synchronization.
 3. **UI scaling issues:**
 - Adjust scaling parameters in **OrientationHandler.cs****.
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Contact

For further assistance or to report issues, please contact the development team.
