



-Instruction-

Modern Suits Slot Asset

# 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.
- Premade Lobby screen in PSD and PNG. 100% editable, 2732 X 2048. All elements are also in PNG, ready for code.
- 12 Modern Symbols for slot. 100% editable, in PSD and PNG.
- 12 Premade Pop Up (Menu, Settings, Shop, About, Big Deal, Level Up, Pay Lines, Minor Symbols, Major Symbols, Help, Level Up Congratulation, Big Win Congratulation) in 100% editable PSD. All elements also in PNG, ready for code.
- Premade GUI elements, including hover effects in PNG and PSD. 100% editable with different styles.

## Font

### Not Included

INKFERNO (Free) [Link](#)

Tw Cen MT Condensed Extra Bold (Free) [Link](#)

## Code

### Ready game

Modern Suits Slot Asset is a new powerful Slot game with premade Game Screen, Lobby, Pop Ups in casual, modern, shiny, colorful style for your mobile/web/video game. It included complete solution of slot possibilities, including changing amount of the reals, symbols, different rules, probability calculation etc. It has also premade simple slot calculator. Working on IOS, Android, Web. The package is provided with complete source code, properly commented.

In the asset realized next functionality:

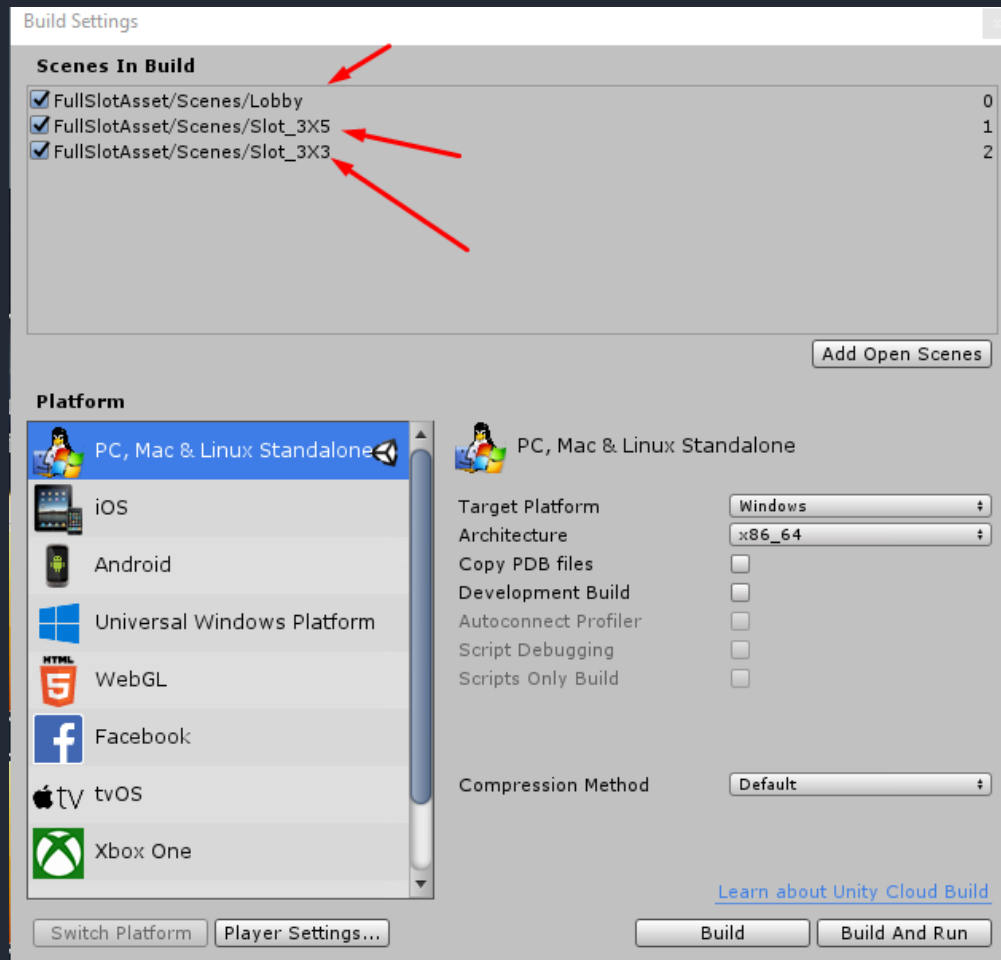
- Customizable Pay Table with probability calculator
  - Customizable number and order of symbols on the reel
  - Customizable number of slot lines
  - Unity and Mersenne-Twister random generator
  - Ready to add any number of games
  - Connect player to Facebook
  - Ready to in-app purchasing
- Asset realize system of the players data saving (like coins, player level and game settings) on the device.
  - Three premade Scene (5 slots game, 3 slot games, Lobby) with ready buttons and Pop Ups functionality.
  - GUI controller with Pop Ups

## Note:

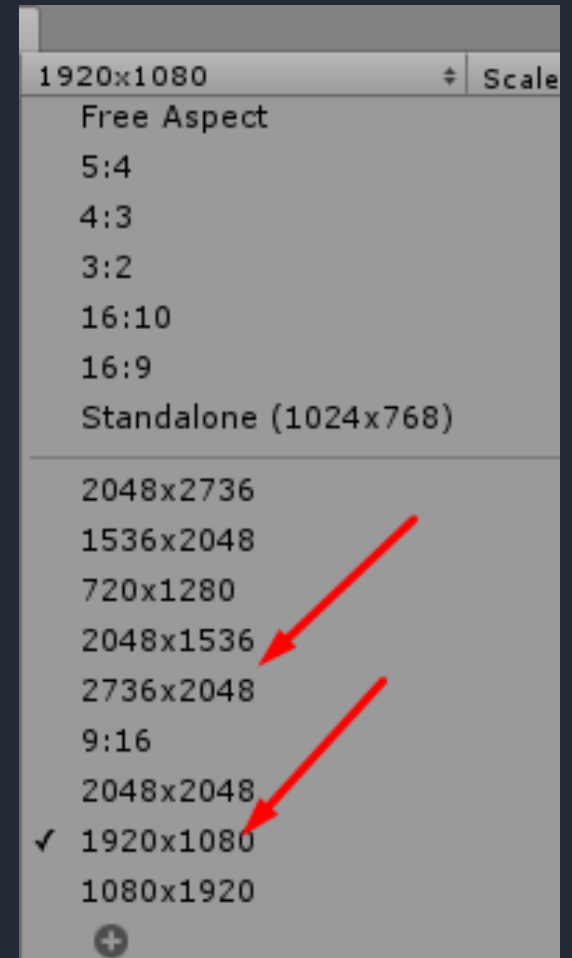
For working with our asset, you need to download Facebook SDK for Unity [Here](#). If you need a shop, add in-app purchasing. For this please watch our video instruction or [Unity instruction video](#).

# Creating project

3



1. Create new project
2. Add FaceBook SDK
3. Add in-app purchasing
4. Import slot asset
5. Open BuildSettings and add existing scenes
6. Close BuildSettings
7. Open scene Lobby, press play
8. Set resolution for best fit (1920 x 1080, 2736 x 2048 or 2048 x 1536)



# Scenes Description



- |   |   |   |
|---|---|---|
| 1. Scene loading buttons (Slot 3x5 and Slot 3x3, other - free buttons for additional games) | 7. Player level button (open progress pop up)             | 13. Increase/decrease lines count buttons           |
| 2. Clickable slider   | 8. Slider with player progress                            | 14. Increase/decrease line bet buttons              |
| 3. Facebook connect button  | 9. Game info button (pay table, line, symbol description) | 15. Increase/decrease auto spins count buttons      |
| 4. Deal button with timer (open big deal window)  | 10. Game menu button                                      | 16. Info input field                                |
| 5. Text field with player balance   | 11. Lobby scene button                                    | 17. Max bet button (set all lines and max line bet) |
| 6. Shop button  | 12. Lines buttons   | 18. Spin and Auto spin button                       |
|   |   | 19. Total Bet Field                                 |



### SHOP

			
5.000	11.000	27.000	110.000
2.500		25.000	100.000
100% OFF		BEST CHOICE	NEW OFFER
\$ 2.99	\$ 4.99	\$ 14.99	\$ 29.99

### 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	 5X - 300 4X - 125 3X - 20

### ABOUT

  
**MODERN SUITS**  
DEVELOPED BY MASTER KEY

Need Help?

**SUPPORT**

### PAY LINES

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Bet lines win if the winning symbols are in succession from the leftmost reel to right

### MAJOR SYMBOLS

 5X - 2000 4X - 300 3X - 30 2X - 10	 5X - 2500 4X - 350 3X - 50 2X - 12		
 Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce ante nulla, dictum vitae odio	 Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce ante nulla, dictum vitae odio	 Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce ante nulla, dictum vitae odio	 Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce ante nulla, dictum vitae odio

### BIG DEAL

10.000

5.000

100% FREE

**BUY NOW**

Ends in 3d, 11h, 30m

### ABOUT

#### ABOUT THE GAME

Full Slot is a pack of Slot Games with 3-5 reels and 20 paylines oriented from left to right. The games have 8 regular symbols that win if three or more are lined up in sequence on a payline, beginning from the leftmost position. The 6 high pay symbols and the 2 low pay symbols.

#### HOW TO PLAY

- Select number of lines and lines bet
- Press the Spin button to start game
- You can also use Max Bet button to auto bet
- Hold Spin button to turn Auto Spin game mode

### BIG WIN!

100.000

**COLLECT**

### LEVEL UP

24

Level Up Reward

5.000

**COLLECT**

**SETTINGS**

**ABOUT**

**RATE US**

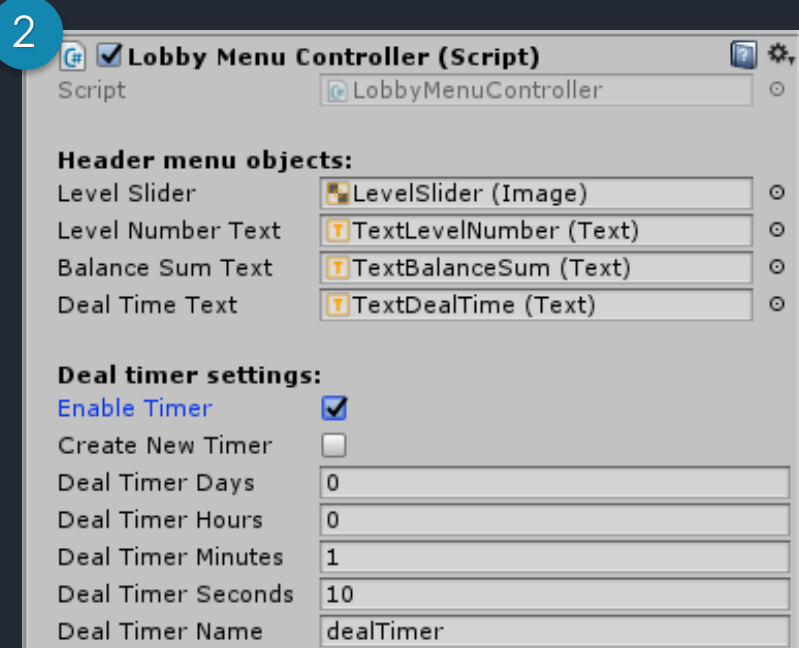
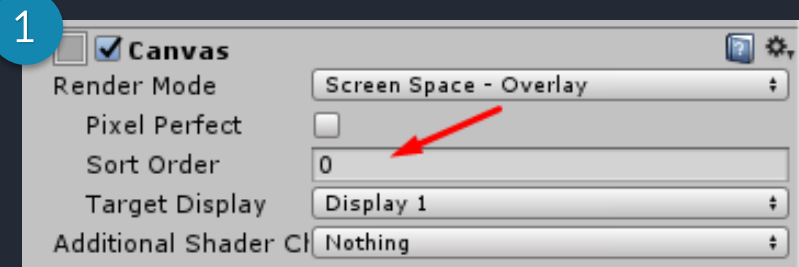
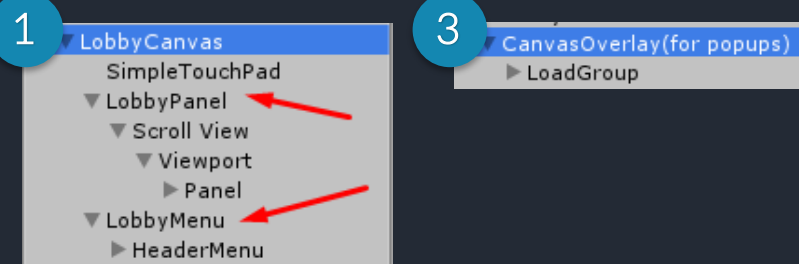
XP required to Level UP  
2940

### SETTINGS

**MUSIC** OFF

**SOUND** - ||||| +

# 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.

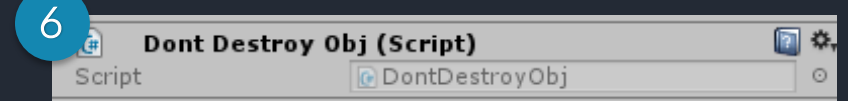
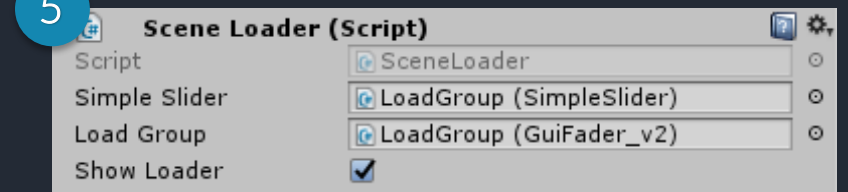
3. Overlay canvas are used for instantiating pop up windows, and also contains LoadGroup object – simple pop up with scene loading progress. CanvasOverlay has 3 attached scripts:

- GuiController.cs;
- SceneLoader.cs;
- DontDestroyObj.cs.

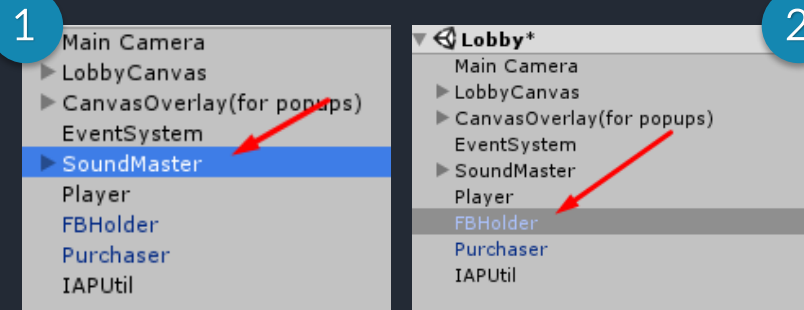
4. GuiController.cs – used for all pop up window instantiating

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

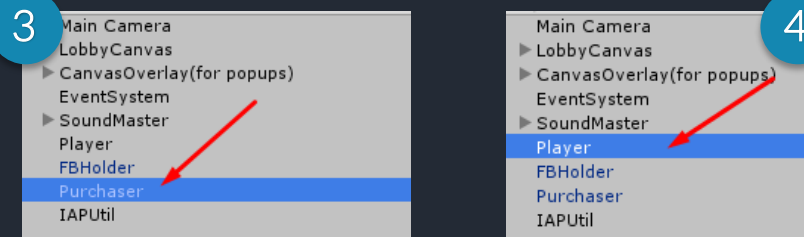
6. DontDestroyObj.cs – prevents CanvasOverlay destroy by scene changing



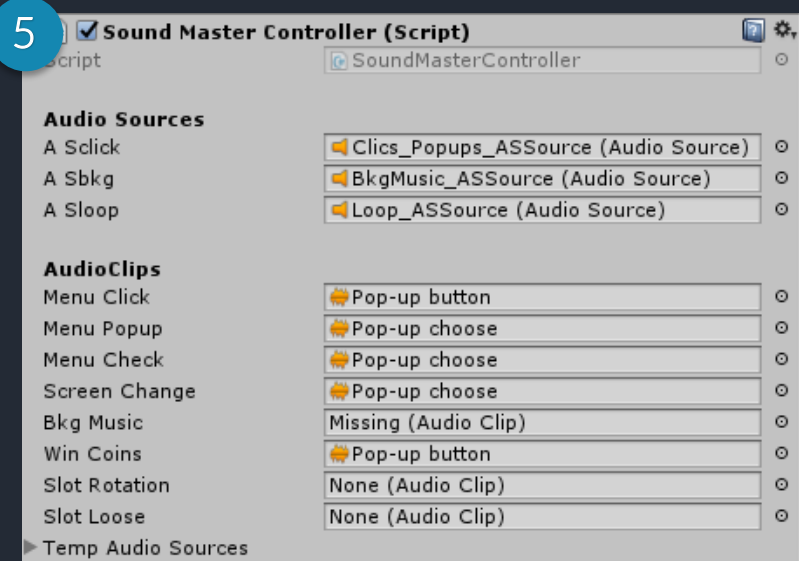
# Lobby scene scripts and settings



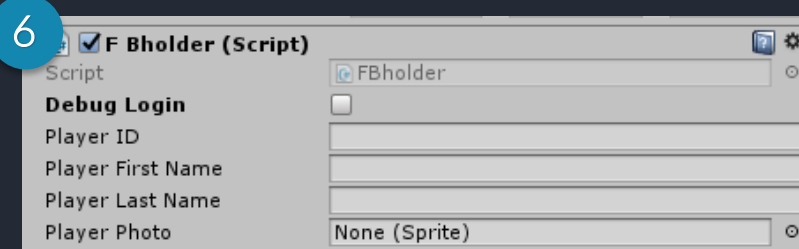
1. Scene object SoundMaster – object that controls game sounds.
2. Scene object FBHolder – Facebook holder. FBHolder.cs contains methods for login, logout, get player info, share screen.



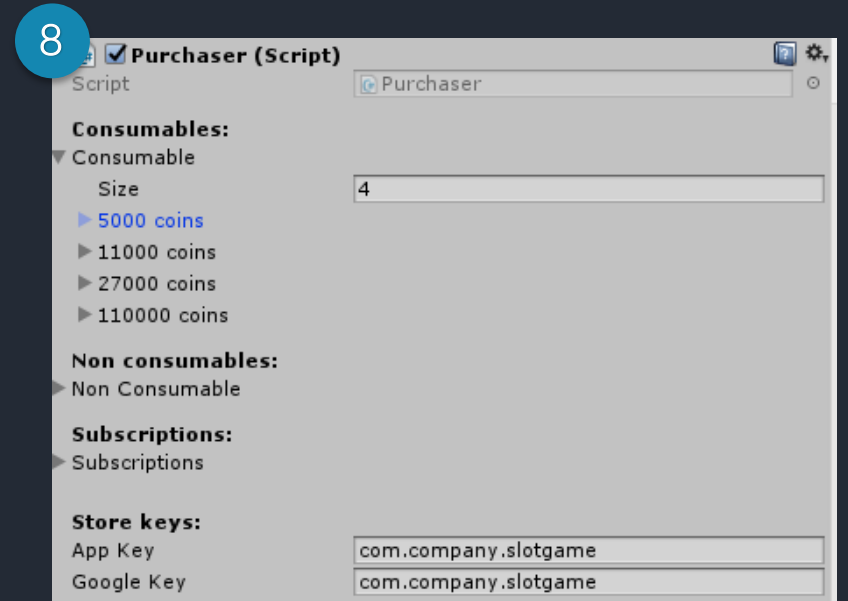
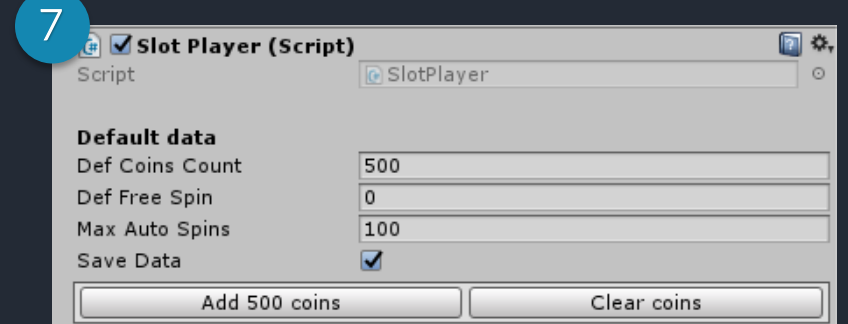
3. Scene object Purchaser. Contains data for the shop pop up.
4. Scene object Player. Contains player data.



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...()`;



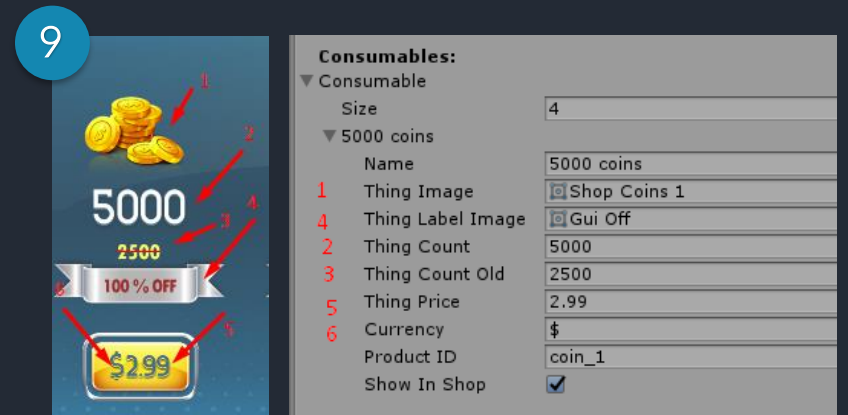
6. After login on Facebook, script is automatically fill next fields – playerId, player first name, player last name, player photo. You can access Facebook data using `FBHolder.Instance.playerID` or `FBHolder.Instance.playerFirstName`, etc.



7. Player Settings – contains default and current player data. Can save data on the disk. Buttons “Add 500 coins” and “Clear coins” used only for debug purposes.

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

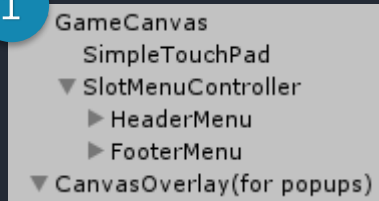
9. All settings for the goods in the shop. Look to the images to understand all fields.



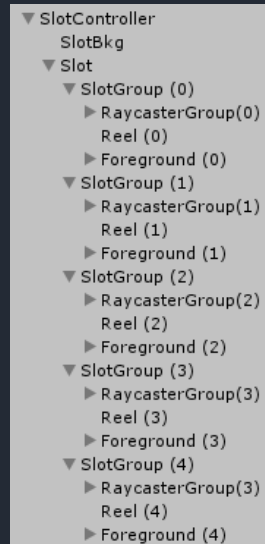


# Game scene scripts and settings

1



2

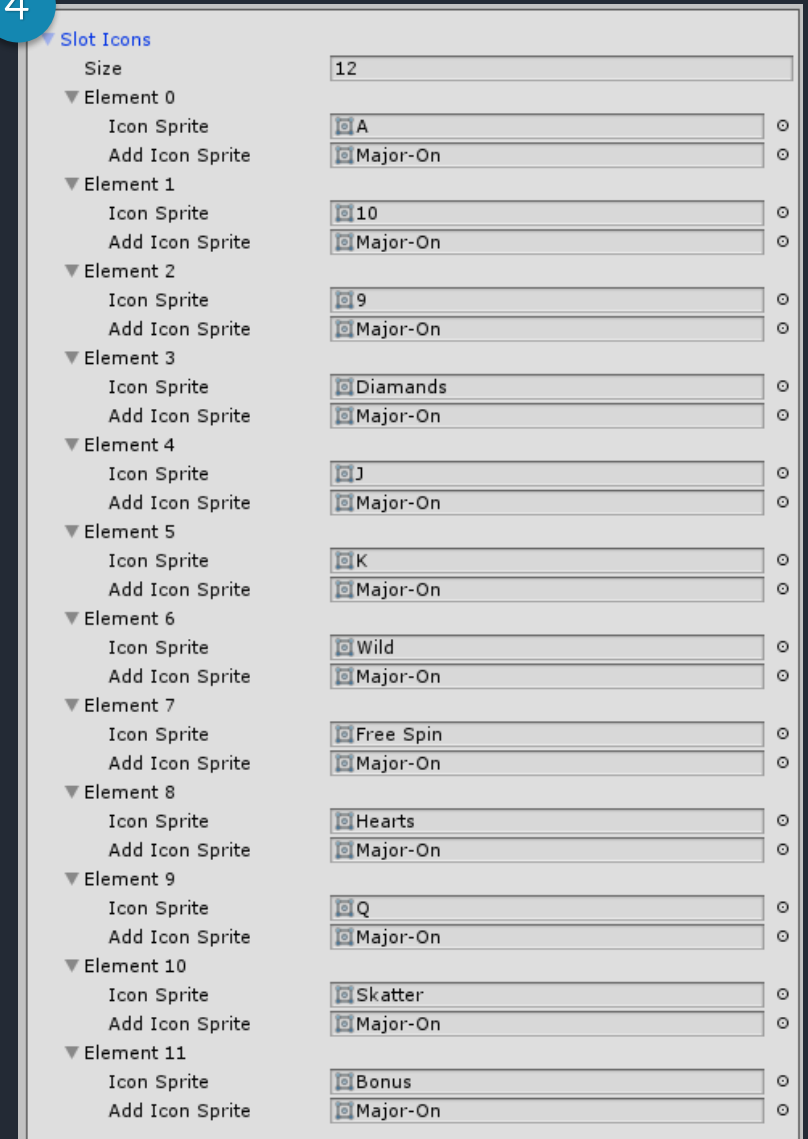


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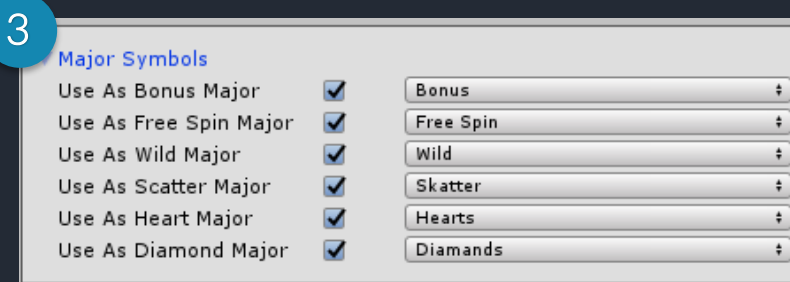
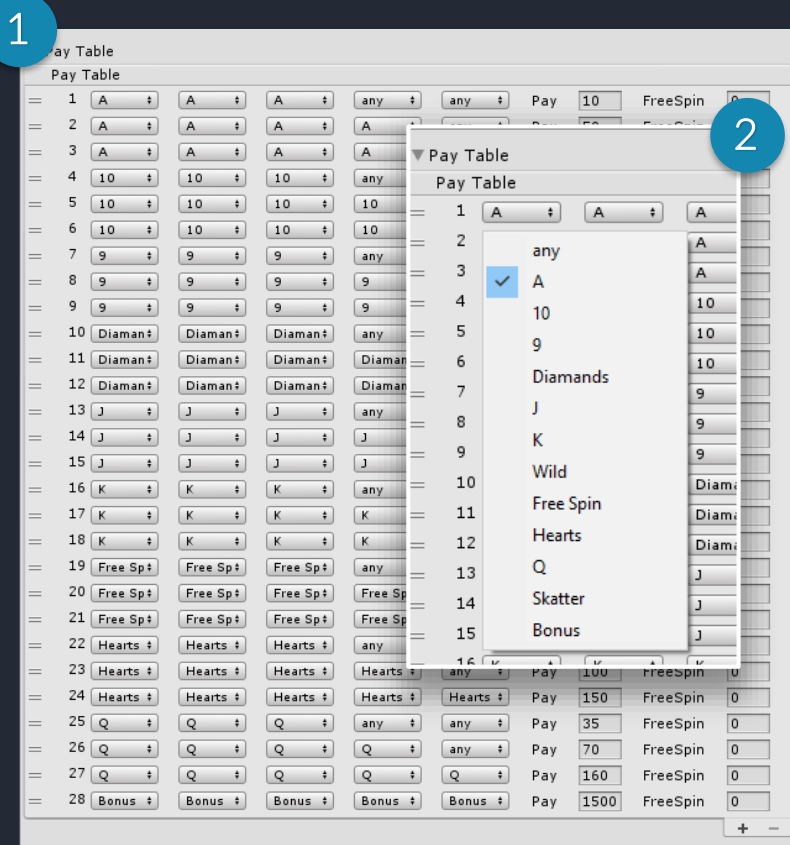
1. Scene object GameCanvas contains SlotMenuController object (SlotMenuController.cs) with HeaderMenu and FooterMenu. SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.
2. Scene object SlotController contains reels with symbols, foreground with mask, and raycasters : top, middle, bottom. From raycasters you can get reference for SlotSymbol.
3. SlotController settings.
4. Slot symbols icons. You can set any amount of symbols for your game. Main sprite for reel – IconSprite (A, 10, ...). Additional sprite – AddIconSprite (in this asset used for animation)

4





# Game scene scripts and settings



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 6 major symbols in the asset: wild, scatter, bonus, free spin, diamond, heart. Free spin, bonus, diamond and heart symbols rules are described in PayTable section.
4. You can read Majors 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 reel rotation in seconds.

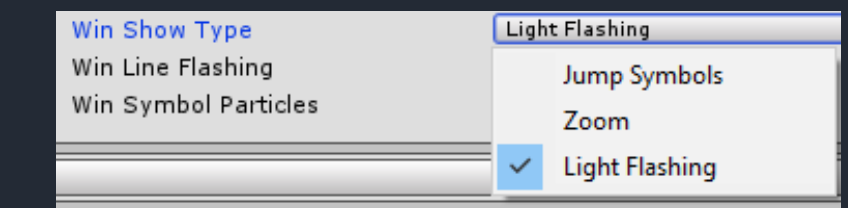
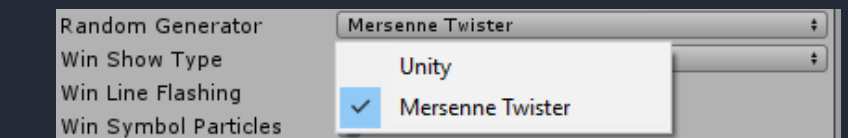
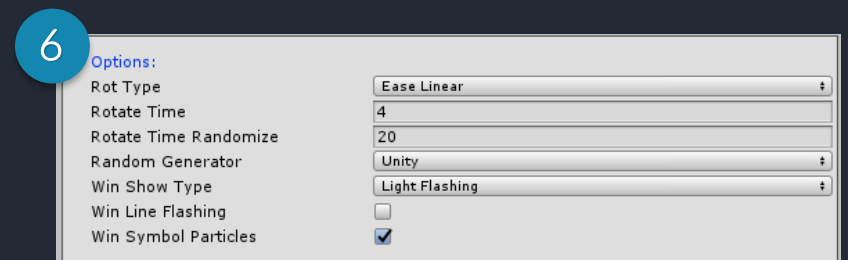
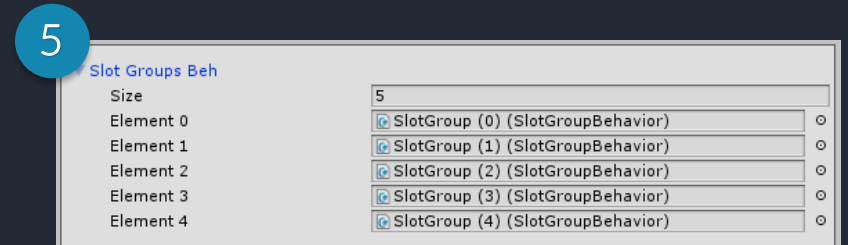
Rotation Time Randomize - % deviations of rotation time

Random Generator – choose Unity or MersenneTwister random number generator.

Win Line Flashing – show flashing winning line.

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

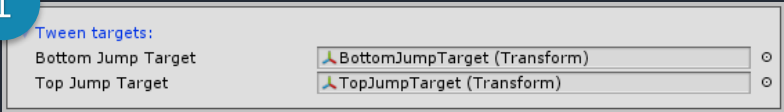
Win Show Type – jump winning symbols to tween targets, zoom winning symbols, flashing winning symbols.





# Game scene scripts and settings

1



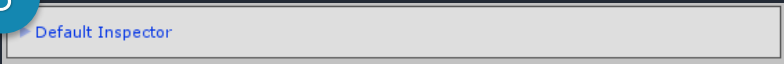
2

reel / icon	A	10	9	Diamonds	J	K	Wild	Free Spin	Hearts	Q	Skatter	Bonus
reel #1	0.1666667	0.08333334	0.08333334	0.08333334	0.08333334	0.08333334	0	0.08333334	0.08333334	0.08333334	0.08333334	0.08333334
reel #2	0.06666667	0.06666667	0.06666667	0.06666667	0.06666667	0.13333333	0.06666667	0.13333333	0.13333333	0.06666667	0.06666667	0.06666667
reel #3	0.1428571	0.1428571	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857
reel #4	0.07142857	0.1428571	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857	0.07142857	0.1428571	0.07142857	0.07142857
reel #5	0.07142857	0.07142857	0.07142857	0	0.1428571	0.07142857	0.1428571	0.07142857	0.07142857	0.1428571	0.07142857	0.07142857

Paylines:	reel #1	reel #2	reel #3	reel #4	reel #5	Payout	Payout, %
Payline #1	A	A	A	any	any	10	0.158730
Payline #2	A	Wild	Wild	any	any	10	0.158730
Payline #3	A	A	Wild	any	any	10	0.079365
Payline #4	A	Wild	A	any	any	10	0.017460
Payline #5	A	A	A	A	any	50	0.011338
Payline #6	A	Wild	Wild	Wild	any	50	0.011338
Payline #7	A	A	Wild	Wild	any	50	0.005669
Payline #8	A	Wild	A	Wild	any	50	0.022676
Payline #9	A	Wild	Wild	A	any	50	0.011338
Payline #10	A	A	A	Wild	any	50	0.011338
Payline #11	A	A	Wild	A	any	50	0.005669
Payline #12	A	Wild	A	A	any	50	0.022676

3



1. Tween targets – transforms for winning symbols jumping.

2. Button calculate – calculates win probabilities and show them in separate window.

3. Default inspector – show raw script data.

4. Scene object SlotGroups – 5 slot groups for 5 reel game:

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

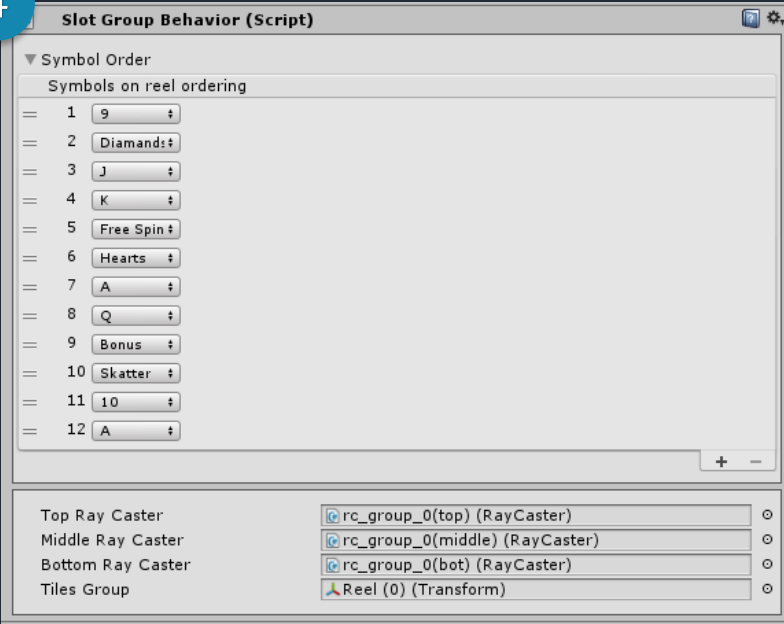
- Symbol Order – you can add/remove symbols to the reel here using +/- buttons and drag lines to change the order;

- RayCaster – reel raycasters from RayCasterGroup;

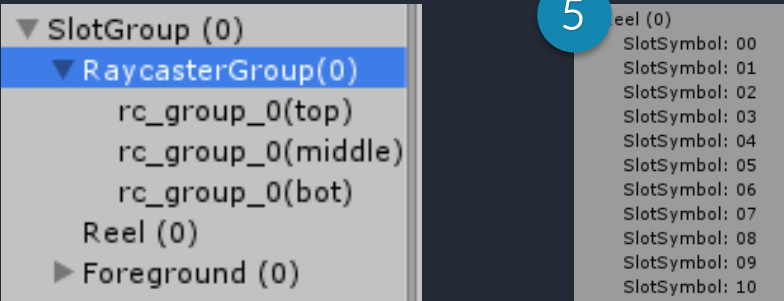
- Tiles Group – reel transform, parent for all SlotSymbols.

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

4



5





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# Thanks!

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