

HyperSpeedCube

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

Contact

Questions, suggestions, help needed?

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Description/Features

HyperSpeedCube is a fast pace game that will pushes the boundaries of your speed and reaction.

- Unique fast paced game!
- 7 Awesome Levels!
- Native share feature!
- Unity Ads!
- Over 1,500 Icons!
- ShockWave screen effect!

Terms of Use

You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

please do not re-distribute.

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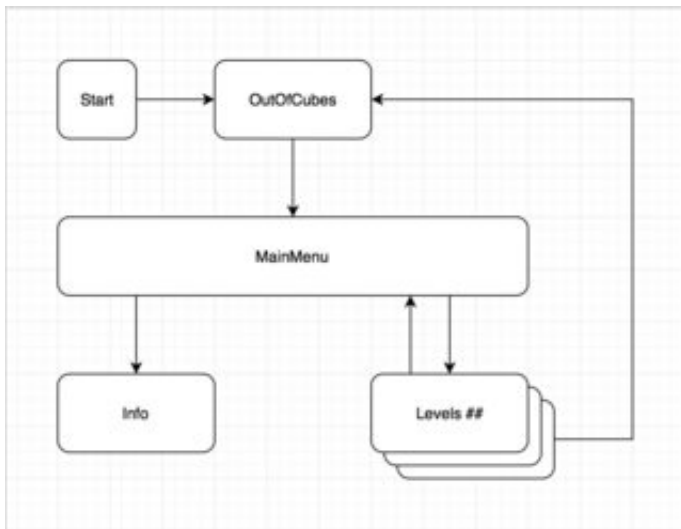
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GameFlow



Start

While starting the app the user will first load the OutOfCubes Scene.

OutOfCubes

The User will exit this scene when:

They have more than 0 Lives(Cubes)

or They have watched an Ad (thus increasing Lives/Cubes) or They have waited 10 minues (thus increasing Lives/Cubes)

MainMenu

This scene allows the user to pick levels, or change settings.

Info

This scene displays information about the Game. (Please keep my name here).

Levels

These are the Levels Exiting a Level will take the user back to the MainMenu. Running out of Lives will force the player to go to the OutOfCubes Scene.

Systems/Effects

Lives

Lives are stored as an Int in PlayerPrefs. When the user runs out of lives they will be forced to go to the OutOfCubes Scene. There they must watch an Ad or wait to gain more Lives/Cubes.

PageR This is used in the MainMenu Scene.

For more Info read ~Assets/HyperSpeedCube/PageR/README.pdf

Audio (Music/Sound)

MusicManager and SoundManager are two Objects that are never destroyed. They are used to play Music or a Sound without the need for each object to have it's own AudioSource Component, and this allows us to play sounds while the scene is switching. Read MusicManager.cs and SoundManager.cs for more info.

SceneSwitchAnimator

This GameObject will allow us to have a nice scene animation while changing scenes.

Native Sharing

This is an OpenSourced asset that can be found at...

<https://github.com/ChrisMaire/unity-native-sharing>

Level Creation/IntersectionEditor

The following are the steps for creating a new Level.

1. Make a copy of "Level00_Template" and rename it as needed.
2. Open the new Scene.
3. Disable all objects except for "GridObjects" and it's child objects.
4. Use the Scene View to select objects and intersectionType to whatever you want.
 - Make sure there is at least 1 Point/Gem.
5. Enable the objects (see step 3)
6. Move the player object to a good Spot
 - Make sure they are aligned with the Objects
 - Change the initDirection (of the player), if needed

7. Save the Scene.
8. Change the MainMenu so that the user can access the new Level.

Scripts

Below is a list of the scripts that make this game work, along with a brief description of what they do.

~Assets/HyperSpeedCube/Scripts/

AnimateGroundMaterial.cs

Used to animate the GroundMaterial.

CameraFollow.cs

Moves the camera to follow the player, during the LevelScenes

CountDown.cs

Performs a countdown before the game starts, and when the player resumes game after pausing

ControlButtons.cs

This script matches a down press on a button to the player's action

CreateGrid.cs

An editor only script that easily creates a grid of objects

DontDestroy.cs

This script will allow an object to live on after scene transition.

GameManager.cs

This script manages game states during a LevelScene. GameManagerStates (GMStates) include INTRO, PLAYING, PAUSE, WIN, GAMEOVER.

GoToScene.cs

This Script can be assigned to buttons to Switch Scenes.

LRButtons.cs

Used to flip the pages Left and Right

IntersectionEditor.cs

This script will allow you to easily edit each intersection in the level. Change from Null, Point, Death, or Bounce.

ObjectPool.cs

A pool of objects that can be reused.

MusicManager.cs

This script is used to manage the music.

OutOfLives.cs

This Script controls most of what happens in the OutOfCube/OutOfLives Scene

perimeterDetect.cs

Detects where Points/Gems are surrounded by RedObjects(Death) in a square pattern and removes them.

Player.cs

A State Machine that controls the player. more about state machines:

<https://unity3d.com/learn/tutorials/topics/scripting/using-interfaces-make-state-machine-ai>

PlayerPrefsBool.cs

Contains methods for storing bools in the PlayerPrefs. Note: stores 0 and 1 as int, but converts it to a bool on return

PlayerPrefsColor.cs

This Script adds color saving functions to PlayerPrefs

PlayerRenderer.cs

Renders the player in multiple locations, for seamless looping

PlaySound.cs

This script is used to play a sound

PlayerShadow.cs

Controls the Player's Shadow

Points.cs

Manages the points.

PoolManager.cs

This script manages pools of objects Spawning and Recycling.

ReColor_Level.cs

Sets the Color for the Level when it starts. The Colors are based on the colors on the MainMenu.

ReColor_MainMenu.cs

Updates the Colors on the MainMenu, and sets the colors for the Levels.

SetMenuTxt.cs

Sets the Text in the Menu.

SceneMusic.cs

Changes the music track on Start

SetUp.cs

Creates GameObjects on Awake...but don't create them if they exists.

ShareButton.cs

Used to Share this app

SoundManager.cs

This script is used to manage the Sounds.

ShowLives.cs

Show number of Lives in the top right corner of the MainMenu

Timer.cs

Timer used during play

VolumeSwitch.cs

This Script can be assigned to a toggle to control Music or Sound

WinFlag.cs

Shows if you win the level.

~Assets/HyperSpeedCube/SceneSwitchAnimator/Scripts/###**SceneSwitchAnimator.cs**

This script manages the animation before and after the scene switches.

~Assets/HyperSpeedCube/ShockWave/Scripts/###**ShockWave.cs**

Creates and Manages the ShockWave