-Instruction-

Aqua Slot Full Game Asset

What Included

Graphic

Editable PSD and PNG

- Premade Game Screen in PSD and PNG.
- 4 Game Backgrounds in PNG, 2732 X 2048.
- 16 Colorful symbols for reals in PSD and PNG.
- 12 PSD Pop Ups like About, Deal, Help, Pay Table, Minor Symbols, Major Symbols, Special Symbols, Coin Shop, Settings and Message, Level Up, Big Win.
- 60 vector icons for the buttons and design in PSD and PNG.
- More then 20 GUI elements in PSD and PNG.
- Premade Lobby Screen in PSD and PNG. 2732 X 2048.
- Premade Preloader Screen in PSD, 2732 X 2048.

All PSD files are 100% editable.

Font

Not Included

Arista Regular   Link

Code

Ready game

Aqua Slot Full Game Asset is a new powerful Slot game with premade Game Screen, Lobby, Pop Ups in casual, marine, underwater, 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 reels game, 3 reels 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
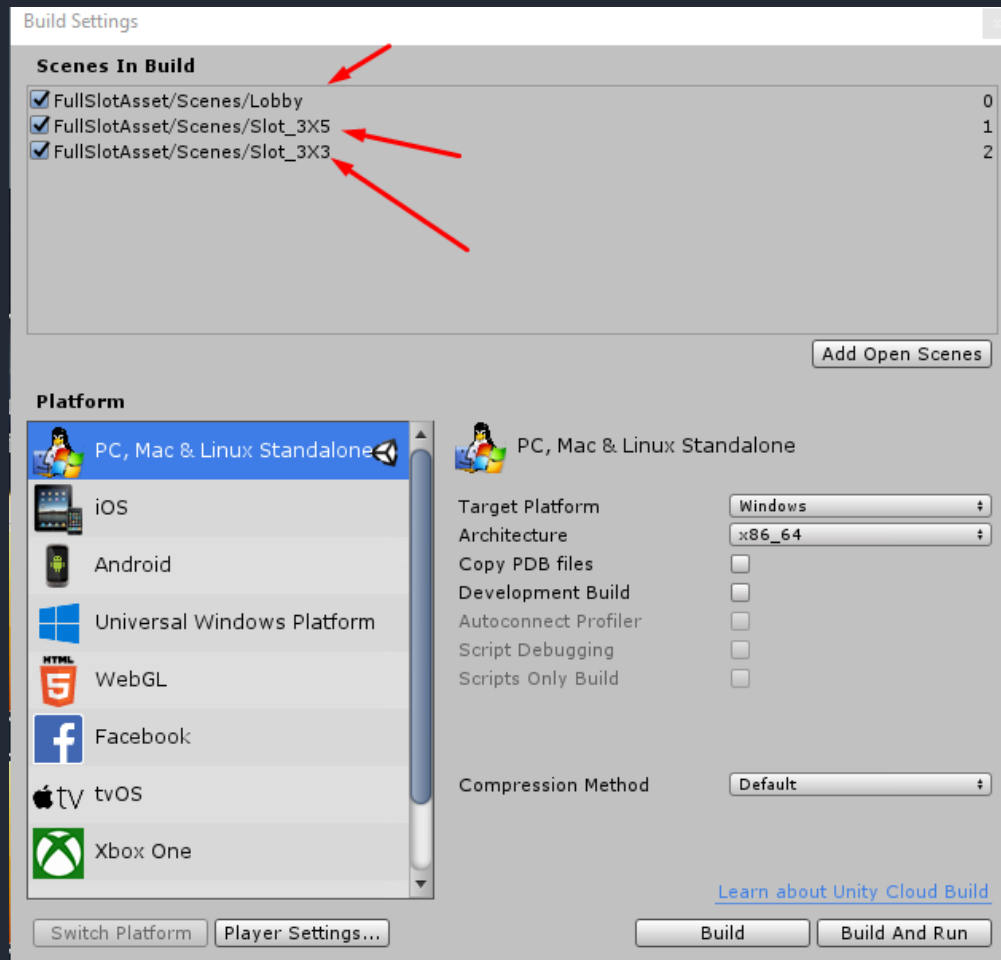
1. Create new project

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)
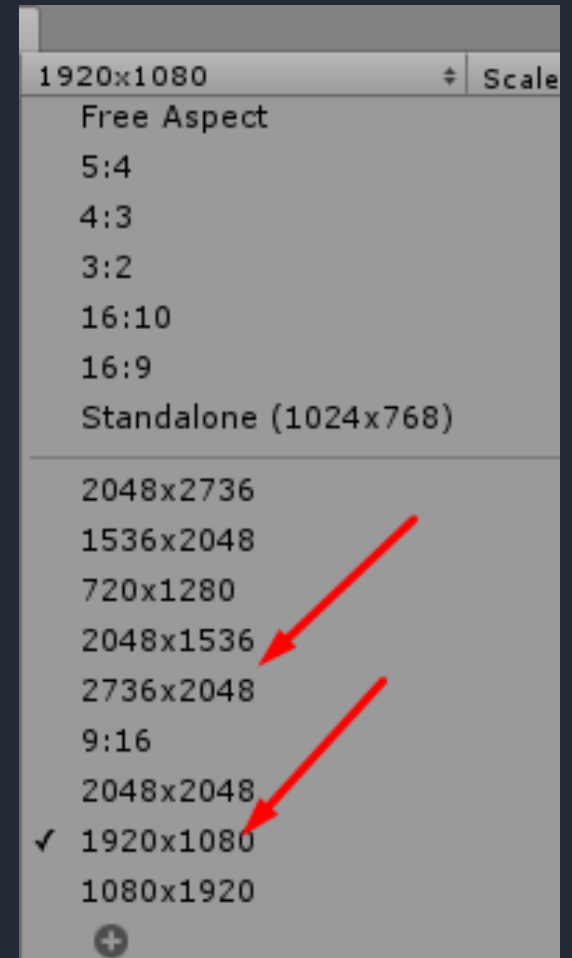
Scenes Description

1. Scene loading buttons (Slot 3x5, Slot 3x3, other - free buttons for additional games
2. Clickable slider
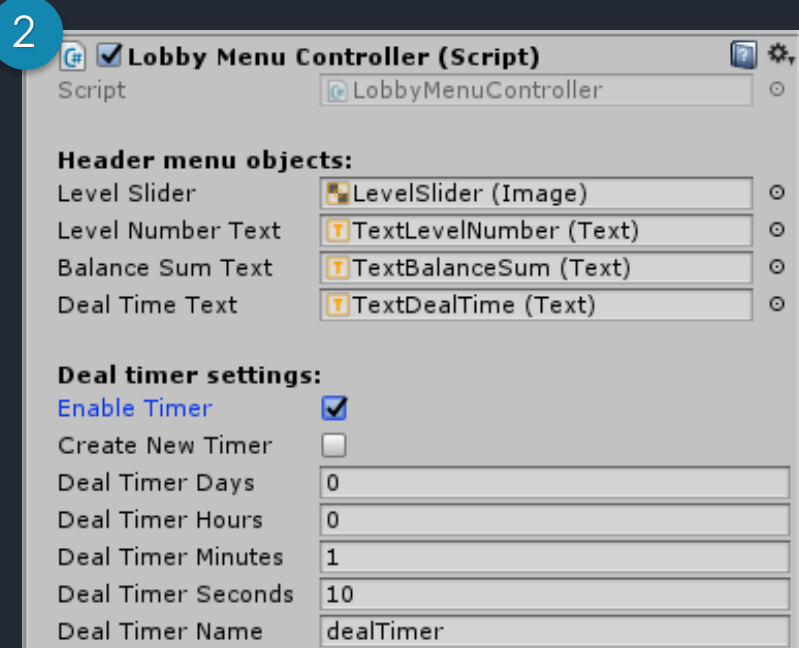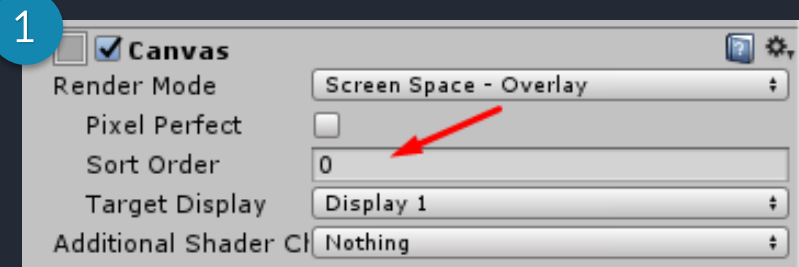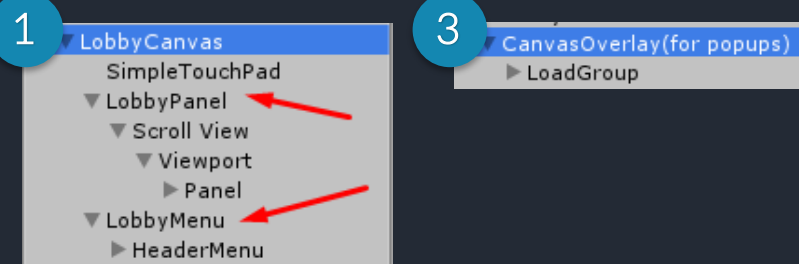3. Deal button with timer (open big deal window)
4. Text field with player balance
5. Shop button

6. Slider with player progress
7. Game Settings button (music and sound on/off, Facebook connect, Rate Us, About)
8. Lobby scene button
9. Game info button (pay table, line, symbol description)

10. Increase/decrease lines count buttons
11. Increase/decrease line bet buttons
12. Info input field
13. Max bet button (set all lines and max line bet)
14. Spin and Auto spin button
15. Total Bet Field
16. Lines On/Off Buttons

Coins Shop

10% off!

Hot!

Best!

100
~~100~~
$1,99

1 000
~~1000~~
$4,99

5 000
~~5000~~
$9,99

20 000
~~20 000~~
$19,99

Settings

On

Off

Connect
get +100

Rate Us

About

About

AQUA SLOT

Developed by Master Key

Need Help?

Support

Get new version

Your Progress, Balance will all be saved

Install

Minor Symbols

9	5X - 40	10	5X - 70	J	5X - 100
	4X - 8		4X - 25		4X - 50
	3X - 4		3X - 8		3X - 10

Q	5X - 125	K	5X - 250	A	5X - 300
	4X - 75		4X - 100		4X - 125
	3X - 12		3X - 15		3X - 20

Big Deal

∞ 12h
5000

10 000

Buy Now

Ends in 3d, 11h, 30m

LEVEL UP

24

Level Up Reward
5 000

Collect

BIG WIN

Your win
100 000

Collect

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
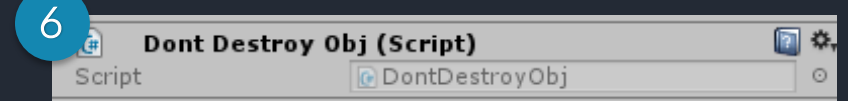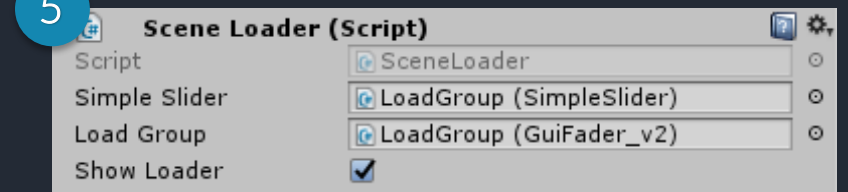
Lobby scene scripts and settings
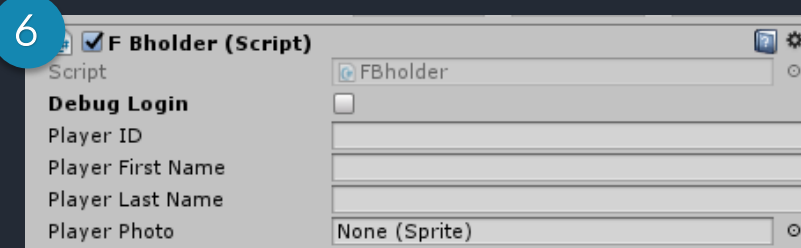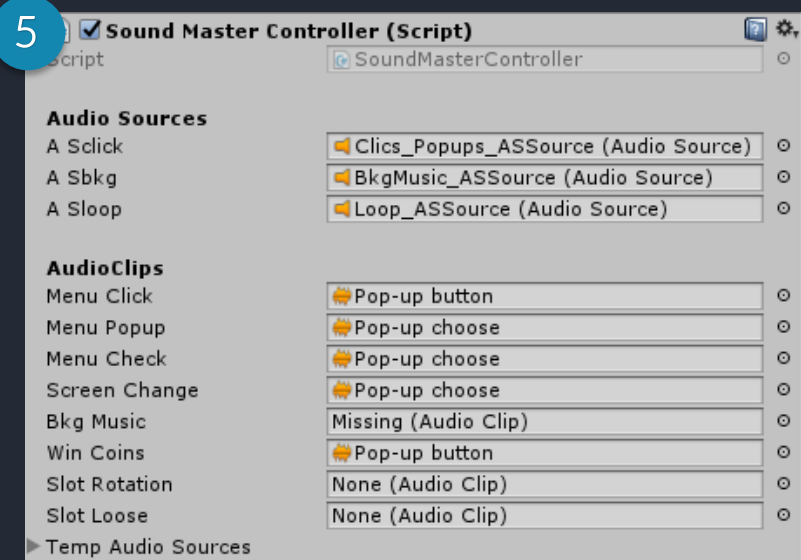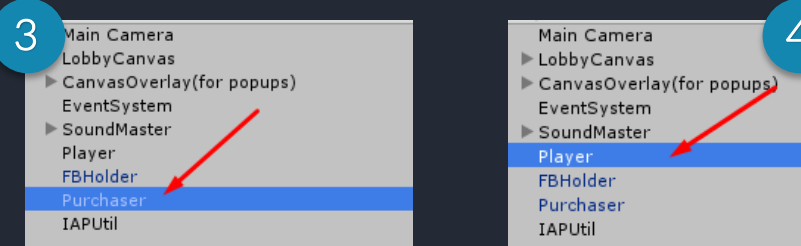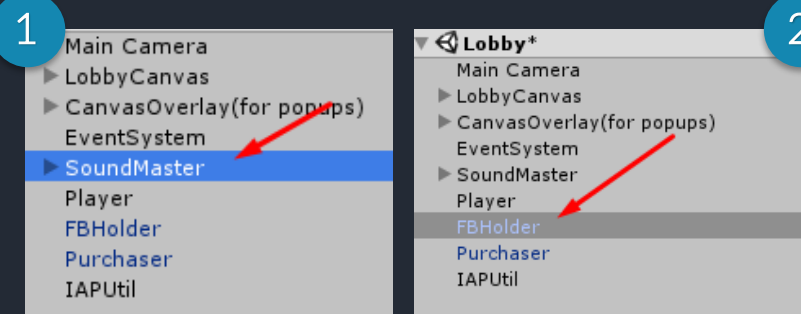
1. Scene object SoundMaster – object that controls game sounds.

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 default 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. MinBigWinCoins field – set minimal win for Big Win Pop Up.

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.
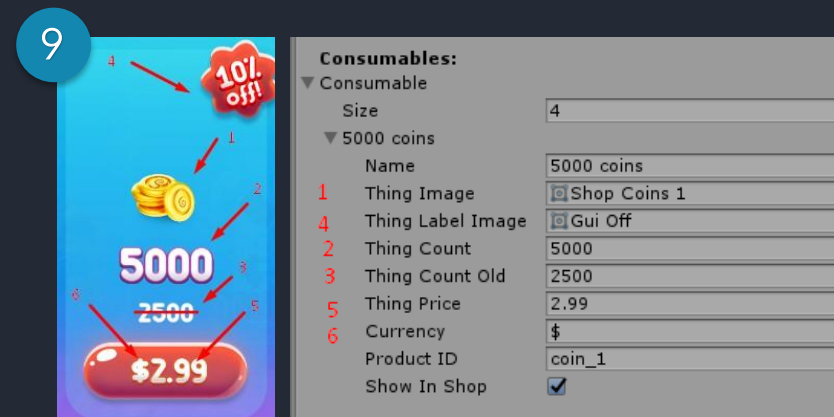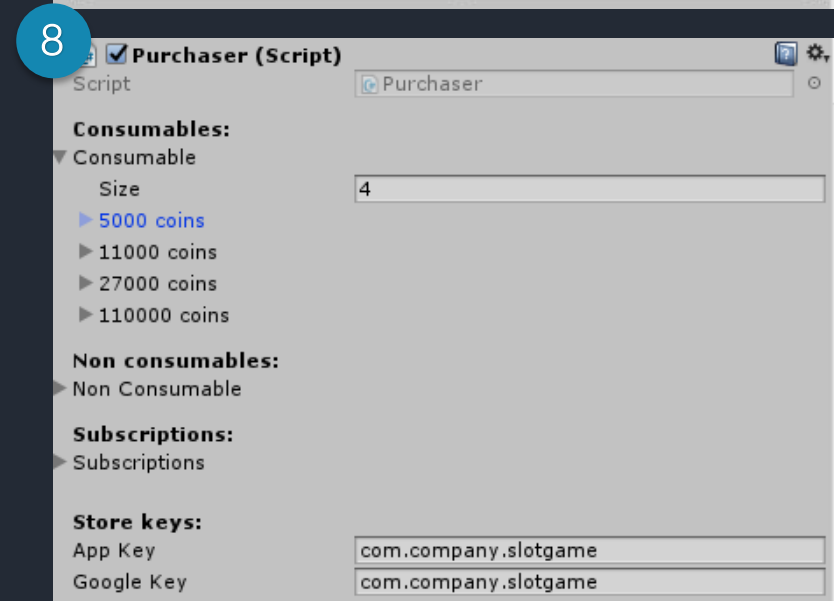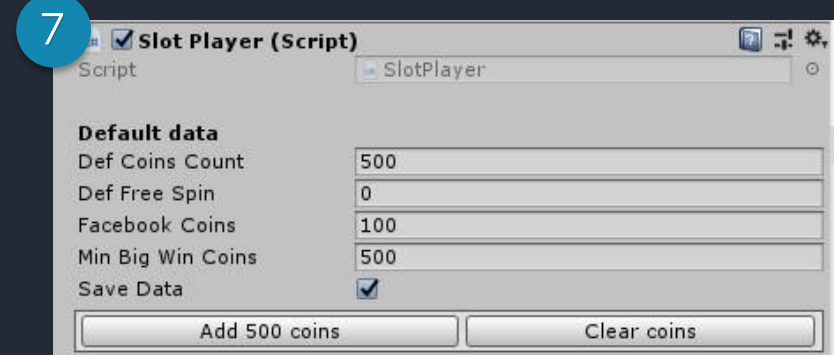
Game scene scripts and settings
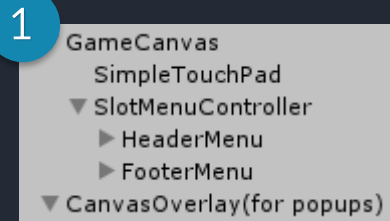
1. Scene object GameCanvas contains SlotMenuController object (SlotMenuController.cs) with HeaderMenu and FooterMenu. SimpleTouchPad – touch input helper for touch devices. CanvasOverlay used for pop ups.

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)
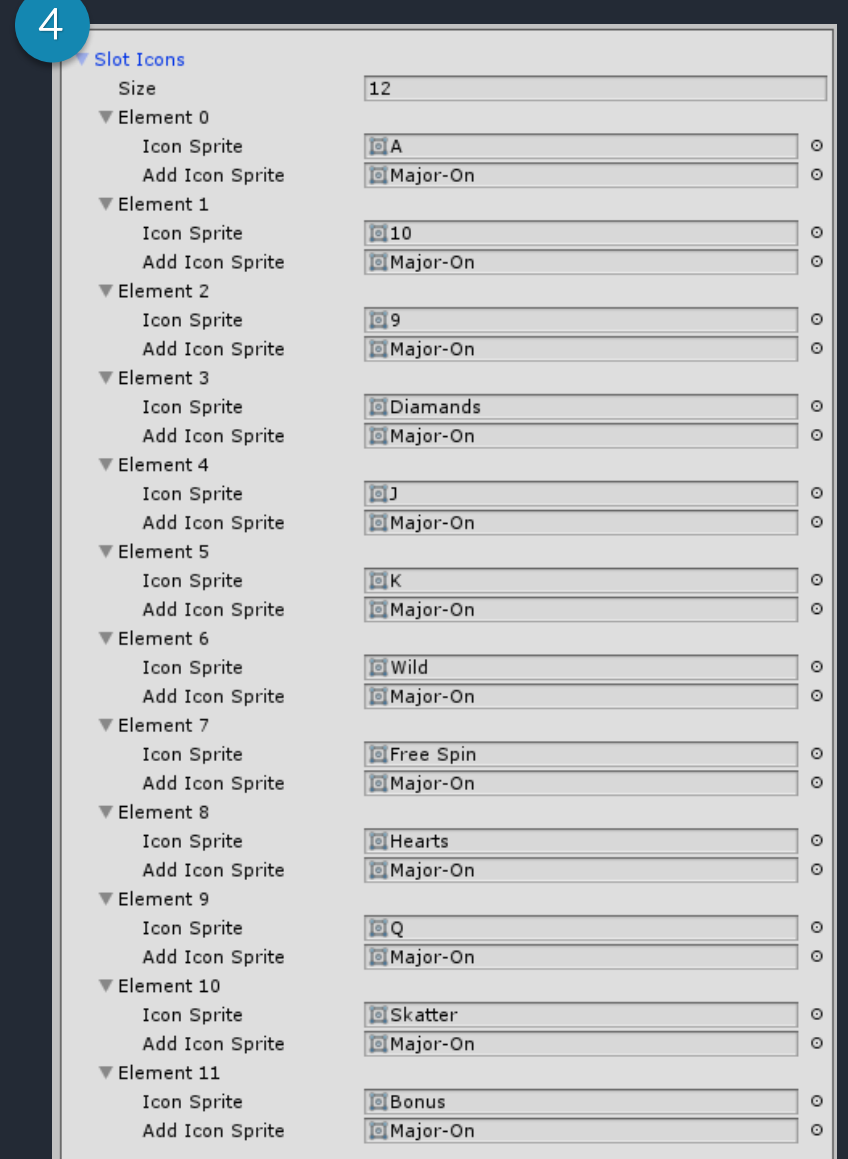
Game scene scripts and settings

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 in info Pop Up.
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 real 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.

Select All Lines – set for check all lines at start.

Blur Symbols – on blur effect on rotation.

Game scene scripts and settings

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:

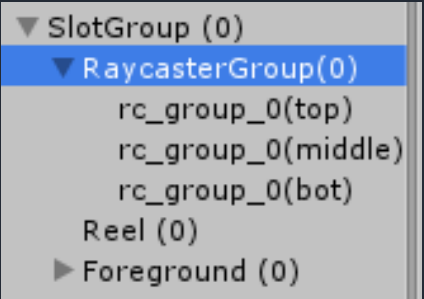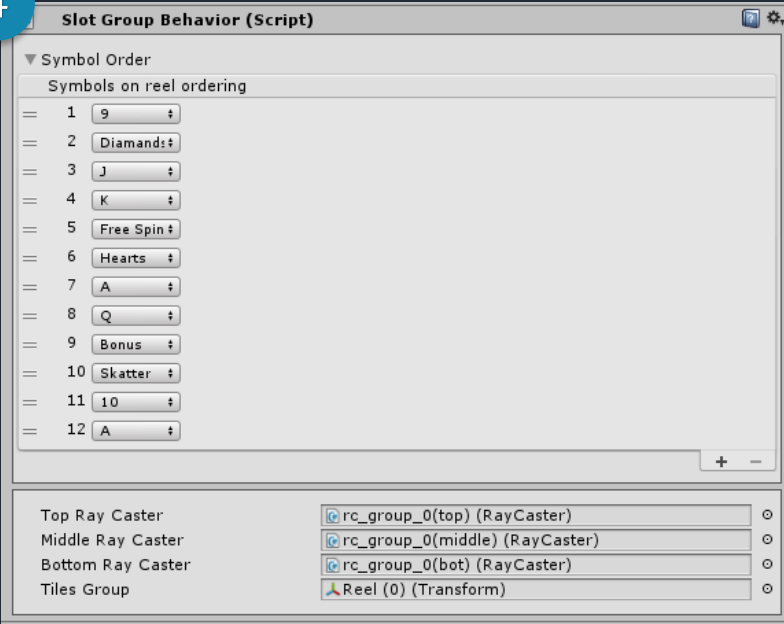   - SlotGroup settings (in this case we have SlotGroup (0)) (SlotGroupBeh.cs);

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

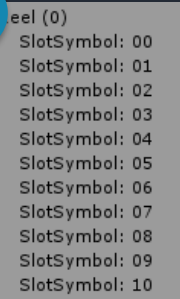   - RayCaster – reel raycasters from RayCasterGroup;

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

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

Thanks!
Master Key Company

Create you project for the moment!

Please rate our item, if you like it!

★★★★★

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