

# Color Spin – Documentation

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**Description :** Color Spin is a very simple, addictive and fun game which requires reflexes and concentration. This is almost a ready publish game and can be submitted to appstore/playstore without almost no changes. You can always add additional functionalities anytime like ads, sharing etc.

This documentation will cover below topic basically, if you have still doubts about anything, feel free to contact us any time and we'll guarantee you to reply back within 24 working hours. Our contact detail is mentioned on asset-store page as well at the bottom of this documentation.

**The topics we are covering in this documentation are :**

- ➔ **Basic setup**
- ➔ **Project customization.**

## ◆ **BASIC SETUP :**

- ✓ This asset with made with considering used by non programmer to expert programmer. So almost everything is ready setup and no programming skill is required to use this asset at all. If you are programmer then its great idea to extent its limit even further. :)
- ✓ Once you purchase and download asset. Follow below steps to import this asset in unity project.
- ✓ Create new project.
- ✓ Import block colorspin unity package in the project. Please follow [this](#) guideline to learn about importing asset package in unity project.
- ✓ Now you're good to start setting up things and customizing it.
- ✓ **Third Party /Unity Assets Requirement :**
  - **This templates require DOTween Unity Asset, You can download for free from unity asset-store. Please click [this](#) link to download it.**
  - **\*\* In Case you get any errors related to DOTween After Importing Asset, please Goto Tools → Demigiant → DoTween Utility Panel → Setup DoTween... This should fix errors.**
- ✓ Once this settings is done, you need to customize rewards for each IAP. Please find **PurchaseRewardsManager.cs** and open it. You can set rewards for each SKU within this script.

## ◆ **PROJECT CUSTOMIZATION :**

- ✓ Once project setup is done, its time to customize project and apply own modifications. Below is details about all the elements about the customization.

- ✓ **Game Play Customization** : Gameplay is fully flexible and dynamic. You can easily modify each element as per requirement. Simply Drag GamePlay Prefab in any canvas of hierarchy view and look into Inspector. GamePlay have main 3 script component.
  - **UIController** : Controls the basic UI and navigation of all screens. All the prefabs are assigned to this component.
  - **GamePlay** : This script holds core logic of game and you can set gameplay. Please don't forget to Apply Changes before deleting prefab from hierarchy.
  - **SpinningArrow** : This scripts handles user input during gameplay and controls the spinning logic and detection of success & failure.
- ◆ **AD NETWORK INTEGRATION AND MONETIZATION** : Its very important to monetize app to generate revenue. For this, we supports free AD Network integration for Unity Ads and Ad Mob. Simply contact us with your purchase receipt and we'll guide you to integrate Ad Network for Interstitial and video ads. Our Contact details is mentioned at the end of this document and also on the asset store page.
- ◆ **In case you need any support related to Share Content, IAP Integration, AD Network Integration then please do contact us and we'll definitely help you. We are available 24 X 7 for support and in most cases query will be resolved within 24 working hours.**
- ◆ **THIRD PARTY ASSET** : We are using Do Tween Library for the tween animation. We are thankful to [Demigiant](#) for the wonderful asset.

PLEASE HELP US IMPROVING THE ASSET-STORE EXPERIENCE BY PROVIDING YOUR FEEDBACK ABOUT THIS ASSET AND DOCUMENTATION. WE ARE EAGER TO SEE YOUR FEEDBACK. PLEASE CONTACT US ANY TIME FOR ANY BUG, SUGGESTION, FEATURE OR ANY GAME DEVELOPEMENT RELATED REQUIREMENT.

Contact : [support@hyperbytestudios.com](mailto:support@hyperbytestudios.com)

Website : <http://www.hyperbytestudios.com>

THANKS

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