Brick Breaker
CartoonBricks

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USER DEVELOPMENT MANUAL v1.0.0
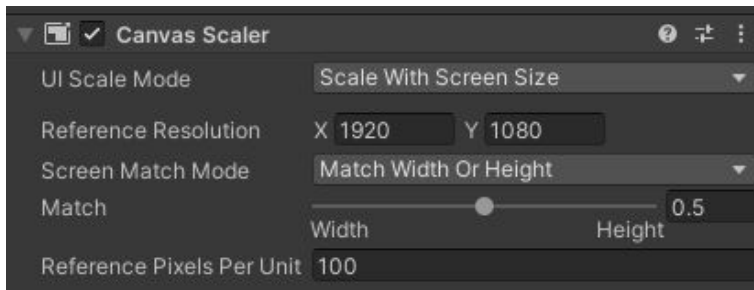
1. Package description

- Create a new project
- Import the Bricks Breaker package into you project.
- Drag the package's StreamingAssets folder to the Asset folder.
- TousetheIOSHapticfunction,youmustpurchaseandusetheAssetPackage from the link below.
- https://assetstore.unity.com/packages/tools/integration/ios-haptic-feedback-73225
- Move the StreamingAssets folder in the asset to the bottom of the asset

2. Basic Setup

2.1. GameView 해상도 설정
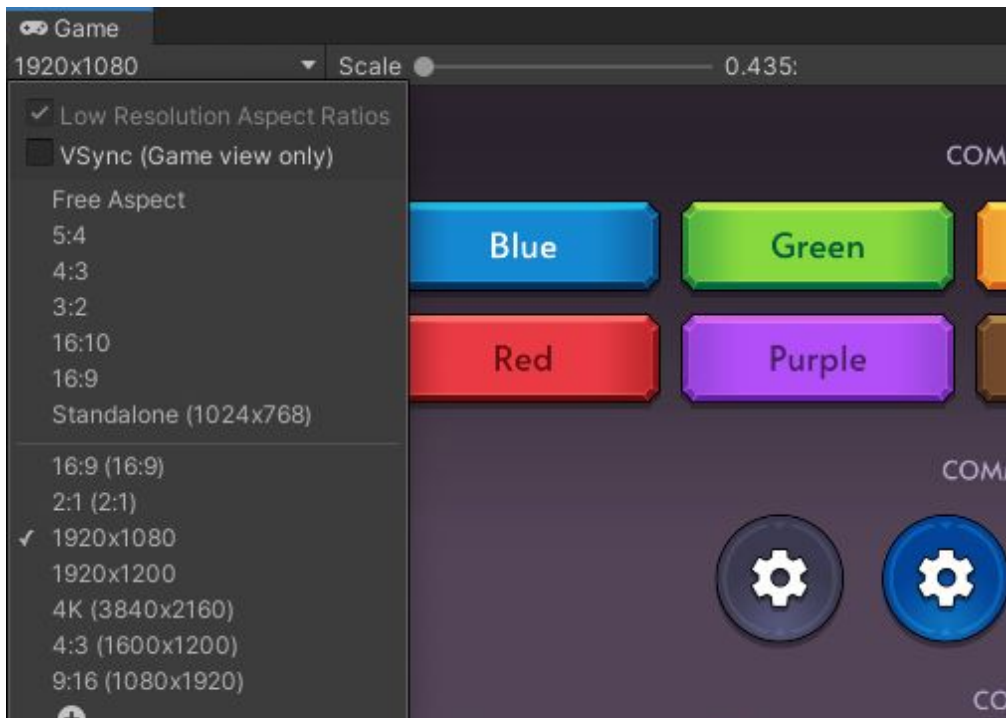
2.2. Canvas Scaler Settings

3. Importing Pakage

- **JSON .NET For Unity**

  Required for ranking data parsing.

  https://assetstore.unity.com/packages/tools/input-management/json-net-for-unity-11347

- **DOTween**

  Required for all interaction animations in the package.

  https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676

- **spine-unity Unity 3.6 package**

  Required for playing graphic animation in the package.
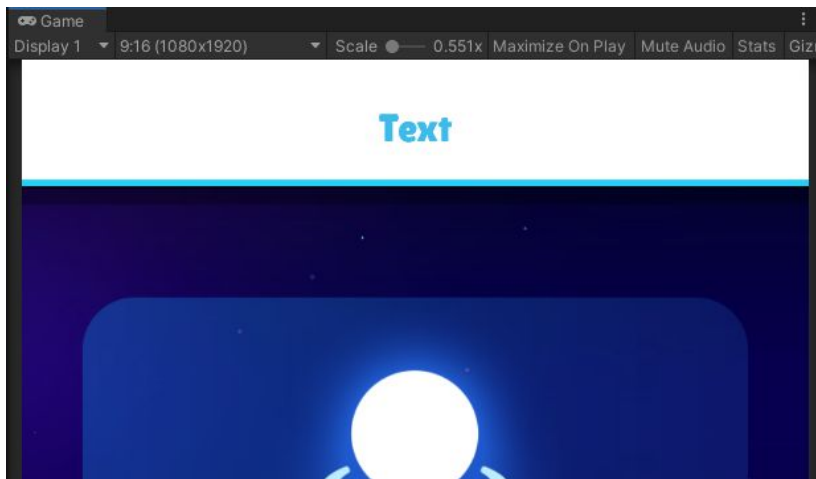
  (Combo, text effect effects, etc.)

  https://esotericsoftware.com/files/runtimes/unity/spine-unity-3_6-2019-05-13.unitypackage

4. Funcion

● **Floating top toast pop-up**

```
public void TestToast()
{
    PlayManager.Instance.commonUI.SetToast( info: "Text");
    PlayManager.Instance.commonUI.SetToast( info: "Text",  time: 1.5f);
}
```
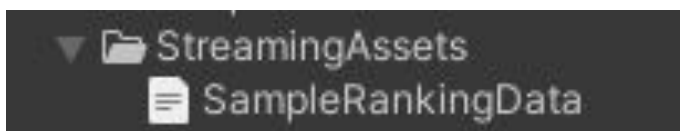
4. Funcion

- **If you put the ranking data in the StreamingAssets folder as json, you can display it in the ranking.**

- **PanelRanking.cs Check the file**


```csharp
// Frequently called  1 usage  ... More
IEnumerator GeteDataCo()
{
    yield return StartCoroutine( routine: GetRankingDataCo());
    isRankingDataLoad = true;
}

//Retrieve the RankingRankingData.json ranking data in the StreamingAssets folder and put it in the rankingDatas list.
// Frequently called  1 usage
IEnumerator GetRankingDataCo()
{
    string path = streamingPath + "/SampleRankingData.json";
    string jsonString;
    if (path.Contains("://") || path.Contains(":///"))
    {
        UnityWebRequest www = UnityWebRequest.Get(path);
        yield return www.SendWebRequest();
        jsonString = www.downloadHandler.text;
    }
    else
    {
        jsonString = File.ReadAllText(path);
    }

    rankingDatas = JsonConvert.DeserializeObject<List<RankingData>>(jsonString);
}
```