

lòÓneyBITS

Game_Core (internal package)

10/29/2014

Update 06/06/2015 Loading screen updated, stats data updated.

Update 07/27/2015 New functionality, scenes and look&Feel added.

Is a production of lòÓneyBITS

<http://www.looneybits.com>

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1. Game Core

1.1.Summary

This is a useful package with all basic stuff to build a basic videogame. This complete project will help you develop other games faster. Code is fully commented.

1.2.Document tree

The project has the following folders:

- Physics Materials: This folder contains the material of balls/coins.
- Fonts: This folder contains the fonts of game.
- Music: Here is the sound effects and music.
- Prefabs: This folder contains the objectsGame(UI elements...) of game.
- test_scenes: This folder contains the test scenes of the package.
- Scripts: This folder contains the C# scripts of the game.
- Sprites: This folder contains the sprites .
- Src: This folder contains SVG files.
- Plugins: This folder contains plugins.
- Doc: This folder contains project documentation. **Don't unzip doxfile_readme.zip in the asset(unity project) folder because contains JavaScript files.**

1.3. Layers

The assets are distributed in several layers listed below:

- Foreground
- Background
- default

1.4. M.V.C

The project is programmed with the MVC (Model-View-Controller) architectural pattern. It divides a given software application into three interconnected parts, so as to separate internal representations of information from the ways that information is presented to or accepted from the user.

- **Model:** notifies its associated views and controllers when there has been a change in its state. This notification allows the views to produce updated output, and the controllers to change the available set of commands.
- **View:** Requests information from the model that it uses to generate an output representation to the user.
- **Controller(Behavior):** can send commands to the model to update the model's state. It can also send commands to its associated view to change the view's presentation of the model

1.5.Literature

<http://forum.unity3d.com/threads/is-it-really-that-hard-to-share-a-simple-score-on-facebook-and-twitter-natively.231390/> (learn about social buttons Trilusion member comment. Thanks)

<https://www.assetstore.unity3d.com/en/#!/content/13866> (learn about boundary control. Thanks)

http://www.youtube.com/watch?v=N_U7GNchLZc (learn about collisions. Thanks)

<https://www.assetstore.unity3d.com/en/#!/content/11228> (learn about spawn system. Thanks)

<https://en.wikipedia.org/wiki/Model%E2%80%93view%E2%80%93controller> (Theoretical concepts. Thanks)

<http://forum.unity3d.com/threads/screen-shake-effect.22886/> (Screen Shake effect. Thanks)

http://www.tutorialspoint.com/design_pattern/filter_pattern.html (filter pattern for achievement system. Thanks)

<http://www.stack.nl/~dimitri/doxygen/manual/install.html> (Doc generator. Thanks)

