

Codeer studio

Tennis Mobile

Unity asset

Thank you for purchasing Tennis Mobile

General overview

Tennis mobile is a complete mobile tennis game template. The game consists of tournaments with a cup at the end of each tournament. Each tournament consists of 3 games, and in case the player loses, the tournament starts over. The match ends when either the player or the opponent scores 3 points. The player will then be sent to the 'dance' scene where an overview of the tournament is displayed. After winning a tournament, the player collects diamonds in the bonus scene to then spend those diamonds purchasing new player characters. By default, there's 200 opponents and 27 player characters in the resources folder, and I've included the scripts to easily generate more.

Scenes

The '**Game scene**' is the main scene including the stadium, player and opponent. All matches take place in the Game scene and it also acts as the main menu.

The '**Player shop**' can be used to unlock and select player characters. The start menu has a button (top-left) to open the character selection menu.

Players will be directed to the '**Bonus**' scene after winning a tournament. Here players can collect diamonds to spend in the player shop.

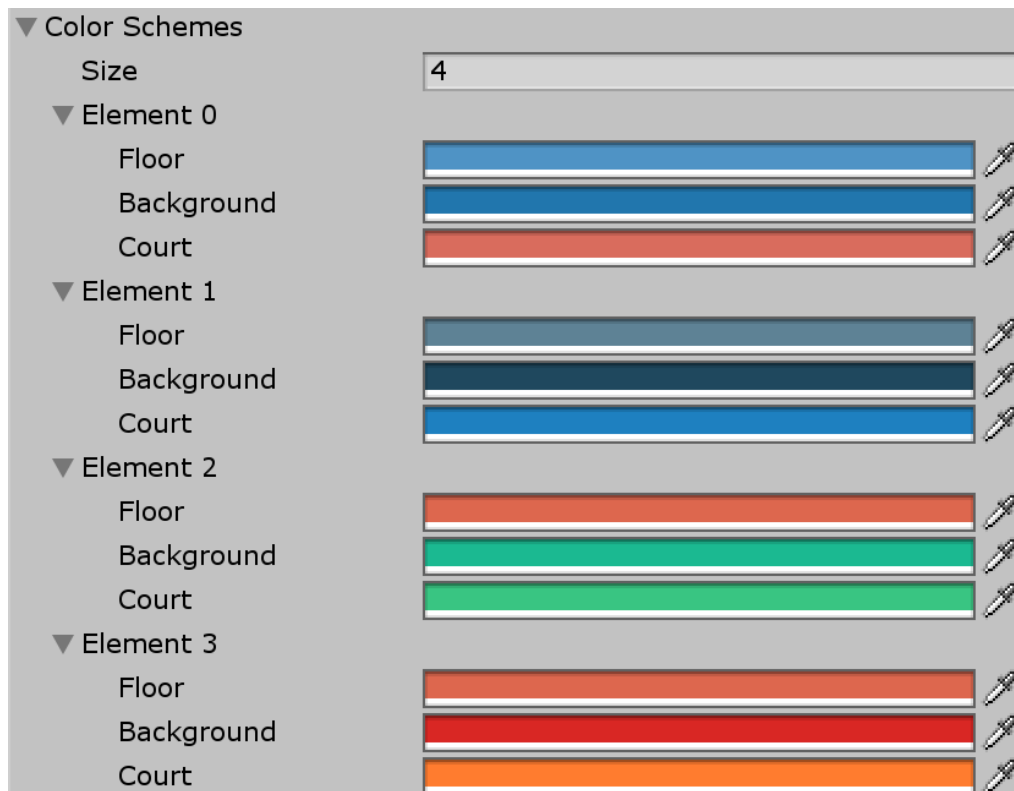
The '**Dance scene**' will be immediately opened after each match to show results and an overview of the tournament.

Game settings

The most important game settings can be accessed through the game manager inside the 'Game scene'.

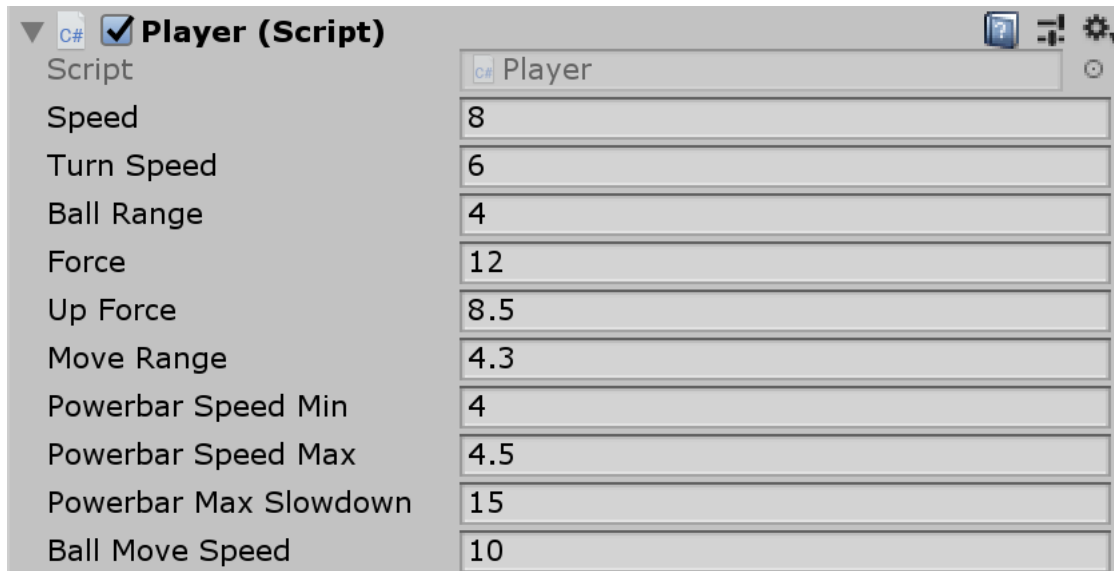
Use the '**Player serve only**' option to stop the opponent from serving the ball.

Add new color schemes using the 'Color schemes' list:



Player settings

To access player settings, please select the player via **Resources** -> **Character prefabs** and find these settings in the inspector:



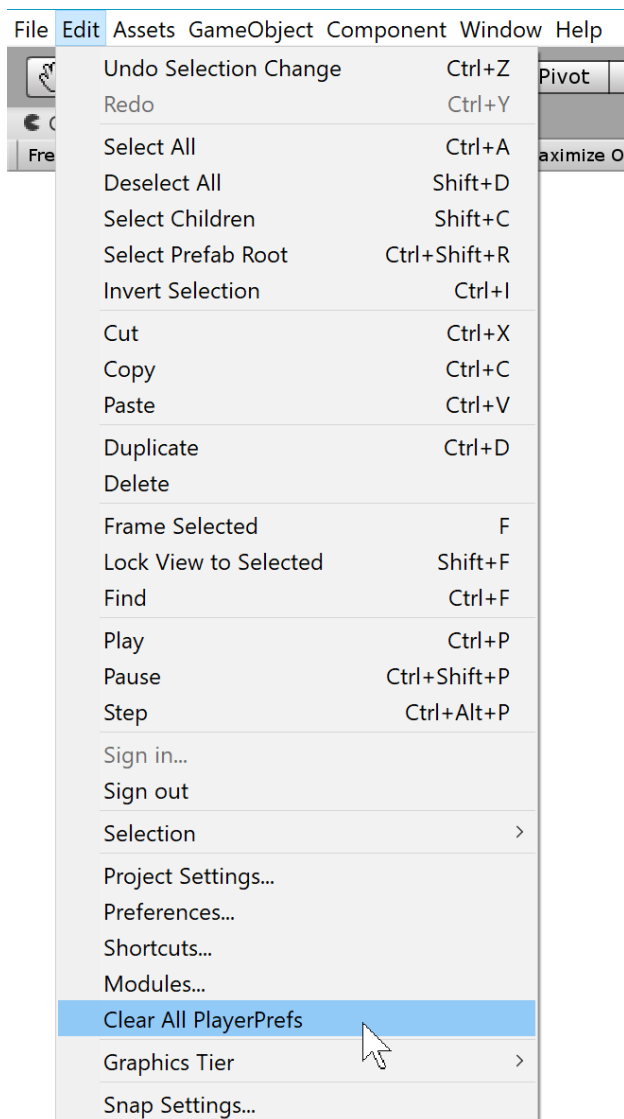
- The **speed** determines the player speed on the x axis when moving towards the ball target.
- The **turn speed** will be the speed at which the player turns.
- The **ball range** is the minimum range for the player to be able to hit the tennis ball.
- The **force** is the forward force with which the player hits the ball.
- The **up force** is the force in the y direction when hitting a ball.
- The **move range** determines the maximum horizontal player movement range.
- The **powerbar speed min and max** are the minimum and maximum speeds for the powerbar to fill.
- **Powerbar max slowdown** determines how long the bar will stay at the top before dropping back down.
- **Bar move speed** is the speed at which the ball moves towards the player when isKinematic is enabled.

At the bottom of the player script, there's some additional values to control the swipe sensitivity:

Max Drag Time	1.7
Drag Distance	40
Swipe Sensitivity	0.08

PlayerPrefs data

All saving and loading in the tennis game uses PlayerPrefs. To clear data and start the game from the start, please clear all playerprefs:

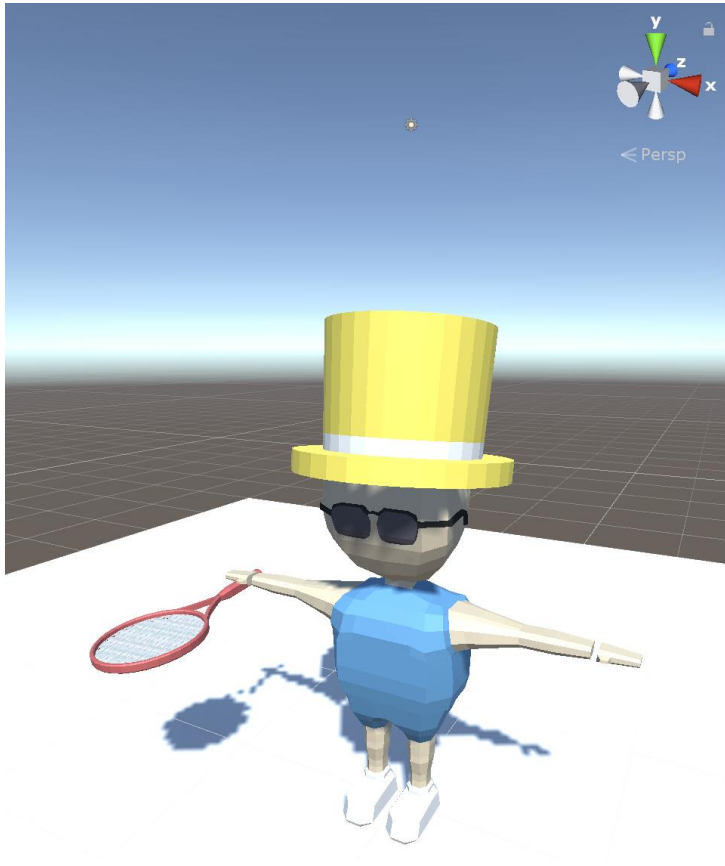


Generating additional characters

Generating new characters can be a bit tricky. Please carefully read these steps on how to create new game characters:

- Open the character generator scene (Scenes -> Other) and select the character.
- Then **set the 'index' to the current number of characters in your resources**. Depending on whether you select the Player Character option, this can be 200 or 27 by default (27 for the players and 200 for the other outfits).
- Check if the path is correct and indeed leads to your resources folder.
- Then for all 5 arrays, add some materials from your project that can be assigned to the generated characters.

Now click the 'Generate new' button as many times as you like to create new character files.



Example of a generated character in the scene view

Changing character base prefabs

Since update 1.1 it is now possible to change all characters to a new base prefab. The two main prefabs are now stored in **Resources -> Character prefabs**. This folder must always contain one player prefab, and one opponent prefab. The 'Player base prefab' will be loaded from the resources into the game scene, the bonus scene, the shop and the dance scene. This way you can make one new character prefab and change it everywhere.

To try it out, you can check the Prefabs folder and find one additional 'Player base prefab'. Put this prefab into the Character prefabs resources and move the original one to another location. Now you should see a different character throughout the entire game.

To make your own custom character, please take the original one and put it in your scene. Now also put your custom character in the same scene and move all effects and UI from the original character to your custom character. Then please follow these steps:

- Move hats, sunglasses, racket & skirt from the original character to the respective body parts on your own character
- Position the racket as well as the other items so they fit your character
- Put your character in the 'Characters' layer
- Copy the main components from the original prefab to your new character
- On the new Player component, assign the head transform, the audio sources, and the RandomPitch component
- Set the renderer indexes in the ModifyOutfit component to match the order of the materials on your skinned mesh renderer

Balancing opponents

The opponent might seem too easy/hard to beat in your game.

There's a few ways to fix this. Please open the Opponent base prefab via **Resources -> Character prefabs**, now there's a couple things you can change.

To change the range of the opponents, please play around with the box trigger size. A bigger trigger means the opponent will hit more shots and so the game will be more difficult. A smaller trigger will make the game easier.

You can also try and change the speed value on the Opponent component to make your opponents quicker/slower.

Unity Ads for Tennis Mobile

- Switch build platform to Android/iOS
- Enable Unity Ads in the services window, and create a new game id to setup the ads
- Please open the dashboard, and in the new project, add a new placement type called 'banner'. Now you should have these three placement types:



video ●
Video, Playable

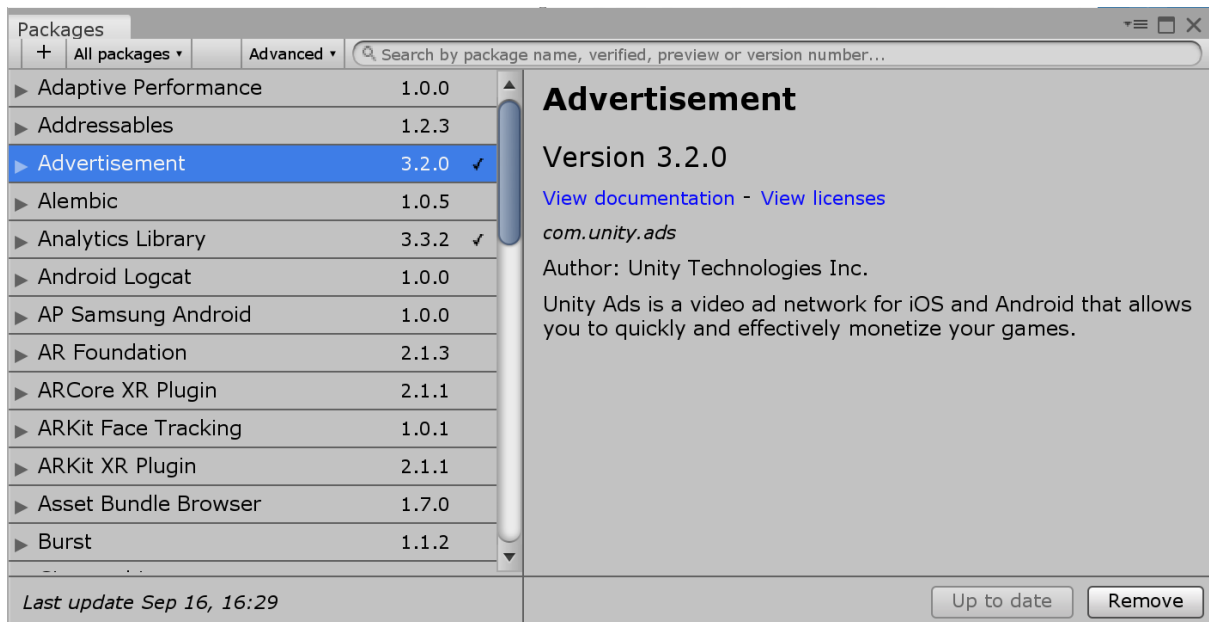


rewardedVideo ●
Video, Playable

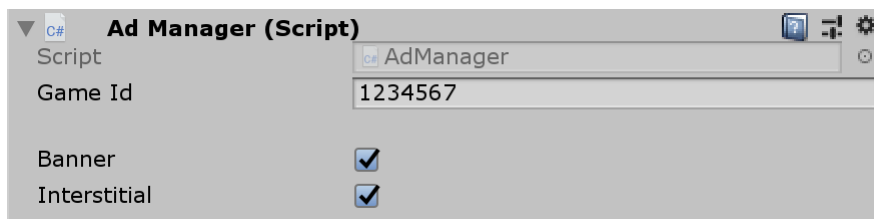


banner ●
Banner

- In the package manager window, please make sure Advertisements are enabled, and also make sure you have at least version 3.0 installed:



- Now, in the package you'll find two scripts; AdManager and AdManagerRewarded. If you just want to enable the interstitial ads, please open the game scene and find the Unity Ads object. Please enable this object, now in the inspector it should look like this:



- Please find your game id in the ads dashboard and input it into the Gameld field. Then you can disable the banner option if you do not need banners.

The AdManager object will be marked as DontDestroyOnLoad, and so you can use the following method anywhere in your project to show an interstitial ad:

```
void TryAd(){  
  
    AdManager adManager =  
    GameObject.FindObjectOfType<AdManager>();  
  
    if(adManager == null)  
        return;  
  
    adManager.Interstitial();  
}
```

By default I'm already calling it after each match so you can choose not to use the above method and just leave it at that.

The character shop also contains a button called 'Rewarded ad button' that you can enable to allow players to use a rewarded ad to gain additional gems. Make sure ads are enabled in your project so the button works correctly.

Conclusion

I really hope you'll enjoy the mobile tennis asset. Thank you again for purchasing. Please do not hesitate to contact me for any questions or suggestions via:

codeerstudio@gmail.com