

Brick Breaker **CartoonBricks**

USER DEVELOPMENT MANUAL

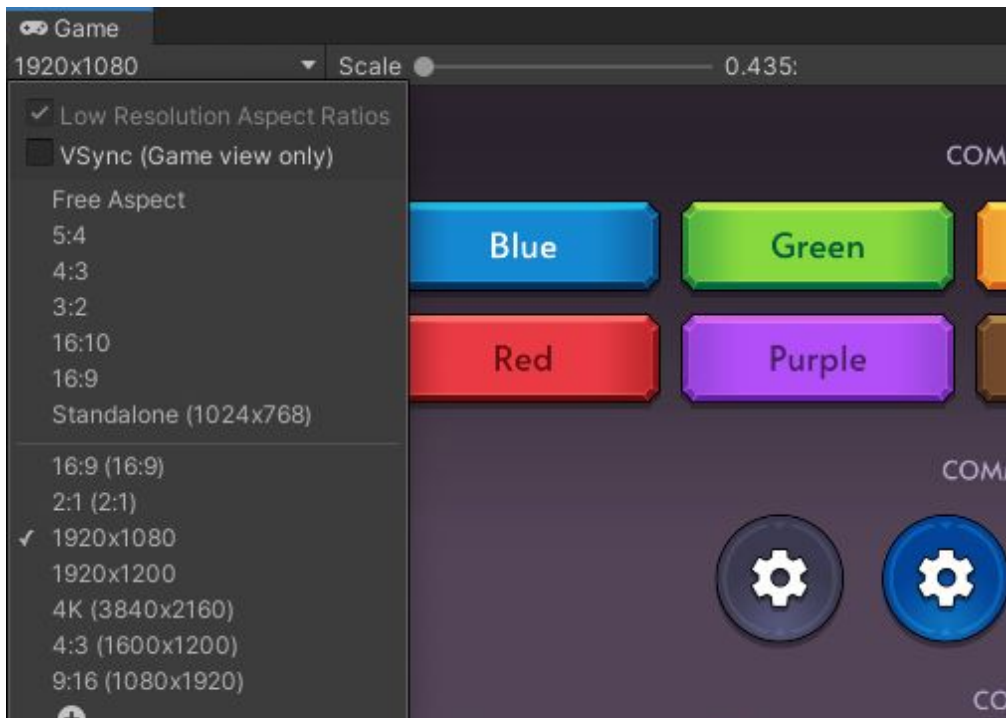
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1. Package description

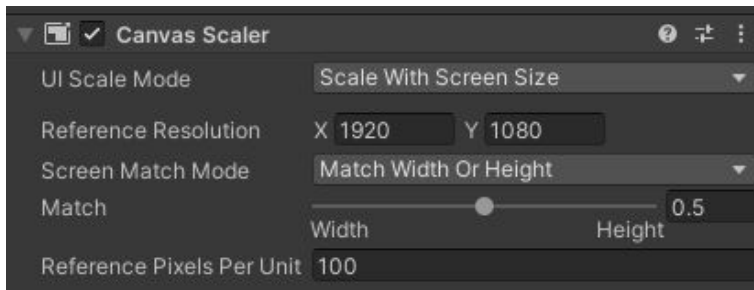
- Create a new project
- Import the Bricks Breaker package into you project.
- Drag the package's StreamingAssets folder to the Asset folder.
- TousetheIOSHapticfunction,youmustpurchaseandusetheAssetPackage from the link below.
- <https://assetstore.unity.com/packages/tools/integration/ios-haptic-feedback-73225>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

2. Basic Setup

2.1. GameView Resolution Setting



2.2. Canvas Scaler Settings



3. Importing Package

This package requires an external plug-in. (Free plug-in)

- **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-dotween-v2-27676>

- **spine-unity Unity 3.8 package**

Required for playing graphic animation in the package.

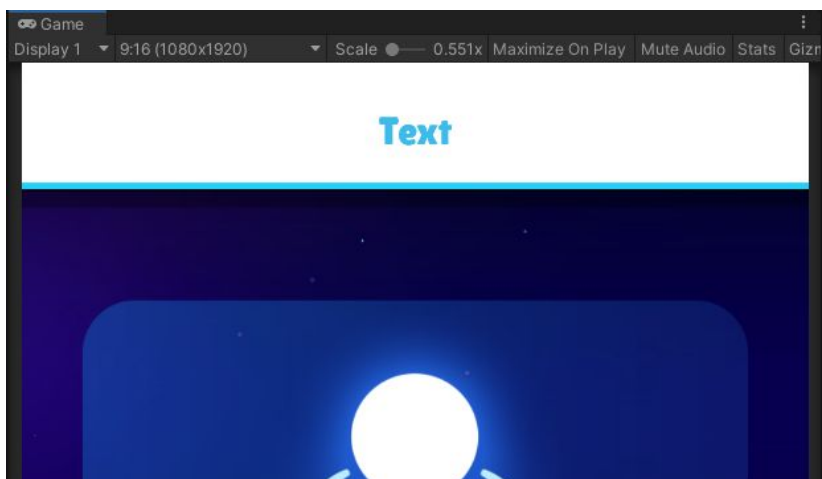
(Combo, text effect effects, etc.)

<https://esotericsoftware.com/files/runtimes/unity/spine-unity-3.8-2021-07-12.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

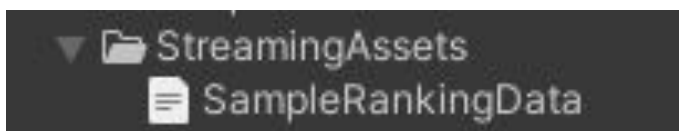
- If you put the ranking data in the StreamingAssets folder as json, you can display it in the ranking.

```
[
  {
    "rank": 1,
    "countryName": "us",
    "userName": "Test1",
    "score": 14500,
    "turn": 142
  },
  {"rank": 2 ...},
  {"rank": 2 ...},
  {"rank": 3 ...},
  {"rank": 4 ...},
  {"rank": 5 ...}
]
```



RANKING				
999		wlker	160	9
		Test1	14,500	142
		Test2	13,500	138
		Test3	12,500	125
		Test4	11,500	110
4		Test5	10,500	95
5		Test6	9,500	110

- PanelRanking.cs Check the file



```
// Frequently called 1 usage → More
IEnumerator GetDataCo()
{
    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);
}
```

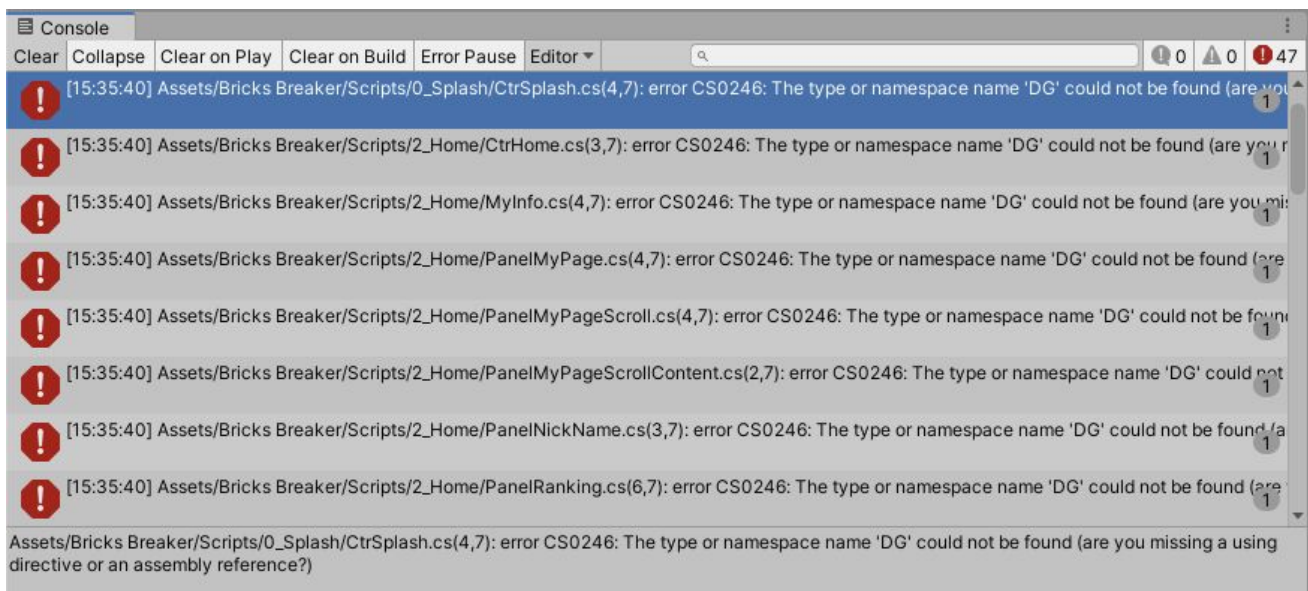
5. Q&A

Q1. A lot of errors pop up in the inspector, they say

- "The type or namespace name 'DG' could not be found (are you missing a using directive or an assembly reference?)"

"Assets\Bricks Breaker\Scripts\3_Play\UI\ComboEffectText.cs(5,7): error CS0246: The type or namespace name 'Spine' could not be found (are you missing a using directive or an assembly reference?)"

....and so on



A1. An external plug-in is required as described on page 4.

Try installing the DOTween, JSON.NET For Unity plug-in.

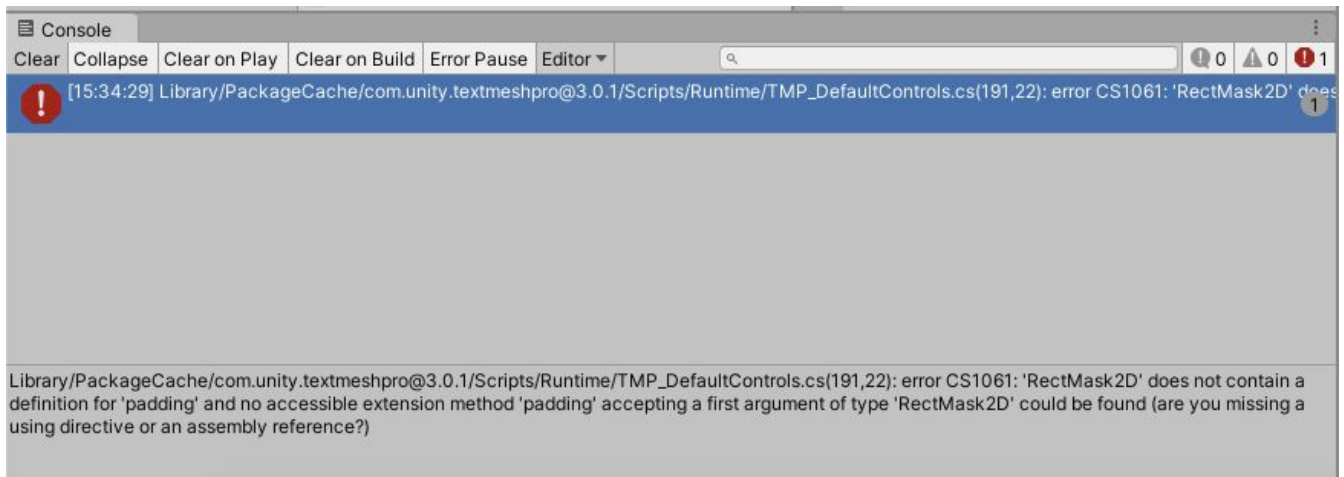
Install by clicking the link on the "Importing Package" page.

Click → [**3. Importing Package**](#)

5. Q&A

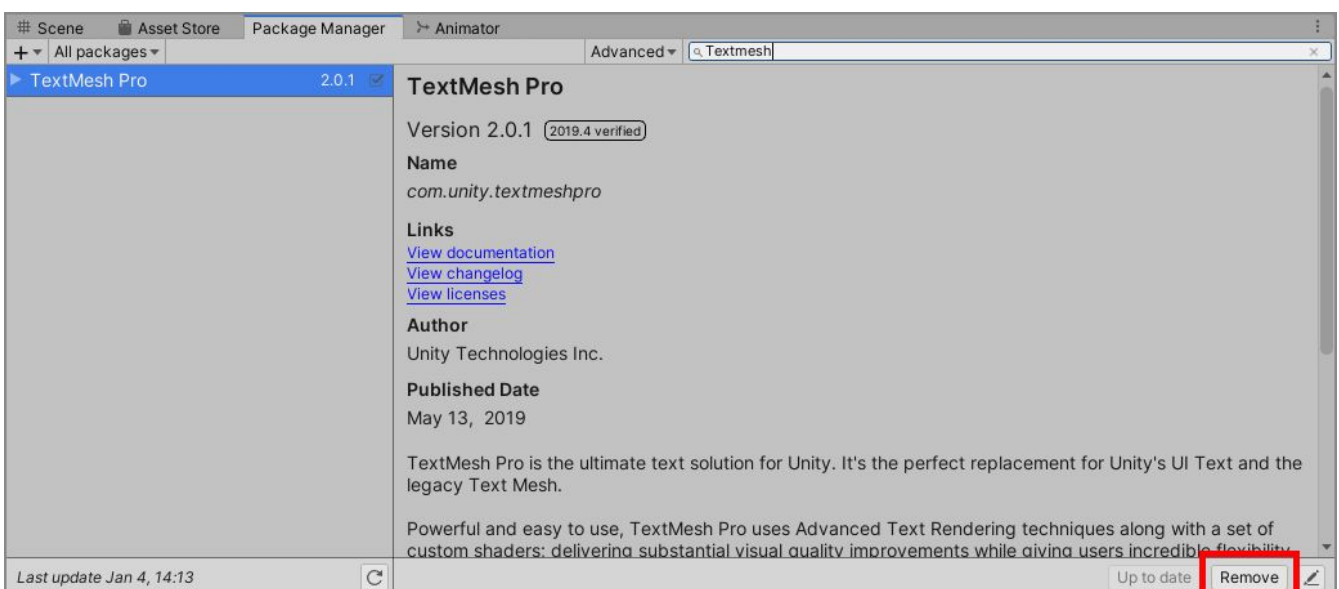
Q2. A script error appears.

“Library/PackageCache/com.unity.textmeshpro@3.0.1/Scripts/Runtime/TMP_DefaultControls.cs(191,22): error CS1061: 'RectMask2D' does not contain a definition for 'padding' and no accessible extension method 'padding' accepting a first argument of type 'RectMask2D' could be found (are you missing a using directive or an assembly reference?)”



A2. Remove and reinstall the TextMeshPro.

1) Package Manager -> All packages -> TextMesh Pro -> **Remove**



5. Q&A

2) Package Manager -> All packages -> TextMesh Pro -> **Install**

