



For Google Play Services assistance, check out this link:

<https://github.com/playgameservices/play-games-plugin-for-unity>

For support; you can contact me directly at [contentdev@darrenoneale.com](mailto:contentdev@darrenoneale.com)

This project can be broken down into 3 parts (as seen from ZigZagClone->Scripts); Game, Menu, & Data

Data encompasses local and remote data storage for the player.

- SessionManager.cs is the entry point where the user is logged in and data for the user is loaded
- ProgressManager.cs is the abstraction layer between game data modification (such as adding score) and the Google Play Services API
- DataStorage.cs is the access layer to Google Play Services API and is the only place where you will see data manipulation for the user, whether remotely or with player prefs.

The game code is really just dealing with how the game runs

The menu is a generic solution for handling UI pages and animations (on world space UI and screen space UI)

- PageManager.cs handles Page Controllers and determines the order in which pages are turned off or on
- PageController.cs regulates the entry and exit animations of the page

- WorldSpaceEvents.cs converts screen taps to world-space UI button events
- ButtonEvent.cs is a utility for determining if a world-space UI element has been clicked, or lifted (OnClick and OnUp)

All code is well commented. Let me know if you have further questions.