



Thank you for purchasing Fish Catcher Pro!

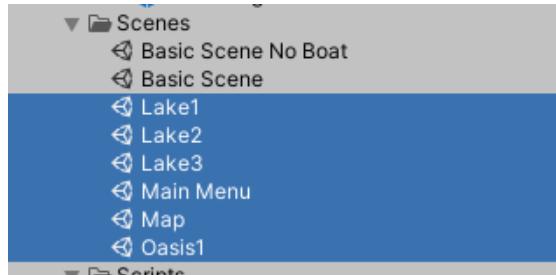
If you have any questions, please email me at
Alan@AlanOToole.com

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Complete Game Kit Overview

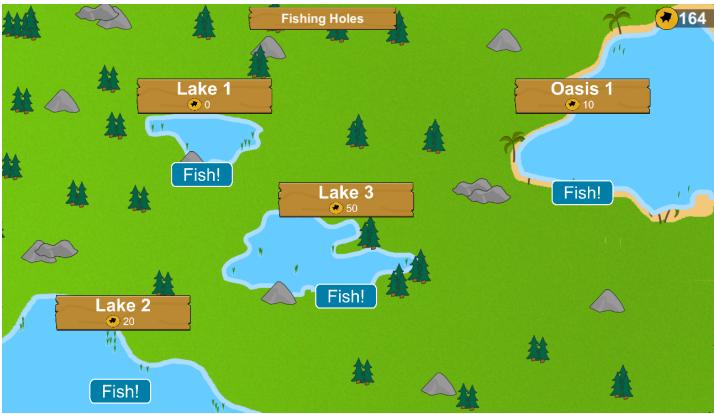
Fish Catcher Pro (FCP) comes shipped as a complete game kit. It consists of six main scenes:



- Main Menu
 - This is the main menu scene which is what loads when the kit runs
- Map
 - This is our custom map that allows the player to travel around the world and fish! This map has 4 different fishing locations that they can use. Three of the four fishing locations need to be unlocked by earning coins.
- Oasis1
 - Fishing location that is beach like
- Lake1
 - Lake variant 1
- Lake2
 - Lake variant 2
- Lake3
 - Lake variant 3

Gameplay

The core gameplay loop of FCP is that the player has one starting location, Lake1, and they can fish there earning coins. The more coins the player has, the more fishing locations they can begin to unlock.

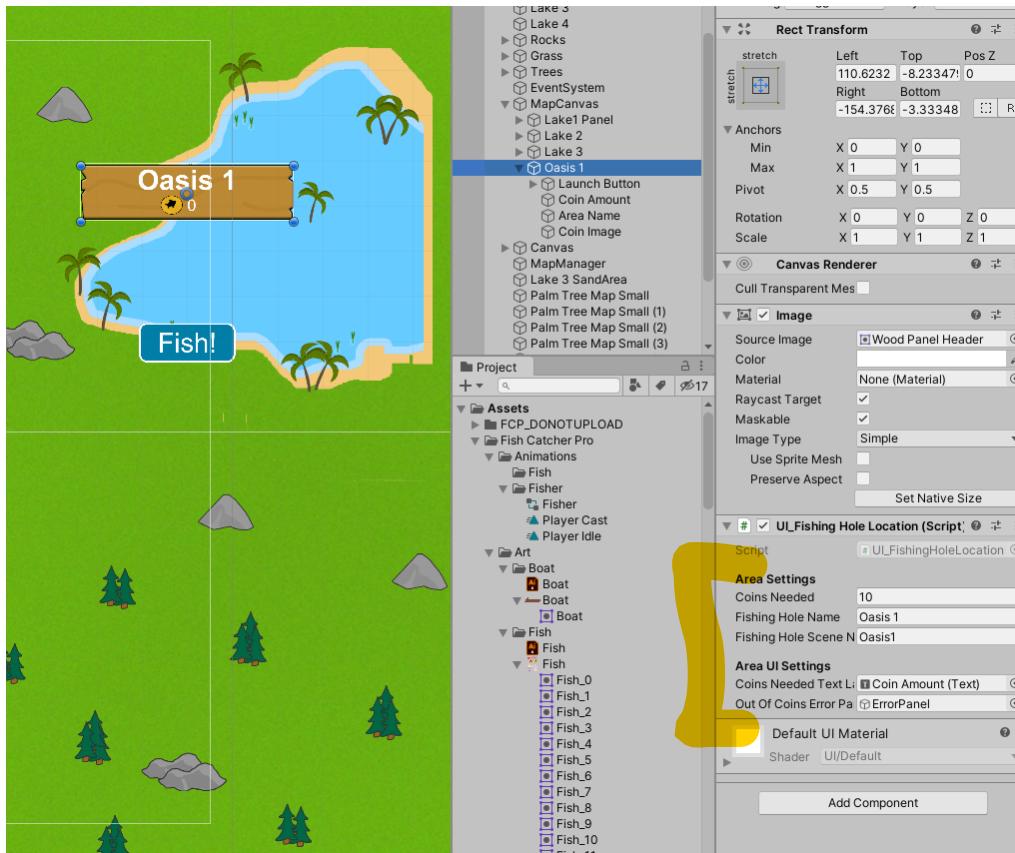


This screenshot shows the areas that come with FCP and the costs associated with them. The player fish coins are also displayed at the top right.

Create a new Fishing Location

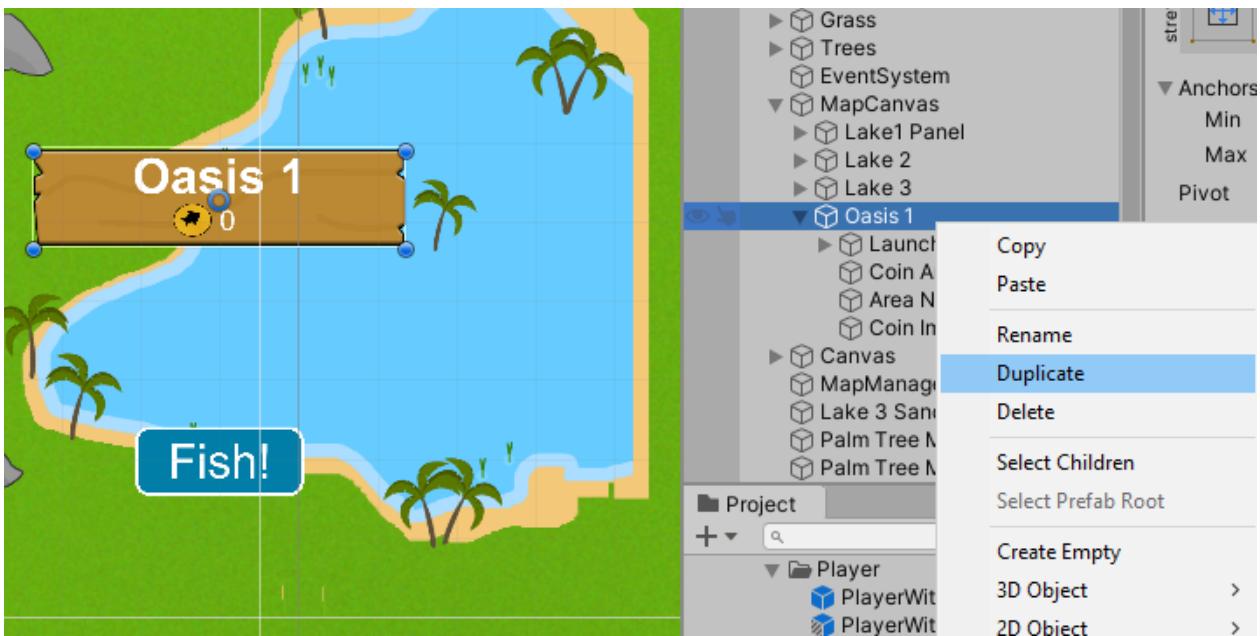
To create a new fishing location is very simple. The best way to do this is to duplicate an existing one. Our example here is we'll create another location in the Oasis area so we have an Oasis 2.

Below is our current settings, on the Map Scene, for Oasis 1

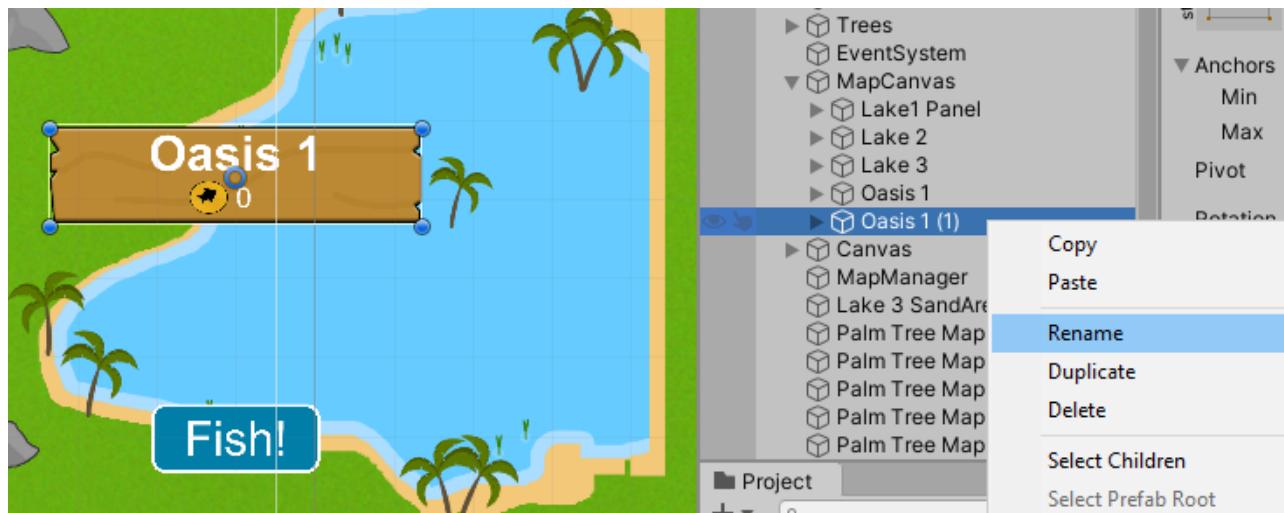


You can see in the inspector that we have a number of values that allow us to configure the area.

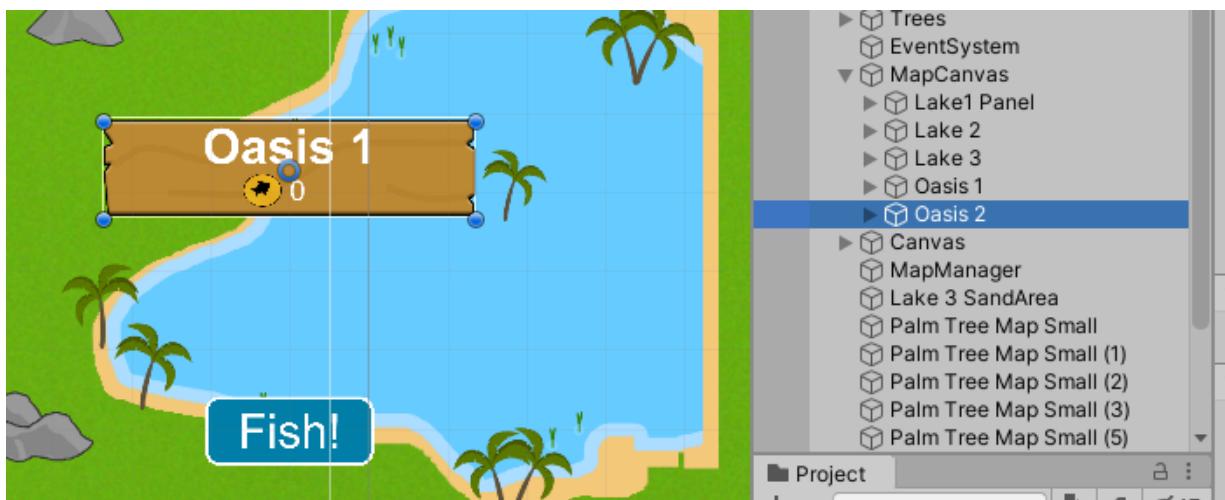
Right click on the Oasis 1 object and click Duplicate



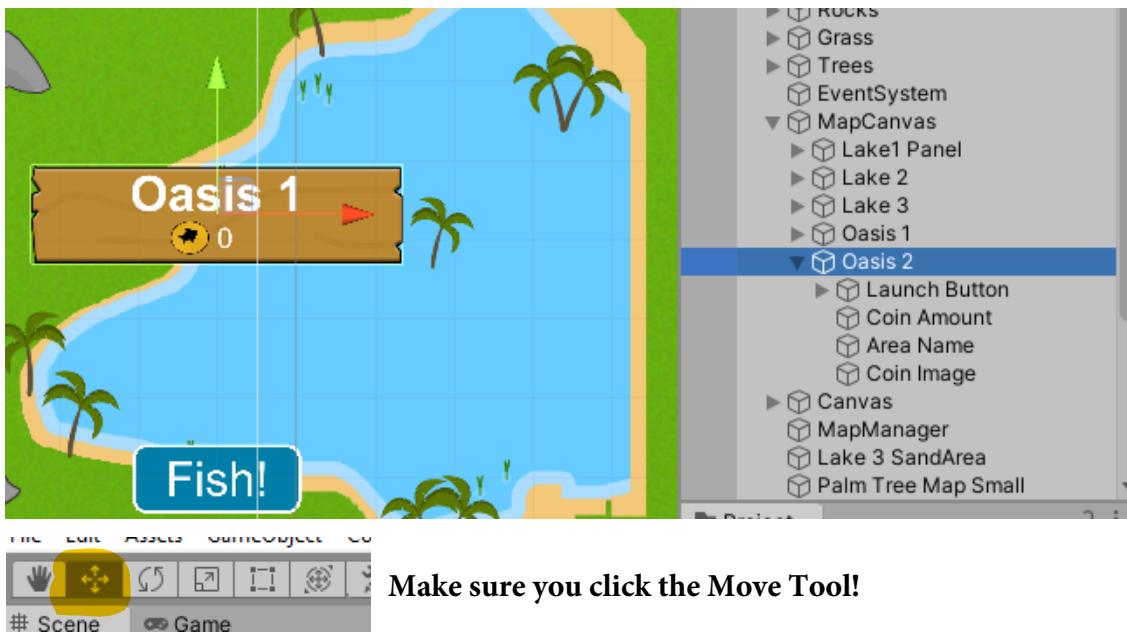
Now, right click on **Oasis 1 (1)**, and click **Rename**. Type in **Oasis 2**.



Now we have a second Oasis 2 but, we cannot see it, let's move the game object.



Click on the Oasis 2 game object and then click on the Move Tool

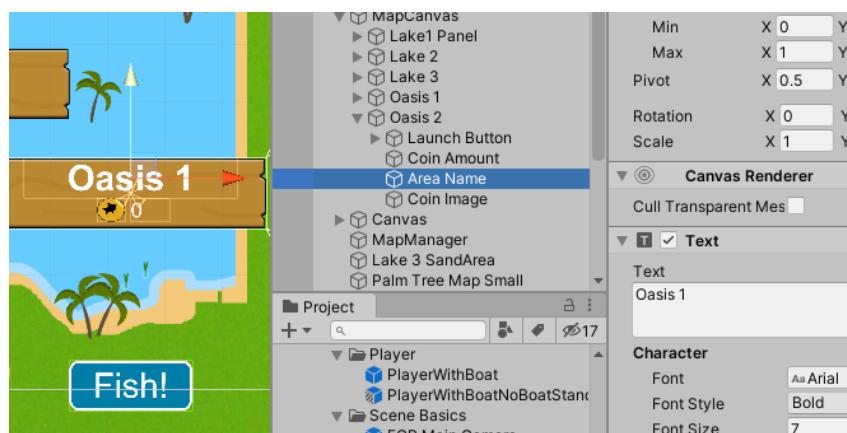


Make sure you click the Move Tool!

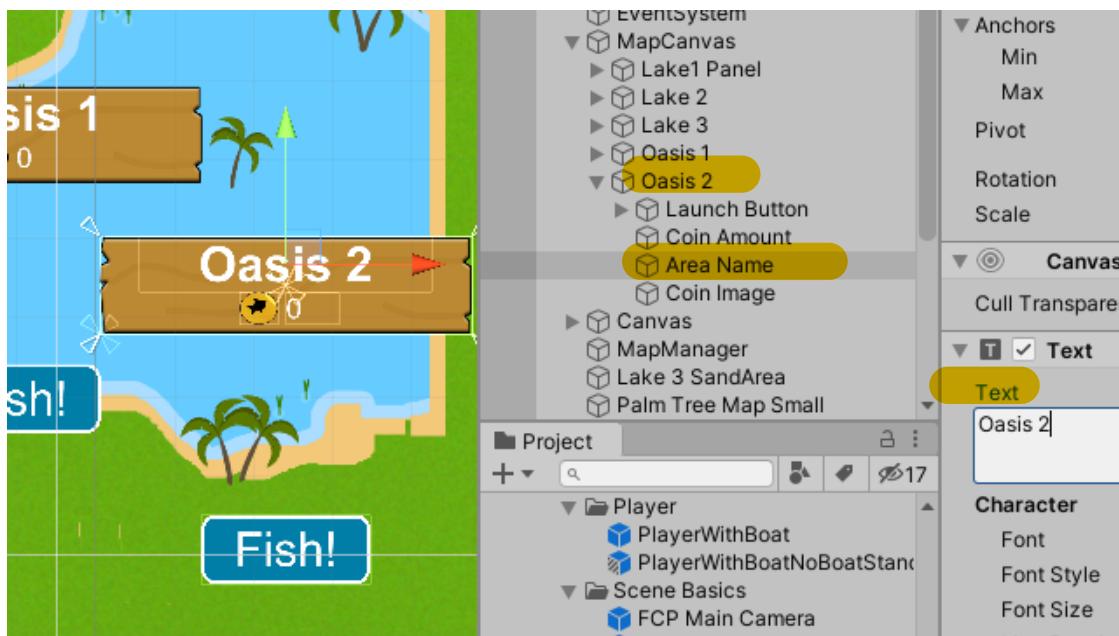
Now you can drag the new Oasis 2 object around



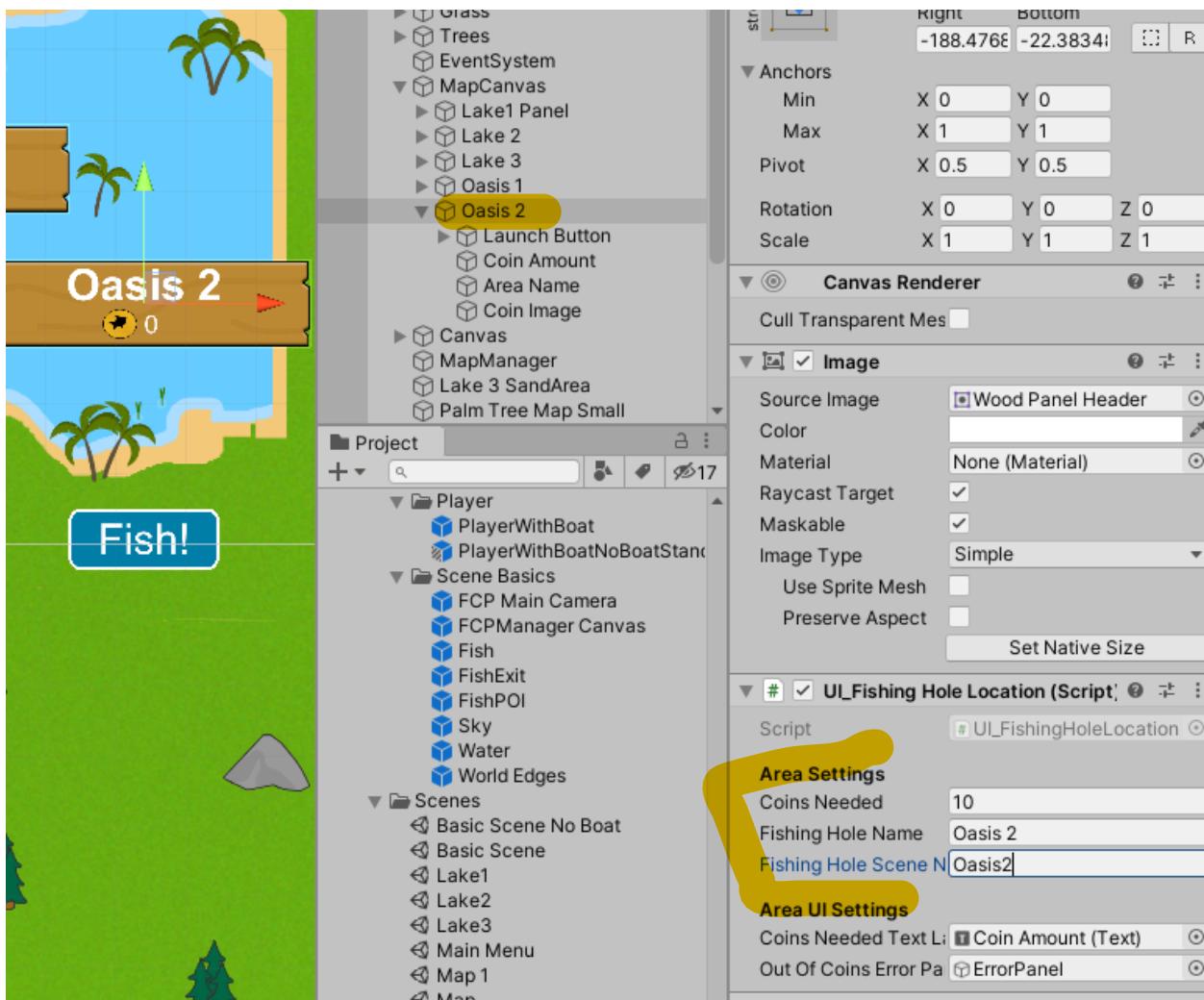
Let's change the area name, click on the **Area Name** object under the **Oasis 2** game object.



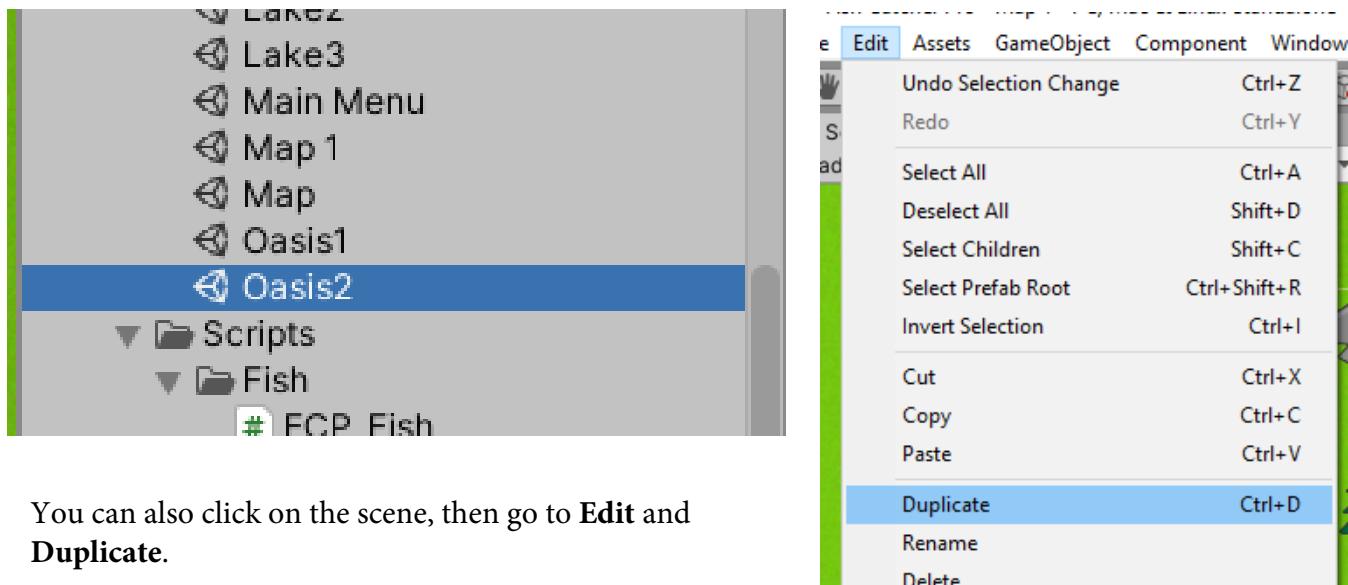
When selected, change the name to **Oasis 2**.



Now click back on the **Oasis 2** game object and change the two inspector variables "**Fishing Hole Name**" and "**Fishing Hole Scene Name**".

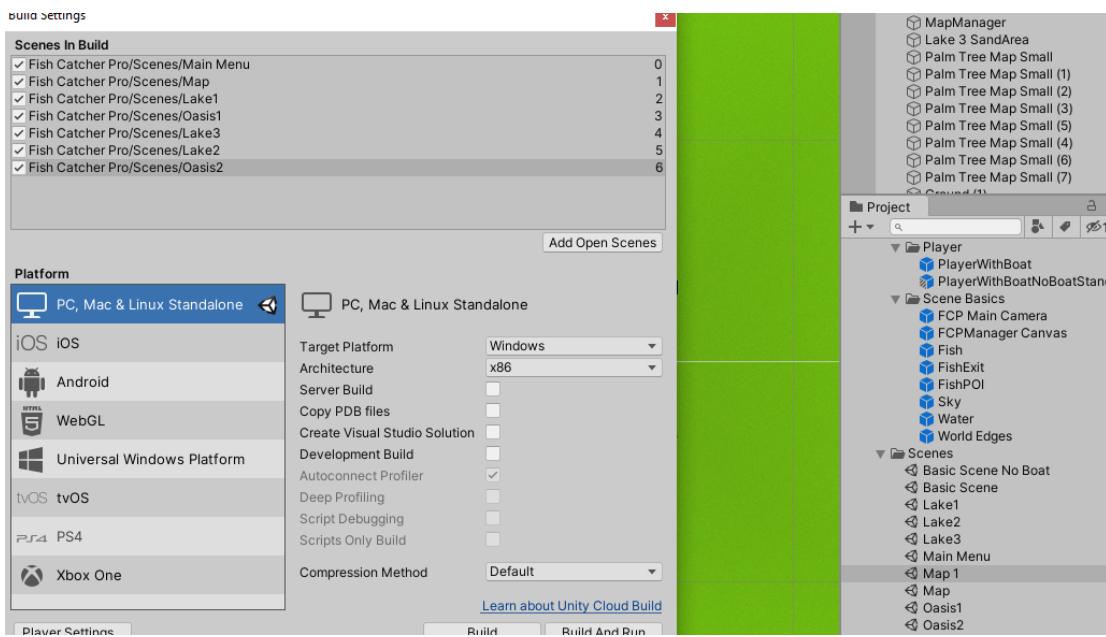


Next up is to create the new scene **Oasis2**. Find the current Oasis1 scene, and then duplicate the scene by clicking on "Oasis1" and pressing CONTROL+D or CMD+D.



You can also click on the scene, then go to **Edit** and **Duplicate**.

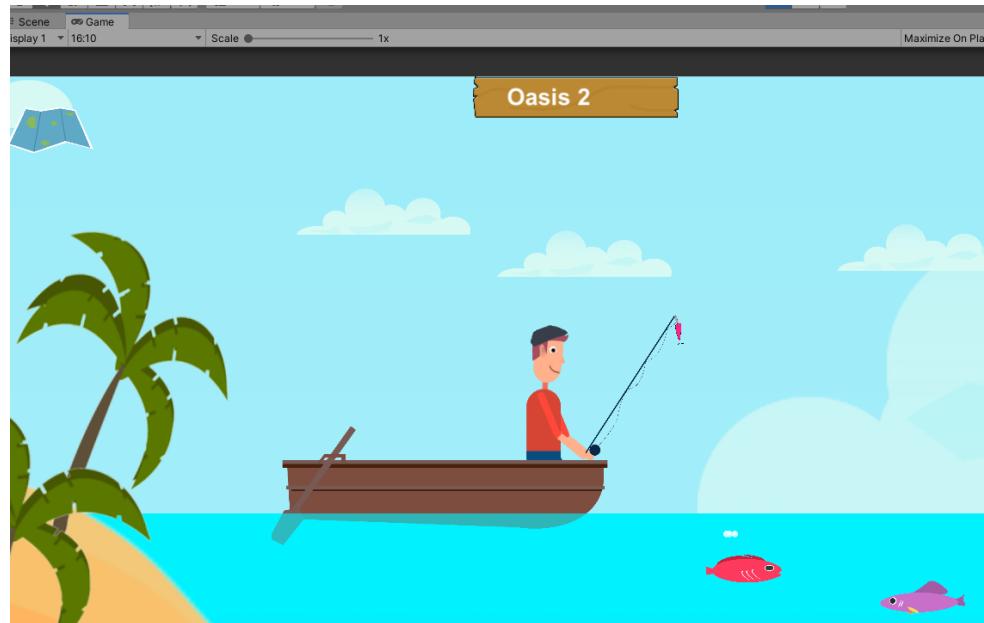
We now need to add the new **Oasis2** scene to our build settings



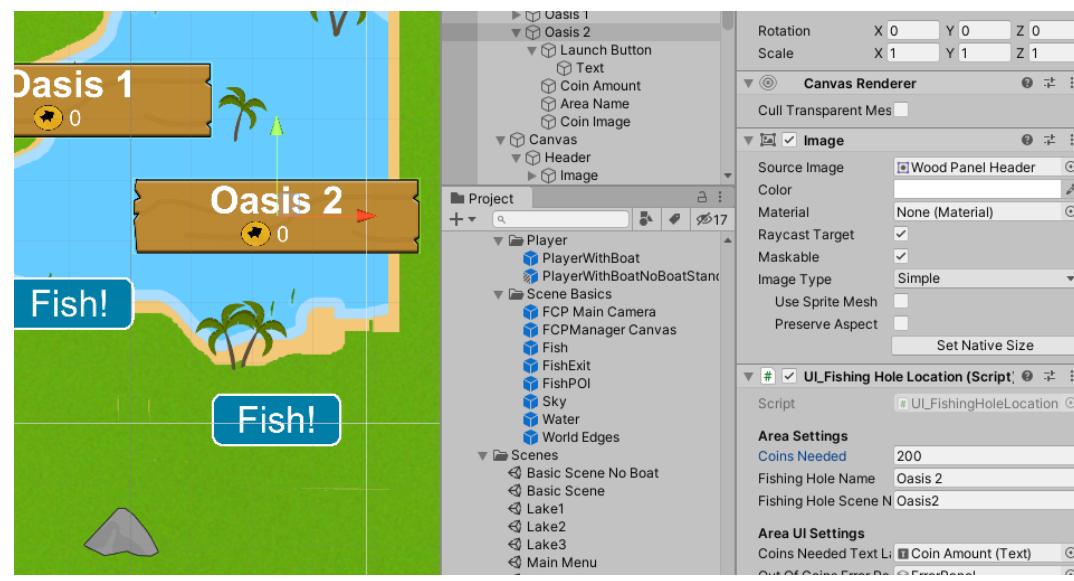
You're almost there! Now, with the map scene open, click **Play** and watch what happens.



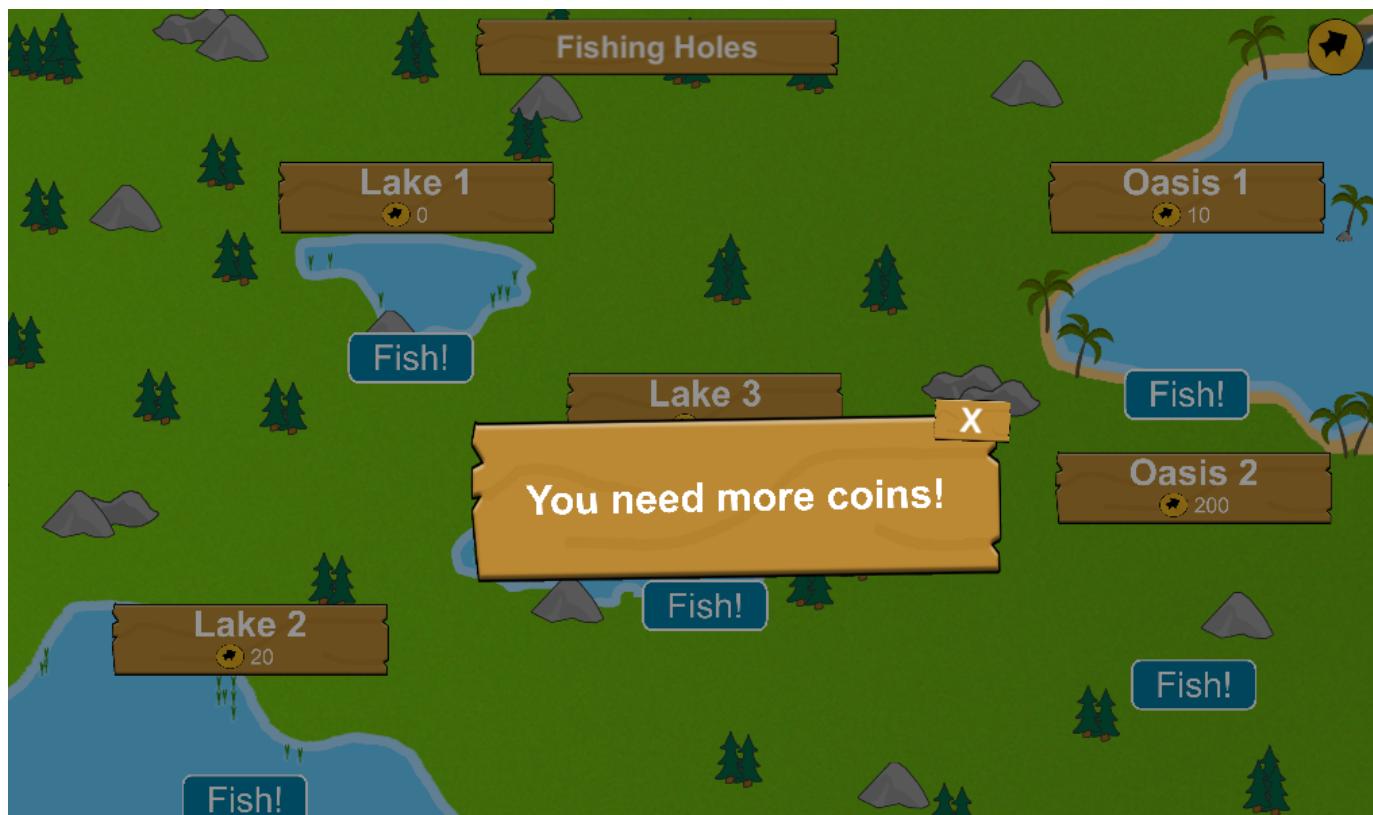
You can see our new Oasis 2, just at the south end of the lake. You can click on "Fish!" and this will now open the new level we duplicated earlier!



From here, you can now change the level design. Add new fish prefabs, remove ones. Change the environment to however you wish! You can also go back and change the required amount of coins to access this level.

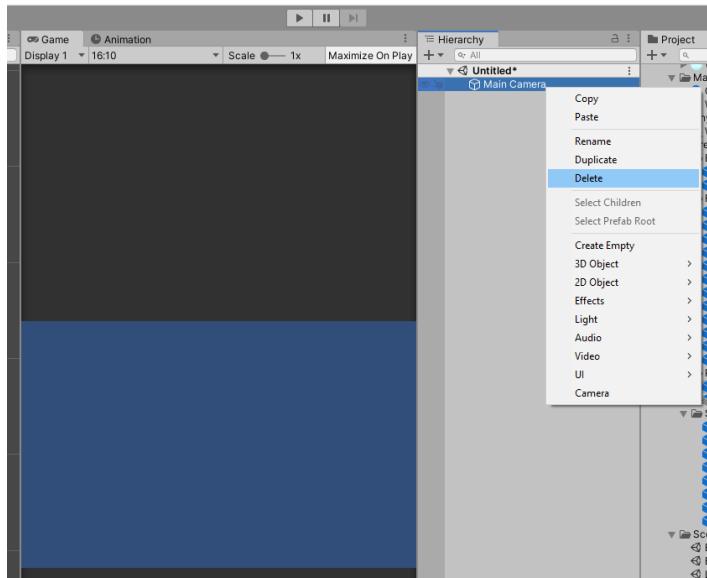


In the example below, I changed the required coins to 200 and you can see we cannot access it until we meet that requirement.

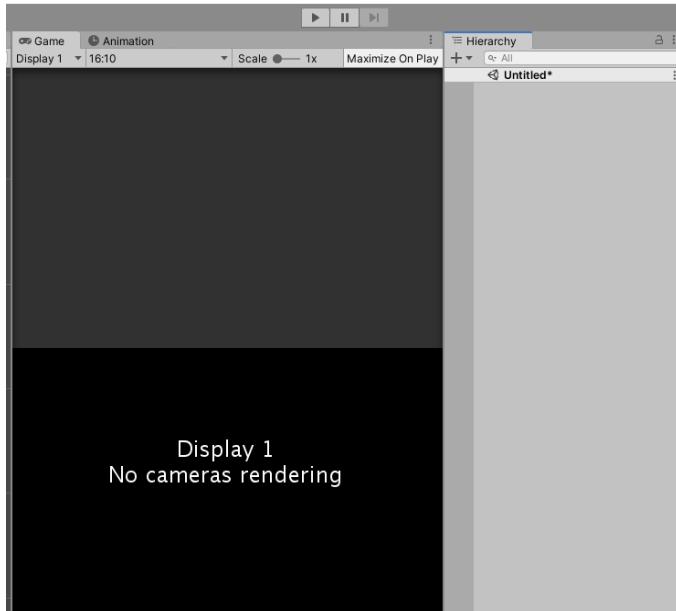


How to make your own level

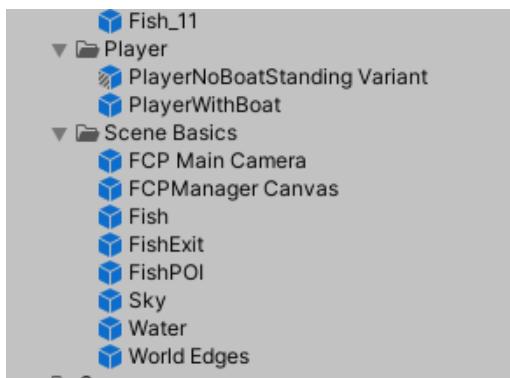
First create a new scene in Unity and delete the Main Camera that is in this empty scene.



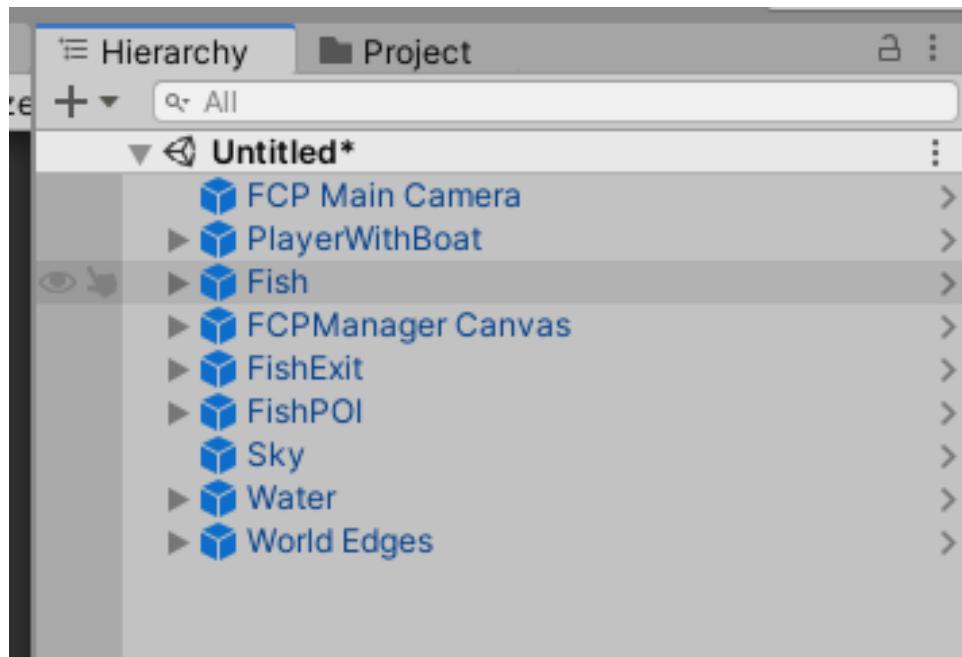
Once you have the Main Camera deleted, you should have an empty scene!



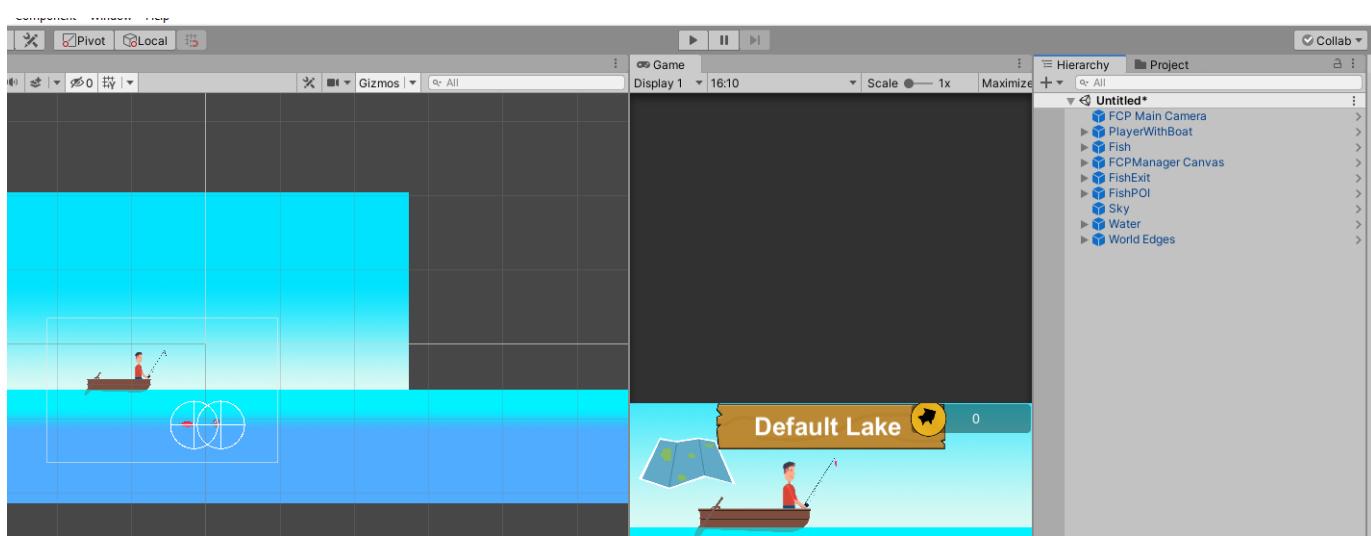
With a fresh, empty, scene we need to drag in the following prefabs.



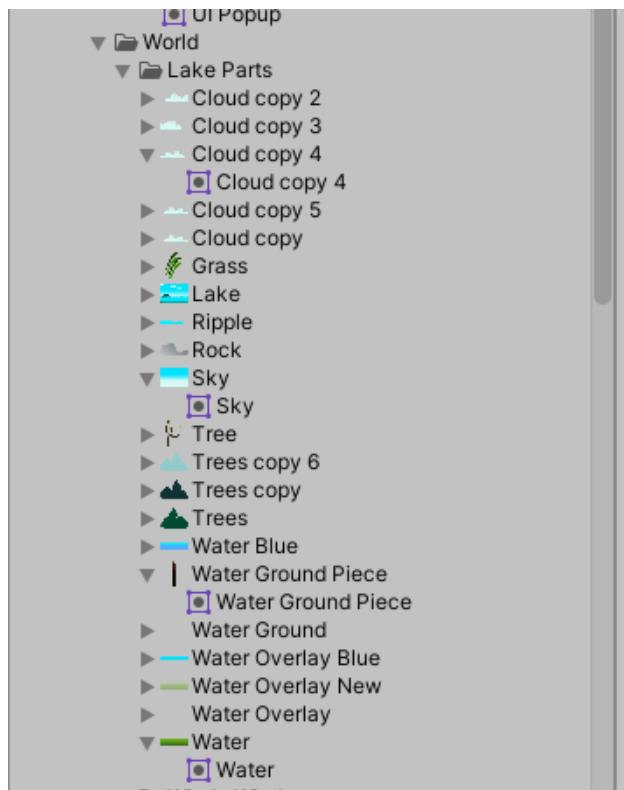
- 1. FCP Main Camera**
 - a. This is our main camera that manages casting and following the lure.
 - 2. PlayerWithBoat**
 - a. This is the actual player sitting inside of the boat.
 - b. You cannot have the PlayerWithBoat and PlayerNoBoatStanding Variant in the same scene.
 - 3. PlayerNoBoatStanding Variant**
 - a. This is the same player but standing with no boat.
 - 4. Fish**
 - a. This is a small collection of fish for a basic scene.
 - 5. FCPManager Canvas**
 - a. This handles the UI and the FCP Manager Core
 - 6. FishExit**
 - a. This is the fish exist point of interest. This is where the fish swim after being caught and lost.
 - 7. FishPOI**
 - a. These are the points of interest that the fish swim between.
 - 8. Sky**
 - a. A very nice sky background!
 - 9. Water**
 - a. Some water for those fish!
 - 10. World Edges**
 - a. These are the boundaries that prevent the lure from casting too far.



A full, simple, scene that contains everything to get started!



Some basic decorations can be found in FCP too!



Fish!



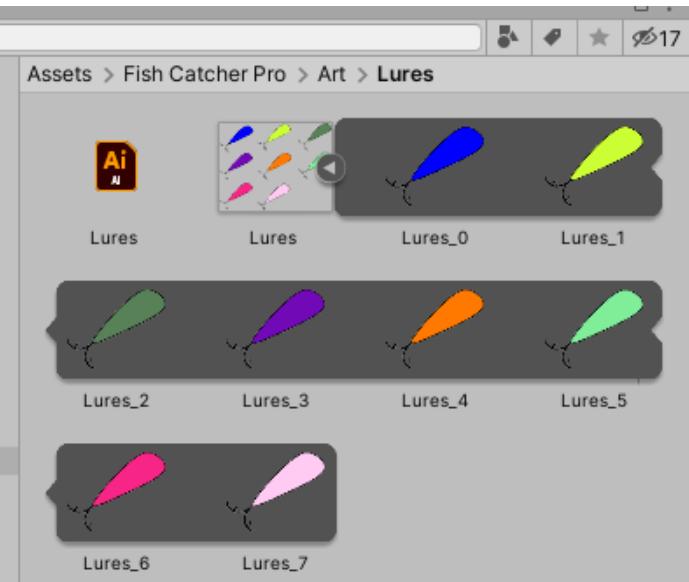
There are many different fish styles you can use!

You can configure the fish in a number of ways

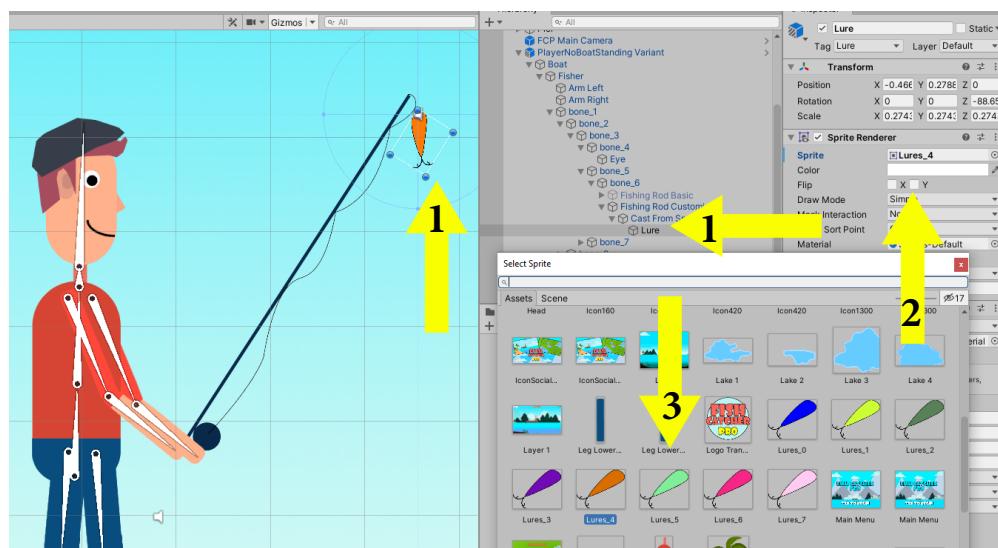
A screenshot of the Unity Editor interface. The left side shows the Hierarchy panel with a tree structure of game objects. One object, 'Fish', has a script component 'FCP_Fish (Script)' attached. The right side shows the Inspector panel with various configuration fields for the script. The 'Fish POI & Positions' section includes 'Fish POI' and 'Fish Exit POI'. The 'Fish Settings' section contains fields for 'Recently Caught', 'Is Caught', 'Chase Lure', 'Swim Speed' (set to 1), 'Fish Life' (set to 0.5), 'Break Away Power' (set to 0.05), 'Break Away Timer' (set to 1), 'Lure Attraction Distanc' (set to 3.19), 'Attraction Chance' (set to 2.1), and 'Is Attacking'. The 'Value Settings' section includes 'Coin Value' (set to 1).

- Fish POI
 - The points of interest the fish are swimming between
- Fish Exit POI
 - Where the fish try to exit if caught but then lost
- Recently Caught
 - Tracks if the fish was recently caught
- Is Caught
 - Allows us to know if the fish is caught
- Chase Lure
 - Is the fish chasing the lure?
- Swim Speed
 - You can customize how fast the fish swim
- Fish Life
 - This is the life the fish starts with on the progress battle bar. The progress battle bar is the popup the player "fights" against.
- Break Away Power
 - The power that our fish can fight against the player
- Break Away Timer
 - This is the value used to see how fast the fish applies the break away power
- Lure Attraction Distance
 - How far away does the fish "see" the lure. This is visualized in Unity with a circle around the fish.
- Attraction Chance
 - The chance rate of our fish wanting the lure
- Is Attacking
 - Is the fish attacking the lure
- Coin Value
 - The value this fish is worth in coins

Lures!



There are a number of included lures which you can customize!



1. Find the **Lure** gameobject under the fisher
2. Change the **Sprite** under the **Lure gameobject** and click on it
3. With the Sprite popup, you can now search for "Lure" or scroll down.
4. You'll see the included lures and you can even make your own!