

Illumisoft

# Connect v1.0

Documentation

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Thank you for purchasing Connect. This document will help you getting started with the project.

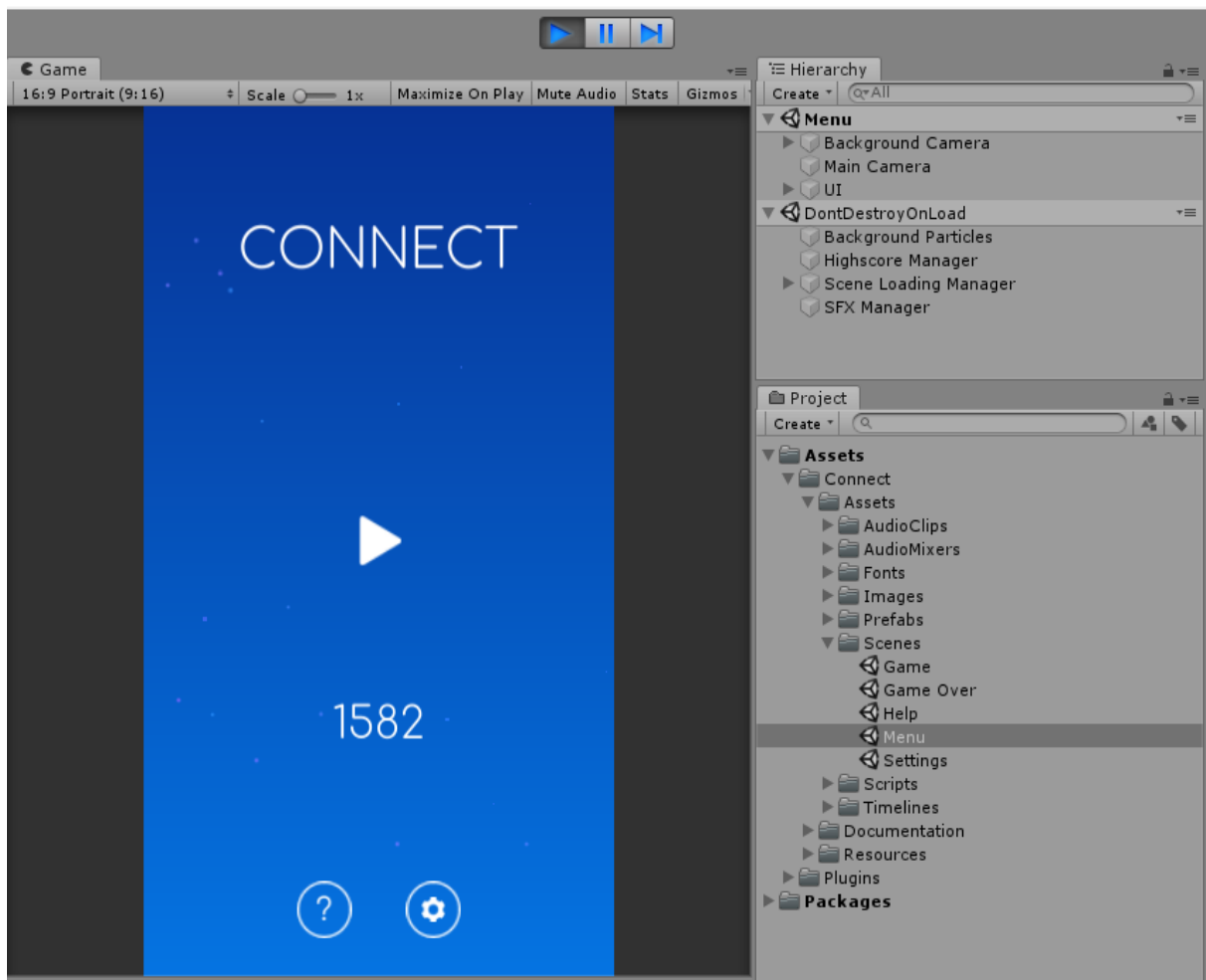
## Setup

1. Make sure you are using the latest release of Unity 2018.4 or higher.
2. Create a new empty 2D project.
3. Import Connect from the Asset Store.

Connect is a complete game template, therefore all project settings will already been set up correctly after the import and no further setup should be required. If you still have problems importing the project or getting shown any error messages, please check out the [Troubleshooting](#) section.

## Run the game

To run the game in the editor, simply open the **Menu** scene and click the **Play** button.

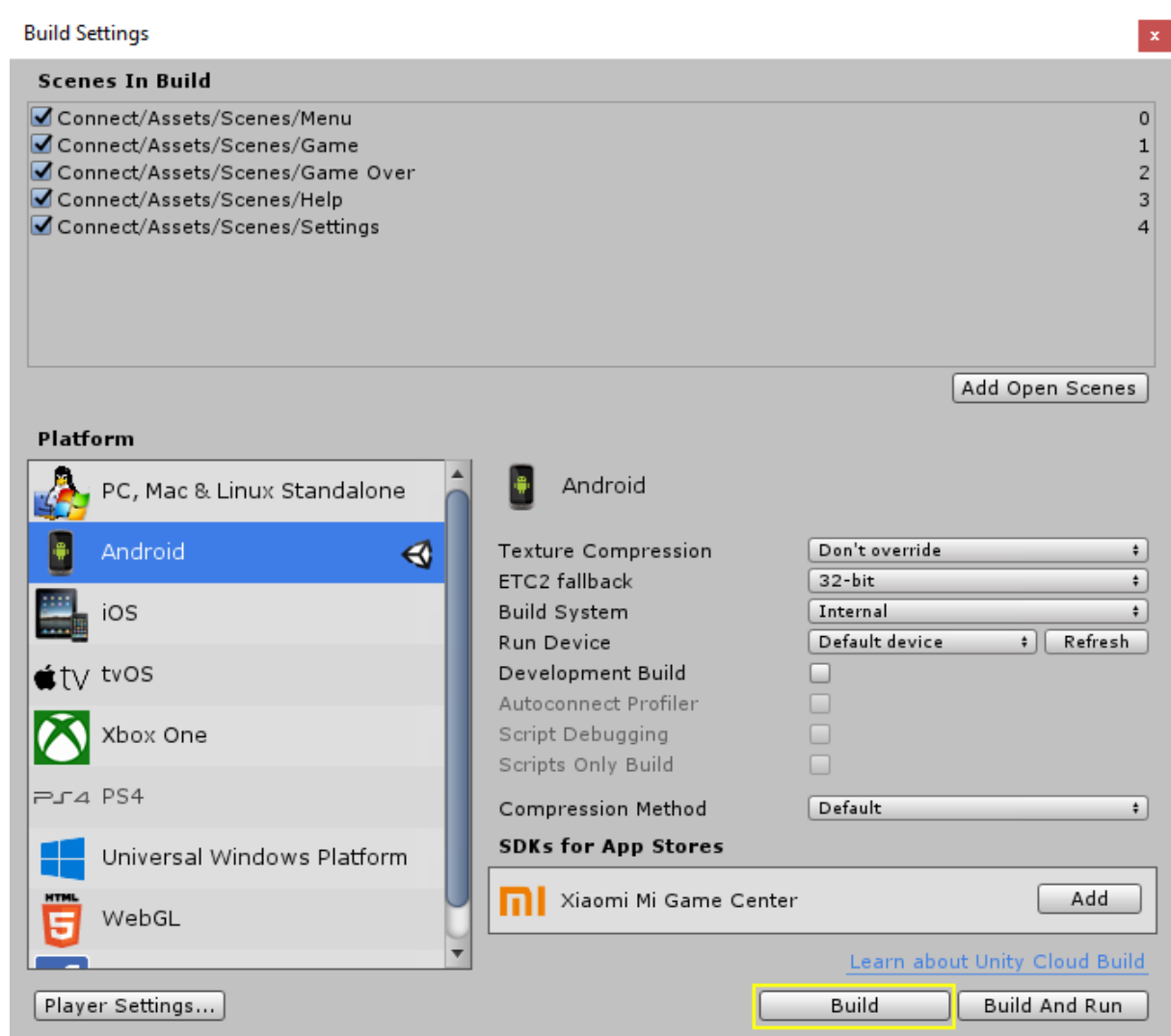


## Build the game

Connect has been build and tested on **Windows** and **Android**. The project does not require any special configuration or setup on your site, other than the normal steps required for every Unity project. If you have never built a game with Unity, please check out the guides provided by Unity before reading on.

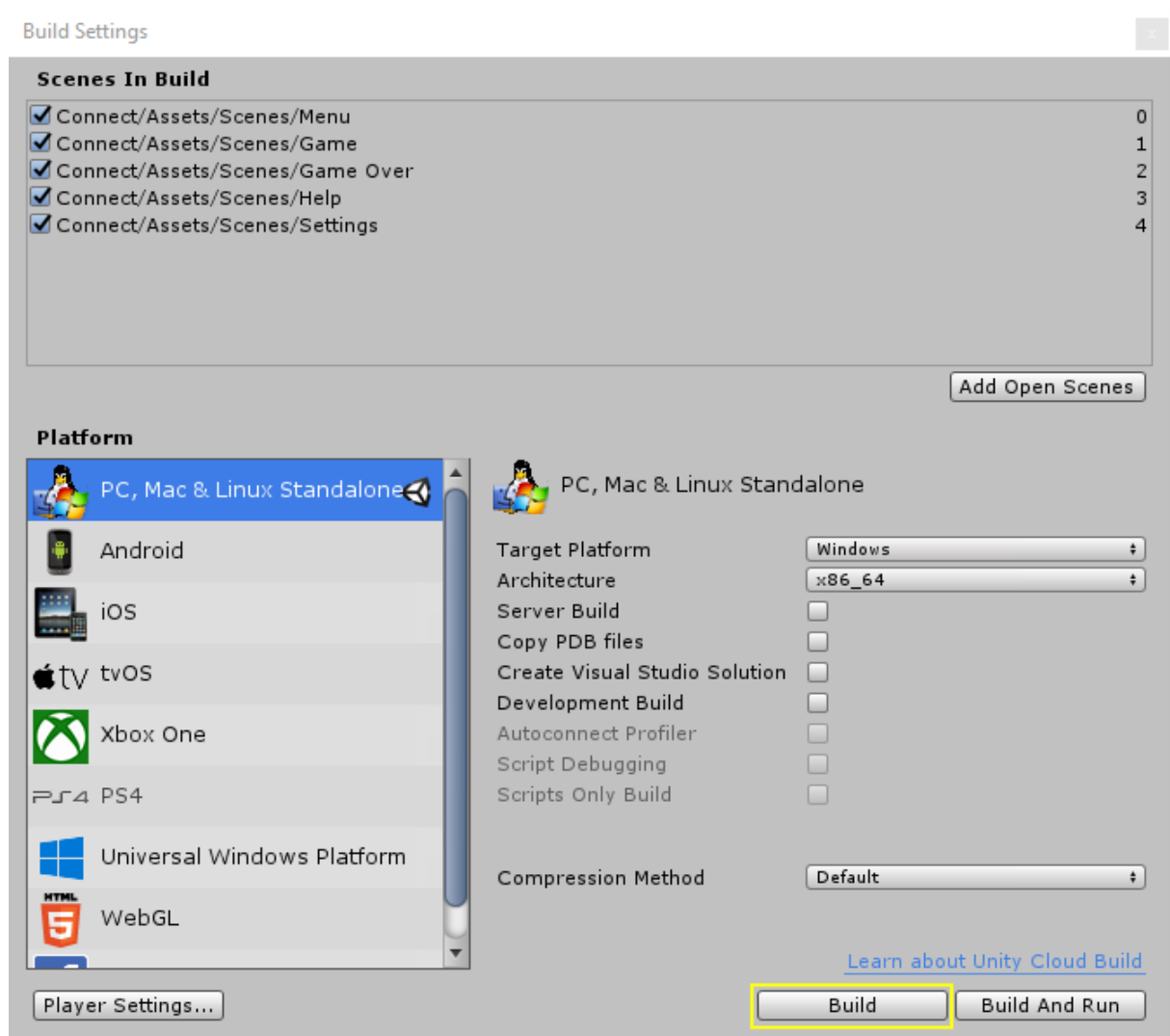
### Android

To create an Android build, open the **Build Settings**, select the **Android** platform and click **Build**.



## Windows

To create a Windows build, open the **Build Settings**, select the **PC, Mac & Linux Standalone** platform and click **Build**. Select a build folder and continue. To run the build, execute the **Connect.exe** file in the build folder.



## Troubleshooting

Depending on the version of Unity, the Android SDK or Windows SDK installed on your system, it might happen that problems occur when building the game, which are not related to the Connect project itself. Please check the following questions:

**1. Can you build an empty project?**

The simplest way to find out if your system is not configured properly to build a project, is to create a new empty project containing only a sample scene and trying to build it. If this is not possible, the problem is not related to the Connect project.

**2. Can you build the project with Unity 2018.4?**

Connect has been developed with Unity 2018.4, therefore we highly recommend using this version to build it. If you are using a newer version and are encountering problems with building the project, the easiest way to get everything working might be to go back to 2018.4.

**3. Did you modify the project?**

If you modified the project, it might be that the problems occurred as a result of these modifications. To check out if this is the case, create a new project, import Connect and check if the problems still occur.

If these steps did not help and you are still having problems with the project or getting shown any error messages after the import, please contact us via email ([support@ilumisoft.de](mailto:support@ilumisoft.de)).

## Project Architecture

This section provides to you the most important information about the architecture of the project in order to understand how the project works.

### Scene structure

The project is split up into the following scenes, which can be found in the **“Connect/Scenes”** folder:

- **Menu**  
The main menu and starting point of the game
- **Settings**  
Allows the user to configure the volume of the sound effects
- **Help**  
Contains a short description of how to play the game
- **Game**  
The game scene containing all the gameplay logic
- **Game Over**  
Gets loaded after the game has ended and presents the users reached score

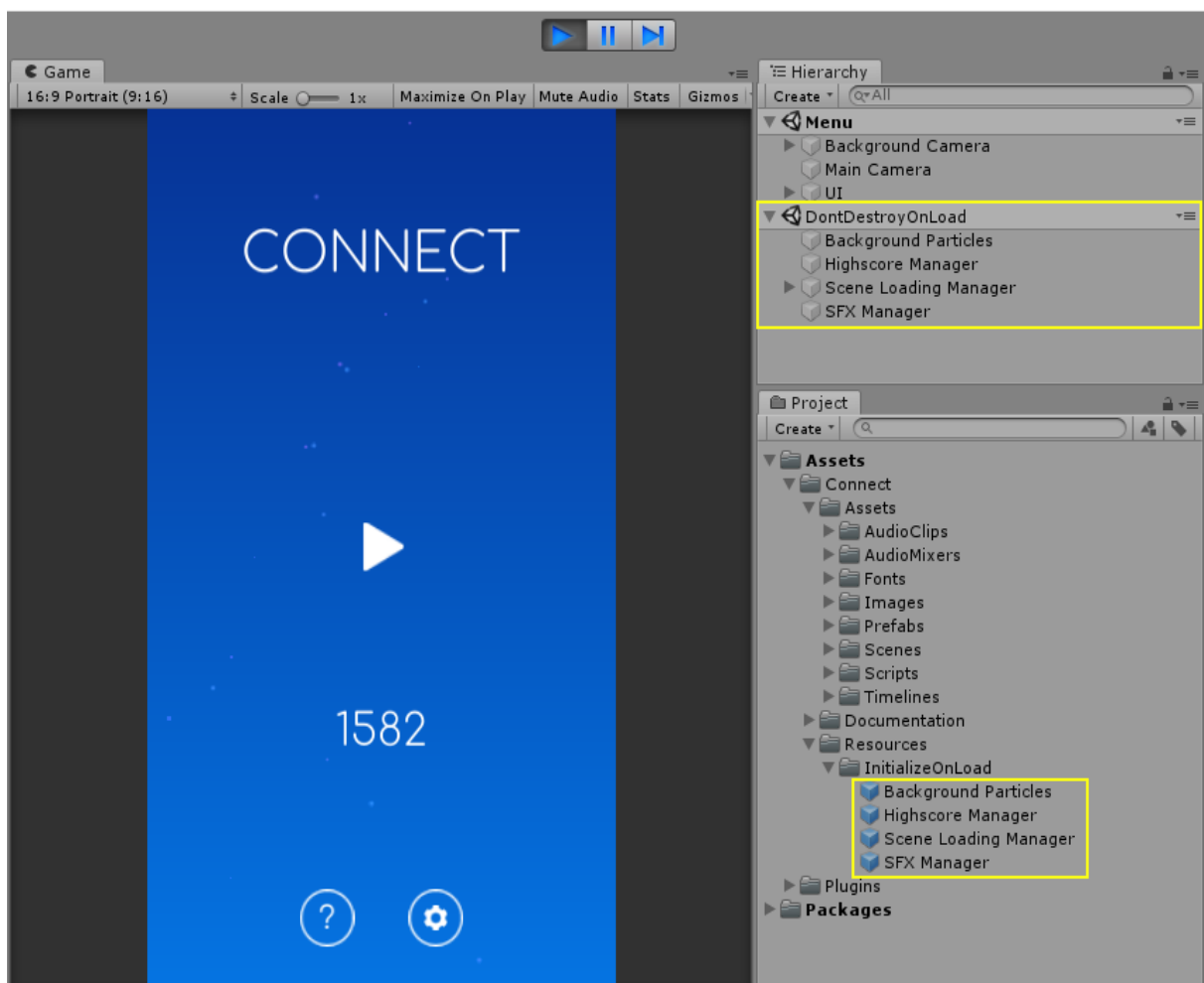
We’ve created a script called **SceneNames.cs**, which holds all scene names. If you need to change the name of a scene, you only need to propagate the change to this file.

## InitializeOnLoad

Some **GameObjects** are required by multiple scenes and therefore need to be persistent over the complete lifecycle of the application:

- **Highscore Manager**  
Holds the players high score and allows other components to access it
- **Scene Loading Manager**  
Allows to smoothly load scenes, by fading an overlay image in and out when a scene is loaded
- **SFX Manager**  
Allows to control the games volume and to play sound effects
- **Background Particles**  
Automatically plays some background particles to improve the games look

These **GameObjects** are placed in the “**Connect/Resources/InitializeOnLoad**” folder of the project and are automatically loaded and initialized by the **InitializeOnLoad.cs** script, just before the first scene is loaded. This has the advantage, that no initialization scene is required and greatly increases the workflow when working on a specific scene.





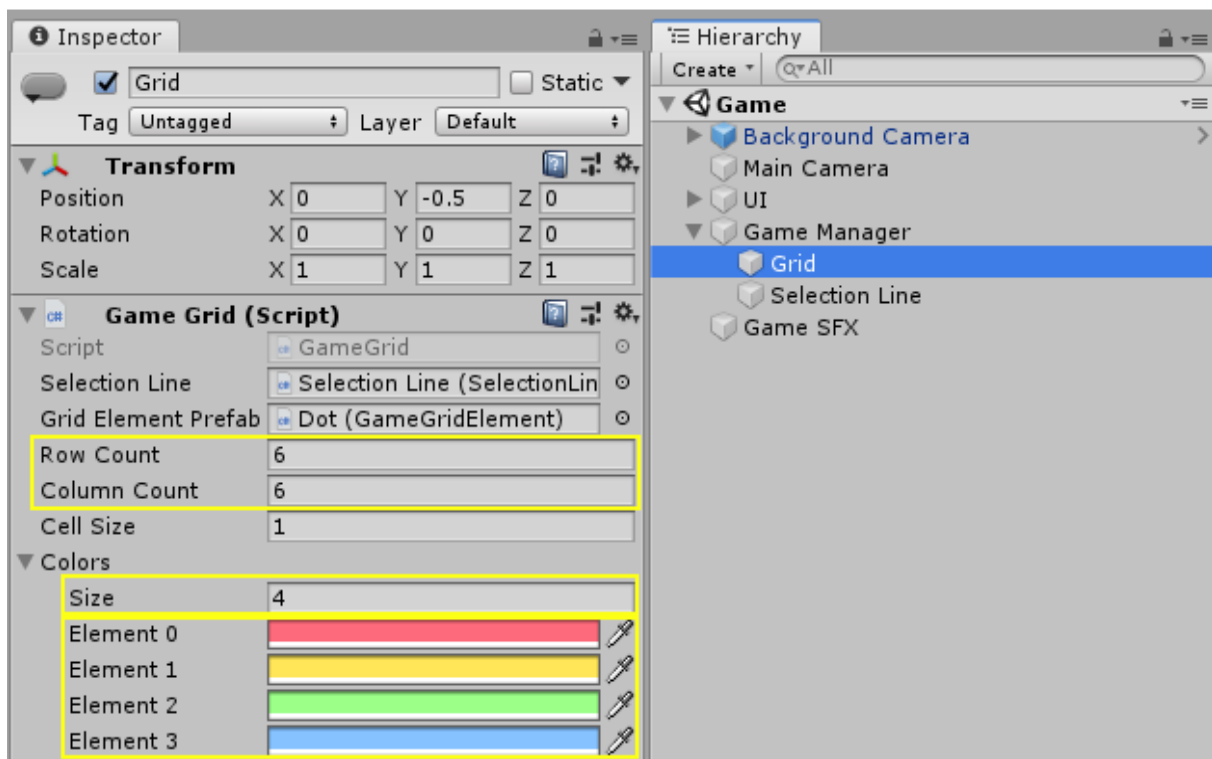
## How to customize the game

In this section we will describe how you can customize the games appearance.

### Adjust the game grid

You can easily adjust the colors of bubbles, the number of available colors and the size of the grid.

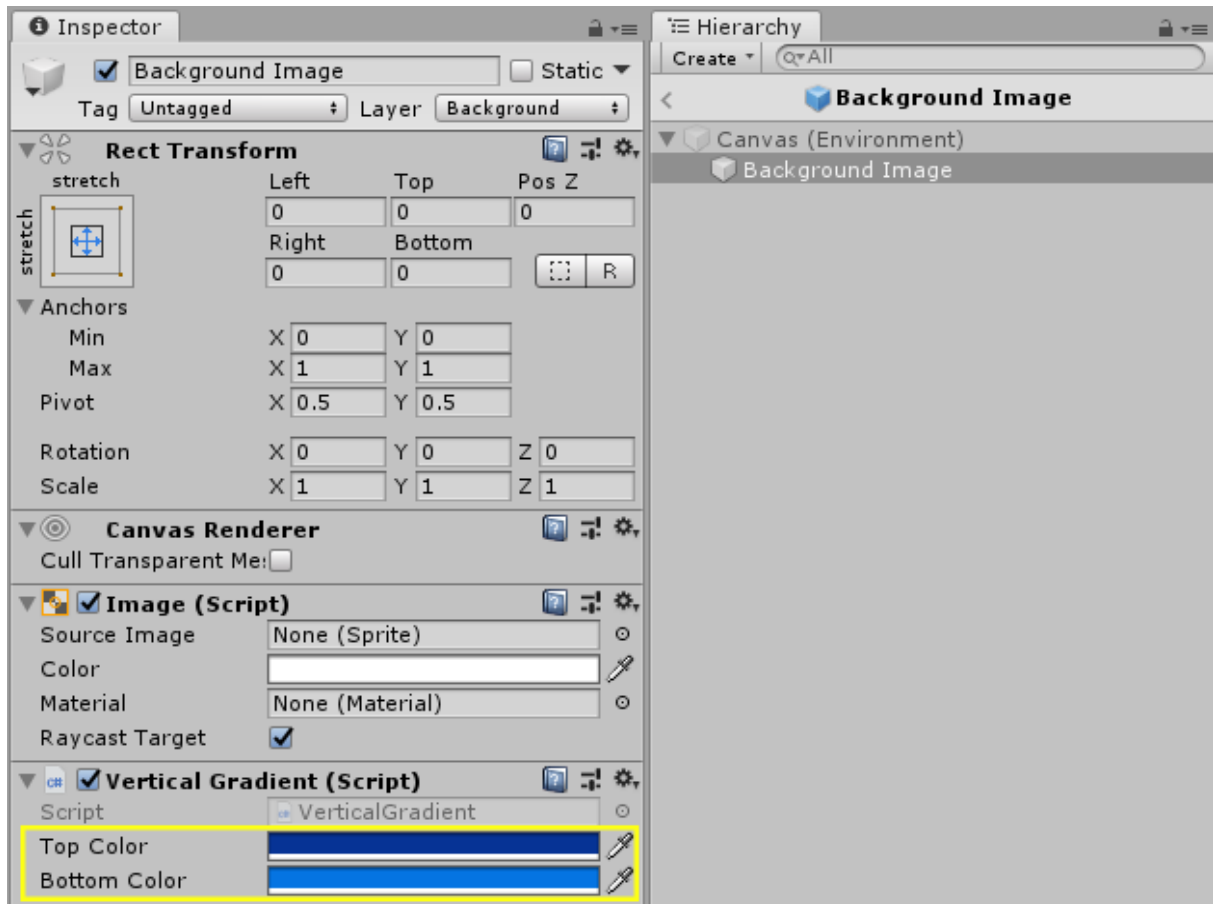
Open the **Game** scene, unfold the **Game Manager** game object in the scenes hierarchy and select the **Grid** game object:



- To adjust the size of the grid, edit the **Row Count** or **Column Count** fields
- To adjust the number of colors, edit the **Size** property of the **Colors** field
- To adjust the bubbles colors, edit the color values of the **Colors** field

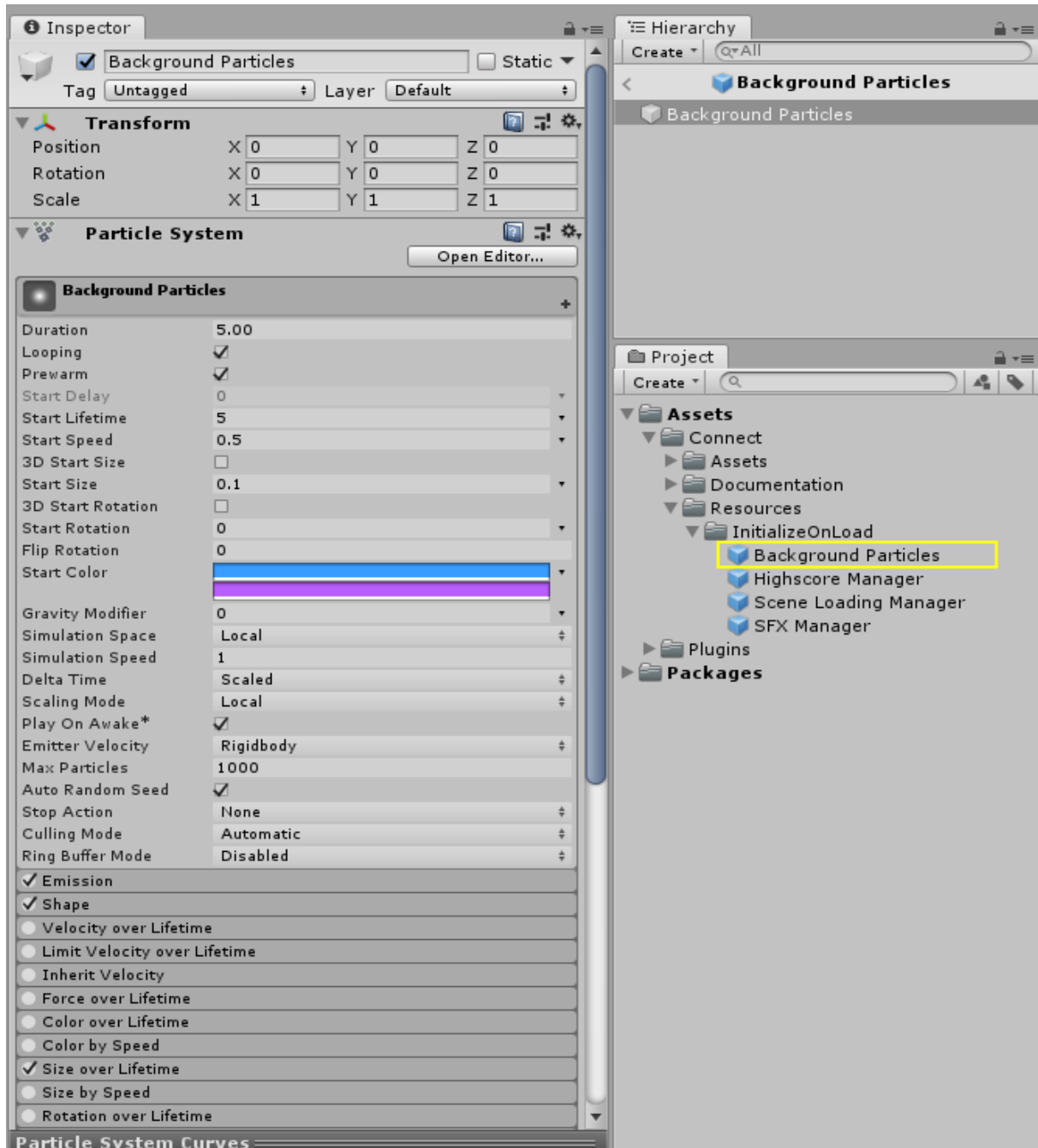
## Adjust the background image

To edit the background color of the game, open the **Background Image** prefab from the **“Connect/Assets/Prefabs/Background”** folder and adjust the **Top Color** and **Bottom Color** fields of the **Vertical Gradient** script.



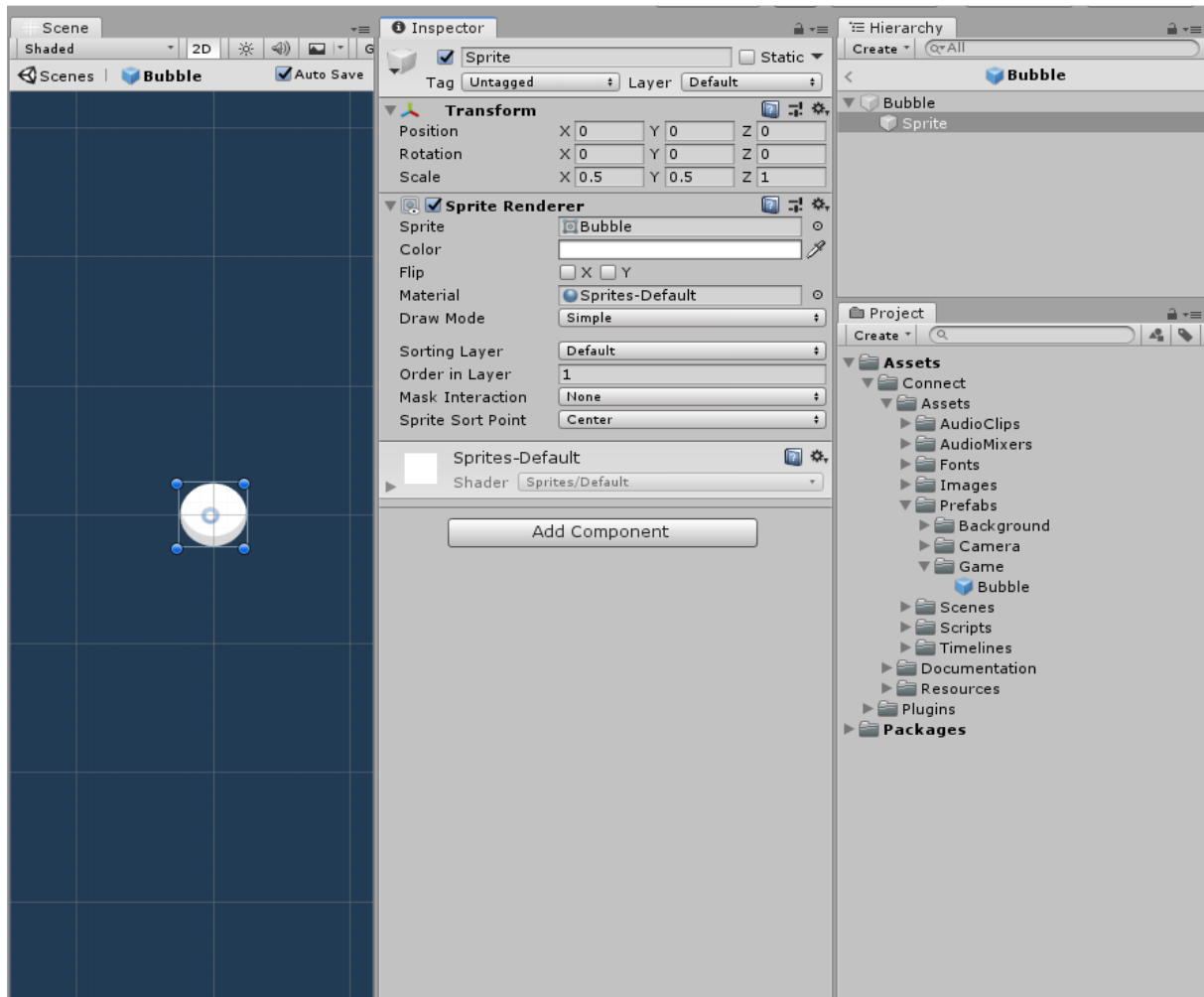
## Adjust the background particles

To adjust the background color of the game, open the **Background Particles** prefab from the **“Connect/Resources/InitializeOnLoad”** folder.



## Adjust the Bubble Image

To adjust the sprite of the bubbles, open the **Bubble** prefab from the **“Connect/Assets/Prefabs/Game”** folder and select the **Sprite** GameObject .



## Support

If you like the project, please take a minute and give us a rating in the Asset Store. This really helps us in order to create and improve our Unity Assets.

If you encounter any problems or errors, please contact us via email:

[support@ilumisoft.de](mailto:support@ilumisoft.de)