SPRING PONG - UNITY ASSET STORE

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Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

AppAdvisory 7
AppAdvisory.SpringPong 7

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

MonoBehaviour
- AppAdvisory.SpringPong.DotBase . . . 10
  - AppAdvisory.SpringPong.Dot . . . 9
  - AppAdvisory.SpringPong.Player . . . 18
- AppAdvisory.SpringPong.GameManager . . . 11
- AppAdvisory.SpringPong.InputTouch . . . 18

AppAdvisory.SpringPong.Utils . . . 19

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

AppAdvisory.SpringPong.Dot
: Attached to the 4 big dots in the game. We just change the name of the dots by convenience. And get a reference to the GameManager. 9

AppAdvisory.SpringPong.DotBase
: Player (= "ball who bounce") and "big dots" (the 2 dots on the top and the 2 dots on the bottom) inherite from this class. We handle seom references and intialize sprites. 10

AppAdvisory.SpringPong.GameManager
: In Charge to all the game management (game over, point, restart etc..) and in charge to show interstitial in the game. For monetizing this game with ads, everythign is already coded for you. You just need to get VERY SIMPLE ADS here: http://u3d.as/oWD 11

AppAdvisory.SpringPong.InputTouch
: In Charge of the inputs in the game. 18

AppAdvisory.SpringPong.Player
: Class in charge of the player. Attached to the Player GameObject (child of GameManager). . . 18

AppAdvisory.SpringPong.Utils
: Utility class. 19

Chapter 4

Namespace Documentation

4.1 AppAdvisory Namespace Reference

Namespaces

- namespace SpringPong

4.2 AppAdvisory.SpringPong Namespace Reference

Classes

- class Dot

  Attached to the 4 big dots in the game. We just change the name of the dots by convenience. And get a reference to the GameManager.
- class DotBase

  Player (= "ball who bounce") and "big dots" (the 2 dots on the top and the 2 dots on the bottom) inherite from this class. We handle seom references and intialize sprites.
- class GameManager

  In Charge to all the game management (game over, point, restart etc..) and in charge to show interstitial in the game. For monetizing this game with ads, everythign is already coded for you. You just need to get VERY SIMPLE ADS here: `http://u3d.as/oWD`
- class InputTouch

  In Charge of the inputs in the game.
- class Player

  Class in charge of the player. Attached to the Player GameObject (child of GameManager).
- class Utils

  Utility class.

Enumerations

- enum DotColor { **Pink**, **Blue** }

  Each game elements can be BLUE or PINK (2 colors).
- enum DotPos { **Up**, **Down** }

  The big dots are in the top (= DotPos.Up) or in the bottom (= DotPos.Down).
- enum TouchDirection { **none**, **left**, **right** }

  Touch direction: left or right.

4.2.1 Enumeration Type Documentation

4.2.1.1 enum AppAdvisory.SpringPong.DotColor [strong]

Each game elements can be BLUE or PINK (2 colors).

4.2.1.2 enum AppAdvisory.SpringPong.DotPos [strong]

The big dots are in the top (= DotPos.Up) or in the bottom (= DotPos.Down).

4.2.1.3 enum AppAdvisory.SpringPong.TouchDirection [strong]

Touch direction: left or right.

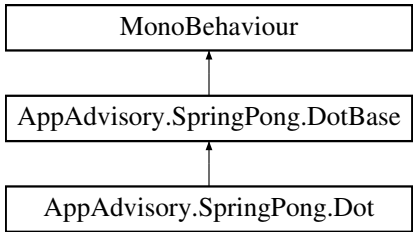
Chapter 5

Class Documentation

5.1 AppAdvisory.SpringPong.Dot Class Reference

Attached to the 4 big dots in the game. We just change the name of the dots by convenience. And get a reference to the GameManager.

Inheritance diagram for AppAdvisory.SpringPong.Dot:



Public Member Functions

- override void Awake ()

  Some initializations.

Public Attributes

- DotPos dotPos

  The DotPos

5.1.1 Detailed Description

Attached to the 4 big dots in the game. We just change the name of the dots by convenience. And get a reference to the GameManager.

5.1.2 Member Function Documentation

5.1.2.1 override void AppAdvisory.SpringPong.Dot.Awake ( ) [inline], [virtual]

Some initializations.

Reimplemented from AppAdvisory.SpringPong.DotBase.

5.1.3 Member Data Documentation

5.1.3.1 DotPos AppAdvisory.SpringPong.Dot.dotPos

The DotPos

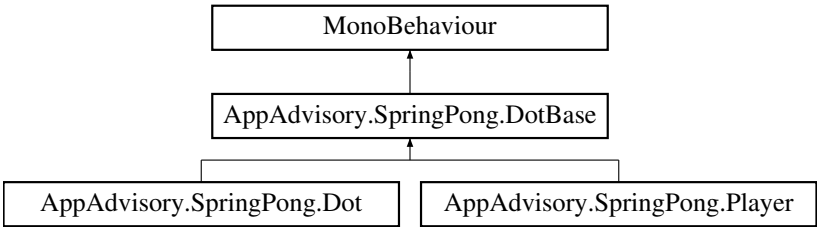
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/PinkPong/Assets/_SpringPong/Scritps/Dot.cs

5.2 AppAdvisory.SpringPong.DotBase Class Reference

Player (= "ball who bounce") and "big dots" (the 2 dots on the top and the 2 dots on the bottom) inherite from this class. We handle seom references and intialize sprites.

Inheritance diagram for AppAdvisory.SpringPong.DotBase:



Public Member Functions

- virtual void Awake ()
  Some initializations.
- void SetColor (DotColor c)
  Set the color of the SpriteRenderer.

Public Attributes

- DotColor color
  The dot color: Pink or Blue. Please refer to DotColor.
- GameManager gm
  Reference to the GameManager.
- SpriteRenderer sr
  Reference to the SpriteRenderer.

5.2.1 Detailed Description

Player (= "ball who bounce") and "big dots" (the 2 dots on the top and the 2 dots on the bottom) inherite from this class. We handle seom references and intialize sprites.

5.2.2 Member Function Documentation

5.2.2.1 virtual void AppAdvisory.SpringPong.DotBase.Awake ( ) [inline], [virtual]

Some initializations.

Reimplemented in AppAdvisory.SpringPong.Player, and AppAdvisory.SpringPong.Dot.

5.2.2.2 void AppAdvisory.SpringPong.DotBase.SetColor (DotColor *c*) [inline]

Set the color of the SpriteRenderer.

5.2.3 Member Data Documentation

5.2.3.1 DotColor AppAdvisory.SpringPong.DotBase.color

The dot color: Pink or Blue. Please refer to DotColor.

5.2.3.2 GameManager AppAdvisory.SpringPong.DotBase.gm

Reference to the GameManager.

5.2.3.3 SpriteRenderer AppAdvisory.SpringPong.DotBase.sr

Reference to the SpriteRenderer.

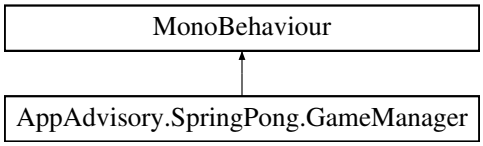
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/PinkPong/Assets/_SpringPong/Scritps/DotBase.cs

5.3 AppAdvisory.SpringPong.GameManager Class Reference

In Charge to all the game management (game over, point, restart etc..) and in charge to show interstitial in the game. For monetizing this game with ads, everythign is already coded for you. You just need to get VERY SIMPLE ADS here: http://u3d.as/oWD

Inheritance diagram for AppAdvisory.SpringPong.GameManager:



Public Member Functions

- void DoFadeIn ()

  Fade in the alpha of the in game elements: the 4 big dots, and the player ball.
- void DoFadeIn (Action isCompleted)

  Fade in the alpha of the in game elements: the 4 big dots, and the player ball.
- void DoFadeOut ()

  Fade out the alpha of the in game elements: the 4 big dots, and the player ball.
- void DoFadeOut (Action isCompleted)

  Fade out the alpha of the in game elements: the 4 big dots, and the player ball.
- void DOStart ()

  Method called by the UIController (have a look to the UIController GameObject editor, in the "On UI Anim Out End".
- void ShowAds ()

  Show interstitial ads. For monetizing this game with ads, everythign is already coded for you. You just need to get VERY SIMPLE ADS here: http://u3d.as/oWD

Public Attributes

- string nameOfTheGame = "SPRING PONG"

  The name of the game. Change it to change the title text.
- string VerySimpleAdsURL = "http://u3d.as/oWD"

  If you want to monetize this game, get VERY SIMPLE ADS at this URL: `http://u3d.as/oWD`
- int numberOfPlayToShowInterstitial = 10

  Number of "play" to show an interstitial. If you want to monetize this game, get VERY SIMPLE ADS at this URL: `http://u3d.as/oWD`
- Transform player

  Reference to the player (ie. the the centered ball).
- Color colorPink

  The pink color, change it to change the color.
- Color colorBlue

  The blue color, change it to change the color.
- float timeToMoveFromTopToBottom = 0.6f

  Speed of the ball (= Player) to make a complete move. Change it to change the speed.
- Transform dotUpPink

  Reference to the big dot on the top, pink.
- Transform dotUpBlue

  Reference to the big dot on the top, blue.
- Transform dotDownPink

  Reference to the big dot on the bottom, pink.
- Transform dotDownBlue

  Reference to the big dot on the bottom, blue.
- Text textTitle

  Reference to the text title.
- Text textScore

  Reference to the text score displayed in the center of the screen during the game.
- AudioClip[ ] pocs

  References to all the audioclips use when the ball bounce on a big dot. Change it , add some... to customize it.
- AudioClip lose

  Reference to the auidioclip play when he player loses.

Properties

- DotColor currentColor `[get]`

  DotColor of Player, ie. the ball who moves.
- int point `[get, set]`

  The point in the current game.

Private Member Functions

- void Awake ()

  Some iitializations.
- void StartTheUI ()

  At Start, we set the UI.
- void SetInGameElementsActive (bool setActive)

  Activate or desactivate in game elements: the 4 big dots, and the player ball.
- void OnTouched (TouchDirection td)

  Method called when we touch the screen (or click on desktop).

- void DOMoveDots ()

  Move the 4 big dots when the player touches the screen.
- void DOAlphaDots (float a)

  Change the alpha of the in game elements: the 4 big dots, and the player ball.
- void DOMovePlayer ()

  Move the player, ie. the bounce between top and bottom, and bottom and top.
- void DOGameOver ()

  Method called when the player loses. We will fade out all the in game elements(the 4 big dots, and the player ball) and restart the scene.
- void PlaySoundPoc ()

  Play a "poc" sound to display when the player ball bounce on a big dot.
- void PlaySoundLose ()

  Play the GameOver sound.

Private Attributes

- float timeToMoveDotsDivisor = 20f

  Speed of the big dots on the top and the bottom is equal to the timeToMoveFromTopToBottom divide by that. Change it to change the speed of the big dots move.
- SpriteRenderer _dotUpPinkSR

  Reference to the SpriteRenderer of the big dot on the top, pink.
- SpriteRenderer _dotUpBlueSR

  Reference to the SpriteRenderer of the big dot on the top, blue.
- SpriteRenderer _dotDownPinkSR

  Reference to the SpriteRenderer of the big dot on the bottom, pink.
- SpriteRenderer _dotDownBlueSR

  Reference to the SpriteRenderer of the big dot on the top, blue.
- SpriteRenderer _playerSR

  Reference to the SpriteRenderer of the Player.
- bool isStarted = false

  True if the game is started. Used to block some method if the game is not started.
- bool isGameOver = false

  True if the game is Game Over. Used to block some method after the player loses.
- float decal = 0.45f

  We move the ball with a tweener, from the top to the bottom, and bottom from top. We place the big dots with the same top position and bottom position of the ball. But we don't want to have the ball go inside the big dots. So we decal the position with this value.
- DotColor currentColorUp = DotColor.Blue

  DotColor of the the top position, blue by default at start
- DotColor currentColorDown = DotColor.Pink

  DotColor of the bottom position, pink by default at start
- int _point = 0

  The point in the current game.
- System.Random rand = new System.Random()

  "Real" random use to select the "poc" sound to display when the player ball bounce on a big dot.

5.3.1 Detailed Description

In Charge to all the game management (game over, point, restart etc..) and in charge to show interstitial in the game. For monetizing this game with ads, everythign is already coded for you. You just need to get VERY SIMPLE ADS here: http://u3d.as/oWD

5.3.2 Member Function Documentation

5.3.2.1 void AppAdvisory.SpringPong.GameManager.Awake ( ) [inline], [private]

Some iitializations.

5.3.2.2 void AppAdvisory.SpringPong.GameManager.DOAlphaDots (float *a*) [inline], [private]

Change the alpha of the in game elements: the 4 big dots, and the player ball.

5.3.2.3 void AppAdvisory.SpringPong.GameManager.DoFadeIn ( ) [inline]

Fade in the alpha of the in game elements: the 4 big dots, and the player ball.

5.3.2.4 void AppAdvisory.SpringPong.GameManager.DoFadeIn (Action *isCompleted*) [inline]

Fade in the alpha of the in game elements: the 4 big dots, and the player ball.

5.3.2.5 void AppAdvisory.SpringPong.GameManager.DoFadeOut ( ) [inline]

Fade out the alpha of the in game elements: the 4 big dots, and the player ball.

5.3.2.6 void AppAdvisory.SpringPong.GameManager.DoFadeOut (Action *isCompleted*) [inline]

Fade out the alpha of the in game elements: the 4 big dots, and the player ball.

5.3.2.7 void AppAdvisory.SpringPong.GameManager.DOGameOver ( ) [inline], [private]

Method called when the player loses. We will fade out all the in game elements(the 4 big dots, and the player ball) and restart the scene.

5.3.2.8 void AppAdvisory.SpringPong.GameManager.DOMoveDots ( ) [inline], [private]

Move the 4 big dots when the player touches the screen.

5.3.2.9 void AppAdvisory.SpringPong.GameManager.DOMovePlayer ( ) [inline], [private]

Move the player, ie. the bounce between top and bottom, and bottom and top.

5.3.2.10 void AppAdvisory.SpringPong.GameManager.DOStart ( ) [inline]

Method called by the UIController (have a look to the UIController GameObject editor, in the "On UI Anim Out End".

5.3.2.11 void AppAdvisory.SpringPong.GameManager.OnTouched (TouchDirection *td*) [inline], [private]

Method called when we touch the screen (or click on desktop).

5.3.2.12 void AppAdvisory.SpringPong.GameManager.PlaySoundLose ( ) [inline], [private]

Play the GameOver sound.

5.3.2.13 void AppAdvisory.SpringPong.GameManager.PlaySoundPoc ( ) [inline], [private]

Play a "poc" sound to display when the player ball bounce on a big dot.

5.3.2.14 void AppAdvisory.SpringPong.GameManager.SetInGameElementsActive (bool *setActive*) [inline], [private]

Activate or desactivate in game elements: the 4 big dots, and the player ball.

5.3.2.15 void AppAdvisory.SpringPong.GameManager.ShowAds ( ) [inline]

Show interstitial ads. For monetizing this game with ads, everythign is already coded for you. You just need to get VERY SIMPLE ADS here: http://u3d.as/oWD

5.3.2.16 void AppAdvisory.SpringPong.GameManager.StartTheUI ( ) [inline], [private]

At Start, we set the UI.

5.3.3 Member Data Documentation

5.3.3.1 SpriteRenderer AppAdvisory.SpringPong.GameManager._dotDownBlueSR [private]

Reference to the SpriteRenderer of the big dot on the top, blue.

5.3.3.2 SpriteRenderer AppAdvisory.SpringPong.GameManager._dotDownPinkSR [private]

Reference to the SpriteRenderer of the big dot on the bottom, pink.

5.3.3.3 SpriteRenderer AppAdvisory.SpringPong.GameManager._dotUpBlueSR [private]

Reference to the SpriteRenderer of the big dot on the top, blue.

5.3.3.4 SpriteRenderer AppAdvisory.SpringPong.GameManager._dotUpPinkSR [private]

Reference to the SpriteRenderer of the big dot on the top, pink.

5.3.3.5 SpriteRenderer AppAdvisory.SpringPong.GameManager._playerSR [private]

Reference to the SpriteRenderer of the Player.

5.3.3.6 int AppAdvisory.SpringPong.GameManager._point = 0 [private]

The point in the current game.

5.3.3.7 Color AppAdvisory.SpringPong.GameManager.colorBlue

The blue color, change it to change the color.

5.3.3.8 Color AppAdvisory.SpringPong.GameManager.colorPink

The pink color, change it to change the color.

5.3.3.9 DotColor AppAdvisory.SpringPong.GameManager.currentColorDown = DotColor.Pink [private]

DotColor of the bottom position, pink by default at start

5.3.3.10 DotColor AppAdvisory.SpringPong.GameManager.currentColorUp = DotColor.Blue [private]

DotColor of the the top position, blue by default at start

5.3.3.11 float AppAdvisory.SpringPong.GameManager.decal = 0.45f [private]

We move the ball with a tweener, from the top to the bottom, and bottom from top. We place the big dots with the same top position and bottom position of the ball. But we don't want to have the ball go inside the big dots. So we decal the position with this value.

5.3.3.12 Transform AppAdvisory.SpringPong.GameManager.dotDownBlue

Reference to the big dot on the bottom, blue.

5.3.3.13 Transform AppAdvisory.SpringPong.GameManager.dotDownPink

Reference to the big dot on the bottom, pink.

5.3.3.14 Transform AppAdvisory.SpringPong.GameManager.dotUpBlue

Reference to the big dot on the top, blue.

5.3.3.15 Transform AppAdvisory.SpringPong.GameManager.dotUpPink

Reference to the big dot on the top, pink.

5.3.3.16 bool AppAdvisory.SpringPong.GameManager.isGameOver = false [private]

True if the game is Game Over. Used to block some method after the player loses.

5.3.3.17 bool AppAdvisory.SpringPong.GameManager.isStarted = false [private]

True if the game is started. Used to block some method if the game is not started.

5.3.3.18 AudioClip AppAdvisory.SpringPong.GameManager.lose

Reference to the auidioclip play when he player loses.

5.3.3.19 string AppAdvisory.SpringPong.GameManager.nameOfTheGame = "SPRING PONG"

The name of the game. Change it to change the title text.

5.3.3.20 int AppAdvisory.SpringPong.GameManager.numberOfPlayToShowInterstitial = 10

Number of "play" to show an interstitial. If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD

5.3.3.21 Transform AppAdvisory.SpringPong.GameManager.player

Reference to the player (ie. the the centered ball).

5.3.3.22 AudioClip [ ] AppAdvisory.SpringPong.GameManager.pocs

References to all the audioclips use when the ball bounce on a big dot. Change it , add some... to customize it.

5.3.3.23 System.Random AppAdvisory.SpringPong.GameManager.rand = new System.Random() [private]

"Real" random use to select the "poc" sound to display when the player ball bounce on a big dot.

5.3.3.24 Text AppAdvisory.SpringPong.GameManager.textScore

Reference to the text score displayed in the center of the screen during the game.

5.3.3.25 Text AppAdvisory.SpringPong.GameManager.textTitle

Reference to the text title.

5.3.3.26 float AppAdvisory.SpringPong.GameManager.timeToMoveDotsDivisor = 20f [private]

Speed of the big dots on the top and the bottom is equal to the timeToMoveFromTopToBottom divide by that. Change it to change the speed of the big dots move.

5.3.3.27 float AppAdvisory.SpringPong.GameManager.timeToMoveFromTopToBottom = 0.6f

Speed of the ball (= Player) to make a complete move. Change it to change the speed.

5.3.3.28 string AppAdvisory.SpringPong.GameManager.VerySimpleAdsURL = "http://u3d.as/oWD"

If you want to monetize this game, get VERY SIMPLE ADS at this URL: http://u3d.as/oWD

5.3.4 Property Documentation

5.3.4.1 DotColor AppAdvisory.SpringPong.GameManager.currentColor [get], [private]

DotColor of Player, ie. the ball who moves.

5.3.4.2 int AppAdvisory.SpringPong.GameManager.point [get], [set], [private]

The point in the current game.

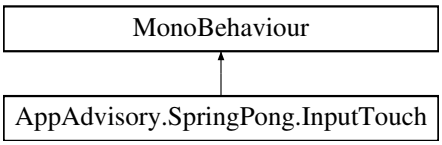
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/PinkPong/Assets/_SpringPong/Scritps/GameManager.cs

5.4 AppAdvisory.SpringPong.InputTouch Class Reference

In Charge of the inputs in the game.

Inheritance diagram for AppAdvisory.SpringPong.InputTouch:



Public Member Functions

- delegate void **OnTouch** (TouchDirection td)

Events

- static OnTouch **OnTouched**

Private Member Functions

- void **Update** ()

5.4.1 Detailed Description

In Charge of the inputs in the game.

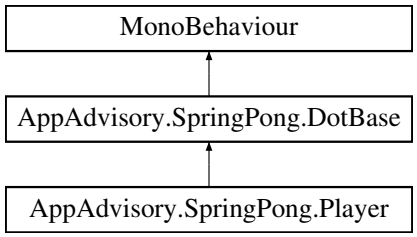
The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/PinkPong/Assets/_SpringPong/Scritps/InputTouch.cs

5.5 AppAdvisory.SpringPong.Player Class Reference

Class in charge of the player. Attached to the Player GameObject (child of GameManager).

Inheritance diagram for AppAdvisory.SpringPong.Player:



Public Member Functions

- override void Awake ()

  Some initializations.
- void RandomColor ()

  Get a random color for the ball (Pink or Blue, please refer to DotColor). Called agter each bounce.

Private Attributes

- System.Random rand = new System.Random()

  "Real" random use to select the "poc" sound to display when the player ball bounce on a big dot.

Additional Inherited Members

5.5.1 Detailed Description

Class in charge of the player. Attached to the Player GameObject (child of GameManager).

5.5.2 Member Function Documentation

5.5.2.1 override void AppAdvisory.SpringPong.Player.Awake ( ) [inline], [virtual]

Some initializations.

Reimplemented from AppAdvisory.SpringPong.DotBase.

5.5.2.2 void AppAdvisory.SpringPong.Player.RandomColor ( ) [inline]

Get a random color for the ball (Pink or Blue, please refer to DotColor). Called agter each bounce.

5.5.3 Member Data Documentation

5.5.3.1 System.Random AppAdvisory.SpringPong.Player.rand = new System.Random() [private]

"Real" random use to select the "poc" sound to display when the player ball bounce on a big dot.

The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/PinkPong/Assets/_SpringPong/Scritps/Player.cs

5.6 AppAdvisory.SpringPong.Utils Class Reference

Utility class.

Static Public Member Functions

- static bool HaveSameColor (this DotBase dBase, DotBase other)

  Compare colors.
- static bool HaveSameColor (this Transform dBase, Transform other)

  Compare colors.
- static bool HaveSameColor (this DotColor c, Transform other)

  Compare colors.
- static bool SetBest (int lastScore)

  Set the best score.
- static int GetBest ()

  Get the best score.
- static void SetLast (int lastScore)

  Set the last score.

- static int GetLast ()

  Get the last score.
- static void SetAlpha (this SpriteRenderer sr, float a)

  Set alpha of Spriterenderer element.
- static void SetAlpha (this Image im, float a)

  Set alpha of UI Image element.
- static void SetAlpha (this Text t, float a)

  Set alpha of UI Text element.
- static void ReloadLevel ()

  Clean the memory and reload the scene
- static void CleanMemory ()

  Clean the memory

5.6.1 Detailed Description

Utility class.

5.6.2 Member Function Documentation

5.6.2.1 static void AppAdvisory.SpringPong.Utils.CleanMemory ( ) [inline], [static]

Clean the memory

5.6.2.2 static int AppAdvisory.SpringPong.Utils.GetBest ( ) [inline], [static]

Get the best score.

5.6.2.3 static int AppAdvisory.SpringPong.Utils.GetLast ( ) [inline], [static]

Get the last score.

5.6.2.4 static bool AppAdvisory.SpringPong.Utils.HaveSameColor (this DotBase *dBase,* DotBase *other*) [inline], [static]

Compare colors.

5.6.2.5 static bool AppAdvisory.SpringPong.Utils.HaveSameColor (this Transform *dBase,* Transform *other*) [inline], [static]

Compare colors.

5.6.2.6 static bool AppAdvisory.SpringPong.Utils.HaveSameColor (this DotColor *c,* Transform *other*) [inline], [static]

Compare colors.

5.6.2.7 static void AppAdvisory.SpringPong.Utils.ReloadLevel ( ) [inline], [static]

Clean the memory and reload the scene

5.6.2.8 static void AppAdvisory.SpringPong.Utils.SetAlpha (this SpriteRenderer *sr,* float *a*) [inline], [static]

Set alpha of Spriterenderer element.

5.6.2.9 static void AppAdvisory.SpringPong.Utils.SetAlpha (this Image *im,* float *a*) [inline], [static]

Set alpha of UI Image element.

5.6.2.10 static void AppAdvisory.SpringPong.Utils.SetAlpha (this Text *t,* float *a*) [inline], [static]

Set alpha of UI Text element.

5.6.2.11 static bool AppAdvisory.SpringPong.Utils.SetBest (int *lastScore*) [inline], [static]

Set the best score.

5.6.2.12 static void AppAdvisory.SpringPong.Utils.SetLast (int *lastScore*) [inline], [static]

Set the last score.

The documentation for this class was generated from the following file:

- /Volumes/LaCie/Dropbox/Anthony/__AppAdvisory/PinkPong/Assets/_SpringPong/Scritps/Utils.cs

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