

Top Burger Documentation



Minimal requirement: Unity 5.5.2f1

You can't sell your reskin based on our template, or any part of source code/assets. You can publish the game on Google Play, Appstore and any other mobile stores.

You can't publish the game as it is, you need to reskin it. In this document there is a detailed explanation about the reskinning process and requirements.

We do not support any additional changes of the source code or new features. If you need some customizations you need to hire a programmer. Please don't contact us on this behalf.

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Engine Description

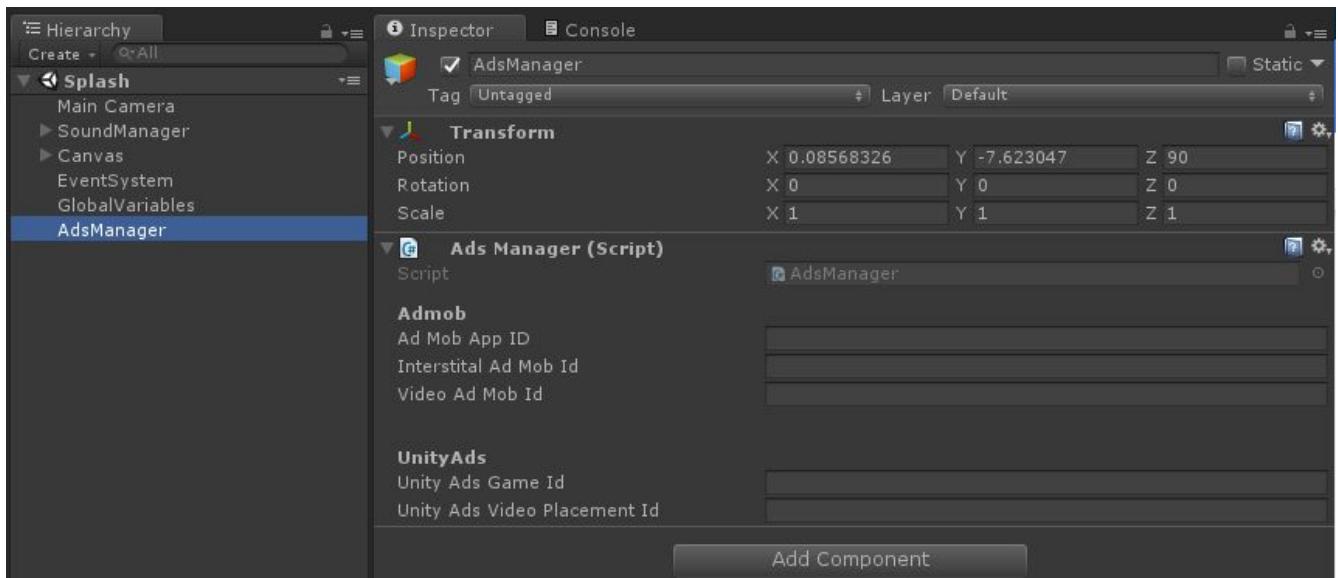
- Source code was made with Unity Engine
- Crossplatform (Android, iOS)

Game Features

- World and Level Selector(3 worlds with 60 levels per world, all together 180 levels)
- 3 power ups(Auto-hint, Coin Magnet, CustomerHappyTime)
- 21 animated Characters
- Auto-unlock new ingredients, characters and power-ups by progress
- AdMob and Unity Ads integrated
- Rate integrated

ADS

The monetization is made with AdMob(Interstitial and VideoReward) and UnityAds(VideoReward) ad providers. All monetization setup is made through one script: AdsManager. To configure the ads, just open the “Splash” scene in unity, select the “AdsManager” GameObject, and enter all the empty fields.



Instructions for graphic reskin of the textures

1: Loading Screen – consists of 2 textures, the main one is “LoadingTexture” (2 sprites are used from this texture), and the other one is “InterfaceGameplay”(1 sprite is used from this texture). Gray parts are not used in this scene.



Illustration 1: LoadingScreen – assembled in Unity

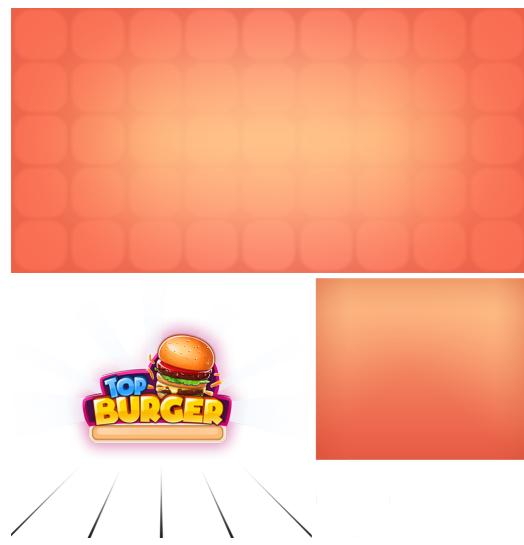


Illustration 2: LoadingTexture in Photoshop

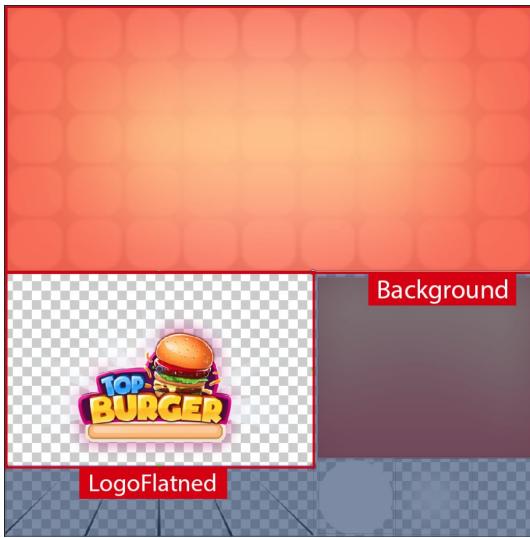


Illustration 3: LoadingTexture in Unity



Illustration 4: InterfaceTexture - ProgressBar (this sprite is used multiple times)

2: HomeScreen – consists of 3 textures, "InterfaceLogoHomescreen", "HomeScreenBG" and "MainCharacterTexture". These 3 textures use all of their sprites in this scene.



Illustration 5: HomeScreen - assembled in Unity

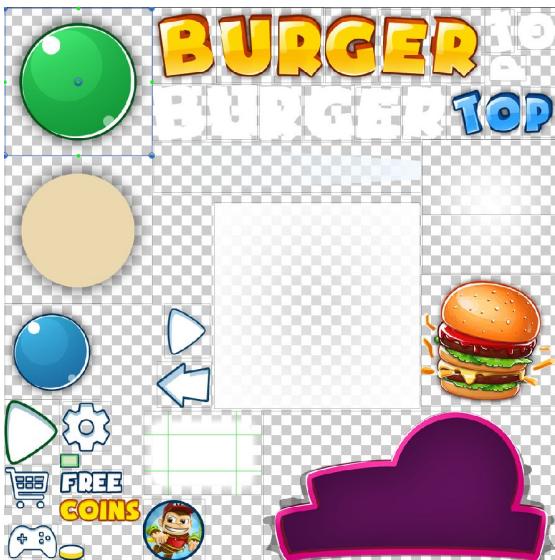


Illustration 6: InterfaceLogoHomeScreen in Unity



Illustration 7: InterfaceLogoHomeScreen – Division of Interface and Logo in Photoshop layers

InterfaceLogoHomeScreen texture contains sprites of the homescreen interface and logo. The interface has to be reskinned 1 on 1, while the logo might not, because in this

case we have the “TopBurger” logo, but in reskinning we can have something else. It is recommended that the logo should be left connected in this texture, when doing the reskin (rather than broken down like in the original texture.) The animation of the logo has to be redone. If the logo consists of only one sprite, there shouldn't be much work.



Illustration 8: HomeScreenBG in Unity

HomeScreenBG texture contains the background of the main scene, and here the reskin should be done 1 on 1, but not for every single element: for example, you might not need the aircondition, the bench or the bush. You do not have to reskin those elements, while other elements, such as the house, the tree, the clouds etc., you need to reskin one on one.

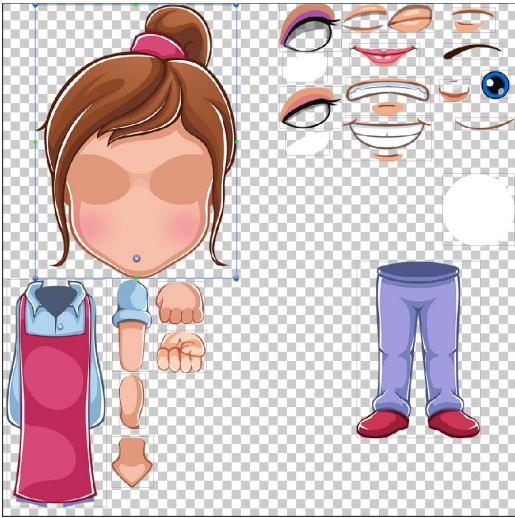


Illustration 9: MainCharacterTexture in Unity

MainCharacterTexture should be reskinned 1 on 1 in its entirety, not only to draw a new sprite in the frame of the old one, but also to pay attention to the positions of the things on the head – the jaw has to match the previous position of the jaw, also the forehead, left and right parts of the head, everything has to be done one on one (otherwise the things won't match properly, the head would look too small or too big, eyes would look as if they're popping out etc.)

3. Pop ups consist of 3 textures: "UITexture", "InterfaceGameplay" and "LoadingTexture". UITexture is the main texture, we use all the sprites from this texture, while only some sprites from the other two textures are used.

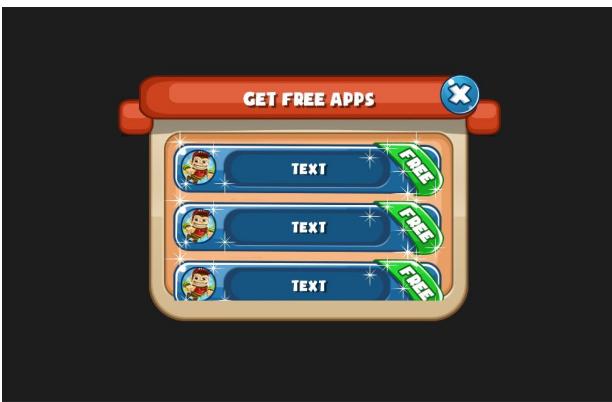


Illustration 10: CrossPromotion Popup

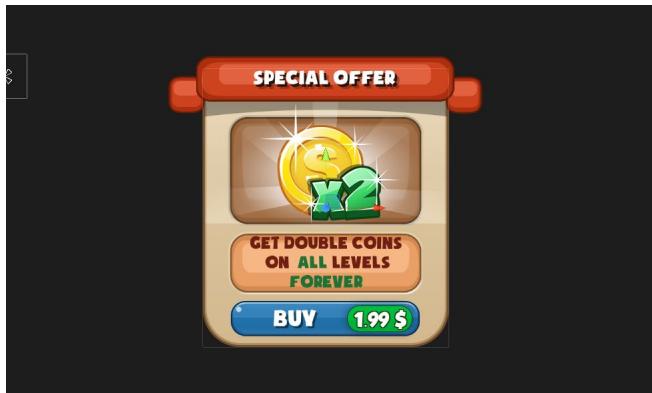


Illustration 11: Special Offer Popup

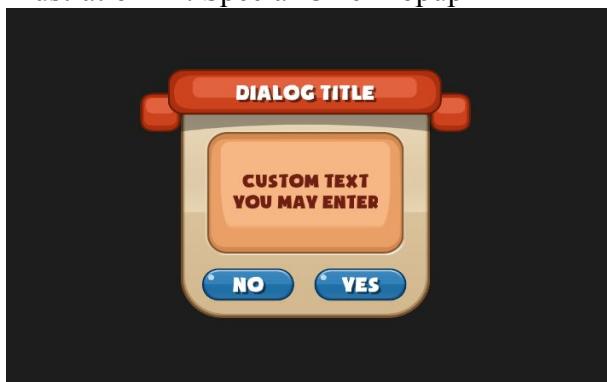


Illustration 12: Dialog Popup



Illustration 13: Settings Popup



Illustration 14: Game Over Popup

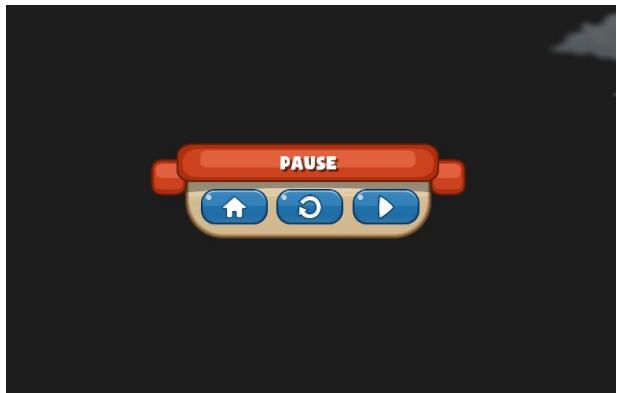


Illustration 15: Pause Popup

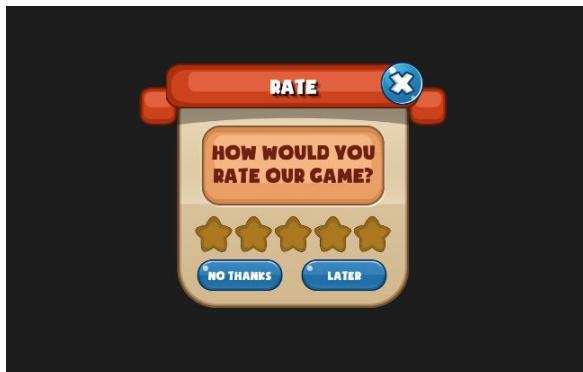


Illustration 16: Rate Popup

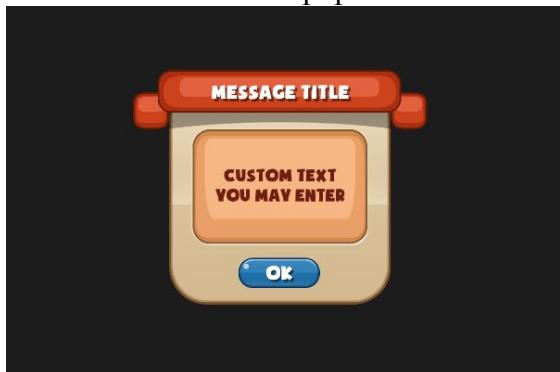


Illustration 17: Message Popup



Illustration 18: NewItemUnlocked Popup



Illustration 19: Goal Popup



Illustration 21: InterfaceTexture



Illustration 22: UITexture

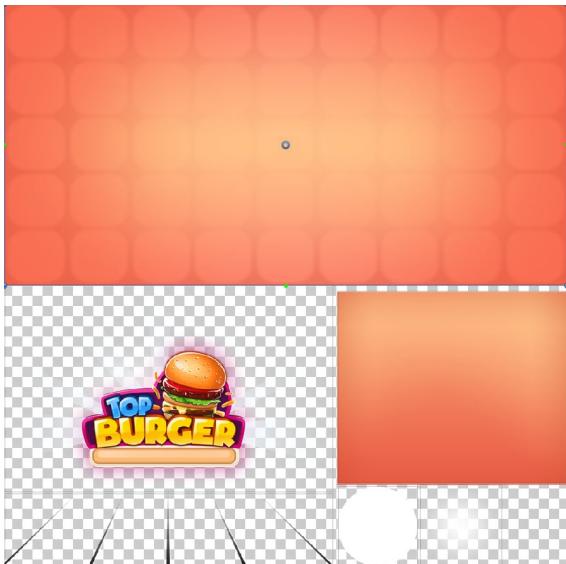


Illustration 23: LoadingTexture

UITexture should be reskinned 1 on 1, and it's the main texture for all popups, only pause button and some other small elements are taken from the InterfaceTexture, and the background is taken from the LoadingTexture. Since this template doesn't have DailyReward, part of the texture shouldn't be reskinned:



Illustration 24: Daily Reward Icons

This part can remain as is.

4. WorldChooseScreen – is the screen where the world is chosen, there are three worlds, and also where one game mode is picked from the 3 possible modes: Career(main mode), Chef Championship and Time Attack. This scene consists of the following textures: “LevelChooseTexture”, “InterfaceLogoHomeScreen”, “InterfaceGameplay”.



Illustration 26: LevelChooseTexture



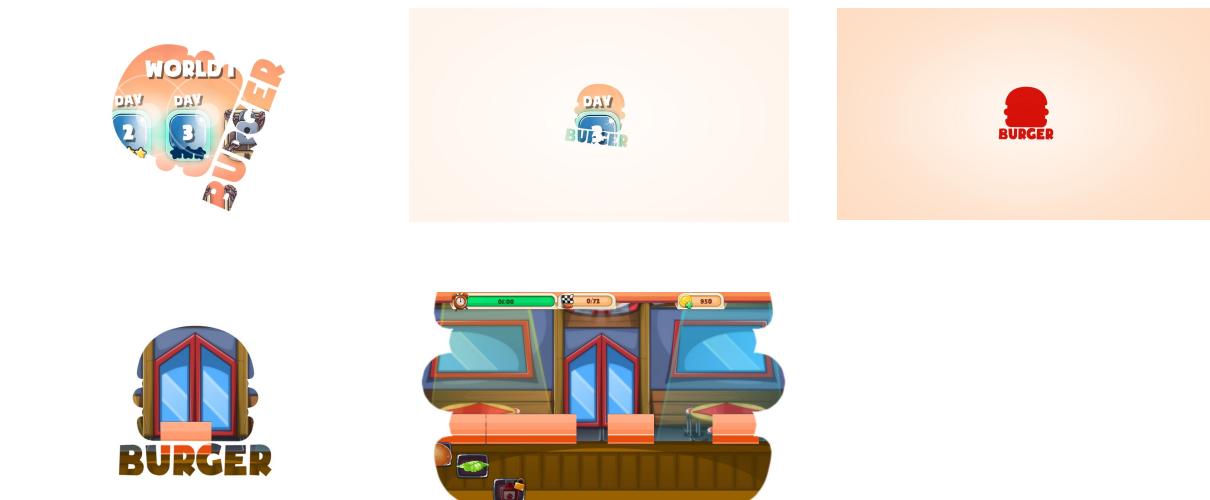
Illustration 25: WorldChooseScreen

5. LevelChooseScreen - consists mainly of "LevelChooseTexture", "InterfaceGameplay".



Illustration 27: LevelChooseScreen

1. LoadingGameplayScreen – appears when the game level is chosen, it is the transition that leads onto the gameplay screen.



Pictures for loading transitions.

`LoadingGameplayScreen` consists of
“`LoadingGameplayTransition`” texture, a logo or some other
interesting graphics can be inserted in this texture.



Illustration 28: `LoadingGameplayTransition`

1. `GameplayScreen`



Illustration 29: GameplayScreen

Gameplay screen consists of the following textures:

2.
“InterfaceGameplay”,
“InterfaceGameplay1”,
“InterfaceGameplay2”,
“IngredientsBurgerGameplay”,
“IngredientsBurgerGameplay1”,
“IngredientsBurgerGameplay2”,
“IngredientsBurgerInterface”
“IngredientsBurgerInterface1”
“IngredientsBurgerInterface2”
“CharacterTexture1”,
“CharacterTexture1.1”,
“CharacterTexture1.2”,
“CharacterTexture2”,
“CharacterTexture2.1”,

```
"CharacterTexture2.2",
"CharacterTexture3",
"CharacterTexture3.1",
"CharacterTexture3.2",
"CharacterTexture4",
"CharacterTexture4.1",
"CharacterTexture4.2",
"CharacterTexture5",
"CharacterTexture5.1",
"CharacterTexture5.2",
"CharacterTexture6"
"CharacterTexture6.1",
"CharacterTexture6.2",
"CharacterTexture7",
"CharacterTexture7.1",
"CharacterTexture7.2".
"BurgerBG1",
"BurgerBG2",
"BurgerBG3".
```

Gameplay scene has 3 InterfaceGameplay, 3 IngredientsBurgerGameplay, 3 IngredientsBurgerInterface, and 3 BurgerBG textures because there are 3 different burger shops in the game, which means 3 different skins that can be unlocked.

In the gameplay scene, 7 different characters appear. Each of them has 3 different variants (3 grandmas etc.), so altogether there are 21 textures.

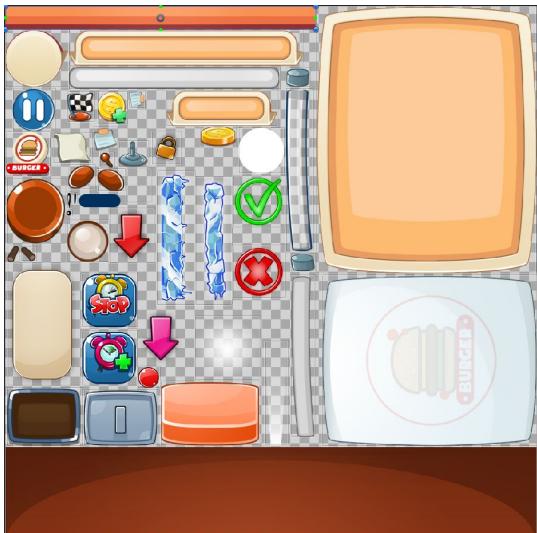


Illustration 31: InterfaceGameplay1 texture

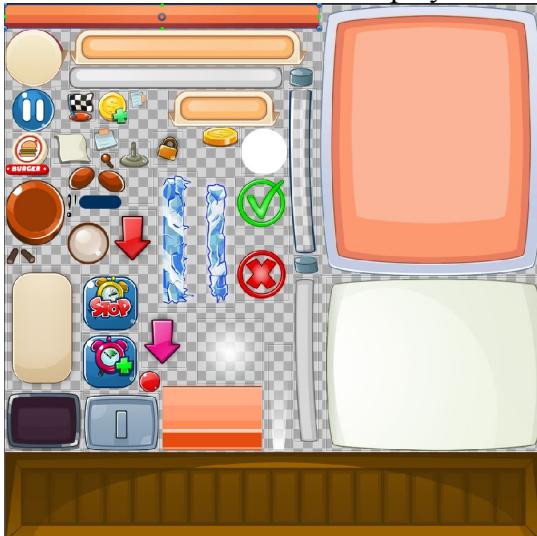


Illustration 30: InterfaceGameplay texture

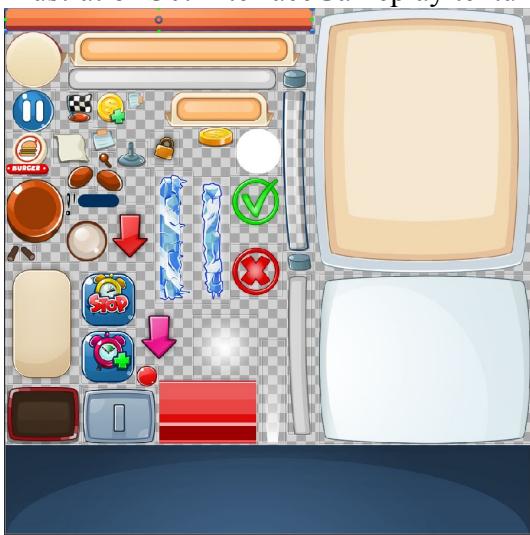


Illustration 32: InterfaceGameplay2

InterfaceGameplay textures make up the entire interface in the gameplay scene, there are three of them because there are 3 burger shops, but there's not much difference between them, as the pictures show.

In the picture below, everything that isn't present in this texture is darkened:



Illustration 33: HomeScreen with only InterfaceGameplay texture lit up

IngredientsBurgerGameplay textures contain all the food, the tray and the plate on the table, there are 3 textures for 3 different skins.



Illustration 34: IngredientsBurgerGameplay



Illustration 35: IngredientsBurgerGameplay2

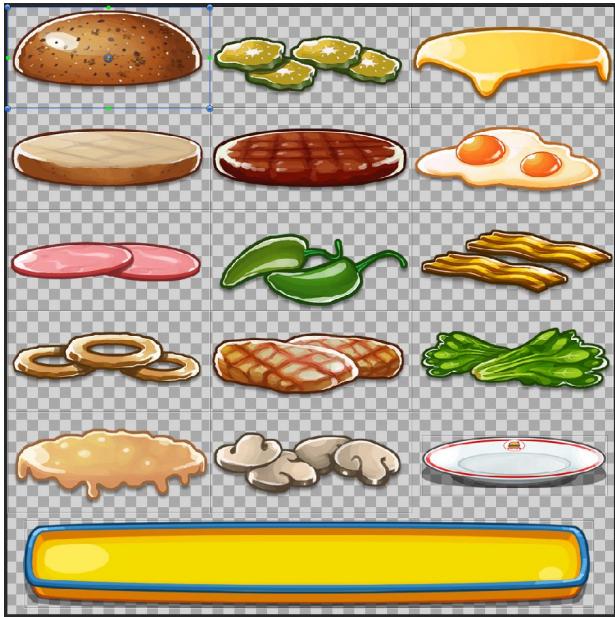


Illustration 36: IngredientsBurgerGameplay1

The picture below shows the gameplay scene with all the elements of the IngredientsBurgerGameplay texture. Everything that is darkened doesn't belong to this texture:



Illustration 37: GameplayScreen sa elementima IngredientsBurgerGameplay texture

IngredientsBurgerGameplay textures should be reskinned 1 on 1. There's a possibility that, when this texture is reskinned (for example, when you draw pizza ingredients which are thinner than the burger ones), and when it's inserted in Unity, food ingredients might be separated from

one another; this problem can be fixed by the programmers, so leave that to them.

IngredientsBurgerInterface textures contain all the food from a different angle (food as a button). In this texture, there is side food, that doesn't have 2 angles. There are 3 textures for 3 skins. Reskinning is done 1 on 1.



Illustration 38: IngredientsBurgerInterface



Illustration 39: IngredientsBurgerInterface1



Illustration 40: IngredientsBurgerInterface

The picture below shows the Gameplay scene and only the elements from the IngredientsBurgerInterface texture are highlighted.



Illustration 41: Gameplay scene with IngredientsBurgerInterface texture highlighted

BurgerBG textures contain the burger shop background, there are 3 different backgrounds for 3 skins.



Illustration 42: BurgerBG



Illustration 43: BurgerBG3



Illustration 44: BurgerBG2

Every background has 2 variants, the normal and the blurred one.

In the gameplay scene, there are 7 different characters, each of them has 3 variants, which are done speedily, for the sake of diversity. Example:



Illustration 45: CharacterTexture2.2



Illustration 46: CharacterTexture2.1



Illustration 47: CharacterTexture2

When doing the reskin of the characters, it is important to draw one on one, i.e. not to go over the frame borders of any drawing, for example the position of the chin has to match the position of the chin on the previous drawing, just like the position of the eyes, while hair position can vary, but again it must stay within the bounding box. There is no need to draw the lower extremities of the characters, since we changed that feature in the development. In the center of the texture there is the character with the lower extremities, so you can draw the extremities there, and when you draw the 3 variants of the character this sprite remains the same, there's no need for 3 different ones. This sprite appears in the New Character Unlock popup:



As you can see in the right picture, lower extremities need not be drawn.

1. Win and Lose Screens – consist of the WinLoseTexture



Illustration 48: WinScreen



Illustration 49: LoseScreen

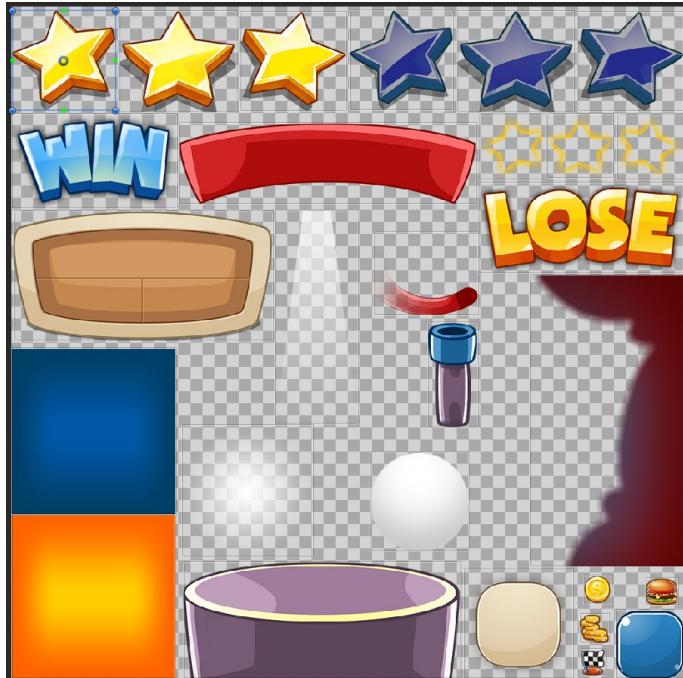


Illustration 50: WinLoseTexture

Chef Championship Screen



Illustration 51: ChefChampionship gameplay screen



Illustration 52: ChefChampionship Watch Video



Illustration 53: ChefChampionship Waiting



Illustration 54: ChefChampionship Leaderboard

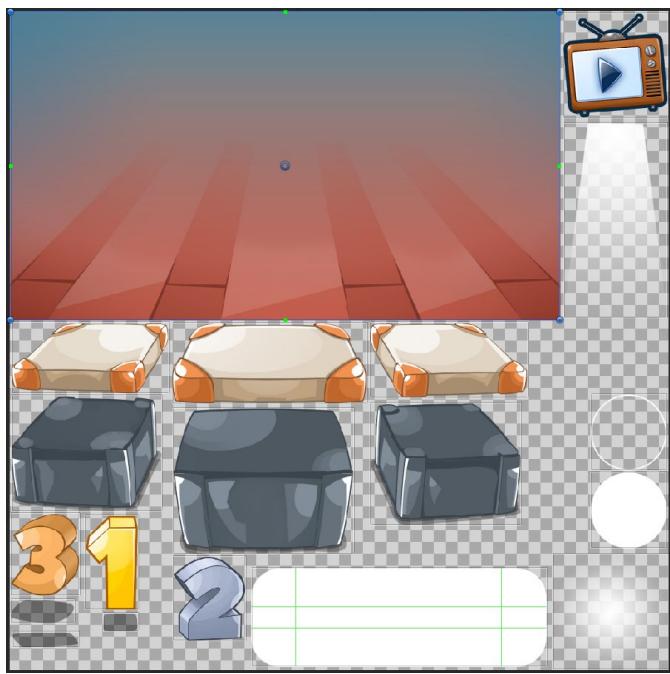


Illustration 55: ChefChampionshipTexture