Candy Pinball Documentation

Overview

The **Candy Pinball** project is thoughtfully developed and user-friendly. Function names are clear, and scripts provide step-by-step guidance. This documentation explains the project folders functions. If you encounter any issues, please contact us at joysmashgames@gmail.com.

Project Structure

1. Art

The Art folder is subdivided into four categories:

- **Materials**: Contains subfolders with various materials used in the game, which can be customized with different colors or sprites.

- **Models**: Includes four 3D models (bar, cup, frame and objects)

- **Sprites**: Contains 8 unique button sprites and game logos.

- **Textures**: 35 PNG files used as textures in the materials.

2. Prefabs

The Prefabs folder includes four main categories:

- **Gameplay**: Contains 27 prefabs that can be used in levels.

- **Requirement**: 6 prefabs for level design.

- **Particle**: 18 unique particle effects with different materials.

- **UI**: 3 prefabs of the game menus. If adding new menus, update UIControl.cs accordingly.

3. Scenes

- **LevelScene**: Contains thirty 3D level scenes

4. Scriptable Objects

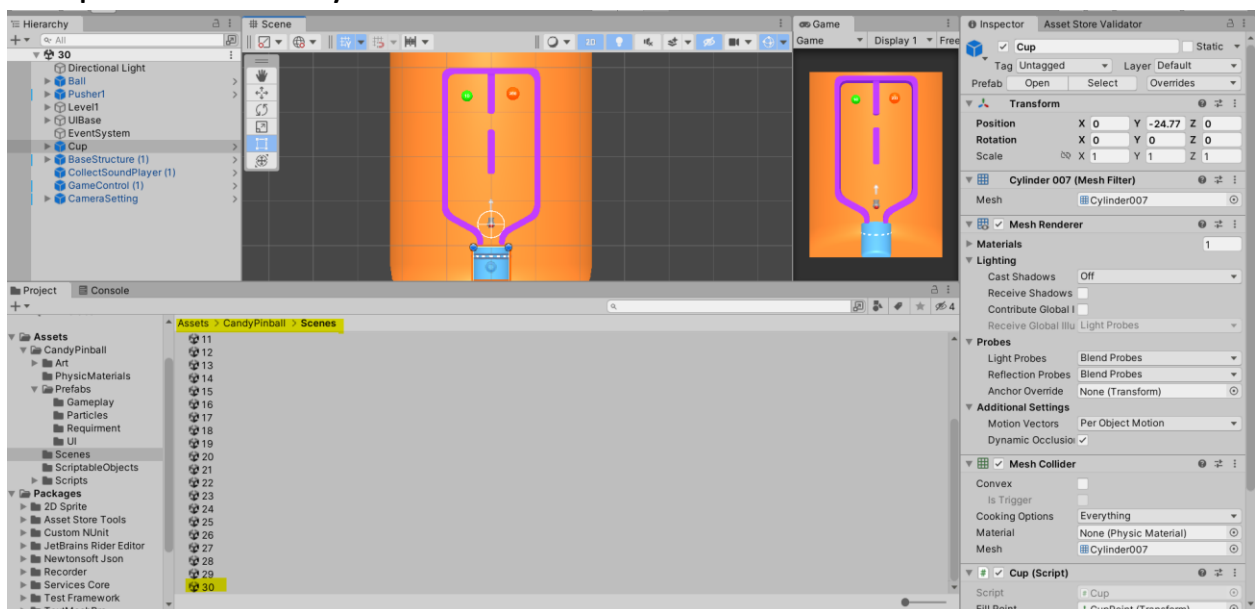- **Data Storage**: Main storage of game data

6. Scripts

Scripts are categorized into six folders, with clear names and functions to ensure easy understanding.
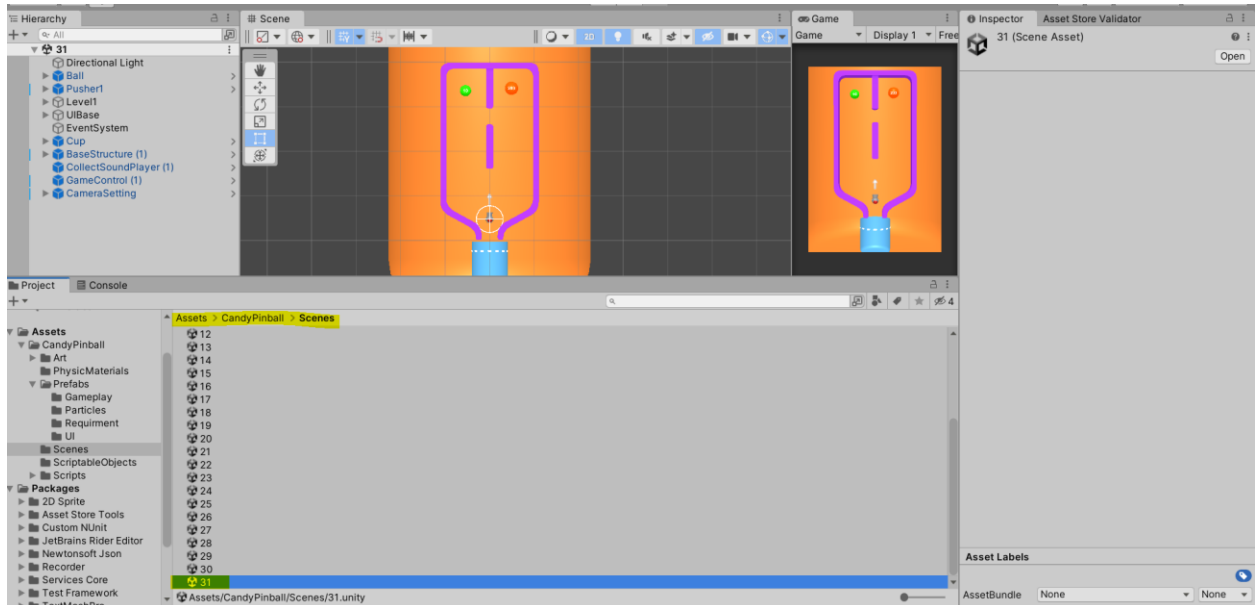
How to add new levels:

Levels should be designed in 3D scenes

1- Navigate to Project – Scenes folder. For the start we have 30 sample levels that you can see.
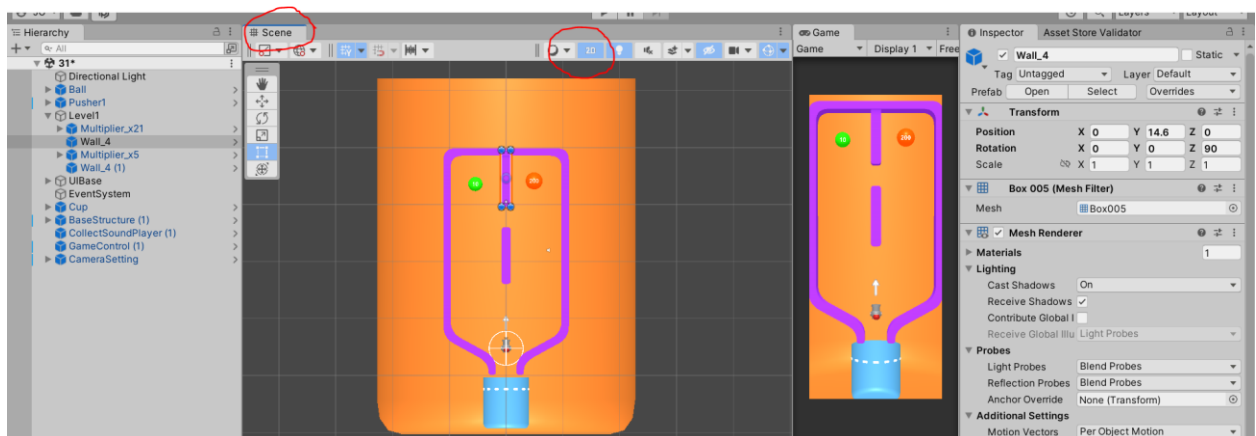
2- The best way to add a new level is to copy one of the 1-30 scenes and then start changing the level design.
For this example, I copy Level-30 and rename it to 31.


3- The game is 3D. However for easier and more precise modification, click on 2D in Scene Tab.


4- The only game object you need to change for your level design is Level 1. You can add different prefabs in there to add variety to your level. I start with wall prefabs. We have 6 different walls in prefabs—gameplay folder. Walls 1-6 are solid which means the

ball would bounce back but wall destruct would break as soon as the ball hits it. So, I add two types of wall here.
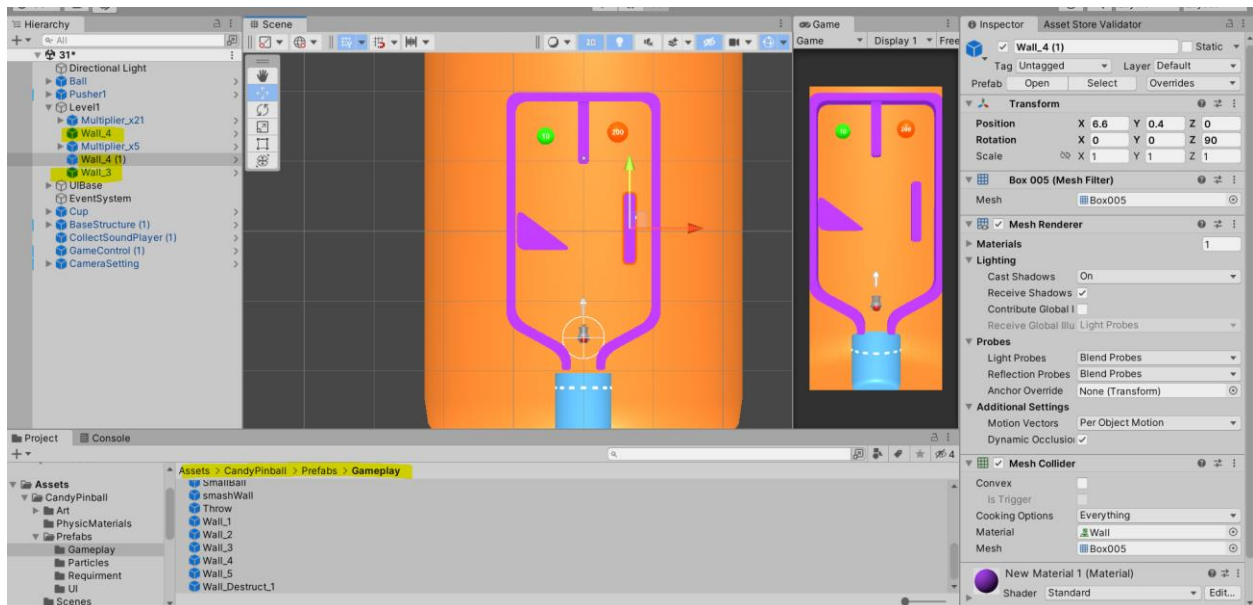

5- There is another prefab which can add fun to the level. That is shooter (prefabs – gameplay folder). When the ball hits Shooter, it moves in the direction of it. you can change the direction of shooter by changing transform – rotation – z.
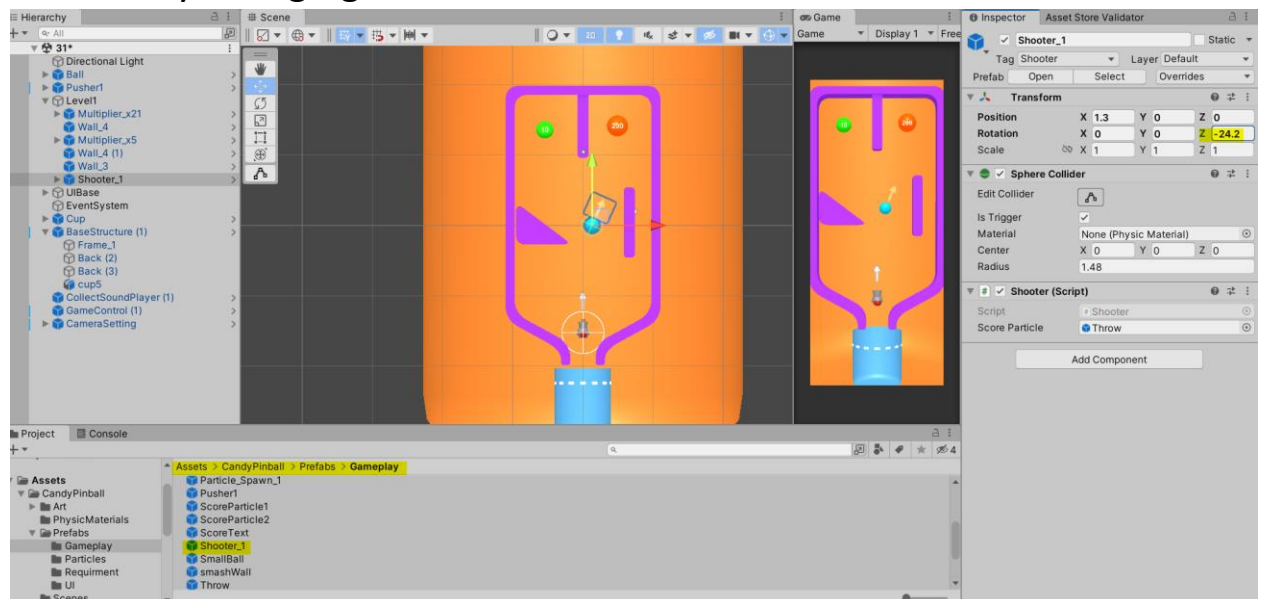

6- Another important prefab in the game are multipliers. You can find 4 types of them in prefabs – gameplay folder. You can change

the number of balls each one will have by assigning count variable
in the editor.
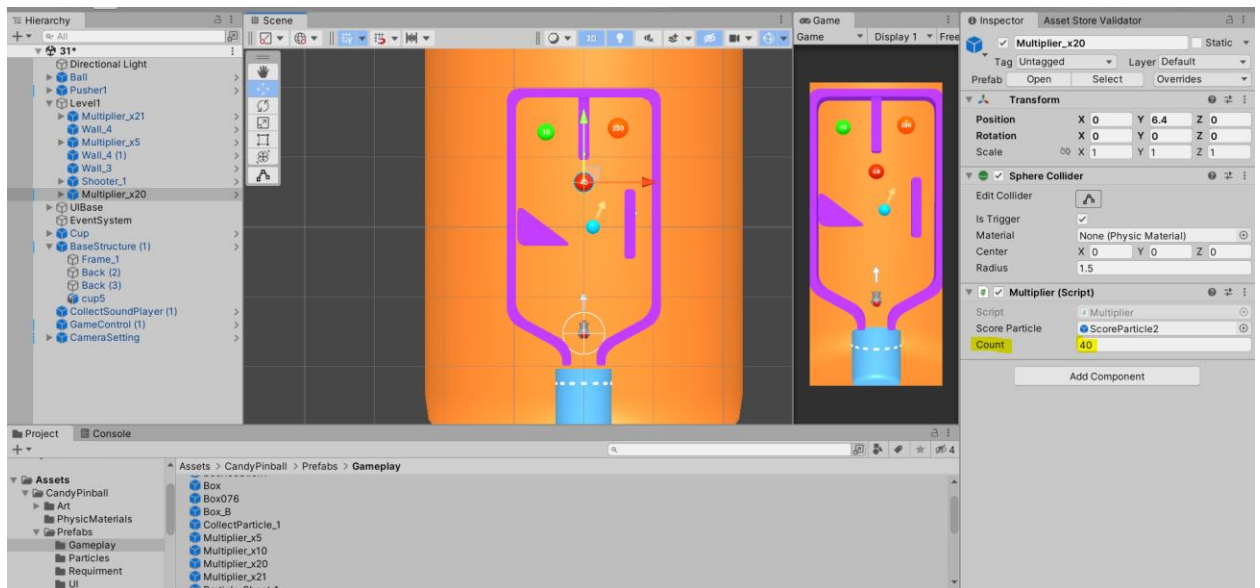
7- After you are finishing your level design, you should set a limit for
your glass. It is better to do that according to the number of balls
you set in the level. Here I have a total of 250 balls in the level and
I want the player to blow up all the balls so I set the Needed Balls
to 250 in GmeControl prefab.
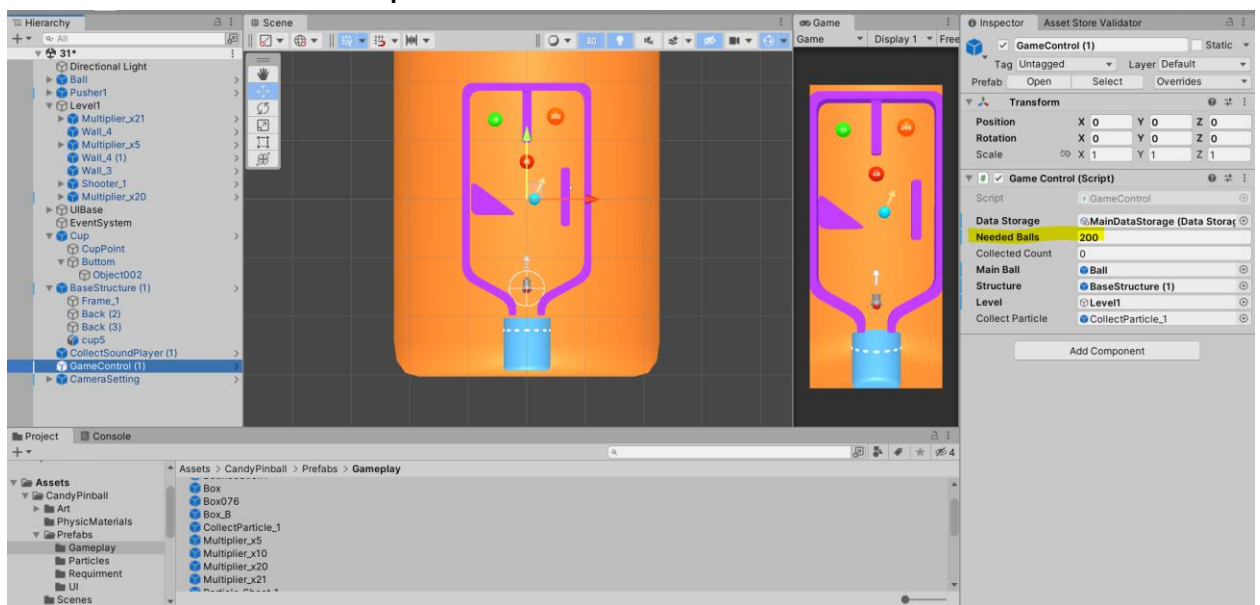
For any questions or further assistance, please reach out to joysmashgames@gmail.com.