

SOCCER PROJECT PLUS



- 1.- Introduction**
- 2.- Legacy Project**
- 3.- Animator and Finite State Machine**
- 4.- CPU vs CPU**
- 5.- Control Freak 2**
- 6.- Future and more**
- 7.- Contact**



1.- Introduction

Welcome to **Soccer Project PLUS**, the *BEST* asset available to make a Soccer game on Unity, available on Asset Store uniquely. In this documentation you will find all necessary to know and understand how this template works and how you can use it.

This game is totally Mobile ready (**Android and iOS**) but it can be used for **PC/Mac** and **Consoles**.

2.- Legacy Project

If you are familiar with Asset Store probably you will know about [Soccer Project](#), this asset is more than 7 years old, customers are asking since then for new things.

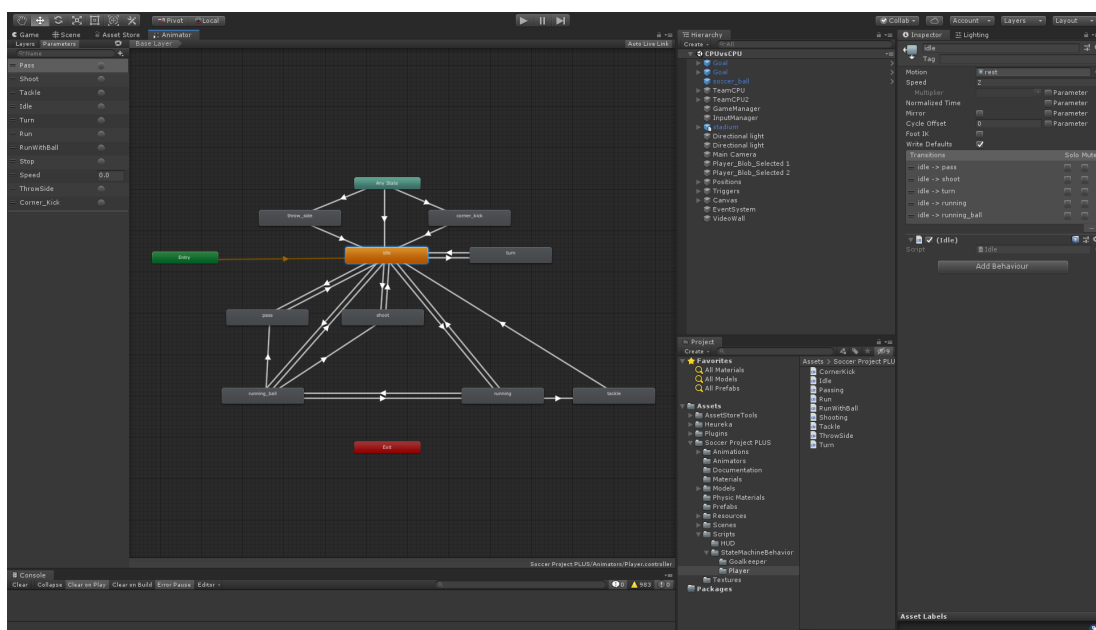
IMPORTANT: Soccer Project PLUS is based on this project, BUT it is not an upgrade, it is a new game. Undoubtedly it shares some code and some resources.

If you are a current owner of this one, you can **upgrade** to PLUS from Asset Store paying around 20\$ only.

3.- Animator and Finite State Machine

One of the most demanded things asked by customers was the option of use **Mecanim** instead Legacy animation system, well I have done it, the game *WORKS* with animator controller!

Other thing amazing is that now Players and Goalkeepers has Finite State Machine adapted to Animator states using **StateMachineBehaviours** instead of old switch/case state handling. Now it is really easy to scale it.



4.- CPU vs CPU

Other asked feature was the capability to make matches between CPU versus CPU using the AI of our game. The result is perfect to see how the game works without the need of playing it.

5.- Control Freak 2

Control Freak 2 has proved to be one of the more relevant assets to handle all related with control on mobile devices and its price is really cheap (aprox 8\$ only) so I have finally adapted this game to use this fantastic package.

IMPORTANT: if you think you don't need it or you don't want to spend money on it, you only need to modify a few lines of code. (or ask me via Discord, email or forums)



6.- Future and more

This is not a closed project, I mean, it has the intention of offer updates regularly with new things demanded by customers.

I would love to continue improving and adding features continually, so with the necessary support of customers we will make it grow to be better and better Project.

7.- Contact

Beside of current ways of contacting with me, Unity Forum and [email](#), I would like to invite you to join our [Discord](#) channel to ask every think you want. We have an exciting community with lot of fresh ideas to share with us.



Don't wait to make your dreamed Soccer game!

