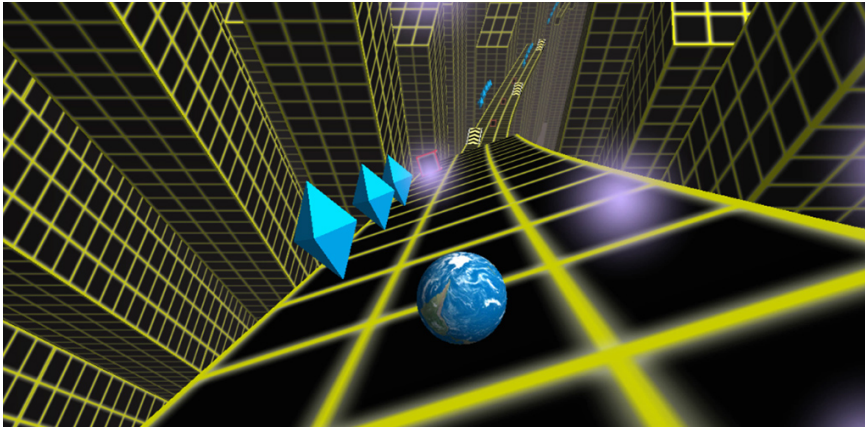For support please contact: phanbanhut@gmail.com

THANK YOU FOR PURCHASE MY GAME

Contact me for more information: phanbanhut@gmail.com

Update Logs:

Version 1.0: **HELLO WORLD**
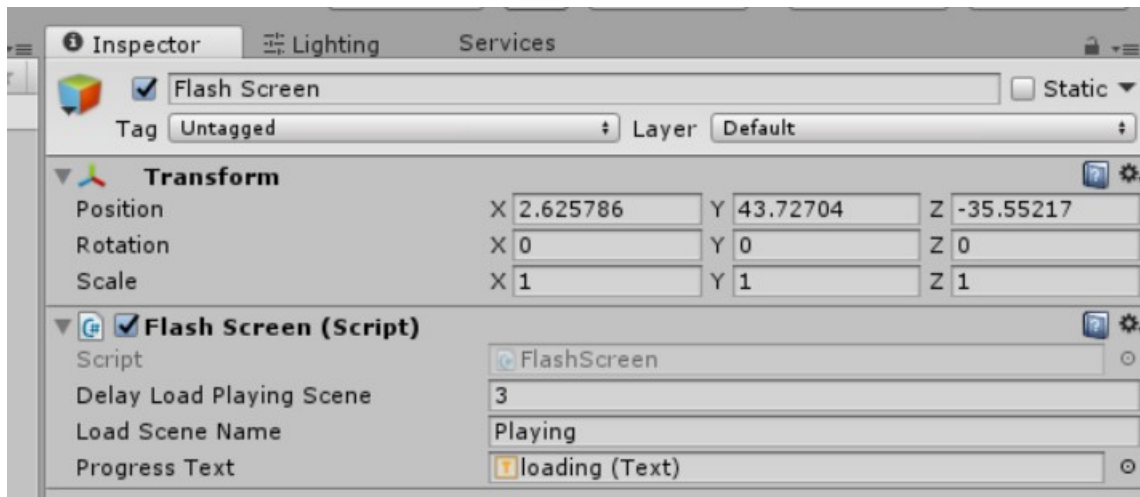
For support please contact: phanbanhut@gmail.com

GAME STRUCTURE:

1. SET UP GAME ON FLASH SCENE

2. BALL CONTROLLER

3. CREATER AND HANDLE SPEED

4. CURVED WORLD CONTROLLER (NEED INSTALL CURVED WORLD ASSET)

5. GAMEMANAGER

6. SHOP

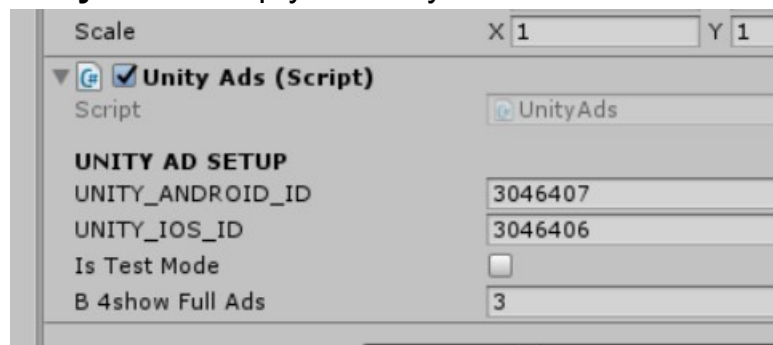## 7. OPTIONAL: TURN ON CURVE EFFECT WITH "CURVED WORLD" ASSET

1. **SET UP GAME ON THE FLASH SCENE**
   a. **Flash Screen object:** loading next scene after waiting some seconds
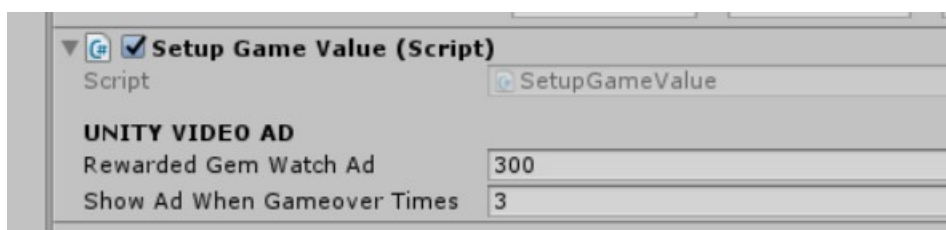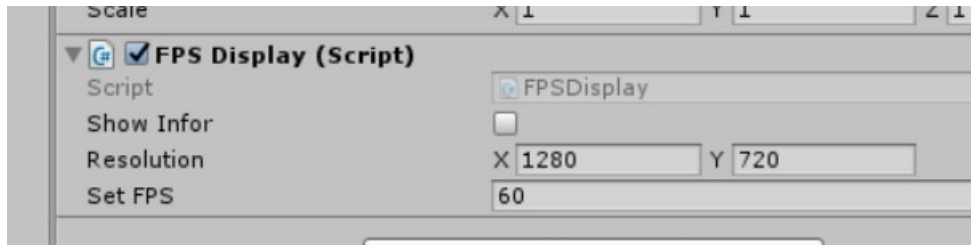

   b. **UnityAds:** set up your Unity Ad IDs here

➔ B 4show Full Ads: show normal video ad after this gameover times

   c. **Setup Game Value**
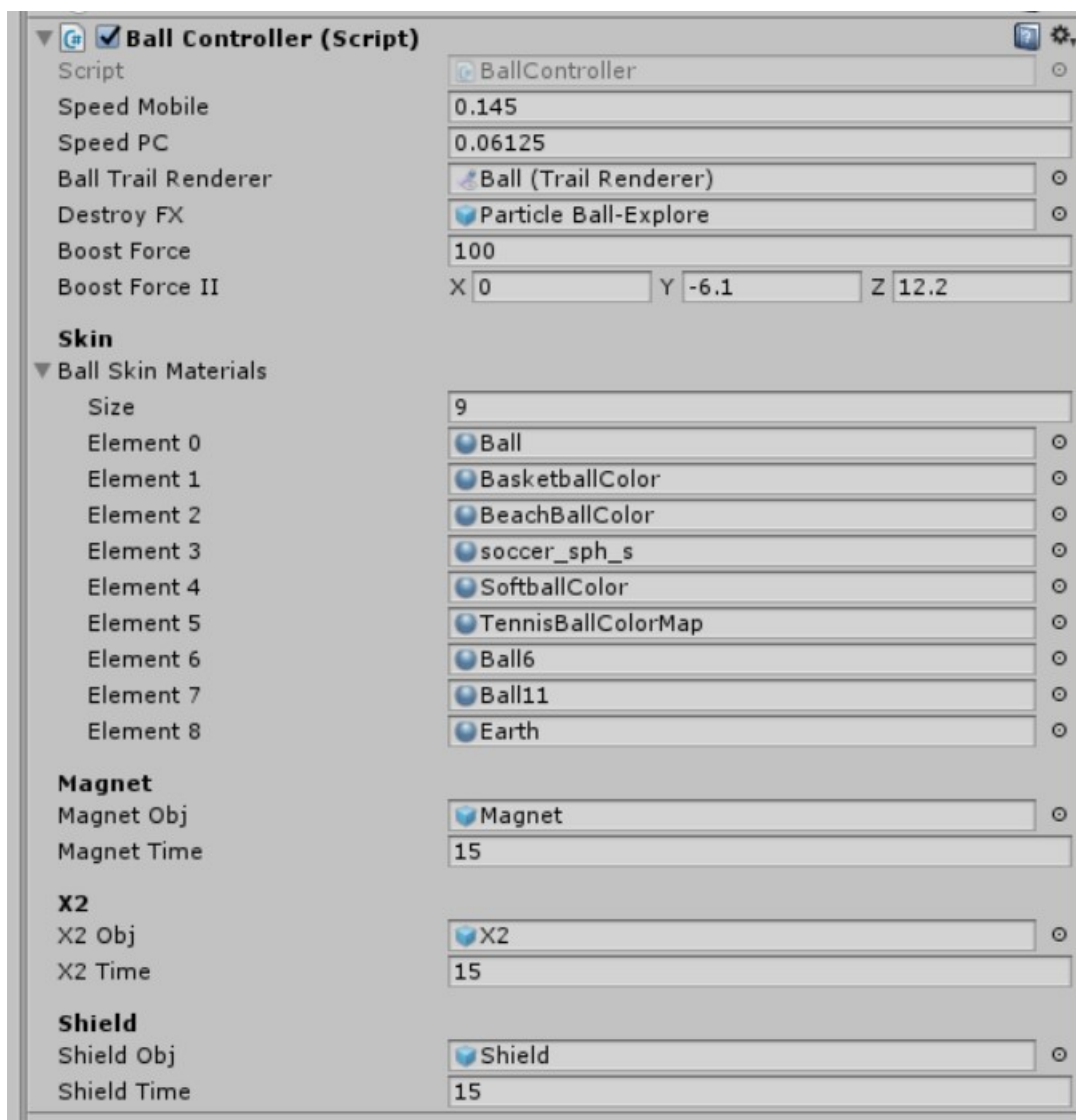
d. **Game Setup FPS and Resolution:** fixed Resolution and FPS for devices

2. BALL CONTROLLER

➔ **Speed Mobile:** speed turn the Ball left or right on mobile device when tilt the device

➜ **Speed PC:** same Speed Mobild but instead Tilt the phone, use A,D,Left and Right Arrow key to turn the ball

➜ **Destroy FX:** spawn a gameobject when ball hit the obstacles

➜ **Boost Force:** add force when ball hit the Boost trigger

➜ **Boost Force II:** add force when ball hit the slope Boost trigger

➜ **Skin:** skin order of ball in Shop

➜ **Magnet Time: time using magnet action**

➜ **X2 Time: time using x2 action**

➜ **Shield Time: time using shield action**

3. CREATER AND HANDLE SPEED
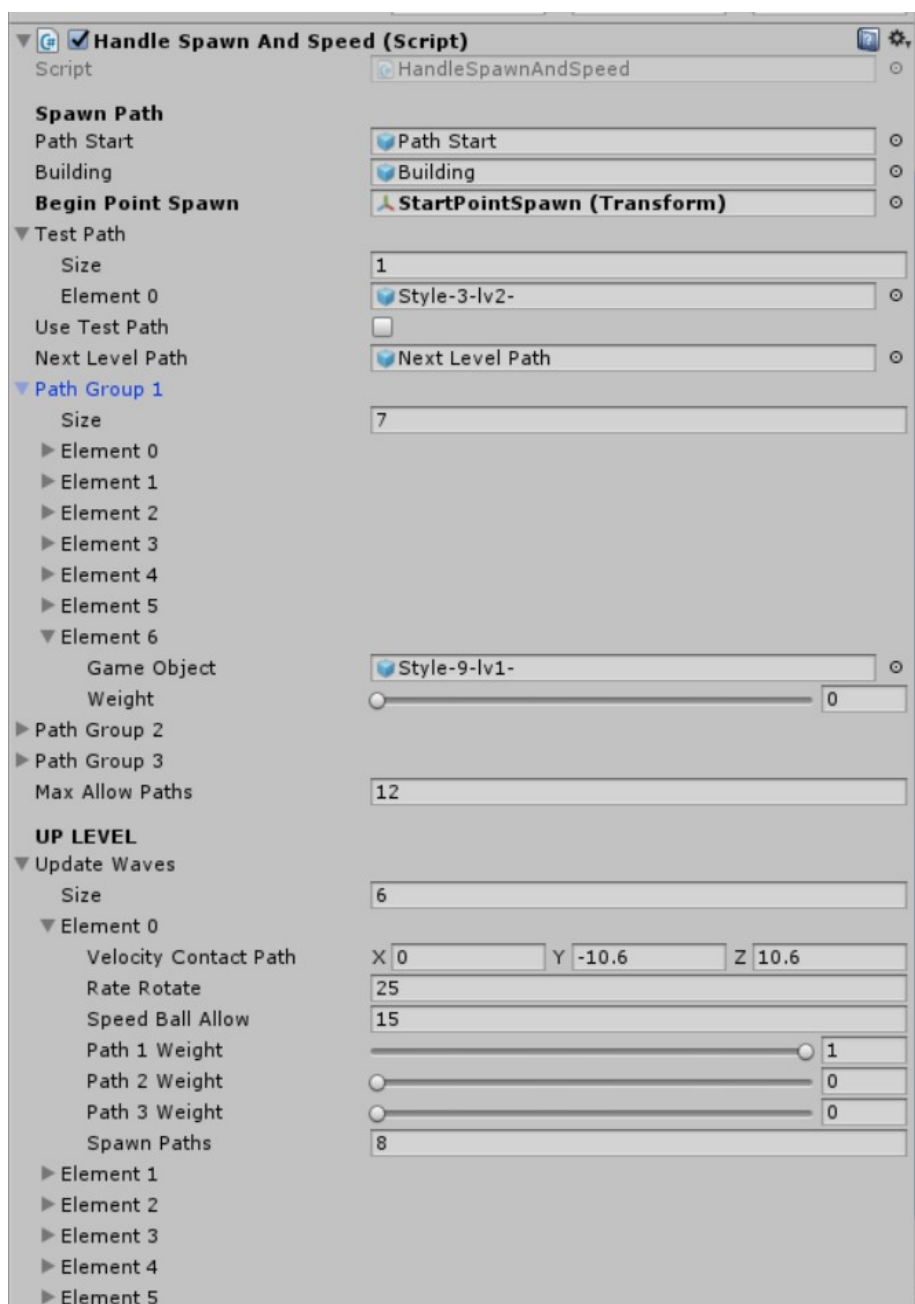
➔ **Path Start:** spawn the first path at **"Begin Point Spawn"** point
➔ **Building:** spawn the building at 2 Left and Right side
➔ **Test Path:** force spawn the list test path if check **"Use Test Path"**
➔ **Next Level Path:** spawn this path when move to next level
➔ **Path Group 1,2,3:** list of ball will be spawn when playing the game, the chance to spawn it will be set in Update Waves below
➔ **Update Waves:**
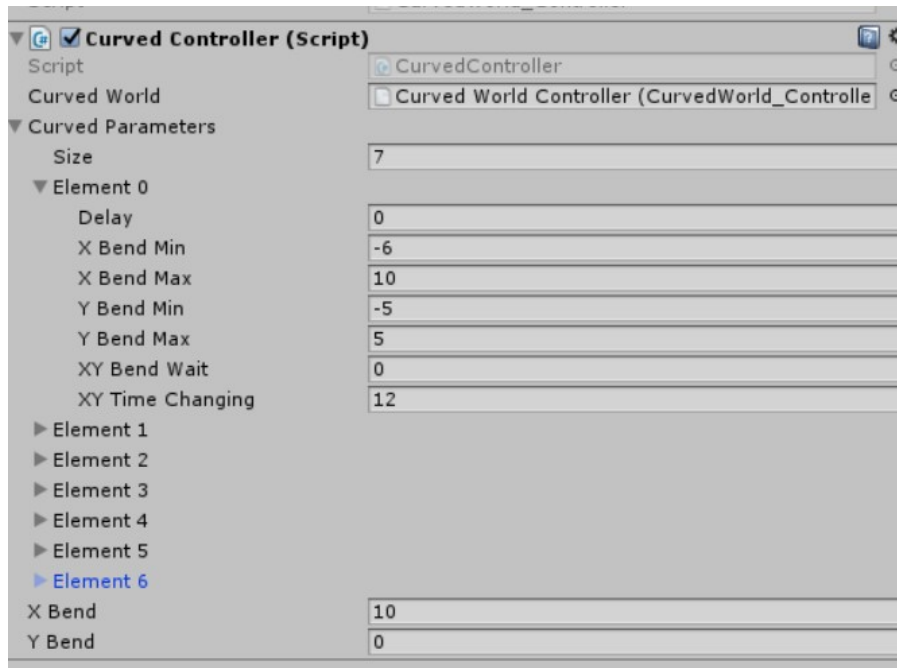

a. **Rate Rotate**: chance to make path rotate left <-> right
b. **Speed Ball Allow**: limit ball speed
c. **Path 1,2,3 Weight**: set chance to spawn the Path Group 1,2,3
d. **Spawn Paths**: after spawn enough path of this wave will move to next wave

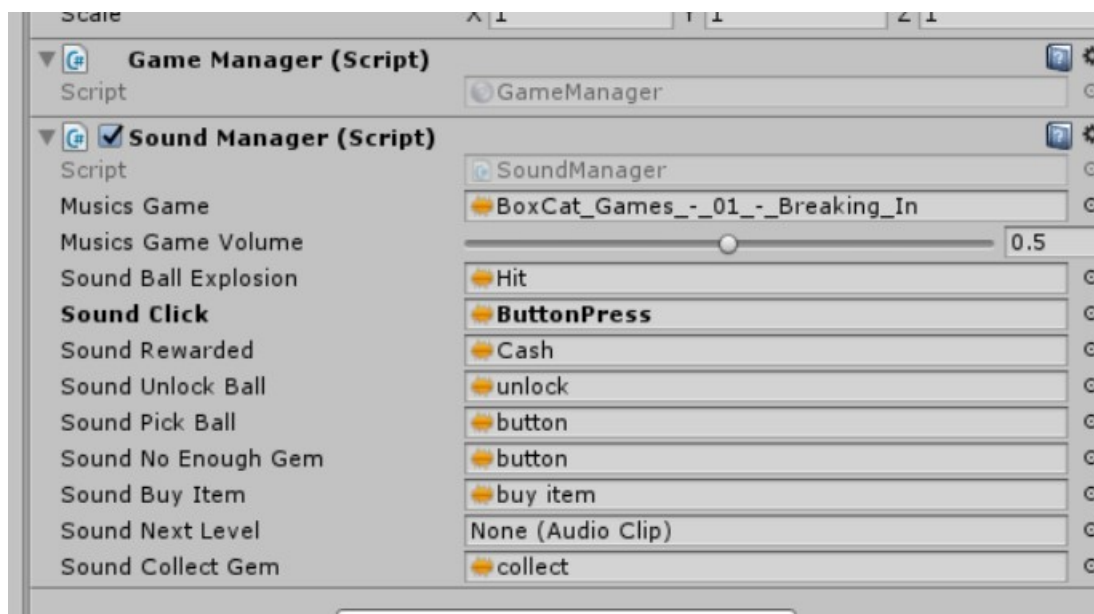4. **CURVED WORLD CONTROLLER (NEED CURVED WORLD ASSET)**

➔ **You can set more size of changing curve parameters**
➔ **Delay: delay time before apply the new parameters**
➔ **X Bend Min, Max: limit bend to X Axis**
➔ **Y Bend Min, Max: limit bend to Y Axis**
➔ **XY Bend Wait: wait time to update new random bend**
➔ **XY Time Changing: speed changing bend effect**
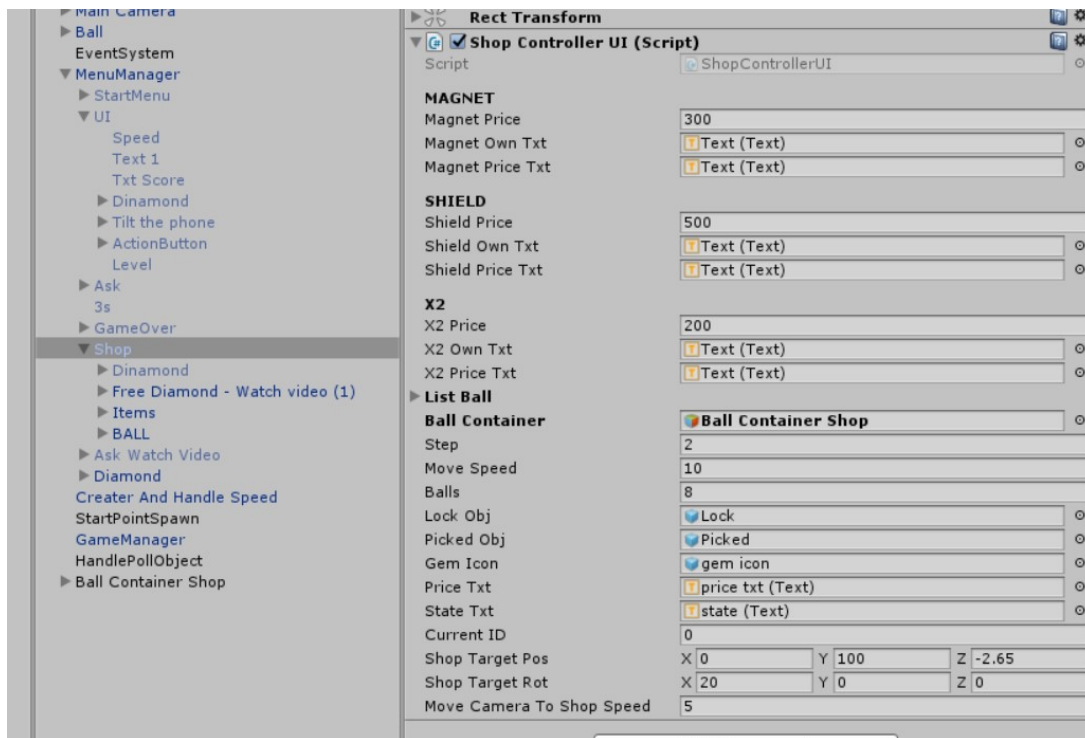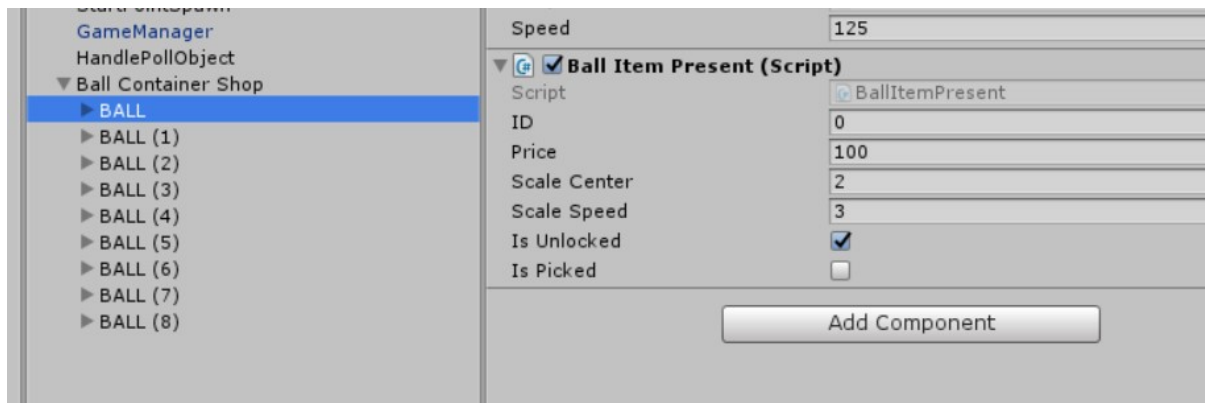➔ **X Bend, Y Bend: first bend effect**

5. **GAMEMANAGER**

➔ Sound Manager control the sound system of game

6. **SHOP**

➔ **Set price for 3 items:** Magnet, Shield and X2
➔ **Magnet Price, Shield Price, X2 Price:** set price for item
➔ **List Ball:** address the balls in **"Ball Container Shop"**

➔ **ID:** specific id of ball
➔ **Price:** price for unlock the ball
➔ **Is Unlocked:** force unlock the ball

7. **OPTIONAL: TURN ON CURVE EFFECT WITH "CURVED WORLD" ASSET**
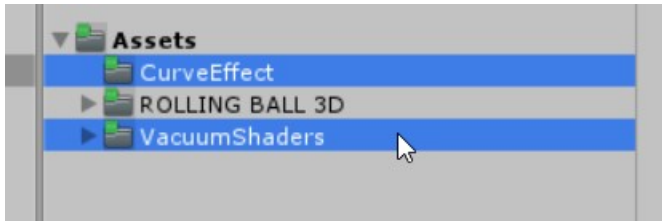➔ **Need install "Curved World" asset to project to set up the curve effect: https://assetstore.unity.com/packages/vfx/shaders/curved-world-26165**

➔ **Download curve effect controller then install to project: https://bit.ly/2SNtW6M**
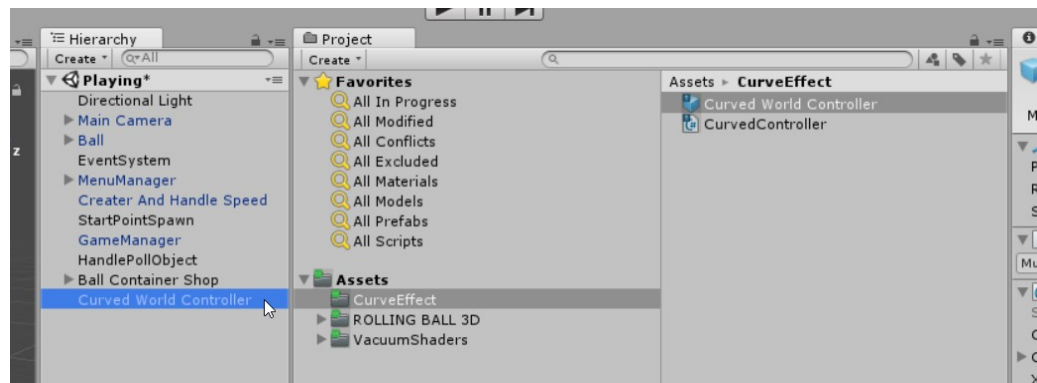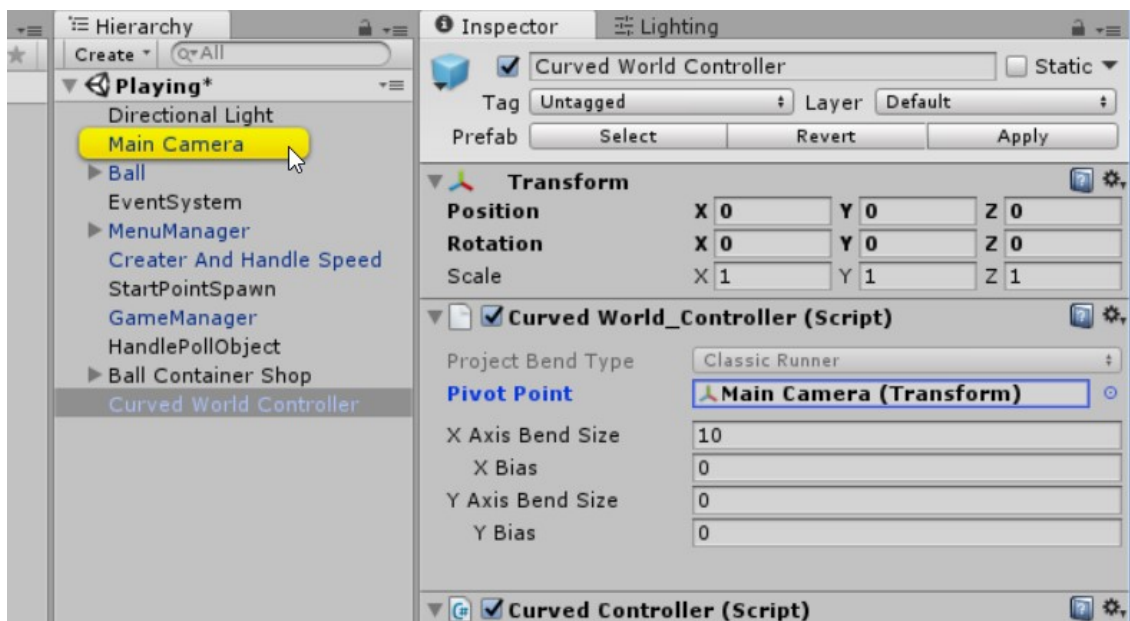➔ **Follow this tutorial:**
  o **Install "Curved World" and "CurveEffect" to Assets folder of the project**

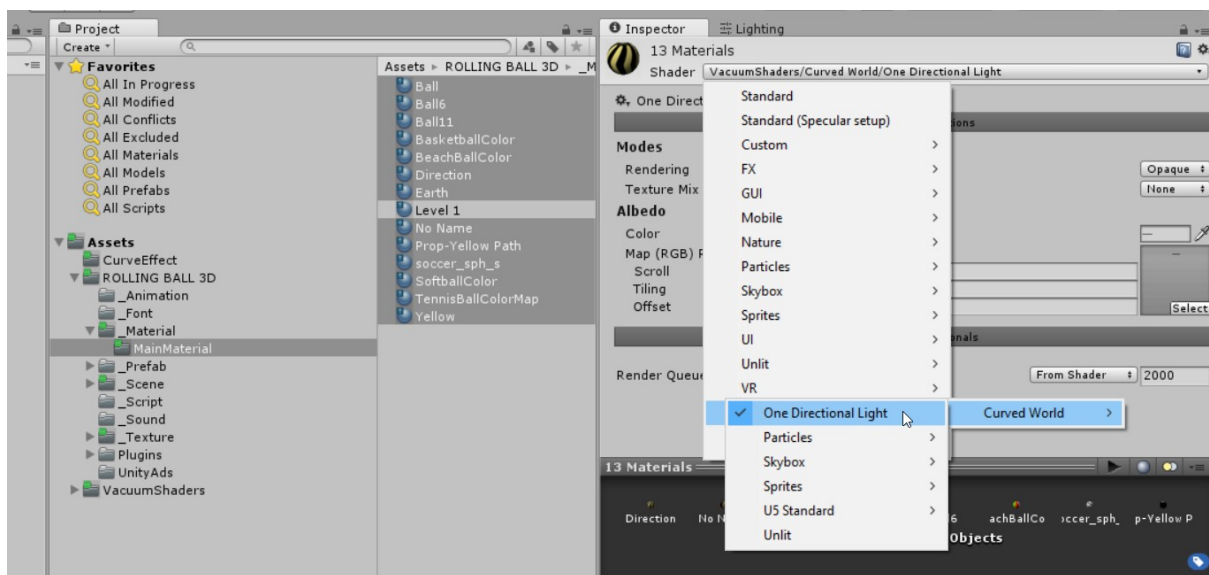 o **Open Playing scene, drop "Curved World Controller" in Assets/ CurveEffect folder to scene**
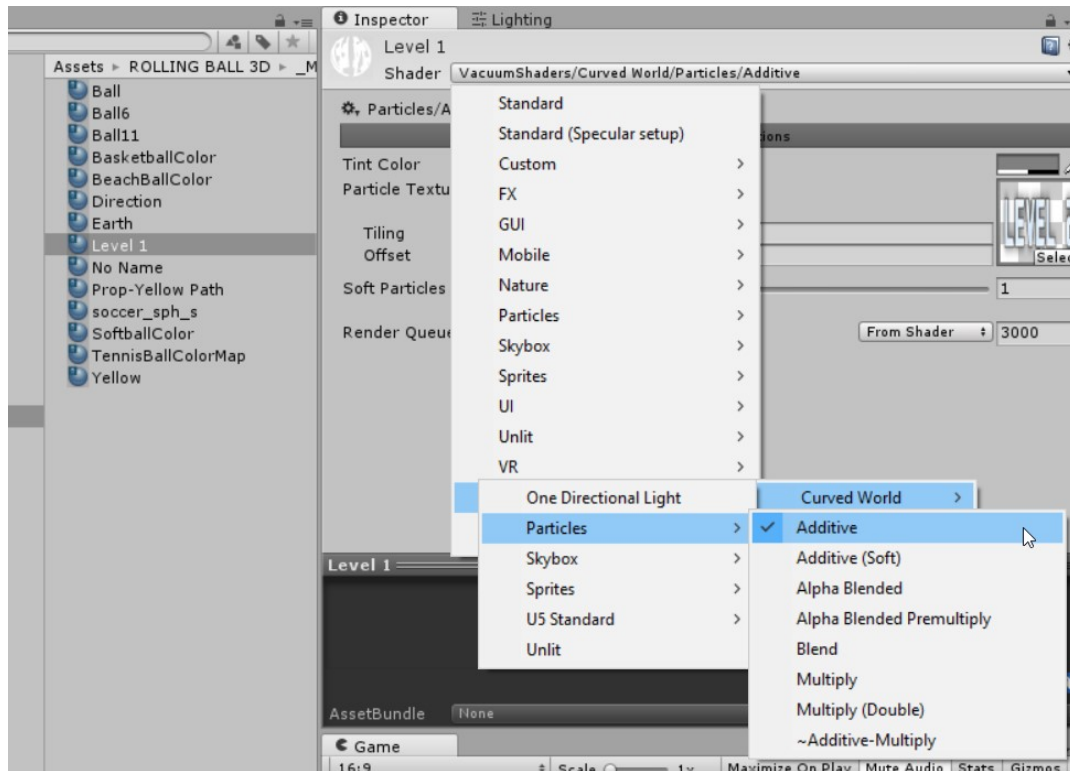

  o **Place Main Camera to "Pivot Point"**

- o **Locate MainMeterial folder in Assets/ROLLING BALL 3D/_Material/MainMaterial folder**

- - **Change those following shader to *VacuumShaders/Curved World/One Direction Light***
- o **Change Level 1 shader to *VacuumShaders/Curved World/Particles/Additive***

- **Done, Curved World is added, open Flash Scene and hit Play button**