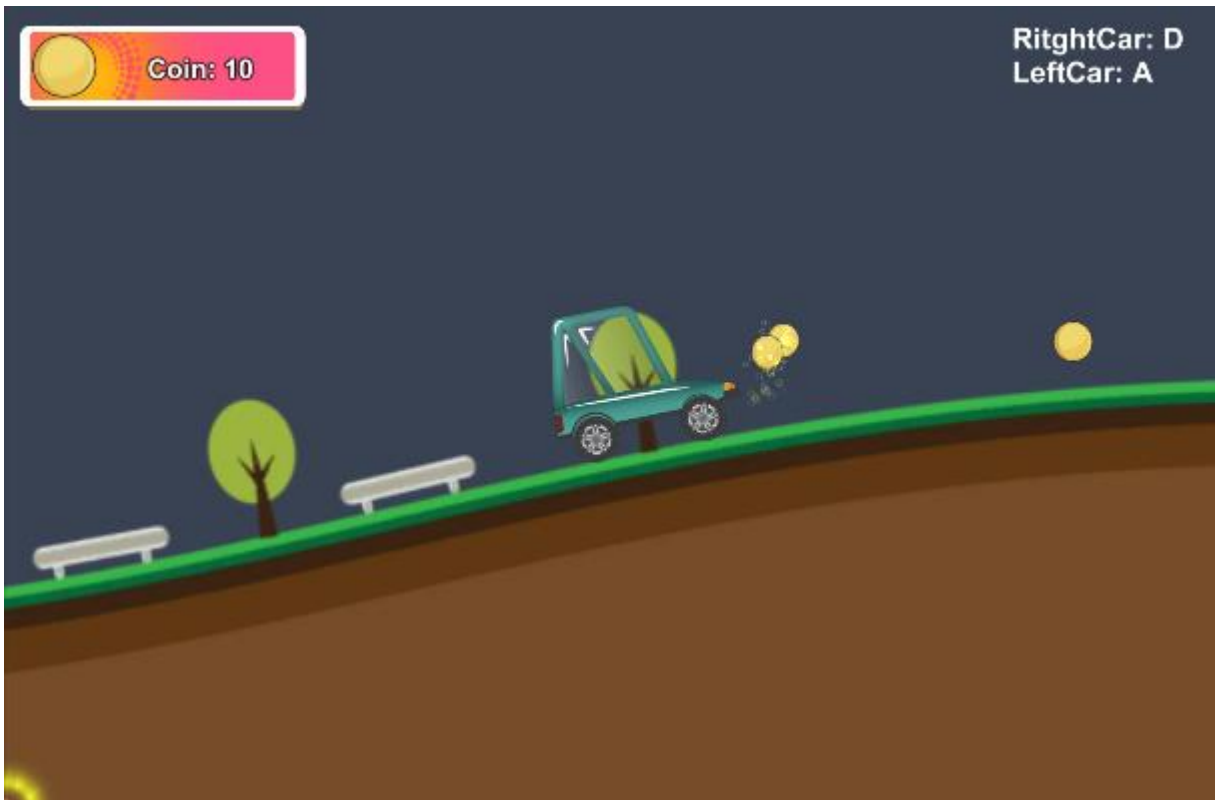# Royal Collection System
Unity5

Always beautiful and always for us. The charm of the game is beautiful in gamers. The royal animated coin system has been seen in many games, but surely the Clash Royal has come to a better finish in its beauty.

The system has added to the charm of game items and has been able to add a customized way to the platform game.

The Royal Collection System is a new package that will help you easily get a professional coin receipt from your doorstep and add to your charm.

It also lets you in the Canvas Rendering Mode (Overlay)

Easily display your particles.

Features of this package :

- Create a star system for the user at the end of the game in a beautiful and animated way
- Create a bonus box system and get animated and beautiful coins and diamonds
- Create animated coin system with different modes
- Using particle in UI and Canvas Rendere mode (Overlay)
  Using the Partial System UI Script

This package included some scripts that you can easily change and utilize in this package
You can find all the main scripts in " Scripts " folder

Script Instructions :

- **(RoyalCollectingController)** (script Create aniamtions Collect Gold and Diamund)

The settings Script

Variable Play Sound Mode:
You choose in three modes how to get your coin playing sound

Mode None: No sound
Mode Start_Beginning: The sound is played when the item is created
Mode End_The_Collect: Sound is played when the item is received

Variable EXPANSION MODE:
In this variable, you can choose to get your coin

Moede Going_Up: **Rising coins in sequence**

Mode Explosive: This mode is explosive and is used for diamonds, in contrast to the first mode used to receive coins

- **Variable emissionRate:** The emission rate in seconds

- **Variable itemDisplayer:** The tranform component of the item displayer

- **Variable popPosition:** The position where to pop the items

- **Variable itemPrefab:** The prefab of the items to instanciate

- **(RoyalStarsManager)** (script Create aniamtions Collect Stars)

The settings Script

- **Variable Stars:** UI Image Star Items

- **Variable StarsNumber:** You can turn on the star value you want for the user

- **Variable FoulStars:** This variable looks at the star of the star. The size of this variable with the number of the size of the Stars variable should be the same

- **Variable startStarPrefabs:** Prefab Star Created

- **Variable end StarPrefabs:** After receiving the star, we play an effect

Variable popPostion: This variable is an important point. In your game, you need to select a location to start creating your star. This variable is essentially the same. In the game, you only need the zero element of this variable and in the scene we gave if you saw two The element has it because it is for testing, but you do not need to delete one element in the script because we checked it. In the script, if you need to use element A, you will consider the zero element in your game.

Variable EaseEffect : EffectStras Move

Variable colorStars : Element 0 On Stars , Element 1 Off Stars Alpha 150f

- **(RoyalBoxManager)** (script Create aniamtions Box Rewards)

The settings Script
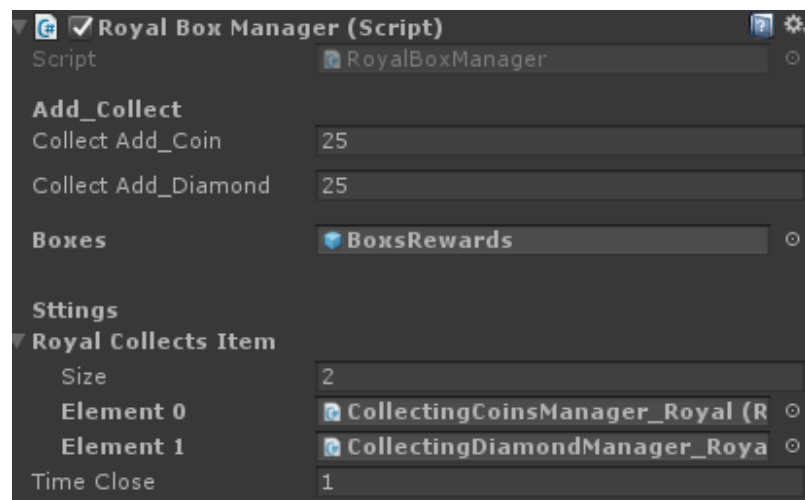
- **Variable   Collect Add_Coin :** The amount of coins you want to **get** from the box

- **Variable Collect Add_Diamound:** The amount of diamound you want to get from the box

- **Variable Boxes:**   The gameobject variable in our box Hierarchy And Scene

- **Variable Royal Collects Item:** Array 0 Coin && Array 1 diamond

- **Variable TimeClose:** This time indicates the closing of the box. When you receive a coin, each time you add a coin you will get the same value, and when your coin and diamond finish ends, this value starts to zero and then the door Your box will be closed

In the Prefabs folder and the CoinsAndGem folder, we see a prefabs called coin and a prefabs called diamond, which are coins created in the RoyalCollectingController script and the itemPrefab variable, which we will review below.

Prefabs and folders CoinsAndGem:

Prefab coin: (Mode Going Up):

- **Variable moveUpFactor:** Factor to adujst upper translation during animation
- **Variable moveHorizontalFactor:** Factor to adujst horizontal translation during animation
- **Variable scaleDiminutionFactor:** Factor to adjust scaling of the item while approching destination
- **Variable** expansionDuration: Duration of the expansion animation in seconds
- **Variable animationSpeed**: Parameter to adujst animation speed

- **Variable image**: Reference to the image component of the object

thank you
end of training

To contact me:
idepardas@gmail.com