

Endless Ball Roller

by
Tomza



INTRO

Thank you for purchasing the Mobile Endless Roller. This product is a complete project that can be built for all platforms, but is designed for mobile devices. The scripts and other assets in the package can be modified according to your needs.

Endless Ball Roller

With this project, you can make your mobile game with a custom advertisement system. There is a possibility to add Facebook SDK and the Unity Advertisement System if you need. The progress of the user is shown in the material of the rolling ball (depending on the score). The user starts with a default ball and ends with the platinum one. In this case, the user is a winner. Other important user's stuff is the score and time. All information is displayed at the end of game and all the progress is saved to a binary file as a persistent data. So the users can see their previous achievements at any time.

QUICK START

1/ Go to the **Scenes** folder and add all the scenes to the **Build Settings**

2/ Start the **MainMenuScene**

3/ Click the **Continue as Guest** button

4/ The **Game Info** button provide you with the information of the game (the authors, version, etc.)

5/ The **Game History** button will show you all your saved game achievements (the history of your playing) that are a persistent data saved as a file on your computer disk

(**Application.persistentDataPath**)

6/ The **Play** button for loading the play scene

7/ The **Gameplay** scene is loaded

8/ The game starts immediately

9/ You can use the Arrows keys to control the ball (or LMB, or touch on the mobile)

10/ You avoid obstacles and collect coins to get points

11/ You are losing your health colliding with the obstacles

11/ You can be protected by a shield collecting the shield object and recharge your health by collecting the plus object

12/ If the ball is dead (the health is zero) or you finish the game, you will see the end game screen with all your achievements that are written to a binary file on your computer disk

INPUT

Q - Quit game

ESC – Show/Hide cursor

LMB – control the ball (the touch event on mobile)

SCRIPT REFERENCE

GameController.cs – a script for endless spawning tiles, ending and resetting the game

PlayerBehaviour.cs – a script for stuff related to the player (its movement, damage, score, set its protection, all ball achievements)

MainMenuBehaviour.cs – a script for controlling some menu behaviours (for example, opening a game history panel)

TileController.cs – a script for controlling some tile behaviours (for example, tile volumes)

ObstacleBehaviour.cs – a script for managing a damage to the player in case the latter collide with an obstacle

CoinBehaviour.cs – a script for managing score of the player in case a coin is collected

ShieldBehaviour.cs – a script for managing a protection for the player in case the latter collides with a shield

GameHistory.cs – a script for managing loading and saving the player's game achievements (ball, score and time) that are written to a binary file as a persistent data

GameTimer.cs – a script for managing the game timer that showing the time during the game session

MainAdTimer.cs – a script for managing the timer showed in the ads

PauseScreenBehaviour.cs – a script for managing the Pause Screen

HealthBehaviour.cs - a script for managing a health for the player in case the latter collides with a health object

DeadZone.cs – a script for managing the situation in case the player runs out of the track

CONTACT

Tomasz Zackiewicz

pogtoma@gmail.com

CHANGELOG

Version numbers:

v. 1.0:

- Base version
- All fundamental behaviours added