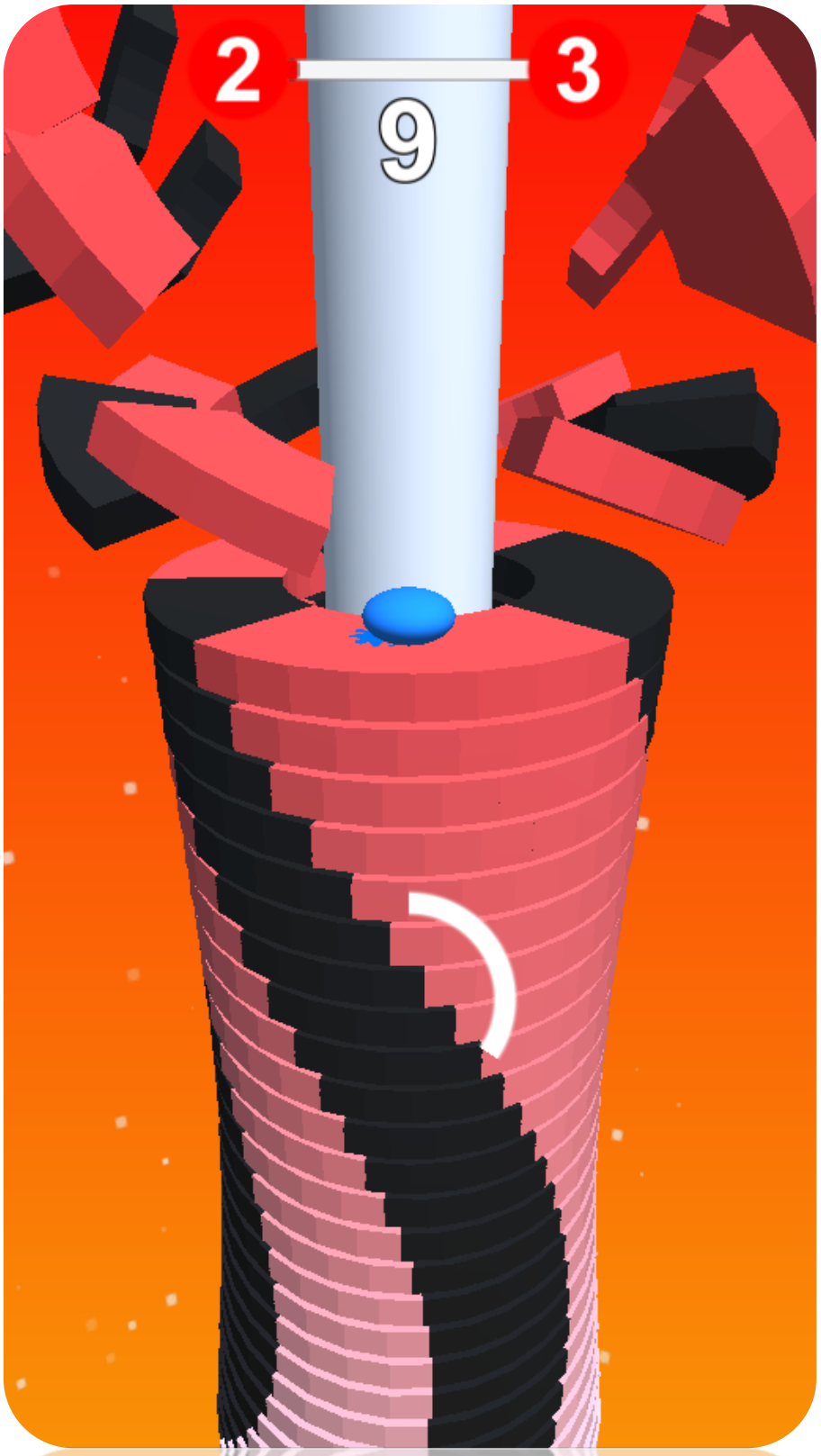


Helix Smash Document

INTRODUCTION

Helix Smash is a super casual game that you need to break platforms to get score and finish levels. If you hit obstacle without meteor ball, the game will end. When you reach max bonus, the ball becomes to meteor and it breaks all platforms even it is an obstacle.

FEATURES

1- Addictive Gameplay

2- Fully commented and explained C# game scripts.

3- Adjustable many more settings with useful and easily Game Manager UI

4- Includes Level Creator to create levels easily

5- Light-weight project

6- Optimized for mobile

7- Compatible with Unity ADs

GETTING STARTED

Step-by-step Installation

1- Import all assets

2- Add some step patterns and levels if you want (Tutorial Link: Level Creating: https://www.youtube.com/watch?v=T4AMJvB8DmE, Step Pattern Adding: https://www.youtube.com/watch?v=i8dXLePyogo)

3- Set Unity ADs settings (Guideline Link: https://unityads.unity3d.com/help/unity/legacy-integration-unity)

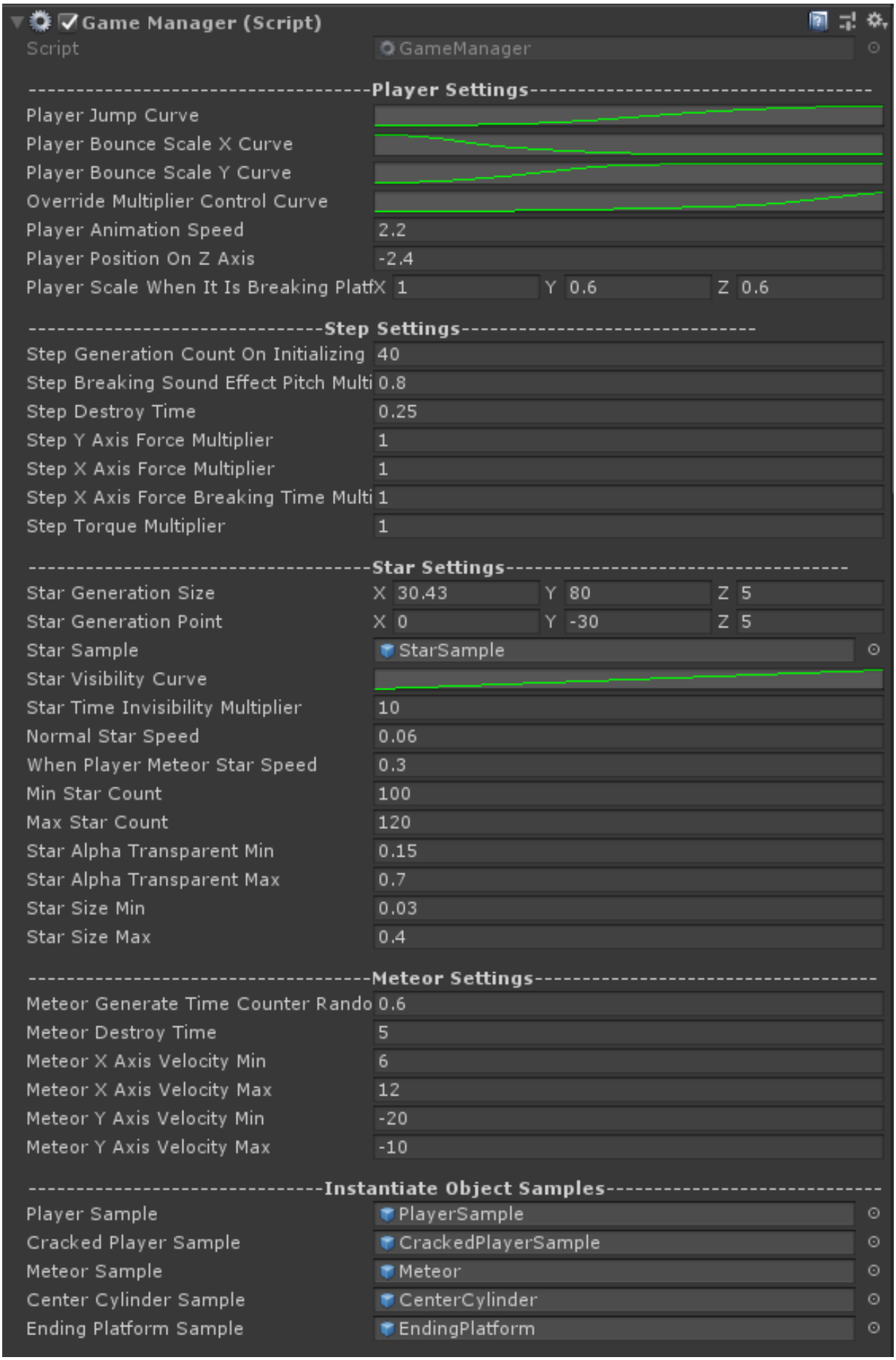
4- Customize the settings they are needed

5- Customize the other settings as you want

6- Then, the project is ready to publish

GAME MANAGER SCRIPT

This script controls entire of the game. It has many options to adjust game settings. The following section will be explaining this settings.



Player Settings Section

Player Jump Curve: Controls ball jumping on y axis on time. The player y axis will be offset by 0.2 on y axis.

Player Bounce Scale X Curve: Controls ball scale on x axis. This adjusts the bounce effect.

Player Bounce Scale Y Curve: Controls ball scale on y axis. This adjusts the bounce effect.

Override Multiplier Control Curve: Controls background color multiplier by meteor effect color background.

Player Animation Speed: This controls animation speed of jump and bounce scale curves on time.

Player Position on Z Axis : This controls z axis position of the ball. (z axis means distance to the camera)

Player Scale When It Is Breaking Platforms: When player is breaking platforms, ball's scale will be set to this vector.

Step Settings Section

Step Generation Count On Initializing: This controls amount of steps will be generated, when the level is created.

Step Breaking Sound Effect Pitch Multiplier: This controls the pitch rate of the breaking sound effect, when the breaking time is increasing.

Step Destroy Time: This controls the destroy time of the steps when they are smashed.

Step Y Axis Force Multiplier: This controls force on the y axis, when the step is smashed.

Step X Axis Force Multiplier: This controls force on the x axis, when the step is smashed.

Step X Axis Force Breaking Time Multiplier: This controls force on the x axis over the breaking time value.

Step Torque Multiplier: This controls amount of the torque, when the step is smashed.

Star Settings Section

Star Generation Size: This controls the star generation box. (Stars are in the background)

Star Generation Point: This controls offset of the star generation box.

Star Sample: This is a reference to StarSample prefab in the asset.

Star Visibility Curve: This controls the visibility of the star, when the meteor mode is activated.

Star Time Invisibility Multiplier: This controls the invisibility of the star. (Star visibility curve * star time invisibility multiplier in reverse time)

Normal Star Speed: This controls star speed, when the meteor mode is not activated.

When Player Meteor Star Speed: This controls star speed, when the meteor mode is activated.

Min Star Count: This controls amount of the star in background.

Max Star Count: This controls amount of the star in background. (Amount of the stars will be set randomly between min and max star count)

Star Alpha Transparent Min: This controls alpha of the star.

Star Alpha Transparent Max: This controls alpha of the star. (Alpha of the stars will be set randomly between min and max values)

Star Size Min: This controls size of the star.

Star Size Max: This controls size of the star. (Size of the stars will be set randomly between min and max values)

Meteor Settings Section

Meteor Generate Time Counter Random Max: This controls the random time maximum of the meteor generation counter. If this increases, meteors will be generated more less.

Meteor Destroy Time: This controls destroy time of the meteor after it is generated.

Meteor X Axis Velocity Min: This controls speed of the meteor in x axis.

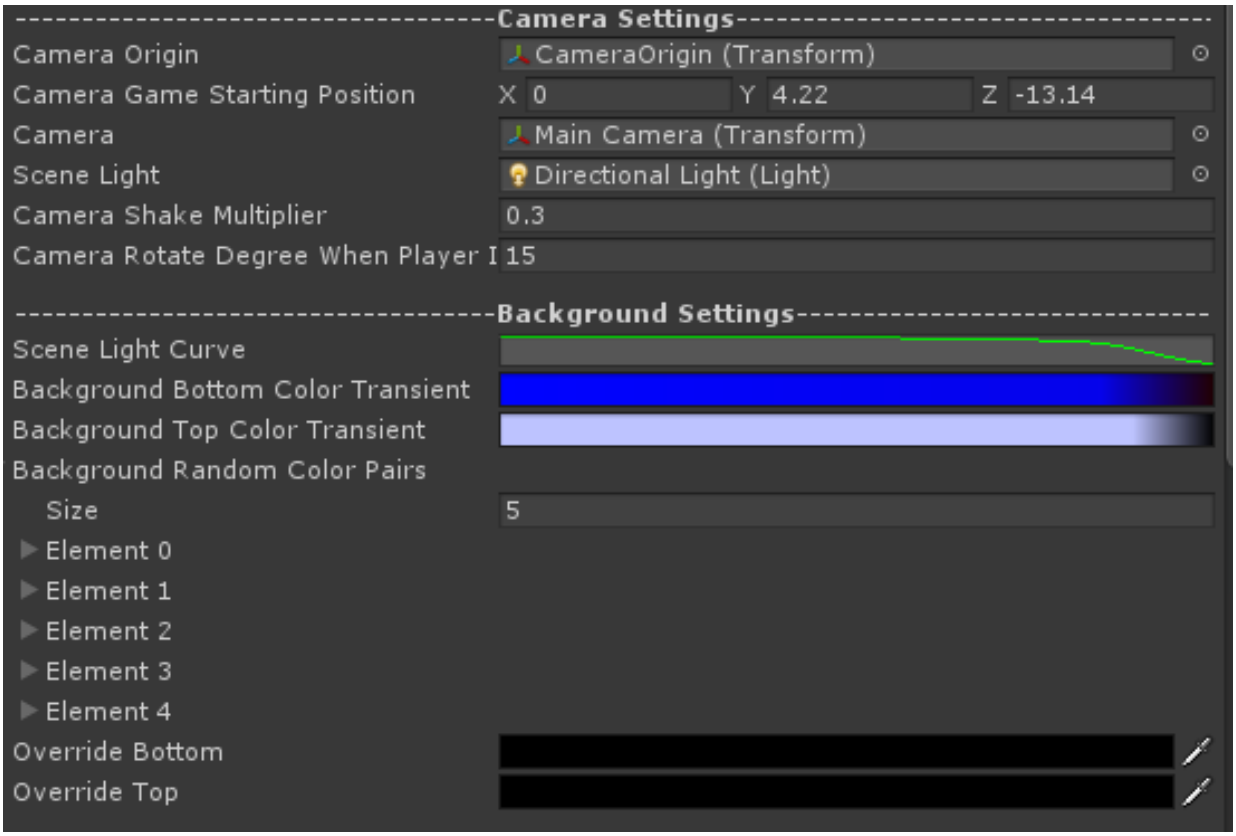
Meteor X Axis Velocity Max: This controls speed of the meteor in x axis. (The velocity of the meteor will be set randomly between min and max values, also it will be multiplied by -1 or 1 randomly)

Meteor Y Axis Velocity Min: This controls speed of the meteor in y axis.

Meteor Y Axis Velocity Max: This control speed of the meteor in y axis. (The velocity of the meteor will be set randomly between min and max values)

Instantiate Object Samples Section

All of the variables under this section are reference to the their prefabs that they are assigned.



Camera Settings Section

Camera Origin: This is a reference to the game object that is named CameraOrigin in the hierarchy.

Camera Game Starting Position: This controls initial position of the camera.

Camera: This is a reference to the camera game object.

Scene Light: This is a reference to the directional light game object.

Camera Shake Multiplier: This controls shake amount of the camera, when the meteor is activated.

Camera Rotate Degree When Player Is Meteor: When meteor mode is activated, this controls camera rotating angle in degrees. (on the x axis)

Background Settings Section

Scene Light Curve: This controls directional light intensity of the light source, when meteor mode is activated.

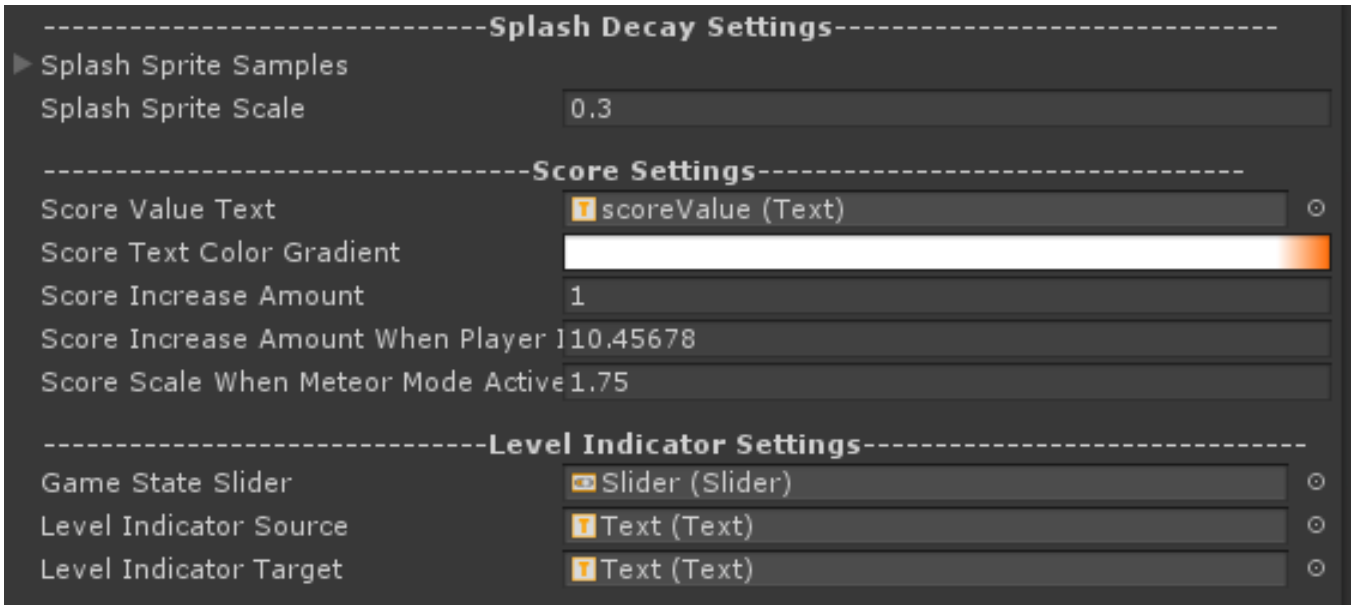
Background Bottom Color Transient: This controls bottom background color changing when meteor is activated.

Background Top Color Transient: This controls top background color changing when meteor is activated.

Background Random Color Pairs: This controls background bottom and top colors. The background bottom and top colors will be selected randomly from this array.

Override Bottom: You don't need to this variable, it will be used for picking color from background bottom color transient gradient.

Override Top: You don't need to this variable, it will be used for picking color from background top color transient gradient.



Splash Decay Settings Section

Splash Sprite Samples: This is reference array of the splash sprites in assets. The splash effect will be set randomly from this array.

Splash Sprite Scale: This controls the scale of the splash sprite.

Score Settings Section

Score Value Text: This is a reference to scoreValue text under Canvas in hierarchy.

Score Text Color Gradient: This controls the color transition of the score text, when meteor mode is near to be activated.

Score Increase Amount: This controls incresing of the score, when meteor mode is not activated.

Score Increase Amount When Player Is Meteor: This controls incresing of the score, when meteor mode is activated.

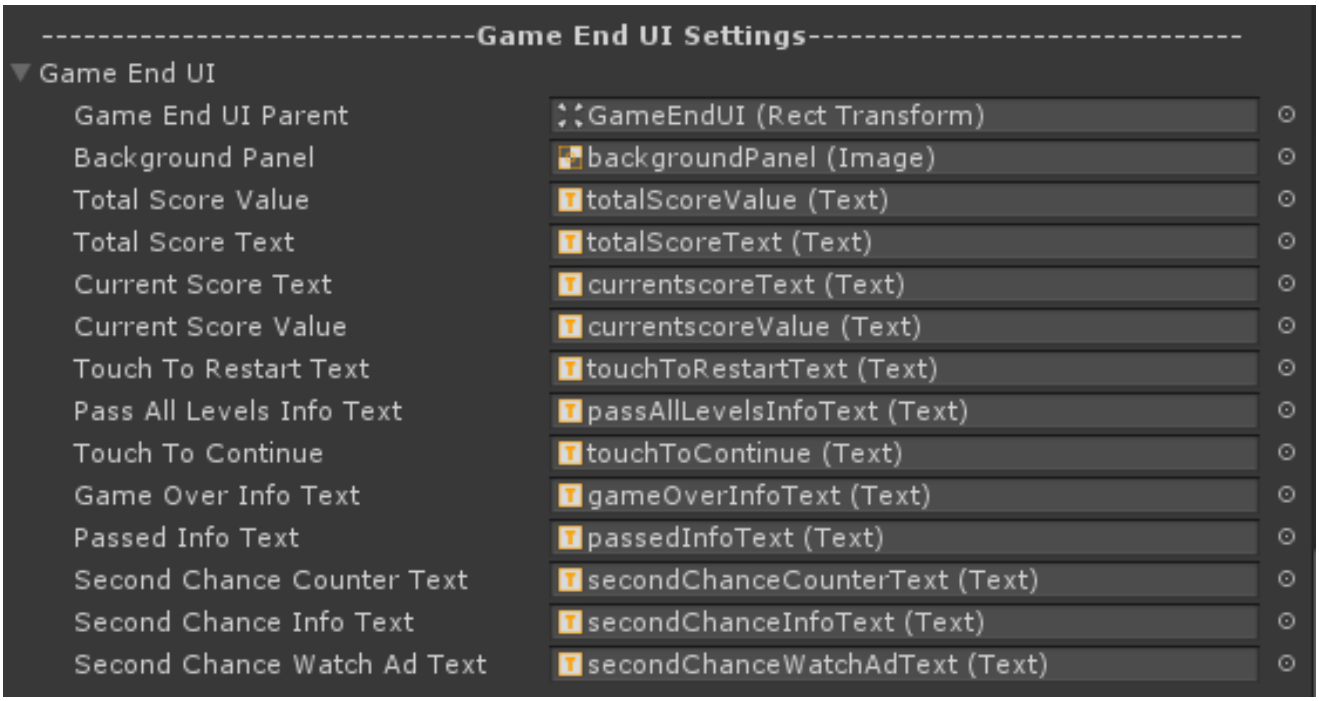
Score Scale When Meteor Mode Active: This controls scale of the score text transition.

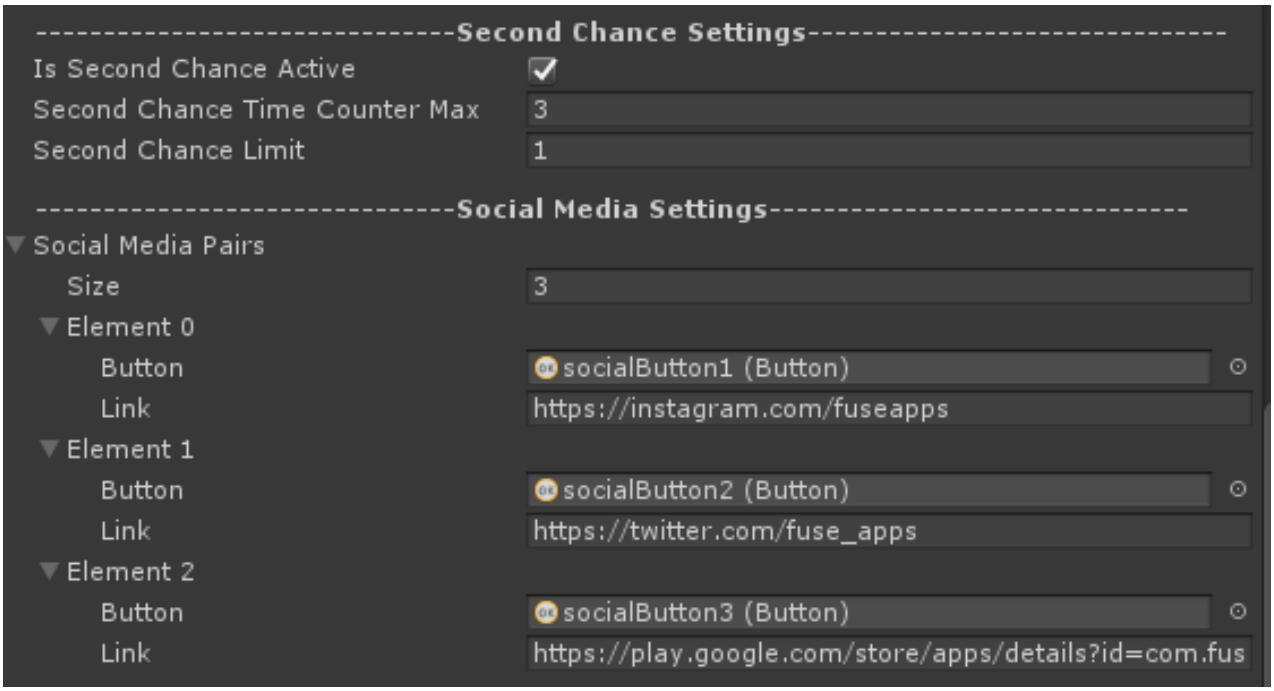
Level Indicator Settings Section

All of the variables under this section are reference to the game object what they are assigned to in hierarchy.

Game End UI Settings Section

All of the variables under this section are reference to the game object what they are assigned to in hierarchy.





Second Chance Settings Section

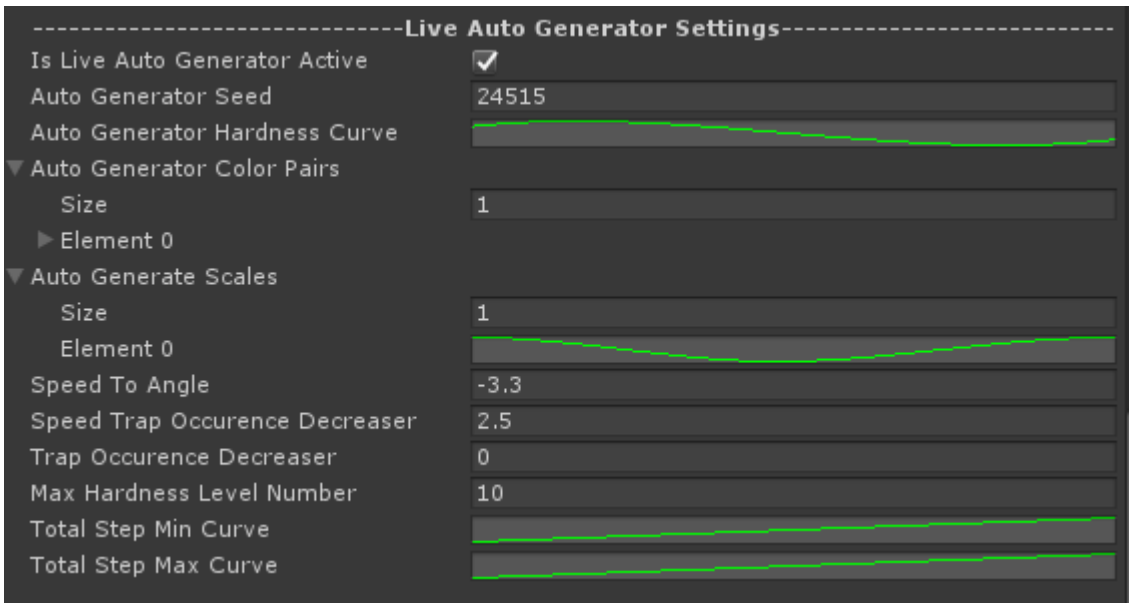
Is Second Chance Active: This controls second chance is active or deactive. If Unity ADs is not imported or the internet is not available, second chance will be deactivated automatically.

Second Chance Time Counter Max: This is maximum value of the second chance time counter.

Second Chance Limit: This controls the second chance prompt count. (If it is 1, second chance will be prompted for just one time.)

Social Media Settings Section

Social media buttons are stored as pairs with button reference and link. You can adjust button and links. When a button is pressed, the link that is assigned to button will be opened in its application or browser. (0 index = > left button, 1 index => right button and 2 index => middle button)



Live Auto Generator Settings Section

Is Live Auto Generator Active: When this setting is enabled, live auto generator will be activated. If the game can not find the next level to open it, the level will be generated semi-randomly based on Auto Generator Seed variable.

Auto Generator Seed: Set this variable to an integer randomly for just a time. If you change this variable after publishing game, the live generated levels will be different.

Auto Generator Hardness Curve: This sets the hardness of the generated levels. The easiest level is level 1, the hardest level is Max hardness level number. (x axis range must be in 0-1)

Auto Generator Color Pairs: Live auto generator picks the color pairs randomly. You need to set normal and obstacle color pairs.

Auto Generate Scales: Live auto generator picks scale curve randomly. With this setting, the scale of the steps will be set. (x axis range must be in 0-1)

Speed To Angle: This setting is for making the game playable. -3.3 value is good for rotating steps respectively previous one. (-3.3 * platform_speed)

Speed Trap Occurrence Decreaser: This setting is for decreasing speed trap chance. When this setting is increased, the game will be easier. When speed trap is occurred, the next step speed will be selected randomly based on Auto Generator Seed value.

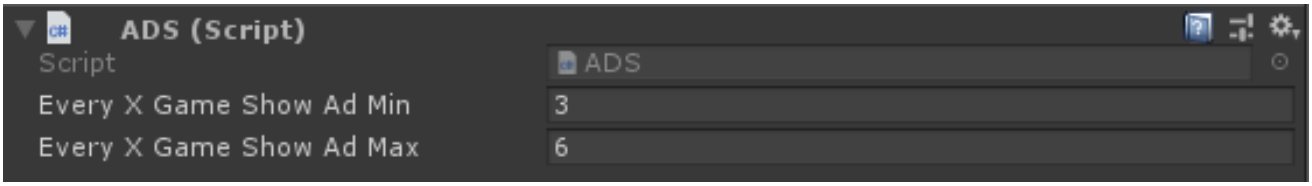
Trap Occurrence Decreaser: This setting is for decreasing trap chance. When this setting is increased, the game will be easier. When trap is occurred, the next step rotation will be selected randomly based on Auto Generator Seed value.

Max Hardness Level Number: This sets the hardest level that will be generated. If the generated level number is bigger than this number, the generated levels will be same difficulty.

Total Step Min Curve: This curve is minimum step count curve. (x axis range must be in 0-1 and y axis value will be multiplied by 100)

Total Step Max Curve: This curve is maximum step count curve. (The step count will be selected randomly between these two curves based on level number and Auto Generator Seed value)(x axis range must be in 0-1 and y axis value will be multiplied by 100)

ADS SCRIPT



This controls min and max of the showing ad rate. The showing ad counter max will be set to randomly between these mix and max

values. When player finished the level somehow, ad showing will be triggered and if the counter max is equal to counter, the AD will be shown, if Unity ADs imported and the internet is enabled.

SOUND EFFECTS

Bounce Effect by juskiddink

Link: https://freesound.org/people/juskiddink/sounds/108616/

Breaking Effect by InspectorJ

Link: https://freesound.org/people/InspectorJ/sounds/411642/

Victory Effect by plasterbrain

Link: https://freesound.org/people/plasterbrain/sounds/397353/

Burning Effect by midimagician

Link: https://freesound.org/people/midimagician/sounds/249418/

Glass Breaking Effect by MalitiaArmy

Link: https://www.youtube.com/watch?v=nQIXUnRyy2k

Game Music by supervanz

Link: https://freesound.org/people/supervanz/sounds/428858/

SOCIAL MEDIA ICONS

All icons from icons8.com

Sound Icon: https://icons8.com/icon/41563/sound

Sound Deactivated Icon: https://icons8.com/icon/9414/no-audio

You can find here: https://icons8.com/icons/set/social-media

CONTACT

Discord: https://discord.gg/4NNM5um (Please use Discord instead of sending e-mail, you can contact with us directly by using Discord.)

E-Mail: exploit4studios@gmail.com

E-Mail (Sponsorships and business inquiries): chngamesapp@gmail.com

Steam: http://steamcommunity.com/id/exploit4

SUPPORT

I put my assets for cheap to increase my profile rating. So, please support me.

Instagram: https://www.instagram.com/fuseapps/

Twitter: https://twitter.com/fuse_apps

Patreon: https://www.patreon.com/chngames