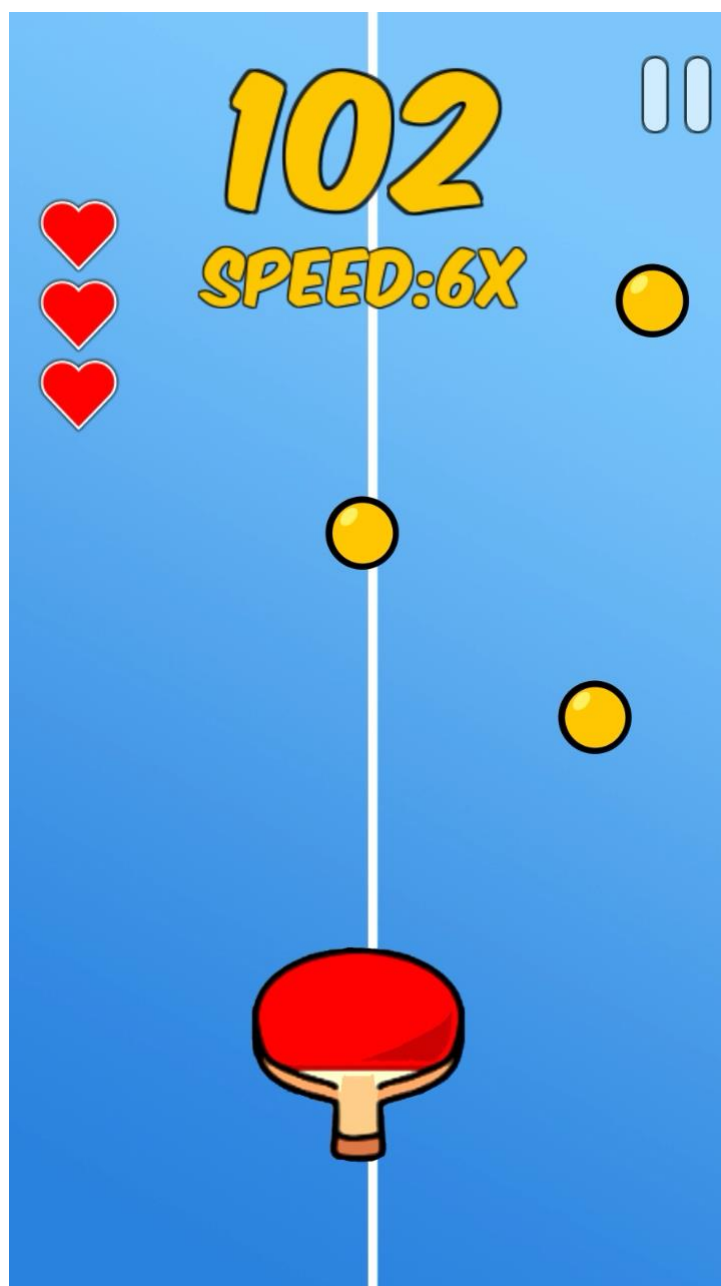


Ping Pong King Game Template

Game documentation and How To guide.



Ping Pong King is a full Unity template ready for release. It is fun arcade game with the twist of ping pong. It is compatible with mobile(iOS and Android) as well as standalone and webplayer.

How to Play?

Use the mouse/touch to move the paddle around and shoot as many balls as you can. But beware you have only 3 lives and the ball speed increases with time.

Please rate my file, I'd appreciate it 😊

Customization Guide

GameController



Game Object Ball: The ball prefab is placed here which is created during the gameplay.

Spawn Values: the position between which randomly ball gameObject will be created.

Ball Count: Number of ball in the initial ball wave.

Spawn Wait: the wait(in seconds) between two ball gameObject creation.

Start Wait: the wait(in seconds) before initial wave start.

Wave Wait: the wait(in seconds) between two waves of balls.

Speed: speed at which ball move.(it should be negative(-) as it is moving in opposite direction).

BounceSpeed: speed at which ball bounces back.

Ball Count Increase: Number of additional ball in next wave.

Time Speed Increase: additional increase in timescale.

Speed Text: holds the speed text.

Game Over Canvas: holds the game over canvas.

Start Canvas: holds the Game canvas.

Score Text: holds the score text.

High Score Text: holds the HighScore text.

Pause Canvas: holds the pause canvas.

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