# USER GUIDE

# SPLASHY BOUNCING TEMPLATE

## -Onefall Games-

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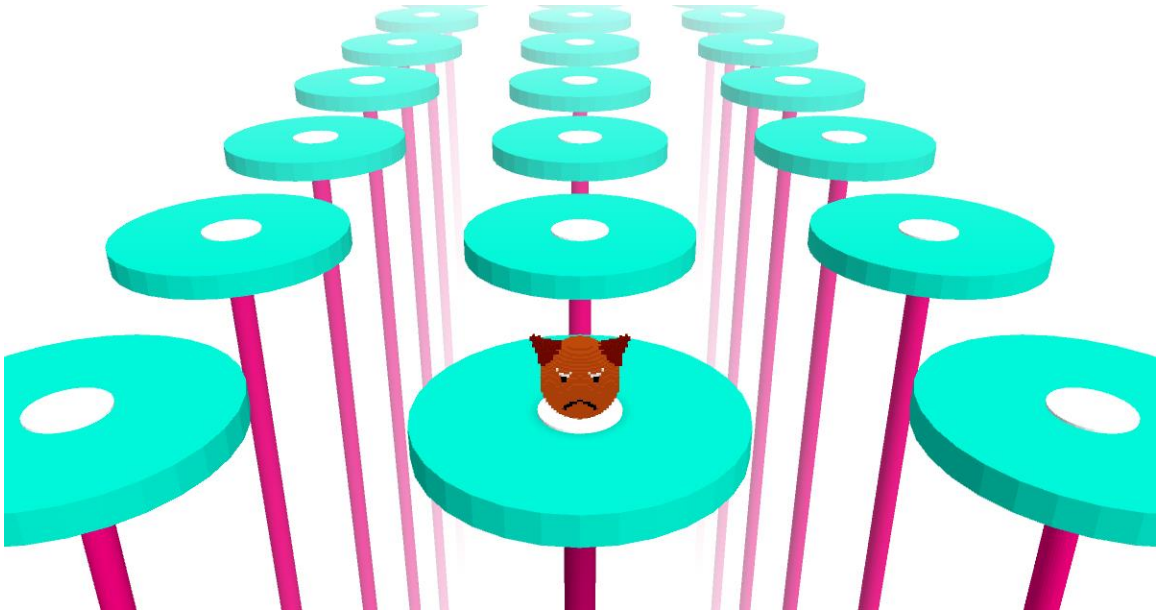
# I. INTRODUCTION



**Splashy Bouncing** is an exciting endless jumper game in which you touch and hold screen to control the ball jumping around, try not to run out of the path and touch the obstacles, collect coins to unlock new ball. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc! Some features:

- Addictive endless gameplay
- Daily reward system
- 20 built-in characters with cute blocky style
- Very easy to add new characters
- Unlock characters with coins
- Unity Ads and Admob (banner, interstitial and rewarded video)
- Native share Android/IOS
- Facebook share
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Optimized for mobile
- Ready to publish out-of-the-box

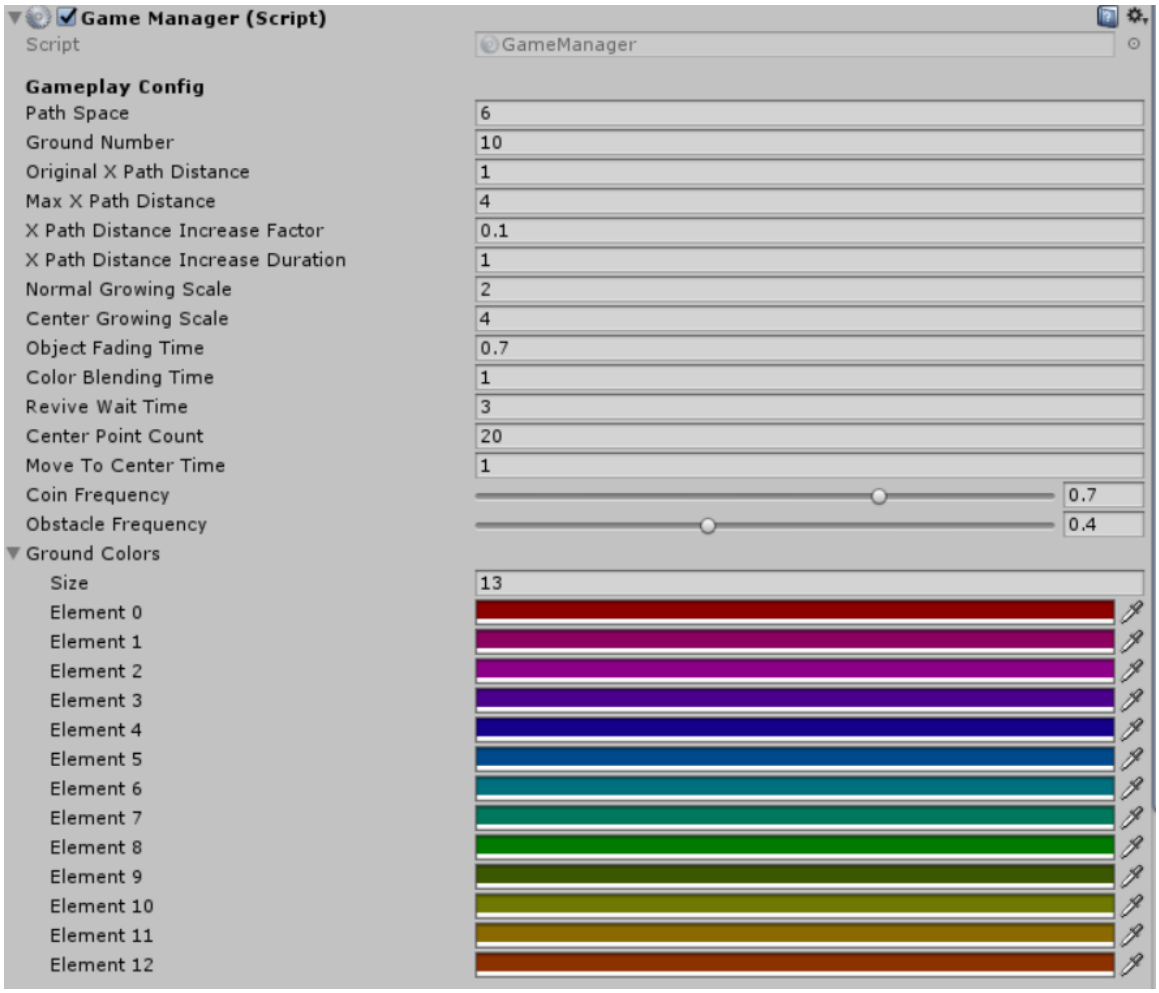
# II. TEMPLATE CUSTOMIZATION

## 1. Gameplay tweaking

### *1.1. GameManager*

Most of important gameplay parameters can be configured within the

GameManager component which is attached to a game object also named GameManager in the hierarchy.



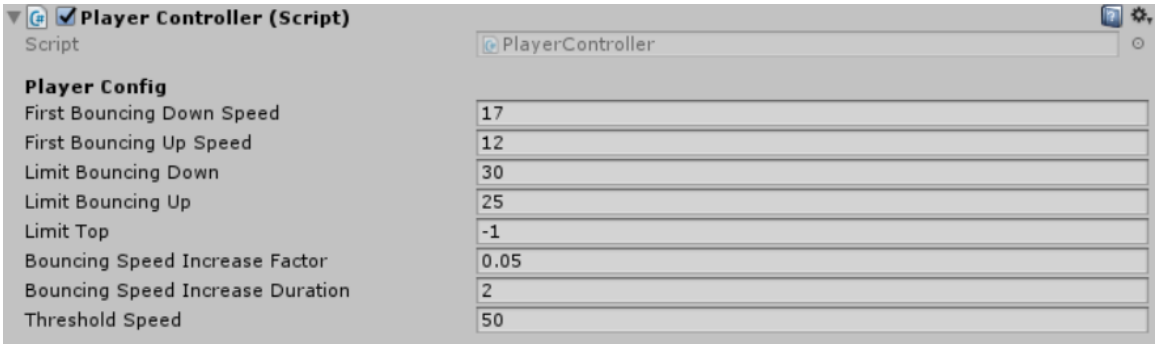

You can tweak the gameplay by modifying following variables:

- *Path Space:* the distance between the current path and the next path (6 should be nice).
- *Ground Number:* the number of the ground when the game started.
- *Original X Path Distance:* the x distance of the current path and the next path (1 should be nice).
- *Max X Path Distance:* the maximum x path distance f the current path and the next path (4 or 5 should be nice).
- *X Path distance Increase Factor:* the increasing value of x path distance.
- *X Path Distance Increase Duration:* the duration of increasing x path distance.
- *Normal Growing Scale:* the scale up factor of the ground when the ball hit the ground (not hit center point).

- *Center Growing Scale:* the scale factor og the ground when the ball hit center point of the ground.
- *Object Fading Time:* the time for fading object (ground and center point).
- *Color Blending Time:* time for switching ground color.
- *Revive Wait Time:* time for revive option.
- *Center Point Count:* the counting time for changing ground color.
- *Move To Center Time:* the time for grounf moving to center after click "Revive" button.
- *Coin Frequency:* the frequency of coin.
- *Obstacle Frequency:* the frequency of obstacle.
- *Ground Color:* the color array of ground.

### *1.2. PlayerController*

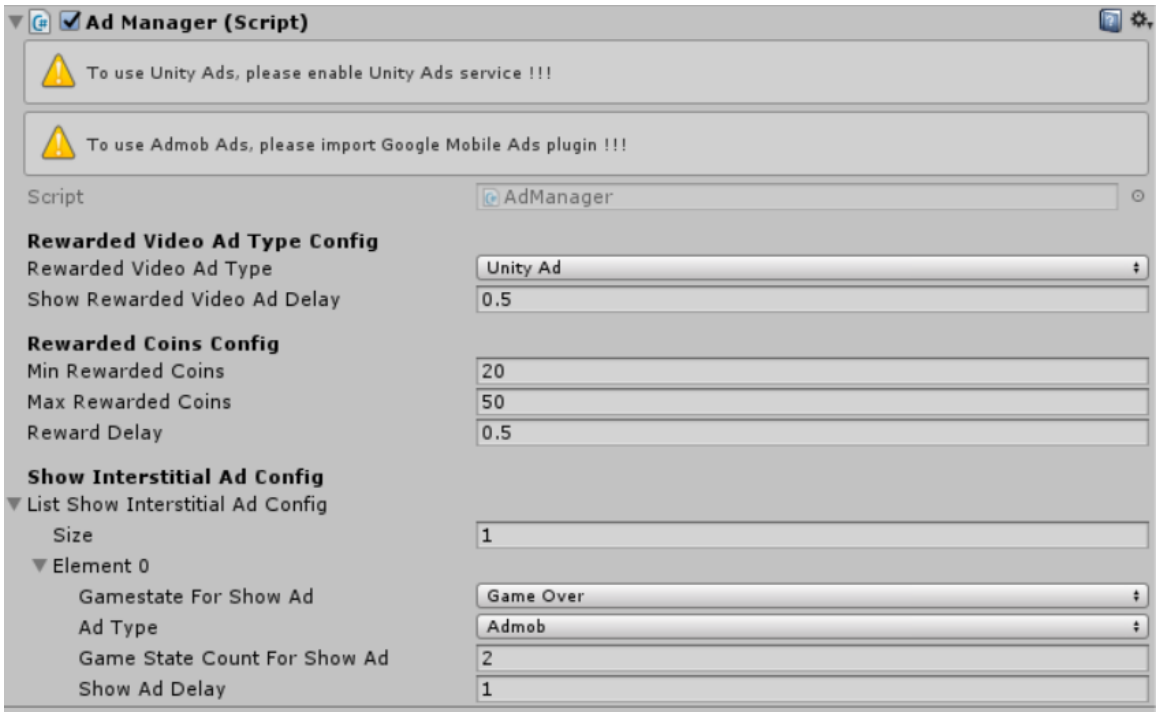
The Player object in the hierarchy contains a PlayerController component, in which you can customize the player (main character) behavior.




- *First Bouncing Down Speed*: the original boucing down speed of the ball.
- *First Bouncing Up Speed*: the original boucing up speed of the ball.
- *Limit Bouncing Down*; the limit boucing down speed of the ball.
- *Limit Bouncing Up*: the limit boucing up speed of the ball.
- *Limit Top*: the highest y position the the ball boucing up.
- *Bouncing Speed Increase Factor*: the increasing value of boucing speed.
- *Bouncing Speed Increase Duration*: the increasing speed duration of the ball.

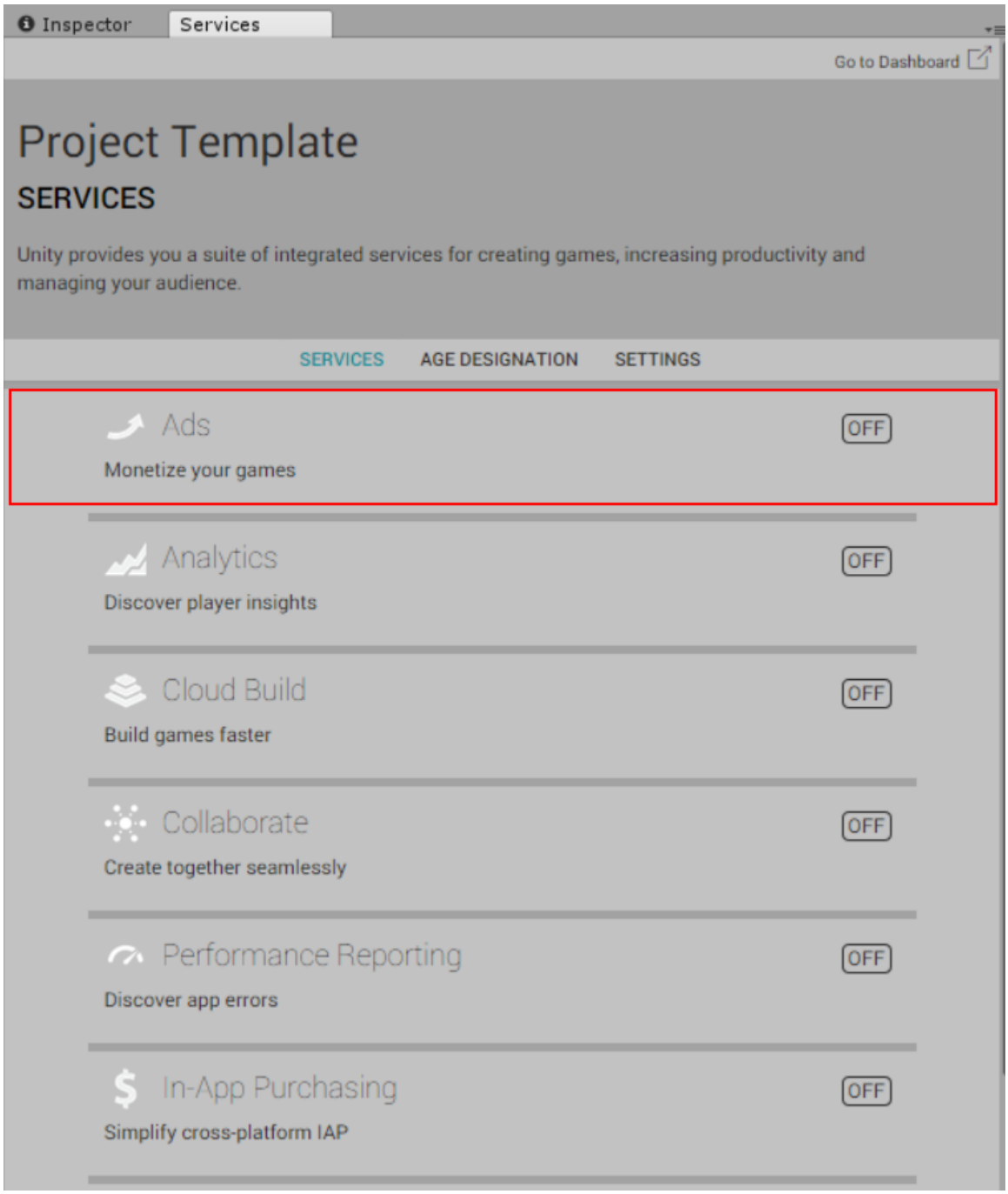
## 2. Ads Manager

The AdManager object in hierarchy contains AdManager component, in which you can customize which type of ads you want to use and how you want to show the ads.

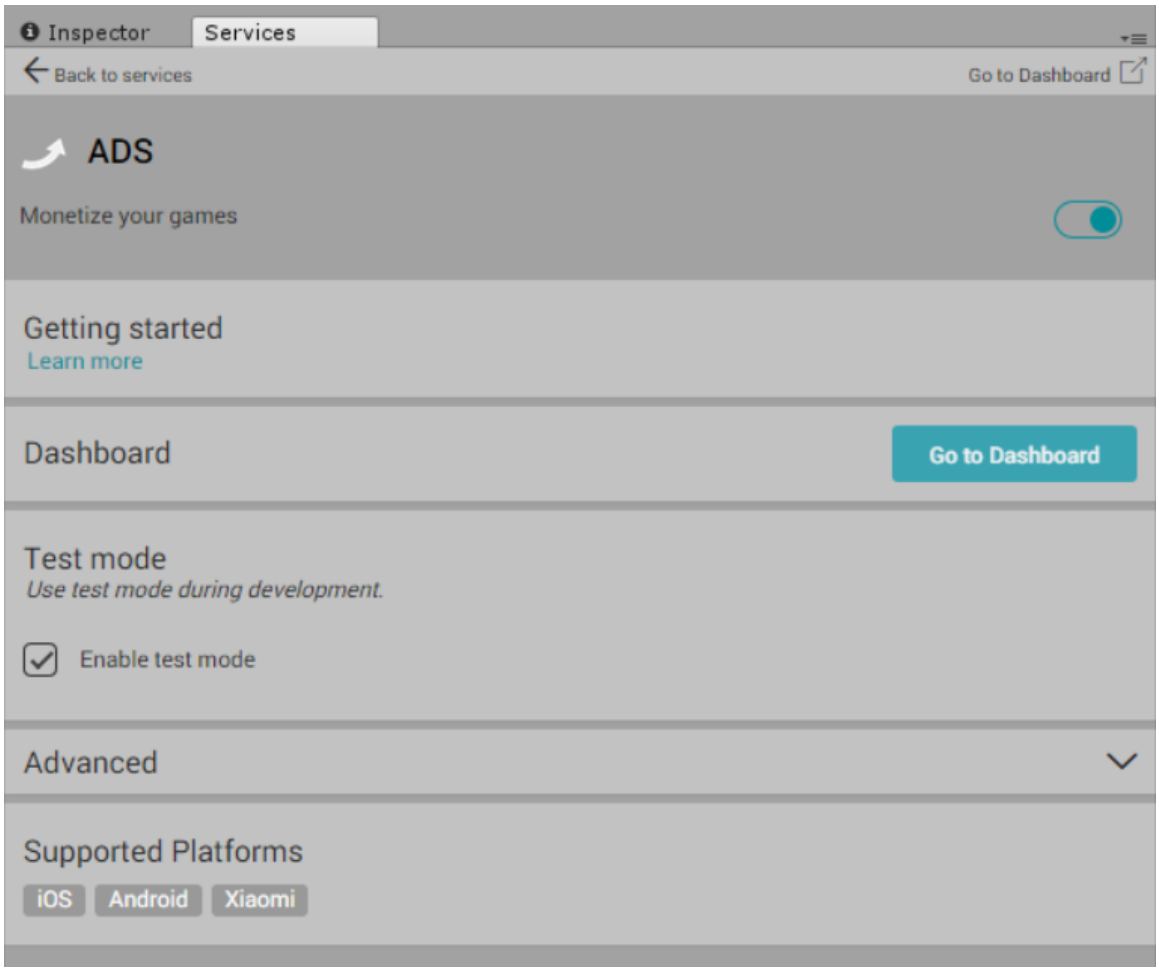



In the image, you can see two warnings that tell you Unity Ads Services is disable and Google Mobile Ads plugin is not imported.

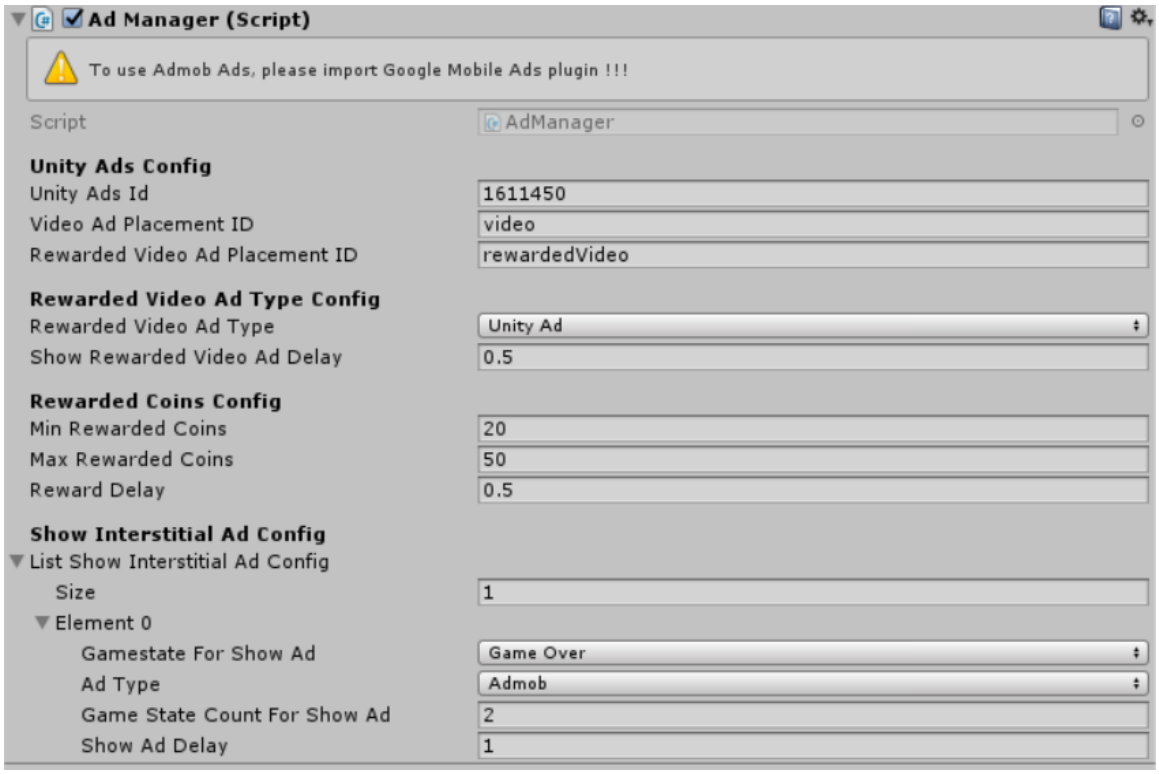
To enable Unity Ads switch the platform to iOS or Android, then goto Window > Services and select the Ads tab.


Inspector
Services
Go to Dashboard
Project Template
SERVICES
Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.
SERVICES
AGE DESIGNATION
SETTINGS
Ads
OFF
Monetize your games
Analytics
OFF
Discover player insights
Cloud Build
OFF
Build games faster
Collaborate
OFF
Create together seamlessly
Performance Reporting
OFF
Discover app errors
In-App Purchasing
OFF
Simplify cross-platform IAP

In the opened configuration window, click the toggle at the right-hand side to enable Unity Ads service. You may need to answer a few questions about your game.



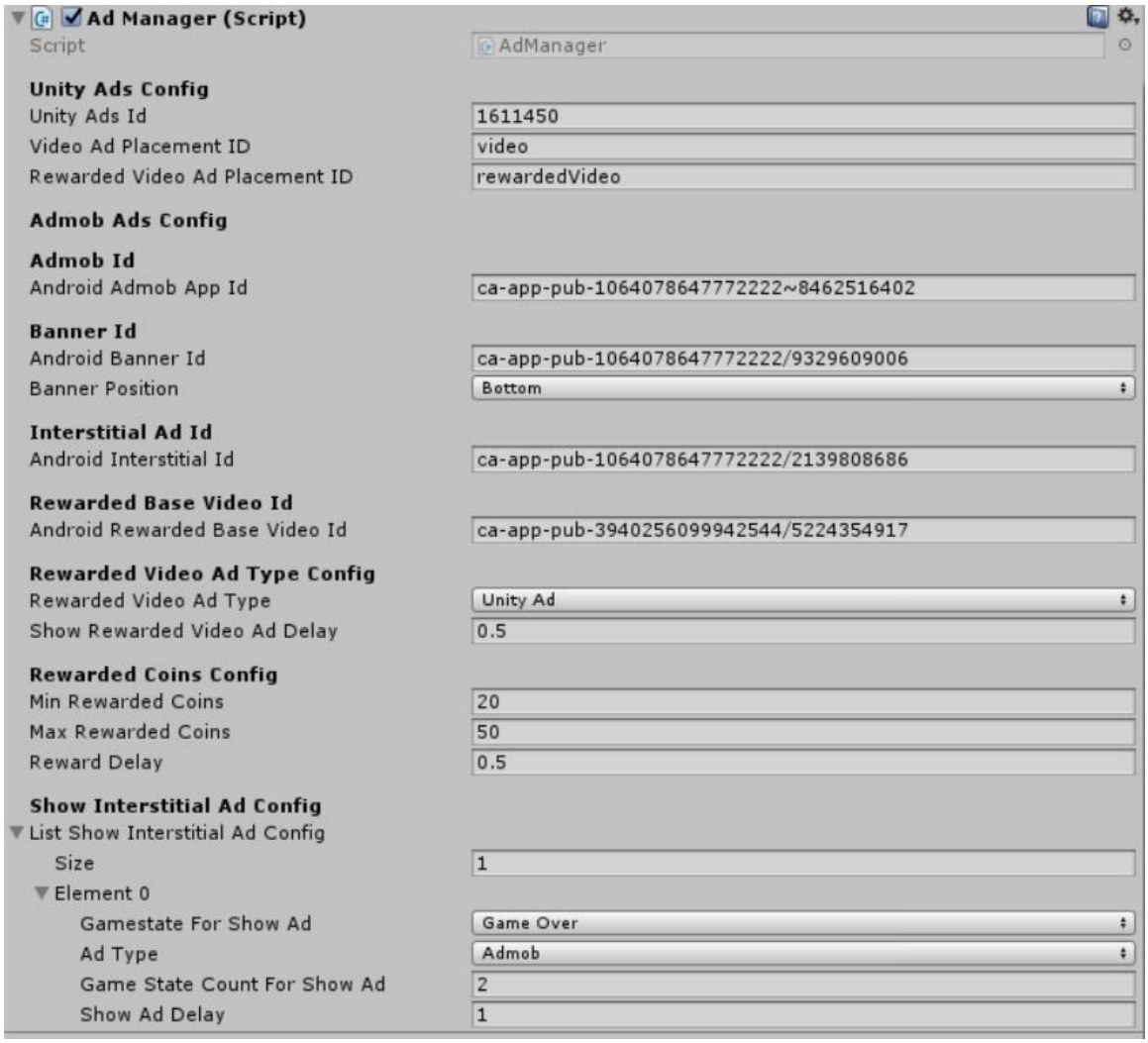

Now switch back to AdManager inspector.




You can see there's a field called " Untiy Ads Config ". This is where you can config unity ad ids such as unity ads id, video ad id and rewarded video ad id.

To use Admob, go to this link: https://github.com/googleads/googleads-mobile-unity/releases, download and import the latest version of Google Mobile Ads plugin into your unity project.

After imported, switch back to AdManager inspector.




You can see the field called " Admob Ads Config ". This is where you can config admob ads.

Unity Ads Config:

- *Unity Ads Id:* the ads id of your project.
- *Video Ad Placement ID:* the video ad id of your project.
- *Rewarded Video Placement ID:* the rewarded video ad id of your project.

Admob Ads Config:

- *Adroid Admob App Id & IOS Admob App ID:* the android and ios ids of your admob app.
- *Android Banner Id & IOS Banner Id:* the banner ad ids of android and ios.
- *Banner Position:* the position of banner ad.
- *Android Inserstitial Id & IOS Interstitial Id:* the interstitial ad ids of android

and ios.

- *Android Rewarded Base Video Id & IOS Rewarded Base Video Id:* the rewarded base video ad ids of android and ios.

Rewarded Video Ad Type Config:

- *Rewarded Video Ad Type:* the type of rewarded video ad (Unity Ad and Admob Ad).
- *Show Rewarded Video Ad Delay:* the delay time to show rearded video ad.

Rewarded Coins Config:

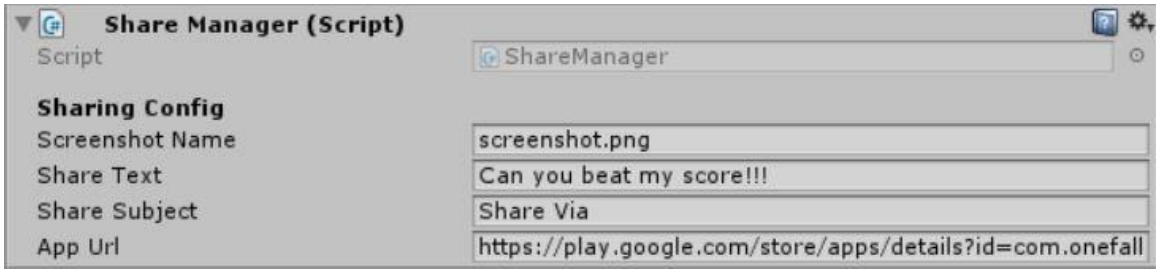
- *Min Rewarded Coins & Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized between these two values.
- *Reward Delay:* the delay time to show rewarded video.

Show Interstitial Ad Config:

- *Game State For Show Ad:* the game state for the ad showing up.
- *Ad Type:* the type of ad to show.
- *Game State Count For Show Ad:* the number of game state that the game go through to show ad. Example: if 2 and *Game State For Show Ad* is GameOver, that mean the ad will show up after 2 times of game over.
- *Show Ad delay:* the delay time for showing ad.

## 3. ShareManager

All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot's name, text, subject and url…You can config these features from the ShareManager object in the hierarchy.




- *Screenshot Name:* the name of screenshot for sharing feature.
- *Share Text:* the text for sharing feature.
- *Share Subject:* the subject for sharing feature.
- *App Url:* the url of the app (Google Play on Android and App Store on IOS).

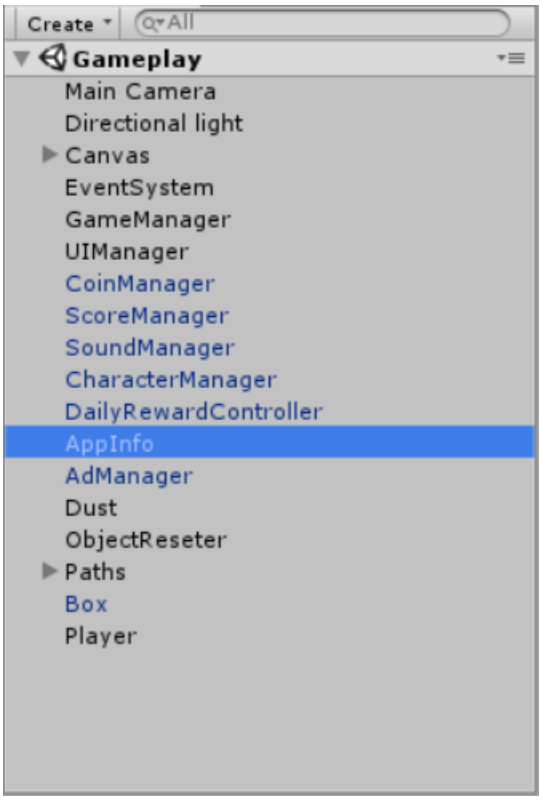
## 4. Daily reward feature

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardManager* object in the hierarchy.

- *Reward Hours, Minutes and Seconds*: the amount of time until the next reward.
- *Min Reward Value* & *Max Reward Value*: the actual rewarded coins will be randomized between these two values.

## 5. App Information

All information of the app can be config in AppInfo game object. It contains the information to share image, texts rate app feature…You can config these features from the AppInfo object in the hierarchy.



- *Share Text:* the text to for sharing feature.
- *Share Subject:* the subject for sharing feature.
- *Share Url:* the url for sharing feature.
- *Google Play Store Homepage:* the homepage url of your google play store.
- *App Store Homepage:* the homepage url of your app store.
- *Android Url:* the url of your android app.
- *Ios Url:* the url of your ios app.

## 6. Adding more characters

Endless Missiles is already packed with 15 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

- Create a character model (remember to set the pivot of the model is bottom of the model ).
- Navigate to *Assets/SplashyBoucing/Prefabs/Gameplay/Characters* and duplicate one of the available character prefabs.
- Change the name of the prefab to a preferred one.
- Replace the *Mesh* in the *MeshFilter* component with your new model mesh. Replace the *Material* in the *MeshRenderer* component with your material.
- Enter the character name and price to the *CharacterInfo* component. Check the *isFree* box if you want to give out this character for free (it will be automatically unlocked).
- Resize the character array in *CharacterManager* game object then drag the new character to it and hit *Apply* to save changes to its prefab.

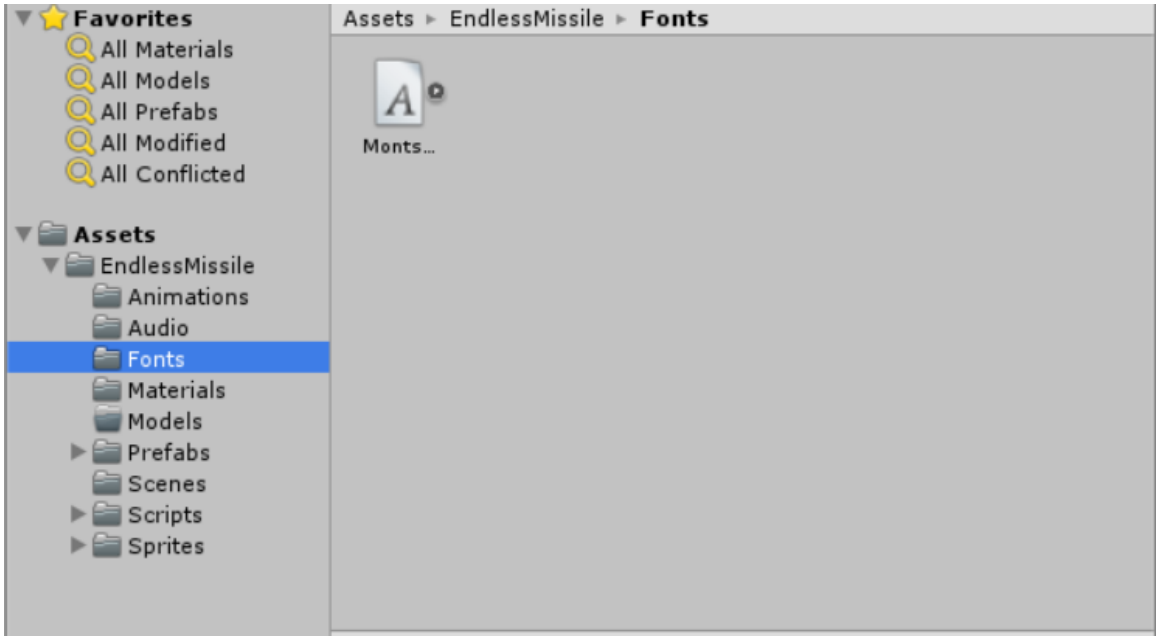
Now the new character has been added and ready to use in game! You will see it listed in the *CharacterSelelection* scene.

* ***IMPORTANT*:** the new character's name must not repeat any existing character name.

## 7. Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites/UI* folder. You can replace them with your own sprites to modify the UI as you like.

All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.




## 8. Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.

**THANK YOU AND GOOD LUCK WITH YOUR GAMES!**