USER GUIDE

SPEEDY BALL TEMPLATE

Onefall Games

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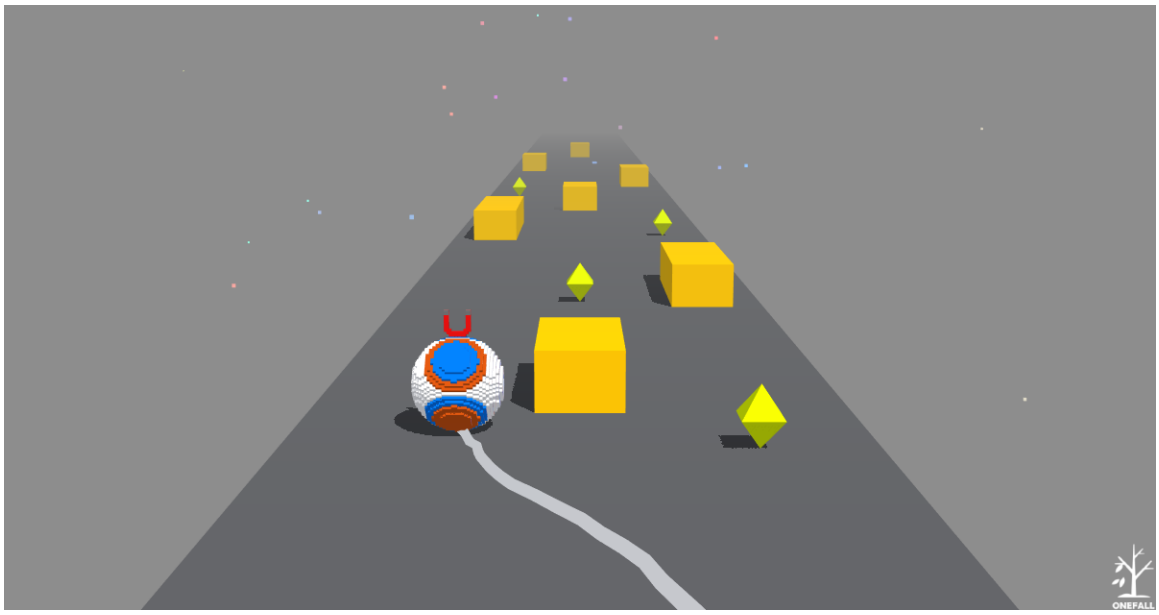
I. INTRODUCTION



Speedy Ball is an exciting endless one-touch game in which you swipe left to move the ball left. Swipe right to move the ball right, swipe up to force the ball jumps. Try to avoid the obstacle standing in your way, collects coins to unlocks new balls and complete the level. 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:

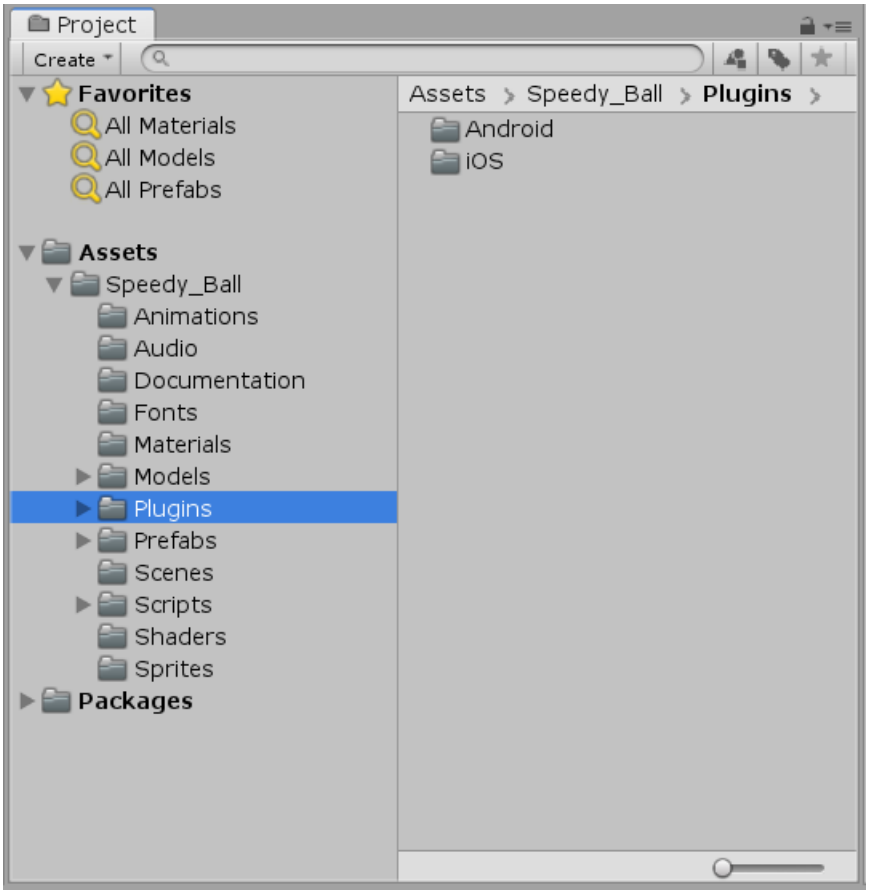
- Addictive one-touch gameplay
- Smooth control, eye-catching graphics
- Endless level, config levels right in the editor
- Watch ads for coins
- Revive system
- 20 ball ready to unlock, very easy to add new balls
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Multiple ad networks: Admob and Unity Ads
- Native share Android/IOS
- Facebook/Twitter share
- Optimized for mobile
- Ready to publish out-of-the-box

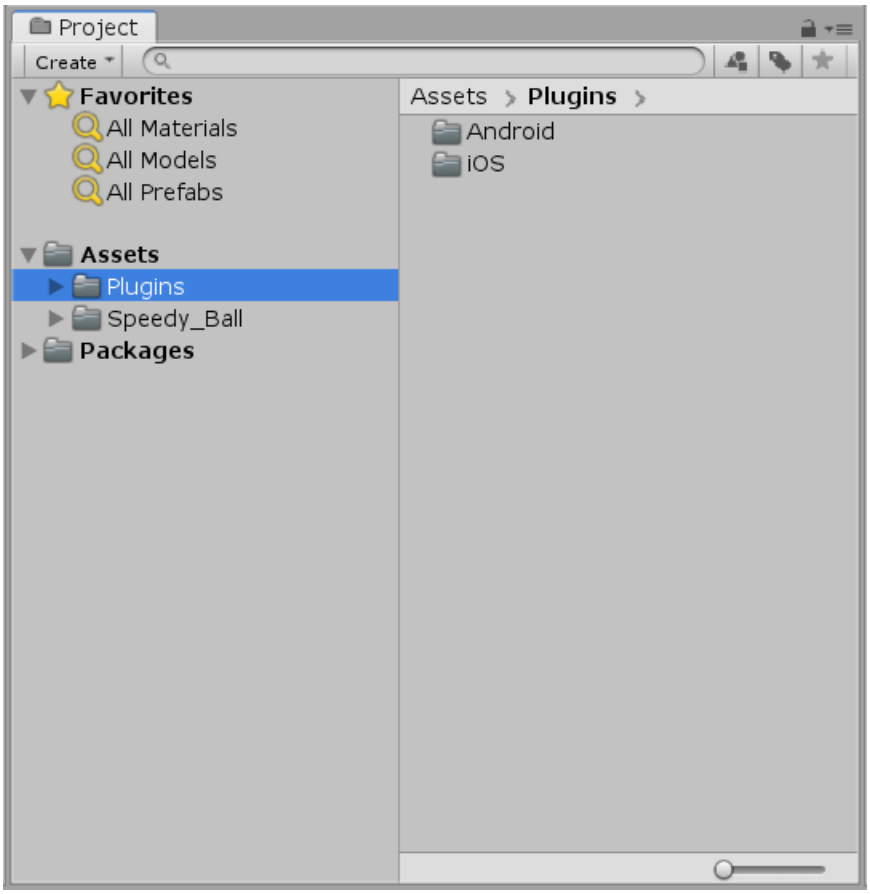
II. TEMPLATE SETUP

This template was designed for mobile (Android, IOS, Window Phone…) so after

imported the package to unity, you need to switch to Android or IOS, or Window Phone.

After that, go to Assets/Speedy_Ball and move the folder Plugins out of Speedy_Ball folder.





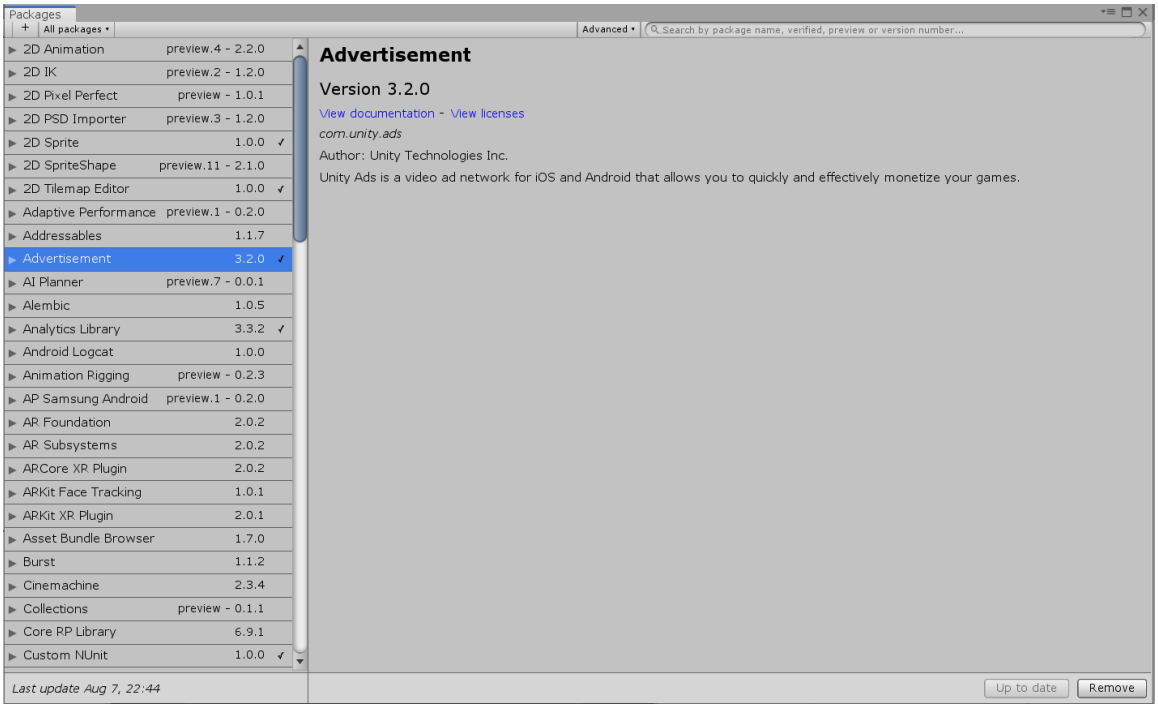
The template contains 2 scenes: Gameplay and Character. You need to start from scene Gameplay first.

III. REQUIREMENT PACKAGES

When you open this template, at first you will some errors in Console window, that's because this template requires some packages to run. You have to install these packages bellow to have this template run smoothly. Please follow these

instructions:

- Open Package Manager by go to Window/Package Manager. If you don't see Package Manager button, then you have to re-install your unity completely because it's the problem that Unity Technologies still not able to fix.



- These are packages you need to install:
  - Advertisement version 3.2.0 or higher.
  - Analytics Library version 3.2.2 or higher.
  - Text Mesh Pro version 1.3.0 or higher.

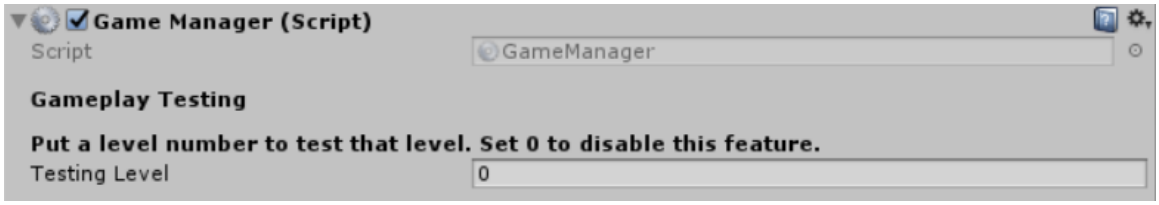
After you installed these packages, there's maybe some errors in Console window. If you see errors in Console window, go to File - > Build Setting -> Player Setting and change the Scripting Run Time Version to .Net 4.x Equivalent.

IV. TEMPLATE CUSTOMIZATION

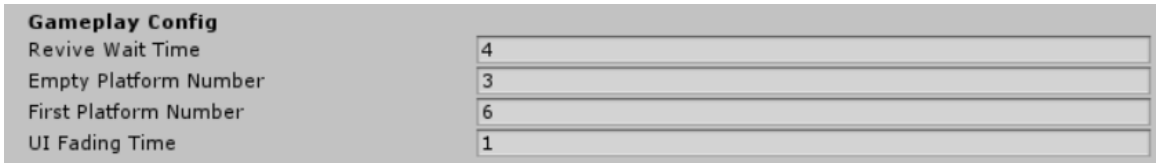
1. Gameplay Tweaking

1.1. Game Manager

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.

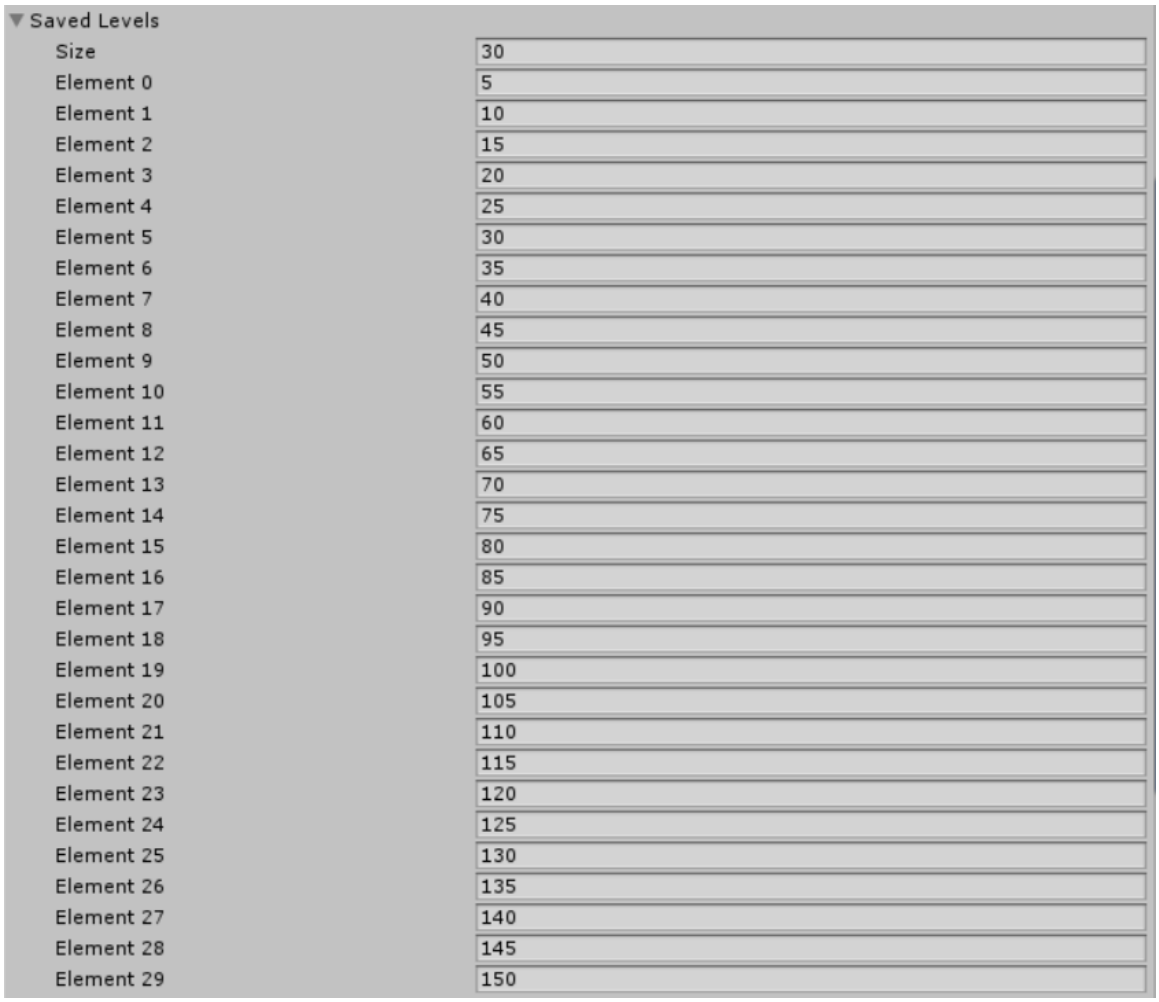


- *Testing Level:* when you finished design levels, you want to test some levels to see if it run as you want. This number allow you to test the level without affecting gameplay. Set a number to test level and 0 to disable. Remember to set it to 0 when building for mobile devices.

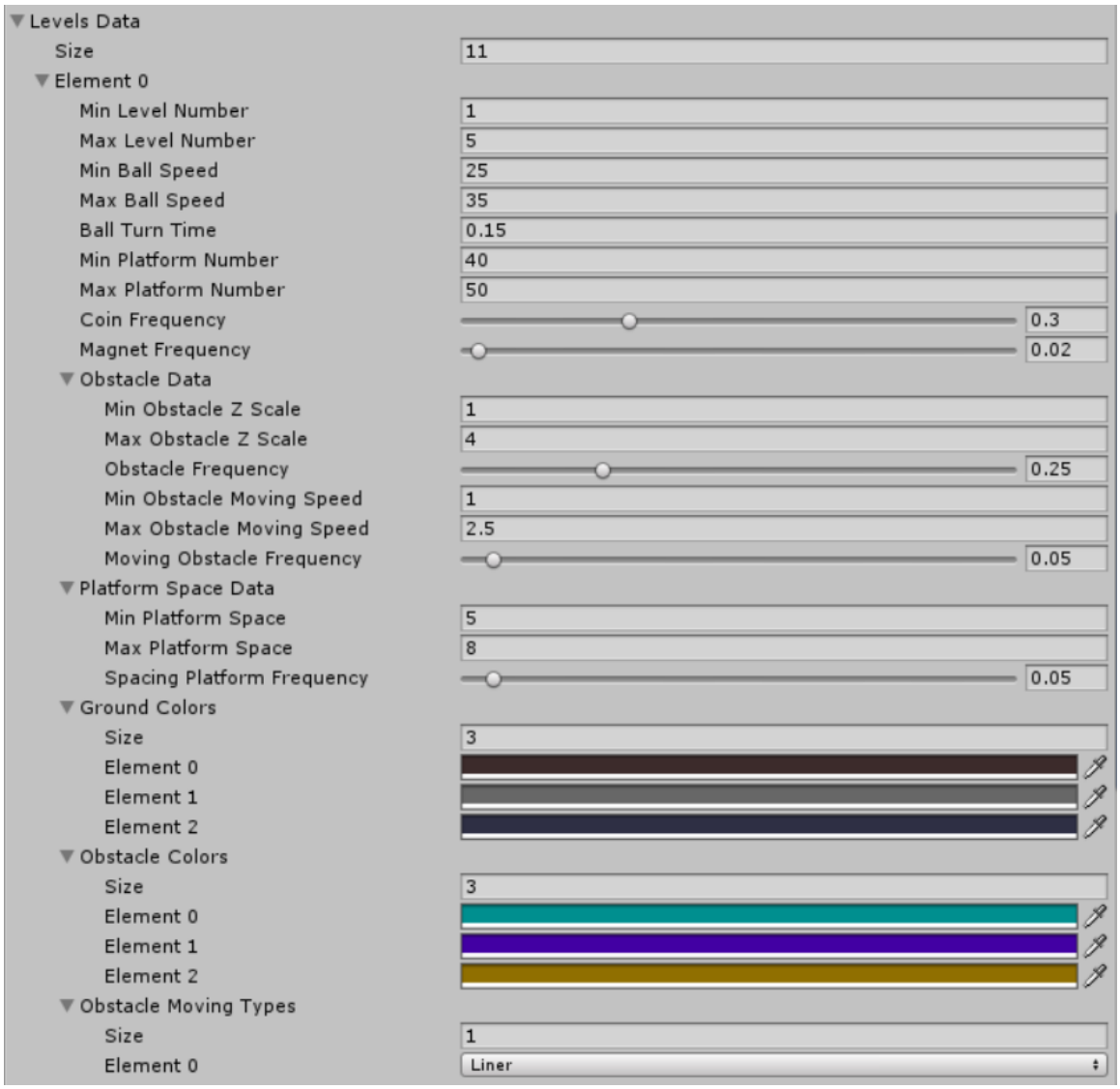


You can tweak the gameplay by modifying following variables:

- *Revive Wait Time*: wait time for revive feature.
- *Empty Platform Number*: how many empty platform will be created when the level started. Empty platform is the platform without coins, obstacles and other items.
- *First Platform Number*: how many normal platform will be created when the level started (including *Empty Platform Number*). Normal platform is the platform with coins, obstacles and other items.
- *UI Fading Time:* time for fading UI and restart level.



- *Saved Levels*: the array contains the levels that you want to save as check point. Example, when you lost and restart the game, the game will restart at the highest level that you passed before.



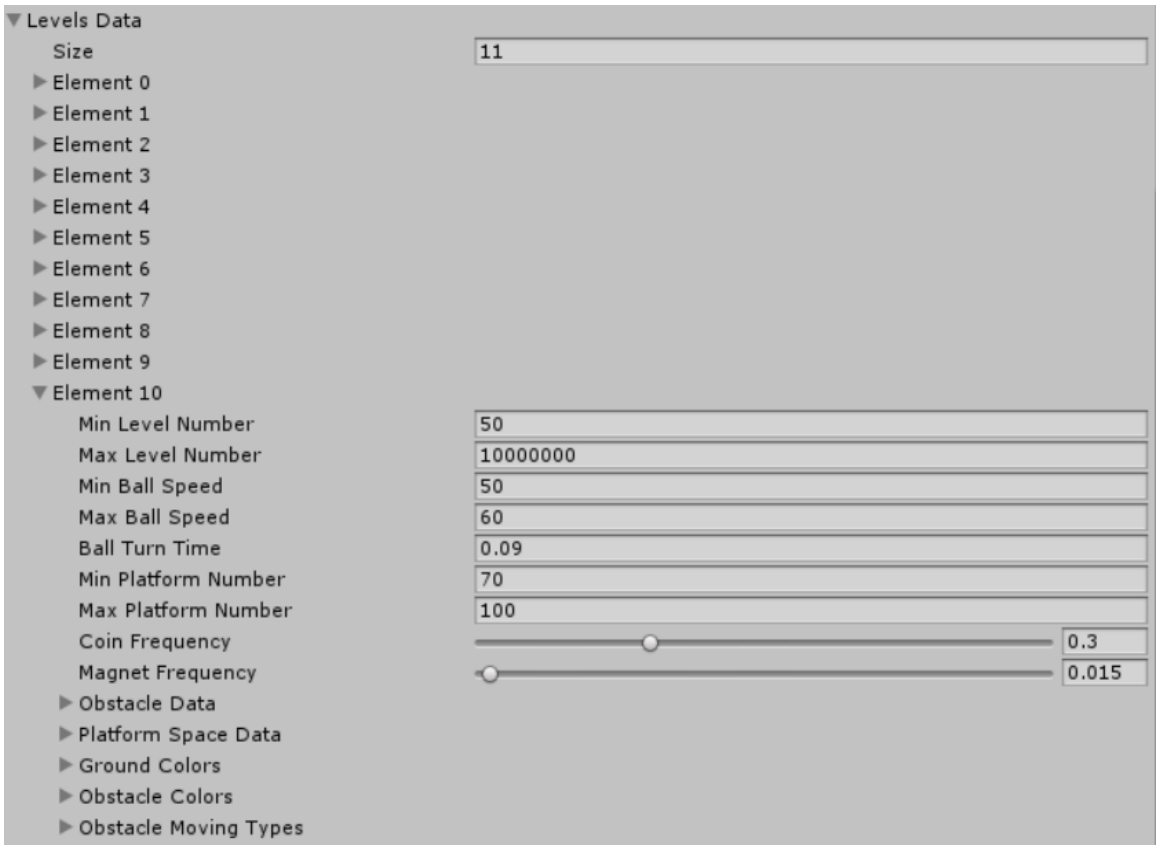
The variable named *Level Data* in GameManager object allow you to config each part of all levels like level 1 to level 5, level 5 to level 10, level 10 to level 15…

- *Min Level Number & Max Level Number:* the minimum and maximum level of the part. Levels between these two values will follow these config variables bellow.
- *Min Ball Speed & Max Ball Speed:* the minimum and maximum speed of the ball (player). The actual number will be randomized between these two values.
- *Ball Turn Time:* time for the ball (player) turn form the current lane to the

next lane. The smaller value, the faster player turns.

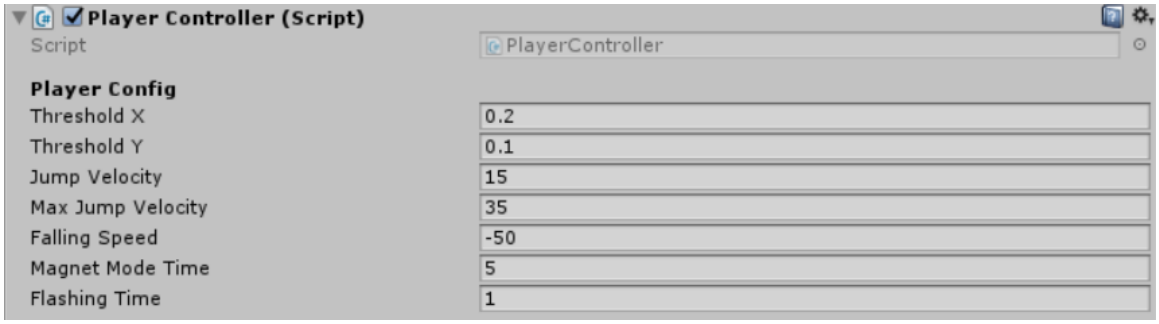
- *Min Platform Number & Max Platform Number:* how many platforms will be created in this level. The actual number will be randomized between these two values.
- *Coin Frequency:* the frequency to create coin.
- *Magnet Frequency:* the frequency to create manet. Magnet is the item that can attract coins to the position of player.
- *Obstacle Data:* obstacle will be created and configured by these variables bellow.
  - *Min Obstacle Z Scale & Max Obstacle Z Scale:* the scale of obstacle on z axis. The actual number will be randomized between these two values. REMEMBER DON'T PUT THE VALUE TOO HIGH, IT WILL CAUSE SOME PROBLEMS. MAXIMUM VALUE OF *MAX OBSTACLE Z SCALE* SHOULD BE 10 OR 12.
  - *Obstacle Frequency:* the frequency to create obstacle.
  - *Min Obstacle Moving Speed & Max Obstacle Moving Speed:* moving speed of obstacle. The actual number will be randomized between these two values. REMEMBER DON'T PUT THE VALUE TOO HIGH, IT WILL CAUSE SOME PROBLEMS.
  - *Moving Obstacle Frequency:* the frequency to move obstacle.
- *Platform Space Data:* space between 2 obstacles will be created and configured by these variables bellow.
  - *Min Platform Space & Max Platform Space:* how large the space between 2 platforms will be created in this level. The actual number will be randomized between these two values. REMEMBER DON'T PUT THE VALUE TOO HIGH, IT WILL CAUSE SOME PROBLEMS.
  - *Spacing Platform Frequency:* the frequency to create space between 2 platforms.
- *Ground Colors:* the array color of the ground. The actual color will be randomized between these colors.
- *Obstacles Colors:* the array color of the obstacle. The actual color will be randomized between these colors.
- *Obstacle Moving Types:* the array lerp type for moving obstacle. The actual type will be randomized between these colors. You can see some lerp types here.

The game currently has endless level with 50 levels that already designed. But you can add more levels as you want and it very easy. Just resize the *Level Data* and edit the values.



1.2. Player Controller

Most of important parameters of player can be configured within the PlayerControler component which is attached to a game object named Player in the hierarchy.



- *Threshold X*: the threshold of x axis when you swiped on the screen.
- *Threshold Y*: the threshold of y axis when you swiped on the screen.
- *Jump Velocity*: the jump velocity of player.
- *Jump Velocity*: the maximum jump velocity of player.
- *Falling Speed*: the speed of player when it fall down.
- *Magnet Mode Time*: how long the magnet will attract coins to player's

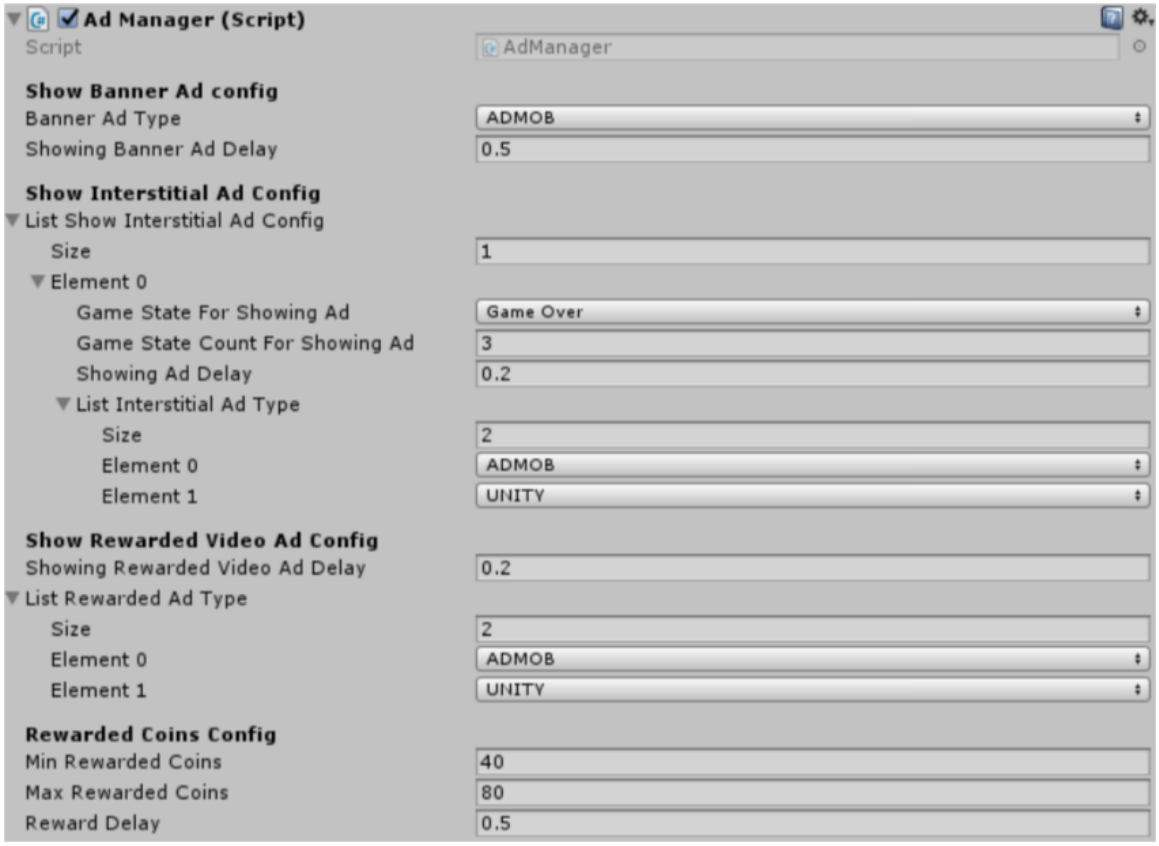
position.

- *Flashing Time*: the time for flashing player. During this time, player can't die by hit obstacle or fall. This effect happens when user use Revive action for player get another change to live.

2. Advertisement

2.1. Ad Manager

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



Show Banner Ad Config: this is the section where you can control which type of banner ad you want to show. Currently, the template support for 2 banner ad type: Admob and Unity Ads.

- *Banner Ad Type:* the type of banner ad you want to show. (Unity Ads just released Unity Monetization 3.0 which included Banner Ad, but seems like

it still unstable, so I recommend using Admob for banner ad).

- *Showing Banner Ad Delay:* delay time to show banner ad.

Show Interstitial Ad Config: this is the section where you can control which type of interstitial ad you want to show and how you want to how it. Currently, the template support for 2 interstitial ad type: Admob and Unity Ads.

- *List Show Interstitial Ad Config:* this is the list contains all the config parameters of showing interstitial ad.
  - *Game State For Showing Ad:* the game state you want to show the ad.
  - *Game State Count For Showing Ad:* the number of game state that the game go through to show ad. Example: if the value is 2 and *Game State For Show Ad* is Game Over, that mean the ad will show up after 2 times of game over.
  - *Show Ad Delay:* the delay for showing the ad.
  - *List Interstitial Ad Type:* the list of interstitial ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity interstitial ad.

Show Rewarded Video Ad Config: this is the section where you can control which type of rewarded video ad you want to show and how you want to how it. Currently, the template support for 2 rewarded video ad type: Admob and Unity Ads.

- *Showing Rewarded Video Ad Delay:* the delay time for showing rewarded video ad.
- *List Rewarded Ad Type:* the list of rewarded video ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity rewarded

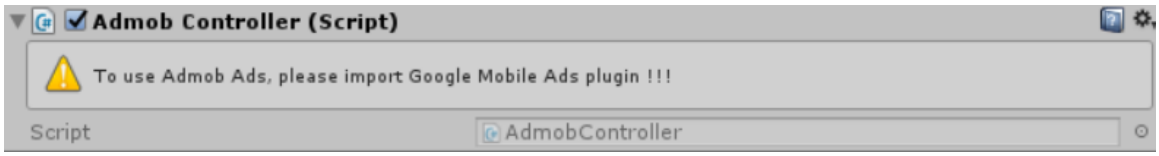
video ad.

Rewarded Coins Config: this is the section where you can config how many coins will be rewarded after user watch the rewarded ad.

- *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.

2.2. Admob Controller

The AdManager object in hierarchy of scene Gameplay contains AdmobController component, in which you can customize parameters like admob id, ad units...



As you can see in the image, there's no option to change ads units because the template did not have google mobile ads plugin included, so if you want to use Admob, please go to this link, download the latest version of google mobile ads and import it into the project.

After imported the plugin, select AdManager object in the hierarchy, wait for few seconds for the project rebuild and you will see this.

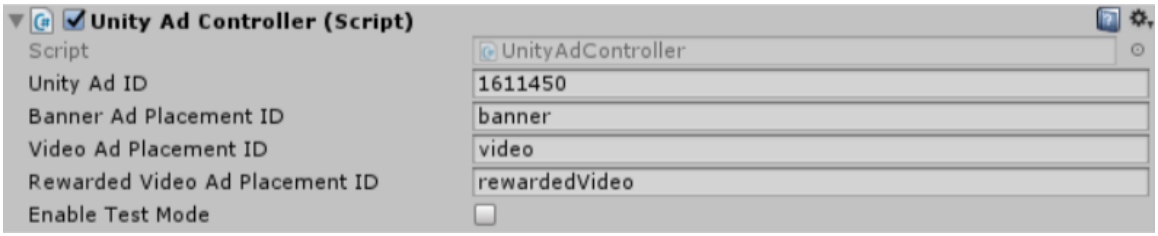
Now you can config admob id and all the ad units as you want. Currently, the platform using is Android, that why all the ids in the image showing for Andoid, of course it will show the ids for iOS when you switch the build platform to iOS.

- *Android Admob App Id:* the android id of your admob app.
- *Android Banner Id:* the banner ad unit of your admob app.
- *Banner Position:* the position of the banner ad.

- *Android Interstitial Id:* the interstitial ad unit of your admob app.
- *Android Rewarded Base Video Id:* the rewarded ad unit of your admob account.

2.3. Unity Ad Controller

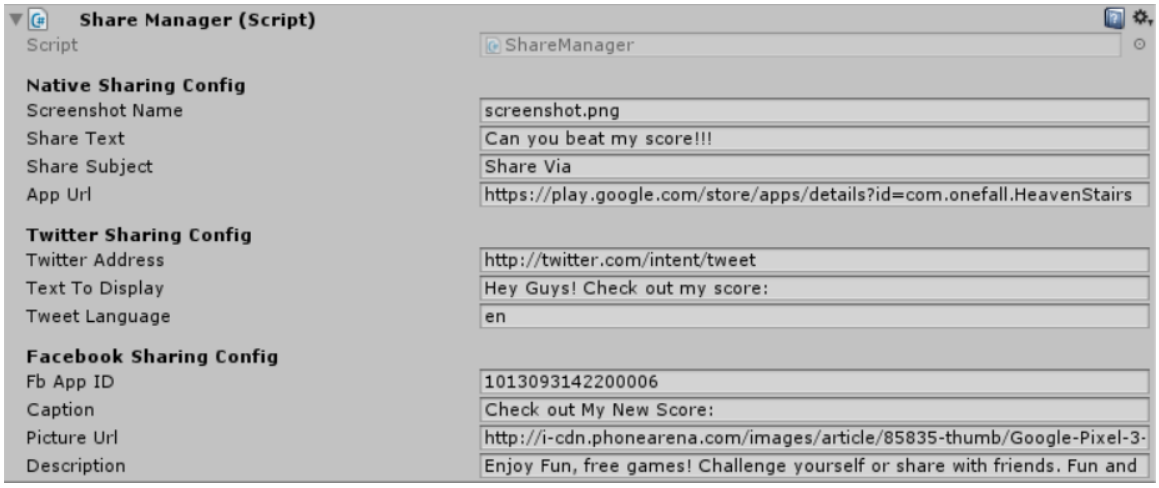
The template already had unity ads sdk included, so you don't need to import any thing else to use unity ads, just put your project id and your placement ids and you will good to go.



- *Unity Ad ID:* the id of your unity ad project. You can find all of your ad projects here.
- *Banner Ad Placement ID:* the banner ad placement id of your ad project.
- *Video Ad Placement ID:* the video ad placement id of your ad project.
- *Rewarded Video Ad Placement ID:* the rewarded video ad placement id of your ad project.

3. Share Manager

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.



Native Sharing Config:

- *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).

Twitter Sharing Config:

- *Twitter Address:* address of your twitter account.
- *Text To Display:* the text you want to display in the tweet.
- *Tweet Language:* language of the tweet you want to share.

Facebook Sharing Config:

- *Fb App ID:* the id of your facebook app.
- *Caption:* the caption in your status.
- *Picture Url:* url of the picture you want to share. If you don't want to share pictures or just don't have any picture's url to share, leave this field empty.
- *Description:* the description you want to share.

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

5. Adding More Characters

Speedy Ball is already packed with 21 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

- Create a balls model and a stair model.
- Navigate to *Assets/Speedy_Ball/Prefabs/Gameplay/Characters* and duplicate one of the available ball prefabs.
- Change the name of the ball prefab to a preferred one.

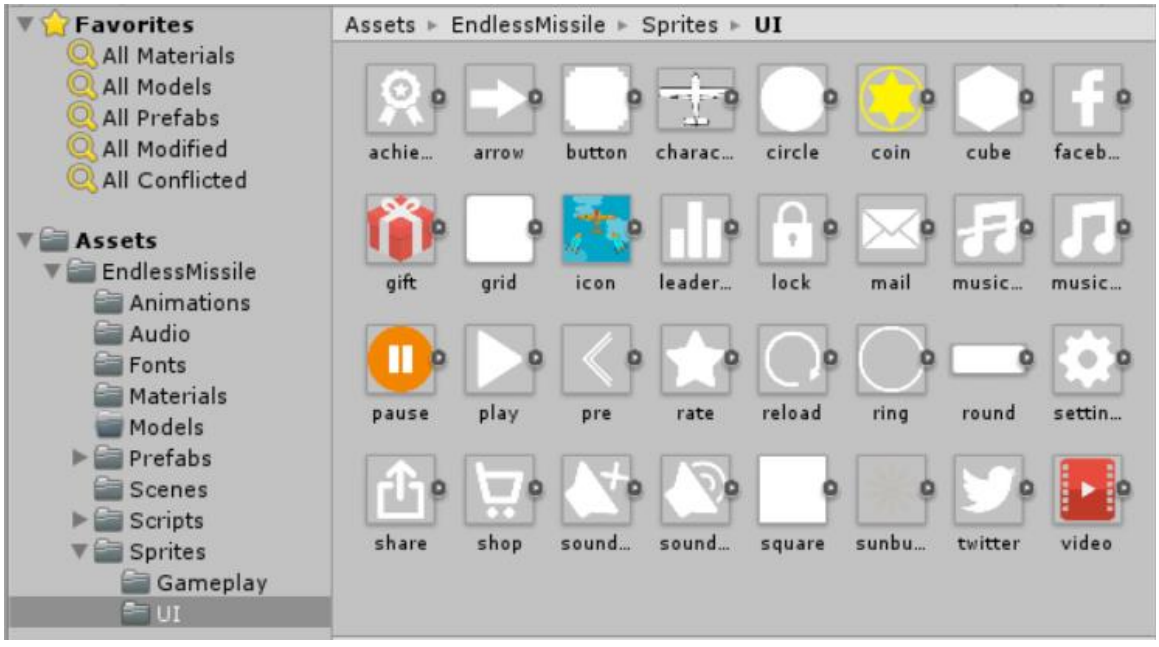
- Replace the *Mesh* in the *MeshFilter* component with your new mesh.
- Replace the *Material* in the *MeshRenderer* component with your new material.
- In *CharacterInfo* component: enter the ball's name and price, drag and drop the mesh of the new stair into *Stair Mesh* variable, drag and drop the material of the new stair into *Material* variable. Check the *isFree* box if you want to give out this ball 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 ball has been added and ready to use in game! You will see it listed in the *Character* scene.

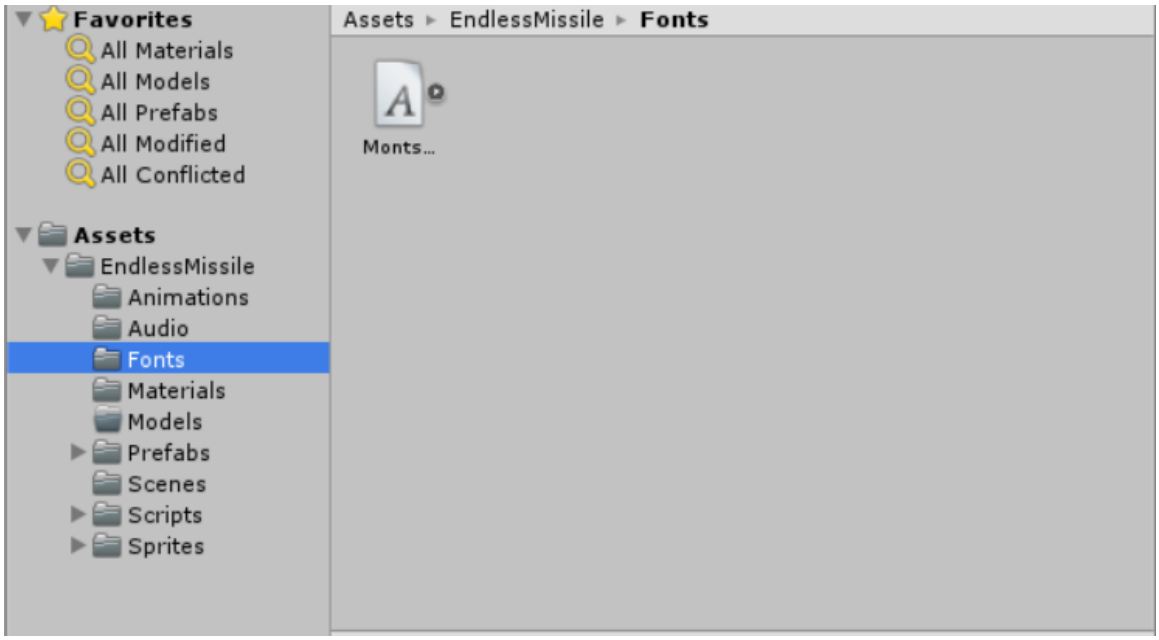
* ***IMPORTANT*:** the new character's name must not repeat any existing character name.

6. 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.



7. 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!