



Color Wheel

Thank you for purchasing the asset!

The asset is mainly made for publishing and learning purposes, but you can use it as you like.

Please contact me if you have any questions/issues!

If you like the asset, please leave a review!

If you don't like it, or you have any questions, don't hesitate to send me an email!

You can use anything from the asset for any purpose.

Email: ragendom@gmail.com

Facebook: <https://www.facebook.com/Ragendom-283436829168712/>

Please use Unity 2019.1.1f1 to avoid errors

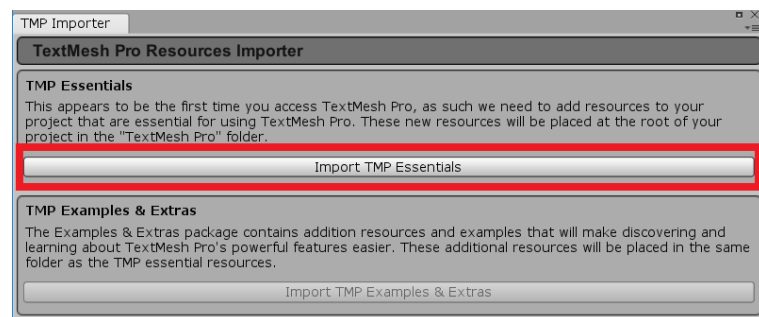
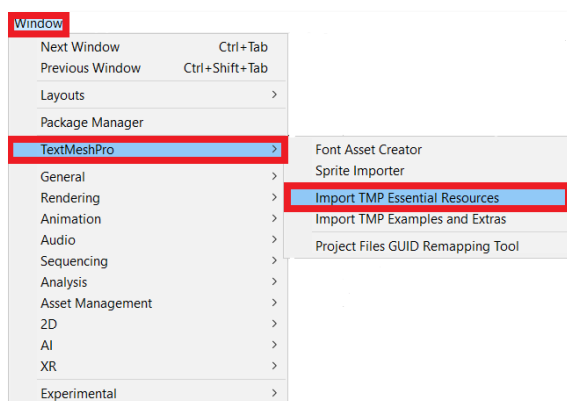
Credits:

Background music by Eric Matyas: <http://www.soundimage.org>

Sound effects: <https://www.noiseforfun.com>

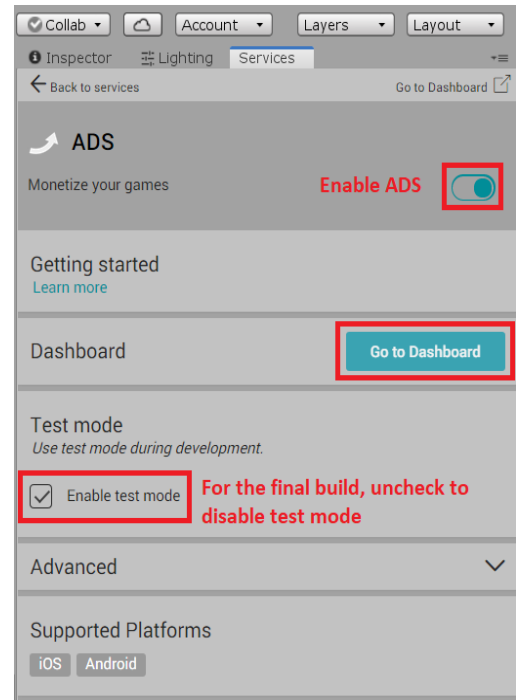
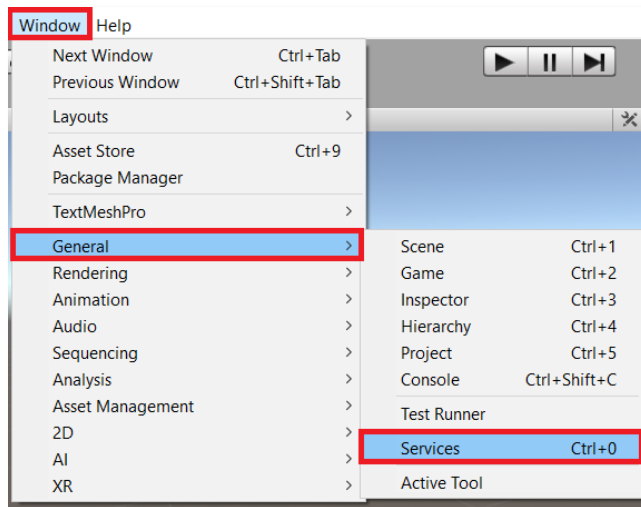
IMPORTANT

1. In this asset I use **TextMesh Pro** for the text elements. First you have to import it.



IMPLEMENTING ADS

1. Open *Services*



2. Enable Ads. If you want to test the ads, then enable test mode, but **you will need to disable test mode for the final build.**

3. Close and reopen project!!!

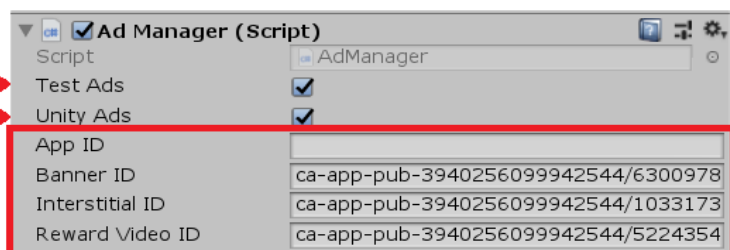
4. Find AdManager in the Hierarchy.

You will need to disable test mode for the final build. You can select the AD network here.

You have to change App ID, and AD IDs for the final build.

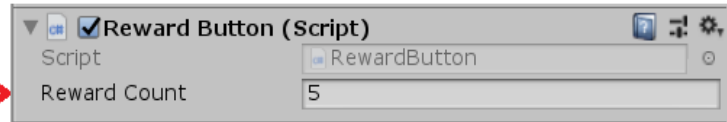
Enable this for testing, disable it for final build
Using Unity Ads when enabled, using Admob when disabled

Use the ad IDs you created in your Admob Panel

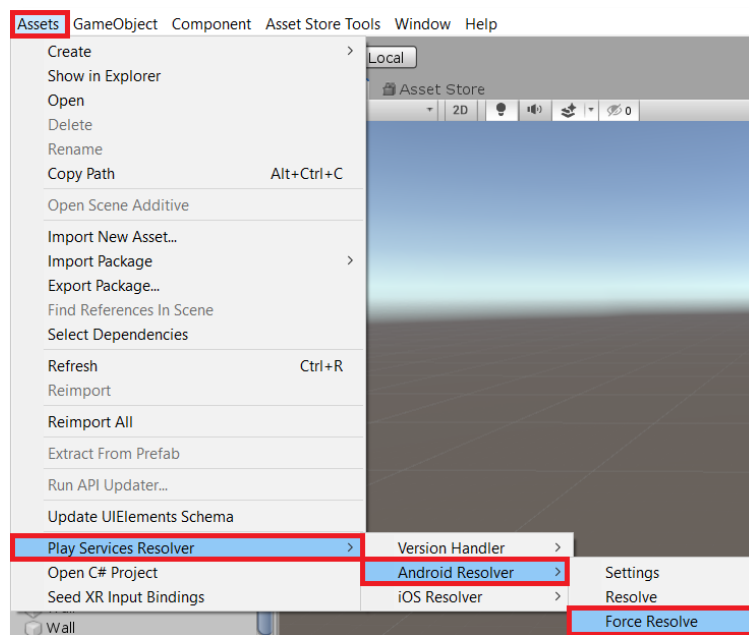


- Find RewardButton in the Hierarchy. You can change the amount of tokens the player gets after watching a Reward Video Ad.

Player gets this many tokens after watching a Reward Video Ad ➡



5. Resolve just before building the project.



Calling ADS

Admob

```
FindObjectOfType<AdManager>().ShowAdmobBanner();  
FindObjectOfType<AdManager>().ShowAdmobInterstitial();  
FindObjectOfType<AdManager>().ShowAdmobRewardVideo();
```

Unity ADS

```
FindObjectOfType<AdManager>().ShowUnityVideoAd();  
FindObjectOfType<AdManager>().ShowUnityRewardVideoAd();
```

If you want to use Unity Ads, then after you have done the 1, 2, 3 steps, you have to **uncomment** some lines in the following scripts:

GameManager.cs **Uncomment lines: 21-23, 32-37**

```
19 void Start () {
20     //UNCOMMENT THE FOLLOWING LINES IF YOU ENABLED UNITY ADS AT UNITY SERVICES AND REOPENED THE PROJECT!
21     //if (FindObjectOfType<AdManager>().unityAds)
22     //    CallUnityAds();    //Calls Unity Ads
23     //else
24     //    CallAdmobAds();    //Calls Admob Ads
25
26     StartPanelActivation();
27     HighScoreCheck();
28     AudioCheck();
29 }
30
31 //UNCOMMENT THE FOLLOWING LINES IF YOU ENABLED UNITY ADS AT UNITY SERVICES AND REOPENED THE PROJECT!
32 //public void CallUnityAds()
33 //{
34 //    if (Time.time != Time.timeSinceLevelLoad)
35 //        FindObjectOfType<AdManager>().ShowUnityVideoAd();    //Shows Interstitial Ad when game starts (except for the first time)
36 //    FindObjectOfType<AdManager>().HideAdmobBanner();
37 //}
38
```

GameManager.cs **Uncomment lines: 199-201**

```
193 public void Revive()
194 {
195     if (scoreText != null)
196         scoreText.enabled = true;
197
198     //UNCOMMENT THE FOLLOWING LINES IF YOU ENABLED UNITY ADS AT UNITY SERVICES AND REOPENED THE PROJECT!
199     //if (FindObjectOfType<AdManager>().unityAds)
200     //    FindObjectOfType<AdManager>().ShowUnityRewardVideoAd();    //Shows Unity Reward Video ad
201     //else
202     //    FindObjectOfType<AdManager>().ShowAdmobRewardVideo();    //Shows Admob Reward Video ad

```

AdManager.cs **Uncomment lines: 253-259, 262-288**

```
251 /*
252 //Call this to show video ad
253 public void ShowUnityVideoAd()
254 {
255     Debug.Log("ShowUnityVideoAd");
256
257     if (Advertisement.IsReady("video"))
258         Advertisement.Show("video");
259 }
260
261 //Call this to show reward video ad
262 public void ShowUnityRewardVideoAd()
263 {
264     Debug.Log("ShowUnityRewardVideoAd");
265     if (Advertisement.IsReady("rewardedVideo"))
266     {
267         Debug.Log("Showing Advertisement");
268         var options = new ShowOptions { resultCallback = HandleShowResult };
269         Advertisement.Show("rewardedVideo", options);
270     }
271 }
272
273 private void HandleShowResult(ShowResult result)
274 {
275     switch (result)
276     {
277         case ShowResult.Finished:
278             Debug.Log("The Unity Reward ad was shown successfully");
279             FindObjectOfType<RewardButton>().AddReward();    //Adds reward to the player when rewardVideo is finished successfully
280             break;
281         case ShowResult.Skipped:
282             Debug.Log("Ad was skipped");
283             break;
284         case ShowResult.Failed:
285             Debug.LogError("The ad failed to be shown");
286             break;
287     }
288 }
289 */

```

ABOUT THE GAME

How to play

On mobile : Tap the screen to shoot the arrow.

On desktop/web : Click on the screen to shoot the arrow.

Goal

Your goal is shoot the obstacles which has the same color as the arrow.

However, if you shoot the wrong obstacle, then the game is over.

FOLDER STRUCTURE

- **Assets**

Contains all of the used assets for the game

- ***Animations***

Contains all of the used animations

- ***Audio***

Contains all of the used sound effects and background music

- ***Particles***

Contains the used ParticleSystems

- ***Prefabs***

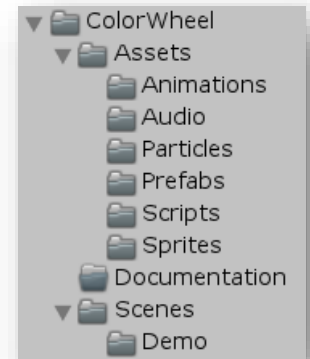
Contains the used prefabs (for example obstacles)

- ***Scripts***

Contains C# scripts

- ***Sprites***

Contains all of the used 2D sprites (for example UI elements)



- **Documentation**

Contains documentation

- **Scenes**

Contains complete level(s) and lightmap of the level(s)

CUSTOMIZATION

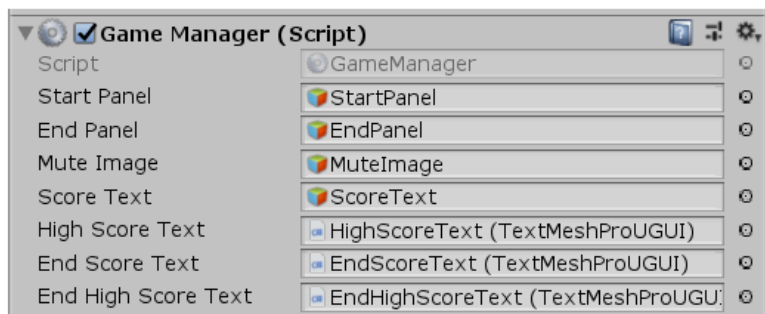
AudioManager:

You can change the music, sound effects here and under the AudioManager gameObject



GameManager:

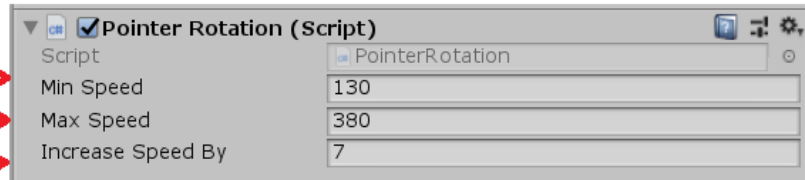
GameManager script contains the main functions of the game. It manages scenes (starts, restarts the level), enables/disables scripts and gameObjects, switches between panels



Pointer:

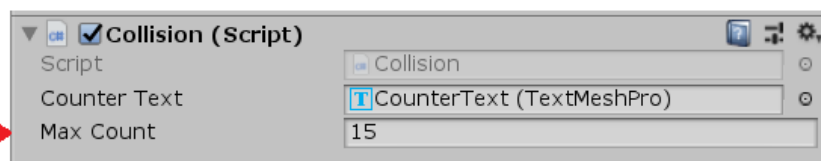
Minimum and maximum
speed of the rotation

Speed increases by this
value after every score



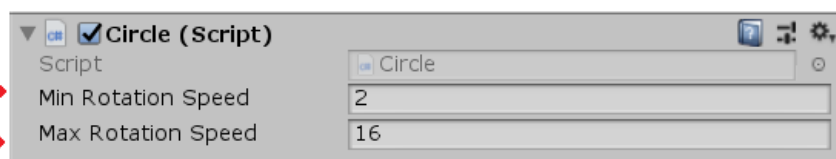
Sensor:

The maximum amount
for the counter of the
Inner Circle



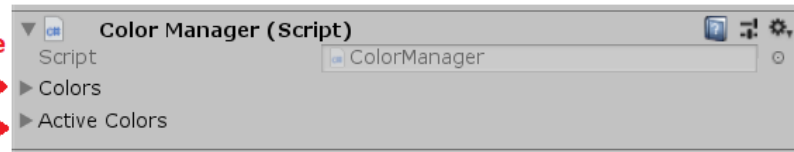
Circle:

Minimum and
maximum rotation
speed of the Circle



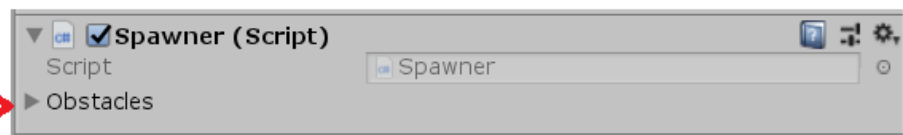
ColorManager:

**You can change obstacle
colors here**
Don' t change these values



Spawner:

**You can add new
obstacles here**



Best regards,Ragendom