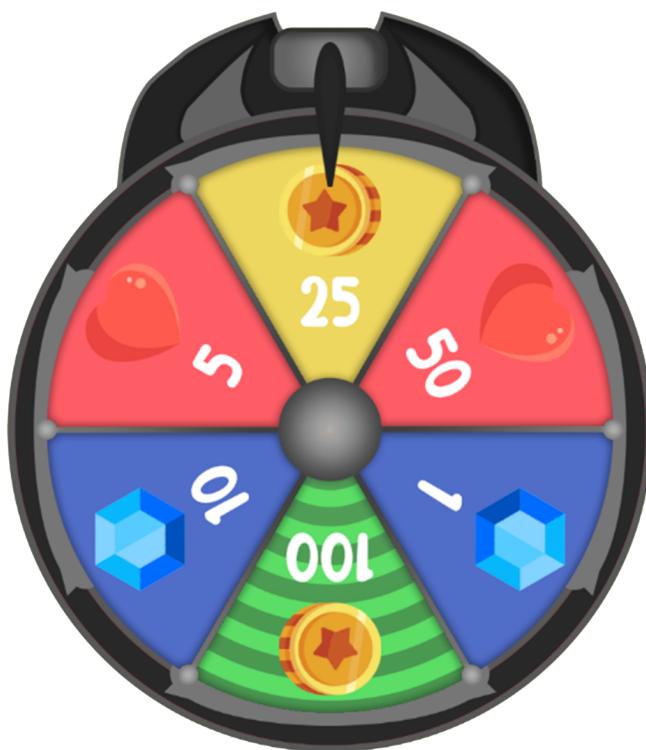


Fortune Spin Wheel

real physics



Documentation explaining
how to use and customize
this wheel

I . Presentation

In this package you have 3 wheels with different size which corresponds to the number of boxes inside the wheel

Wheel6x



Wheel8x



Wheel10x



You can easily customize each box with many possibilities such as color, background, image, text ...



II . Spin the wheel

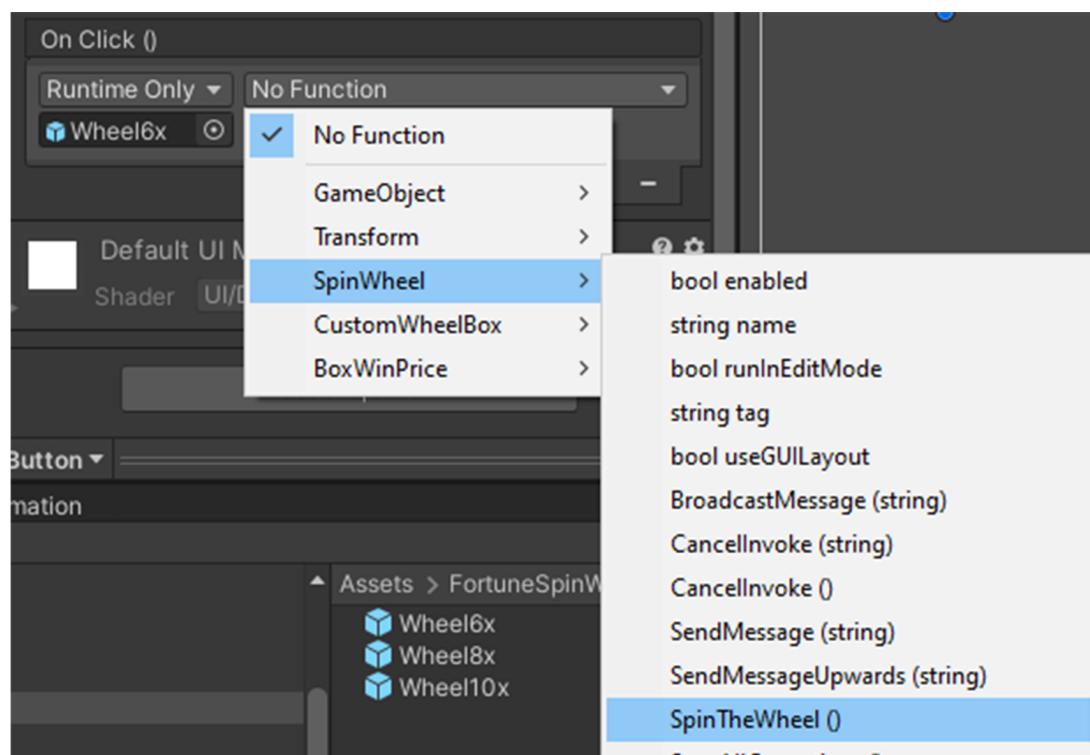
Associated the wheel with a button

Go to the FortuneSpinWheel package in the Prefab's/Wheels folder and then drag and drop the prefab 'Wheel6x' to your 2d scene.

Then create button in your scene ([hierarchy>right clic>UI>button](#)) clic on the button and inside inspector check the button component.

Inside the [OnClick\(\)](#) clic on '+' and drag and drop the prefab Wheel6x inside the OnClic methode added.

Then clic on NoFunction, go to SpinWheel and clic on [SpinTheWheel\(\)](#)



Now you can enter Play mode and click on the button so the wheel will turn

III . Customization

Everything there is to know about customizing the wheel revolves around 3 scripts :

- SpinWheel.cs
- CustomWheelBox.cs
- BoxWinPrice.cs

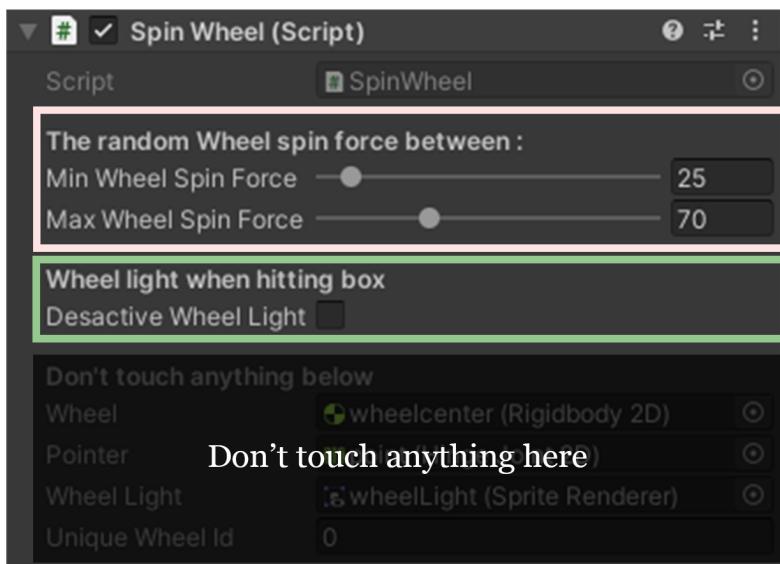
Let's start the customization with the first script

1) SpinWheel.cs

In this script you have to define :

- Minimum force to the wheel rotation
- Maximum force to the wheel rotation

When you press the spin button the force is equal to a random number between the minimum force and maximum force to the wheel rotation



Unique Wheel Id corresponds to the wheel size :
0 for 6 boxes in the wheel, 1 for 8 boxes in the wheel,
2 for 10 boxes in the wheel

Wheel light when hitting box

When the wheel hits a box, a light in the color of the box turns on

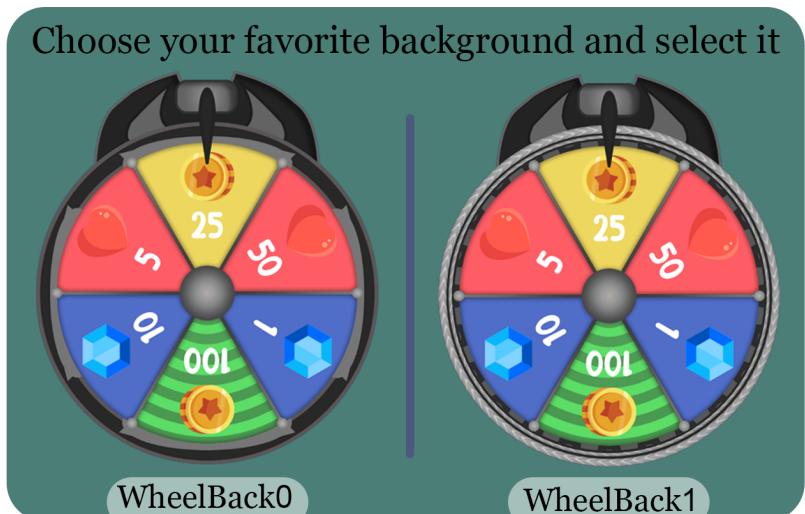
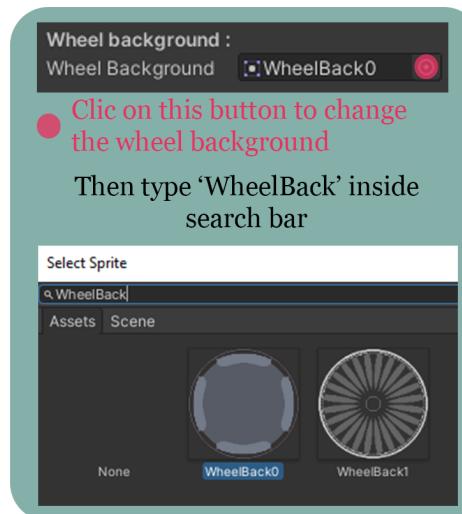


III . Customization

2) CustomWheelBox.cs

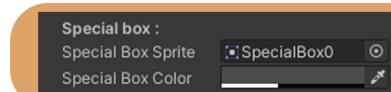
You can easily customize each box with many possibilities such, as color, background, image, text and more. Let's start !

a) WheelBackground



b) Special Box

The special box is an image which passes above the box, in the exemple bellow the special box is activate for the heart and gem box



In the Special box section you can change the sprite and sprite color, it is used for all boxes having the special box activated

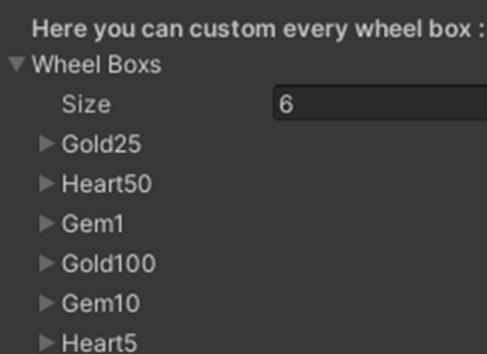


III . Customization

2) CustomWheelBox.cs

c) WheelBackground

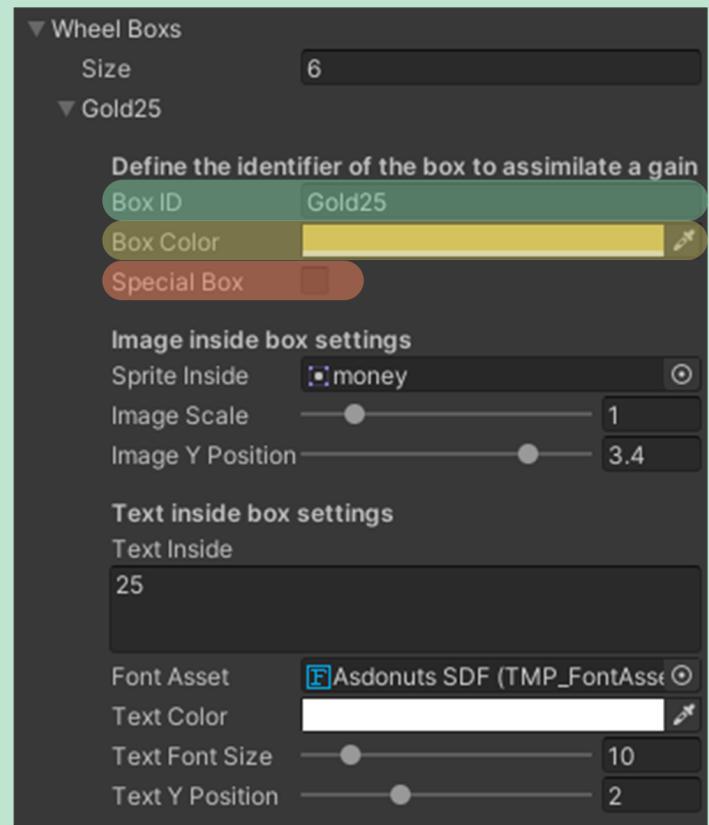
The following customization part is the biggest and it is here that you will modify all the boxes, there are a lot of parameters on each box which I will detail in a moment.



Box ID

Define a box ID who represent the box. When the wheel hit this box, the box ID is send has a string inside BoxWinPrice script, so you define the ID for each box here and after you set a gain in BoxWinPrice script

Open the Wheel Boxes list, the Size represent the number of box inside wheel, below there is 6 elements, open the first element



Special Box



Box Color

Set the background color of each box



III . Customization

2) CustomWheelBox.cs

c) WheelBackground

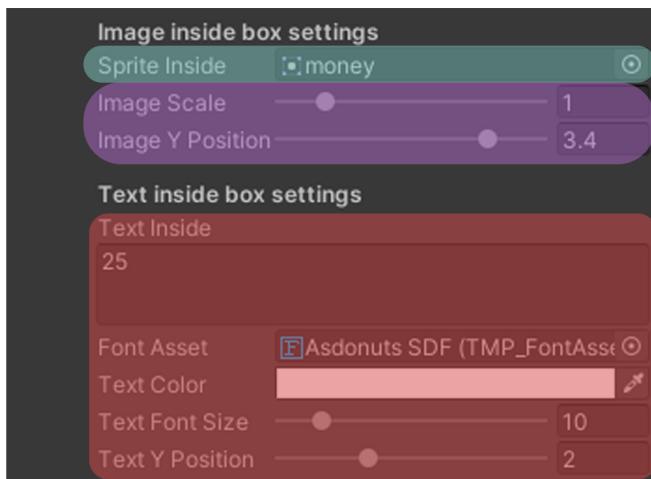


Image Scale and Image Y Position

Adjust the image scale to your preference,
the same for the y position of the image



Text inside box settings

- Set text inside box for exemple on the right it's 'Hey'. Set font asset with TextMeshPro, to convert import TextMeshPro, at the top click on : Window/TextMeshPro/FontAssetCreator import your font inside Source Font File, press Generate font atlas and save.

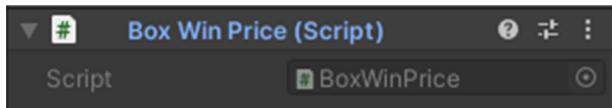
Set text color, orange in the exemple
Set font size and text position y



III . Customization

Contact for any question:
pix.studiodevelopement@gmail.com

2) BoxWinPrice.cs



Right click / Edit script on the BoxWinPrice script attached to the wheel

```
1 référence
public void PlayerReward(string boxID)
{
    Debug.Log($"Box ID, hit by the wheel : {boxID}");

    //Gold reward
    GoldReward(boxID);

    //Heart reward
    HeartReward(boxID);

    //Gem reward
    GemReward(boxID);
}
```

Inside this script you have a PlayerReward method, this method is launch when the wheel hit a box, the string parameter boxID, is define for every boxes

Box ID Gold25

Here for exemple we receive boxID equal to «Gold25» and in the GoldReward(below) method we set a new gold .

```
1 référence
private void GoldReward(string boxID)
{
    if (boxID == "Gold25")
        gold += 25;
    if (boxID == "Gold50")
        gold += 50;
    if (boxID == "Gold75")
        gold += 75;
    if (boxID == "Gold100")
        gold += 100;
    if (boxID == "Gold800")
        gold += 800;
}
```

You have to customize this script to your preference

[Left exemple] it's just to give you a holistic visualization of what to do, you can remove it or update with your own box ID.

Inside BoxWinPriceDemoScene.cs use in the demo scene I set public Text to do that :

```
if (boxID == "Gold25")
{
    gold += 25;
    Gold.text = gold.ToString();
```