

Easy Game Base

Starting a project from scratch might take a lot of time. Easy Game Base is a easy and quick solution to starting a 2D game project with Unity3D.

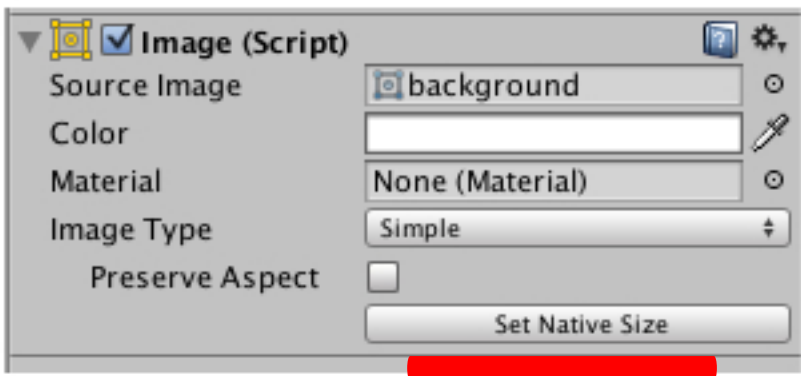
It uses the latest Unity UI tools and no other plugins to deal with cross platform compatibility issues.

Changing Sprites

Changing sprites is simply the process of replacing the images in the sprites folder. Use the same name and size to replace button images.



Or, you can add completly new sprites in the assets folder and change the Image property of an UI item from its Inspector section.



Don't forget to click the Set Native Size button to match the size of sprite in scene to its original ratio.

Accesing The Screen Elements

The scripts are very well commented, so you should find and understand each elements accessed in the code with ease.

```
public class GameButtons : MonoBehaviour {

    public Button PauseButton;           // Pause button from scene

    public Button ResumeButton;          // Resume button from Paused Screen UI in the scene, refer hierarchy

    public Button HomeButton;            // Home button from Paused Screen UI
    public int HomeLevel = 0;            // Home screen level num from build settings, here, its "0"

    public Button ReplayButton;          // Replay button from Over Screen UI

    public Button HomeButtonOver;        // Home button from Over Screen UI

    public Button ScoreUpdateButton;     // Score Update button from scene
    public Button GameOverButton;        // Game Over button from scene

    public Text scoreText;               // Text to display score value, from scene
    public Text bestText;               // Text to display best value, from scene

    public GameObject PausedScreen;      // The gameObject that contains all the paused screen elements in the scene
    public GameObject OverScreen;        // The gameObject that contains all the over screen elements in the scene

    public Text scoreTextOver;           // Score text from Over Screen UI
    public Text bestTextOver;           // Best text from Over Screen UI

    // Actions for the above buttons
    UnityAction pauseAction = null;
    UnityAction resumeAction = null;
    UnityAction homeAction = null;
    ...
}
```

If you don't understand any part of code, just email us at reizonapps@gmail.com