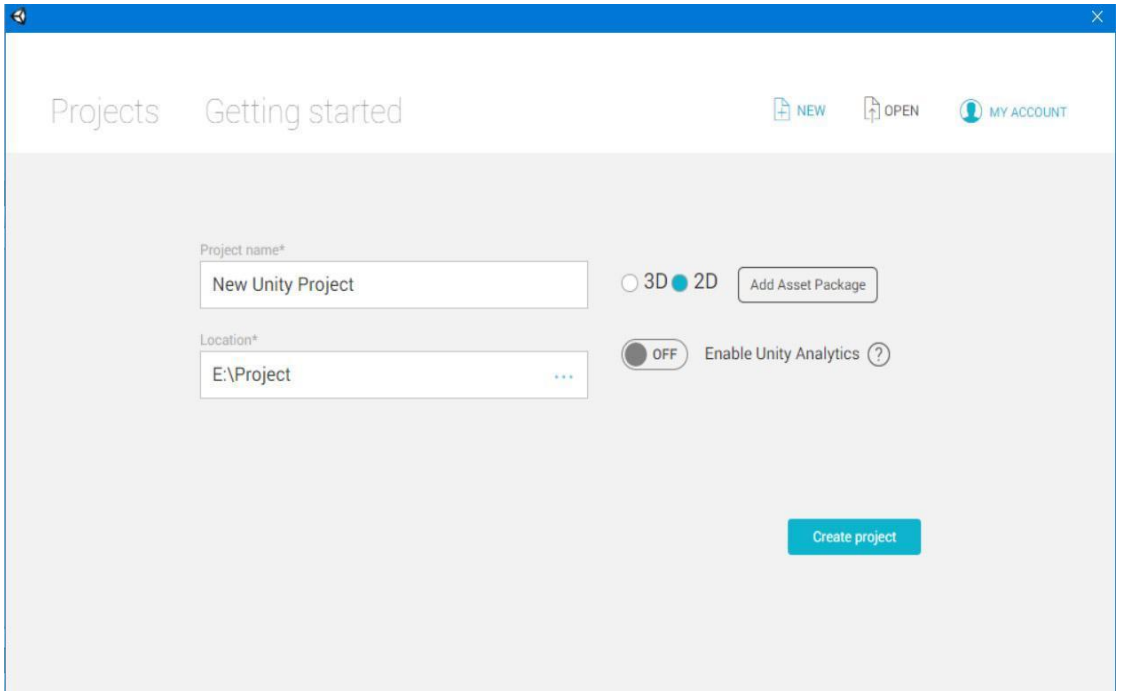
Paint Book

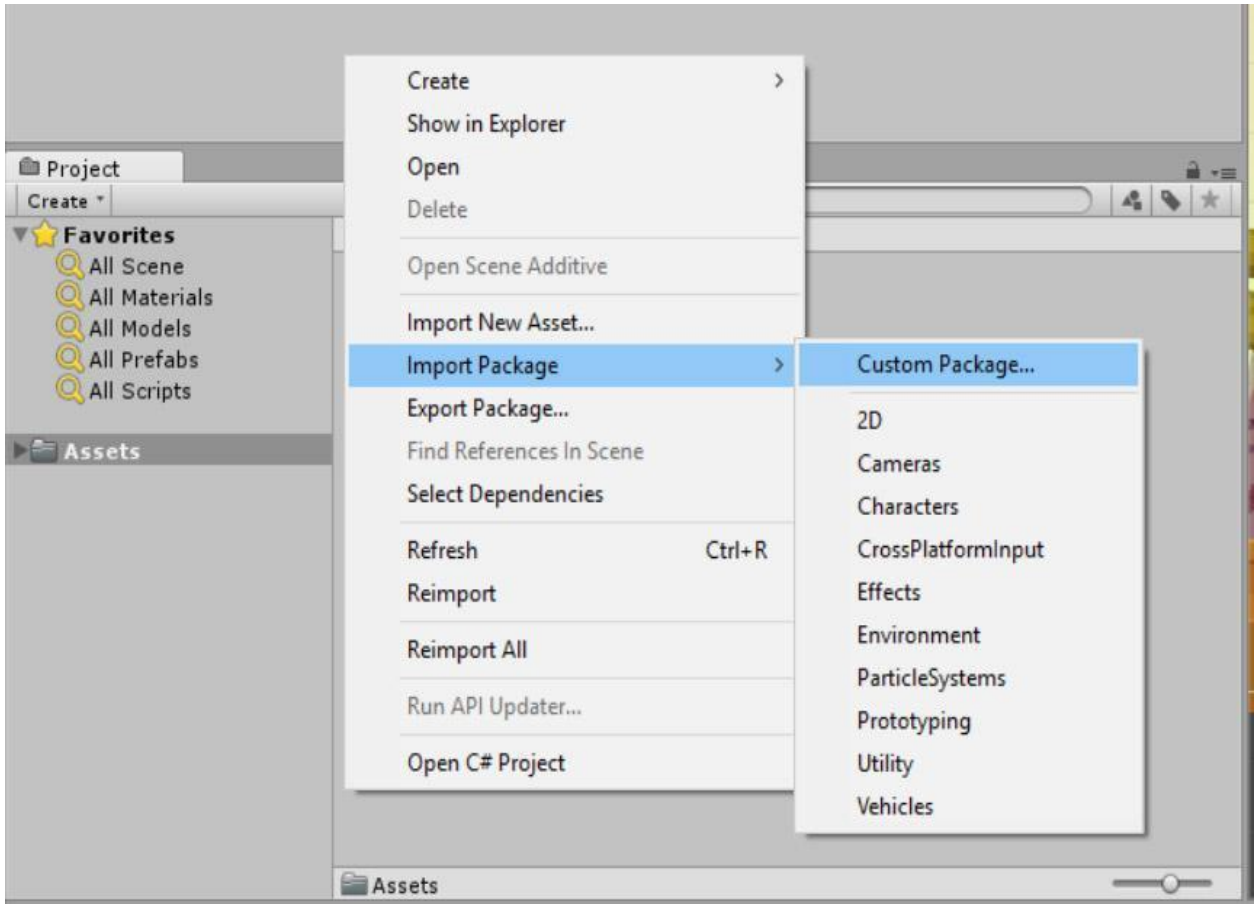
Thank you for purchasing the "**Paint Book**" game template. This is a full Unity template that gives you a quick and easy way to create a simple arcade game or can be used as a starting base to learn Unity and C# programming.

This game can be built for android, iOS & Windows Phone.

It is strongly recommended to import this package in an empty project.

Create a new 2D Unity project and import this template.




Project
Create
Favorites
All Scene
All Materials
All Models
All Prefabs
All Scripts
Assets
Create
Show in Explorer
Open
Delete
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Run API Updater...
Open C# Project
Custom Package...
2D
Cameras
Characters
CrossPlatformInput
Effects
Environment
ParticleSystems
Prototyping
Utility
Vehicles
Assets

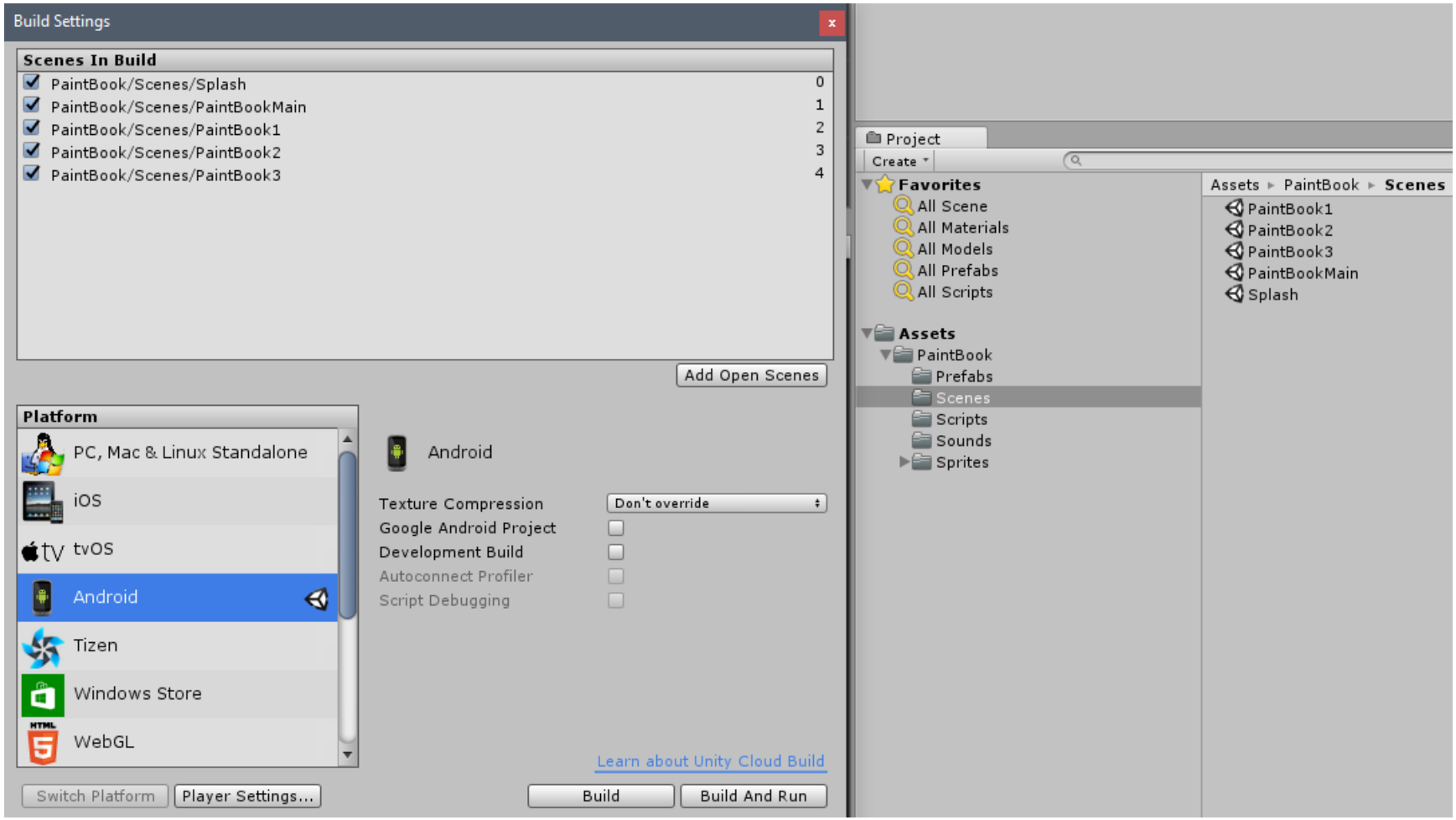
VERSION HISTORY

Version 1.0

- Initial release.

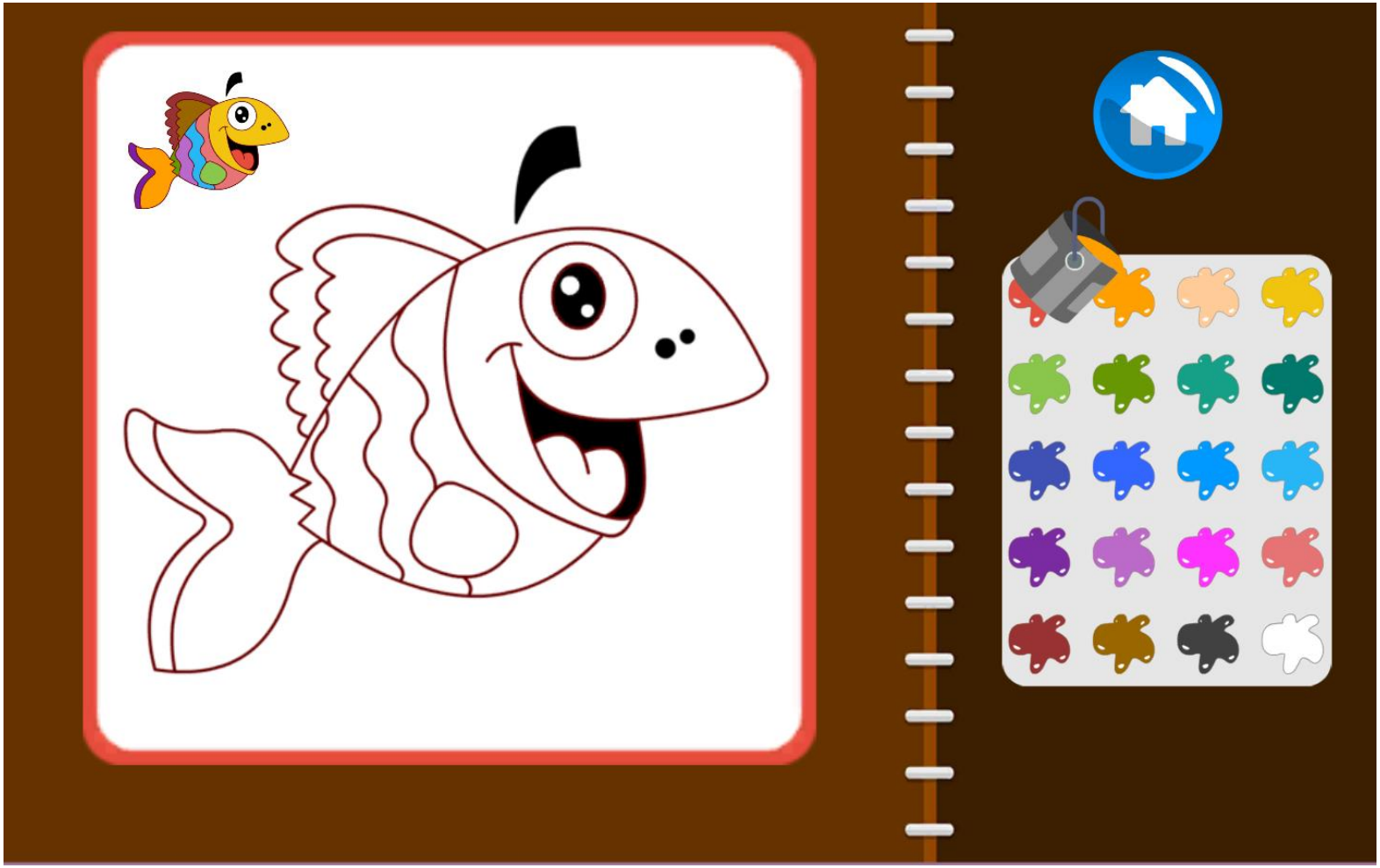
BUILD SETTINGS

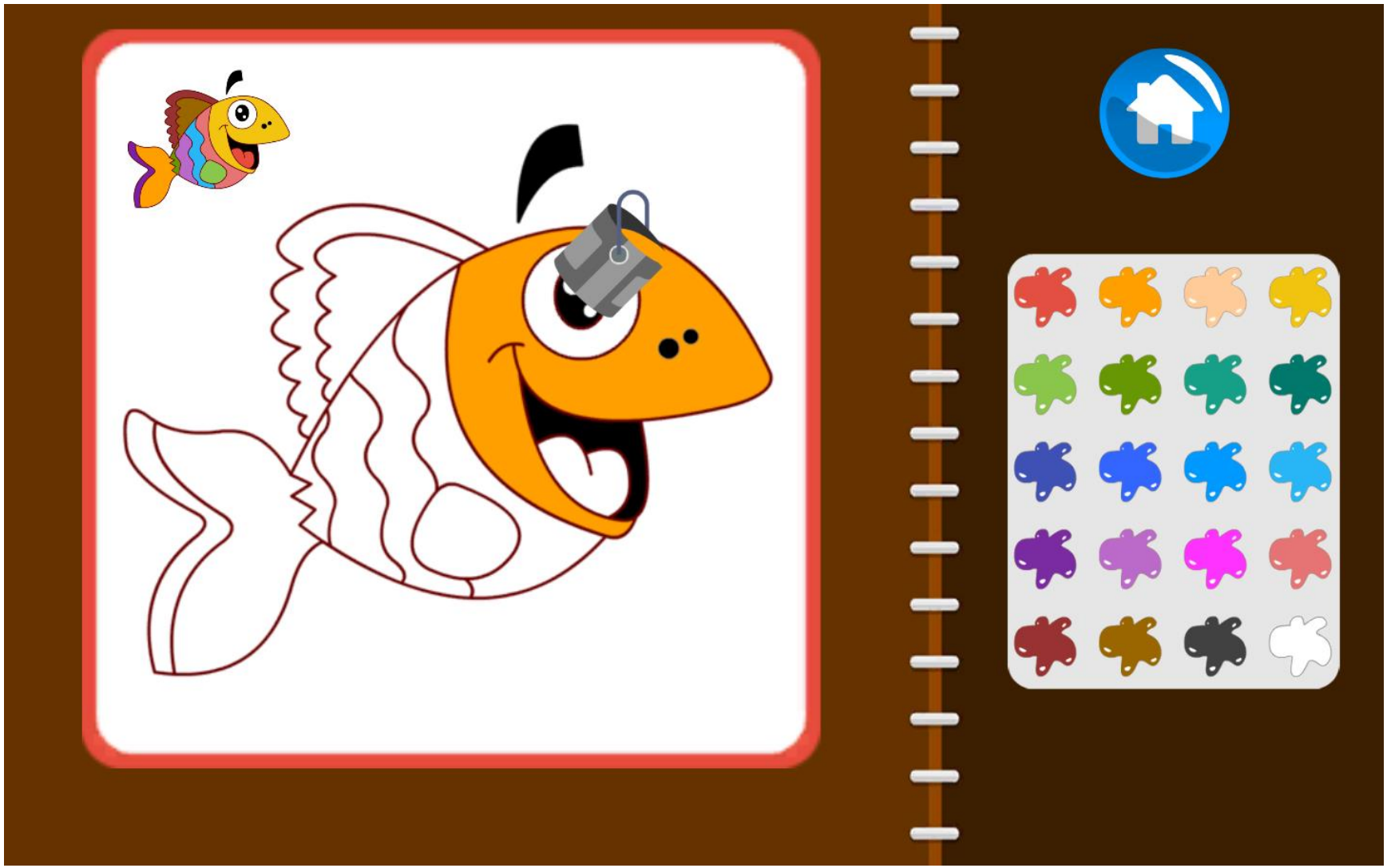
Make sure you have added these scenes.



How To Play:

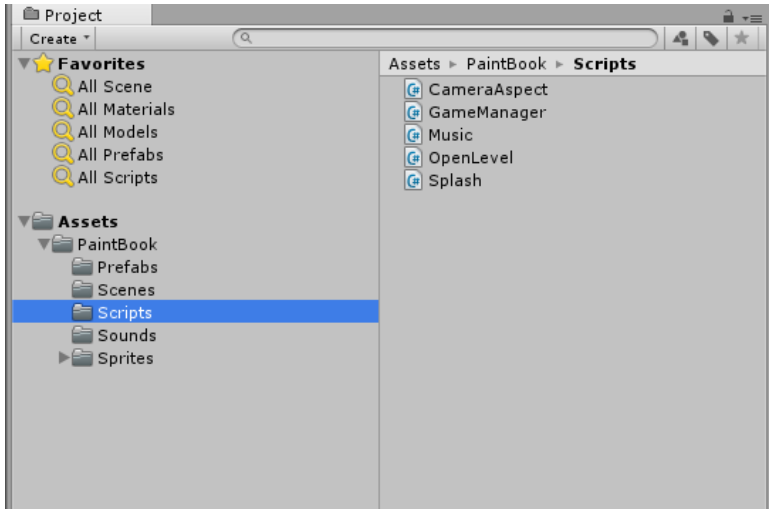
In this game, you just have to choose the color that you want to use and then touch on the sections that you want to color to paint it.



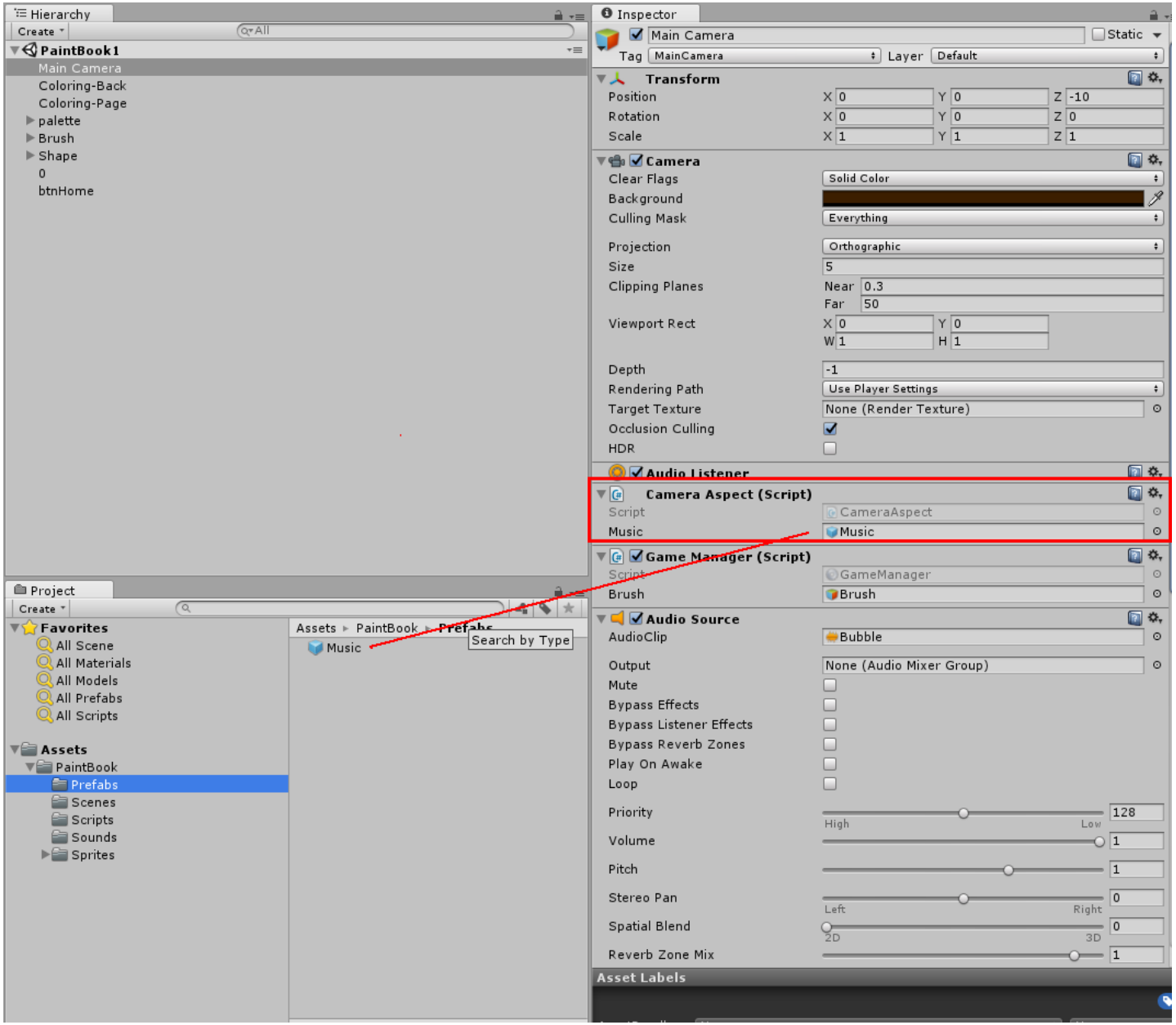


Scripts:

All scripts are under Scripts folder.

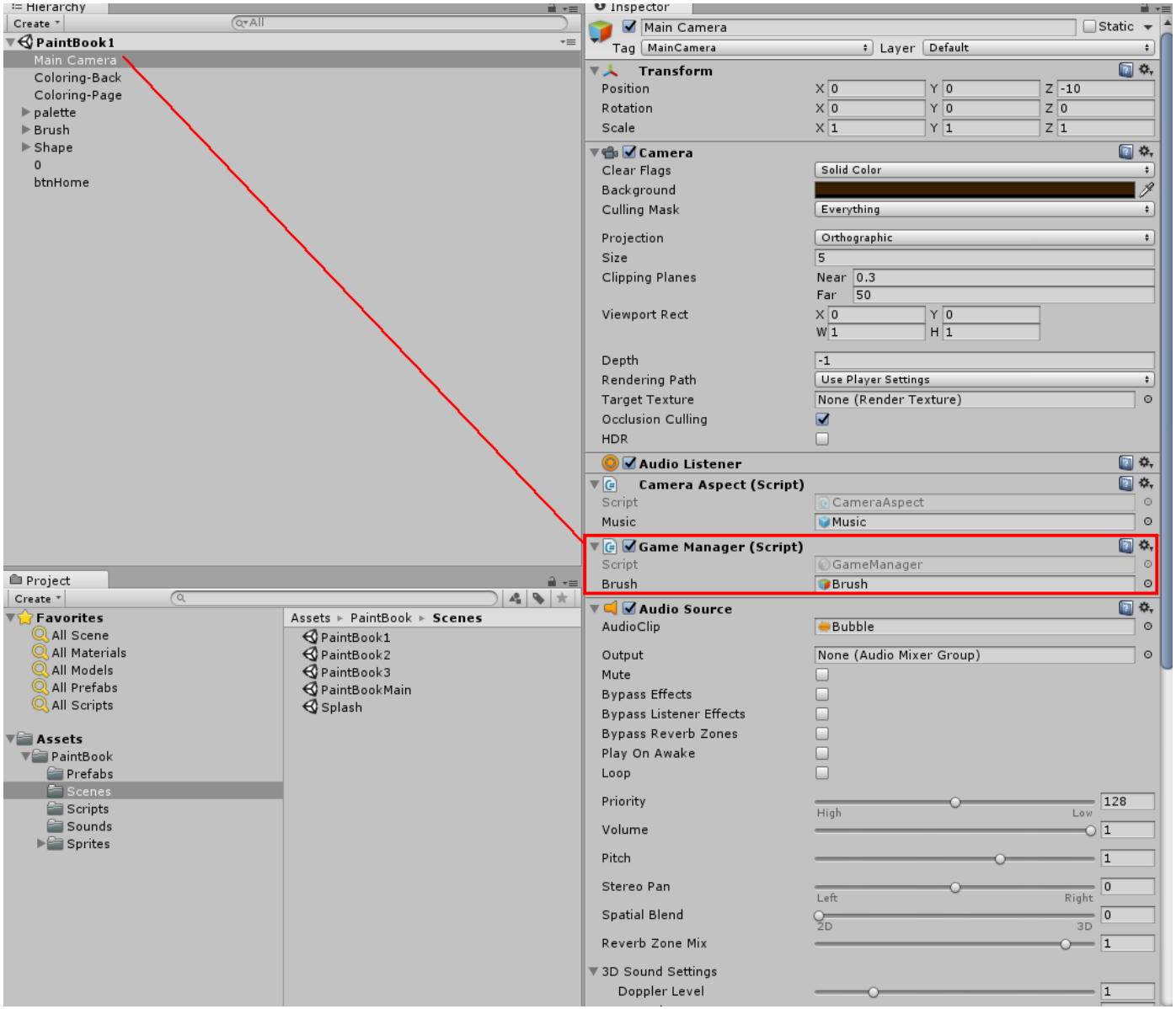


CameraAspect.cs
A very simple script to set aspect of camera for any resolution. Music playing is also related to this script. And this script is connected to game object Main Camera.


Hierarchy
Create
All
PaintBook1
Main Camera
Coloring-Back
Coloring-Page
palette
Brush
Shape
0
btnHome
Project
Create
Favorites
All Scene
All Materials
All Models
All Prefabs
All Scripts
Assets
PaintBook
Prefabs
Scenes
Scripts
Sounds
Sprites
Assets ▸ PaintBook ▸ Prefabs
Music
Search by Type
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X 0 Y 0 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 5
Clipping Planes Near 0.3 Far 50
Viewport Rect X 0 Y 0 W 1 H 1
Depth -1
Rendering Path Use Player Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR
Audio Listener
Camera Aspect (Script)
Script CameraAspect
Music Music
Game Manager (Script)
Script GameManager
Brush Brush
Audio Source
AudioClip Bubble
Output None (Audio Mixer Group)
Mute
Bypass Effects
Bypass Listener Effects
Bypass Reverb Zones
Play On Awake
Loop
Priority 128
High
Low
Volume 1
Pitch 1
Stereo Pan 0
Left
Right
Spatial Blend 0
2D
3D
Reverb Zone Mix 1
Asset Labels

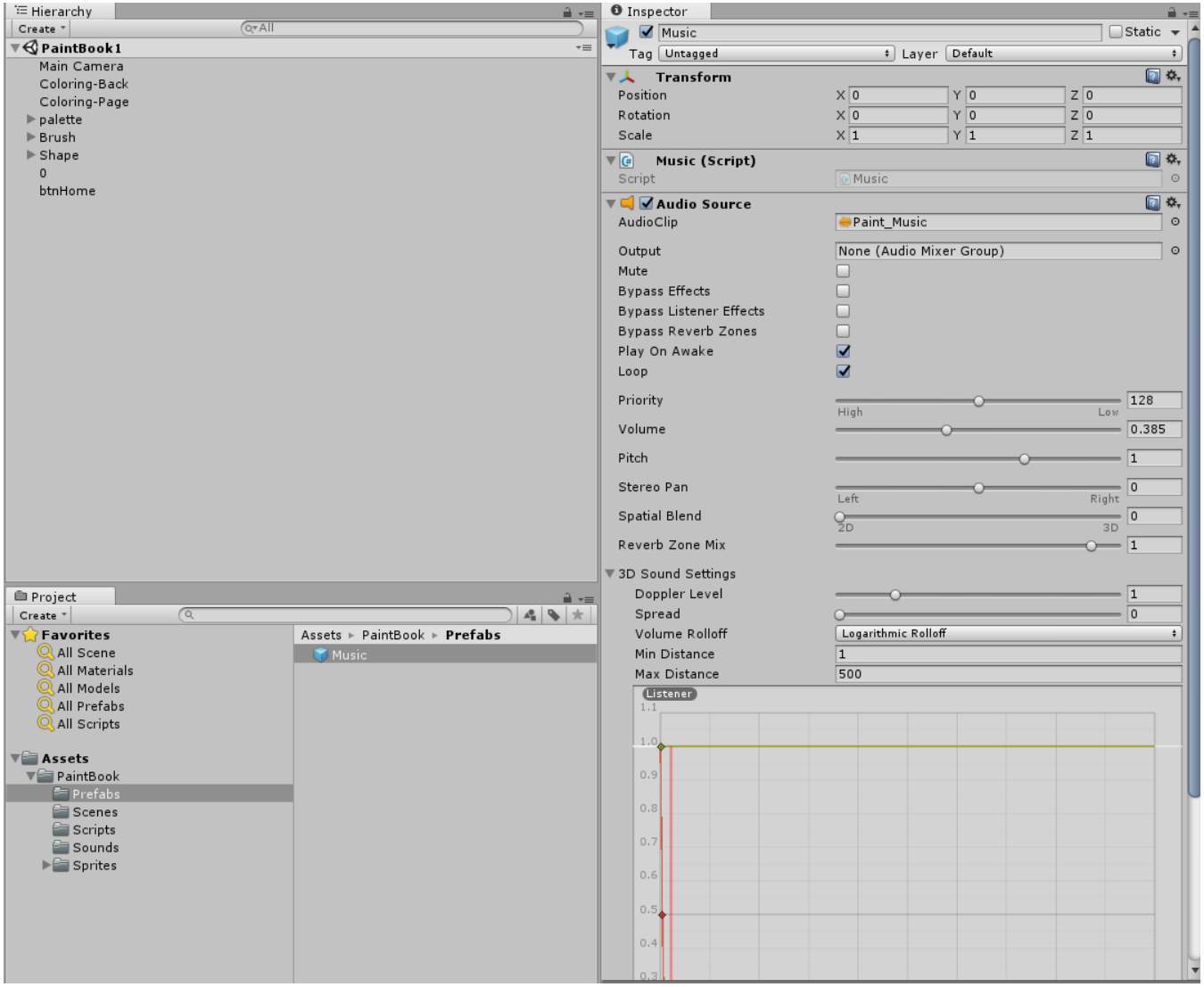
GameManager.cs

This script is connected to game object Main Camera and identifying color bucket, its movement by click or touch, playing coloring sound, choosing color and also the codes for coloring are all done by this script. To change the coloring sound you need to change the value of AudioClip in AudioSource which is connected to game object Main Camera to the sound that you want.



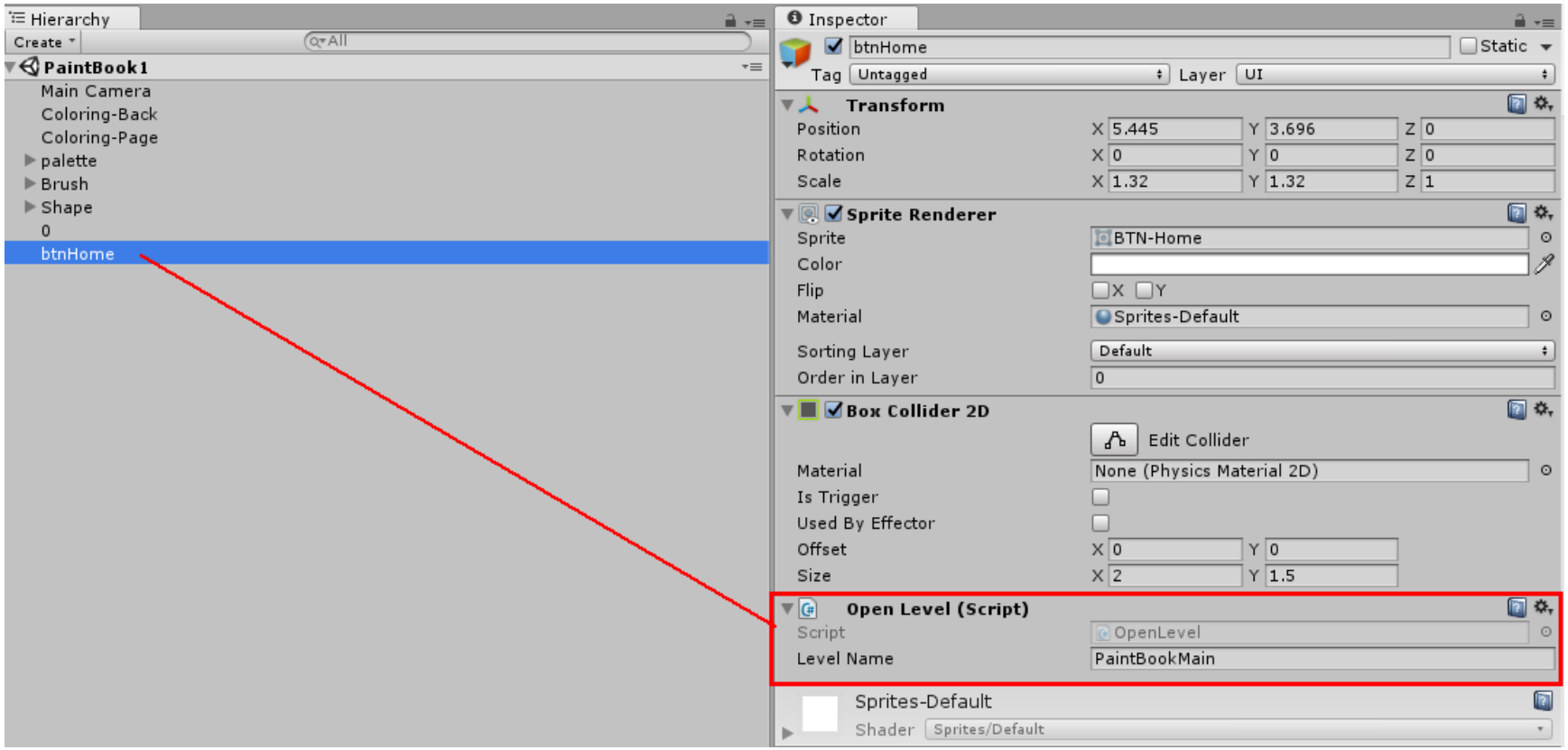
Music.cs

This is connected Music prefab in Prefabs folder and is for preventing music from being stopped when the scene is changed (it makes the music continue playing after scene is changed). You cann change the game's music by changing the value of AudioClip in AudioSource section.

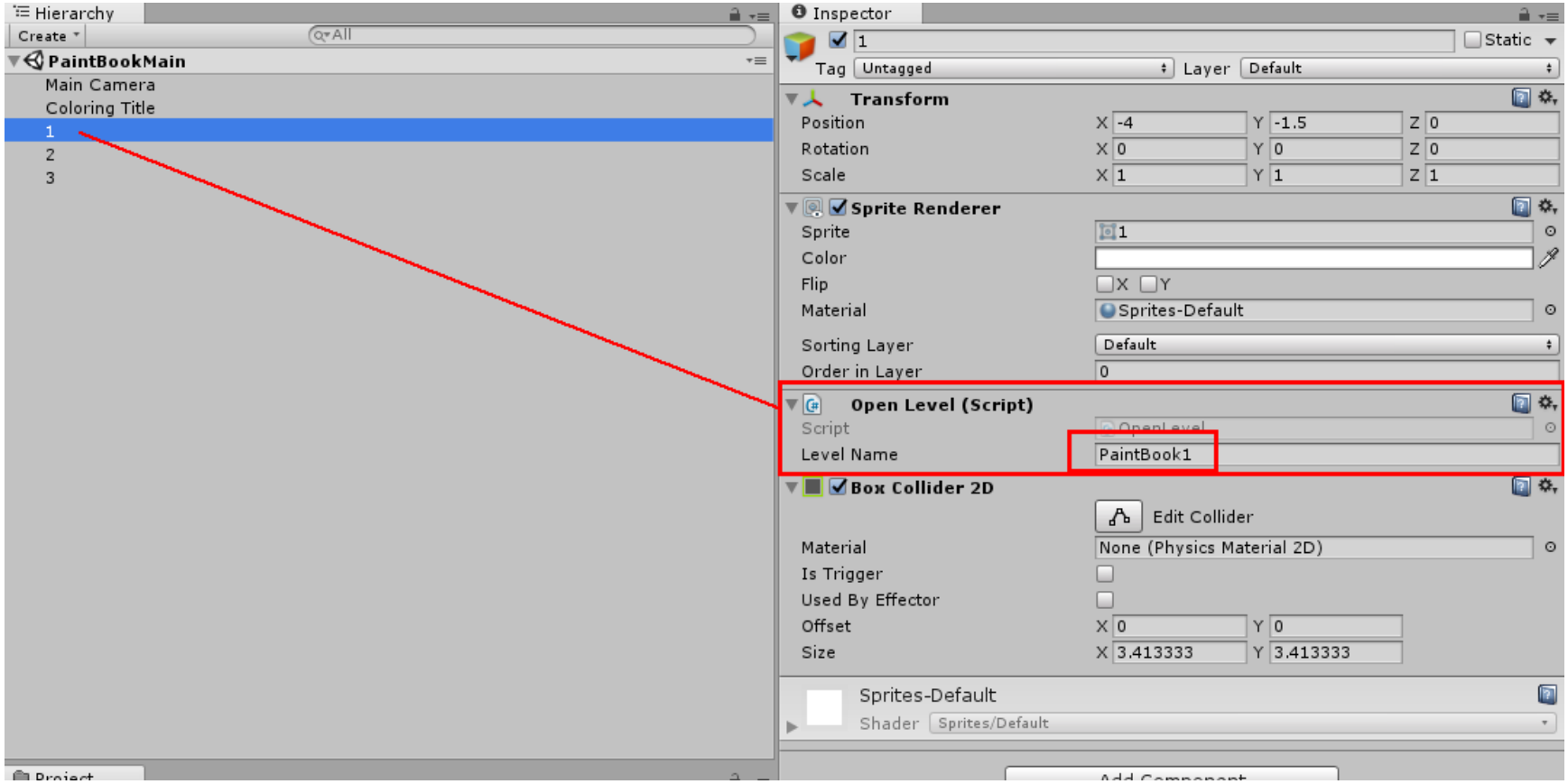


OpenLevel.cs

This script is connected to game object btnHome in scenes PaintBook1 to PaintBook3 and is used for returning to menu. In Level Name field, you need to click on the name of the scene that you want to enter.

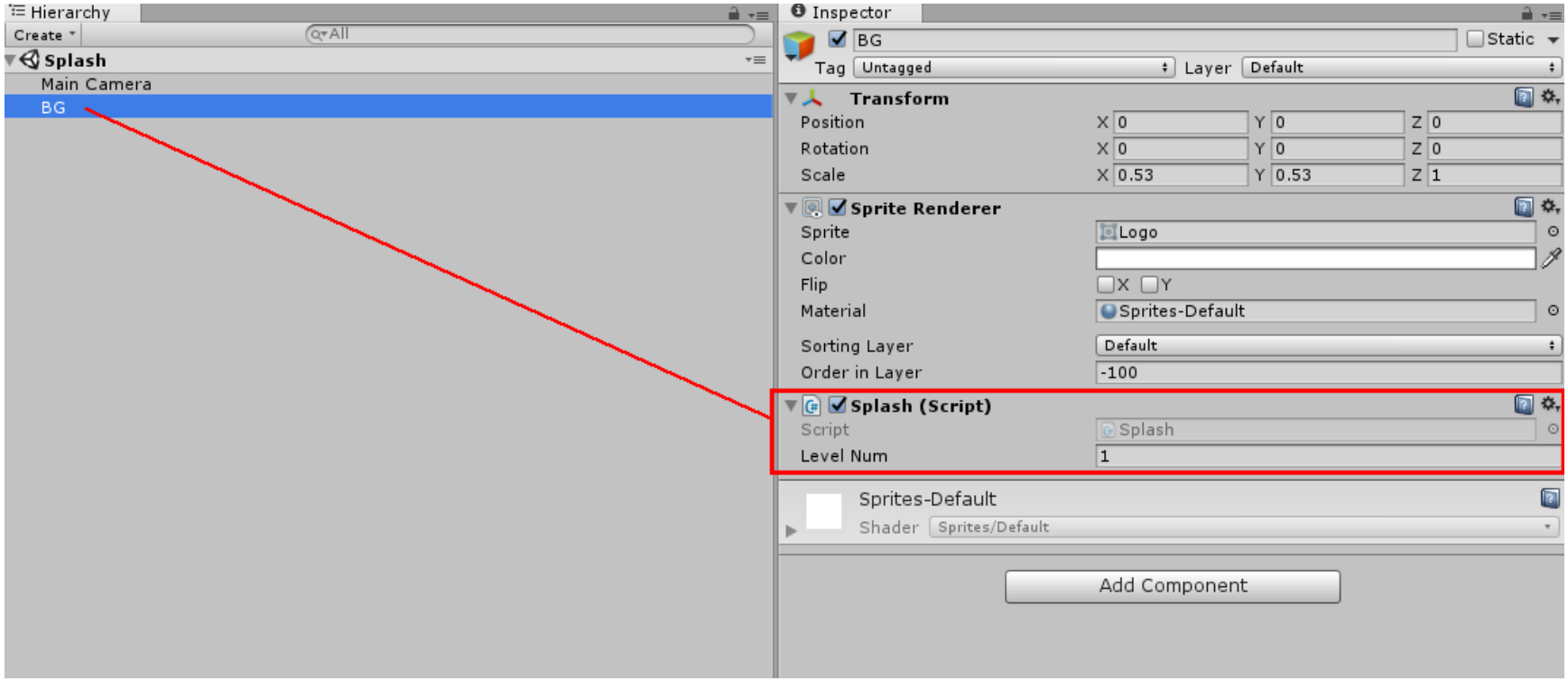


Also in PaintBookMain, scene is connected to game objects 1 to 3 and is designed to enter 3 different sections of paint book.



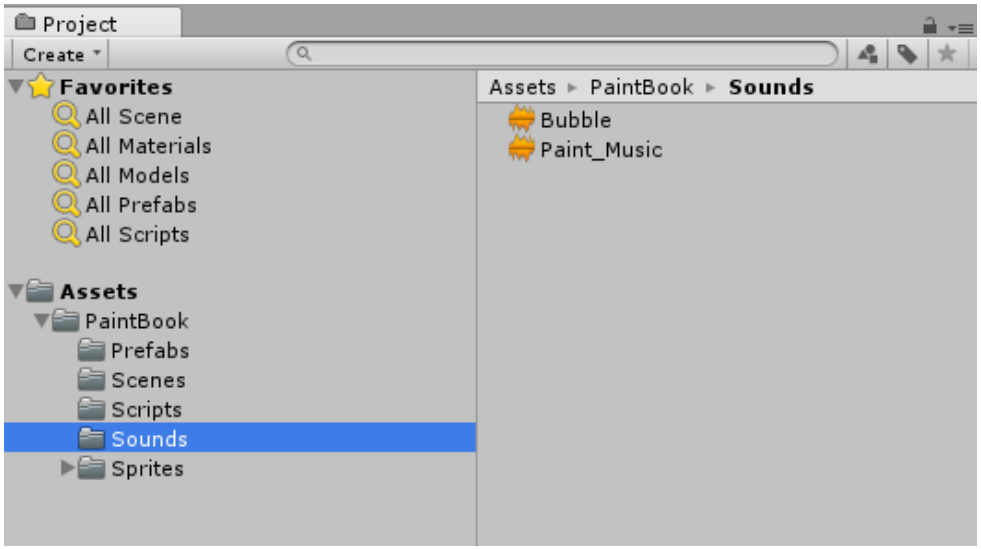
Splash.cs

The effect for logo in splash section and also when entering the game's menu. This script is connected to game object BG in Splash scene.



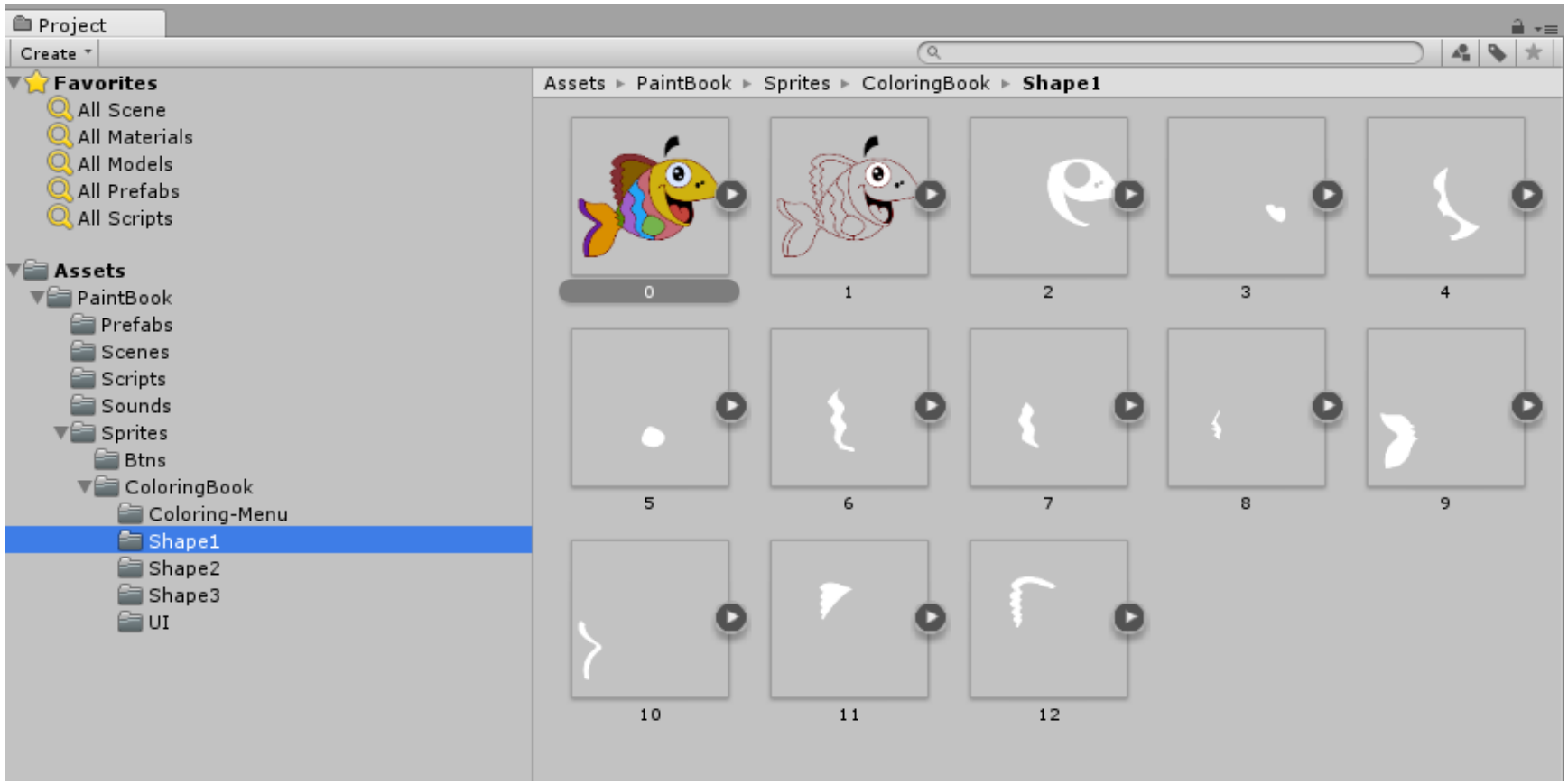
Music and FXs:

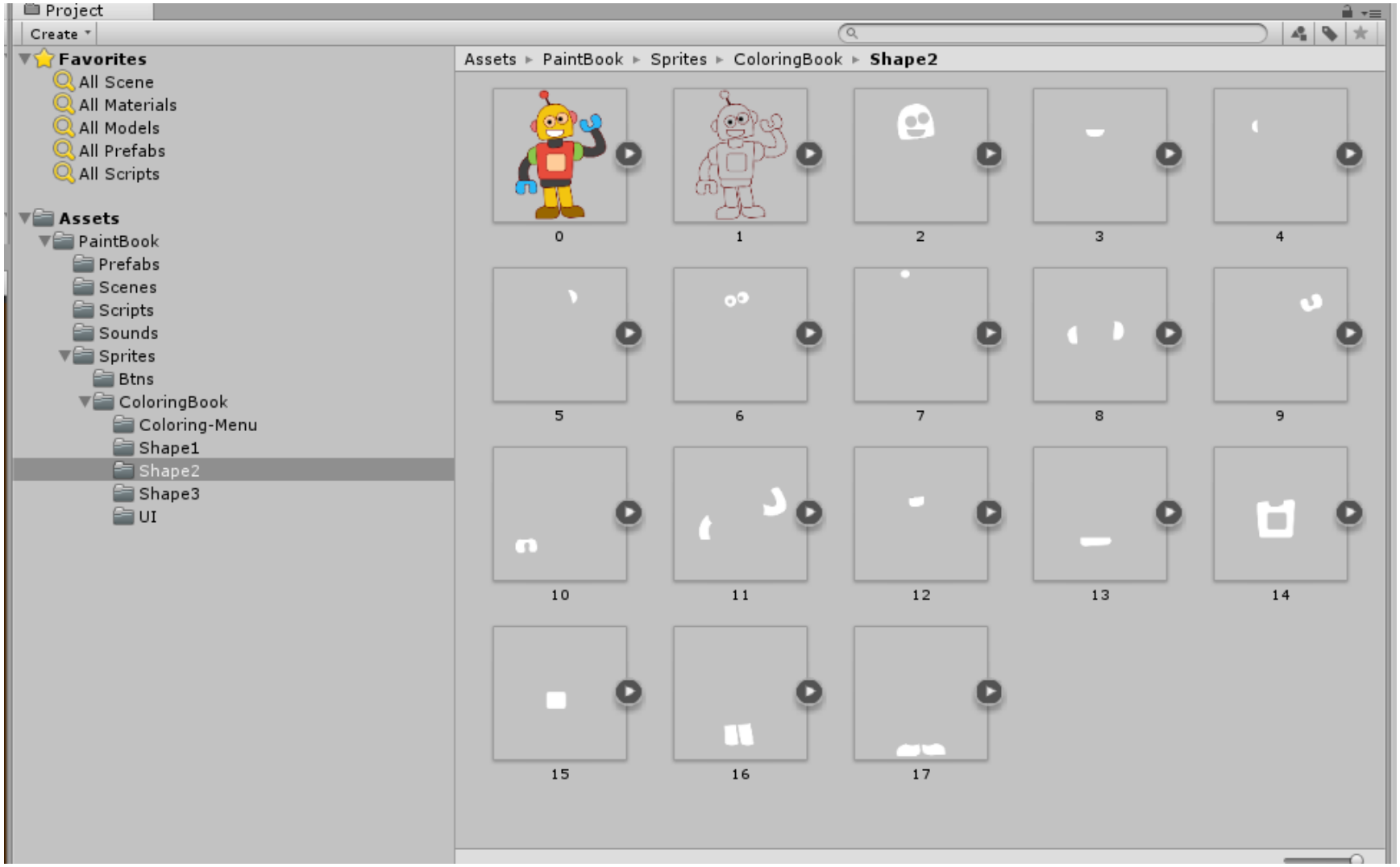
To change the collusion sound and game's music, replace the files in the Sounds folder with the new ones that you want (keep the files' names exactly as before).



Reskin:

To change the images used for coloring, you need to divide the images to smaller parts, like below:




Project
Create
Favorites
All Scene
All Materials
All Models
All Prefabs
All Scripts
Assets
PaintBook
Prefabs
Scenes
Scripts
Sounds
Sprites
Btns
ColoringBook
Coloring-Menu
Shape1
Shape2
Shape3
UI
Assets ▸ PaintBook ▸ Sprites ▸ ColoringBook ▸ Shape2
0
1
2
3
4
5
6
7
8
9
10
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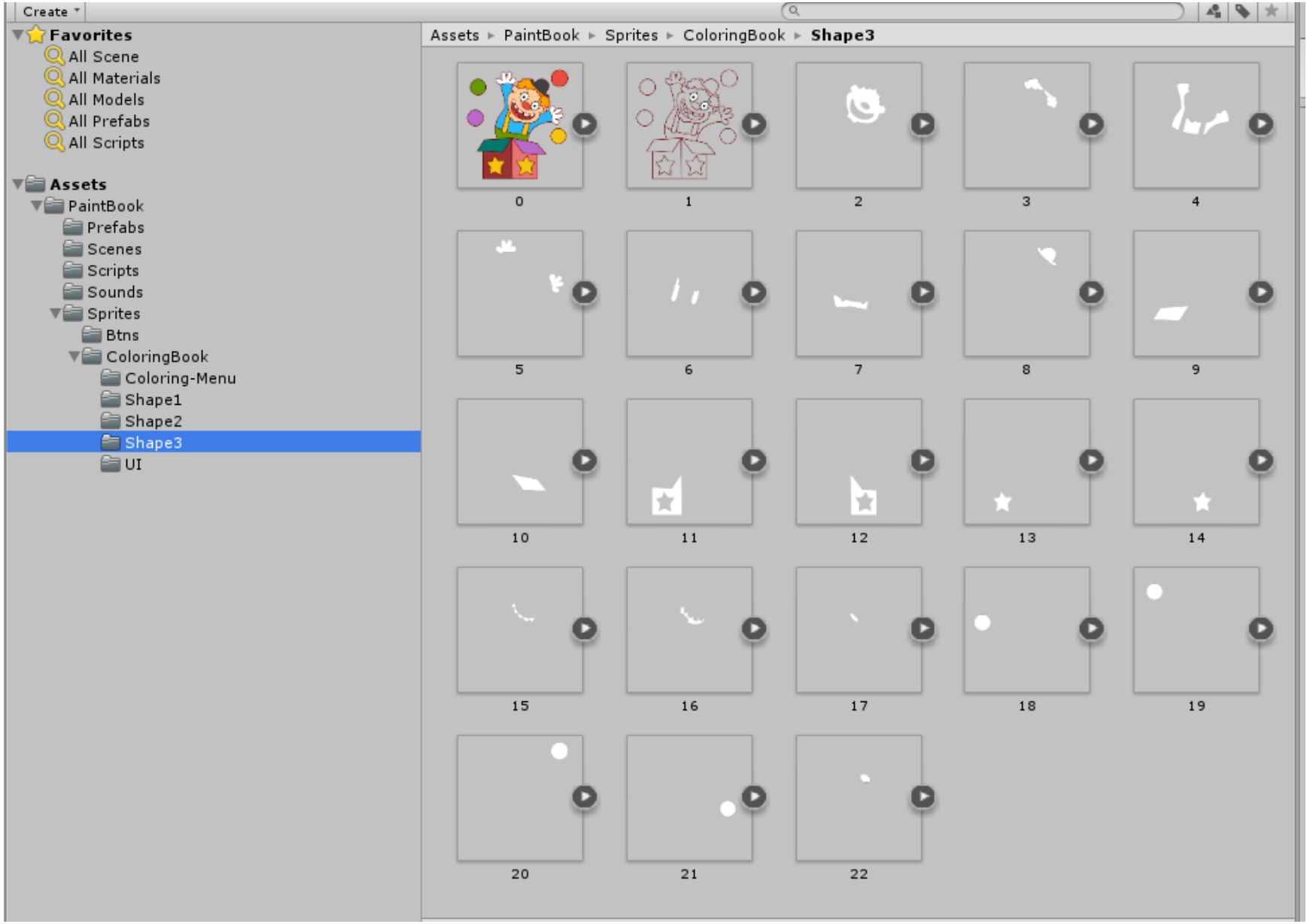
15
16
17


Create
Favorites
All Scene
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All Prefabs
All Scripts
Assets
PaintBook
Prefabs
Scenes
Scripts
Sounds
Sprites
Btns
ColoringBook
Coloring-Menu
Shape1
Shape2
Shape3
UI
Assets ▸ PaintBook ▸ Sprites ▸ ColoringBook ▸ Shape3
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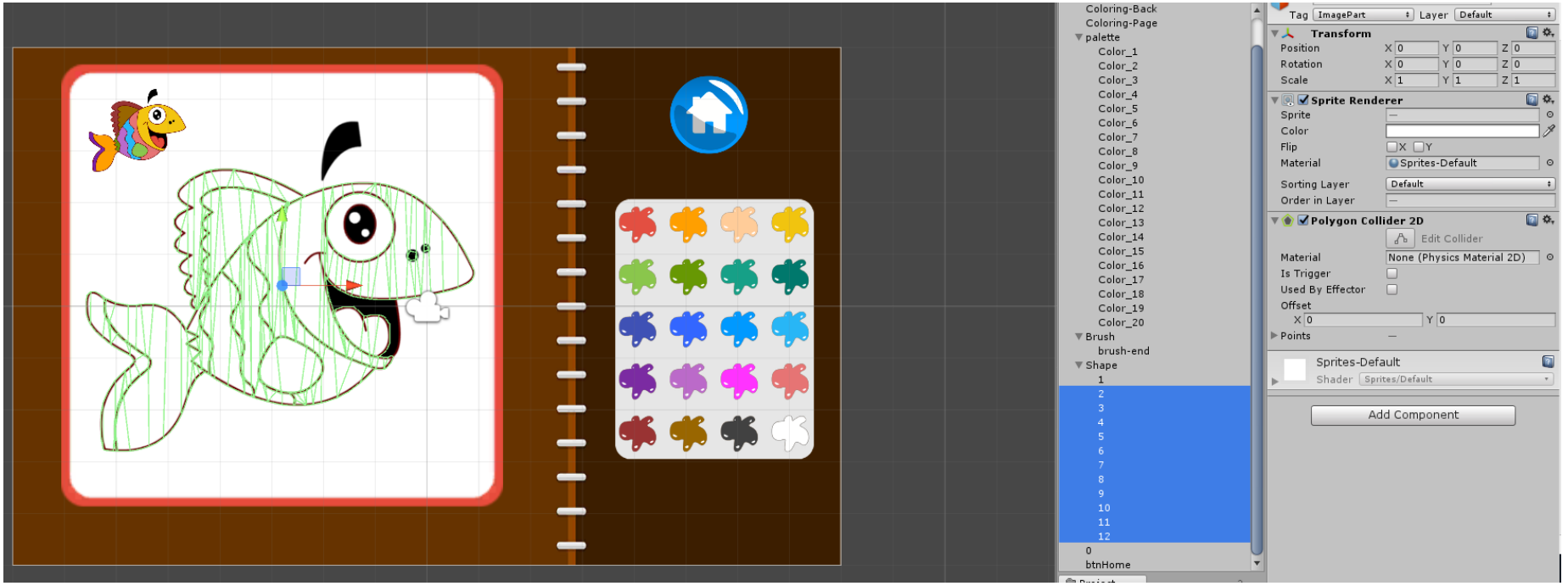
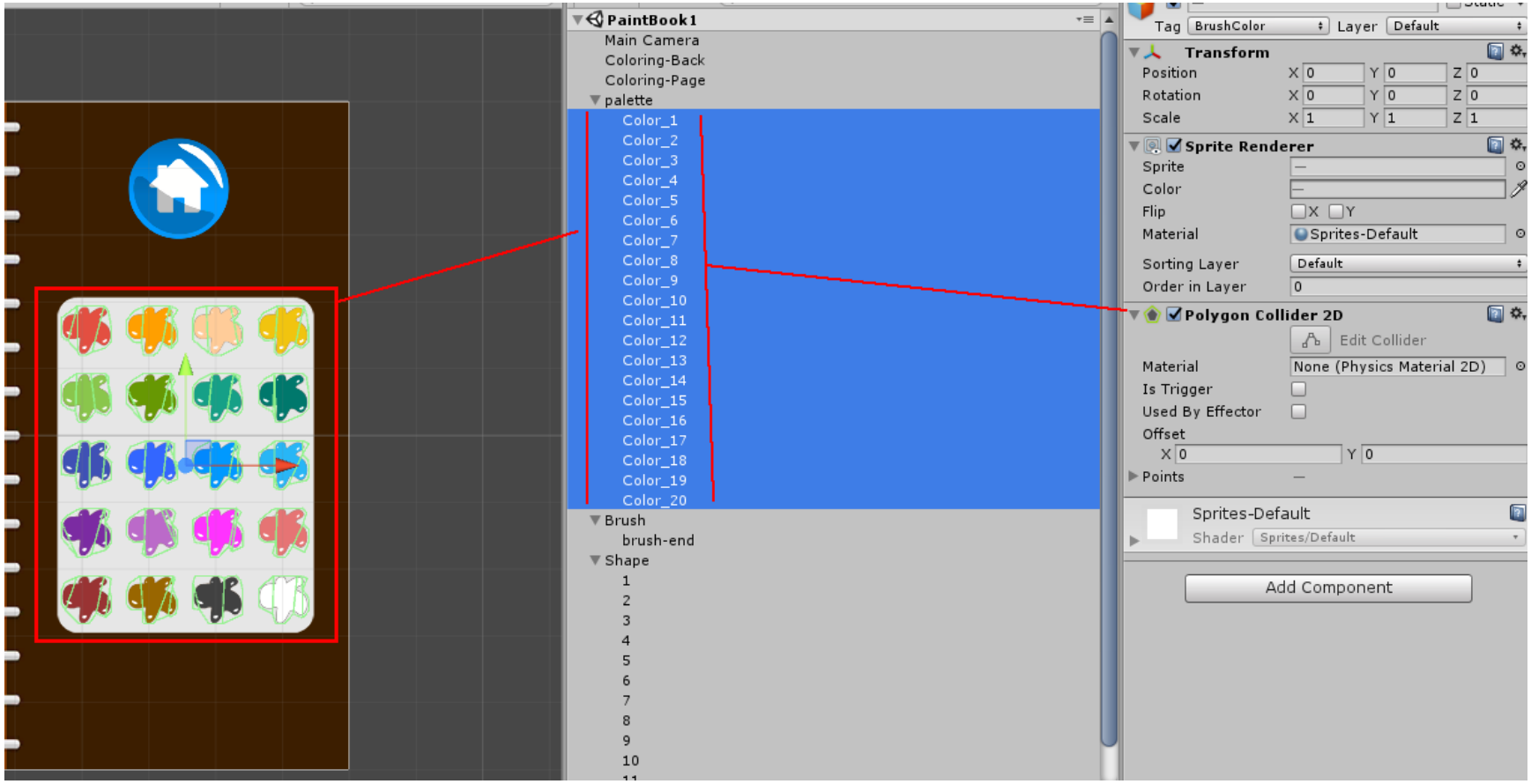
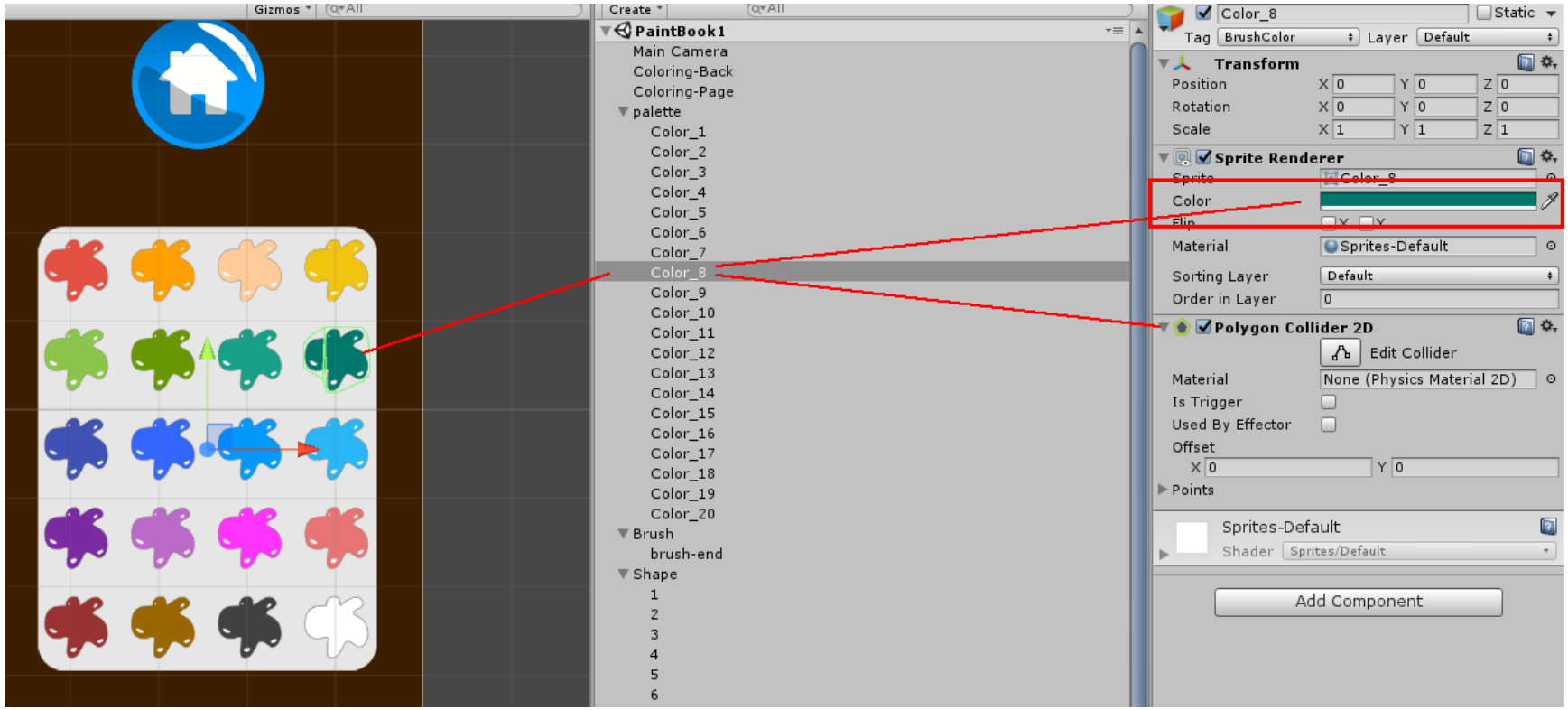
22

And each part should be placed in the right place in the related scene and Polygon Collider 2D should be connected to each part, like the below image:



To change the color selection part, each part should have Polygon Collider 2D and also Color section from Sprite Renderer should have the value of the color of that sprite, like the below images:





Support:
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