ASSET DOCUMENTATION

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ASSET NAME: **TETROMINO ATTACK GAME TEMPLATE**

PUBLISHER: **SGLIB GAMES**

EMAIL: **sglib.games@gmail.com**

DOCUMENTATION VERSION: **1.0**

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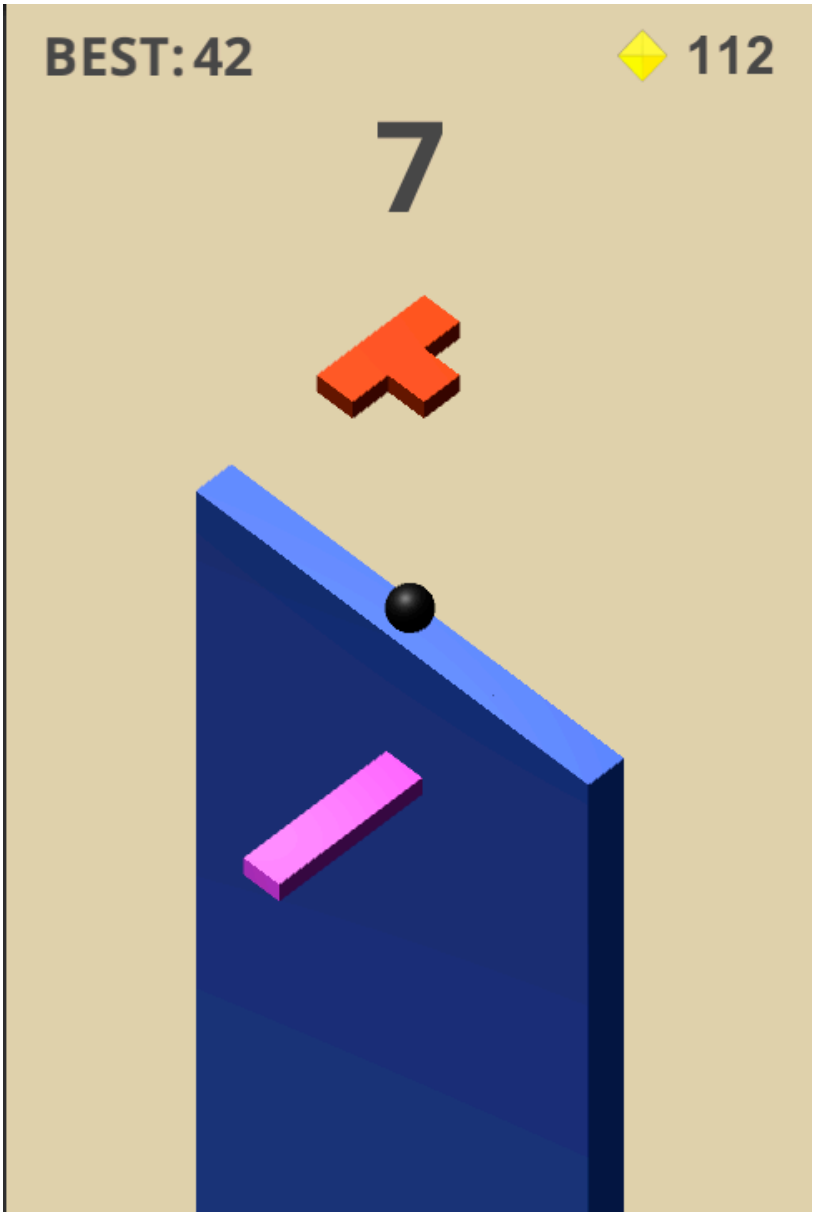
Thank you for purchasing our asset! We always try to provide the best service as we can! If you have any questions or suggestions please email us!

1. INTRODUCTION



Tetromino Attack is a complete Unity template of a fully functioning game ready for release. The game is simple yet very fun and addictive and is optimized for touch devices.

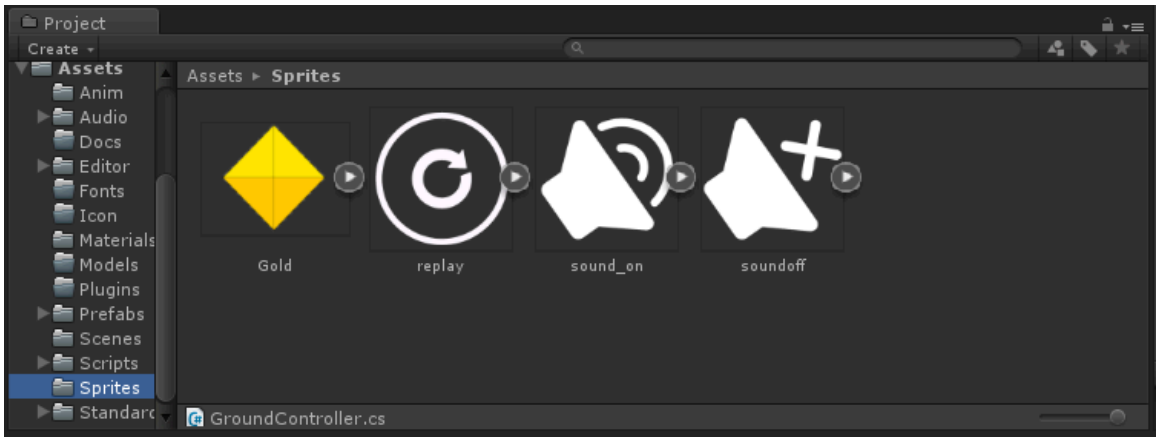
HOW TO PLAY:

Tap to change direction of the ball. Avoid the coming tetromino blocks. Collect gold. One mistake and you die! Simple as that!

2. HOW TO RESKIN

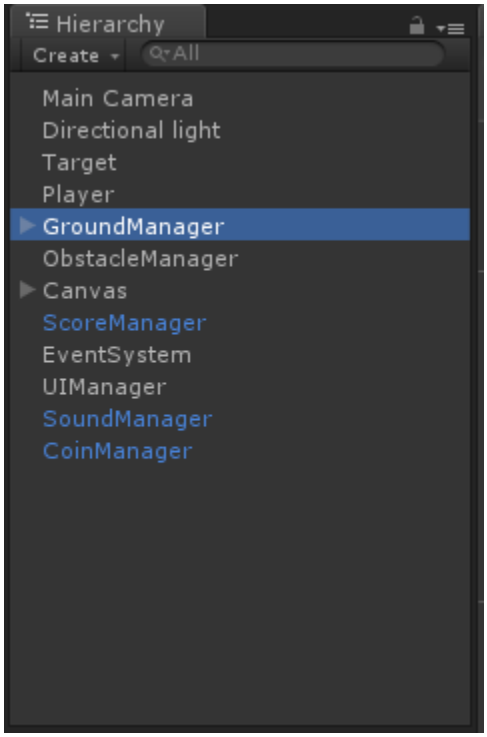
3.1 Sprites

All the sprites used in this game are stored in folder Asset/Sprites. You can replaced them with your own sprites as long as new sprites have same sizes as the replaced ones.



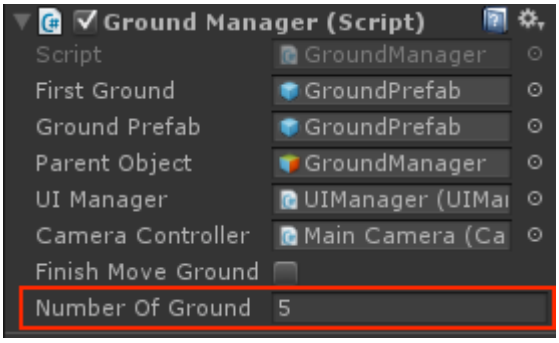
3.2 Game parameters

GroundManager.

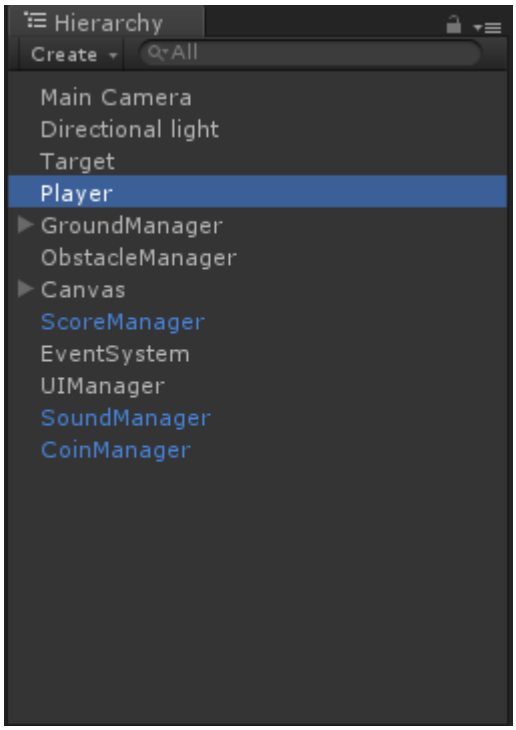


You can increase or decrease number of ground. Number of ground mean how many ground are created on one side of first ground.

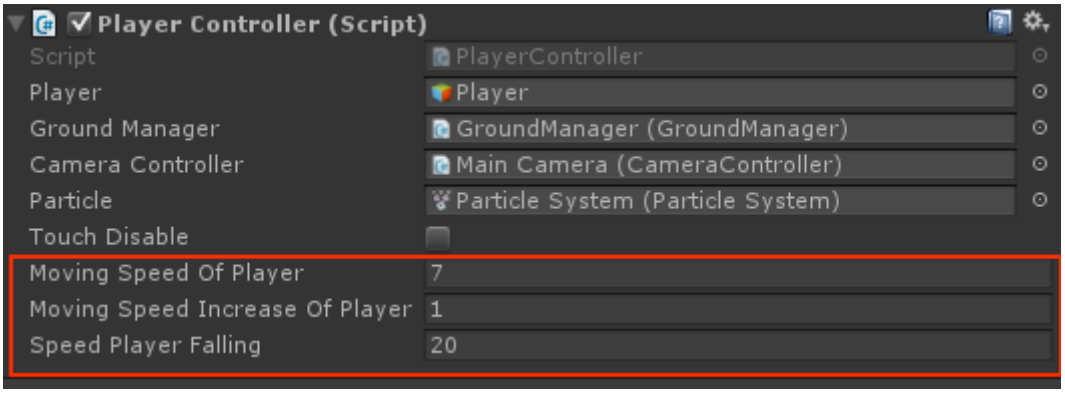
For example: Number of ground is 5, when you hit play, there are 5 ground have created on right and 5 ground on left of first ground



Player.



There is 3 parameters you can change;

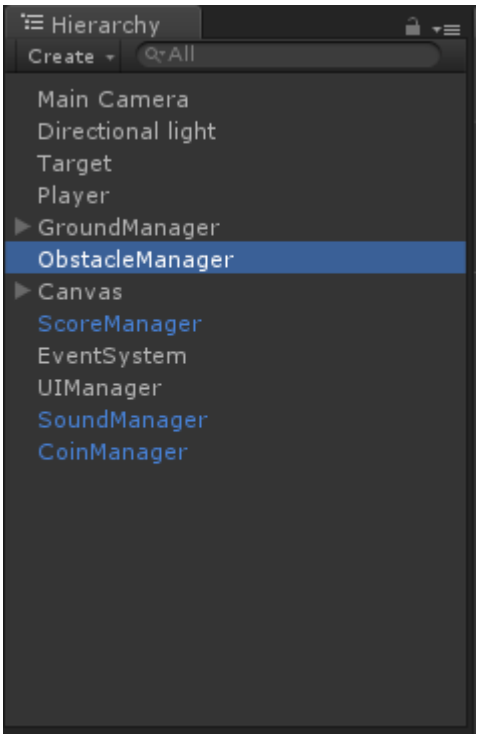


Moving Speed Of Player: that mean how fast player moving on ground.

Moving Speed Increase Of Player: that mean every time camera rotate, Moving Speed Of Player will increase by it.

Speed Player Falling: that mean how fast player falling down when game over

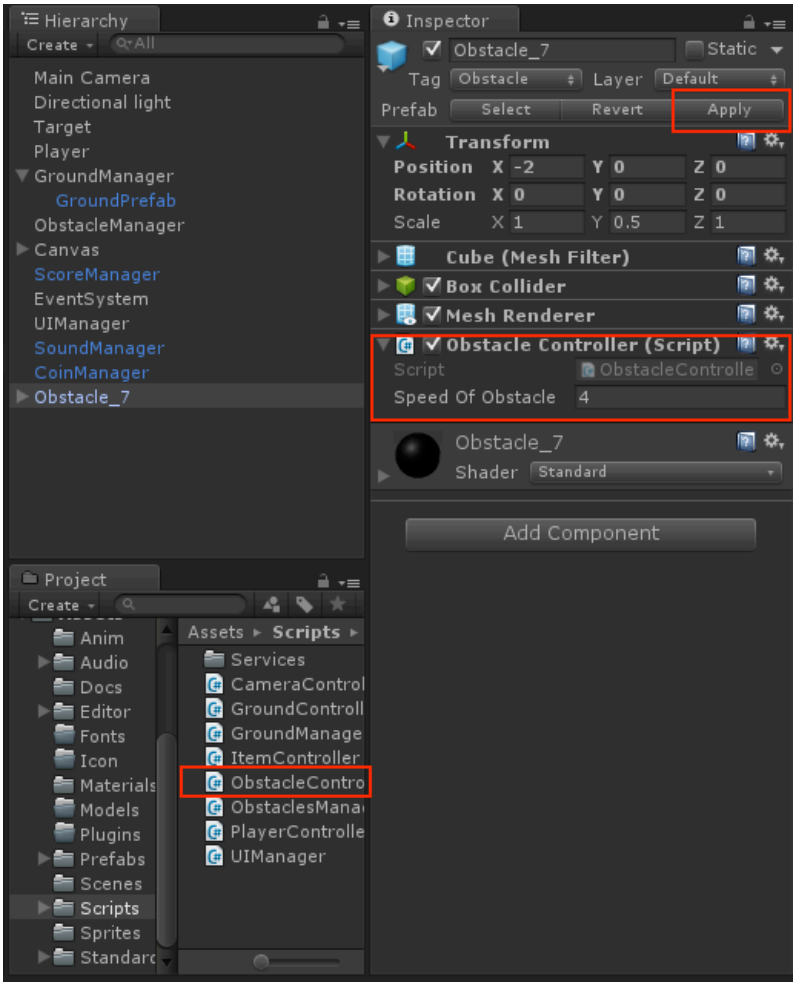
ObstaclesManager.



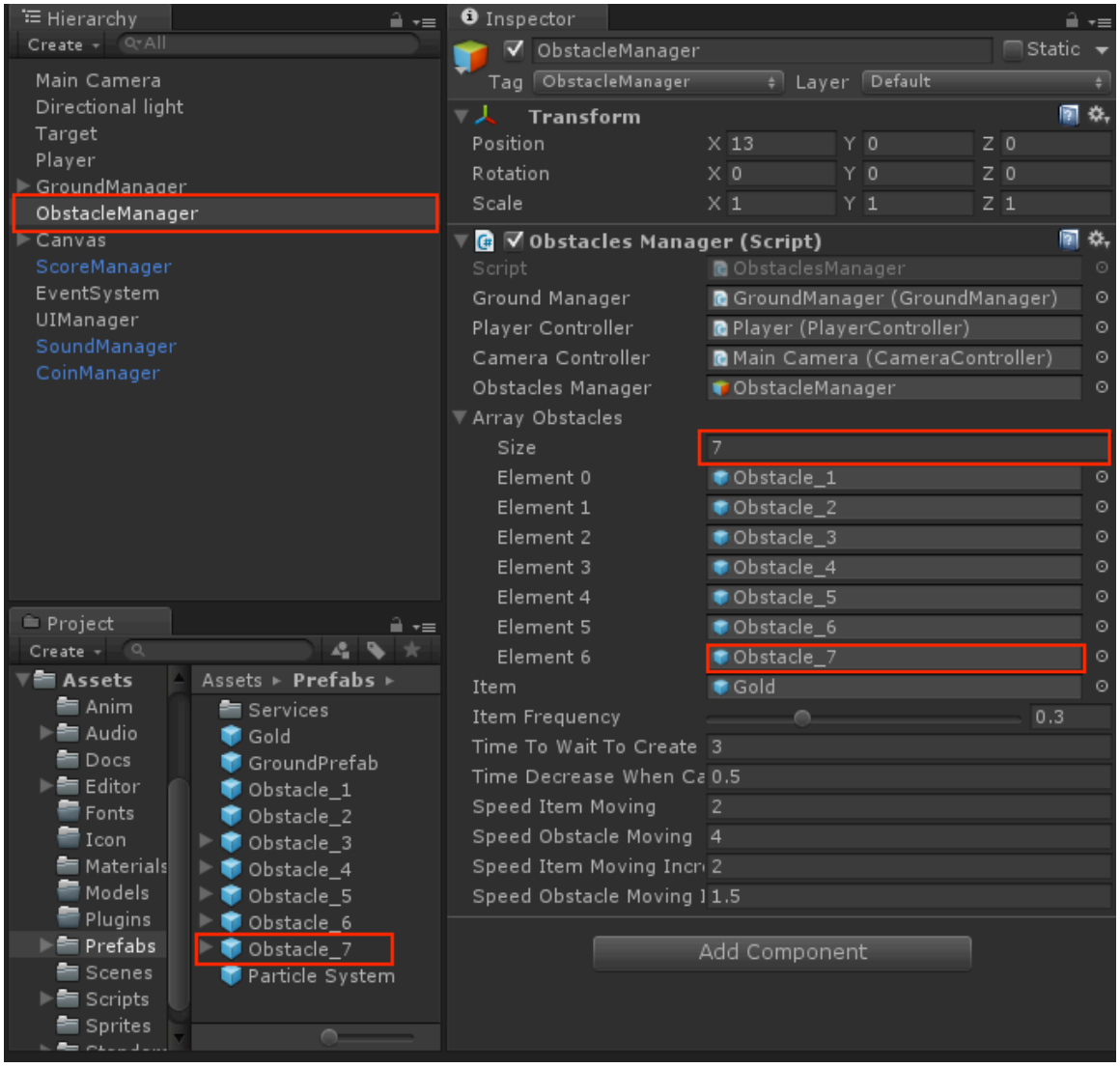
How to add more obstacle?

You can create more obstacles using a dedicated 3D modelling tool like Blender or Maya, or you can simply create them with primitive models in Unity (the Tetromino blocks in this template were created by arranging multiple cubes together). Just remember to:

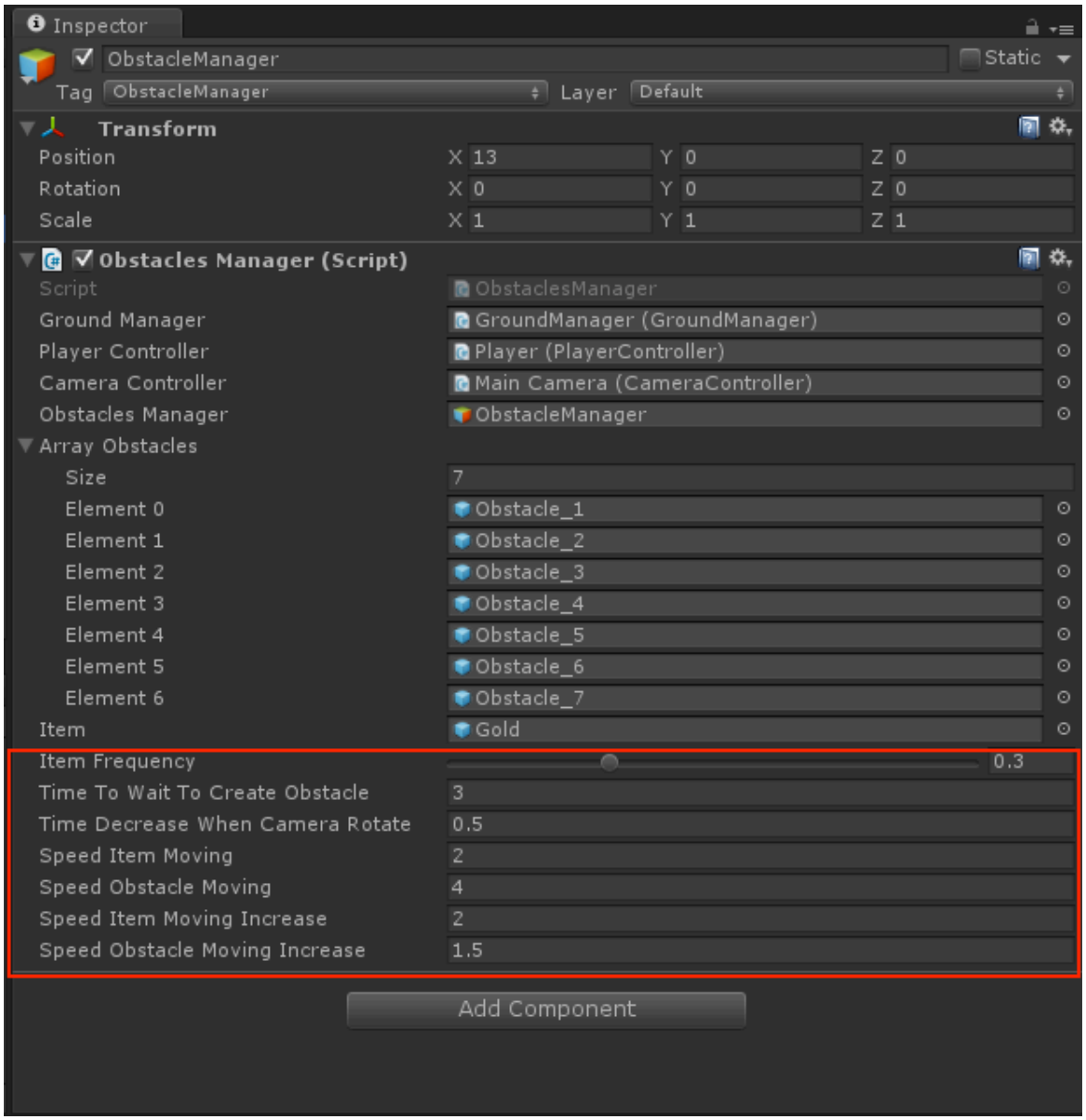
- Add a collider to the obstacle and set it to trigger.
- Set the game object tag to “Obstacle”.
- Attach the ObstacleController script to the game object.
- Make a prefab for every new obstacle you build.



After create a new obstacle, you can add it to the game by dragging it to the ArrayObstacles in the ObstaclesManager component (within ObstacleManager game object).



Some more important parameters



Item Frequency: probabilities to create item.

Time To Wait To Create Obstacle: that mean how long obstacle wait to created.

Time Decrease When Camera Rotate: that mean when camera rotated, Time To Wait To Create Obstacle will minus with this value, synonymous with

number of obstacle will increase.

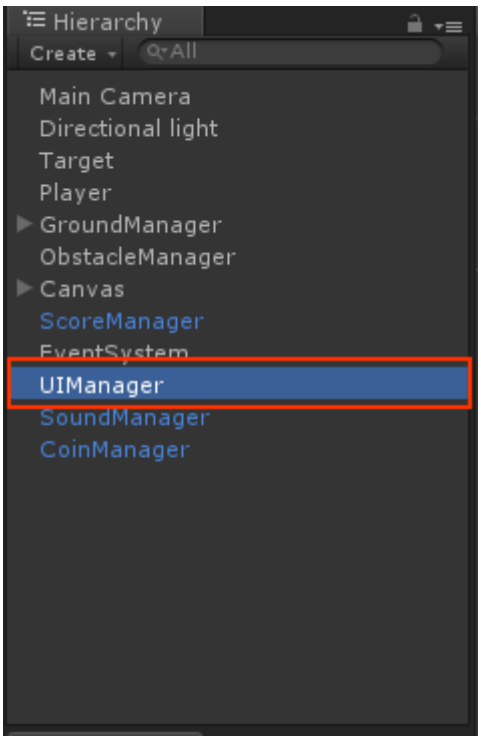
Speed Item Moving: that mean how fast item moving when it was created.

Speed Obstacle Moving: that mean how fast obstacle moving when it was created.

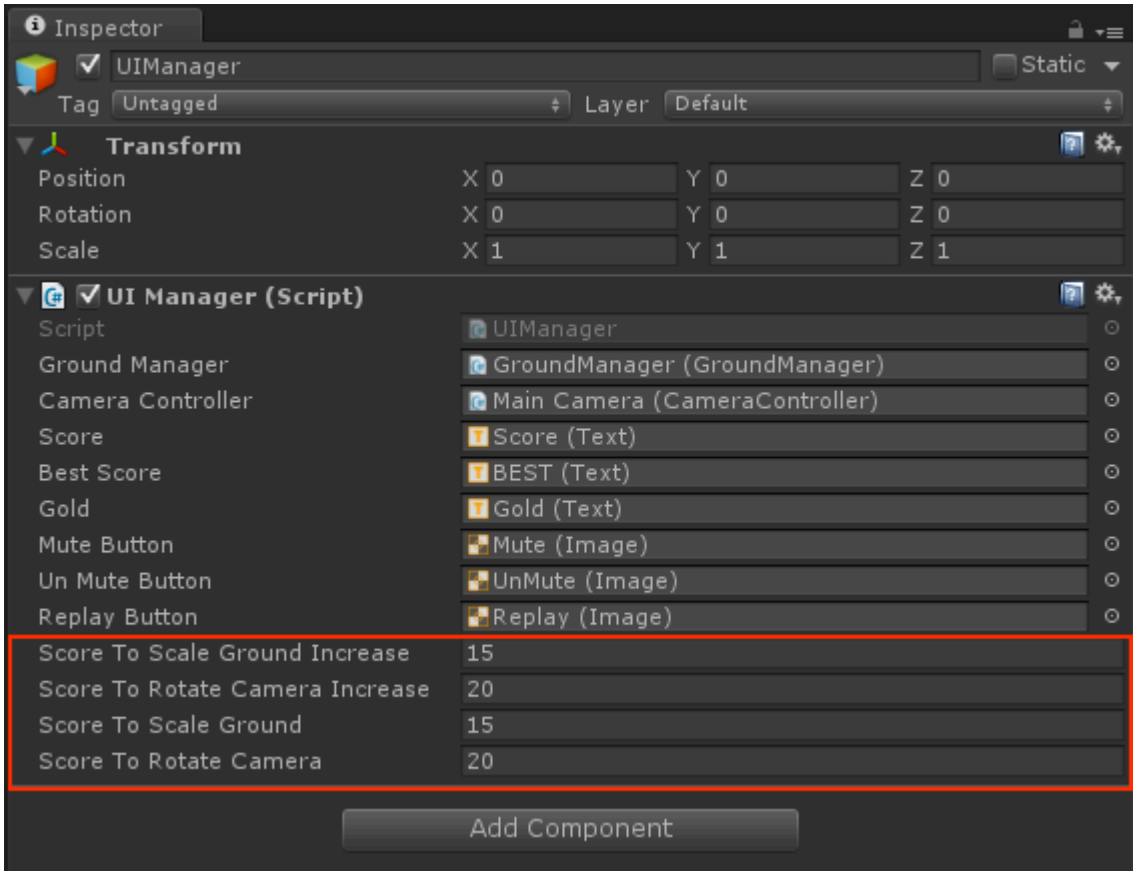
Speed Item Moving Increase: when camera rotate, Speed Item Moving will be plus with this value.

Speed Obstacle Moving Increase: when camera rotate, Speed Obstacle Moving will be plus with this value

UIManager



There are some parameters you can customize.



Score To Scale Ground: When you reached this score, the last ground and the first ground will scaled and disappeared.

Score To Rotate Camera: When you reached this score, camera will rotated.

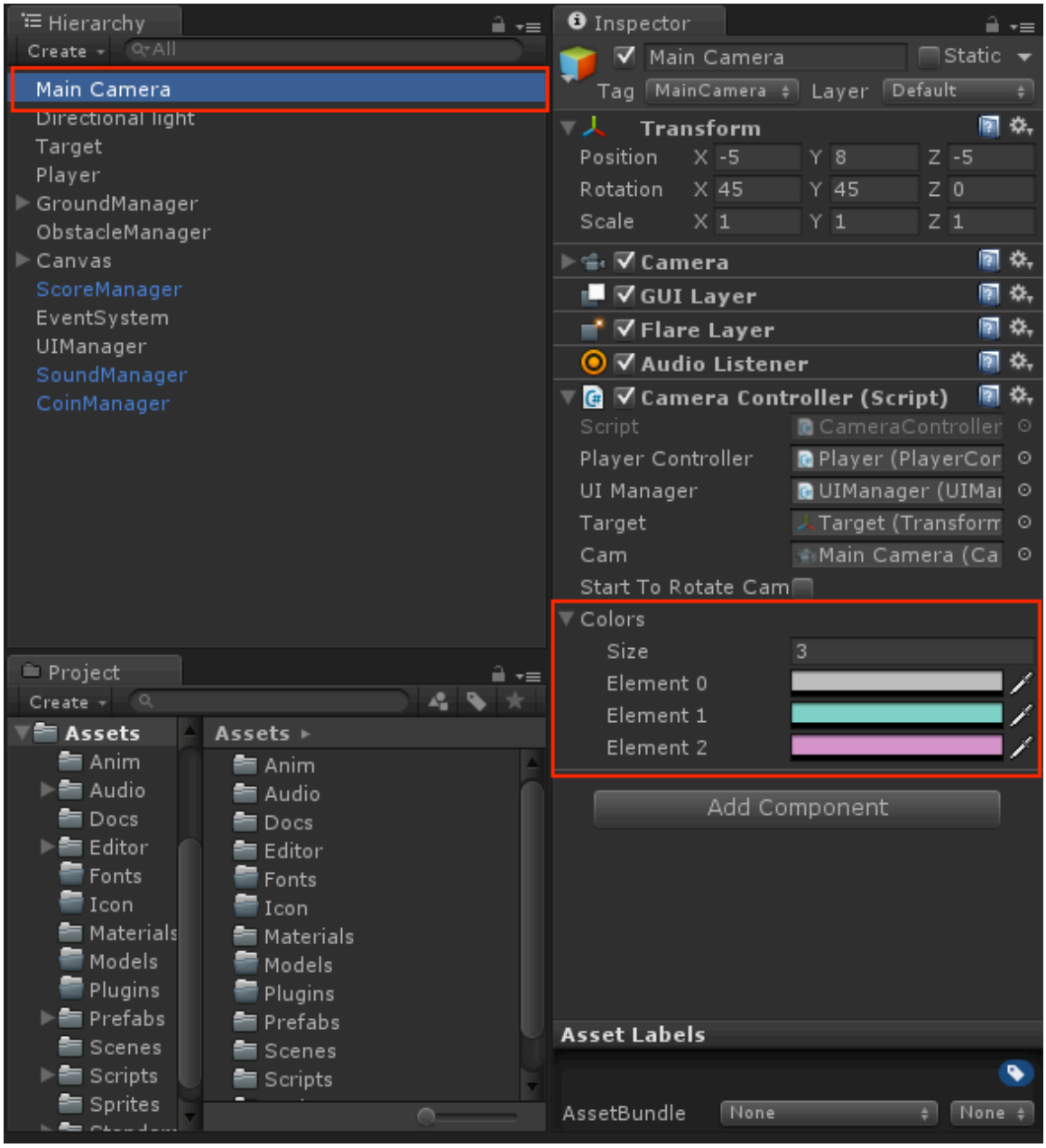
Score To Scale Ground Increase: that mean, when ground scale for the first time, you must reached this score plus with Score To Scale Ground to scale ground for next time. For example: this is the list score you must reached to scale ground: 15,30,45,60,75,90…….

Score To Rotate Camera Increase: that mean, when camera rotate for the first time, you must reached this score plus with Score To Rotate Camera to scale ground for next time. For example: this is the list socre you must reached to rotate camera: 20,40,60,80,100…….

IMPORTANT: YOU CANNOT SET ScoreToScaleGround AND ScoreToRotateCamera TO SAME VALUE OR TWO VALUES DIVISIBLE BY A SAME NUMBER (FOR EXAMPLE: 10 AND 20, 15 AND 25, 30 AND 30…..) OR IT WILL CAUSE ERROR IN THE GAME PLAY.

Background color.

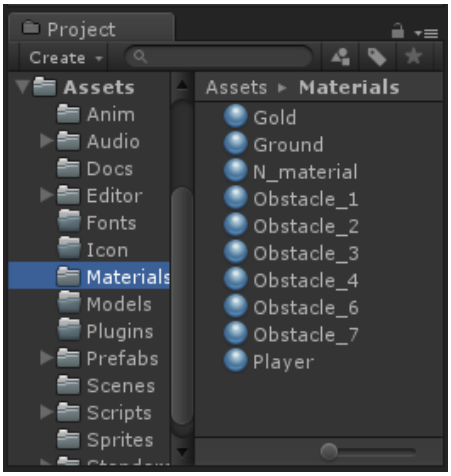
You can resize value of Colors in Main Camera and change to any color you want, color of background will random by array color that you change.



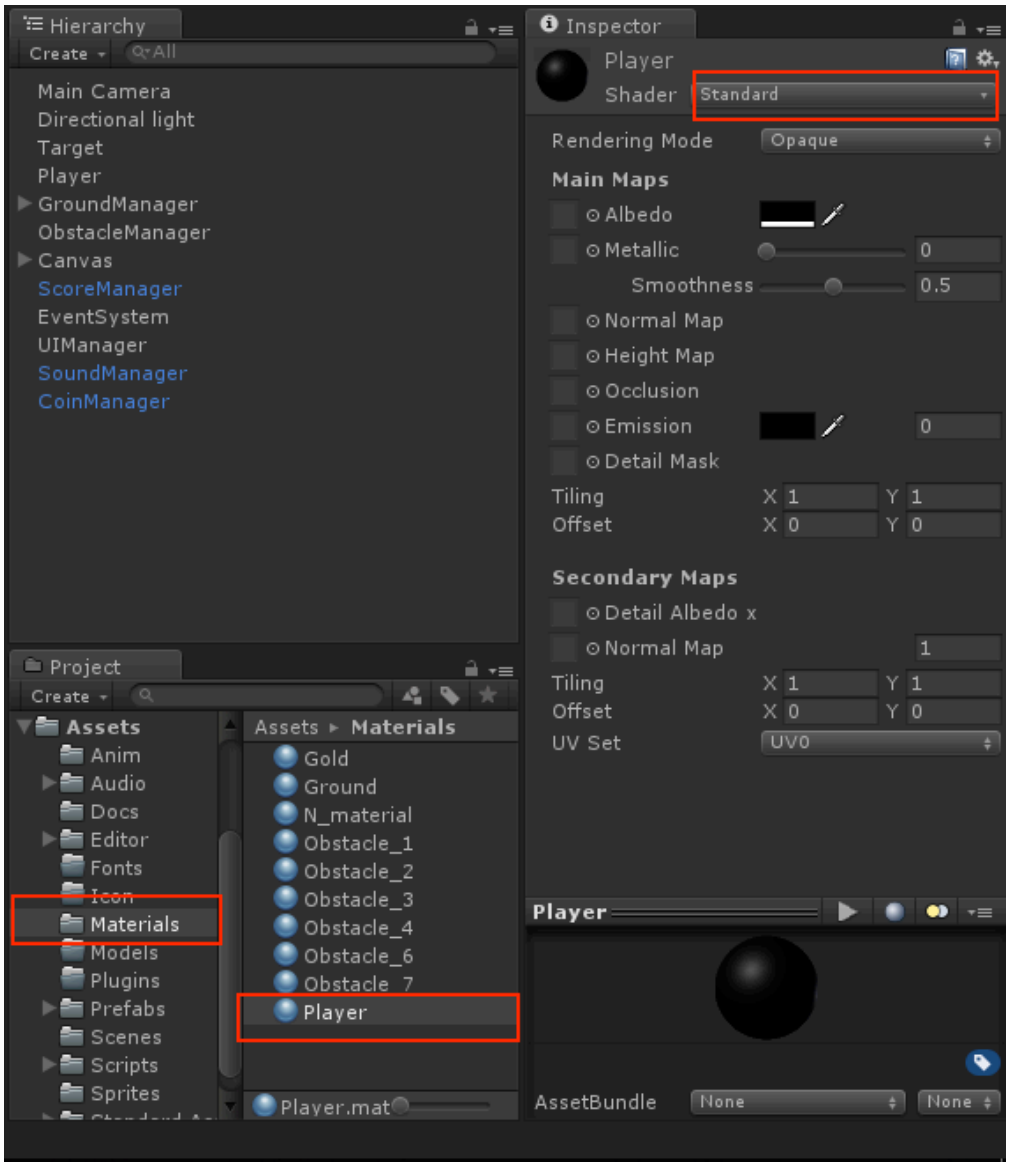
3.2 Materials and Particle

Materials:

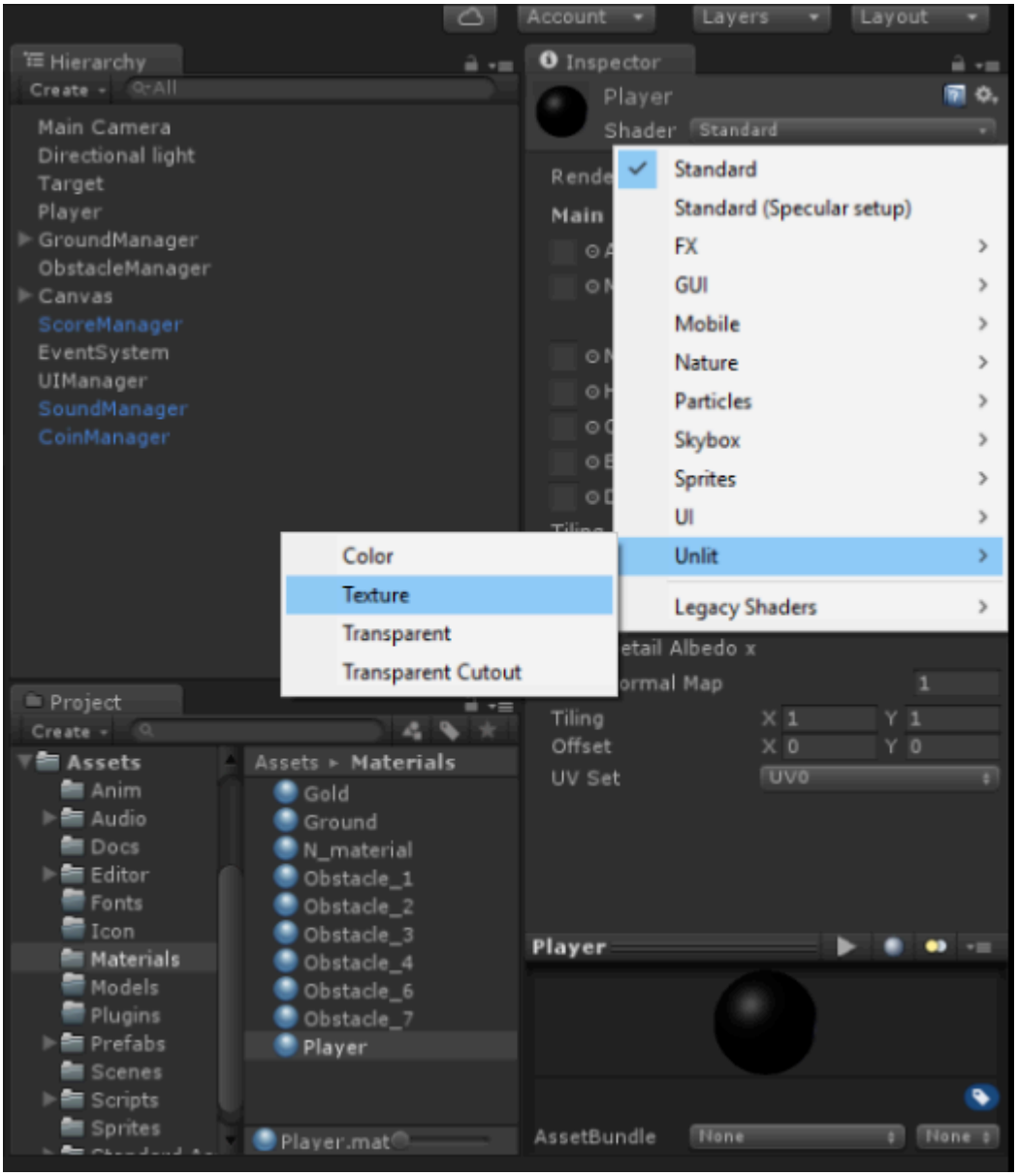
All the materials used in this game are stored in folder Asset/Materials. You can replaced them with your own materials or texture.



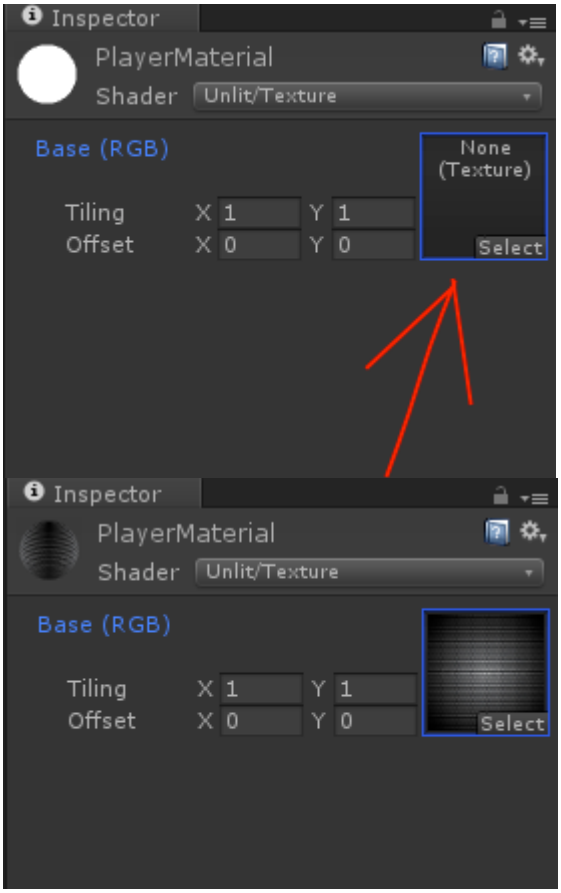
For example: You can replace default material of the player by your texture:



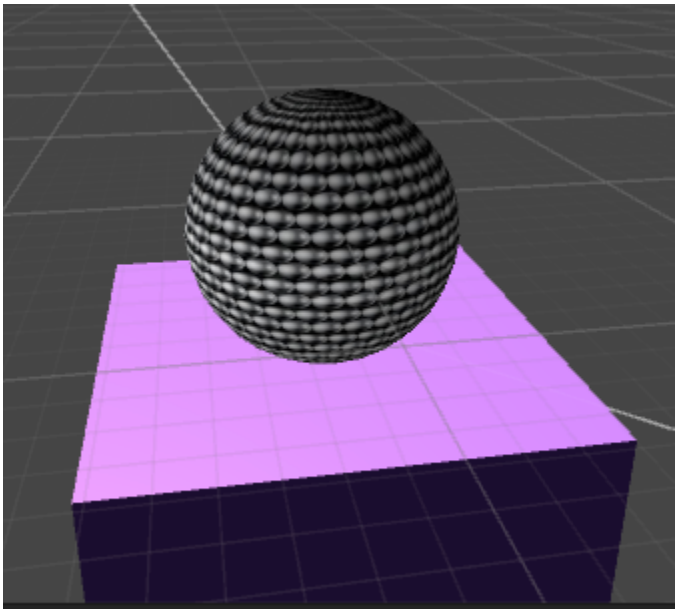
Select Shader → Unlit→Texture



And now, you can change default texture of player by any texture you want

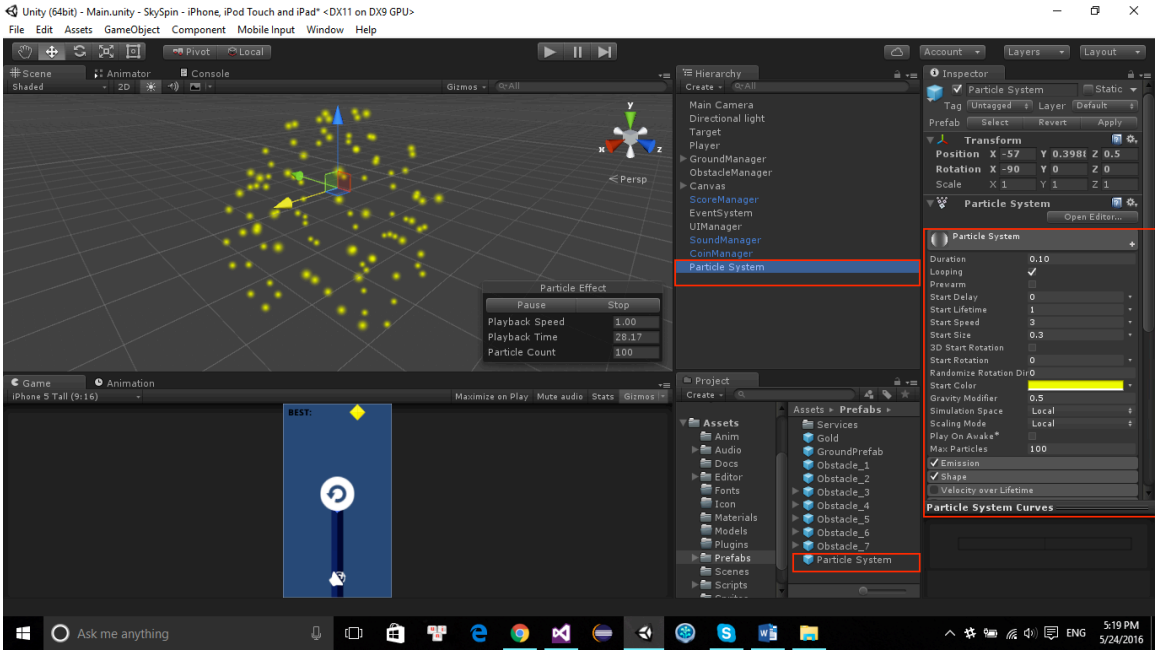


Here your player after change material by texture



Particle:

The particle played when the player hits the gold is in Assets/Prefabs folder. You can change its parameters to achieve the effect as you wish.



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