-Instruction-

Aqua Map and Background Maker

What Included

Code

Clean code

- Scene with 4 Vertical maps with level buttons;
- Scene with 4 Horizontal maps with level buttons;
- Game Scene with 4 backgrounds;
- Included Automatic arrangement of level buttons along a curve;
- All Levels Map functionality, including scrolling, buttons, player avatar;
- Level Loader for load game levels;
- Sound controller for main map events;
- Ready for build for IOS and Android;

Font

Free, Not Included

Arista Regular   Link

Graphic

PSD and PNG included

- 4 Seamless Vertical Premade Maps in PSD and PNG. 100% editable, 2048 X 2732. All elements are also in PNG, ready for code.
- 4 Seamless Horizontal Premade Maps in PSD and PNG. 100% editable, 2732 X 2048. All elements are also in PNG, ready for code.
- 4 Game Backgrounds in PSD and PNG. 100% editable, 2732 X 2048.
- 88 Aqua Items like stones, plants and creatures in PSD. All elements also in PNG, ready for code.
- Game Background Template in PSD, 2732 X 2048. Include: 7 gradients; 3 grounds with 3 texture; 3 backdrops; 6 lights
- Premade Level Map Buttons, including all needed effects in PNG and PSD. 100% editable in 4 color styles.

Note:

Aqua Items are hand drawn bitmap graphic, so not fully editable as vector.
To work with layer styles in PSD files you need minimum Photoshop CC 2015 with Multiple Layer Styles.

It is complete pack for making Aqua Maps and Background for games with some premade maps and screens in casual, marine, shiny, colorful style for your mobile/web/video game.

PRODUCT DETAILS:

- All graphics in high resolution 2732px * 2048px, ready for retina displays
- Suitable for Tablets and Phones resolutions
- All graphics in Photoshop files, no need to know other programs
- All elements also in PNG files, ready for code
- With this asset you can create an unlimited number of you own image versions
- Working on IOS, Android and Web
- Used free fonts
- Well organized files
- Powerful and easy to use

How to use Graphics

You can fully use all premade screens or/and made your own. Horizontal or Vertical maps are seamless, so you can loop your map.

Create Map:

- Create a new file or start with premade Horizontal or Vertical PSD map.
- Fill background with suitable color, draw hills, if you need. Or use premade PSD map.
- Draw a road any method and paste layer style from the premade PSD map.
- Arrange marine elements, as you like.
- Arrange level buttons, as you like.
- Your own map is ready!

Create Background:

- Open Game Background Template.
- Use Background group to make backdrop of your scene.
  — Choose suitable gradient or make your own
  — Choose ground with texture or make your own
  — Choose back Items or make your own
  — Choose up Light or make your own
- Use Midleground group for paste and arrange marine elements behind main objects group, as you like.
- Use Foreground group for paste and arrange marine elements, as you like.
- Use Bubbles group for choose bubbles layer 1-4.
- Your own background is ready!

Create you project for the moment!

Add Backgrounds and Level Buttons
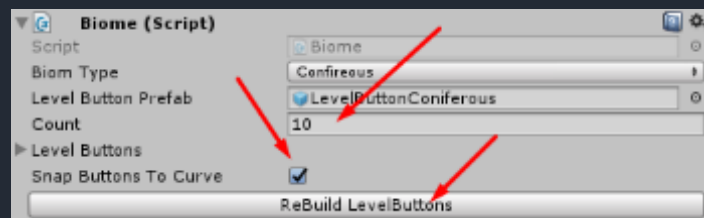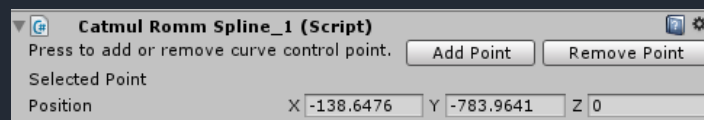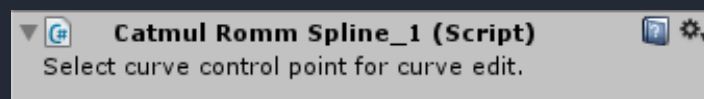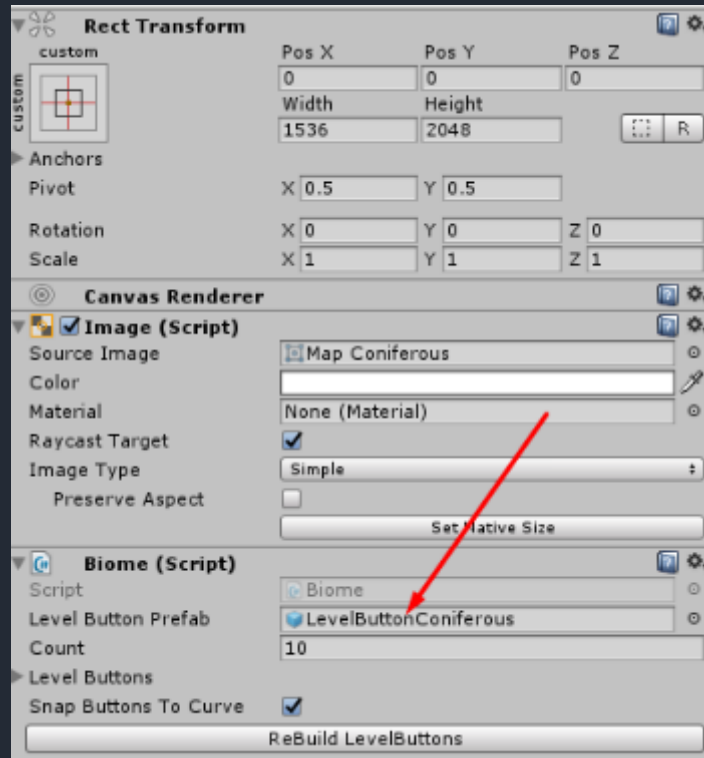
First you need to create all backgrounds for Level Map Screen. You have two ways:

- create new prefab;

- duplicate existing prefab;

For the first option you need:

a. Create UI -> Image, choose for image sprite your own ready background or use our premade background, press button Set Native Size.

b. Add to image Biome.cs script and set appropriate LevelButtonPrefab. You can use existing LevelButtonPrefab or create your own.

c. Add to Image CatmulRommSpline_1.cs script. In editor window you can see 4 point spline. Select control point and drag on biome to create path for level buttons.

d. When any control point selected you can see point coordinates and two buttons. With this buttons you can add new control point and remove existing control point.

e. Next you need to set buttons amount for this background. Check Snap Buttons to Curve. Then Press Rebuild Level Buttons. If you need to correct level buttons position manually, you need to uncheck Snap Buttons to Curve.

f. Drag created background to the prefab folder and delete them from hierarchy.

Create Level Map Screen
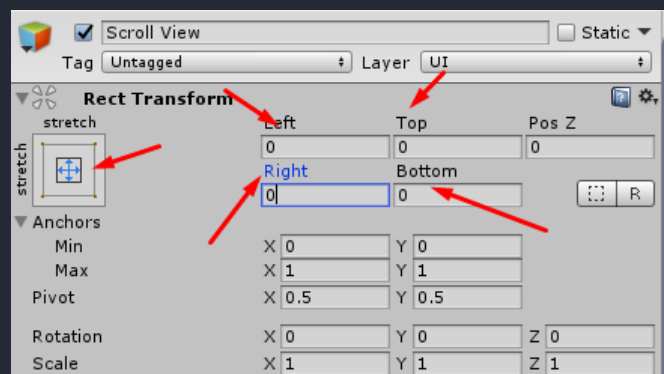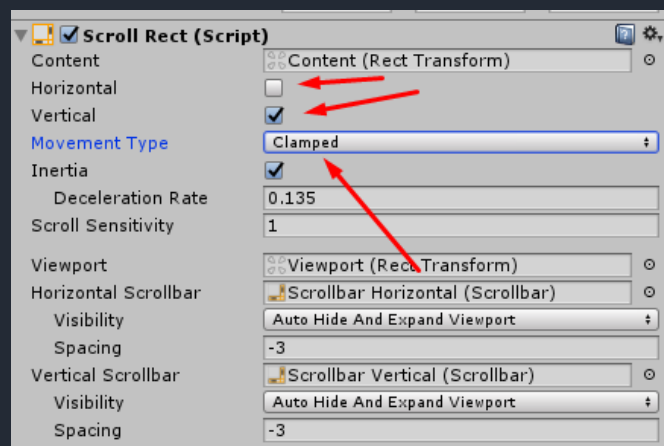
After creating all needed backgrounds you can make a uniform Map Screen with vertically or horizontally arrangement.

a. create a new empty object on the canvas. Change the name on "Map";

b. add MapMaker.cs script. Choose numbers of needed backgrounds and add your own background prefabs to Background Prefabs list;

c. press "+" to add new backgrounds to the map or "-" for delete. You can add any amount of backgrounds;

d. to change the order of backgrounds just move them in any position in level Screens area;

e. you can also choose vertically or horizontally map scrolling here. Automatically added components: VerticalLayoutGroup (HorizonalLayoutGroup) and ContentSizeFitter;

f. save scene;

g. for scrolling create a new ScrollView object on the canvas;

h. Choose appropriate options for scrolling (Vertical or Horizontal) and Movement Type (Clamped);

i. Set RectTransform size and anchors for ScrollView. (ScrollView fill the canvas);
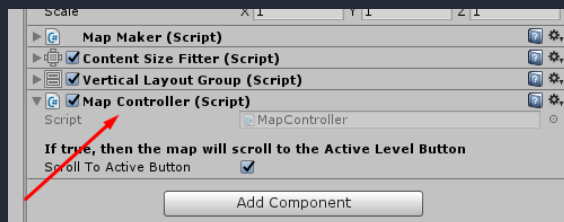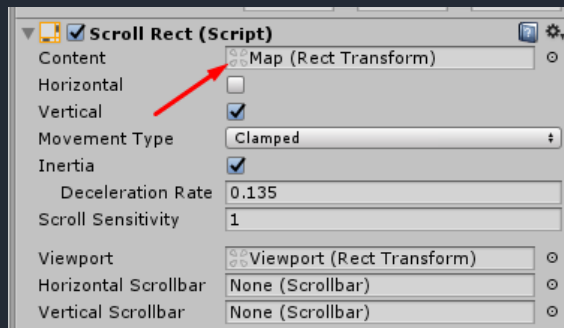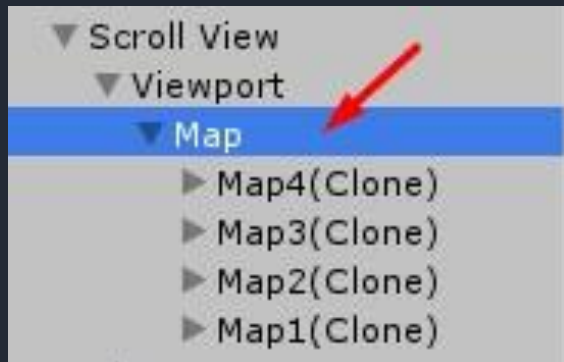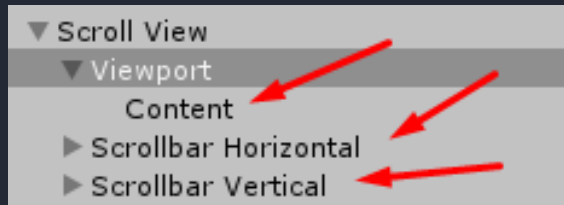
j. Delete ScrollBars;

k. Delete Content;

l. Drag map in to Viewport;

m. Select ScrollView and drag Map in to content field in Inspector Window. Save scene. Play scene and try to scrolling;

n. Add MapController.cs script to map. Use it for in game controlling. (Button events, automatic scrolling);

o. Drag the avatar prefab to the canvas. The Avatar is automatically positioned on the active button in play mode;

p. For blurring background, add image to canvas. Set RectTransform size and anchors for Image. Rename to Blur. Add for Image Blur Material and set blur size;

q. Drag SoundMasterHolder prefab into scene. Set any sounds for game events and use appropriate methods in SoundMasterController script. Save scene.
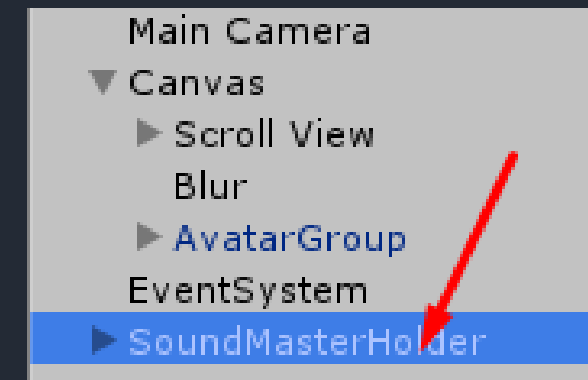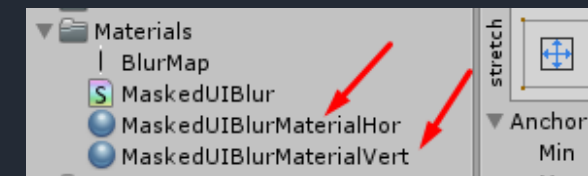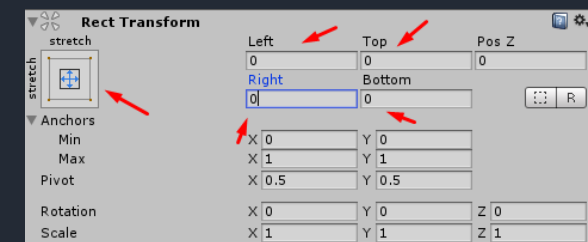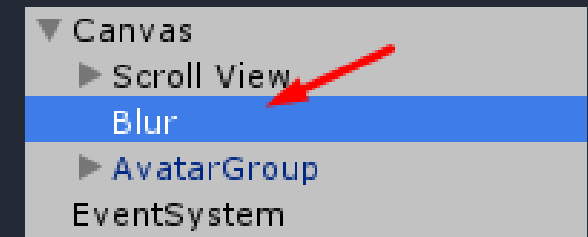
Thanks!
Master Key Company

Create you project for the moment!

Please rate our item, if you like it!

It is also possible to fix some features or to sell new GUI and theme designs. If you are interested, please contact us individually.

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