

# Arkanoid v1.0

v1.0

25 December, 2017

Developed by IO Games

[https://vk.com/io\\_games](https://vk.com/io_games)

<https://www.facebook.com/groups/IOGamesDevelopment/>

Published on

<https://app2top.org/>

[support@app2top.org](mailto:support@app2top.org)

## General

Gameobject names start from @ (for example @AdManager) - usually contains settings, managers or services.

Textures compression optimized for android and small apk size.

The game was tested and build **only** for **android**, but you can easily port it to iphone.

## Unity Version

The template was made and tested **only** with **Unity 3D 5.5.2f1** version. Please, use same version to make things work.

[https://unity3d.com/ru/get-unity/download?thank-you=update&download\\_nid=45968&os=Win](https://unity3d.com/ru/get-unity/download?thank-you=update&download_nid=45968&os=Win)

## Template Features

- 2 game play modes: campaign and survival
- 100 unique levels
- 10 awesome backgrounds
- 5 texture sets of blocks
- 5 awesome music tracks

Totally 250 possible reskinning combination!

Integration:

- Localization (english and russian are ready)
- Unity ads
- Onesignal push messages
- AppMetrica
- Google Play Games achievements and leaderboards

If you do not need any of this service, just leave empty service ids.

## Advertisement

This template has Unity Ads integration.

To set your **game id** select **@AdManager** gameobject



The image shows the Unity Inspector for the **Ad Manager (Script)** component. The script is assigned to **AdManager**. The settings are as follows:

Section	Property	Value
<b>Your game id in unity ads</b>	Unity Ad Game Id	1061506
	<b>Delay between ads</b>	
	Next Ad Time	60
<b>Delay in second before show first ad</b>	Delay Before First Ad	30
	<b>Show ad when player click on exit from the game</b>	
	Show Ad On Exit	<input checked="" type="checkbox"/>
<b>Show ad when player starts level</b>	Show Ad When Level Start	<input checked="" type="checkbox"/>
	<b>Show ad when player finished level</b>	
	Show Ad When Level Success	<input checked="" type="checkbox"/>
<b>Show ad when player failed level</b>	Show Ad When Level Fail	<input checked="" type="checkbox"/>
	<b>Show ad when player exit to menu</b>	
	Show Ad When Exit To Menu	<input checked="" type="checkbox"/>
<b>Show ad when player restart level</b>	Show Ad When Restart Level	<input checked="" type="checkbox"/>

At the bottom of the inspector, there is an **Add Component** button.

You can also check other ad settings.

**Delay between ads** - effects to how often ads will be show.

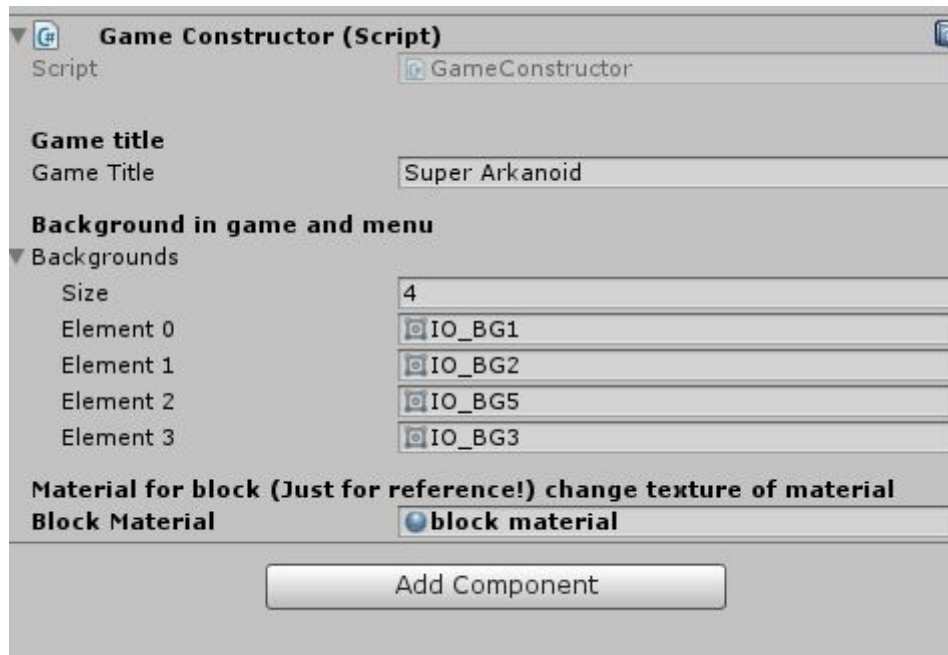
## How to reskin

The game is easy to reskin. You can also add your textures and sounds.

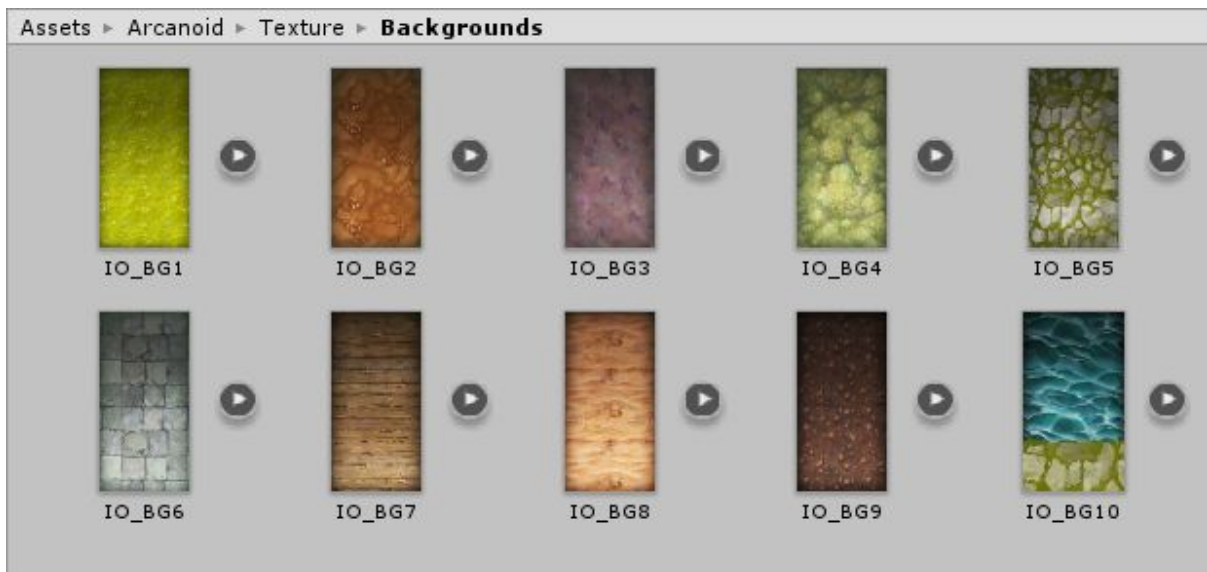
## How to change game title, background and block textures

Load **Loading** scene. Select **@GameConstructor** gameobject and change **game title** field or other what you want.

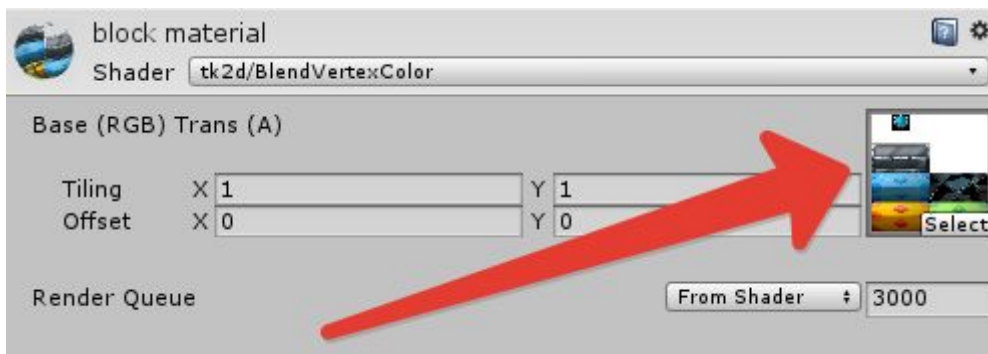
Game title and other values will be loaded when game starts.



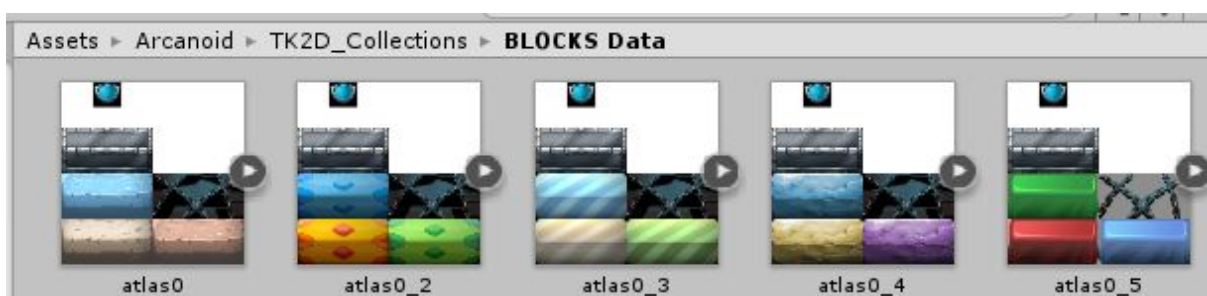
You can click on texture to open in project window and select from prepared items.  
Backgrounds:



To change block texture set, click on block material and change texture of material:

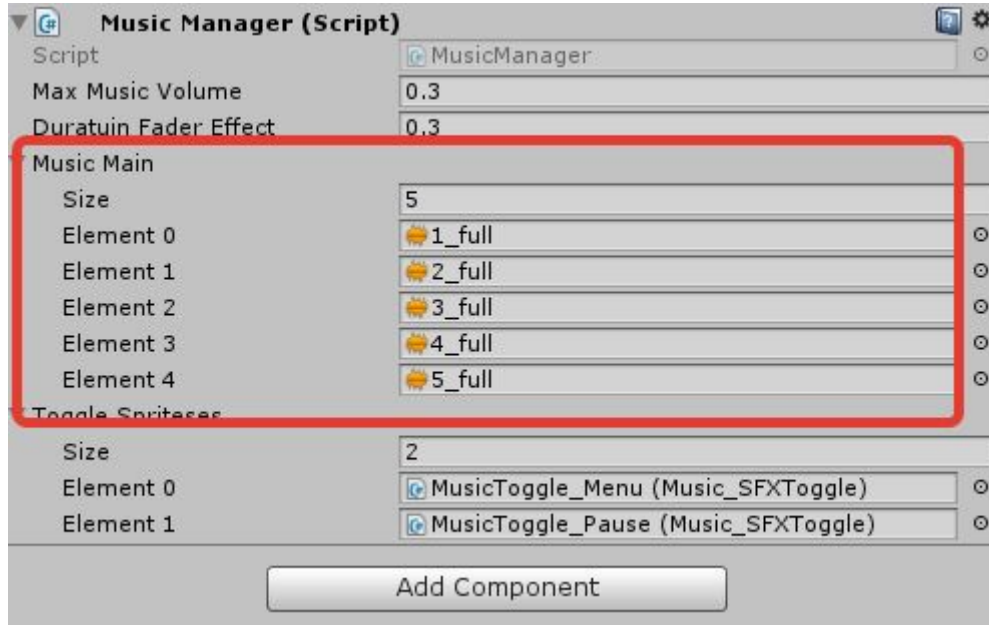


and select texture from same folder as material



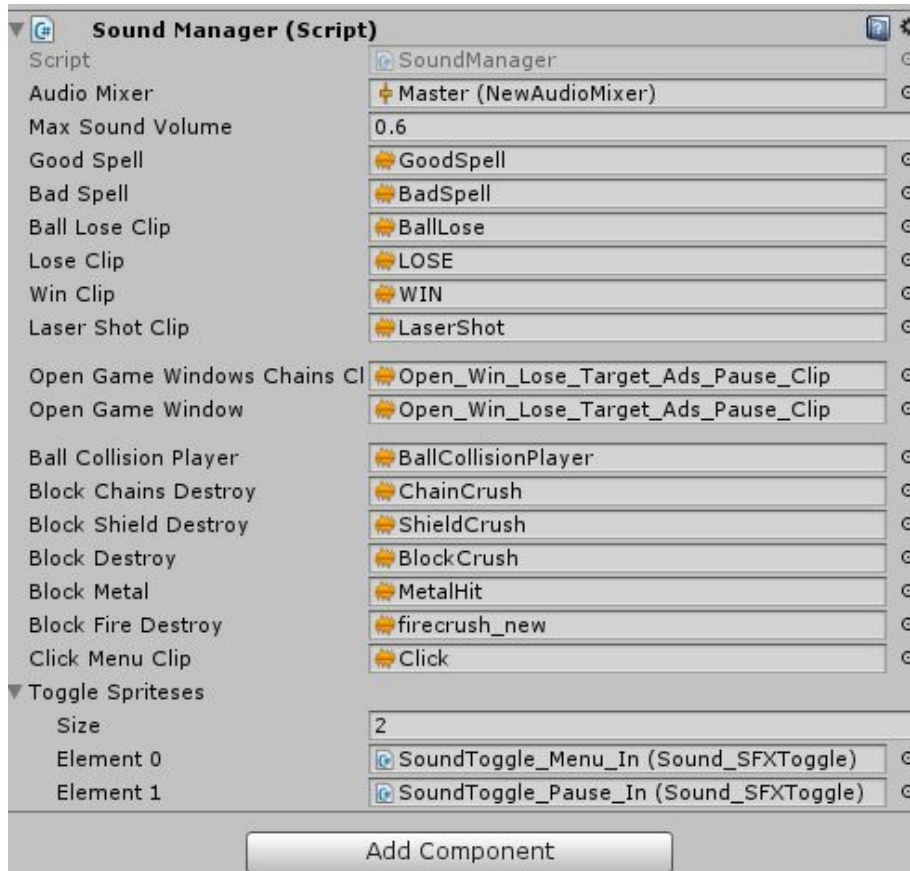
# How to change the music

Open **Game** scene and select @MusicManager



## How to change sounds?

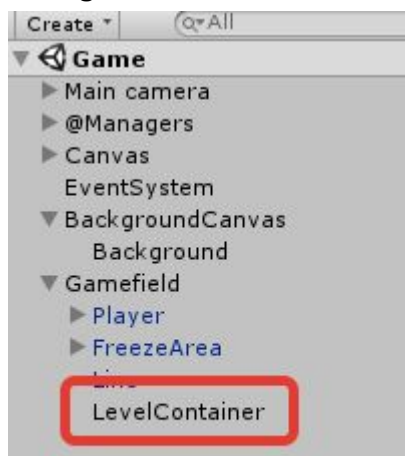
Open **Game** scene and select **@SoundManager** and replace items



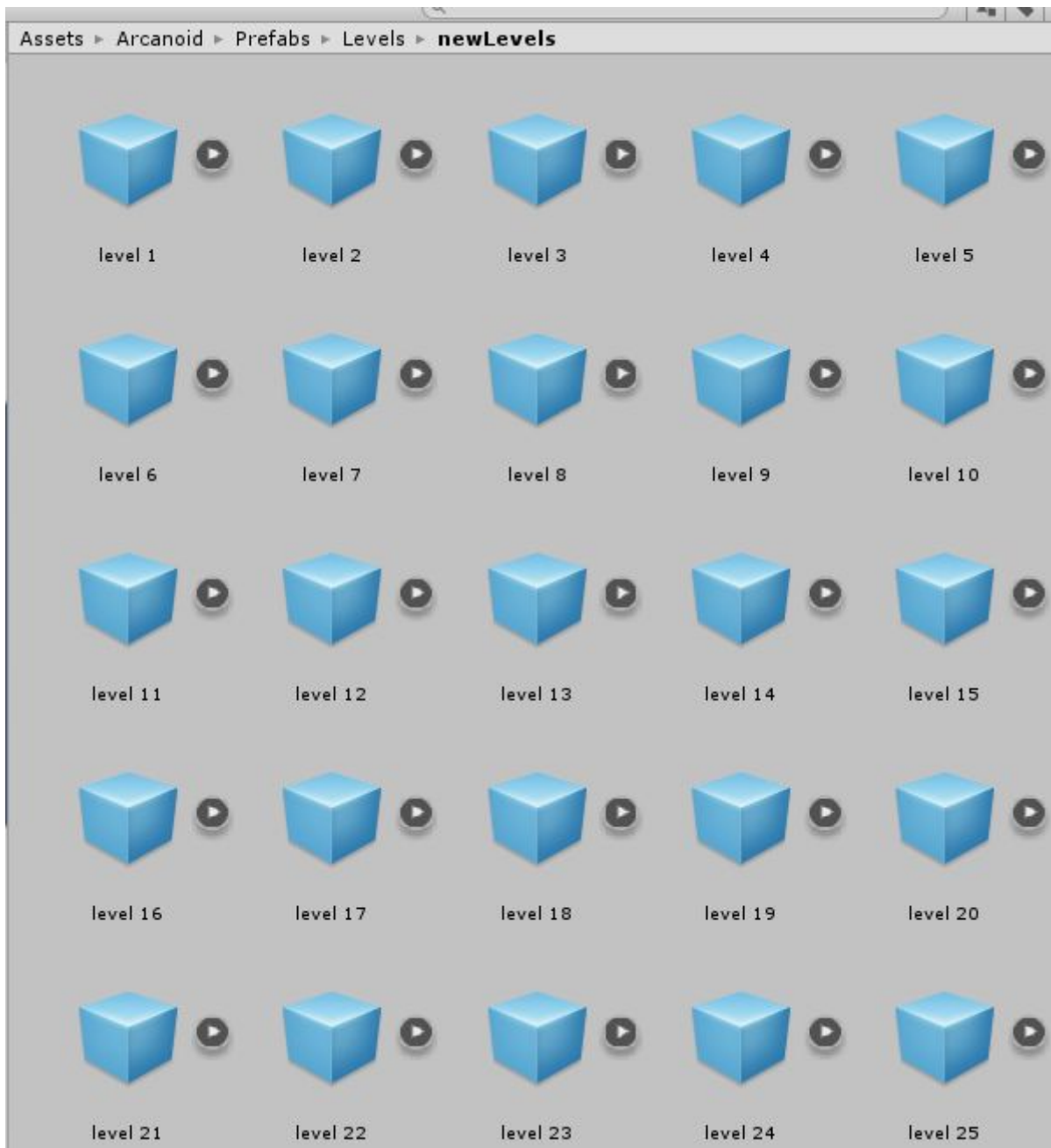
## How to add new levels

The template already has 100 ready to play levels. If you want change some levels it or add new, follow these steps:

Load **game** scene and find **LevelContainer**



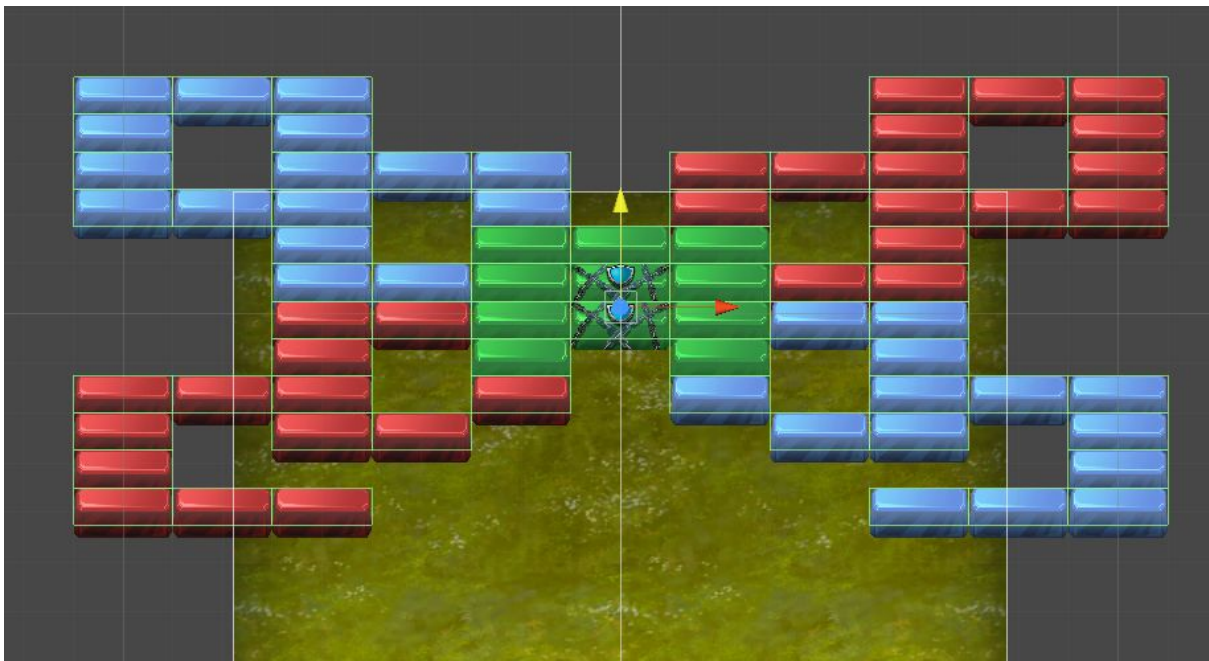
To edit level, find level prefab here



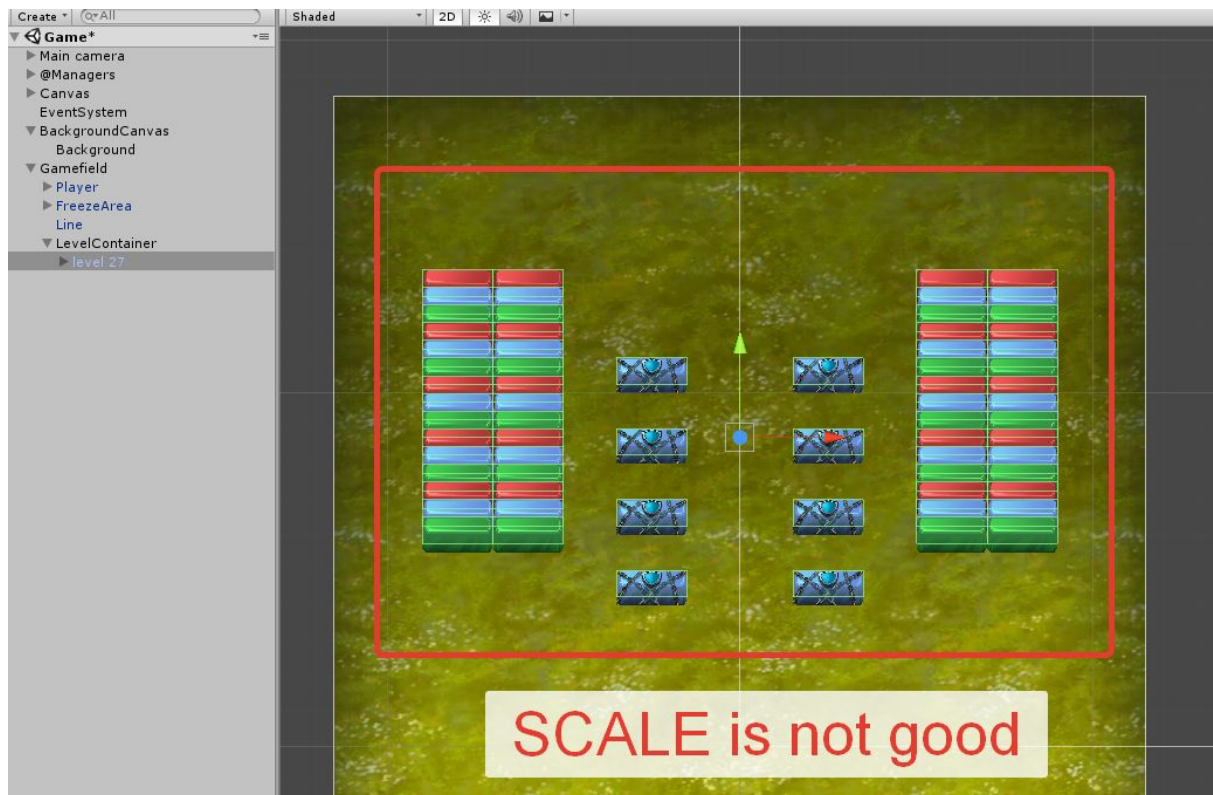
and drag and drop prefab to **LevelContainer**. To add new level, duplicate any level prefab and also add to scene to **LevelContainer**.



If level can looks like this

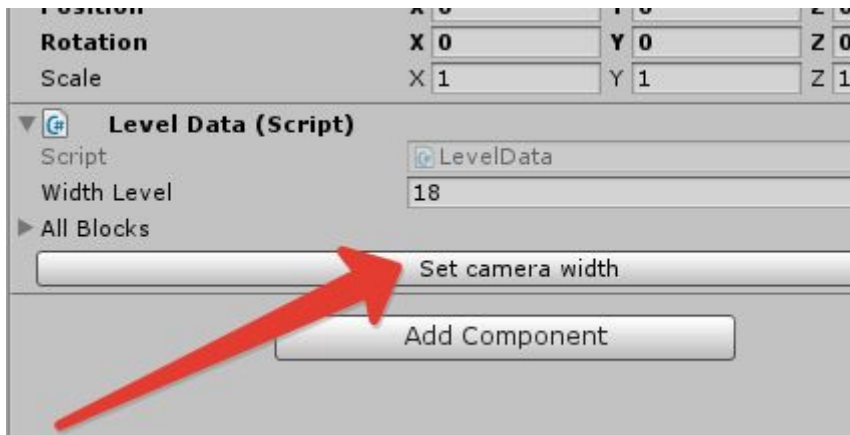


Or smaller than field



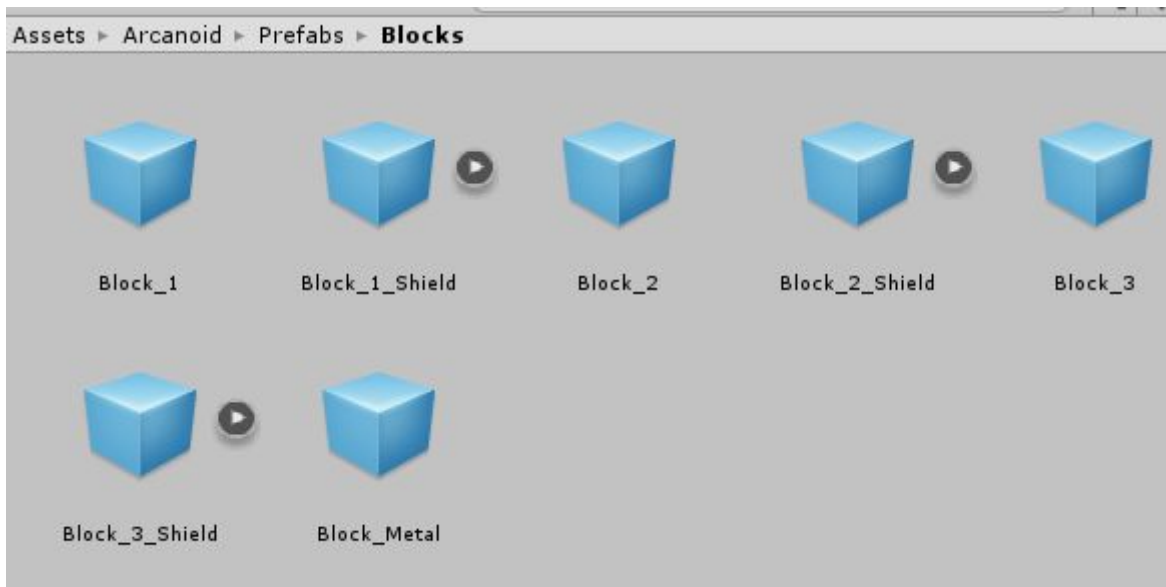


Click on button below (on level gameobject)



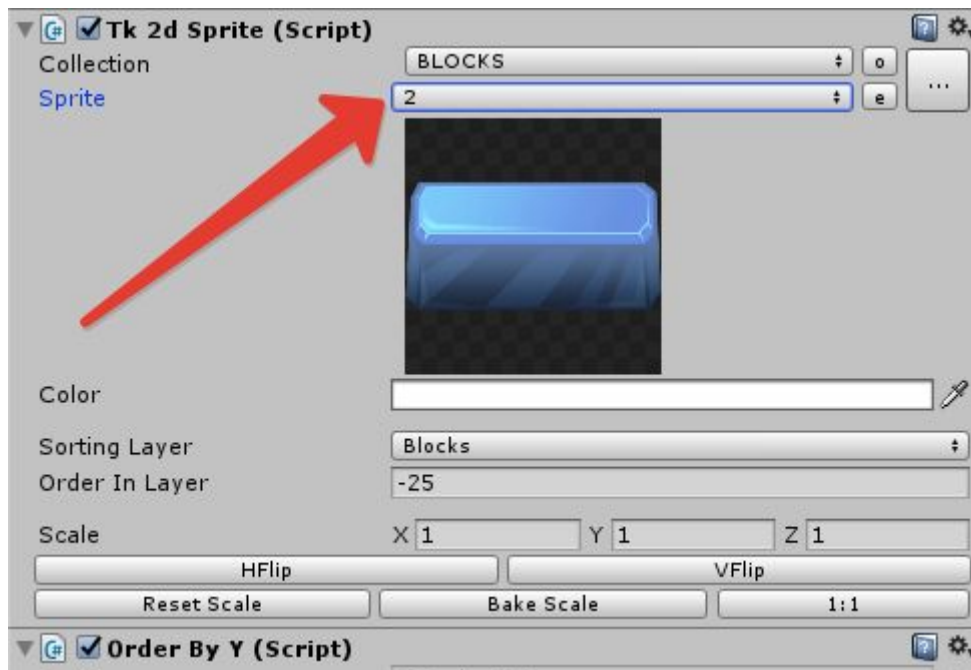
Ok. Now scale is fine.

To edit and add new blocks to level you can duplicate elements on scene or add new from prefabs:

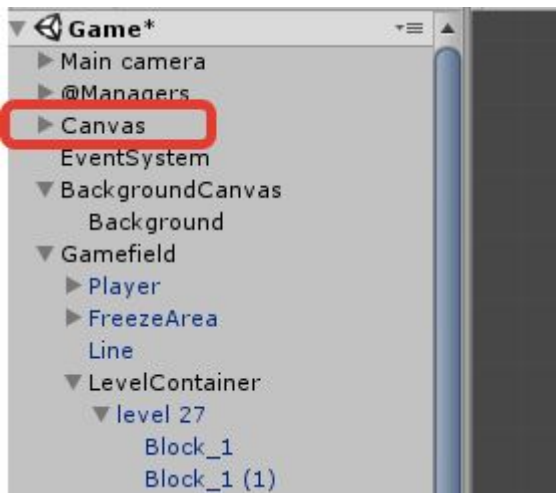


To place blocks by grid, hold **CTRL** on keyboard while you move element.

To change block texture, select block and change sprite. **But it does not change block behavior, only texture.** To change block behavior use prefabs above.

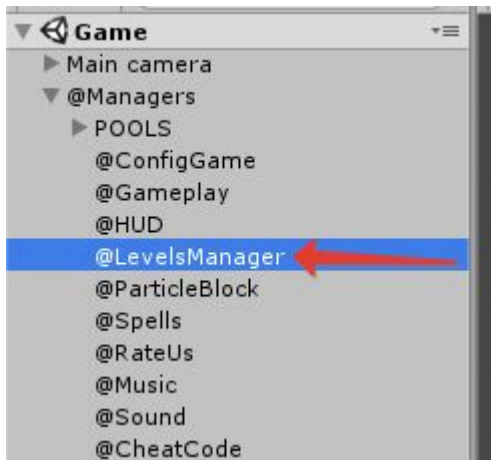


To easy selection blocks, we recommend to disable canvas while you editing levels.



When new level is ready, save it to prefab.

Now we need to add new level prefab to @LevelManager



Add new element in array. You can also change level order in campaign.

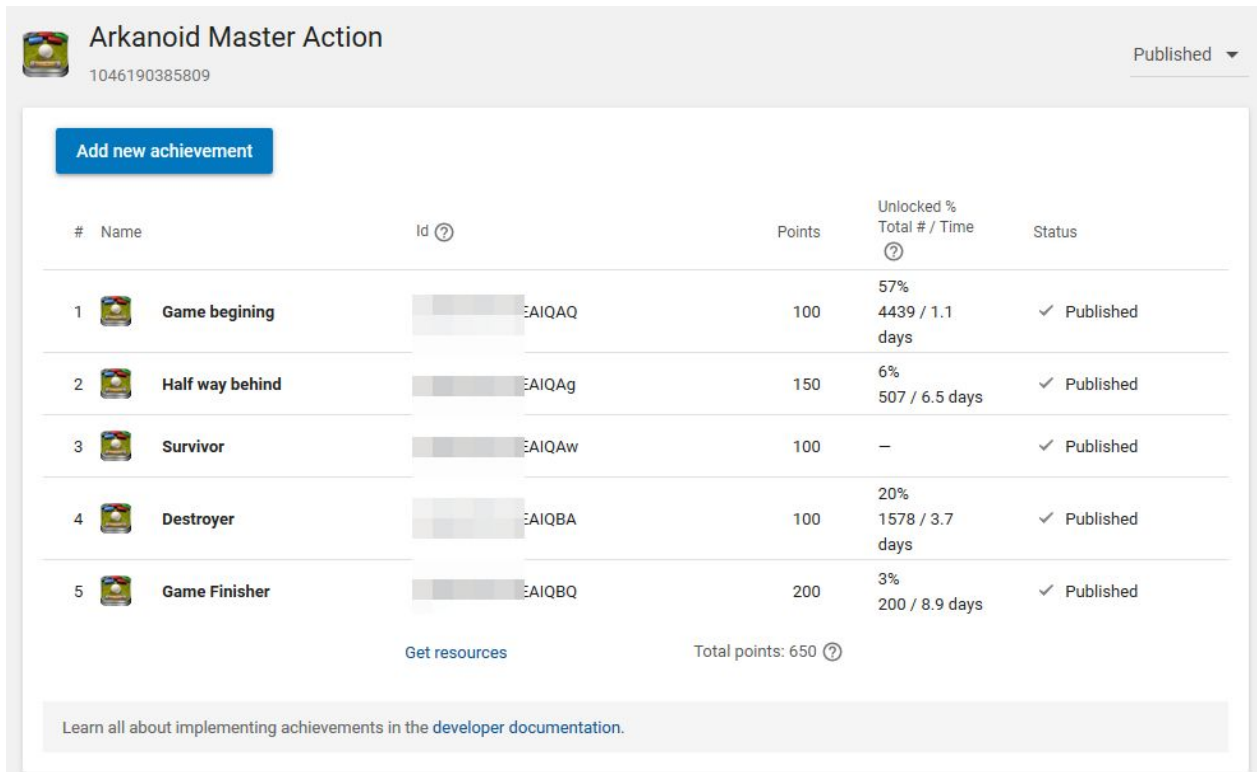


# How to integrate Google Play Games

The game has integration of this plugin

<https://github.com/playgameservices/play-games-plugin-for-unity>

You need to fill achievements list like this



Arkanoid Master Action  
1046190385809 Published

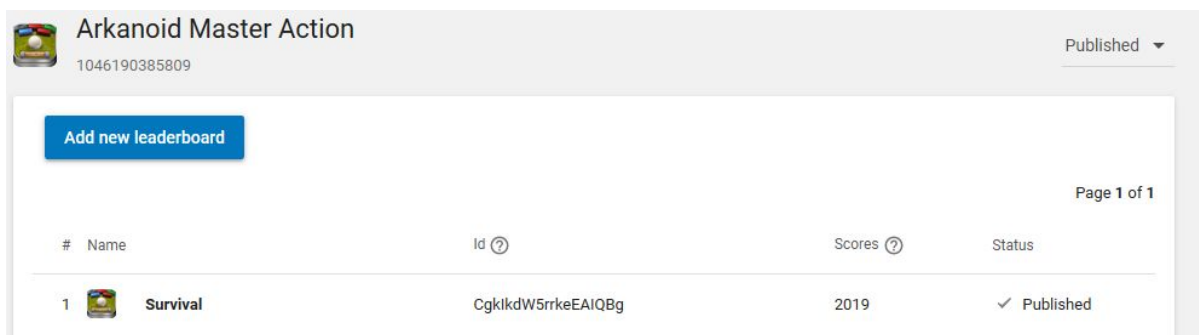
[Add new achievement](#)

#	Name	Id	Points	Unlocked % Total # / Time	Status
1	Game beginning	EAIQAQ	100	57% 4439 / 1.1 days	✓ Published
2	Half way behind	EAIQAQg	150	6% 507 / 6.5 days	✓ Published
3	Survivor	EAIQAw	100	—	✓ Published
4	Destroyer	EAIQBA	100	20% 1578 / 3.7 days	✓ Published
5	Game Finisher	EAIQBQ	200	3% 200 / 8.9 days	✓ Published

[Get resources](#) Total points: 650

[Learn all about implementing achievements in the developer documentation.](#)

And add one leaderboard



Arkanoid Master Action  
1046190385809 Published

[Add new leaderboard](#)

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#	Name	Id	Scores	Status
1	Survival	CgkikdW5rrkeEAIQBg	2019	✓ Published

Example with description:

<https://gist.github.com/dimmduh/3a5b0e7da5b693a3ac5ae4c3002188a6>

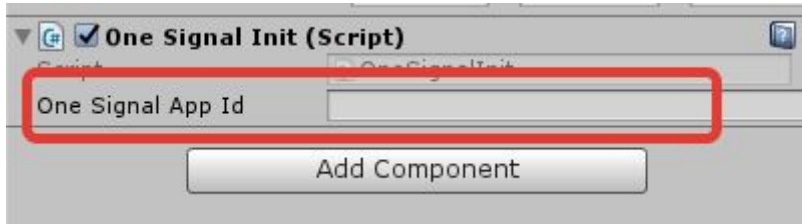
Or follow guide

<https://github.com/playgameservices/play-games-plugin-for-unity>

## How to integrate Onesignal

<https://onesignal.com/>

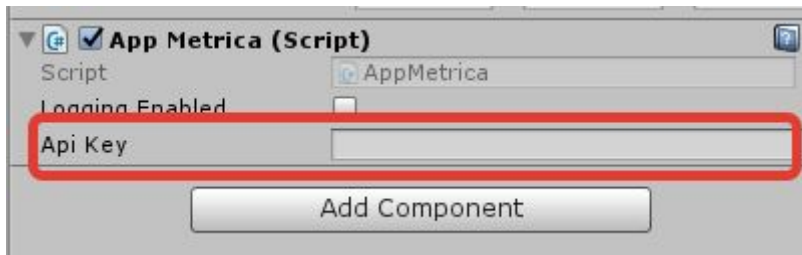
Select on scene @OneSignalInit and change your app id.



## How to integrate AppMetrica

<https://appmetrica.yandex.com/>

Select on scene @AppMetrica and change your app id.



## Recommended build settings for android

The image shows the Unity build settings for Android, with several key options highlighted in red boxes to indicate recommended settings:

- Rendering:**
  - Auto Graphics API
  - Multithreaded Rendering\*
  - Static Batching
  - Dynamic Batching
  - GPU Skinning\*
  - Graphics Jobs (Experimental)
  - Virtual Reality Supported
  - Protect Graphics Memory
- Device Filter:** ARMv7
- Stripping Level\*:** Use micro mscorlib
- Logging\*:**

Log Type	None	ScriptOnly	Full
Error	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Assert	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Warning	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Log	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Other visible settings include: Color Space\* (Gamma), Bundle Identifier (com.io\_games.stone\_pillar), Version\* (1.0), Bundle Version Code (1), Minimum API Level (Android 4.1 'Jelly Bean' (API level 16)), Scripting Backend (Mono2x), Mute Other Audio Sources (unchecked), Disable HW Statistics\* (unchecked), Install Location (Default External), Internet Access (Auto), Write Permission (Internal), Android TV Compatibility (checked), Android Game (checked), Android Gamepad Support (Works with D-pad), Scripting Define Symbols\* (empty), API Compatibility level\* (.NET 2.0 Subset), Prebake Collision Meshes (unchecked), Preload Shaders (unchecked), Preloaded Assets (empty), Enable Internal Profiler (unchecked), Vertex Compression\* (Mixed ...), and Optimize Mesh Data\* (unchecked).