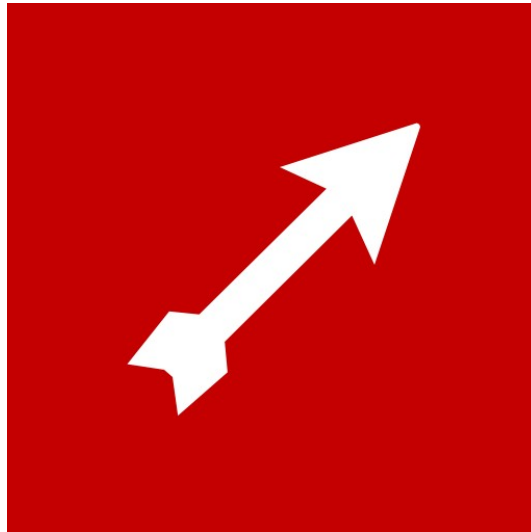


# Arrow Fly Gamekit



V 1.00

**Thank you for purchasing this asset!**

**If you encounter any errors / bugs, want to suggest new features/improvements or if anything is unclear (after you have read the documentation;) do not hesitate to contact us:**

**[support@km-games.com](mailto:support@km-games.com)**

**If you like our asset and want to support us, please leave a review at the Unity Asset Store for us. Thanks!**

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## Getting started

- create a new Unity Project (3D) and import the “Arrow Fly Gamekit” Asset
- open the „Game“-Scene in „ArrowFly“-Project folder and press Play
- the game should now run
- this asset was built and tested with Unity 2017.4.3f1, if any error occurs we recommend to try it with this version of Unity
- read this documentation to get an overview of the features and how to use them

## How to play

- swipe down to go into aiming mode
- release to fire arrow
- while flying swipe left or right to change direction
- game ends when arrow hits target / object / ground

## Modifying the Game

- we recommend you to edit the existing **Game** scene, this scene has been made to show all features of this asset and is kept as simple as possible for easy editing / re-skinning

## Gamestate Manager (in Scripts)

This script handles the game states.

For every state you have a **UnityEvent** which allows you to call several different functions without coding, e.g. play sound when arrow is shot.

### On Game Start

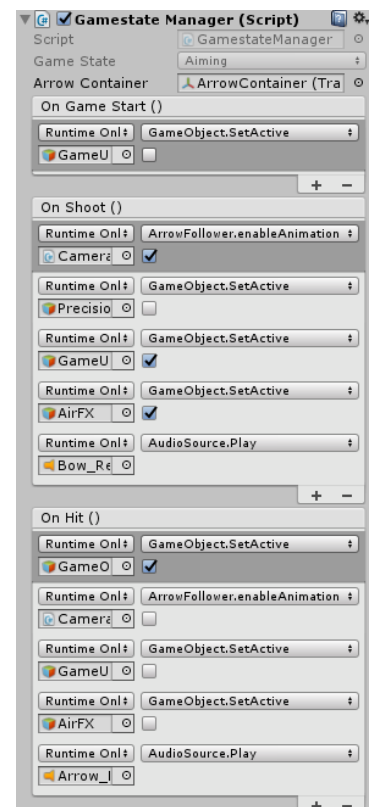
triggers when you first start the game or start a new round

### On Shoot

triggers when you shoot the arrow

### On Hit

triggers when the arrow hits an object



## Bow (in MainBow)

This script handles the bow animation and shooting distance.

### Strength Anim

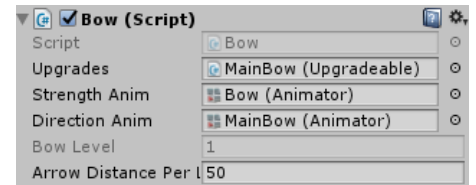
Animator for handling the aiming strength

Float Value: Power (0 to 1)

### Direction Anim

Animator for handling the aiming direction (left and right)

Float Value: Direction (-1 to 1)



## Upgradeable (in MainBow)

This script handles the upgrading of the bow.

### Upgrade Button

UI button for upgrading the bow

### Upgrade Cost Display

adjust the displaying of the upgrade cost

### Upgrade Level Display

adjust the displaying of the bow level display

### Cost Round

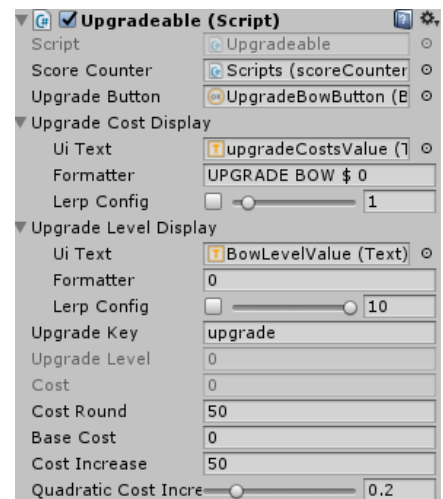
adjust the cost for each upgrade level

### Cost Increase

adjust the increased cost for each upgrade level

### Quadratic Cost Increase

adjust the quadratic upgrade cost increase



## Arrow (in Arrow prefabs)

This script handles the arrows.

### Base Speed

adjust the speed of the arrow

### Speed Curve

allows to change the speed of the arrow during it's flight, e.g. arrow starts fast and gets slower towards the end

### Target Base Distance

adjust the base flying distance of the arrow

### Parabolic Distance

adjust the flight curve of the arrow.

### Collision Offset

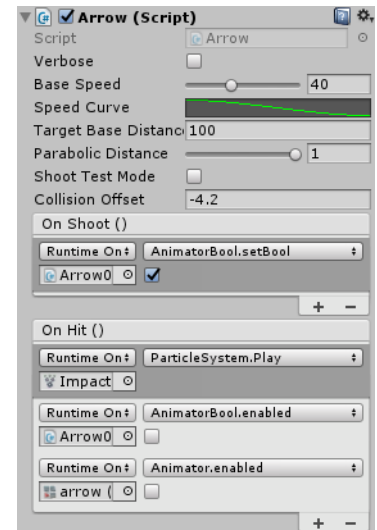
adjust the position of the arrow when it hits a target (how deep will it penetrate the object)

### On Shoot

triggers when arrow is shot

### On Hit

triggers when arrow hits an object



## Aiming (in Scripts)

This script handles the aiming.

### Bow Stretch Scale

Adjust the swiping strength (up and down) for power bar.

### Direction Scale

Adjust the swiping strength for aiming left and right.

### Min Strength

Adjust the minimum aiming power for the arrow to be shot. If released below this value the arrow will not be shot and game will go out of aiming mode.

### Timing Animations

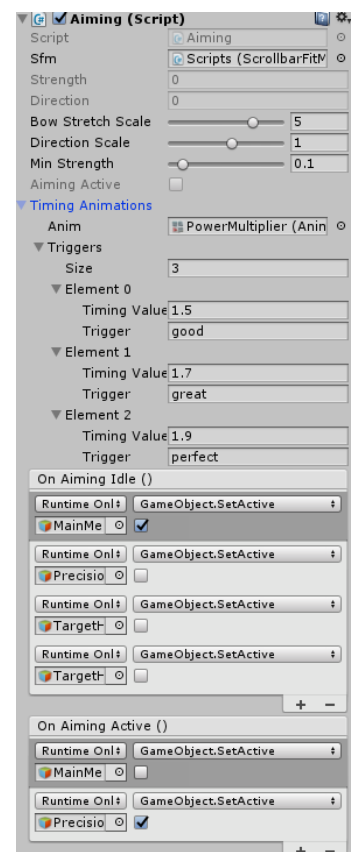
This is used for the PrecisionBar to indicate the precision quality.

### On Aiming Idle

triggers when leaving aiming mode

### On Aiming Active

triggers when going into aiming mode



## Scrollbar Fit Multiplier / PrecisionBar (in Scripts)

This script handles the PrecisionBar. This increases the shooting power depending on when the arrow is released at the right time (when the arrow is in the middle of the bar).

If you don't want this feature you can simply remove this script and the related UI elements: PrecisionScrollbar + Precision InfoPanel (in AimingPanel)

### Zone Movement

Adjust the movement of the precision bar arrow

### Precision Multiplier

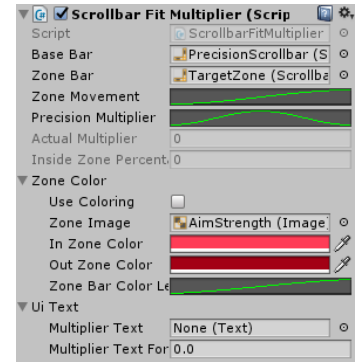
Adjust the multiplier of the precision bar

### Precision Multiplier

Option to change color of precision bar arrow when in TargetZone

### UI Text

Option to display the exact score multiplier value



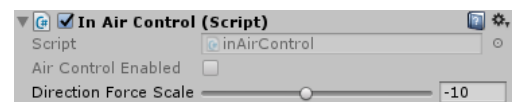
## In Air Control (in Scripts)

This script handles the control of the arrow while flying.

### Direction Force Scale

Adjust the swiping strength for left and right movement.

If you want to inverse controls, change value to opposite e.g. +10 instead of -10.



## Score Counter (in Scripts)

This script handles all values, e.g. score, distance, money.

### Distance to Score

Adjust the factor to make the distance value fit to your environment

### On New Score

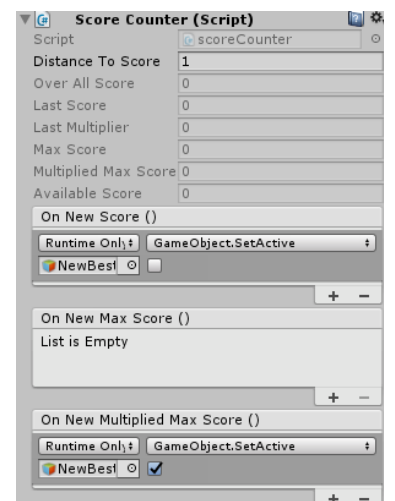
triggers when a new score is made (arrow hits object)

### On New Max Score

triggers when a new high score is made (distance)

### On New Multiplied Max Score Calculator

triggers when a new high score is made (distance \* target hit multiplier)

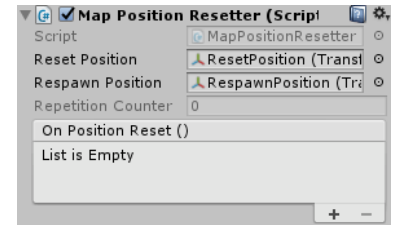


## Map Position Resetter (in Scripts)

This script moves the arrow to the start position (Respawn Position) if end position (Reset Position) is reached to allow infinite gameplay.

### On Position Reset

triggers when arrow position is reset to start position



## Distance Events (in Scripts)

This script triggers events when a specific distance is reached. In this case unlocks new arrows.

### Distance

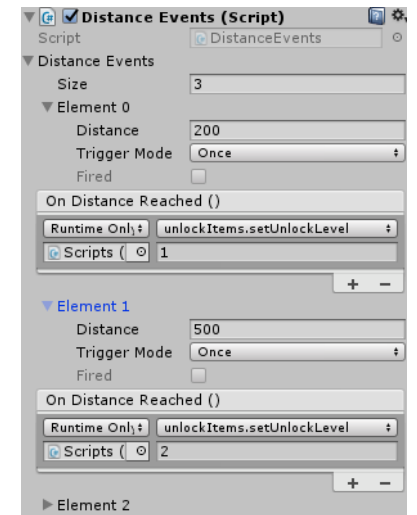
The distance at which the event triggers. To avoid problems, sort the elements in increasing order. (200m, 500m, 1500m...)

### Trigger Mode

You can choose between Once, Once per Round and Once per Session.

### On Distance Reached

triggers when arrow reached this distance



## Unlock Items (in Scripts)

This script handles the arrow unlocking triggered from the above Distance Events script.

### Item

the arrow prefab to be unlocked

### Select Button

the UI button for this arrow

### Item Sprite

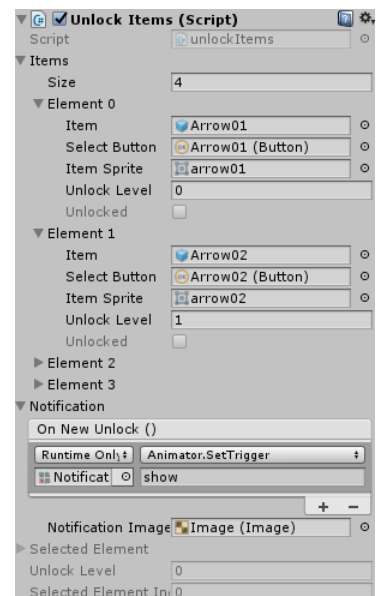
the image that is used to display the arrow in SelectArrowPanel and NotificationPanel

### Unlock Level

the value which is used to determine the unlock order. To avoid problems, sort the elements in increasing order.

### On New Unlock

triggers when you arrow is unlocked.



## Play Unity Ad (in Scripts/Ads)

This script handles the playback of Unity Ads. To enable Unity Ads go to the Services Tab (Ctrl+0) and turn Ads ON.

### On Ad Available

triggers when an ad is ready to be played

### On Ad Success

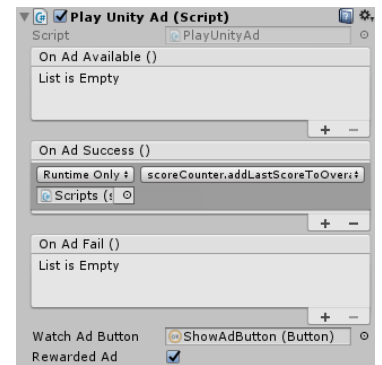
triggers when an ad has been played successfully

### On Ad Fail

triggers when an ad has not been played successfully

### Watch Ad Button

this button will be set to **Interactable** when ad is ready to be played



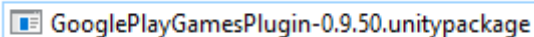
## Google Play Leaderboard (in Scripts/Leaderboard)

1. Download the official Google Play Game Plugin:

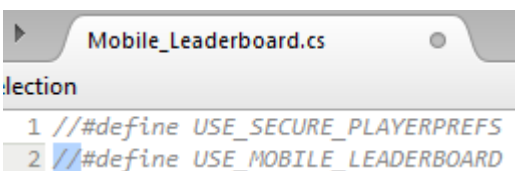
<https://github.com/playgameservices/play-games-plugin-for-unity>

(This asset has been tested with version 0.9.50, if you have any issues, you should try this version first)

2. Install the plugin by double clicking the assetpackage in the “current” folder of the plugin



3. Enable the Mobile\_Leaderboard by activating (remove “//”) the following line in the script:



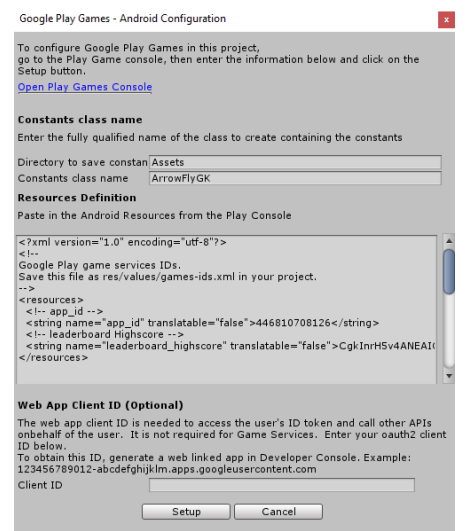
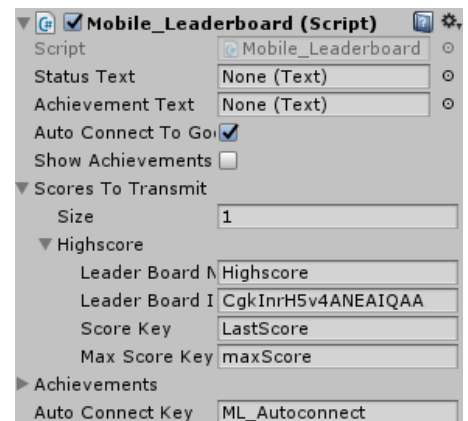
This has to be disabled by default otherwise you would get error messages when the Google Play Games Plugin is not installed.

4. Setup your Achievements and Leaderboard in the Google Play Developer Console according to the instructions:

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

5. Import the “Resources” into Unity and click on “Setup”.

6. Insert these values into the Mobile Leaderboard like in the two screenshots on the right side and you are ready to go.





Overview of the most important functions:

Open Leaderboard (and transmit score):

**Mobile\_Leaderboard.UI\_call\_transmitScoreAndLeaderboard**

Open (and transmit) Achievements:

**Mobile\_Leaderboard.UI\_call\_computeAchievements**

Transmit score (Leaderboard):

**Mobile\_Leaderboard.std\_call\_transmitScore**

Transmit achievement:

**Mobile\_Leaderboard.std\_call\_computeAchievements**

With “**Auto Connect To Google**” you can choose if you want to directly connect on the start of the game or do it manually.

**Please note: For iOS a separate plugin is required:**

<https://assetstore.unity.com/packages/tools/integration/ios-game-center-plugin-for-unity-14839>

This is an inexpensive plugin that works well. Of course you can use other plugins, but then you have to make changes on the Mobile Leaderboard script.

**Tip: If you plan on using the Leaderboard for Google Play AND iOS Gamecenter we strongly recommend to setup Google Play first, since Google automatically generates the Achievement and Leaderboard ID`s, where Apple let`s you choose them, this way you can enter the automatically generated IDs from Google and use the same for Apple. This allows you to have the same configuration for both platforms.**