

About

OVERVIEW

aa is a casual complete project ready to deploy for mobile, it features both endless and levels-based modes that will entertain you for hours with thousands of levels!
tap your screen to throw a pin, try not to hit any placed pin or else you lose, throw all the pins to finish the level.

2 MODES INCLUDED

Change modes easily from the mainmenu, play the levels mode or challenge yourself in the endless mode

LEVELS GENERATOR

Generate hundreds or even thousands of levels easily using the built-in levels generator. Type how many levels you need, control the difficulty factor, and then click Generate, the generator takes care of the rest.

PERFORMANT ANIMATION

Every animation is controlled using tweening, making the asset much smoother

OBJECT POOLING

Instead of instantiating and destroying gameobjects in runtime, the asset uses object pooling which improves performance drastically

READY TO DEPLOY

This is a complete project which is game-ready, all you have to do is to change the package name, and you are ready!

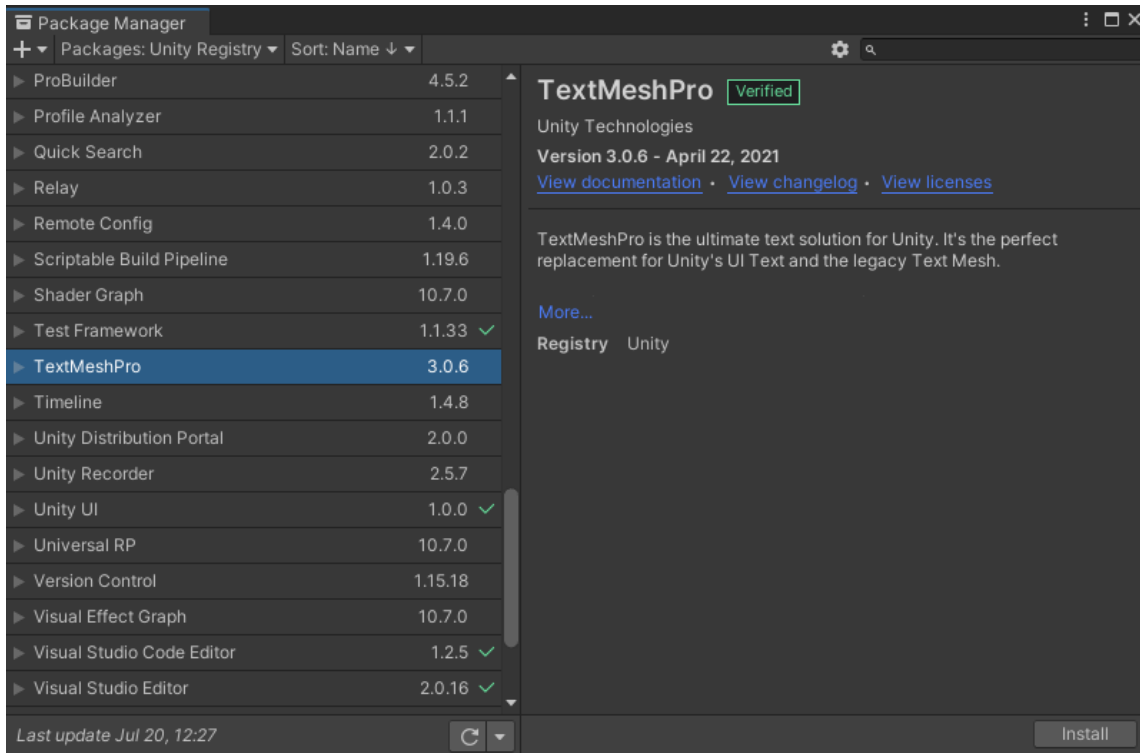
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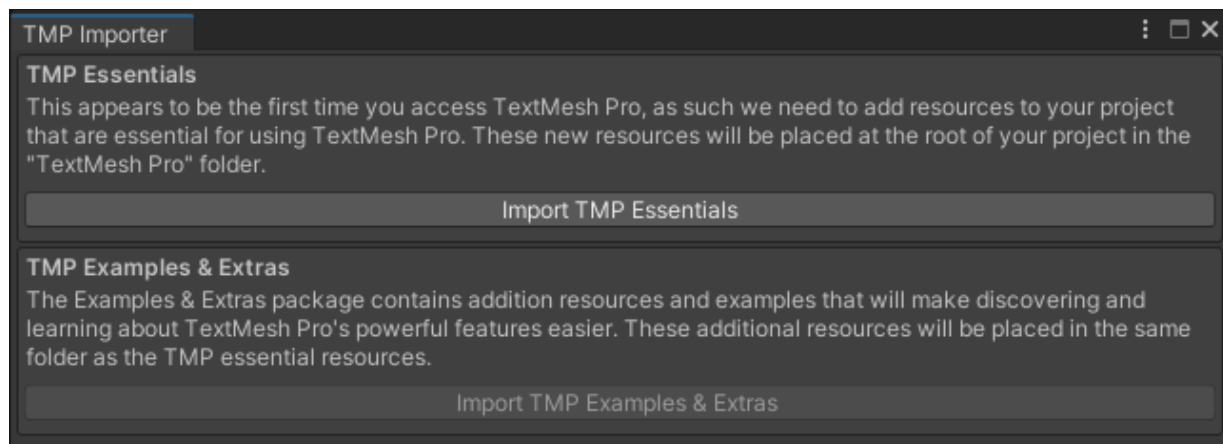
Setup Guide:

Installing Dependencies

- Import the aa: Complete Project package
- Install TextMeshPro (if not installed)



- Import TMP Essentials



- **Install LeanTween**

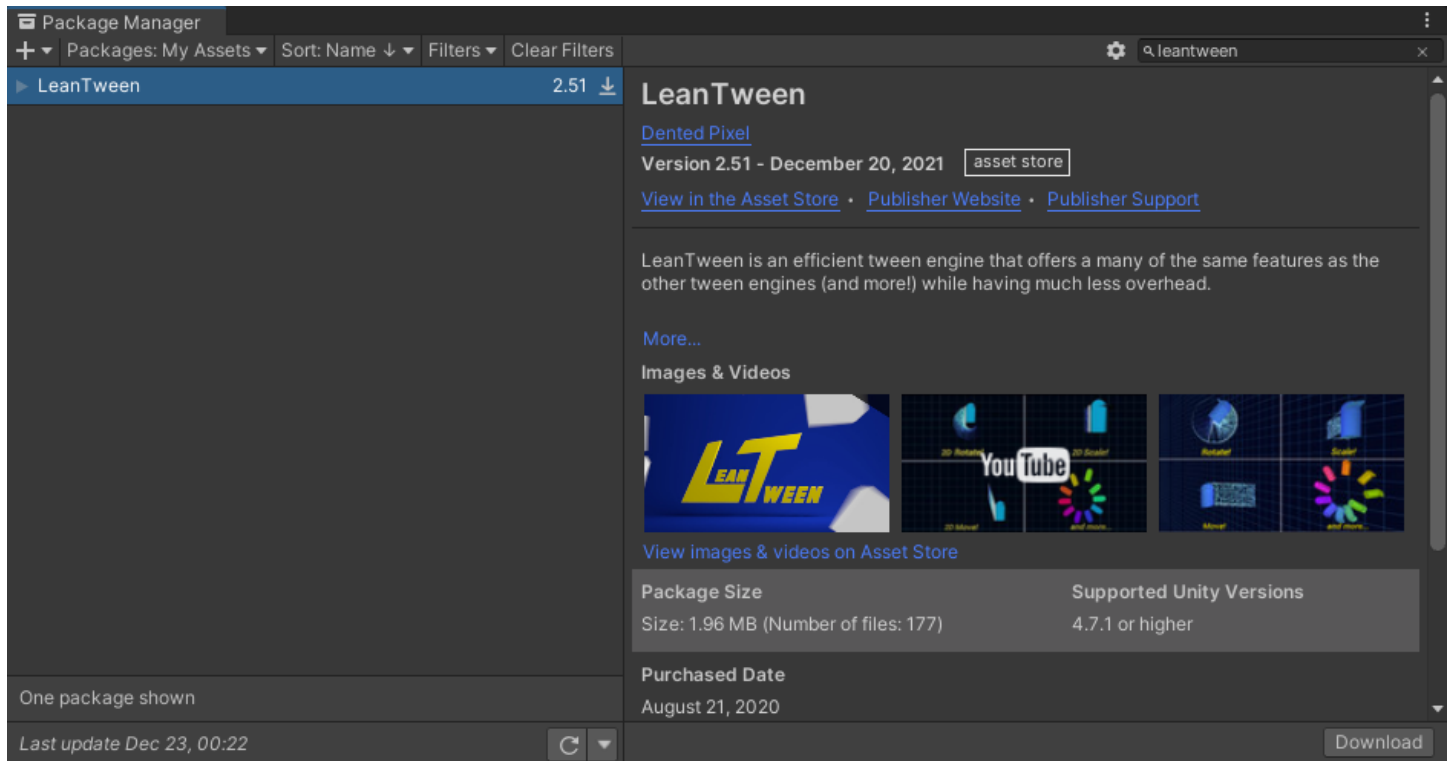
Link: <https://assetstore.unity.com/packages/tools/animation/leantween-3595>

Step 1: Head to the Unity Asset Store and click Add To My Assets

Step 2: Click on Open in Unity

OR

Open the Package Manager and choose My Assets then select Lean Tween and install it



Customizing the Game Manager

Changing Default Speed (Endless Mode)

Default Rotation Speed: the lower the faster the start speed is

Changing Colors

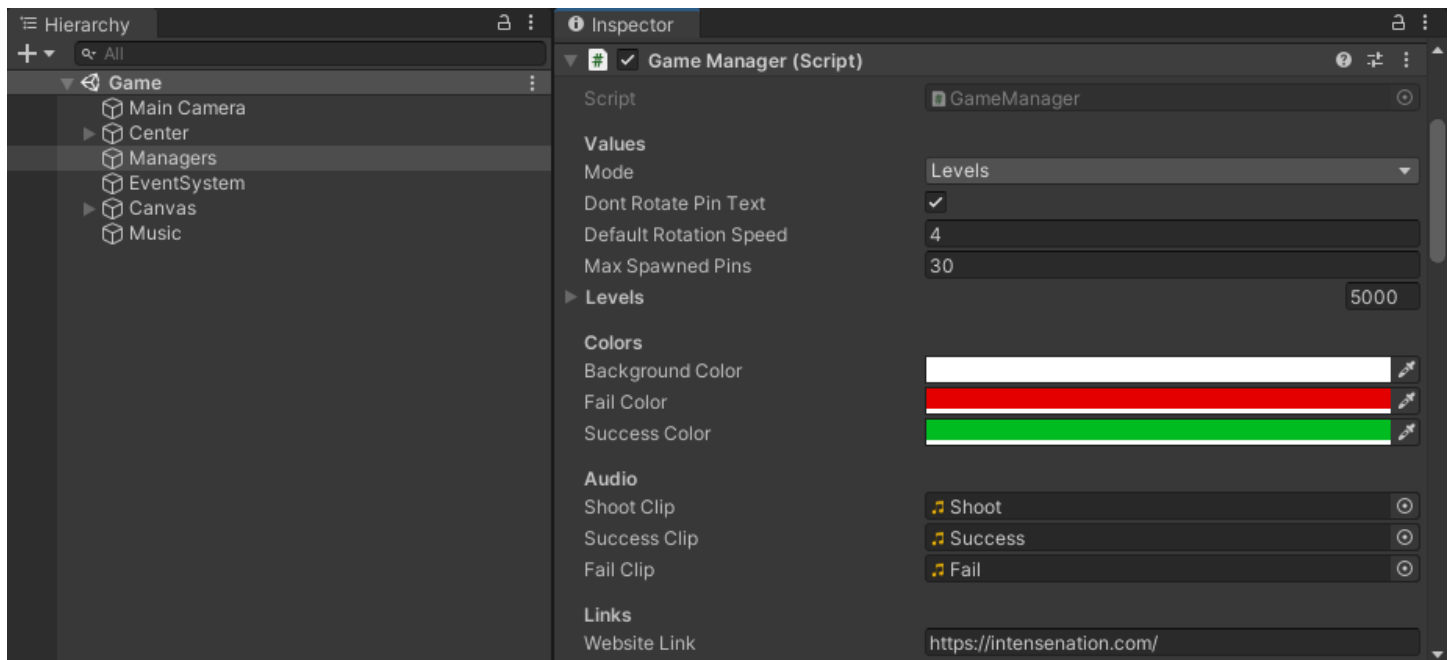
Tweak the colors as you want and they will be automatically updated by code

Changing Audio Clips

Assign the audio clips to the Shoot, Success, or Fail clips and they will be automatically played by code

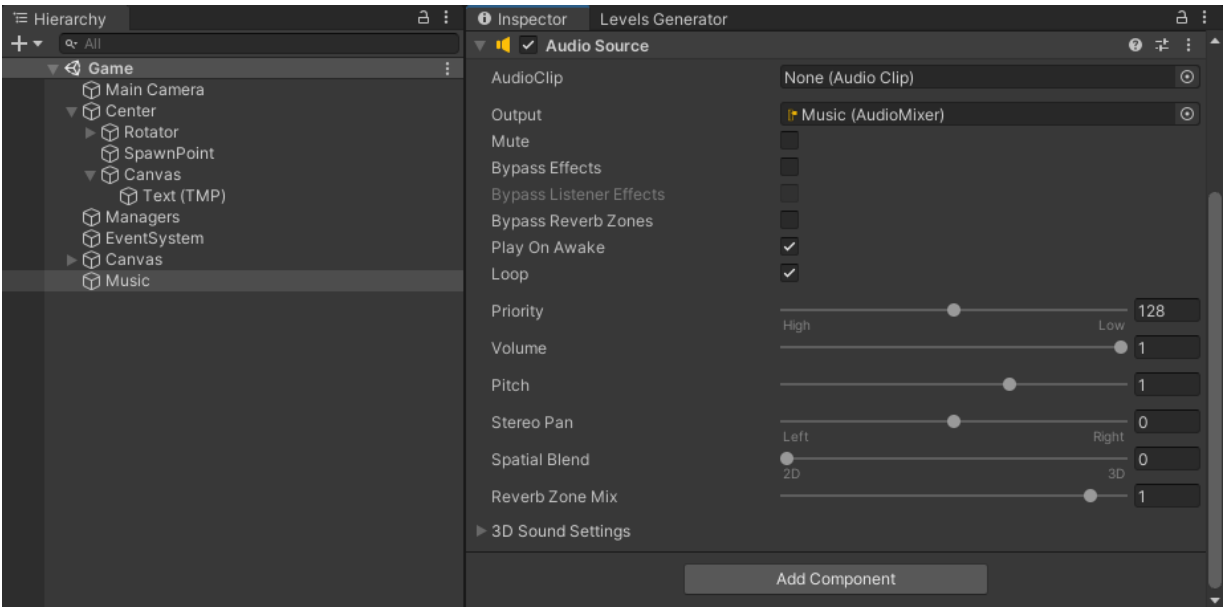
Don't Rotate Pin Text

When enabled, the number text of the pin is forced to stay upright



Adding Music

- Add a clip to the AudioClip in Music gameobject, if you don't then nothing will happen



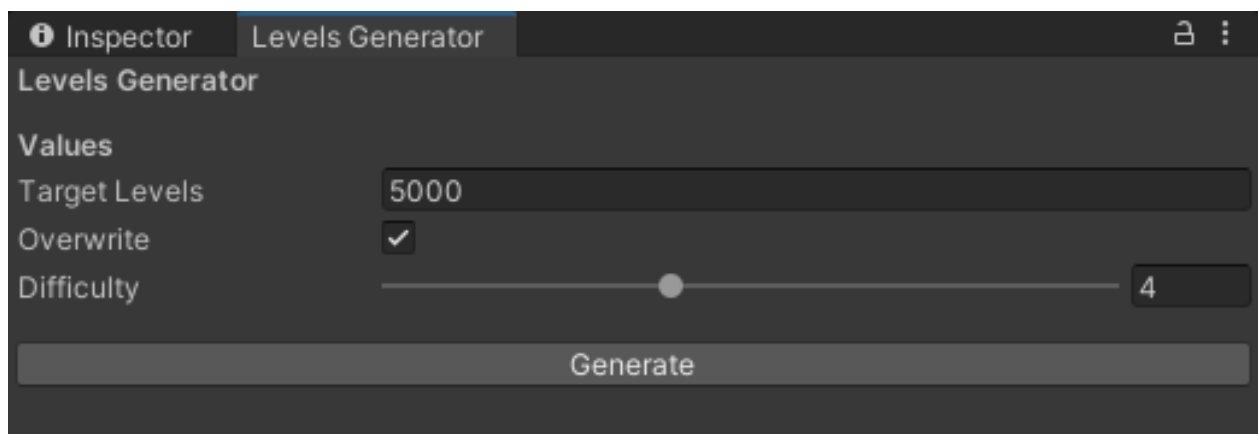
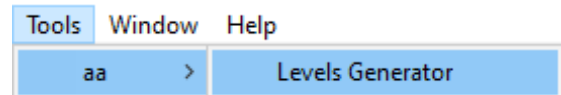
Generating Levels

Overview

Generate hundreds or even thousands of levels easily using the built-in levels generator

How To Use

- Open the Levels Generator window from
Tools → aa → Levels Generator
- Type how many levels you need, control the difficulty factor
- click Generate



Included Scene

The Main Scene

- The “Game” scene includes a game-ready level which is properly set up for you, just open this scene and then customize at as you would like

IntenseNation → aa → Scene → Game

- Select and open the Game scene
- Press play to showcase the game in action

Notes

- For more detailed documentation of how the code works you can check out each script included in the asset
- To open the main scene. Go to IntenseNation → aa → Scene → Game

Need More Support?

Join the community

Reddit: <https://www.reddit.com/r/IntenseNation>

Discord: <https://discord.gg/Hw2QfGM>

Follow on Social Media

Twitter: <https://twitter.com/IntenseNation>

Tumblr: <https://www.tumblr.com/blog/intensationstudio>

Mastodon: <https://mastodon.gamedev.place/@intensation>

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