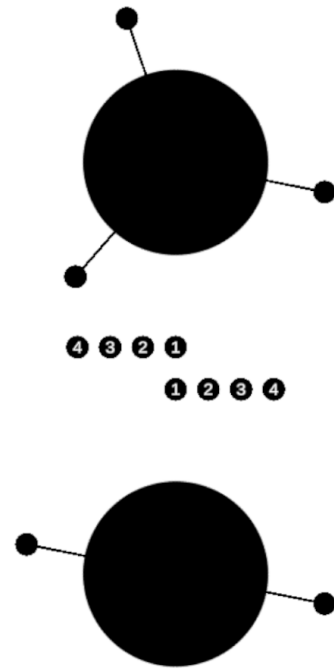


# ff

COMPLETE PROJECT



## About

### OVERVIEW

ff 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 on each rotating circle, 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

### 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!

### EASILY CUSTOMIZABLE

You can easily customize each level, colors, add/generate more levels, change the sounds, etc. Basically everything can be easily customized to suit your taste

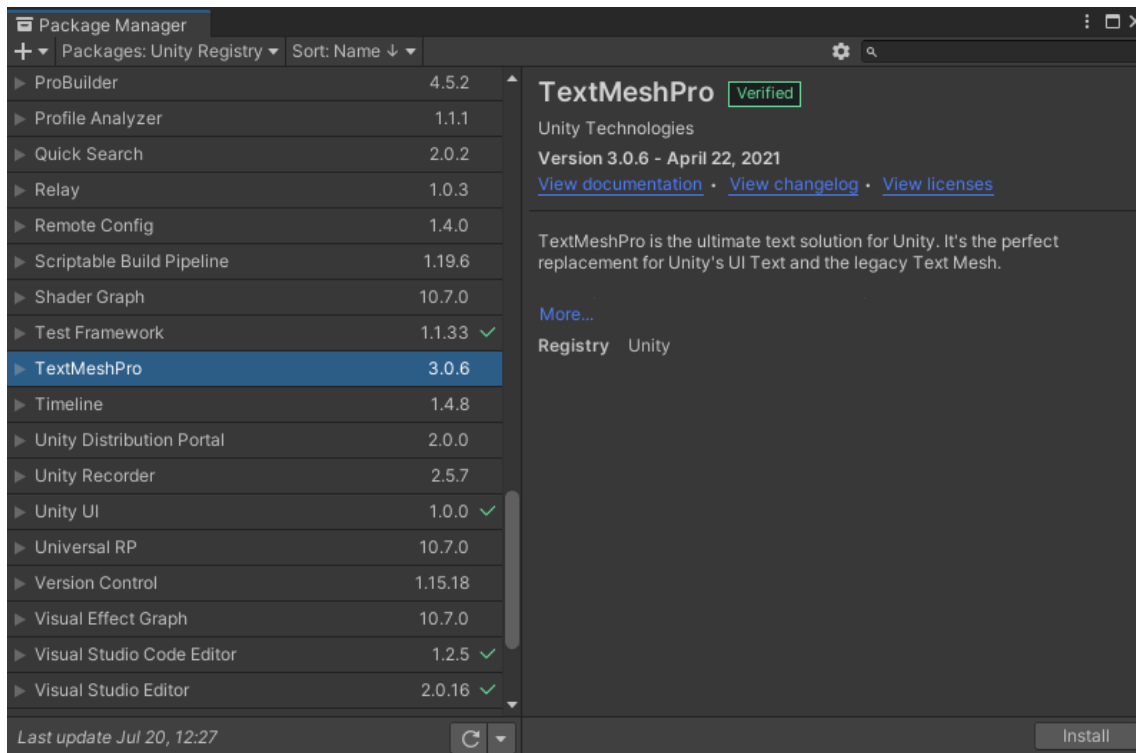
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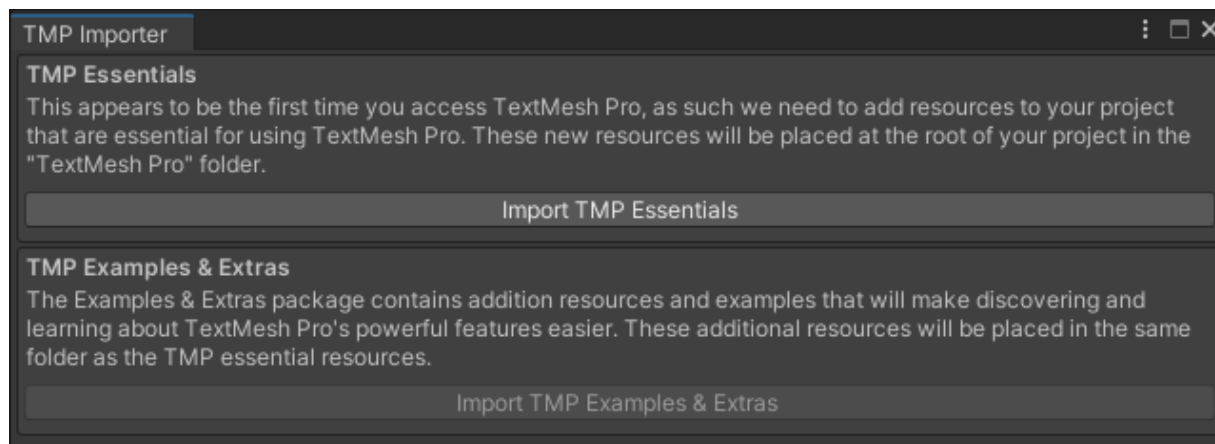
# Setup Guide:

## Installing Dependencies

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



- Import TMP Essentials



- **Install LeanTween**

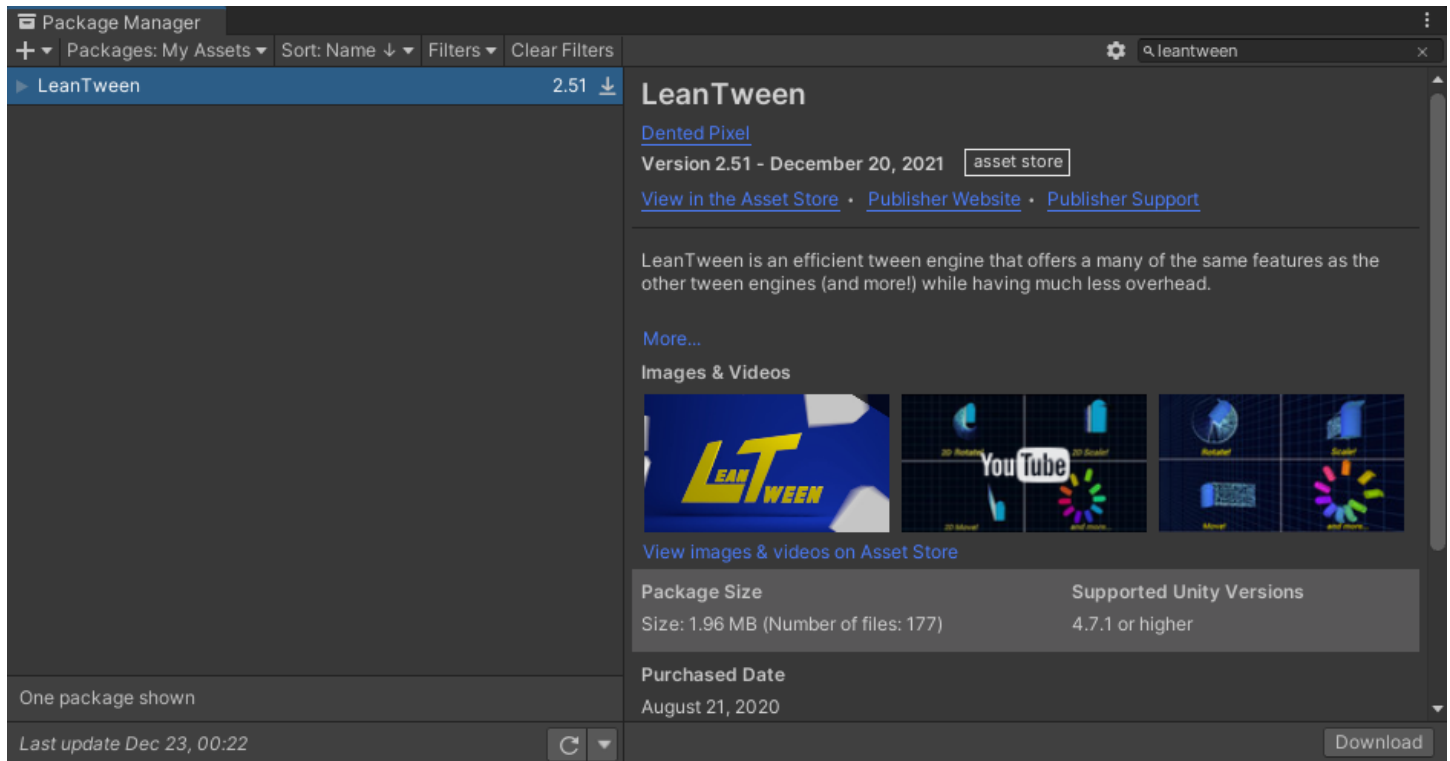
Link: <https://assetstore.unity.com/packages/tools/animation/leantween-3595>

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

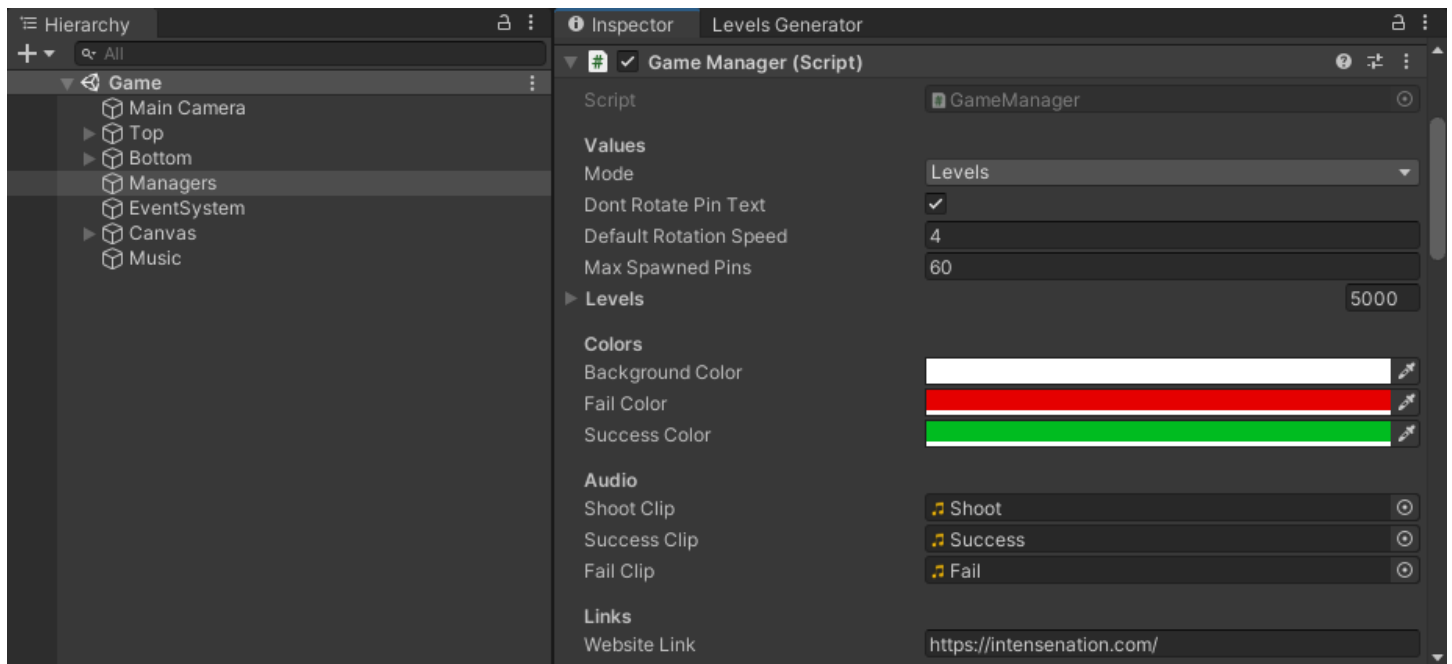
Tweak the colors as you want and they will be automatically updated by code

## Changing Audio Clips

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

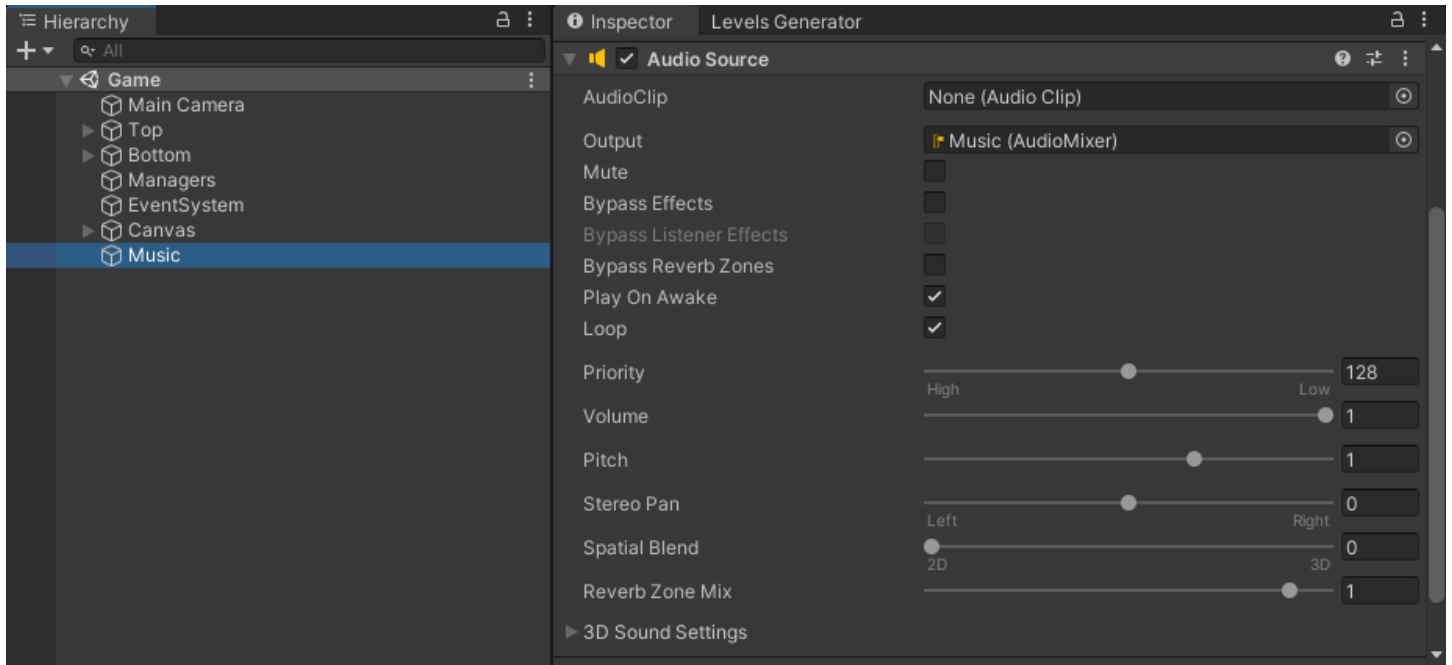
## Don't Rotate Pin Text

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



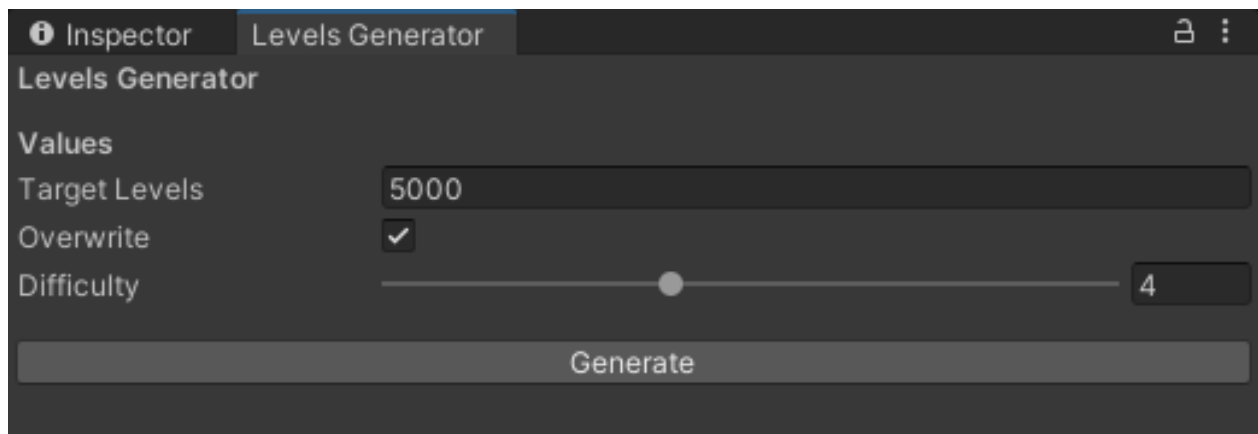
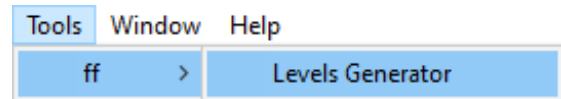
# Generating Levels

## 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 → ff → 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 → ff → 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/intensenationstudio>

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

LinkedIn: <https://www.linkedin.com/company/intensation>