

## About

### **OVERVIEW**

Pong 360 is a casual complete project ready to deploy for mobile, it features a gameplay that will entertain you for hours!

Move the player to hit the ball and keep it inside the circle, try to get the highest score

### **SCORE AND HIGHSCORE**

Manage your score, and highscore values easily with the simple builtin functions

### **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

### **DYNAMIC BACKGROUND COLOR**

The background color changes dynamically from a range of set colors that can be changed from the inspector window

### **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!

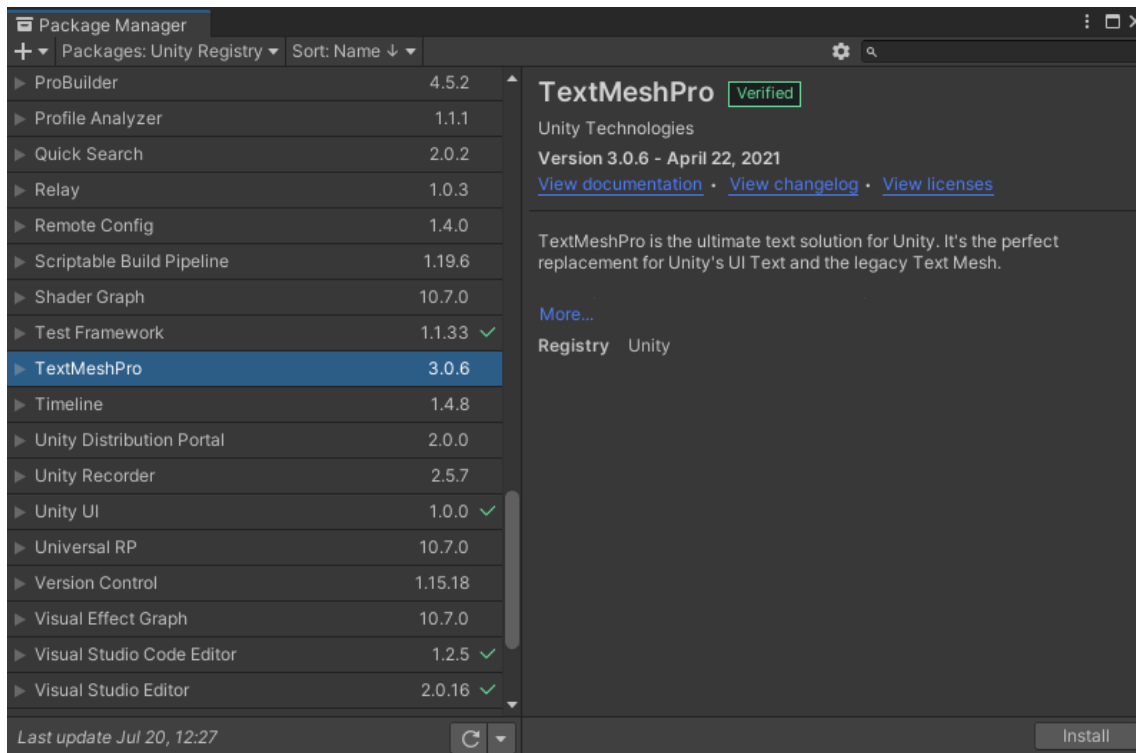
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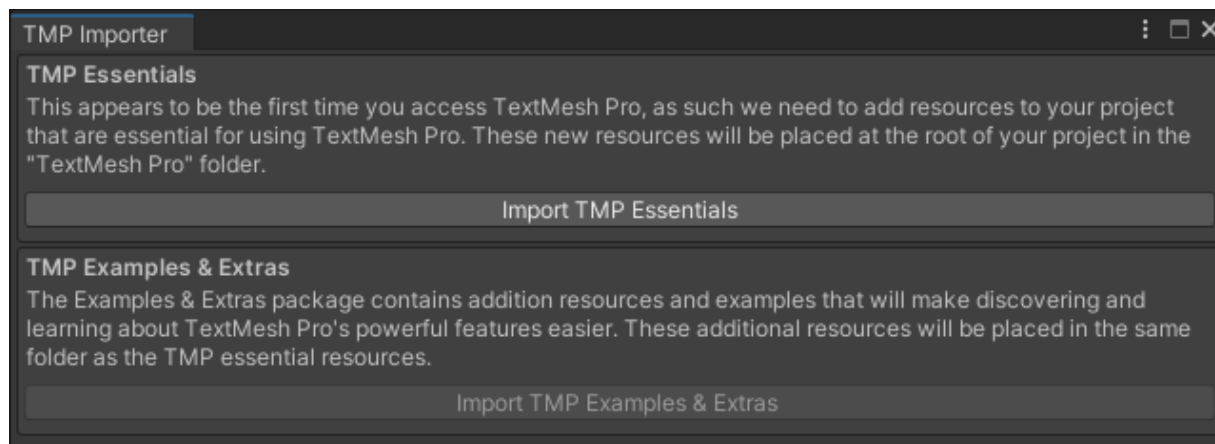
# Setup Guide:

## Installing Dependencies

- Import the Pong 360: Complete Project package
- Install TextMeshPro (if not installed)



- Import TMP Essentials



# Customizing the Game Manager

## MOVEMENT SPEED

Changes the default player movement speed when the input type is set to Keyboard

## BALL START SPEED

The velocity value that the ball has when the game starts

## BALL ACCELERATION

The value added to the ball to increase its velocity

## HIDE LEVEL IN MAIN MENU

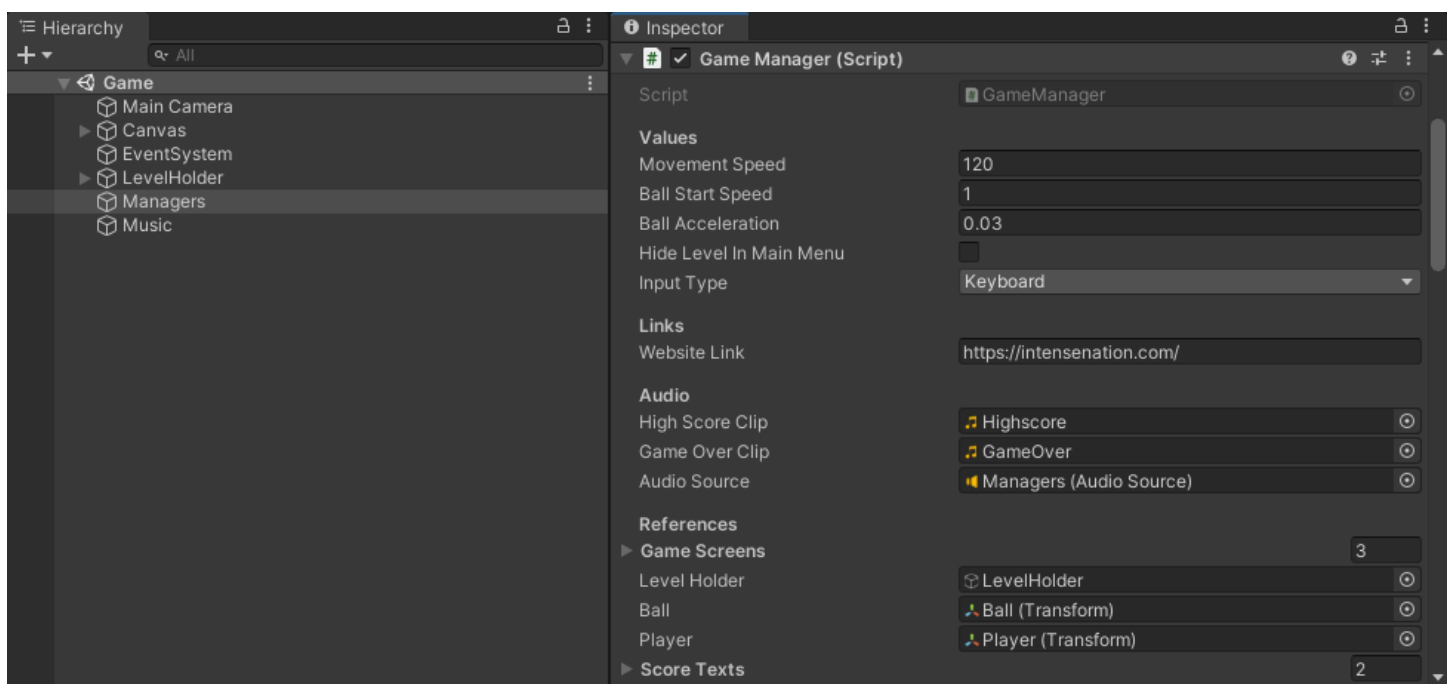
Check this box to hide the level holder gameobject in the main menu, disable to have it visible as a background

## INPUT TYPE

Choose the suitable input type from Keyboard, Rotate, and Slider

## CHANGING AUDIO CLIPS

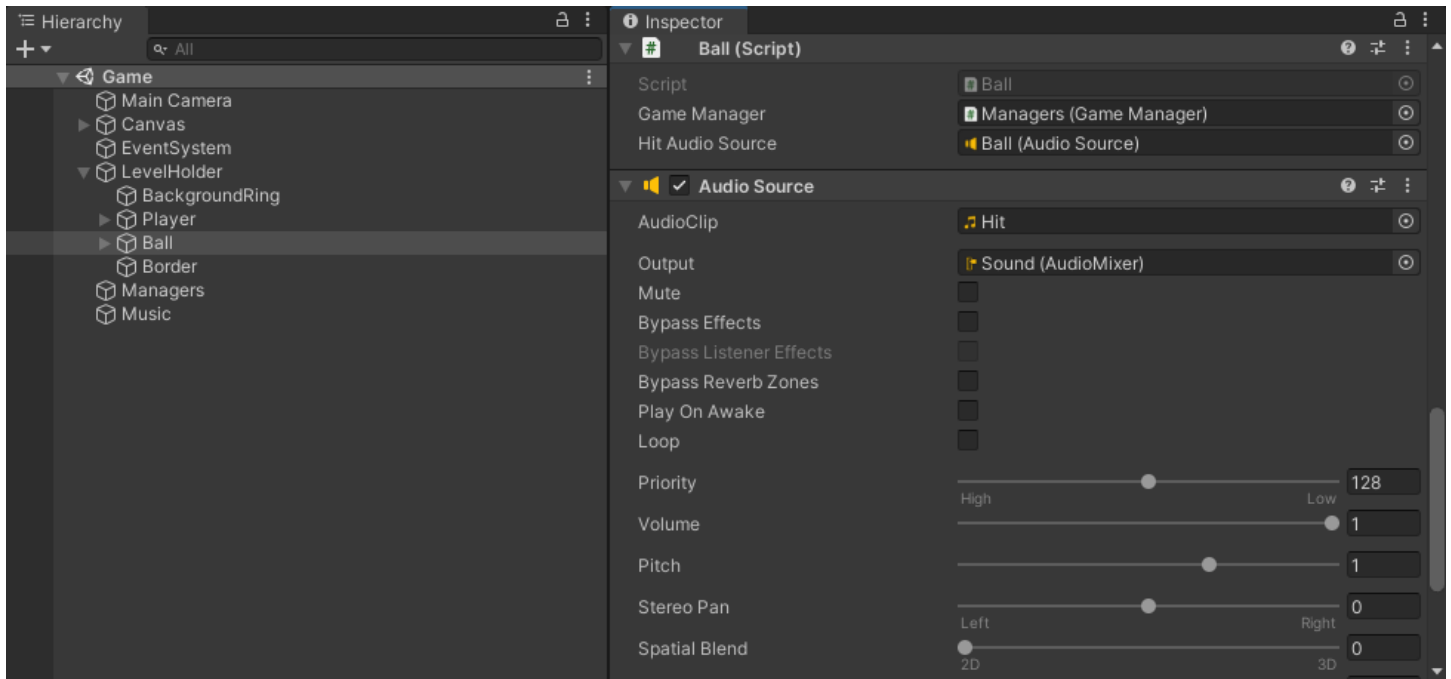
Assign the audio clips to the High Score, and Game Over and they will be automatically played by code



## CHANGING BALL HIT AUDIO CLIP

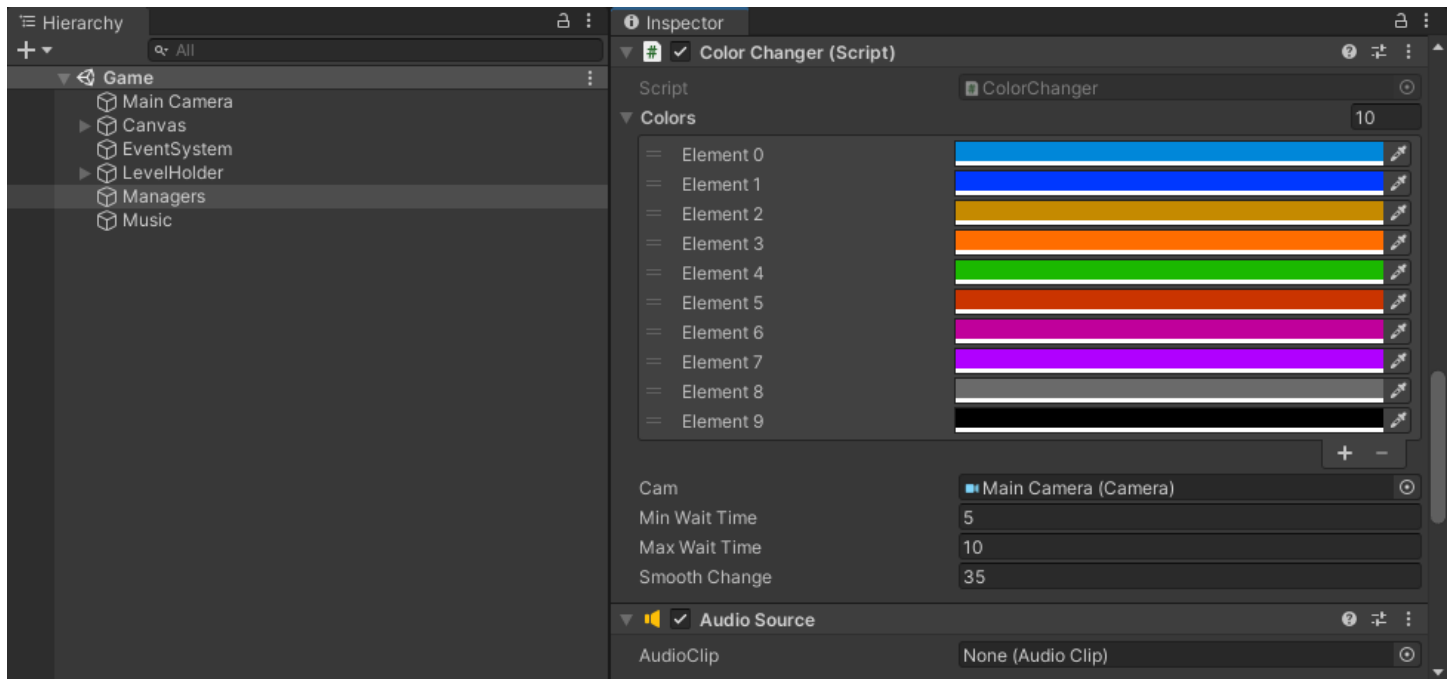
All the audio clips can be changed from here except the ball hit audio clip which can be changed from the Audio Source in:

LevelHolder → Ball → Audio Source



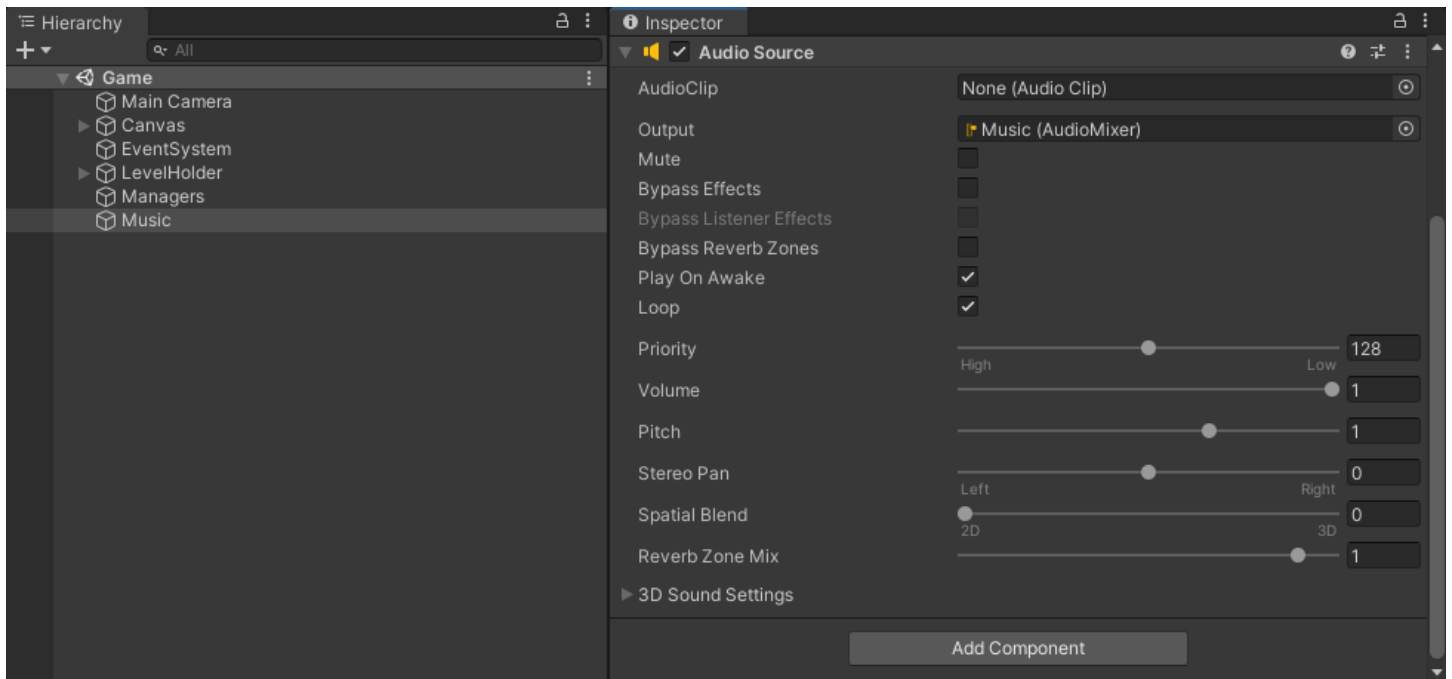
# DYNAMIC BACKGROUND COLORS

- Add or remove colors from the Colors list  
Managers → Color Changer
- **Min and Max Wait Time:** Sets the time margin when randomly changing a color
- **Smooth Change:** Affects the color change fade speed



# Adding Music

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



# 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 → Pong 360 → 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 → Pong 360 → 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>

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