Ultimate GUI Kit

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Introduction:

This is a complete GUI kit to make you forget the UI part when you are creating a 2d or a 3d game . It's using the last Unity features like Sprites and some features that are associated with them and also it features facebook connexion and more.

In this guide we will show you how to create your own GUI for your game with your own asset and also we will expose some key features to help you personalize and enhance the game experience.

Unity 4.3 and 2d:

Unity 4.3 introduces some new 2d game creation tools, the main idea behind this is that creating a 2d game inside a 3d tools is not that simple, so the unity team introduced some new features to make it more easy : 2d view, Sprites, 2d collision...
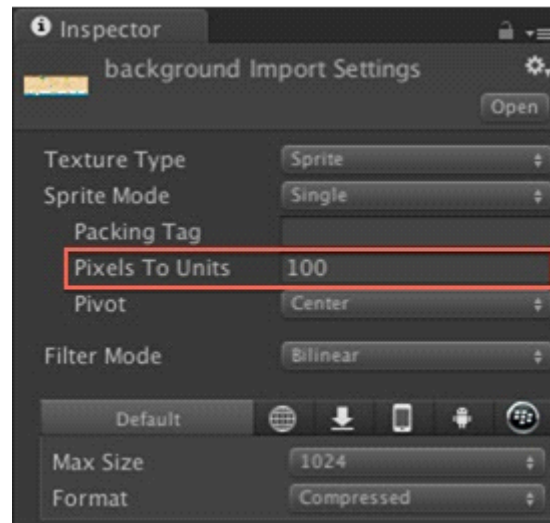
For more information please refer to the following link :

unity3d.com/pages/2d-power

Unity 3d Coordinate system and units:

Unity coordinate system is as follow :

The (0,0) represent the center of the scene, each square represent a Unit, when you import a 2d asset you define how many pixels correspond to a unit in the asset inspector :

How the project is organized :

Fonts : Contain the project fonts.

GameObjects : The game objects used in the project.

HOTweenMicro : A free library to animate the game objects.

GUI assets : The image used by the project (Buttons, background...).

Scenes : The scenes of the project that are ready to use.

Script : The scripts used on the game objects.

Sounds : The sound effects and music.

How the scenes are organized :

All scenes contains at least this two key object :

Main Camera : The Orthographic camera used to in the scene.

ScriptGameObject : The game object that contains the main logic you can find a script attached to it .

How to use the KIT:

To use the kit it's very simple, you can keep it and don't change the assets and everything or you can personalize it to the maximum and create your own experience easily and without pain, we will take a look at every scene and expose all it's main keyfeatures.

Splatch screen :

This is the splatch screen it contains your logo that you can display using ready to configure animation with a fade in and fade out effect.

let's take a look at the splatchscreen script attached to the script object :

Splatch Screen (Script)		
Script	SplatchScreen	
Logo	pondomaniaclogos	
Fade In Time	2	
Waiting Time	5	
Fade Out Time	2	
Next Scene	MainMenu	

Logo : The logo you want to animate
Fade In Time : The fade in animation duration
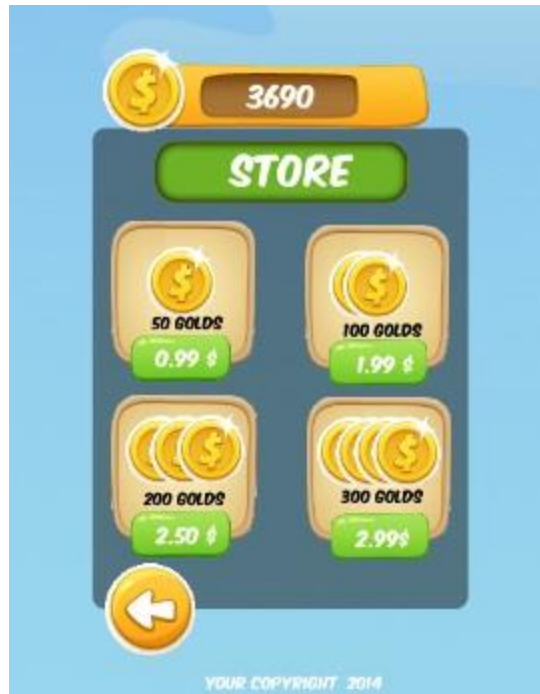**Waiting Time** : The time the logos will stay on the screen
Fade Out Time : The fade out animation duration
Next Scene : The next scene to display when the animation is complete

TIP : If you want to have multiple splatch screen you can duplicate the splatchscreen scene and change the next scene parameter to point to the next splatch scene.

MainMenu screen :

This is the mainmenu screen it contains several usefull and ready to use components like the saved best level and best score, the facebook connexion button ready to use, the purchase power that you can personalize, the coins store that give you the opportunity to add golds to game, animations between panels and more...

let's take a look at the mainmenu script attached to the script object we will expose just the main variable you can explore the remaining ones :

Menu Sound : The sound you hear when you click on a button

Space Between Panels : It's the space the screen will keep between the animated panels when they transit

Animation type of panels : Represent the type of the animation you can play with the values in the drop down list to try different effects

Animation Duration Of panels : the time it will take to transit between panels

Enable Facebook : It indicated if we want to use the facebook connexion in our screen

SHOULD READ : In order to use facebook in your game you should provide the facebook plugin in the asset with the id of your facebook application. To help you here a guides regarding the version of your game just kepp in mind that facebok is availabe just for FACEBOOK APP, Android & IOS.
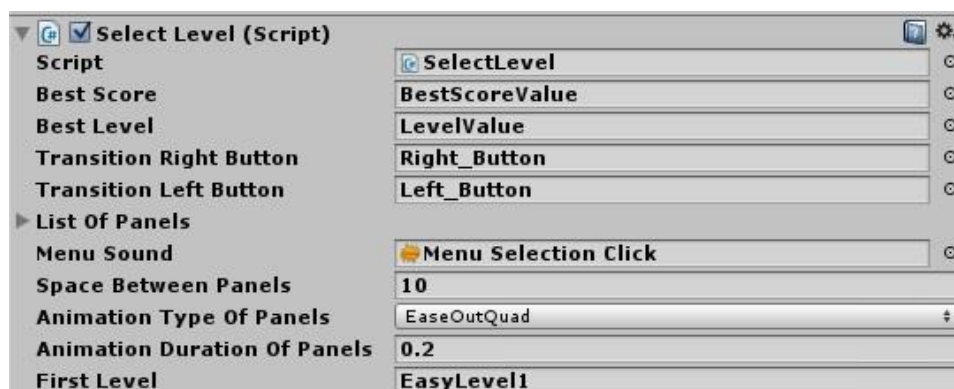
- Getting Started (for Facebook Canvas)
- Getting Started (for iOS)
- Getting Started (for Android)

LevelSelect screen :
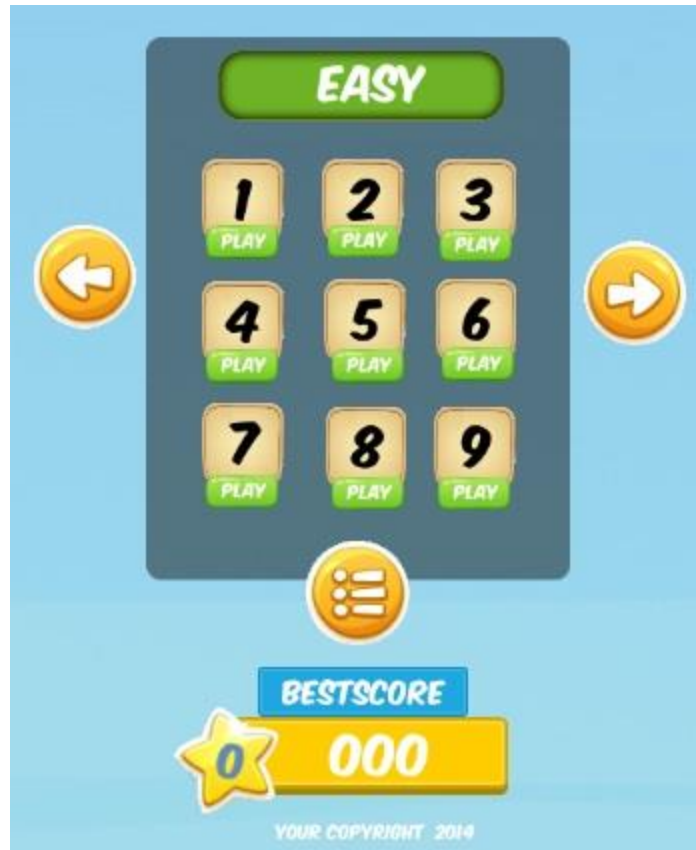
This is the level select screen it contains the link to the different levels of your game you can add your custom levels very easily.

let's take a look at the LevelSelect script attached to the script object and expose the most important parts :

List Of Panels : The panels you have in your game you can add as much as you want
First Level   : It's the name of the first level of your game it helps the engine to recognize the first level button and to understand your link between screen logic

HOW TO ADD YOUR OWN LEVELS : The asset come with a ready to use level selector you can keep it or personalise and add more level or panels, here is how :

1- Create your level

2- Create the button to the level by copying an existing button make sure that the RedirectButton script is attached to it an be also sure that RedirectedScene variable contain the name of your new level

3- Add your new level to the editor build settings pay attention to the order it's very important, the engine will determine if the player can play it or not based on that :

☑ MatchThemAssets/Scenes/SplatchScreen.unity	0
☑ MatchThemAssets/Scenes/MainMenu.unity	1
☑ MatchThemAssets/Scenes/LevelSelect.unity	2
☑ MatchThemAssets/Scenes/EasyLevel1.unity	3
☑ MatchThemAssets/Scenes/EasyLevel2.unity	4
☑ MatchThemAssets/Scenes/EasyLevel3.unity	5
☑ MatchThemAssets/Scenes/EasyLevel4.unity	6
☑ MatchThemAssets/Scenes/EasyLevel5.unity	7
☑ MatchThemAssets/Scenes/EasyLevel6.unity	8
☑ MatchThemAssets/Scenes/EasyLevel7.unity	9
☑ MatchThemAssets/Scenes/EasyLevel8.unity	10

3-Click on Update Scene Names in the menu of the SelectLevel script, you can change the names in the scene array if you have a special project order
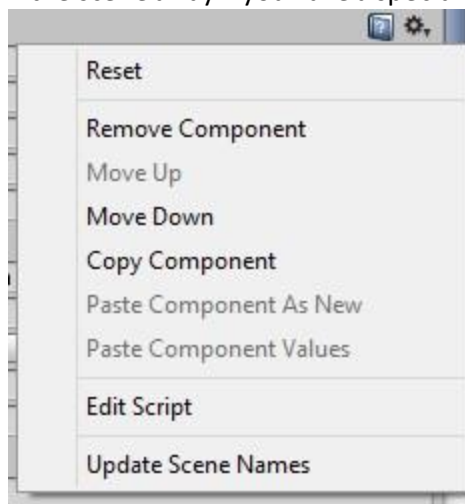
Game screen :

This is the typical game screen it starts with a tutorial image to show the player how to play and contains several things such as leveling progress, time progress, score progress, pause menu, countdown , best score , publish to facebook and more

The screen is rich we will expose just the main parts :

Script	🔵 Main	⊙
Tutorial	**Tutorial**	⊙
Score Increment	**1**	
Timer Coef	**0.1**	
Time	**Timer**	⊙
Pause Button	**PauseButon**	⊙
Reload Button	**ReloadButon**	⊙
Play Button	**Play_Button**	⊙
Menu Button	**Exit_Button**	⊙
Paused Background	**Paused_Background**	⊙
Time Is Up	**TimeIsUp**	⊙
Message Effect When Shown	**Missing (Game Object)**	⊙
Current Score	**CurrentScoreValue**	⊙
Best Score	**BestScoreValue**	⊙
Current Level	**CurrentLevelValue**	⊙
Best Level	**BestLevelValue**	⊙
Score Board	**BestScoreBoard**	⊙
Face Book Button	**FacebookButtonMini**	⊙
Level	**Level**	⊙
Level Text Value	**LevelValue**	⊙
Count Down	**CountDown**	⊙
Test Score	**Add_Score_Button**	⊙
Test Level End	**Level_End_Button**	⊙
Power Sound	🔶glassbell	⊙
Menu Sound	🔶Menu Selection Click	⊙

Tutorial: The tutorial gameobject to show the player how to play
Score increment : The increment value of the score
Timer Coef : THis value determine the speed of the timer

TIP : The scenes come with two button to test the score incrementation and leveling and also game ending

Thank you !