

Hole Ball

Thanks for downloading Hole Ball.

We hope that you can easily create your game using this asset.

If you have any **questions, problems** or **proposals** fell free to **contact**

support@lightdev.io

Also see documentation about framework, as the asset uses Tweeners, Pool, Events and UI system.

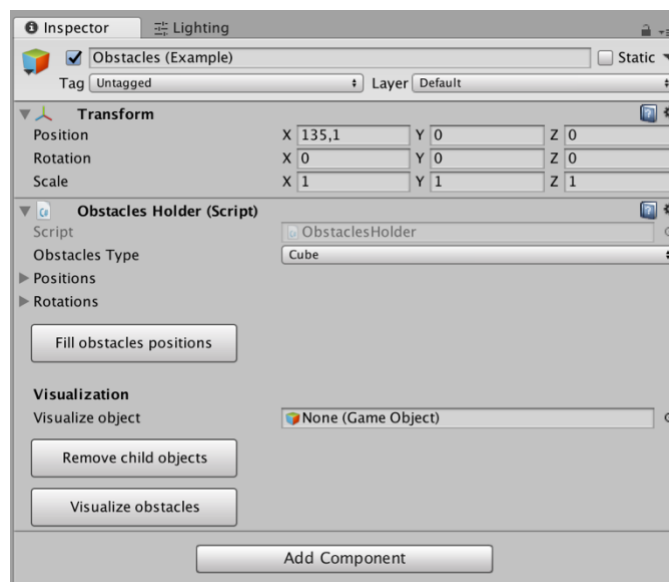
P.S. **My friend**, please, write a **good review**, as it **motivates** us to improve our package 😊

1) All information about levels is placed in
Settings/GenerationSettings.asset

2) All information about Skins is places in
Setttings/SkinsSettings.asset

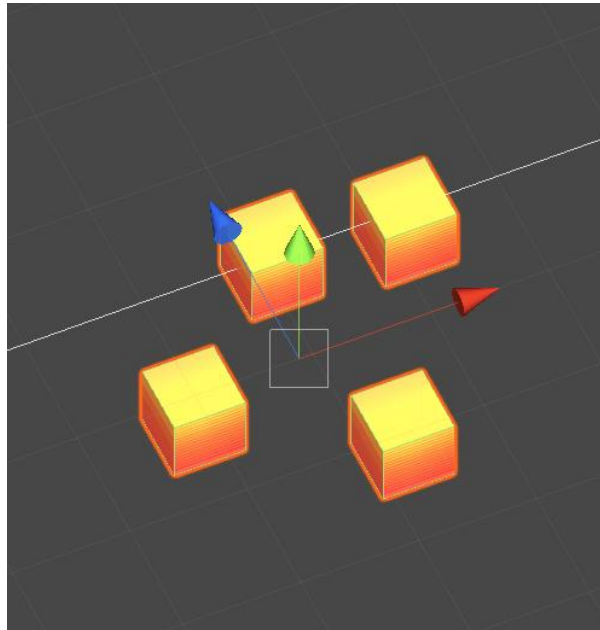
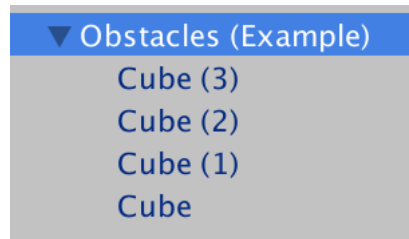
3) How to create **Obstacle Block with Pool system.**

a) Create empty GameObject and add ObstaclesHolder.cs

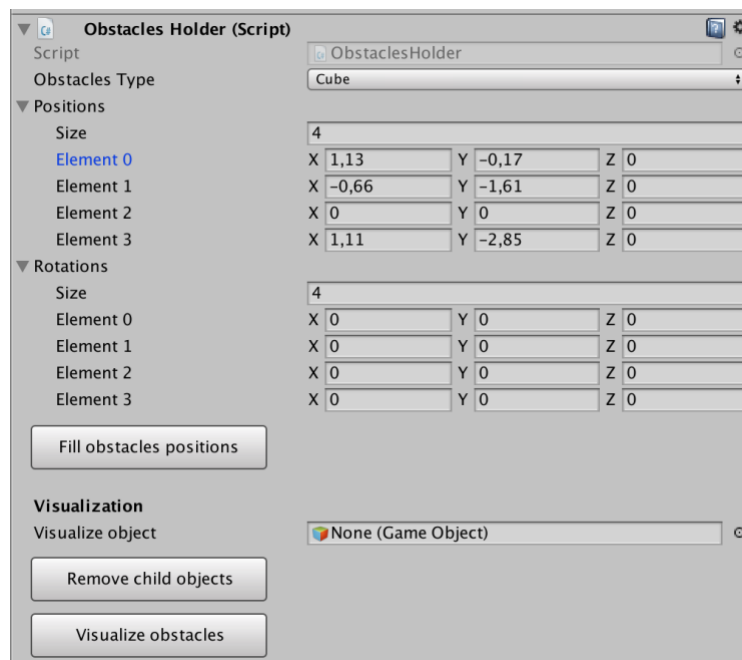


b) Choose what type of obstacles you want to use.
To add new obstacle type, see ObstacleType.cs and
ObstacleFactory.cs. The asset uses Pool System, so remember to
place prefab to Recourse folder and add unique script, for example
ObstacleCube.

c) Add child objects that has script of ObstacleType.



d) Press Fill obstacles position button.

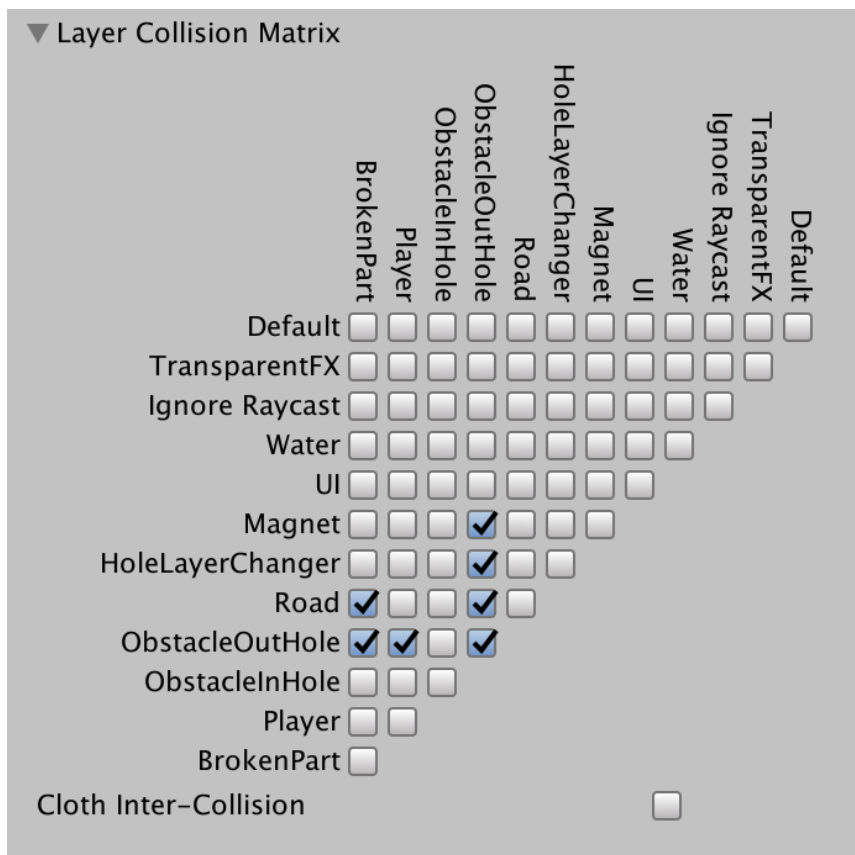


- e) After that **do not forget to press Remove child objects button**. It will destroy all child objects, but their positions and rotations will be saved. Then, in game, child objects will be instantiated using Pool System.
- f) If you want to change positions of objects in Prefab, assign VisualizeObject with your obstacle and press VisualizeObstacles button.

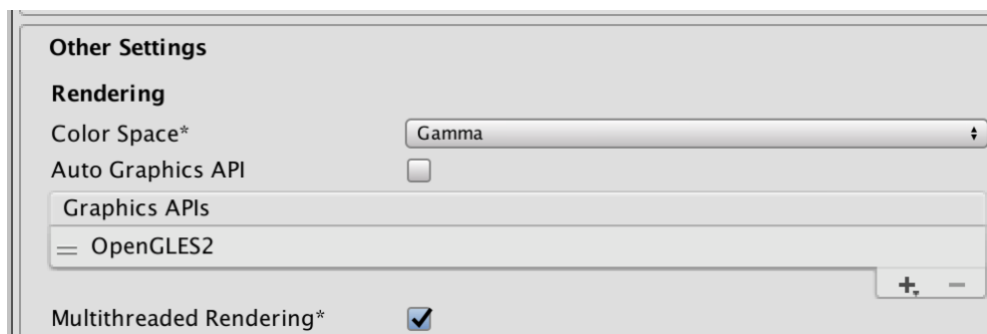
4) How to create **Obstacle Block without Pool System**.

ObstacleGenerator instantiates Prefabs. So, you can pass anything you want to GenerationSettings -> Obstacles Prefabs. Remember to add NonPoolableObstacle script to obstacle in the prefab that you want to pass.

Always make sure, that you have such Layer Collision Matrix.



When building on Android platform, make sure that you have unchecked Auto Graphics API, and chosen OpenGL ES2 if you build Main.scene



The asset has 2 scenes with different hole shaders:

- 1) Cutout
- 2) Using depth Mask

When you use scene with depth mask, take attention to Render Queue.