

Hyper Casual Starter Kit

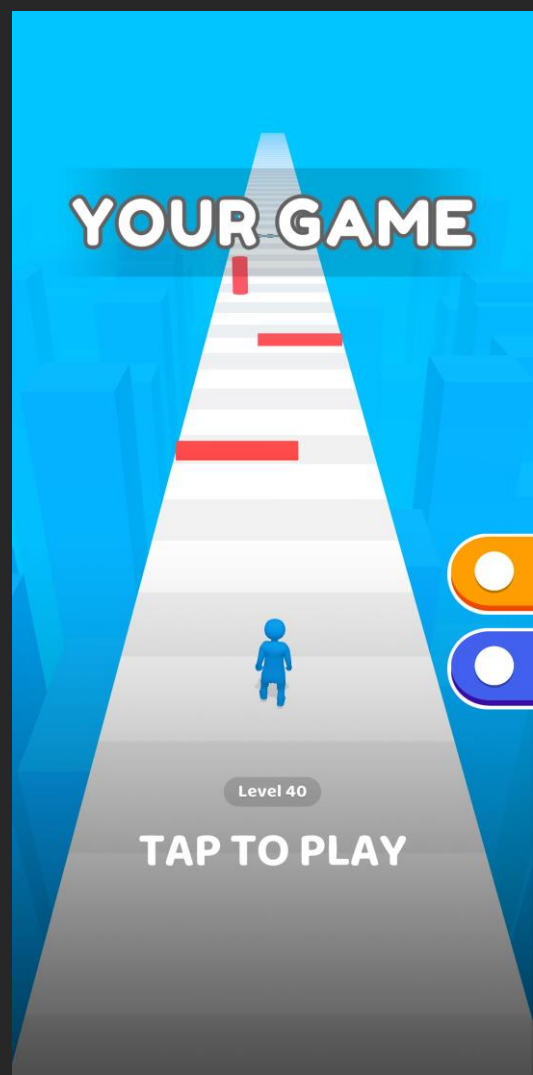
Documentation v1.01

You can create your first Hyper-Casual game with this kit, or use it as a starting point for all of your future Hyper Casual games!

If you have any questions or want a custom game made feel free to contact the developers at <https://fiftyonegames.com/>

Table of contents:

- [Runner Game Starter Kit](#)
- [Idle Game Starter Kit](#)
- [Modular UI System](#)
- [“Quality of Life” Improvements:](#)
 - [Screenshot Tool](#)
 - [Background Color Changer](#)
- [Recommendations for Making Your Own Game](#)



Runner Game Starter Kit

This kit is contained inside “Hyper Casual Starter Kit/_Runner” folder. It will allow you to build any type of runner game.

Included scripts: (contained in “Hyper Casual Starter Kit/_Runner/Scripts”)

- Ragdoll Activator

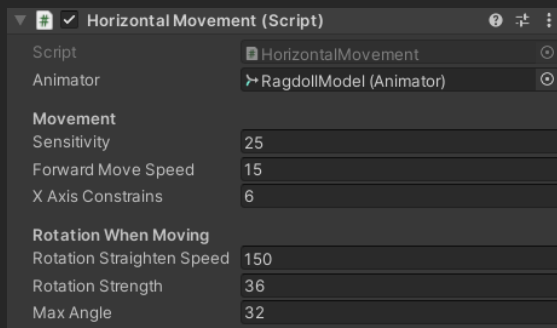


This is a simple script that is used to activate the player ragdoll upon death.

Properties:

- **Ragdoll Object:** reference to the character model on which to activate ragdoll.
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- Horizontal Movement



This script controls how the character moves in Runner Game Starter Kit.

Properties:

Movement: (Controls that relate to player movement)

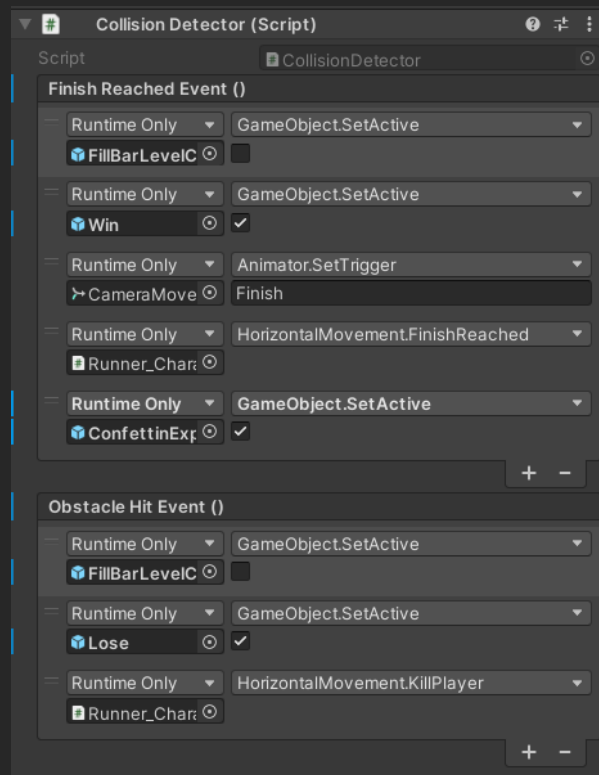
- **Sensitivity:** control the sensitivity of left-right dragging.
- **Forward Move Speed:** speed of movement forward.

- **X Axis Constrains:** maximum position 'x' value of player.
(Keeps player from going over left or right edge of the track)

Rotation When Moving: (Controls player rotation when he's moving left-right)

- **Rotation Straighten Speed:** controls how fast the player returns to 0 rotation
- **Rotation Strength:** controls how fast the player rotates.
- **Max Angle:** sets the maximum angle player can rotate to.

- **Collision Detector**



This script detects collisions with an obstacle or finish and triggers according [UnityEvent](#).

Properties:

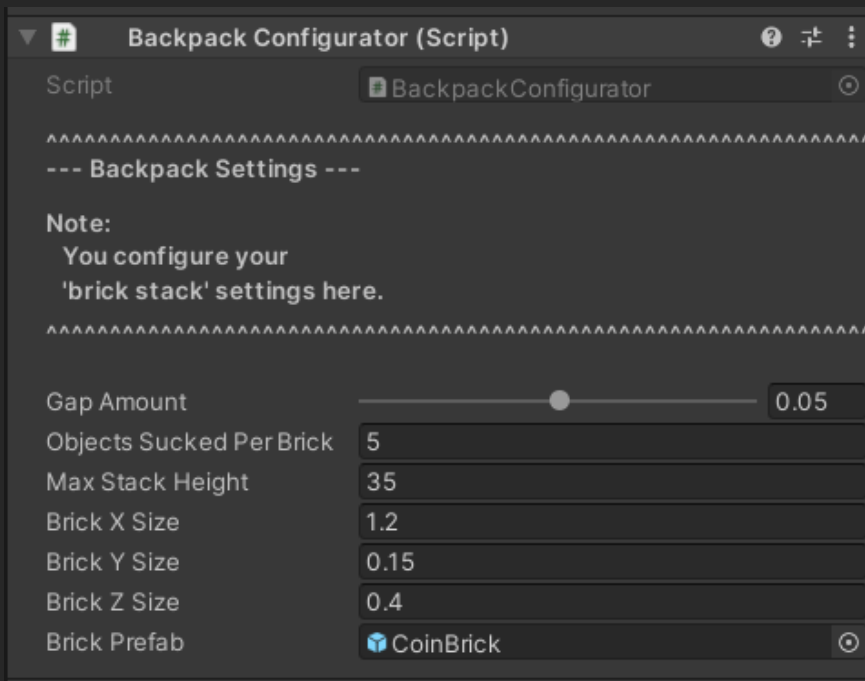
- **Finish Reached Event ():** this event triggers after finish is hit by player.
(Disables Level UI, Enables Win UI, Triggers 'Finish' camera animation, Informs the "HorizontalMovement" component of finishing, enables confetti)
- **Obstacle Hit Event ():** this event triggers after player hits an obstacle.
(Disables Level UI, Enables Lose UI, Informs the "HorizontalMovement" component of dying)

Idle Game Starter Kit

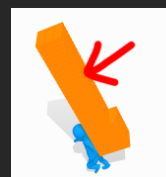
This kit is contained inside “Hyper Casual Starter Kit/_Idle” folder. It will allow you to build any type of “free-roam” game.

Included scripts: (contained in “Hyper Casual Starter Kit/_Idle/Scripts”)

- Backpack Configurator



This script helps you configure the “backpack”



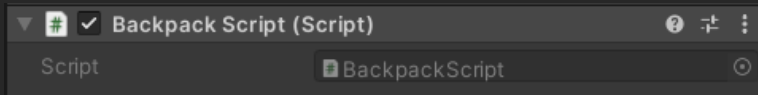
(this stacking thing)

Properties:

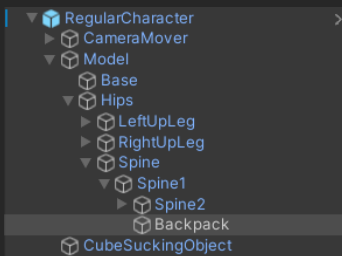
- **Gap Amount:** gap between the “bricks” setting.
- **Objects Sucked Per Brick:** how many “objects” you need to suck in to spawn one brick on your back.

- **Max Stack Height:** maximum height in blocks of one “column” of bricks, after which a new “row” spawns.
 - **Brick X, Y, Z Size:** size of the bricks spawned.
 - **Brick Prefab:** prefab that is used for spawning bricks.
-

- **Backpack Script**

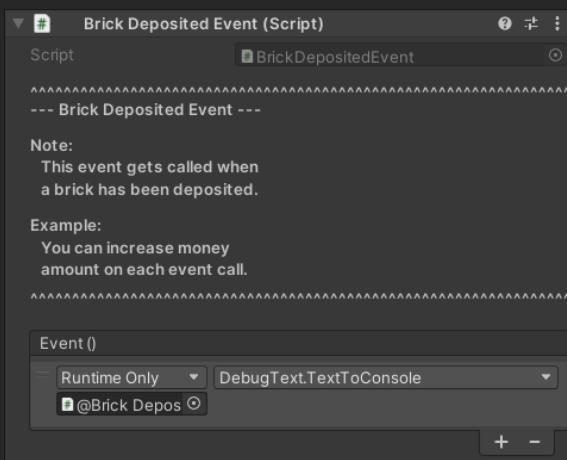


This script is attached to an empty object that is a child of a bone on the character. Like this:



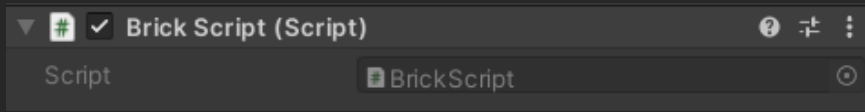
It handles brick spawning and brick removal.

- **Brick Deposited Event**



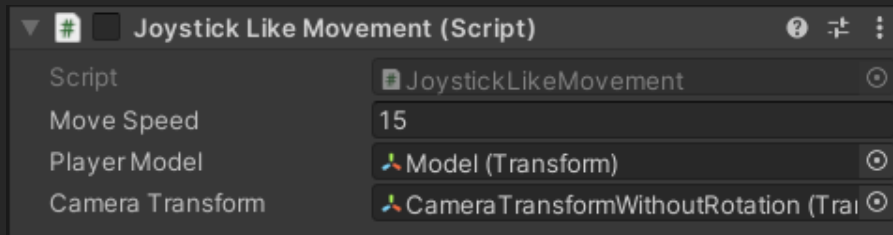
This script invokes a [UnityEvent](#) each time a brick is “deposited”. As an example you could increase character money amount.

- Brick Script



This script controls each individual's brick logic. It is attached to a brick prefab.

- Joystick Like Movement

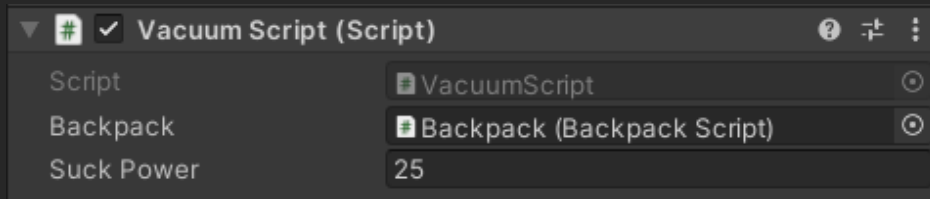


This script allows free character movement, by mimicking a joystick-like movement.

Properties:

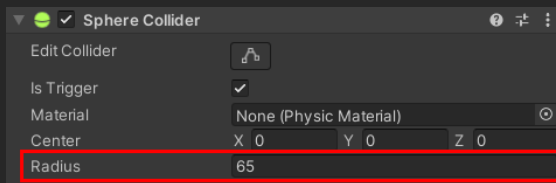
- **Move Speed:** the speed character moves at.
 - **Player Model:** player model [Transform](#).
 - **Camera Transform:** camera [Transform](#) (with 0, 0, 0 "world" rotation).
-

- Vacuum Script



This script controls "sucking" of "collectable" objects. It needs to be attached to a child object of character. It also has a [Sphere Collider](#) and a [Rigidbody](#)

components to detect collision with “collectable” objects and “suck” them in. “Suction” range is configured by changing [Sphere Collider](#) radius property:



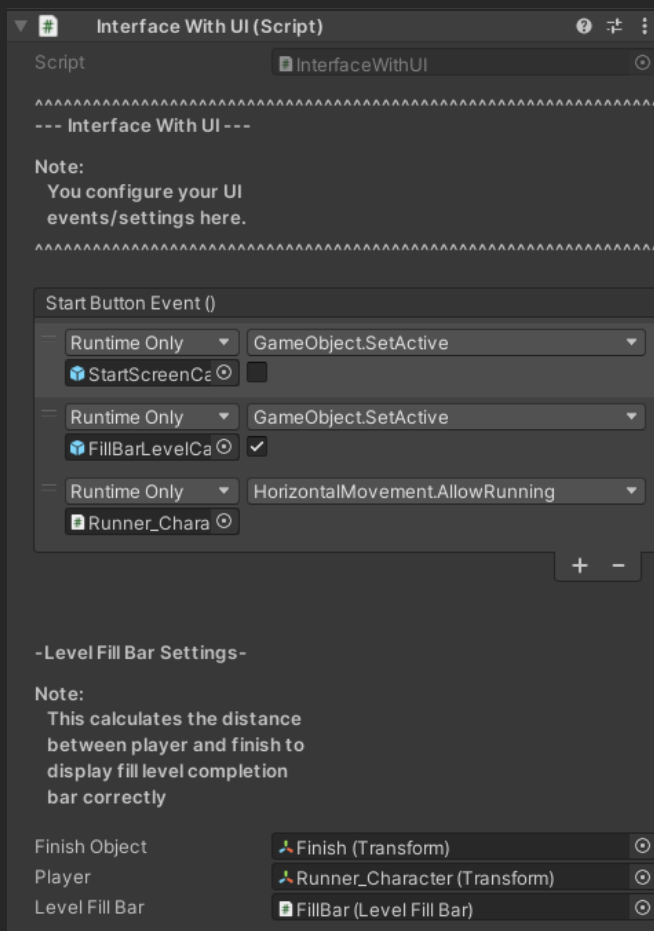
Properties:

- **Backpack:** reference to a Backpack Script.
 - **Suck Power:** the speed “collectable” objects are sucked with.
-

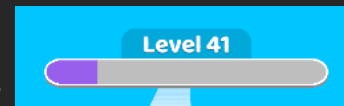
Modular UI System

This system is contained inside “Hyper Casual Starter Kit/Misc/UI” folder. It is a Modular UI System which will allow you to setup good looking UI for your game.

Configuration is done via Interface with UI Script, it can be found in [@Configuration](#) > [@UIInterface](#) inside “Hierarchy” window.



It allows you to easily configure a [UnityEvent](#) which gets called when “TAP TO PLAY” button is pressed.



Level Fill Bar Settings configures level progression bar automatically by calculating distance between current player position and finish position. All you need to do is specify its **properties**:

- **Finish Object:** reference to a Finish [Transform](#).
- **Player:** reference to player character [Transform](#).
- **Level Fill Bar:** reference to the fill bar UI object.

“Quality of Life” Improvements

This asset includes a couple simple tools that can be very useful for increasing your development speed and productivity. The tools are included inside demo scenes by default.

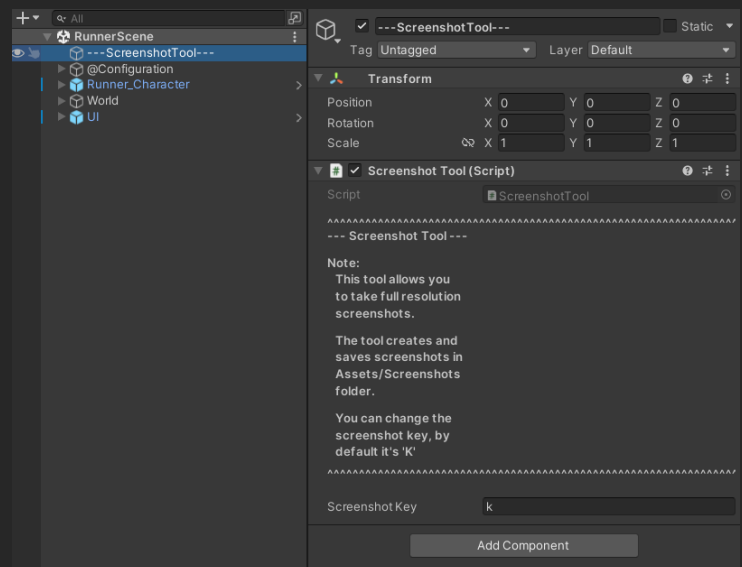
Screenshot tool

This tool allows you to take native resolution screenshots from inside Unity without having to launch your game on a device.

Game Display 1 2960x1440 Portrait

(2960x1440 in this example)

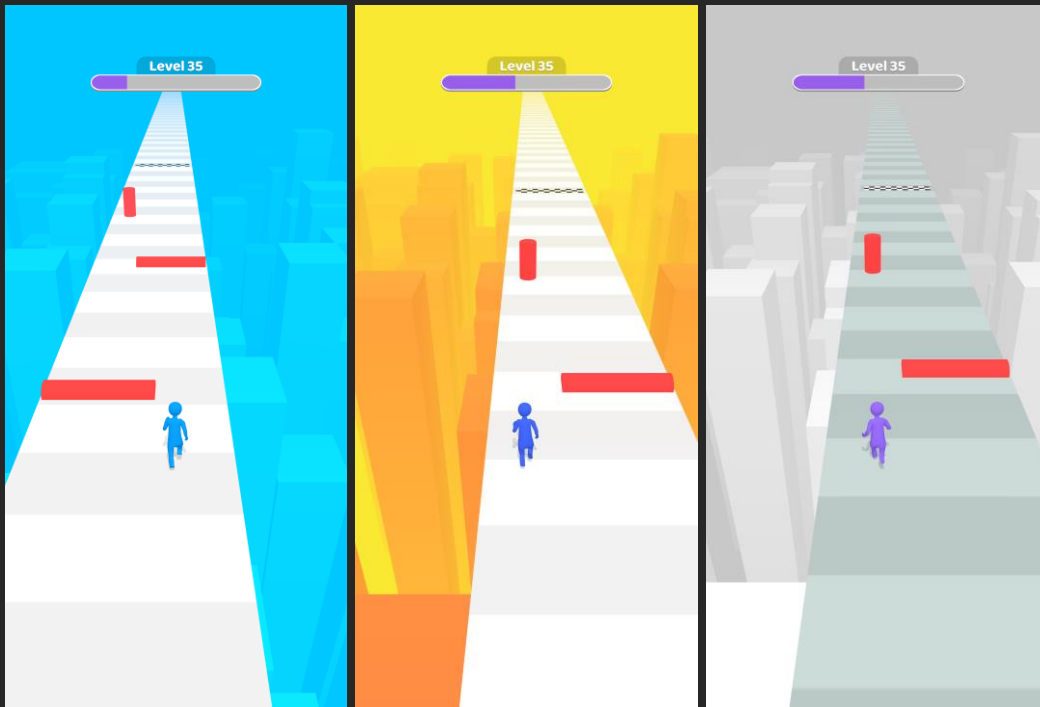
To use it, just press the “Screenshot Key” (‘K’ by default) while running the game in Unity.



The screenshots will be saved in “Assets/Screenshots” folder (folder will be created automatically for the first screenshot)

Background Color Changer

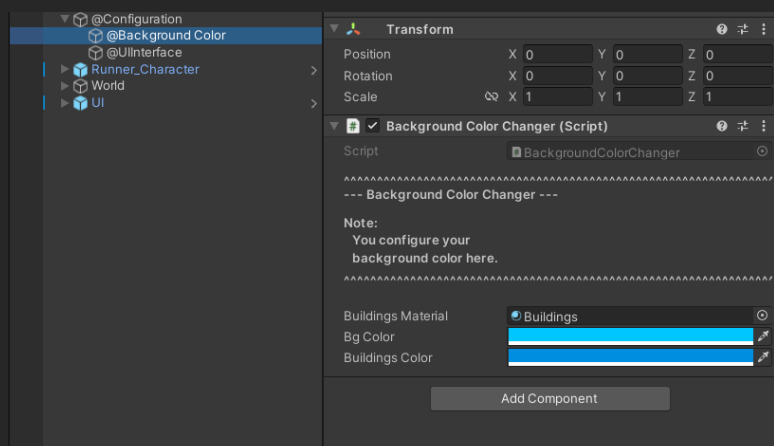
This tool allows you to change background colors of your game with a couple of clicks, without having to spend time going through Camera Settings, Fog Settings and Material Settings to try out different colors.



(Different background colors example)

To use this tool, go to @Configuration > @Background Color inside "Hierarchy" window.

And change Bg Color and Buildings Color properties.



Recommendations for Making Your Own Game

We recommend you to stick to this workflow for creating a new Hyper Casual game: (Feel free to do whatever you think is most fitting for your workflow though!)

1. Figure out your new game idea.
2. Decide which kit will fit it better (Runner or Idle).
3. Create a new Unity Project, import this package into it.
4. Open the according scene inside more fitting kit and start making your game right in that scene.