

Speedy Paddle

(Preview PDF)

Game engine - Unity
Programing language - C#
Company Name - microdevc

Code Details

Number of License: 1
Available compile versions: Windows(UWP)/ ANDROID / LINUX
Project compile version: Windows(UWP) (executable version *.exe)
Compile IDE: Visual studio 2022
Number of Classes: 1350
Lines of executable Code: 23.133
Maintainability index: 70-94%
Depth Inheritance: 8
Hours to completed : 1984
Templates Assets: Yes (Include - Unity Assets)
Copywrites Assets: No (reused in any other project)
File Size: 3.870 GB
Released Date : 10-03-2019
Code Features

Threads : Tablets/Phones Optimization Support 2.5k And 4k
Complexitivity : Very simple code to execute faster and easy change from anyone

Code document: 70% off all methods has (Doc) explanation
Amazon exclusive: Compile for Amazon (Cellphones and Tablets) , easy convert to other platforms

Unity project Features

Intro Logo
Help scene
Top Scores (Board)
Juke Box (Music system)
Game Over Scene
Smooth game play (60 fps)
User Level Editor (Create Unique levels)
Save system (Load save level) - Custom Code to use Binary files
To Do and Bugs simple TXT Editor (For track Bugs)
Stats and Archievements (Board)
All TXT fields use TMP Text mesh (Text System for better size and view)

Unity Plugins

In Controls v.1.7.2 build 9332 (Controls plugin)
Advance Inspector (Editor extra values viewer)

Game Features

100 ++ Levels

Smooth game play (60 fps)

Universe Map - Navigation

E-Shop products (microtransactions) store

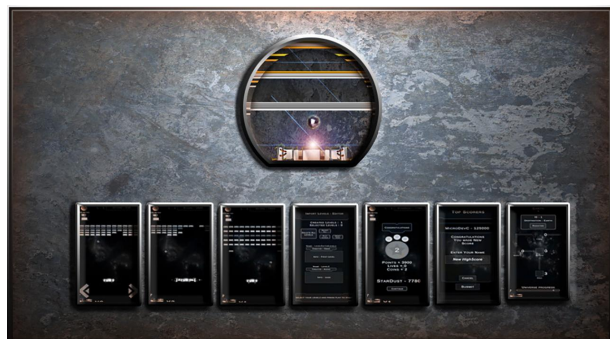
Hardcore Mode after game completed

User Level Editor to create Unique Levels

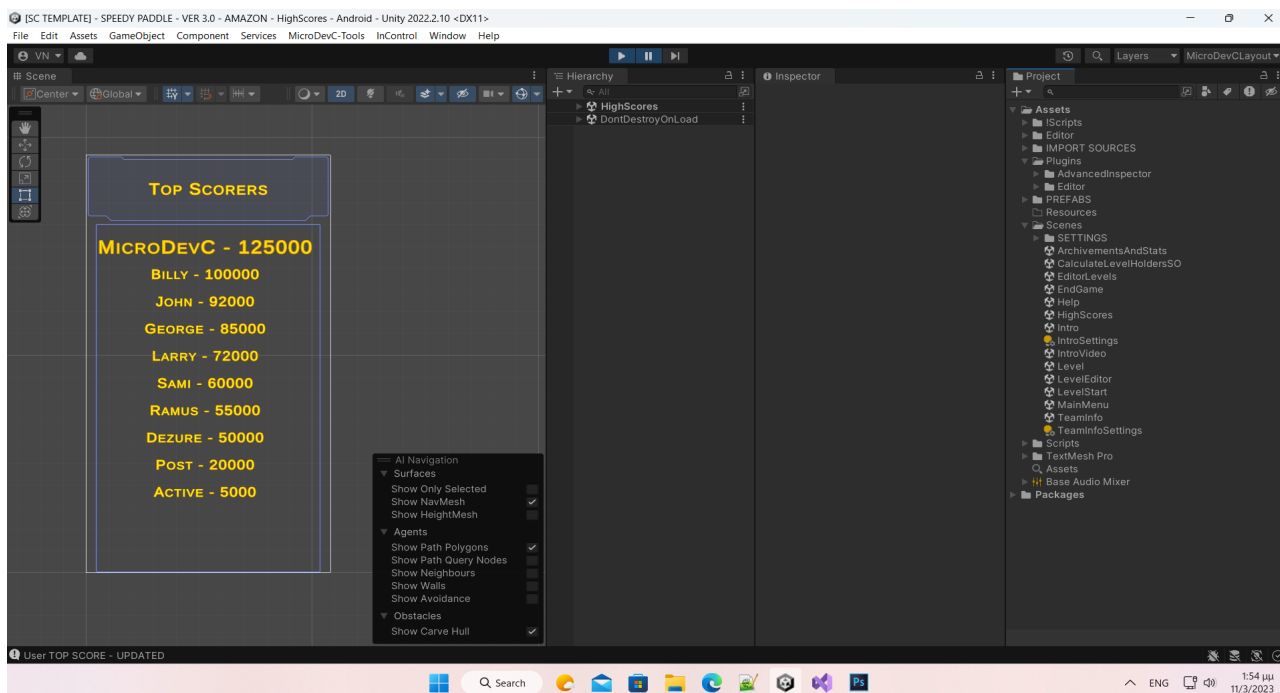
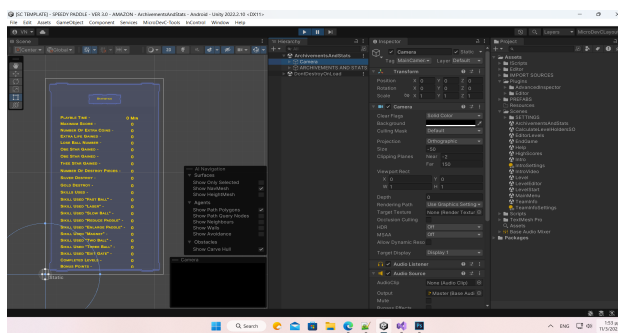
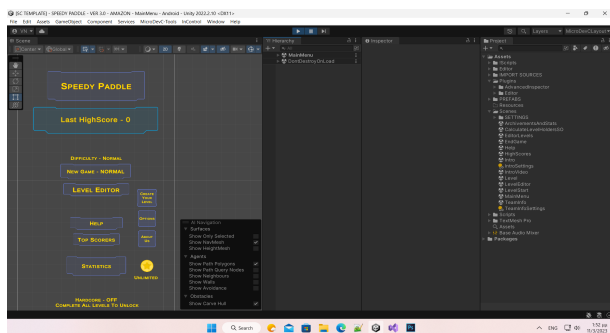
Improve controls System (Support All controls)

Recreate All Game Graphics And Gameplay from Start

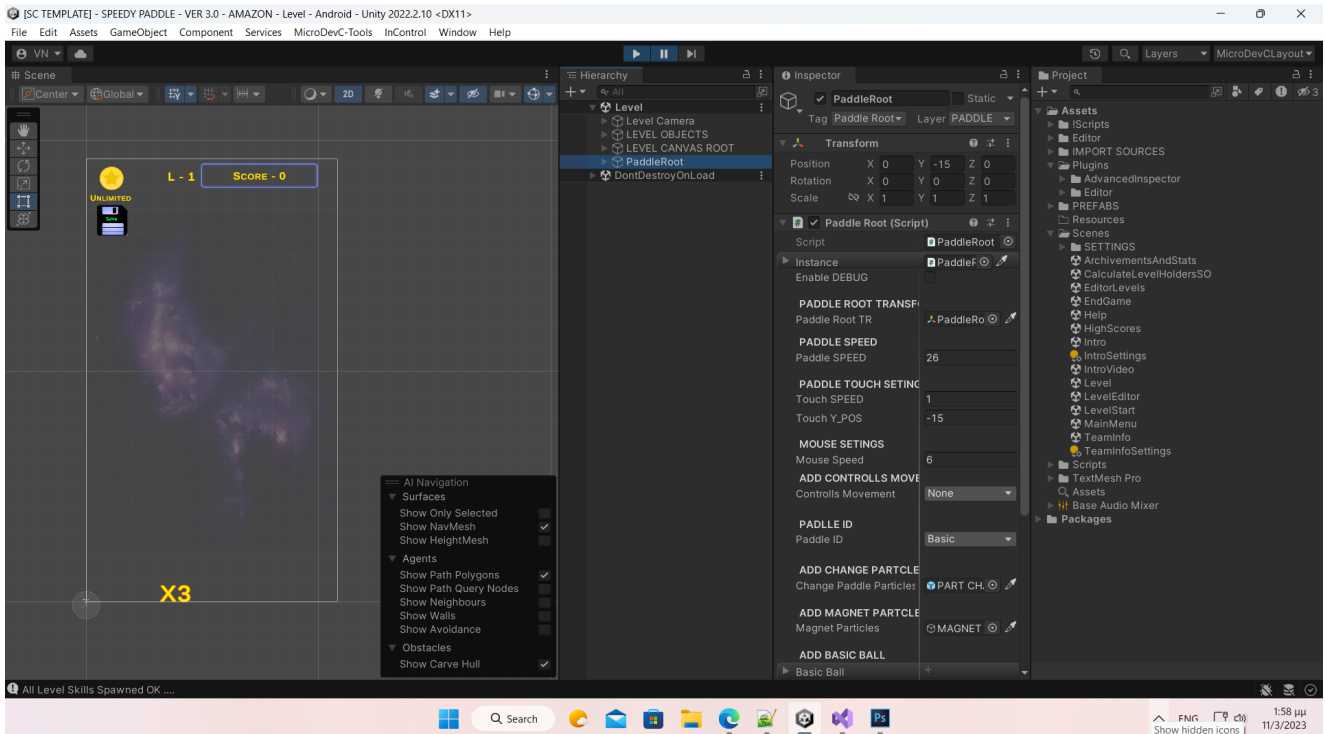
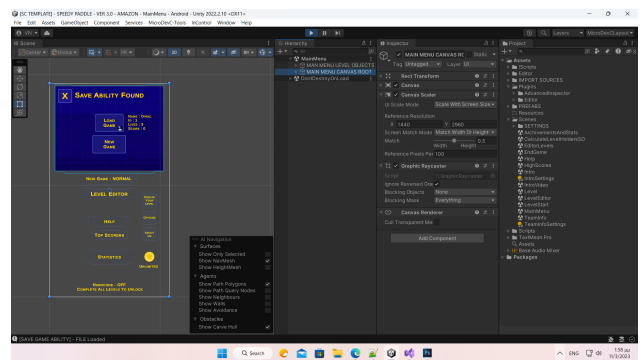
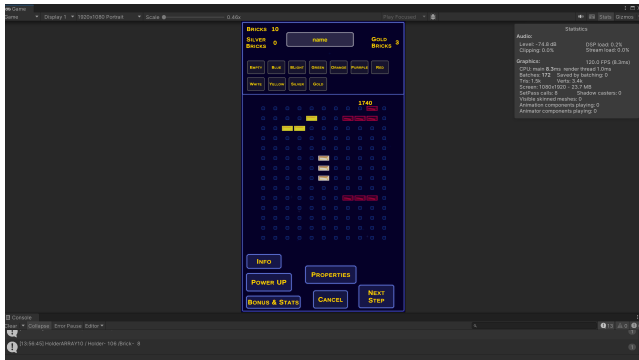
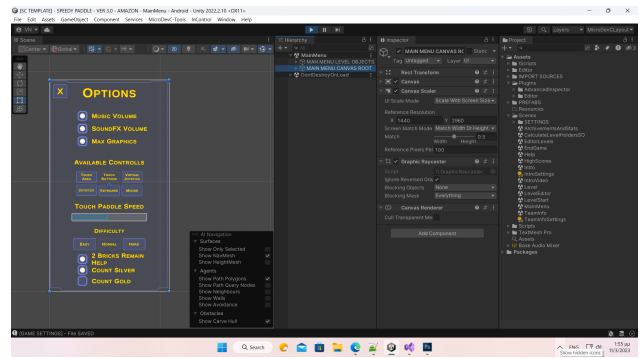
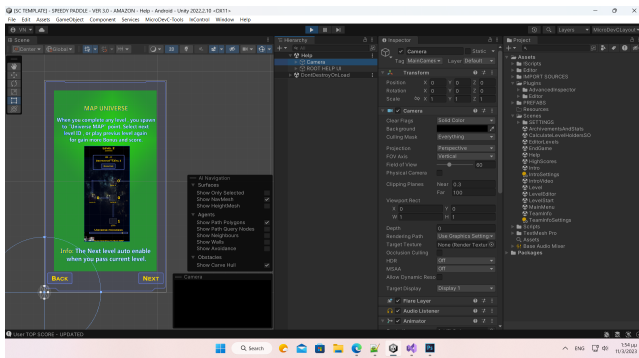
Images



Unity Engine Source Images



Unity Engine Source Images



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