

# Arkanoid The Legend II (Unity project)

Game engine - Unity

Programming language - C#

Company Name - microdevc

## Code Details

Number of License: 1

Available compile versions: Windows(UWP)/ ANDROID / LINUX

Project compile version: Android 7.1 and UP (Min version to work is 4.3)

Compile IDE: Visual studio 2022

Number of Classes: 1350

Lines of executable Code: 22.881

Maintainability index: 70-94%

Depth Inheritance: 7

Hours to completed : 2480

Templates Assets: Yes (Include - Unity Assets)

Copywrites Assets: No (reused in any other project) except microdevc (Logos and Images)

File Size: 6.073 GB

Unity compile version: 2022.2

Released Date : 8-01-2020

## Code Features

Threads : Tablets/Phones Optimization Support 2.5k And 4k

Complexivity : Very simple code to execute faster and easy change from anyone

Code document: 75% off all methods has (Doc) explanation

## Unity project Features

Intro level and Video

100 ++ Levels.

Smooth game play (60 fps)

Improve controls System (Support All controls)

E-Shop scene , products (microtransactions) store

Hardcore Mode after game completed

Level Editor to create Unique Levels

Stats and Archivements

Highscore

Team info scene

Help scene

JukeBox (Music)

Save system (Load save level)

Map Universe for play again same levels

ToDo and Bugs simple TXT Editor (For track Bugs)

All TXT fields using (Text mesh Pro) Asset for Dynamic size and view

Unity Plugins

InControl 1.7.2 build 9332 (Controls system)

Advance Inspector (Editor extra viewer)

## Game Features

Recreate All Game Graphics And Gameplay from Start  
100 + Levels.

Smooth game play (60 fps)

Improve controls System (Support All controls)

E-Shop products (microtransactions) store

Hardcore Mode after game completed

User Level Editor to create Unique Levels

Stats and Archivments

Highscore

Recreate All Game Graphics And Gameplay from Start

## Game Images



