

Cut My Rope Documentation

(v1.2)

1. Overview

Cut The Rope is one of the famous physic-based games having nearly a billion fans over the world. However, it's not easy to develop a game like this. With over 5-years experience in Unity, we decided to build a game having almost full functions as the original game.

This game helps you reduce time to build a similar game as well as learning physics-related features in Unity.

We are working hard to make more levels and update them in the next versions.

2. Requirement

The game is developed on the latest Unity (5.3.4) because it supports some great functions for creating physic-based 2D games. Therefore, you can't downgrade Unity. You need to use Unity 5.3.4 or higher.

3. Features

Game:

- 100 levels with many items.
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:

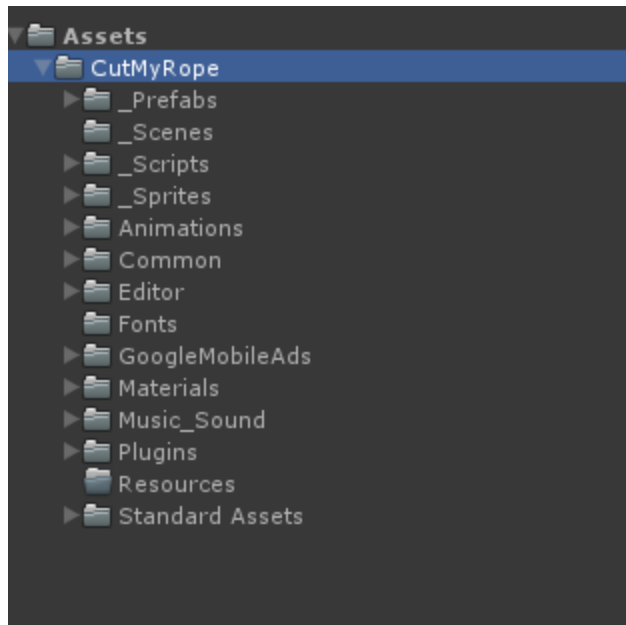
- Admob integrated
- In-app purchase integrated (Android, IOS, Windows Phone, Windows Store, Amazon, Mac)

4. Import project

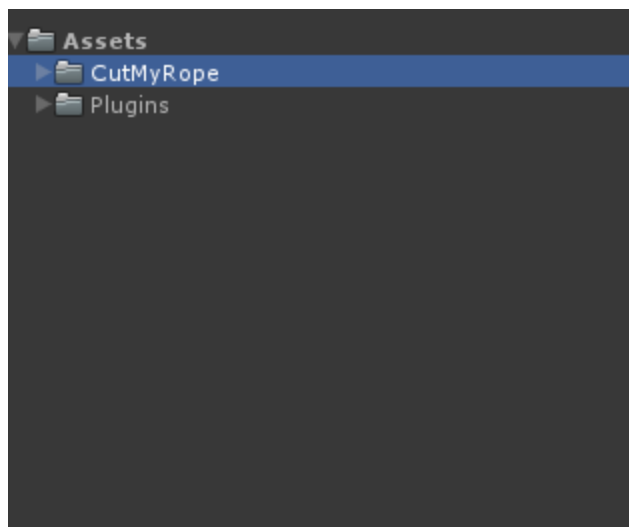
Open Unity 5.3.4 or higher, create empty project, go to Asset Store and import the package.

Wait until the import process complete.

After importing, the source code hierarchy looks like this:



You need to drag folder “Plugins” out of folder “Cut My Rope” to avoid errors when building, then it looks like this:

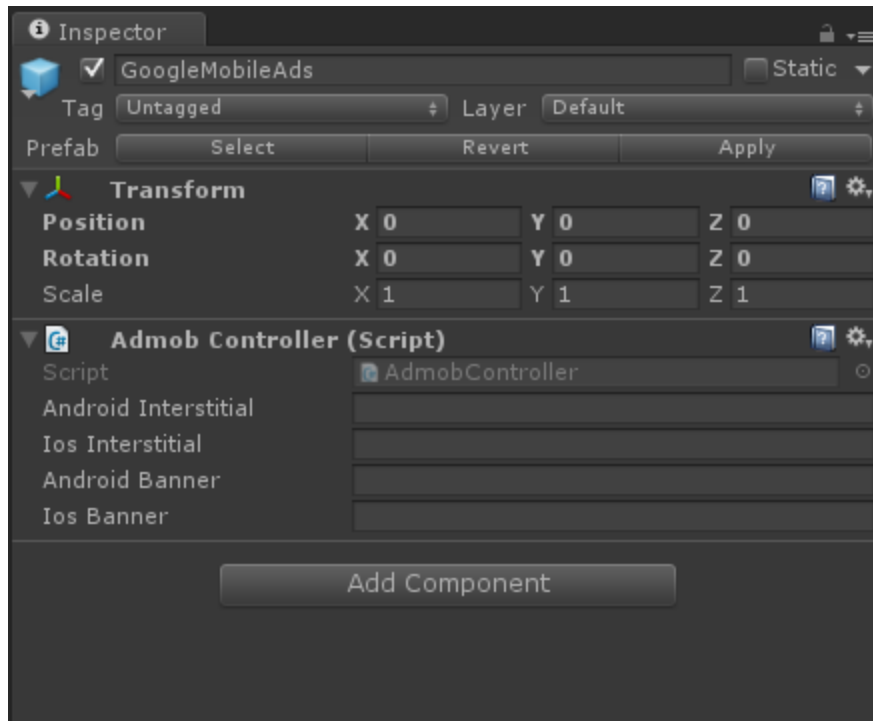


Important: Sometimes after opening the project in the first time, Unity has a bug that it miss some references. If you start the game and you can't hear music, you have to restart Unity. Restarting Unity solves the problem.

5. Configuration

- Admob:

Go to the game object “GoogleMobileAds” in Home scene, put your ad ids and click **Apply** button.



Please place your configs in CommonConst.cs (Assets/Common/Scripts/ folder)

In every 3 minutes, we will show a fullscreen ad if a dialog shows. You can change this period:

```
public const int ADS_PERIOD = 3 * 60;
```

- Some store ID:

Please place your configs in CommonConst.cs (Assets/Common/Scripts/ folder)

```
public const string IOS_APP_ID = "";
public const string MAC_APP_ID = "";
public const string BB_APP_ID = ""; // Blackberry
```

- Google analytics

Place tracking codes in Assets/Plugins/GoogleAnalyticsV3/GAv3.prefab

6. How to create a level by yourself

Before making new level, please go to MainController.cs and comment these lines of code. This will disable loading level from "select level" scene. If you don't, two levels will be loaded at the same time. Uncomment them when necessary.

```
//int level = LevelController.GetCurrentLevel();
//int world = (level - 1) / 20;
```

```
//int index = (level - 1) % 20;  
//levelsRoot.GetChild(world).GetChild(index).gameObject.SetActive(true);
```

Follow the instructions in these video:

How to create a rope : <https://youtu.be/a5LmK6aiGac>

Add bubble and blower : https://youtu.be/iYp__5wdNo8

Add magic hat : <https://youtu.be/TrbbwAjPhvk>

How to use Slider : <https://youtu.be/FuLctYmMr9I>

How to play with Spider-Ant : <https://youtu.be/kuy4I-BnzxY>

Play with some movements : <https://youtu.be/gcGI3glykPE>

Add "change gravity" button : <https://youtu.be/t49A4YxH6MM>

How to show red paths : <https://youtu.be/kqs7EKcDuFI>

Add electronic item : <https://youtu.be/aU8XbxZVFeQ>

How to move a rope on a path : <https://youtu.be/EygMPD0QFU0>

Camera follows candy in long and tall scene : <https://youtu.be/4VZRJaImHKY>

Adjust sounds, musics and dialogs: <https://youtu.be/F6phDIHbiM>

7. How to build for iOS.

<https://www.youtube.com/watch?v=M-ZndeOMwIs>

8. How to reskin the game.

Replace new graphics to their corresponding locations and then use TexturePacker to pack them into atlas. Finally, place new atlases into Unity project.

Get graphics :

<https://drive.google.com/file/d/0B6scX4XxREDGb1prUzg1YkZ1VTA/view?usp=sharing>

How to use Texture Packer :

<https://youtu.be/4UDKP17KKQc>

8. Contact us

If you have any questions, do not hesitate to contact me via

Skype: [phuongdong0702](https://www.skype.com/user/phuongdong0702) (use this if you want to get fastest response)

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