Slots Perfect Kit

v1.5 documentation and How to guide.

Package Info

About

Slots Perfect Kit is a full package to create Slots games easily.
- It is compatible with mobile as well as standalone and webplayer.
- All scripts are written with c#
- uGui only (doesn't require other asset)
- Unity 5, Unity 4.x support

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How to Play

- Set lines & bet
- Spin!
- If you won, play minigame to multiply your won.

Features

- Change Reel count(3~10) and row count(3~7) in custom inspector dynamically.
- Add Symbols with frequency per reel without limitation.
- Add Pay line without limitation.
- Show Pay lines player won.
- Freespin by Scatter.
  - play auto function.
  - display freespin result popup at the end of freespin.
  - display freespin left count info.
- Show 5inrow & bigwin & freespin popup
- Full column Wild Symbol
- 3 types of RNG (Unity,DotNet, Mersenne Twister)
- Return rate simulation on inspector
- Intro, Lobby, Game Scene
- Auto Save & Load Player's Gold & Option Settings
- Auto spin (keep spin automatically while enough credit)
- Set event function at every Reel states and popup states.
- PayTable info popup create automatically.
- Indicate(Prediction) effects when probability of bonus or scatter.
  - if there are more than 2 symbols of bonus or scatter, reel spins more time then normal.
- Double minigame included

Try the Webplayer

Watch a video on Youtube
Video - Document - Forum

Version History

v1.0 - 08.30.2015
- First Release.
-

v 1.1 (2016-02-12)
- bug fix : payline is not shown in unity v5.x
- bug fix : scatter symbol type missetting fixed

- bug fix : reel spin stuck at first

v 1.5 (2016-02-29)
- reel stop rebound improved
- save/load user gold & option settings
- full column wild
- intro & lobby scene added
- return rate simulation menu added in SlotGame inspector
- bug fix : line win caluration bug fixed (SlotGame.cs line 559 : totalbet -> realbet)
- background image's rectTransform changed
- gold display two decimal places.

Credits

- The sounds are from unity technologies samples and courtesy of Sound Jay (http://www.soundjay.com/)
- Intro music is clip of 'Cautious Path' by Sound Jay (http://www.soundjay.com/)
- The font is 'BD Cartoon Shout' by dafont.com (http://www.dafont.com/bd-cartoon-shout.font)

Customization Guide

Slot Perfect Kit (SPK) is considered a complete project, and as such is supposed to work as the starting point of your planned game, rather than an addition to an existing project. That said, you may of course pick and choose some of the scripts/models to import into your existing project, but SPK works best as a starter kit which you can customize any part of to your liking.

Add Symbol
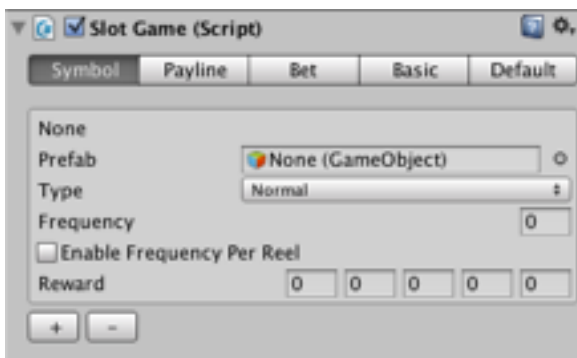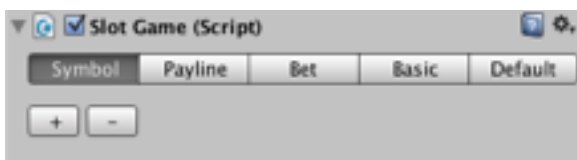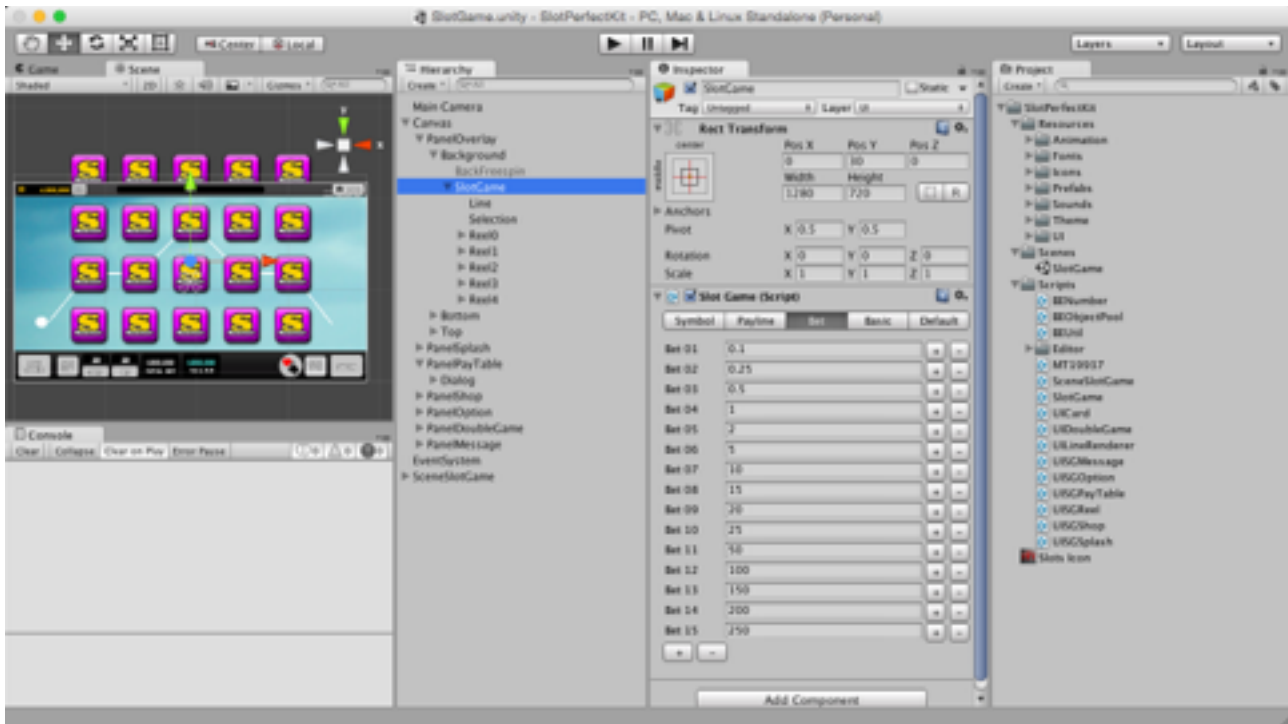
Select **SlotGame** object in the Hierachy Panel. then you can see custom inspector in the Inspector panel. SlotGame inspector has 5 tabs. Let's select tab named 'Symbol'.

To add new symbol, click + button on the bottom left of inspector. now you can see the inspector like left shot.

Prefab - Drag prefabs from "SlotPerfectKit / Resources / Theme / Numbers / Symbol / Symbol_S1" in the Resources Panel, and drop Prefab .

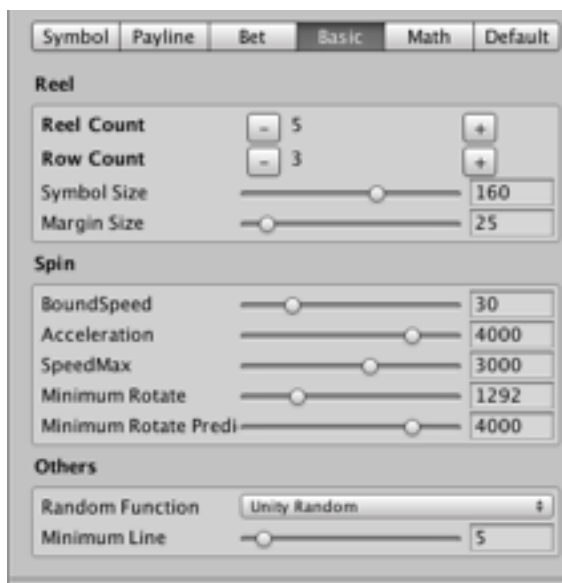**Type** - Set Symbol's type is wild or scatter or normal.

Frequency - Probability of symbols shows in each reel.

Reward - when symbol show in Pay line, set the reward vaules by symbol count. from left to right, symbol count is increased. if symbol's type is scatter, the reward is free spin count. else reward is credit.

Set Reel Count & Row Count

Let's select fourth tab named 'Basic'.

Reel section shows variables to set reel's look.
Reel Count - Change reel count horizontally.
it's range is 3 to 10. If you change this value, the count of Reels in Scene changes dynamically.
Row Count - Change reel count vertically. if Row count is 3, you can see 4 Rows in the Scene Panel. this is normal. because we need additional row to show scrolling of reel.
Symbol Size - Size of Symbol
Margin Size - Space between Symbols

Spin section shows variables of Spin
BoundSpeed - Used when Reel stop
Acceleration - Used when Reel Spin Start
SpeedMax - Reel spin speed
Minimum Rotate - Minimun Rotate distance when Reel stop.
Minimum Rotate Prediction - If In Prediction state Reel spins more distance then normal state.

Random Function - Change RNG, SPK provide 3 type of RNG, Unity, DotNet, and MersenneTwister

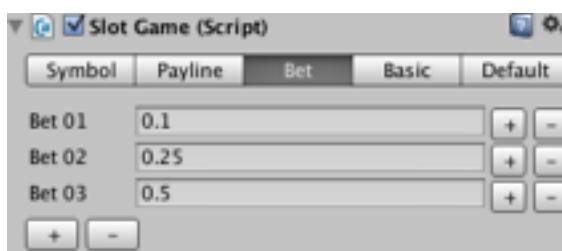# Set Pay lines

Let's select second tab named 'Payline'.

To add new line, click + button on the bottom left of tnspector. to remove click - button.
Each lines has row id of reel and color. from bottom of the line row id increase from 1.
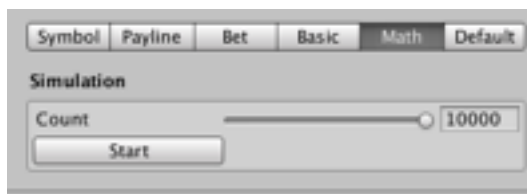
Set Bet table

Let's select third tab named 'Bet'.

In game, when user clicked bet button, bet credit changes by this bet table.
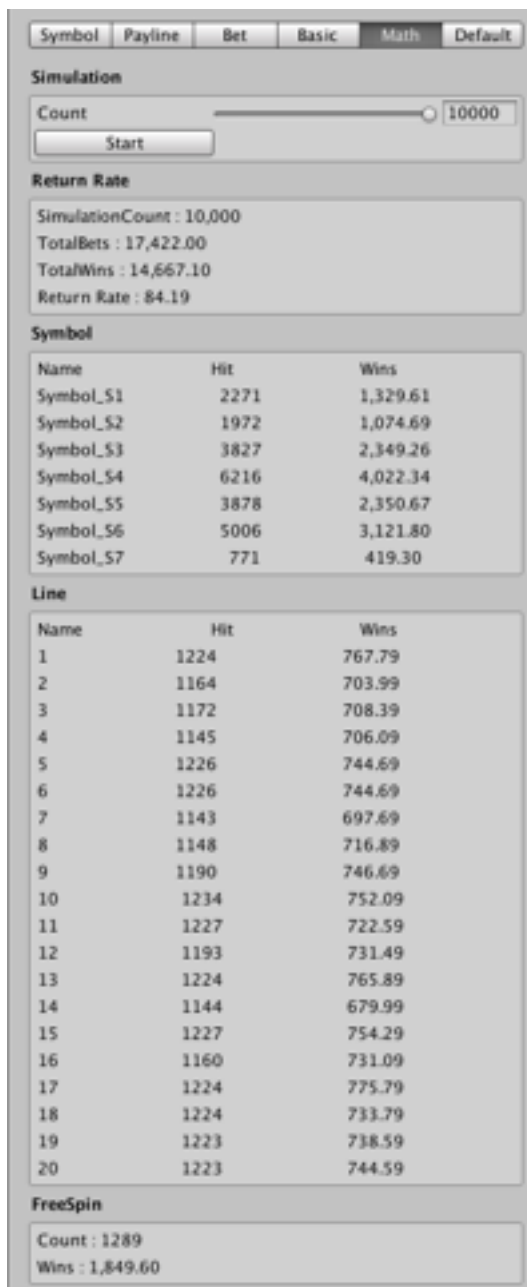
Simulate Return Rate

Let's select tab named 'Math'.

This tab was added at v1.5 update.
Change Simulation Count by slider, Then Press
Start Button.

| Symbol | Payline | Bet | Basic | Math | Default |

Simulation

Count ———————○ 10000

Start

Return Rate Box shows the result of simulation.
In left screenshot, Return Rate is 84.19. This means on
average, user get 84.19 gold for every 100 gold bet.

Symbol Box shows each Symbols's hit count and win
gold.

Line Box shows each line's hit count and win golds.

Free Spin box shows total freespin count and win golds.

| Symbol | Payline | Bet | Basic | Math | Default |

Simulation

Count ———————○ 10000

Start

Return Rate

SimulationCount : 10,000
TotalBets : 17,422.00
TotalWins : 14,667.10
Return Rate : 84.19

Symbol

Name	Hit	Wins
Symbol_S1	2271	1,329.61
Symbol_S2	1972	1,074.69
Symbol_S3	3827	2,349.26
Symbol_S4	6216	4,022.34
Symbol_S5	3878	2,350.67
Symbol_S6	5006	3,121.80
Symbol_S7	771	419.30

Line

Name	Hit	Wins
1	1224	767.79
2	1164	703.99
3	1172	708.39
4	1145	706.09
5	1226	744.69
6	1226	744.69
7	1143	697.69
8	1148	716.89
9	1190	746.69
10	1234	752.09
11	1227	722.59
12	1193	731.49
13	1224	765.89
14	1144	679.99
15	1227	754.29
16	1160	731.09
17	1224	775.79
18	1224	733.79
19	1223	738.59
20	1223	744.59

FreeSpin

Count : 1289
Wins : 1,849.60

Set Event Function call

Let's select last tab named 'Default'. This tab shows SlotGame.cs's original inspector.
You can set event functions to receive game events.
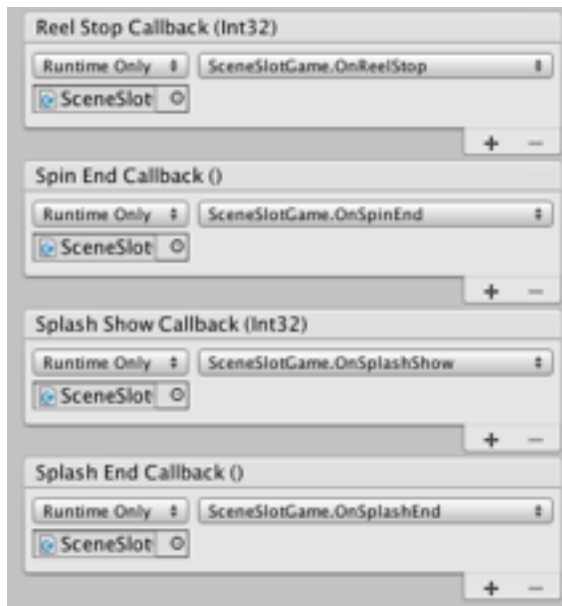
Reel Stop - Called when each reel stop
Spin End - Called when spin end.
Splash Show - Called when 5inRow, Bonus, FreeSpin(Scatter). in this function, SceneSlotGame shows popup windows.
Splash End - Called when popup window closed.

Minigame

When user win, Minigame button will be show.
If User clicked this button, OnButtonDouble function in SceneSlotGames.cs will be call. You can add your own game code here.
User can choose up to 5 times to double or quadruple their win money.
When Double game is end, OnDoubleGameEnd function in SceneSlotGames.cs called.

SceneSlotGame

All user input was processed in SceneSlotGames.cs script.
check all OnButton.. functions.