

Arkanoid The Legend II

(Preview PDF)

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
Complexity : 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

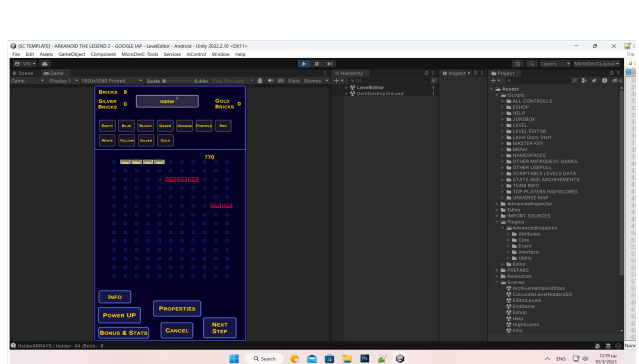
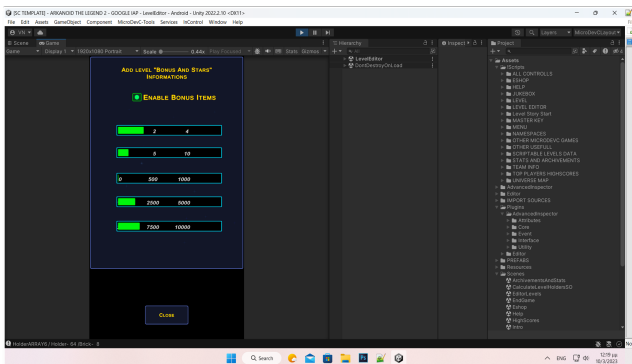
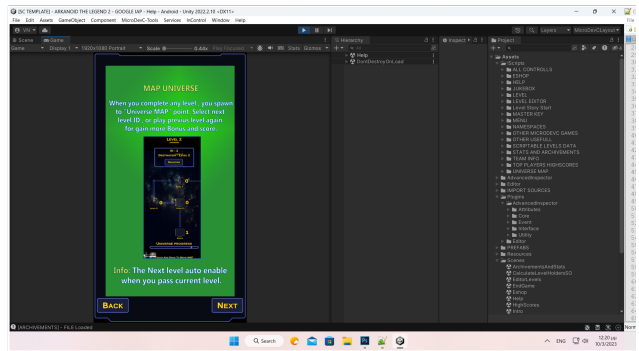
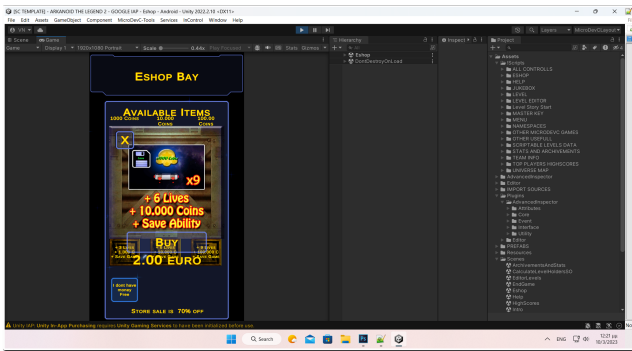
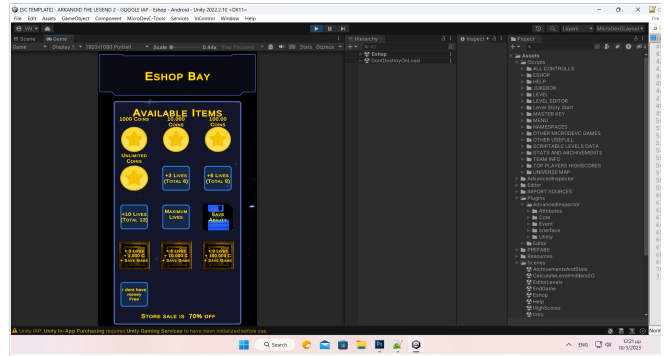
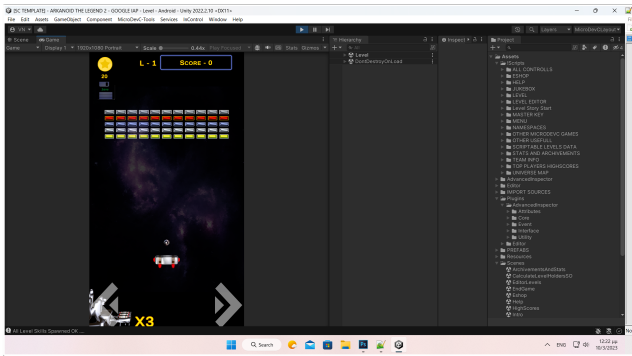
Recreate All Game Graphics And Gameplay from Start

Game Images

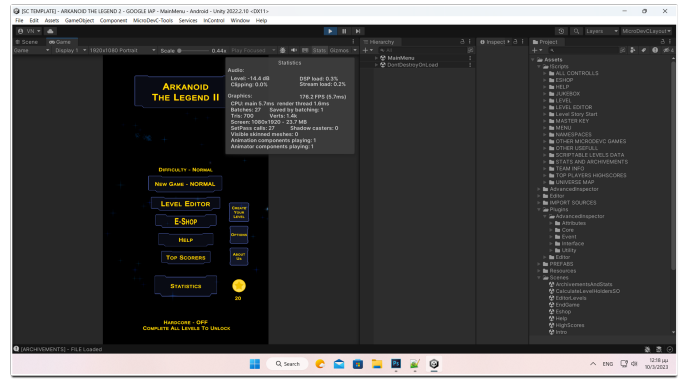
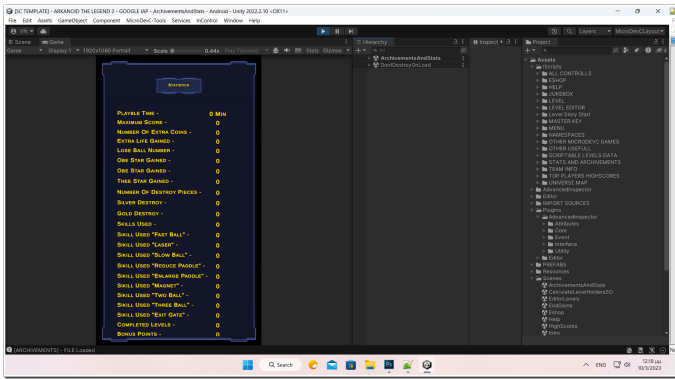




Images from Unity (Game Engine)



Images from Unity (Game Engine)



Steps after Buy

(Source Code)

Click (Validate Key) button and input validation key , you can find , in download file

A mail send you to your (mail) account

Waiting some days to delivery if you select any of above method (DVD / USB STICK / HARD DISK)

A second mail send you with all project (Links), download for your PC if you select (DIGITAL

When your order is complete a file with a validation key will be saved on your computer press the (Validate Key) button

Press Link to (Validate) your Source Code (key)

Validate - Link :