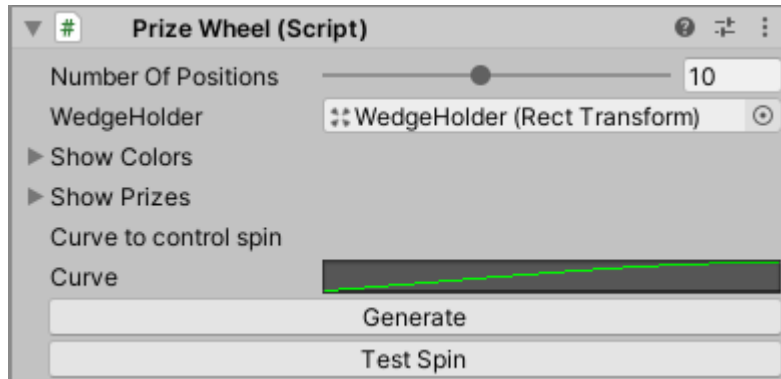


PrizeWheel

By Ladimaco

PrizeWheel is an easy solution for adding a Daily Spin component to your game.



PrizeWheel supports wheels with 2 – 20 sections, allowing for a wide range of uses.

Each section can be customized for Color, Text and Prize Value.

To use, drag the PrizeWheel prefab into your scene and position it however you like.

In the inspector, select the number of positions, from 2 through 20.

Click Show Colors to see/edit the colors that will be used for each position,

Click Show Prizes to see/edit the prizes for each section.

In the prize editor, you have 3 values. The first is the label that will be displayed on the PrizeWheel section. The second value is the inter value of the prize. The last value is the weight of the prize. Prizes with higher weights are more likely to be selected, then prizes of lower weights.

Once you have the prizes and colors you want, click Generate Wheel and the wheel will unpack the prefab, and make all the necessary changes. Generate Wheel is only available in the editor.

The curve controls the way the wheel spins. You can adjust the curve to your liking.

While in Play Mode, you can click Test Spin in the inspector to spin the wheel. If you are not in play mode, test spin will still select a winning prize and display it in the console, but will not actually spin the wheel.

In your script, get a reference to the PrizeWheel component. Most easily by creating a public variable reference and dragging the PrizeWheel into the reference in the inspector.

Hook the events for the prizewheel to get a callback when the wheel is spun, and to get the spin results. See the ExampleScene for an example of how to do this.

If you have any problems, please feel free to email me at Ladimaco@gmail.com