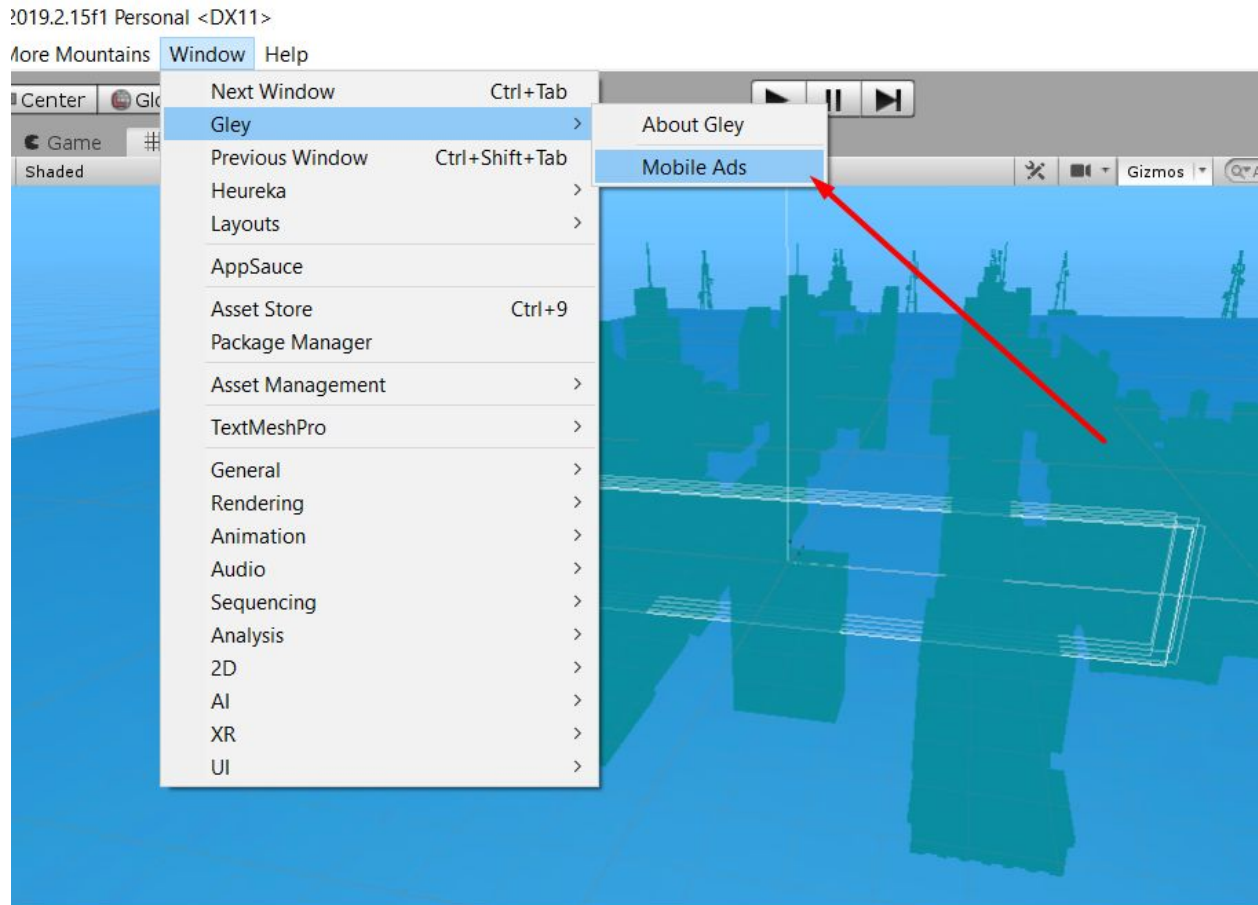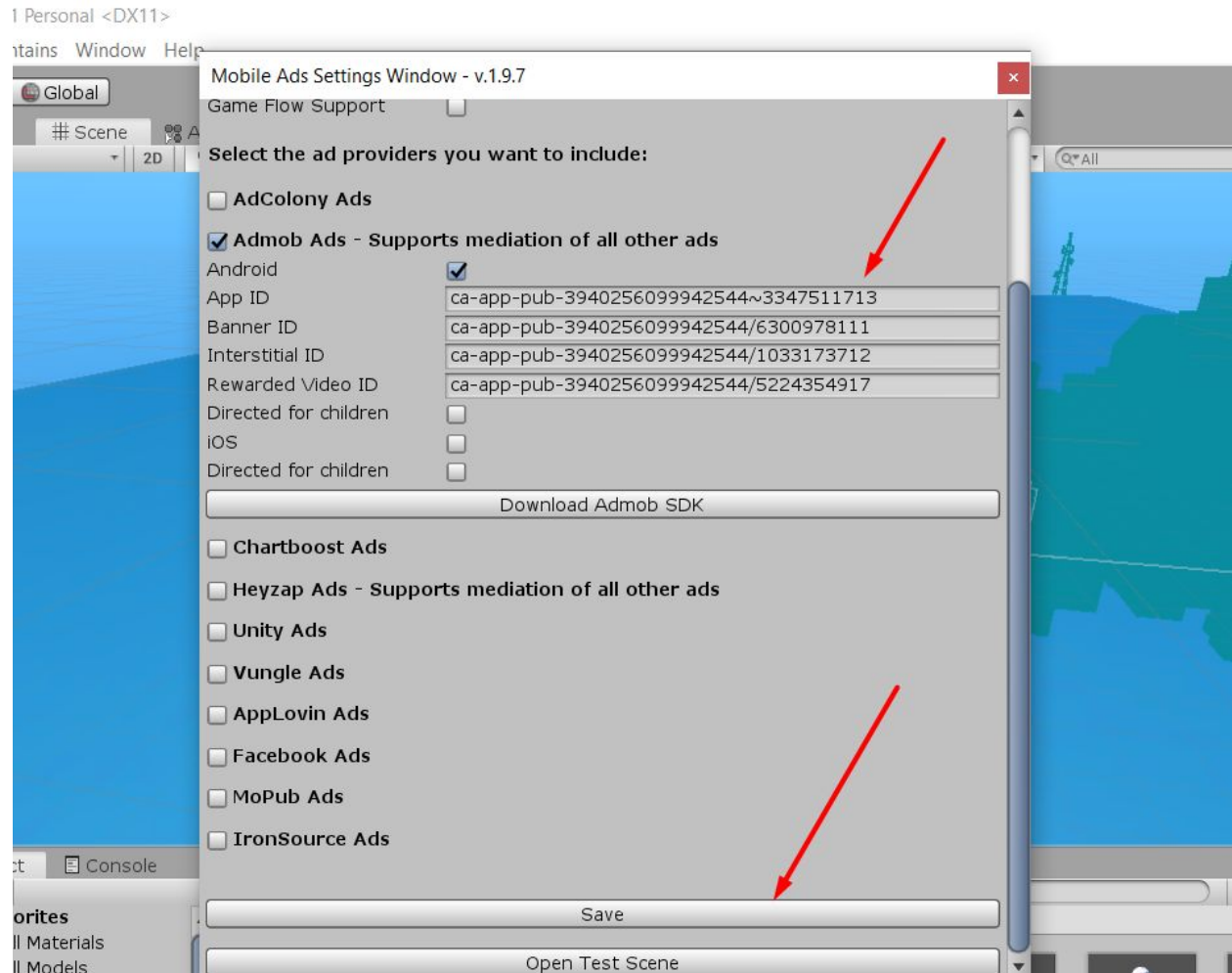# SLAP CHAMP Game Source Code Documentation

- SETUP ADMOB ADS
- CHANGING CHARACTERS
- CHANGING LEVELS

SETUP ADMOB ADS

FOR SETUP ADMOB ADS INTO SOURCE CODE
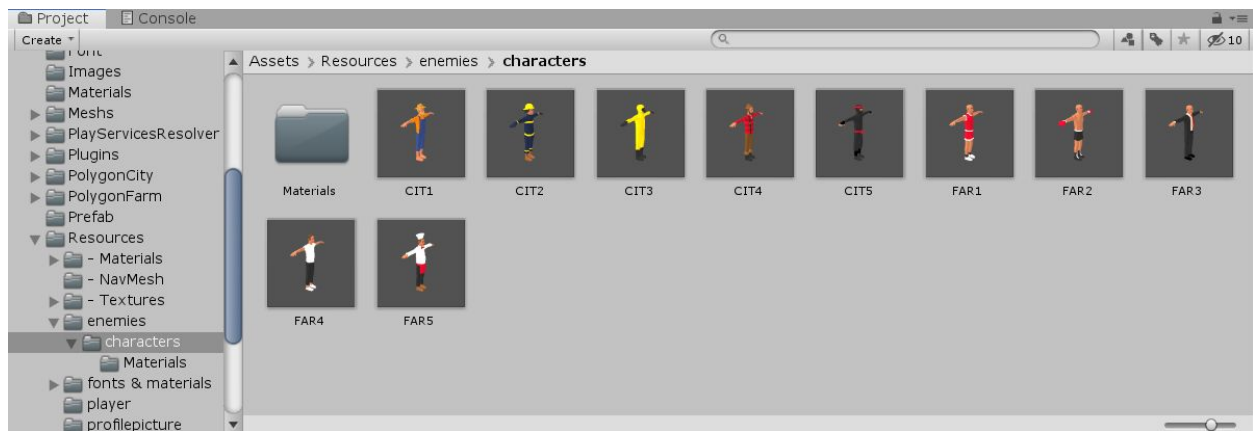FOLLOW STEPS SHOWN IN BELOW SCREENSHOTS

PUT ADMOB APP ID AND AD ID'S IN ABOVE WINDOW AND HIT SAVE

ADMOB SETUP DONE ;)

ADDING MORE CHARACTER

1. YOU CAN ADD MORE CHARACTER UNDER
   RESOURCES>ENEMIES>CHARACTERS FOLDER

2. GO TO **ASSETS>SCRIPTS>AICONTROLLER.CS**
   GO TO THIS LINE NUMBER 54
   int number = Random.Range(1,5);
   AND CHANGE RANGE ACCORDING TO ENEMIES YOU WANT TO ADD

ADDING MORE LEVELS

AFTER ADDING MORE LEVELS IN GAME
GO TO **ASSETS>SCRIPTS>AICONTROLLER.CS**
GO TO THIS LINE NUMBER 56

string name = SceneManager.GetActiveScene().name.Substring(0, 3) + number;

LIKE RIGHT NOW THERE ARE 3 SCENES SO IF YOU WANT TO ADD 2 MORE
RANGE WOULD BE (0,5)
example:
string name = SceneManager.GetActiveScene().name.Substring(0, 5) + number;

For any support contact us at skype: slipknot2543
Email id: support@sellapp.codes

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THANK YOU FOR PURCHASE