PANDA ADVENTURE

I.   FEATURE

Panda Adventure is a platformer 2d game.

Gameplay:

+ Total 5 worlds (forest, volcano, farm, winter, desert)

+ Total 30 sample levels with 5 BOSS FIGHT levels (watch video clip to add more level)

+ Total 29 Enemies (5 BOSSES)

+ Can control player with **Mobile GUI/ Keyboard/ GamePad**

+ Admob, UnityAd and In-App Purchase are integrated

+ Many obstacle objects

+ Unlock more characters in Shop

+ Total C#, easy to learn and coding

+ Animation with Sprites/Sprite sheet => easy to reskin

+ 3 stars system

Player Abilities:

- Double Jump
- Melee Attack
- Throw bullet
- Use Parachute
- Slide wallside
- Jump up the wall

Camera script features:

- Follow the player
- Adjust the limit up and below position
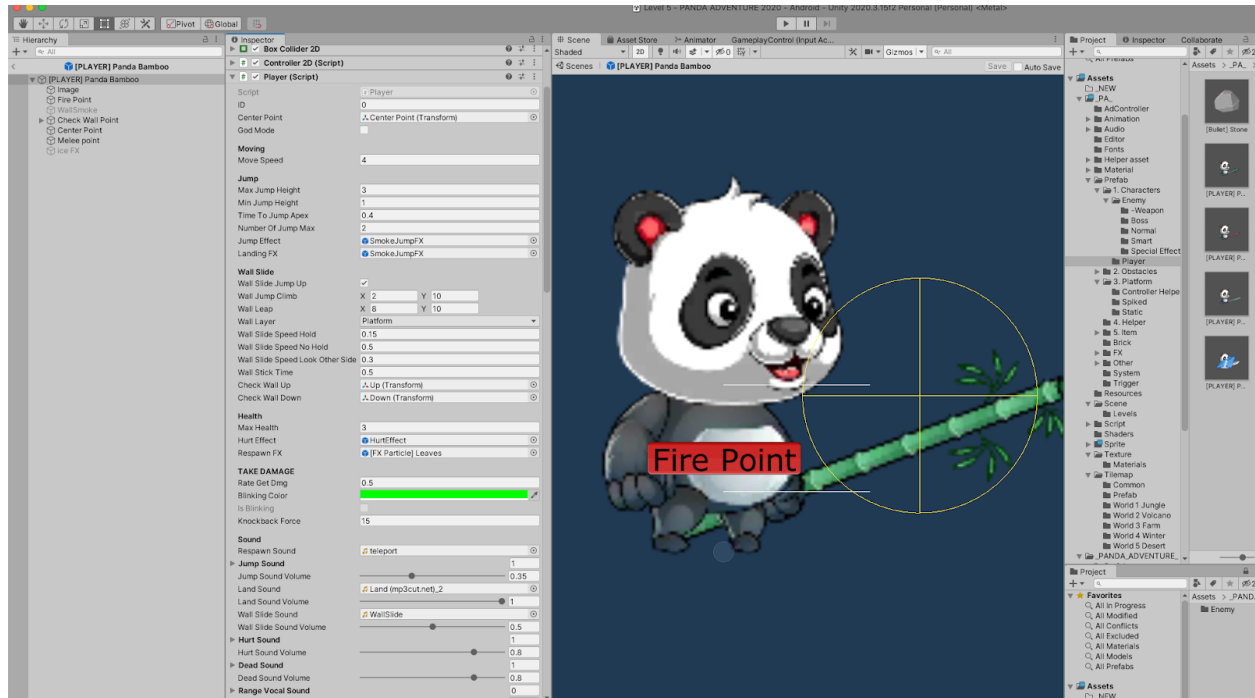- Set offset position to player

-------------------- **VIDEO TUTORIAL** -----------------------

https://youtube.com/playlist?list=PLsYVhiY2FG-bjyF-Fvn_Z5MFb90220rek

II.   GAMEPLAY

1. Player

a. Setup

- **God mode:** use to test game without get damage
- **Move Speed:** the moving speed of Player
- **Max/Min Jump Height:** hold jump button to get the height distance.
- **Max Health:** health of Player
- **Rate Get Dmg:** the delay time to prevent the next damage
- **Number of jump max:** *how many times player can jump in the air*
- **Wall jump climb:** *jump force when keep facing on the wall when sliding*
- **Wall Leap:** *jump force when jump to other side*
- **God Timer:** *how long the god last*
- **Godmode Damage:** *deal damage to enemy in god mode*
- *Windy Gravity: set the gravity when in the wind zone*
- *Parachute Gravity: set the negative value to make the player go up while using the parachute*

- *Can Be Freeze: can get frozen by the frozen slime enemy*

b. Melee Attack

| Melee Attack (Script)	
Script	# MeleeAttack
Collision Mask	Mixed...
Multi Damage	✓
Delay Check Target	0.25
Melee Damage	38
Critical Chance	1
Push Object	6
Melee Point	Melee point (Transform)
Area Size	0.4
Attack Rate	0
Sound Attack	♪ Sword
▼ Sound Hit Enemy	3
Element 0	♪ sword hit 1
Element 1	♪ sword hit 2
Element 2	♪ sword hit 3
Crit Sound	None (Audio Clip)
Hit Effect	None (Game Object)
Crit FX	None (Game Object)
HIT EFFECT	
Play Earth Quake On Hit	✓
Eq Time	0.1
Eq Speed	60
Eq Size	1.5

- **Delay check target:** change this value to sync with the attack animation
- Melee Damage: set damage value when hit the enemy
- Critical Change: the percent to make the x2 damage
- Push Object: the force to push the enemy back
- Area size: the attack zone

c. Range Attack
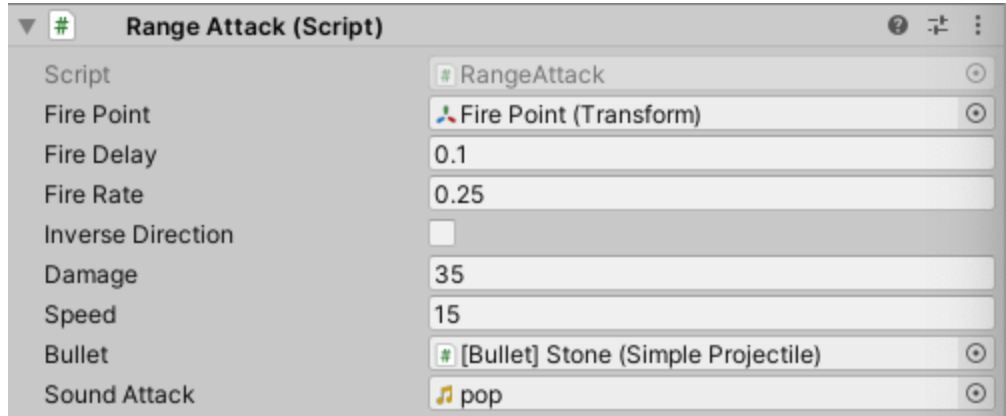
- **Fire Delay:** when press fire button, delay this time value before fire the bullet (Dart), to sync with the animation
- **Fire Rate:** the delay time for next fire
- **Damage**: set damage for the bullet
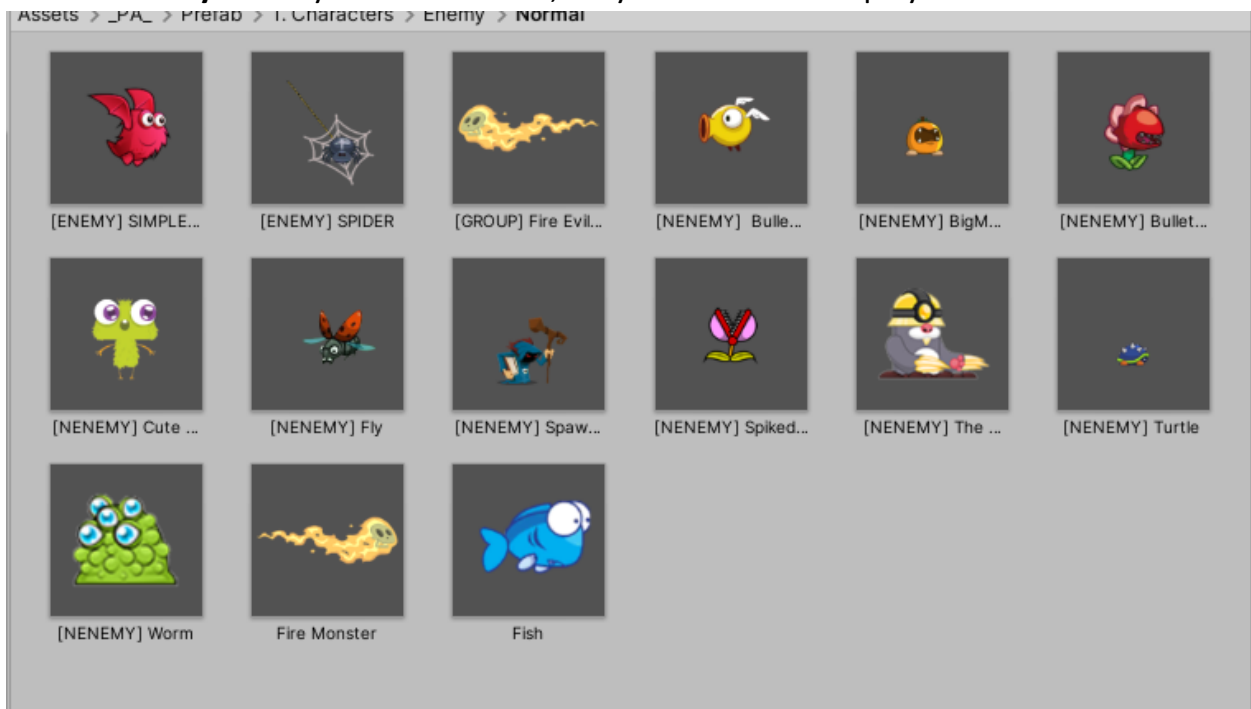- **Speed**: set the speed for the bullet

PLAYER SHOP ITEM
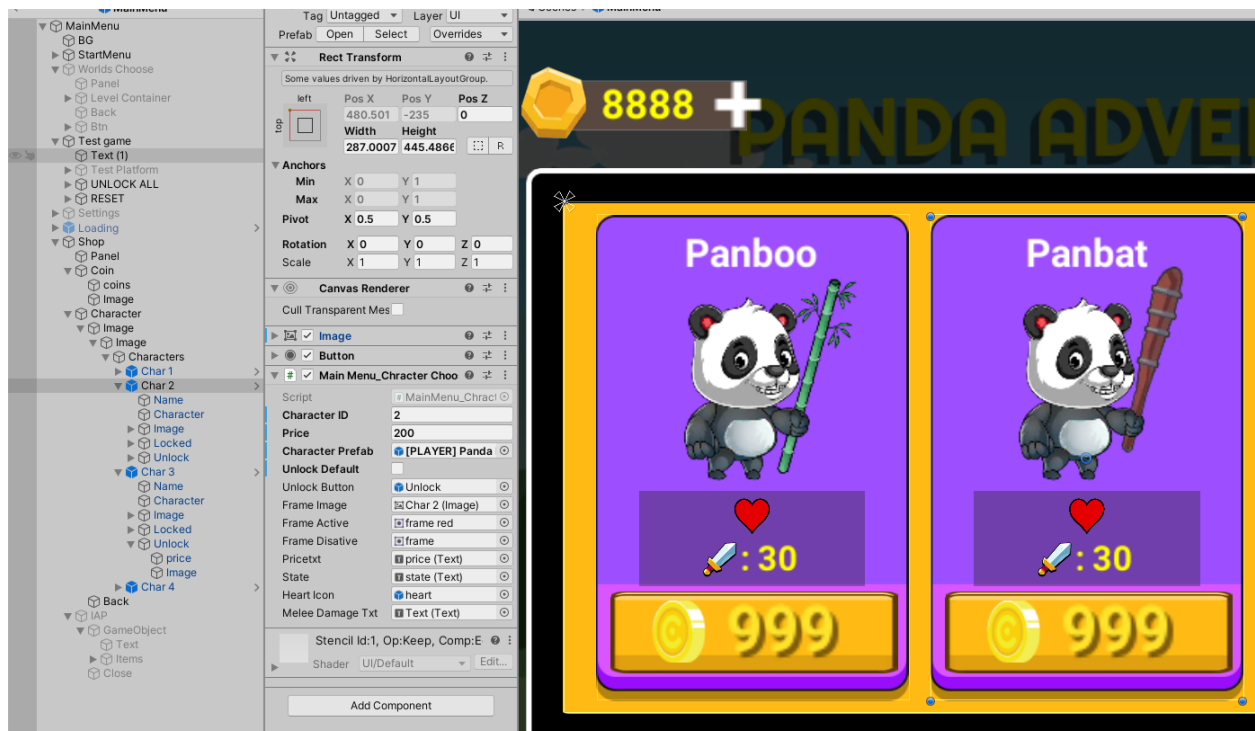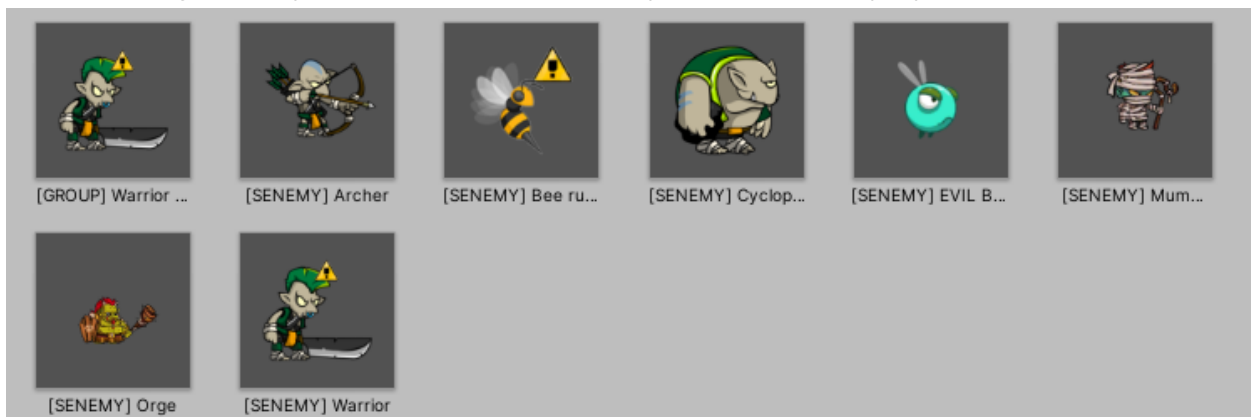

➔ Set the price for the player in Shop menu

2. Enemy

There are 3 group of enemy: *Normal*, *Smart* and *Boss*, total 30 characters

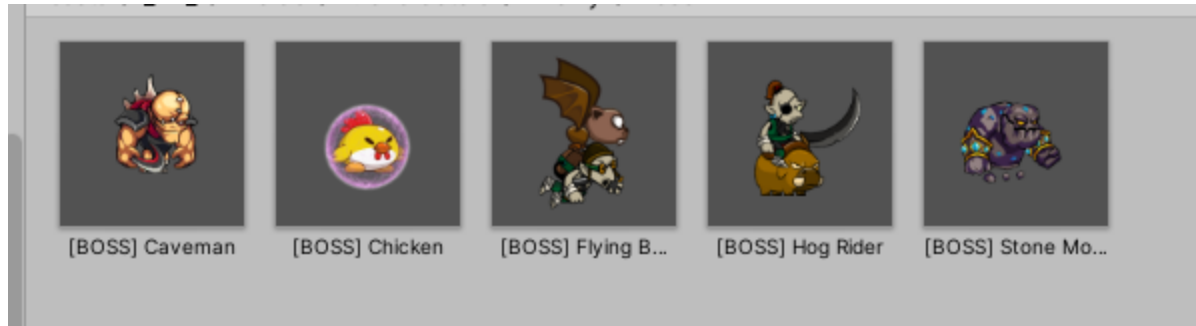**Normal Enemy:** enemy with basic skills, they don't chase the player

Assets > _PA_ > Prefab > 1. Characters > Enemy > **Normal**

[ENEMY] SIMPLE...	[ENEMY] SPIDER	[GROUP] Fire Evil...	[NENEMY] Bulle...	[NENEMY] BigM...	[NENEMY] Bullet...
[NENEMY] Cute ...	[NENEMY] Fly	[NENEMY] Spaw...	[NENEMY] Spiked...	[NENEMY] The ...	[NENEMY] Turtle
[NENEMY] Worm	Fire Monster	Fish			

Smart Enemy: enemy with basic skills and they can chase the player

[GROUP] Warrior ...	[SENEMY] Archer	[SENEMY] Bee ru...	[SENEMY] Cyclop...	[SENEMY] EVIL B...	[SENEMY] Mum...
[SENEMY] Orge	[SENEMY] Warrior				

Special Enemy: enemy can explode and make some characters freeze

[ENEMY] Slime B...	[ENEMY] Slime F...

Boss: the bosses with unique skills

[BOSS] Caveman   [BOSS] Chicken   [BOSS] Flying B...   [BOSS] Hog Rider   [BOSS] Stone Mo...

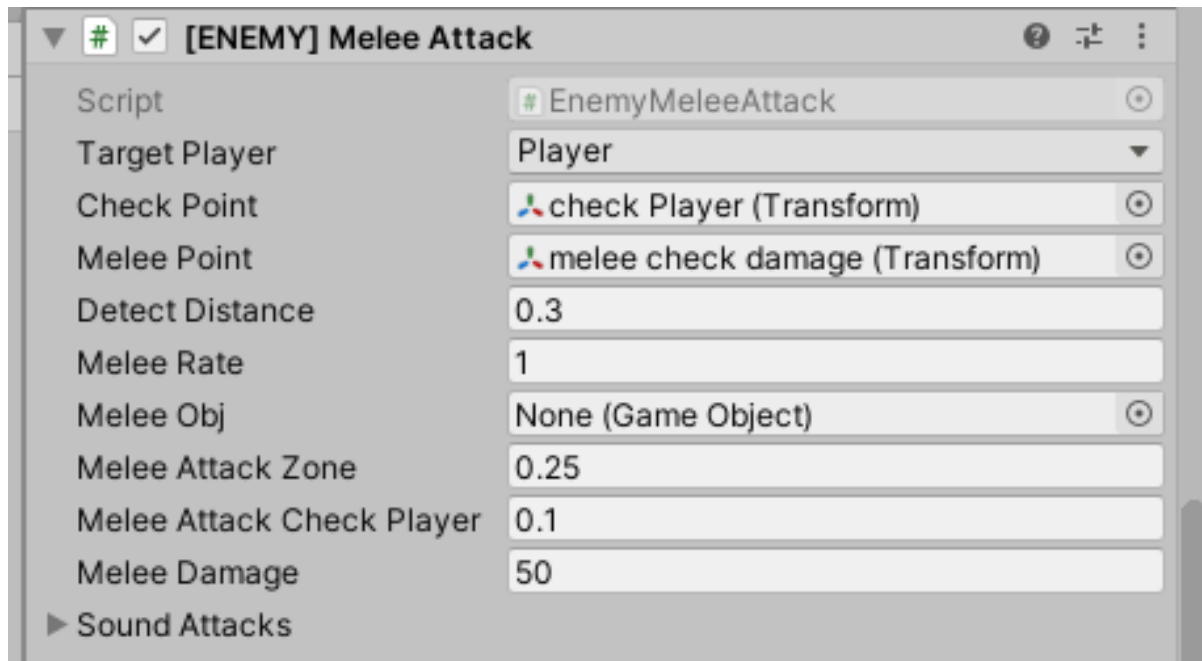### *** Importand value of enemy
+ Smart Enemy Grounded
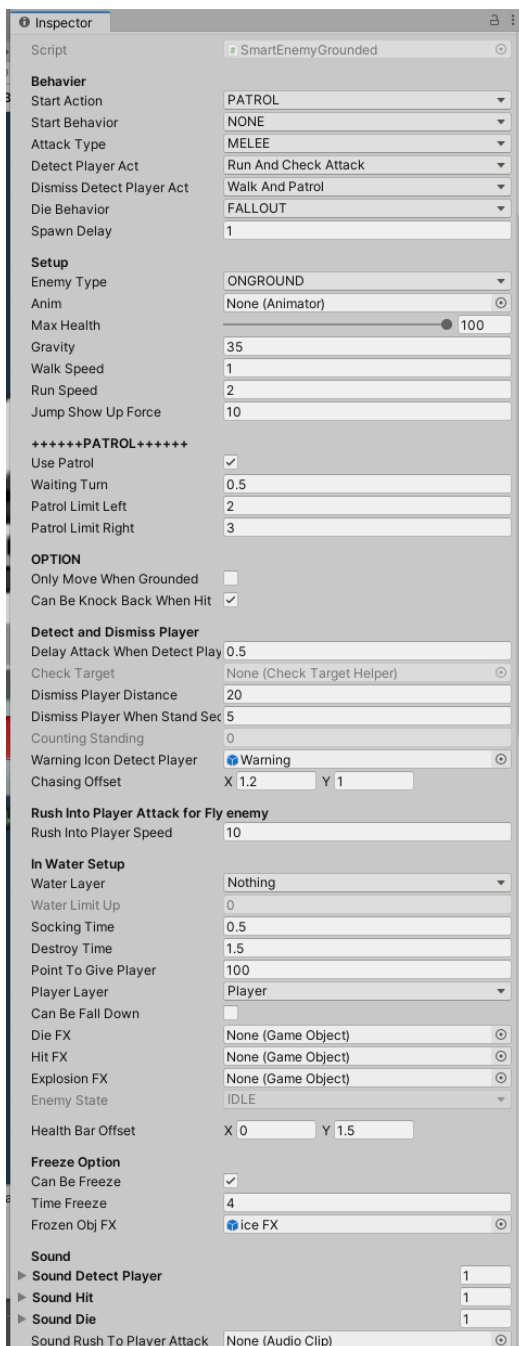
- **Start Action:** there are some action on start, can set Stand or Patrol (look at the patrol limit left/right)
- **Walk speed:** move speed
- **Run speed:** run speed apply for **Hit Behavior chase player**
- **Jump Show Up Force:** jump force when choose **Start Behavior JUMPUP**
- **Dismiss Player Distance**: for chasing enemy, if player reach out this distance then enemy stop chasing player
- **Patrol:** tick choose use patrol or not

Waiting Turn: stop time before flip

Patrol limit Left/Right: don't allow enemy move over this local distance (when changing this value, the point will change in the Scene as well)

- Can be freeze: can be freeze when get hit from the Frozen Slime
- Time Freeze: the freeze time

+ **Check target helper**

This script will help the enemy detect the player when the player go into this area.

+ **Melee Attack**

▼ # ✓ **[ENEMY] Melee Attack**	❓ ⛭ ⋮
Script	# EnemyMeleeAttack ⊙
Target Player	Player ▼
Check Point	⚐ check Player (Transform) ⊙
Melee Point	⚐ melee check damage (Transform) ⊙
Detect Distance	0.3
Melee Rate	1
Melee Obj	None (Game Object) ⊙
Melee Attack Zone	0.25
Melee Attack Check Player	0.1
Melee Damage	50
▶ Sound Attacks	

Detect Distance: the distance allow enemy do melee attack
Melee Rate: time delay between the next strike
**Melee Damage:** deal damage to Player

+ **Give Damage To Player**

▼ # **Give Damage To Player (Script)**	❓ ⛭ ⋮
Script	# GiveDamageToPlayer ⊙
Option	
Is Destroy When Hit Player	☐
Destroy Fx	None (Game Object) ⊙
Make Damage	
Damage To Player	30
Rate Damage	0.2
Push Player Back	X 8 Y 12
Option Can Be Jump On Head	
Can Be Kill On Head	☐
Push Player Be Jump On	X 0 Y 6
On Head Damage	1
Head Point	None (Transform) ⊙

- **Can Be Kill On Head:** the enemy get damage when the Player jump on his head or not
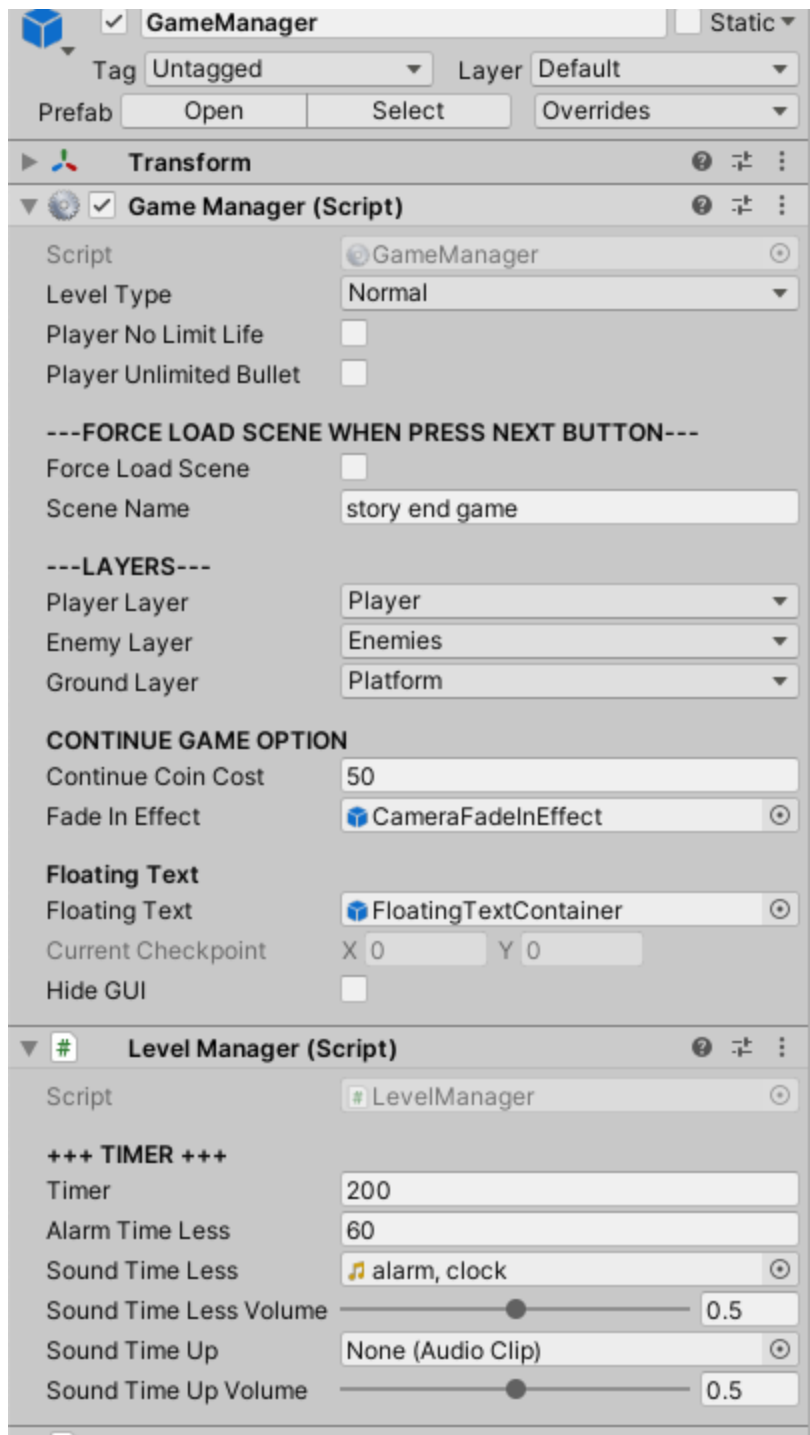
+ Enemy Spawn Item
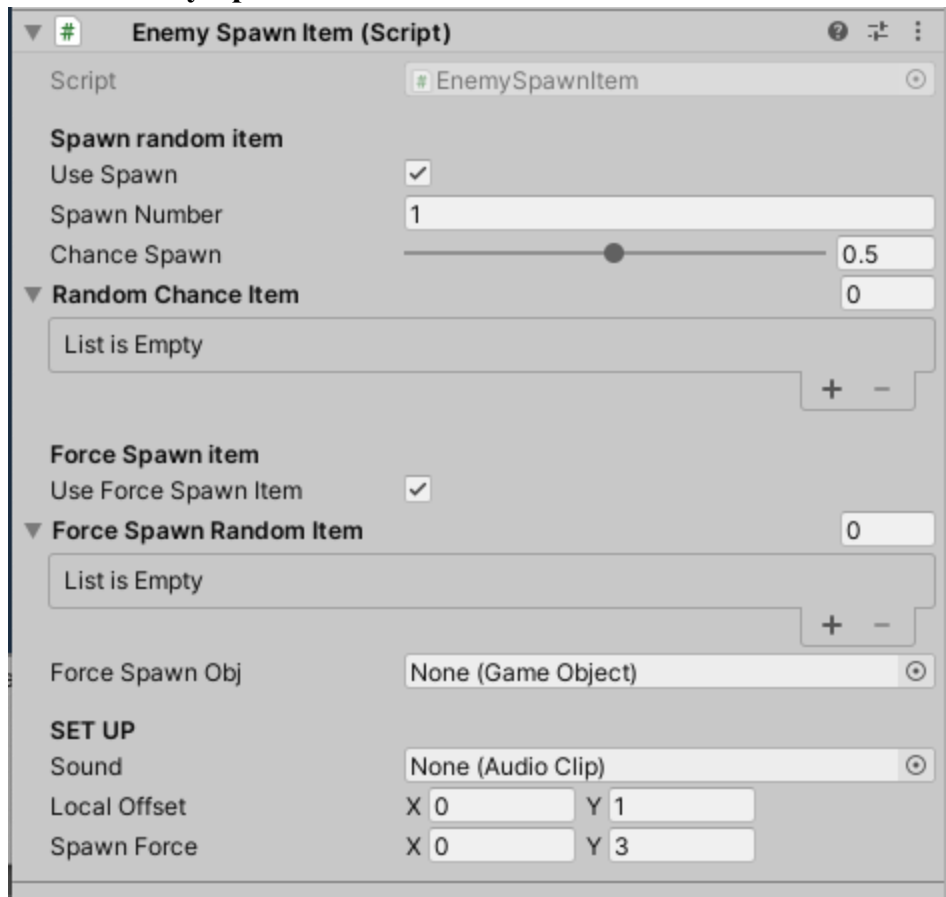
- Use Spawn: spawn item when the enemy die or not
- Spawn Number: the amount of items will be spawn
- Change Spawn: 0~1 (0 ~100%) chance spawn the item
- Random Change Item: place the item into this list to spawn
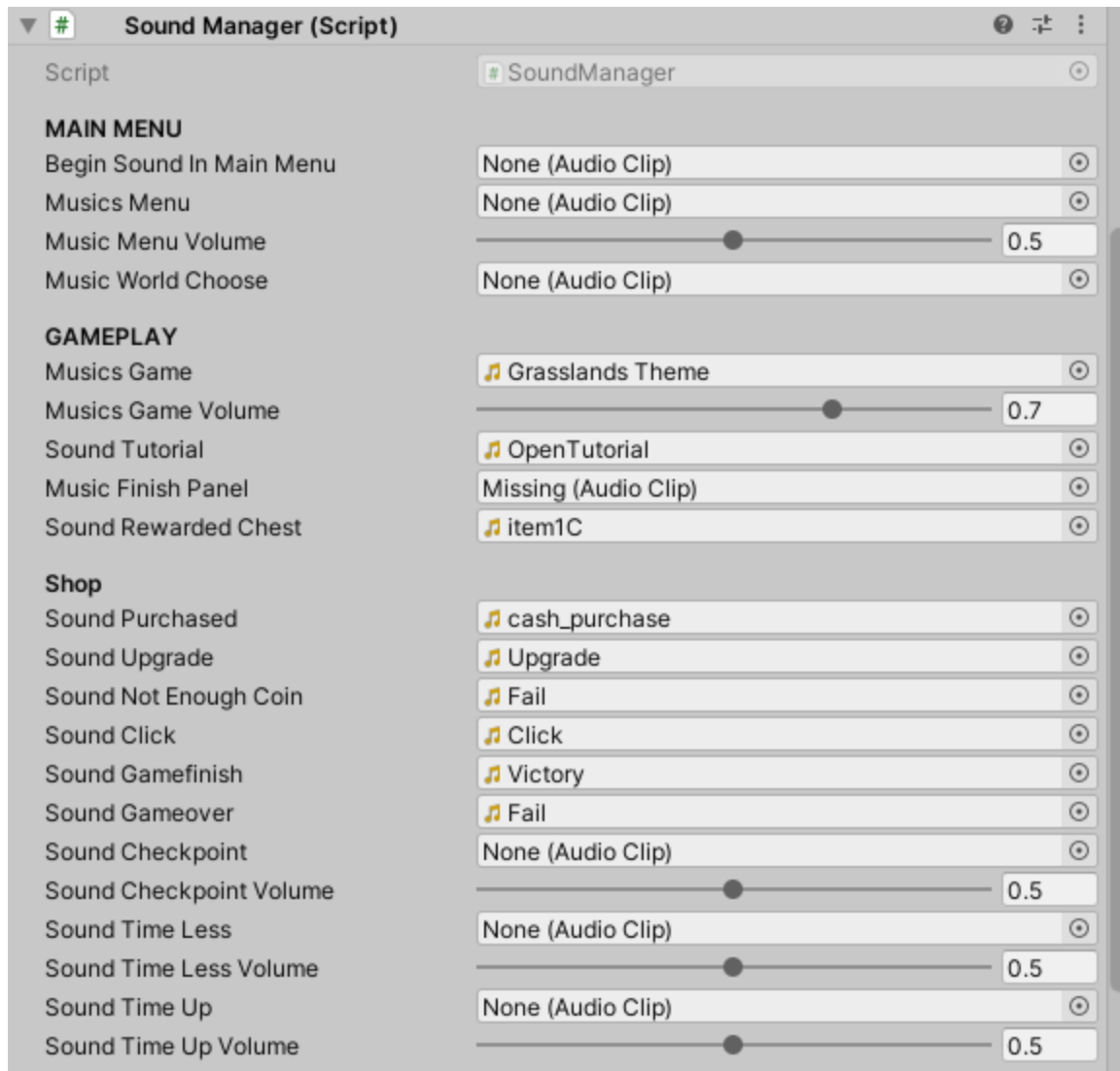- Force Spawn item: immediately spawn the item when enemy die

3. GAME MANAGER and SOUND MANAGER

➔ **Level Type:** if this is the Boss Fight level, must choose Level Type: BOSS FIGHT
➔ Level Manager:
   ◆ Timer: set the timer for the level, time up -> Player die
   ◆ Alarm Time Less: play sound when the time remain lower this value

▼ #	Sound Manager (Script)		
Script	# SoundManager	
MAIN MENU		
Begin Sound In Main Menu	None (Audio Clip)	
Musics Menu	None (Audio Clip)	
Music Menu Volume	——————●—————	0.5
Music World Choose	None (Audio Clip)	
GAMEPLAY		
Musics Game	♫ Grasslands Theme	
Musics Game Volume	———————————●——	0.7
Sound Tutorial	♫ OpenTutorial	
Music Finish Panel	Missing (Audio Clip)	
Sound Rewarded Chest	♫ item1C	
Shop		
Sound Purchased	♫ cash_purchase	
Sound Upgrade	♫ Upgrade	
Sound Not Enough Coin	♫ Fail	
Sound Click	♫ Click	
Sound Gamefinish	♫ Victory	
Sound Gameover	♫ Fail	
Sound Checkpoint	None (Audio Clip)	
Sound Checkpoint Volume	————————●————	0.5
Sound Time Less	None (Audio Clip)	
Sound Time Less Volume	————————●————	0.5
Sound Time Up	None (Audio Clip)	
Sound Time Up Volume	————————●————	0.5

➔ Sound Manager: control the music of the game

4. AdsManager
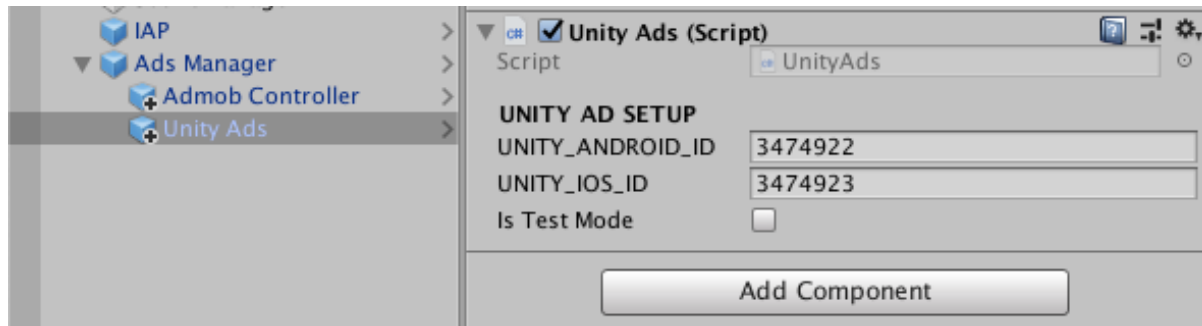
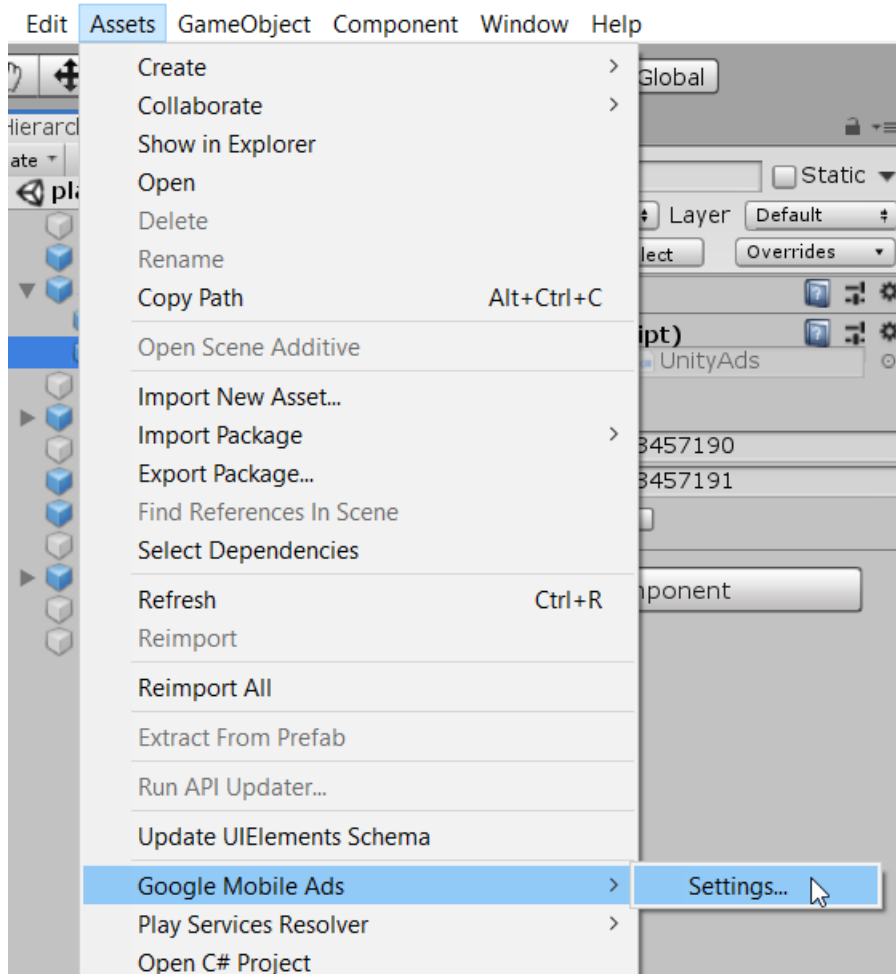   a.   Choose Admob and Unity for interstitial and rewarded video ad
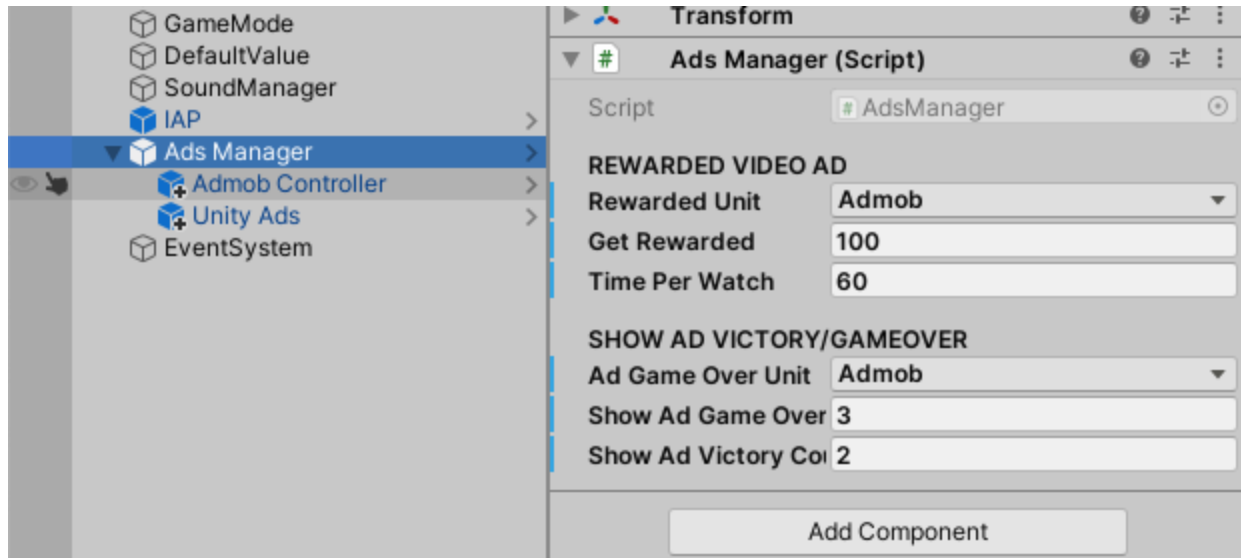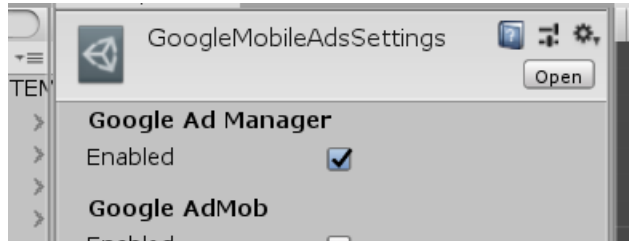

    b.   Setup Admob Ad ID
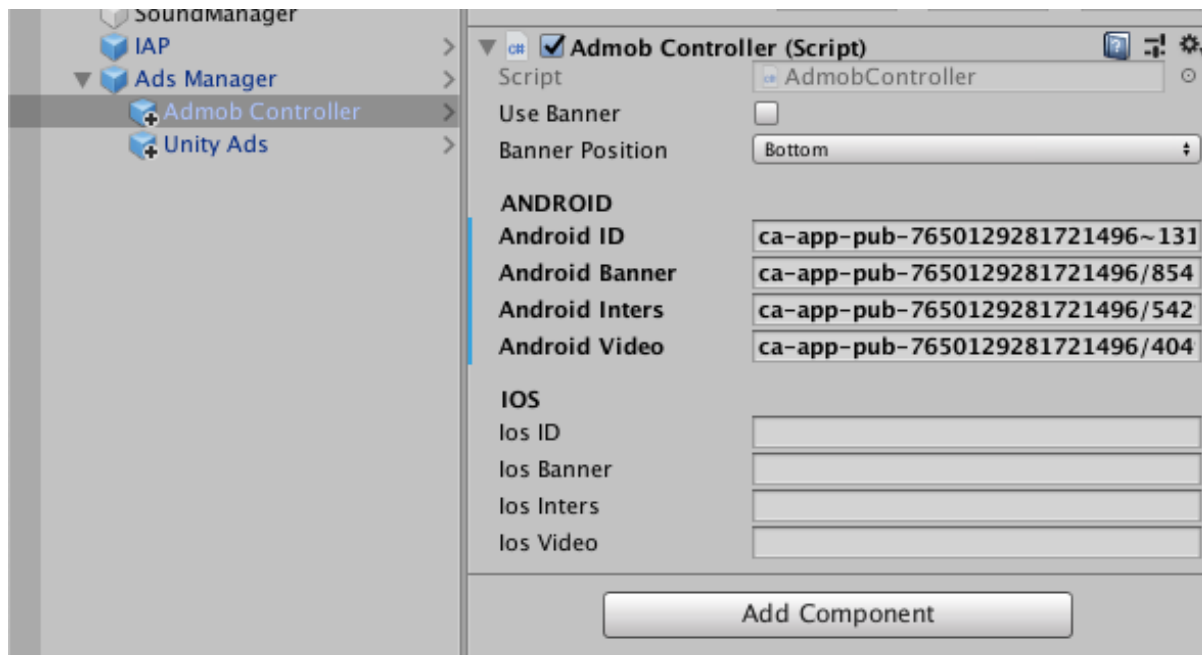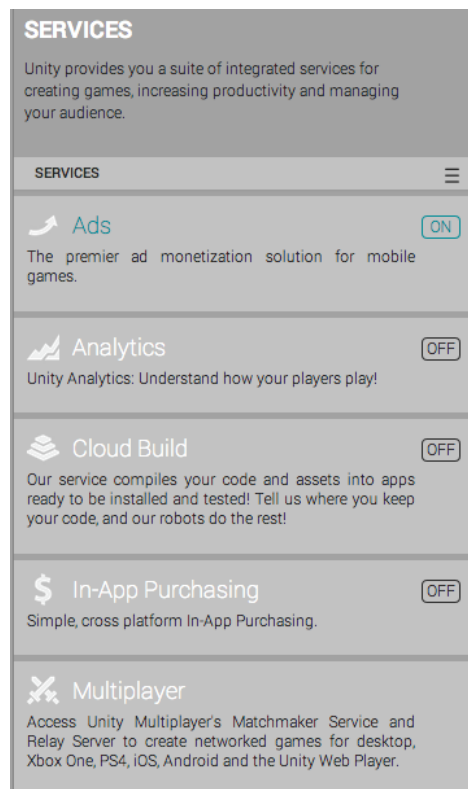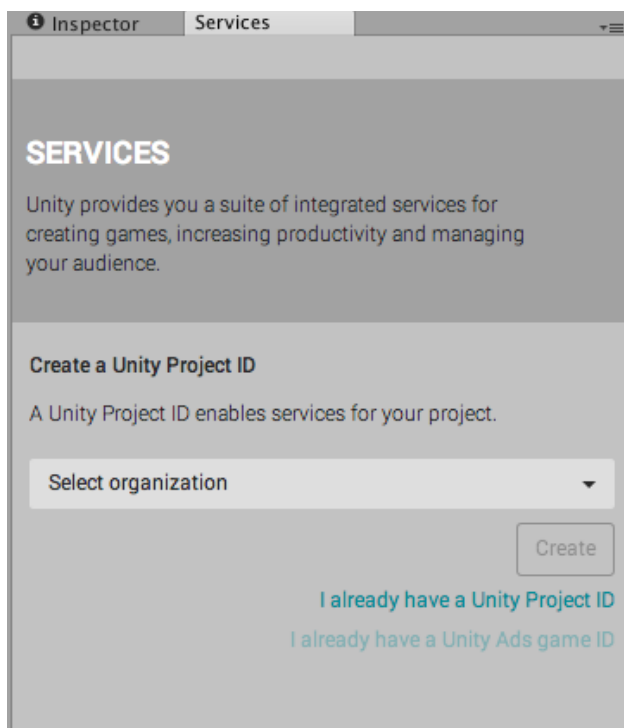
c.   Setup Unity Ad ID

-    Go to Settings... (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more

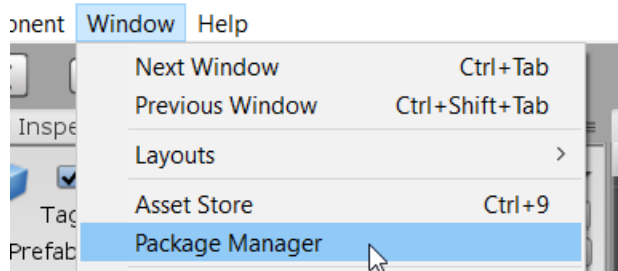-   Then tick Google Ad Manager enable

About Unity, you need enable ADS in SERVICES tab

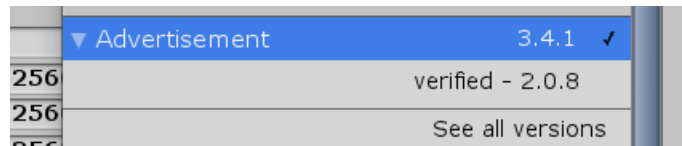**Open Window/Services tab**

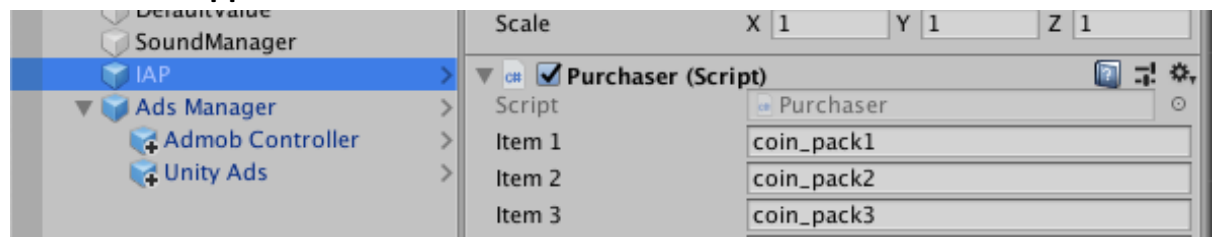**If still have problem, you need update the Ads package**

Go to Package Manager

And Update Advertisement to newest version

Finally, turn on the Ad

- **In-App Purchase**

You can fill your iap item value, watch the tutorial here:

https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html

- **CONTACT**

If you have any questions please contact me: *aigame.contact@gmail.com*

Please rate my game if you like it.

Thank you for your purchase! Good luck!