

# FISH SHOOTER – FISH HUNTER Documentation

(v1.0)

## 1. Overview

Fish Shooter - Fish Hunter is a shooting game fish quite interesting, fascinating in the hottest game series today

The task of the player is hunting fishes in ocean, shoot plenty of fishes to obtain plenty of bonuses.

Players can also do quests to receive attractive rewards and upgrade weapons system more robust to hunt.

Additionally, player can grow fish they hunt for generating money.

Let's play and become the most talented hunter fish.

## 2. Requirement

Unity 5.5.3 or above.

## 3. Features

Game:

- 4 difficulties (Beginner, Amateur, Pro Player, Killer).
- Source code is clean and professional.
- Easy to build on multiple platforms.

Plugin:

- Unity Ads integrated

## 4. Import project

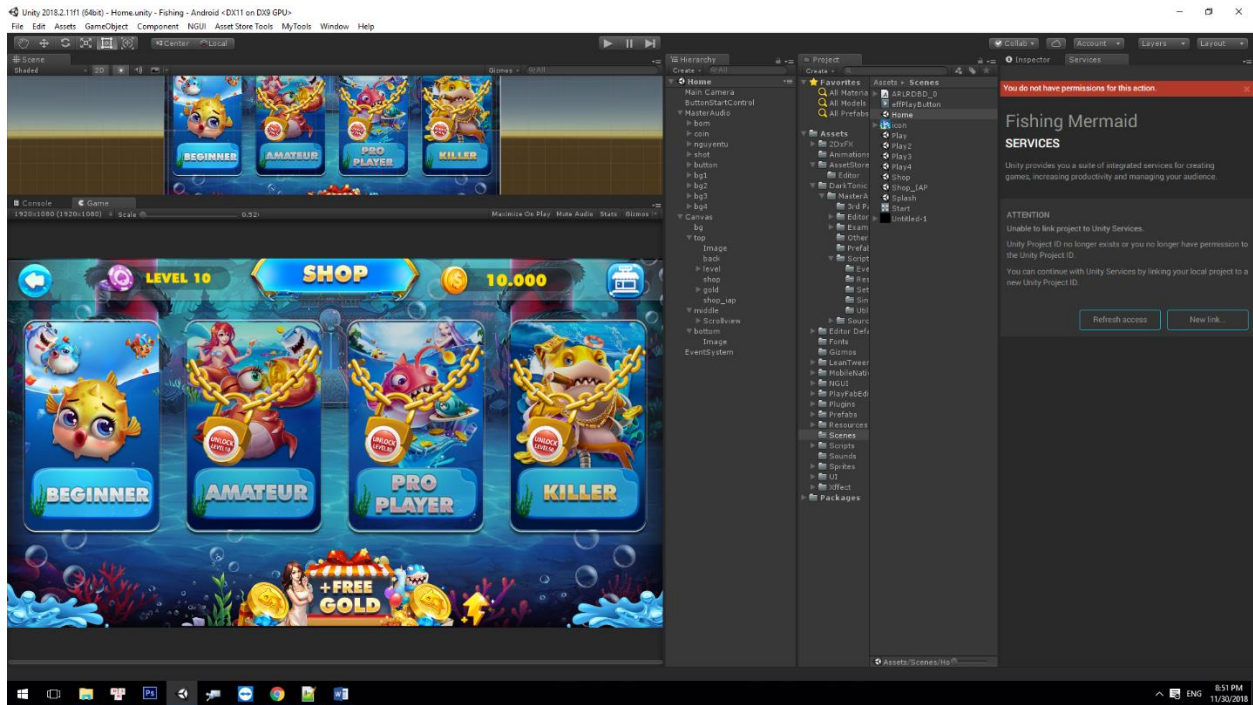
Open Unity 5.5.3 or higher, click "Import Package" -> Choose "fish\_shooter\_english.unitypackage".

Wait until the import process complete.

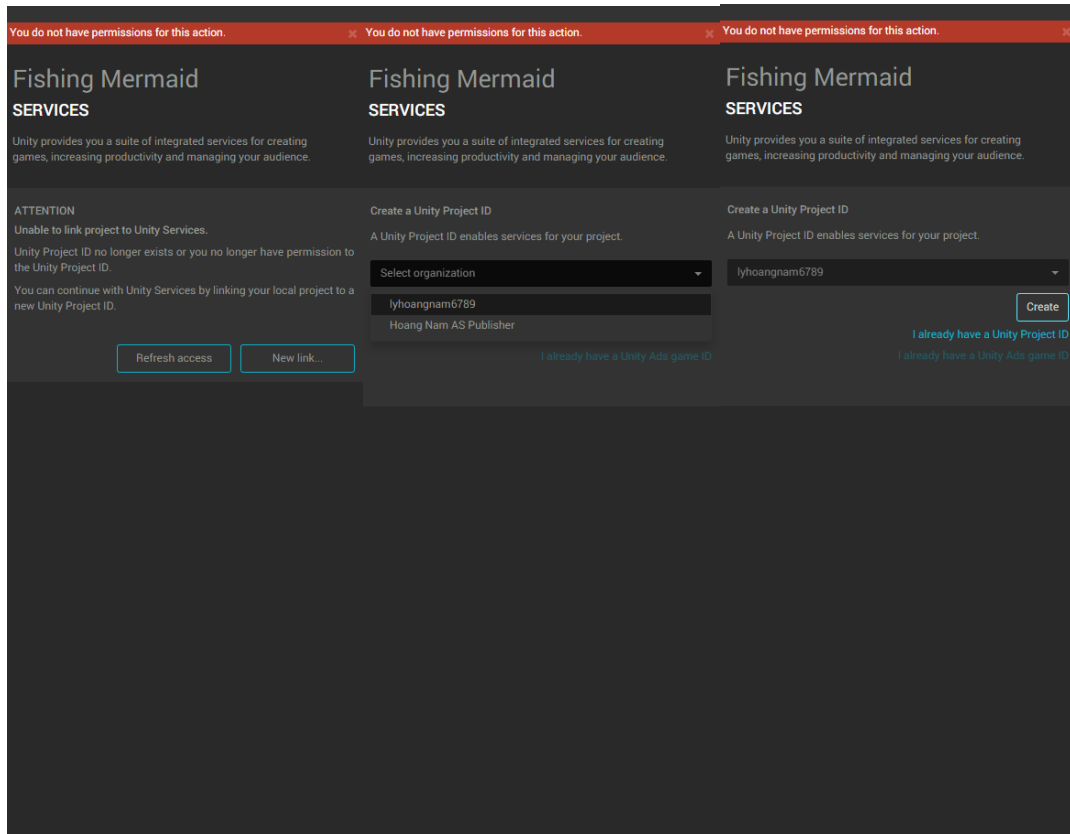
Important: Sometimes after opening the project in the first time, Unity has a bug that it miss some references. If you start the game and you can't hear music, you have to restart Unity. Restarting Unity solves the problem.

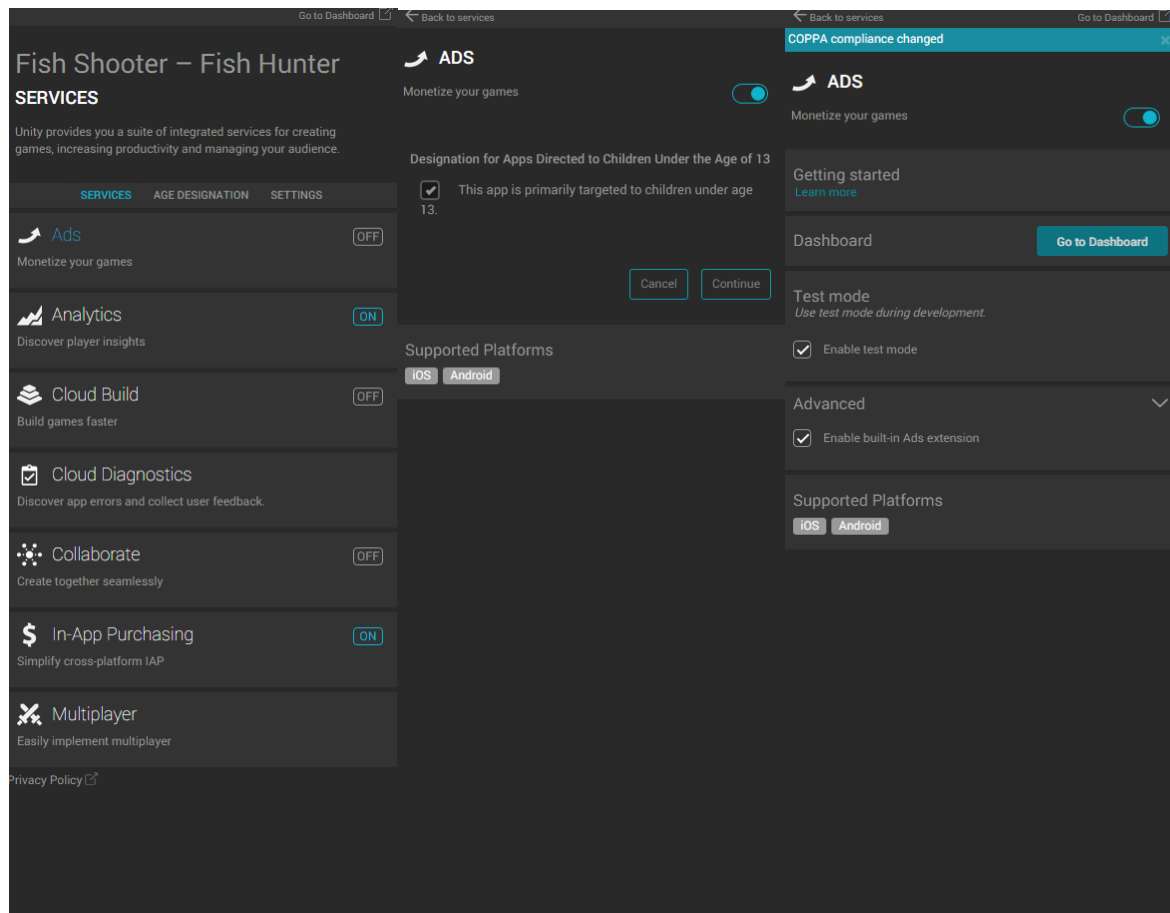
## 5. Configuration

Open Home scene in Assets/Scenes



## 6. How to set up Unity Ads.





Unity Ads only works in your device (Android, iPhone ..) **after** you publish the game.