

FORTRESS DEFENSE

I. Introduce gameplay and features

II. Tutorial

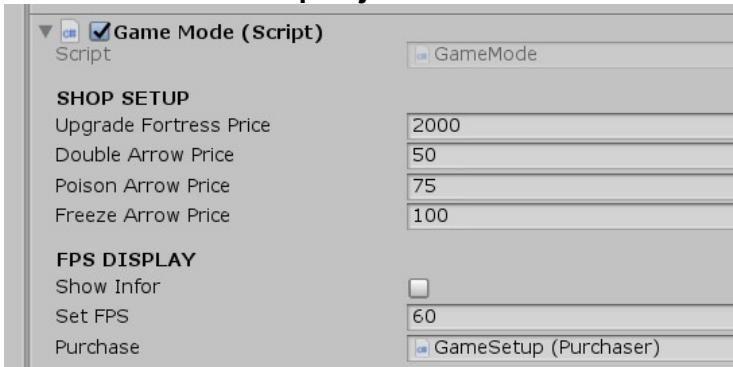
1. Setup game settings
 2. Create new Level and World
 3. Setup level enemy
 4. Upgrade Character
 5. Setup IAP
 6. Setup ADS
 7. Other
 8. Reskin character tutorial: <https://youtu.be/2mx0YMyfhII>
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I. FEATURES

- + Total **100 example levels**
- + Total **20 characters (5 archers and 15 enemies)**
- + Upgrade characters ability and the fortrest in Shop system
- + Make money with **Unity Ads** and **Admob** (Show ads on Gameover/Victory, watch rewarded video)
- + Make money with **IAP** (buy coins)
- + Sprite image animation (easy reskin graphics)
- + Work on Mobile and PC
- + Total C#, easy to learn

II. TUTORIAL

1. Setup game settings
 - Open logo scene
 - Game setup object



+ Shop setup: set upgrade price for Fortress, Double Arrow, Poison and Freeze

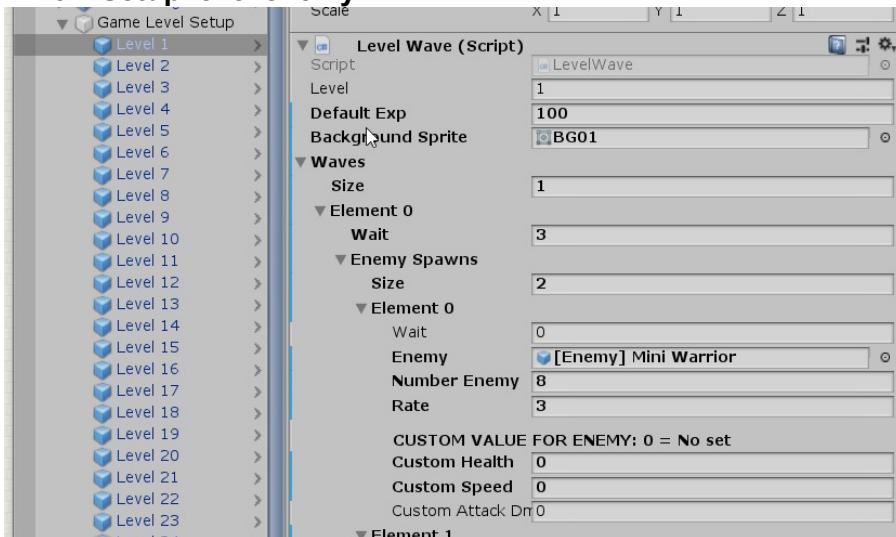
+ FPS Display:

- "Show Infor": show resolution, fps on screen
- "Resolution": set fixed resolution for game -> for game run smoother on low devices
- "Set FPS" set locked FPS for game

2. Create new Level and World

Watch on youtube: <https://youtu.be/X4PRluAg74k>

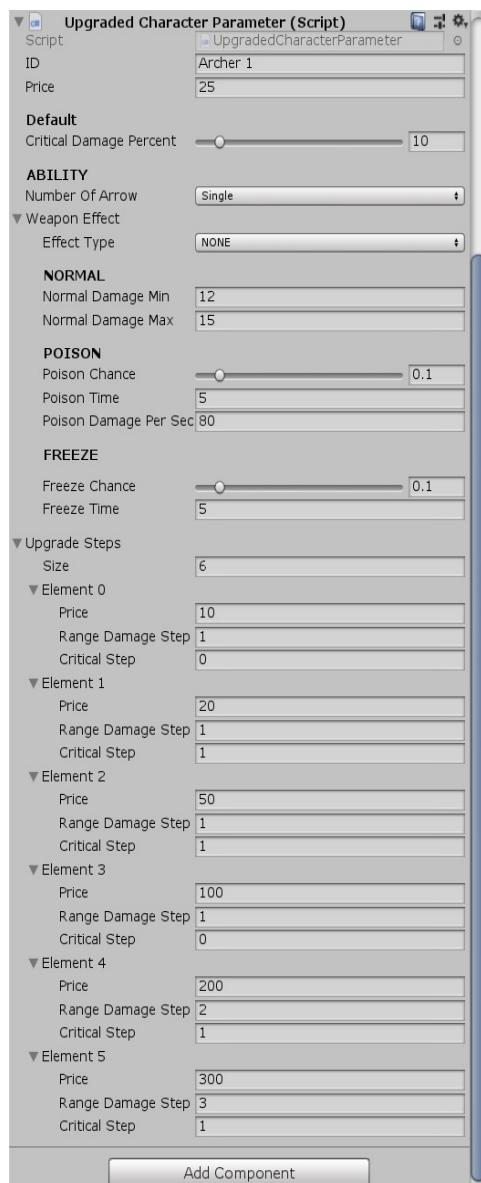
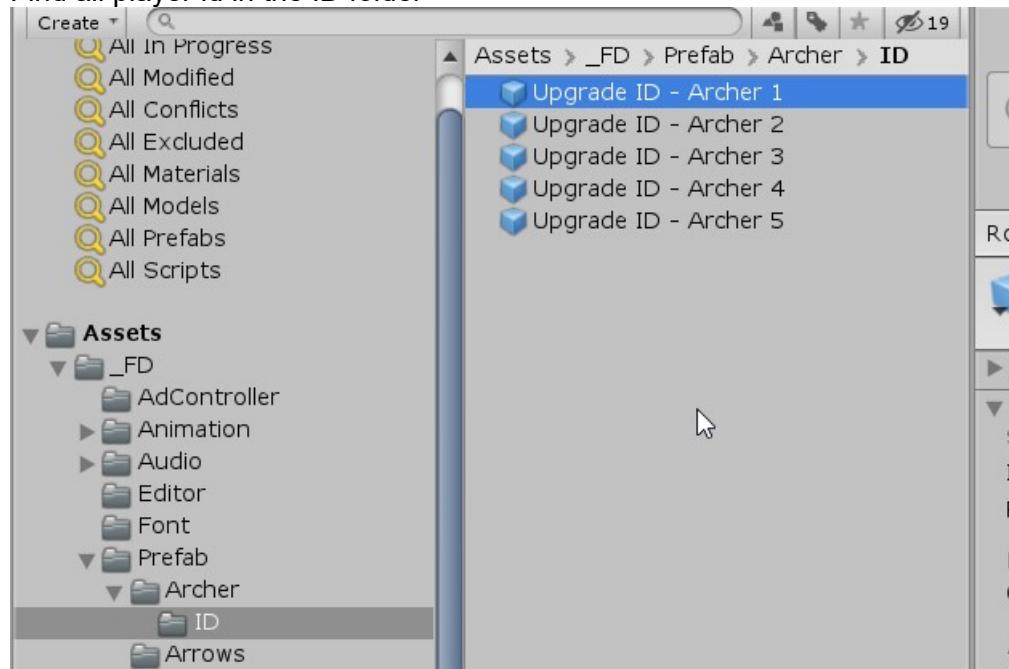
3. Setup level enemy



- Default Exp: exp used to add/upgrade the archer in playing game
- Background Sprite: set the background for the level
- Wait: delay time before begin wave
 - Size: how many characters in the level
 - Wait: delay before spawn the first character
 - Enemy: the character object
 - Number Enemy: how many character will be spawned
 - Rate: delay time for next spawn
 - Custom Health: force set new value for enemy
 - Custom Speed: force set new value for enemy
 - Custom Attack Dmg: force set new value for enemy

4. Upgrade Archer Character

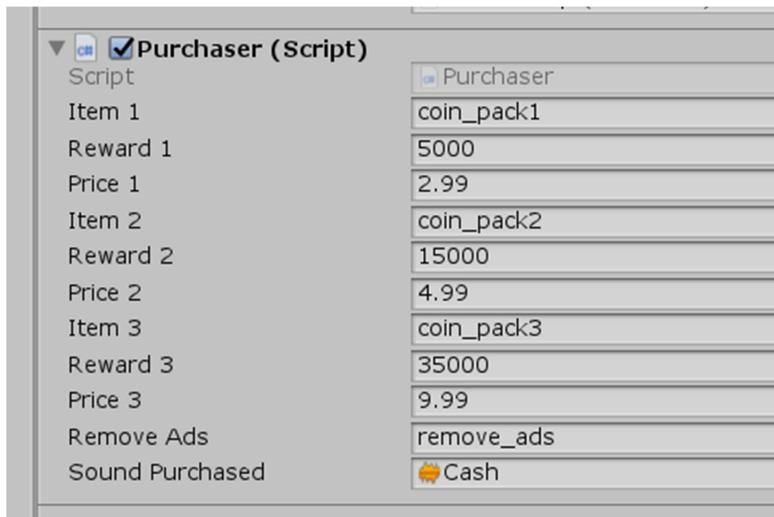
Find all player id in the ID folder



- **ID**: unique ID for character
- **Critical Damage Percent**: chance to hit the x2 damage value
- **Number Of Arrow**: single or double arrow per shot
- **Effect Type**: set effect for weapon, only apply for Melee weapon
- **Normal Damage Min/Max**: random between 2 value
- **Poison Chance**: chance to deal the poison to the enemy
- **Poison Time**: time affect
- **Poison Damage Per Second**: deal the damage value to the enemy per second
- **Freeze Chance**: same poison chance
- **Freeze Time**: time
- **Upgrade Steps**: upgrade the character in shop
 - **Price**: price for per upgrade
 - **Range Damage Step**: add this value to damage value per upgrade
 - **Critical Step**: increase chance to make x2 damage

5. Setup IAP

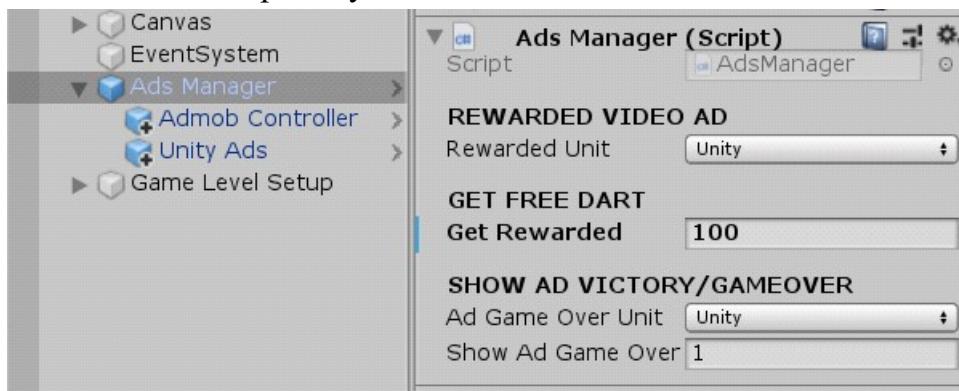
→ Location: Logo scene/GameMode object



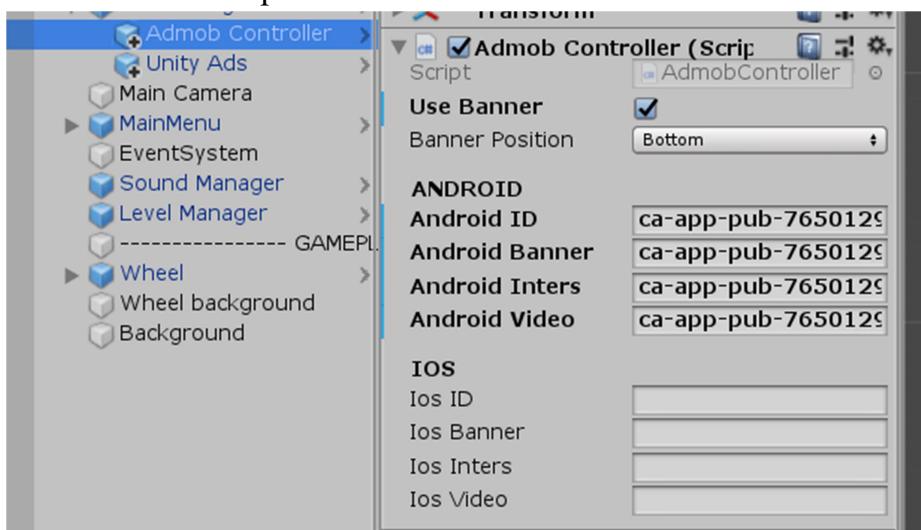
You can fill your iap item value, watch the tutorial here:
<https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html>

6. Setup ADS

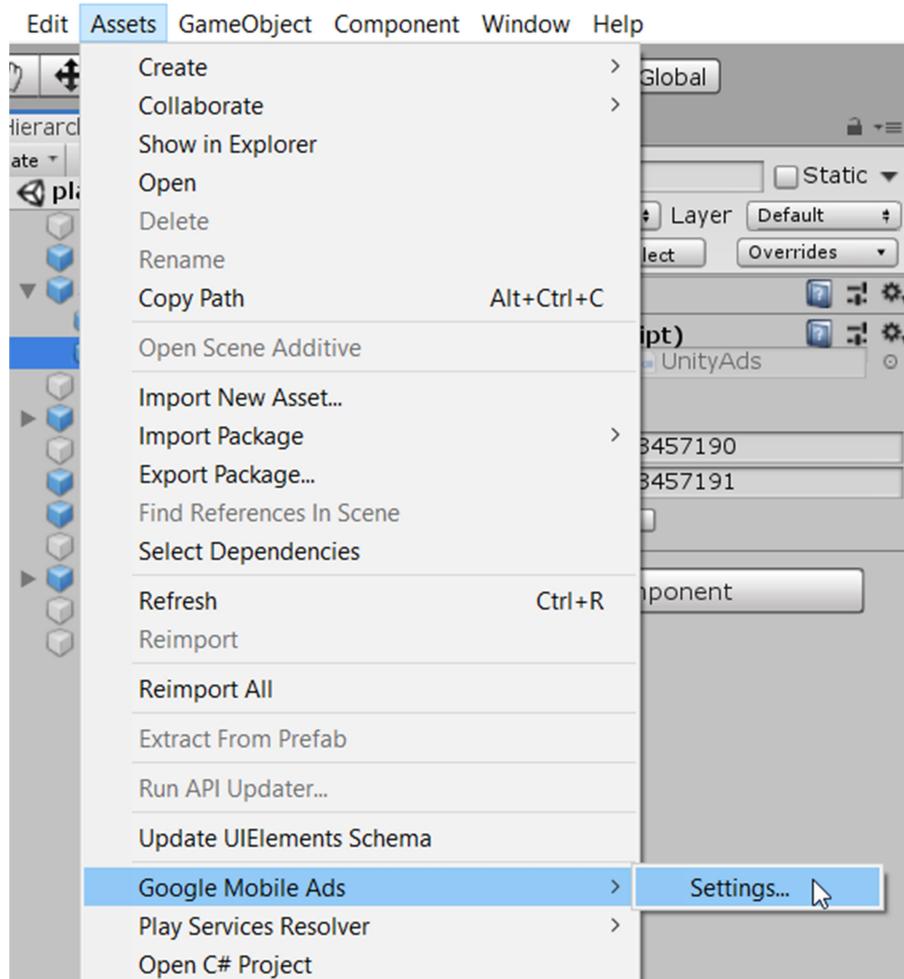
a. Setup Unity Ad



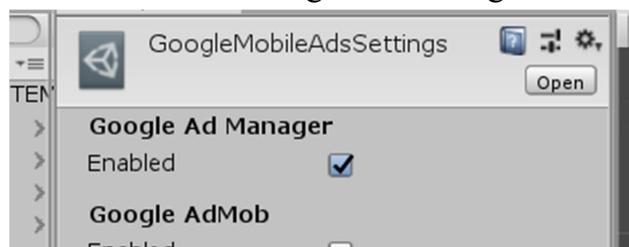
b. Setup Admob Ad



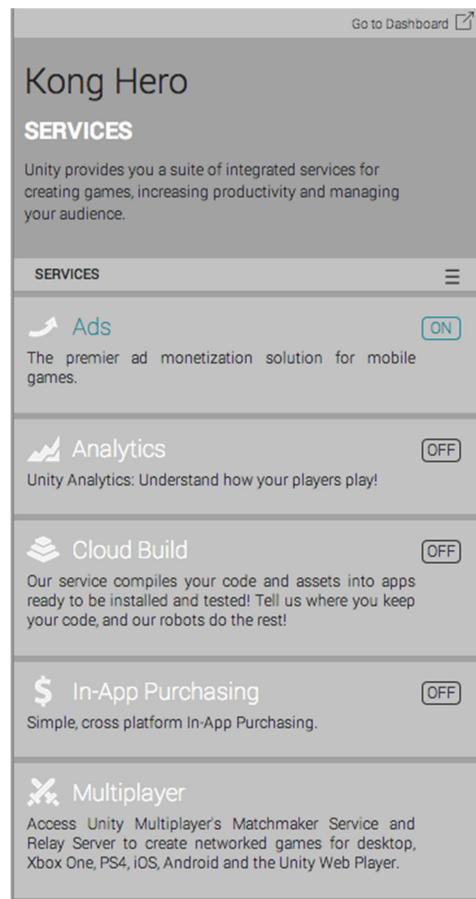
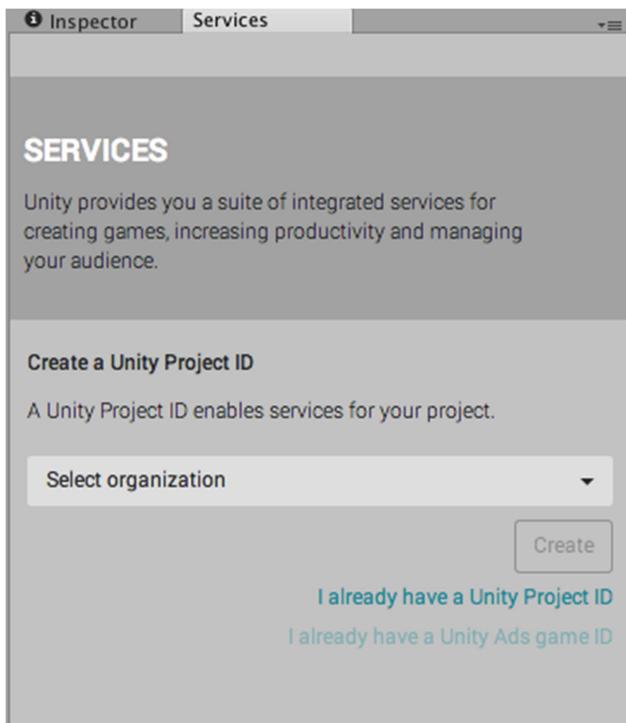
- Go to Settings... (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more)



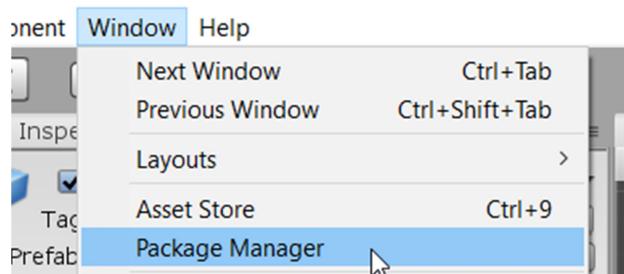
- Then tick Google Ad Manager enable



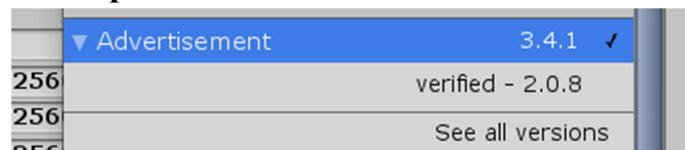
About Unity, you need enable ADS in SERVICES tab Open Window/Services tab



If still have problem, you need update the Ads package Go to Package Manager



And Update Advertisement to 3.4.1



Finally, turn on the Ad

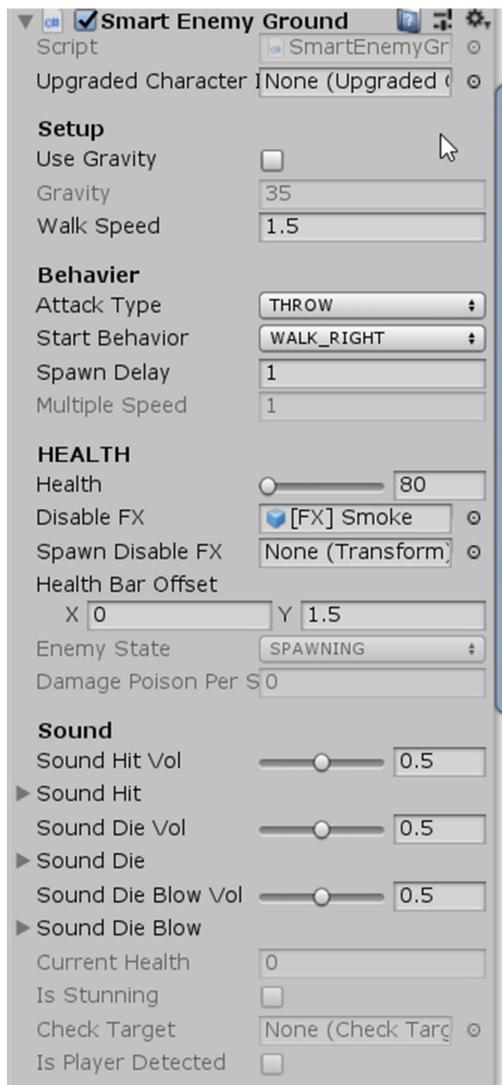
7. Other

a. Sound Manager



Place the main sound/music in here and Apply the prefab to available on all scenes

b. Enemy

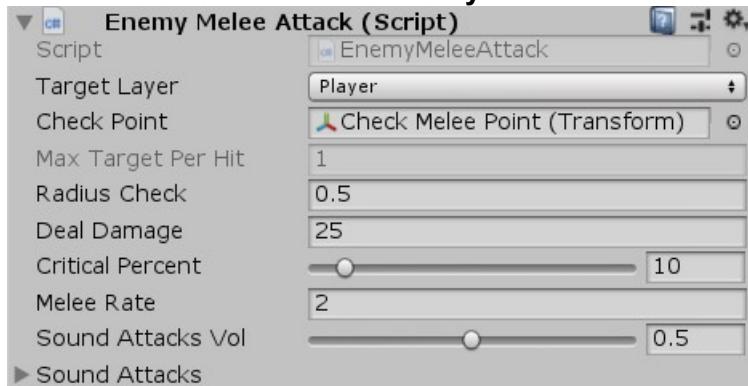


Main script control the Enemy (Normal, Boss)

Find the enemy prefab in _FD/Prefab /Enemy

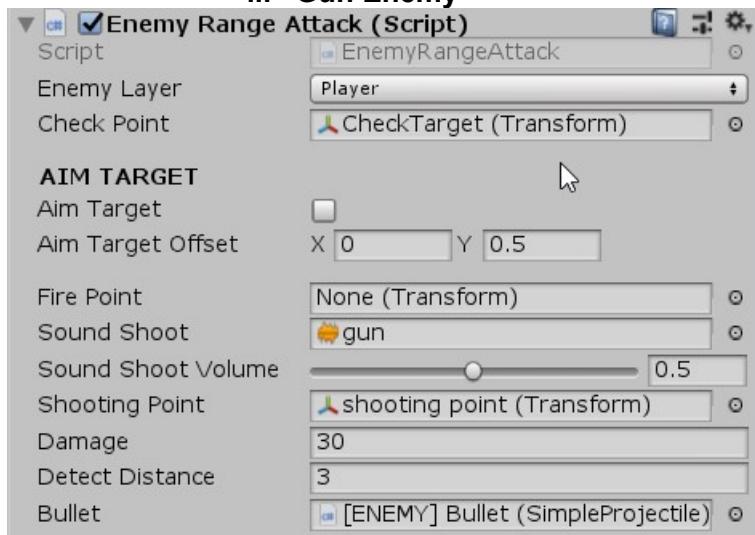
- + Walk speed: move speed
- + Enemy Layer: the enemy layer of this character (Enemy of Enemy is Player)
- + Health: the amount of health
- + Attack Type: Choose attack type for character: Melee, Range and Throw
- + Sound: set random sound for character (Hit, Die)

i. Melee Enemy



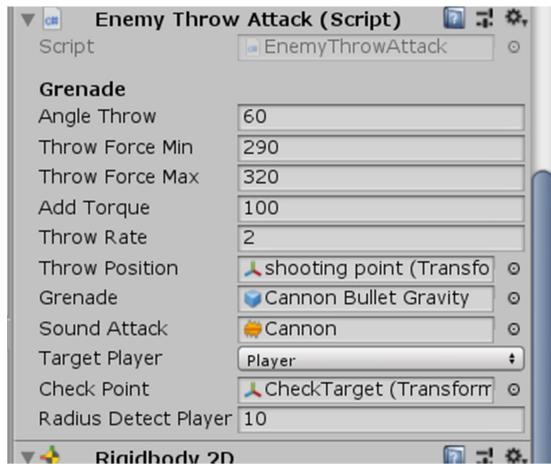
- Radius Check: deal target within this range
- Deal Damage: make damage to the target
- Critical Percent: chance to do x2 damage
- Melee Rate: time delay between 2 attacks

ii. Gun Enemy



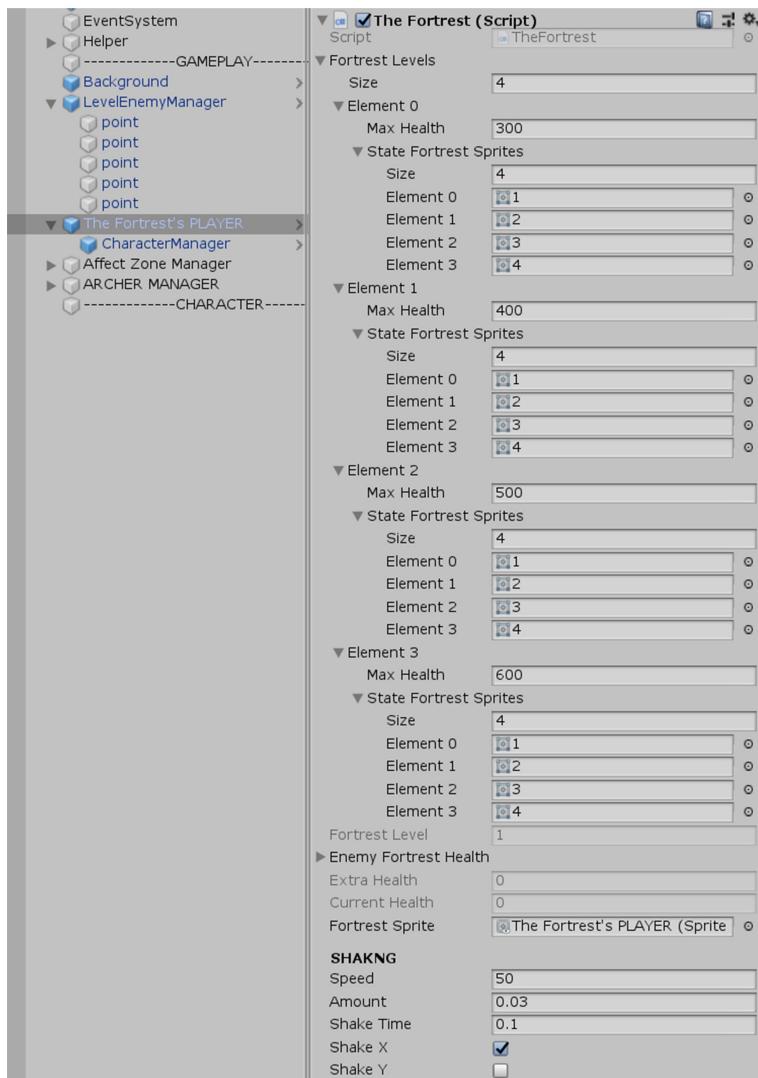
- Shooting Point: fire bullet at this position
- Damage: deal damage to the target
- Detect Distance: distance to detect the target and stop move and start firing
- Shooting Rate: time wait between shooting

iii. Throwing Enemy



- Angle Throw: angle to throw the object
- Throw Force Min/Max: Random force from min to max
- Throw Rate: time wait between 2 attacks
- Radius Detect Player: the distance can detect target and start throwing

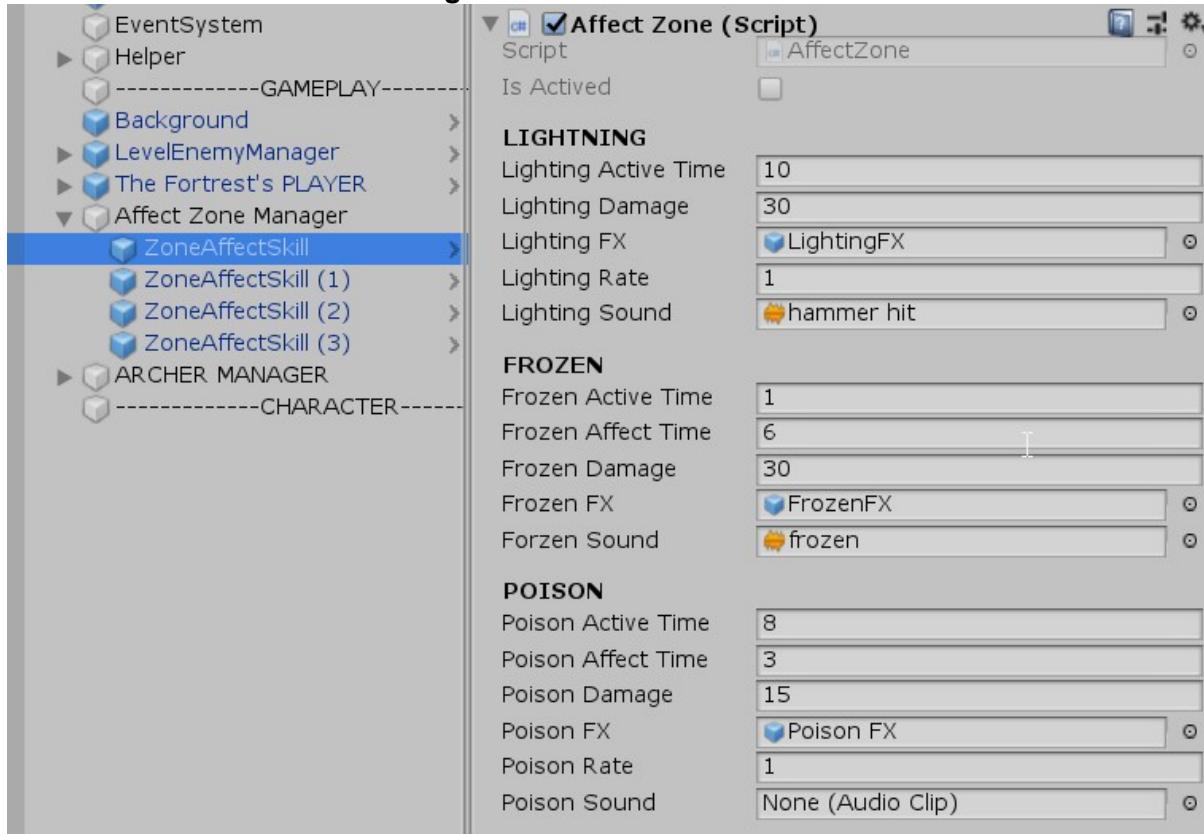
c. The Fortress's PLAYER



To reskin the fortress, place the fortress image into the Element 0~3 for state 100% to 0%

- Size: 4 mean the fortress can upgrade to level 4
- Max Health: the health of the fortress at the level
- Shaking: the effect shaking when be hit

d. Affect Zone Manager



- Lighting Rate: the delay between per attacking
- Frozen Affect Time: the time freeze the enemy
- Poison Affect Time: the time enemy get poisoned
- Poison Rate: time delay per poison damage

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

Please rate my game if you like it.

Thank for your purchase! Good luck!