

# **SUBMARINE – COMPLETE TEMPLATE**

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- I. Introduce gameplay and features**
- II. Tutorial**
  - 1. Gameplay**
  - 2. Ads: <http://bit.ly/2e2mqRo>**
  - 3. Tutorial how to create new level:**  
[https://youtu.be/1CkzZNLx9\\_8](https://youtu.be/1CkzZNLx9_8)

**I. Introduce gameplay and features**

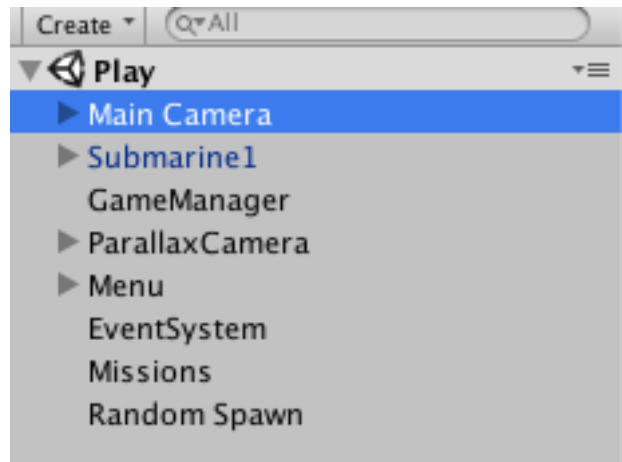
Control the submarine go as far as you can. Use rocket, bullet and the power up items to survive longer.

**FEATURES:**

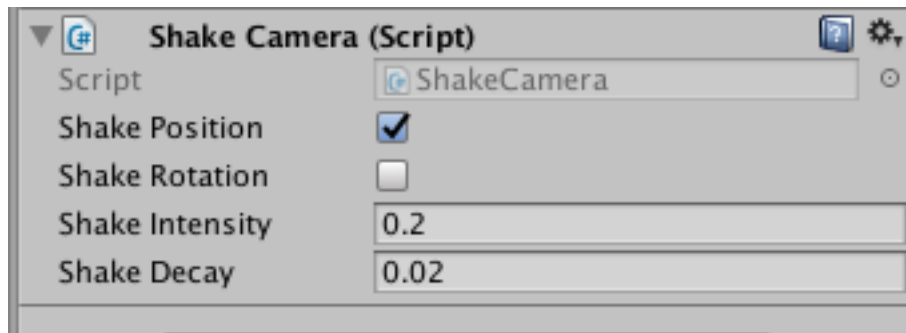
- + Endless runner style gameplay
- + Easy controller – MOBILE and PC
- + Weapons, power up items
- + Shop system: buy Rocket, Bullet, Submarine by coins
- + Make money with Admob and Unity Ads
- + Easy reskin the graphics, only change the image of character as well as the platforms
- + Total C#, Easy to play, easy to learn.

## II. TUTORIAL

### 1. Gameplay: open any level scene

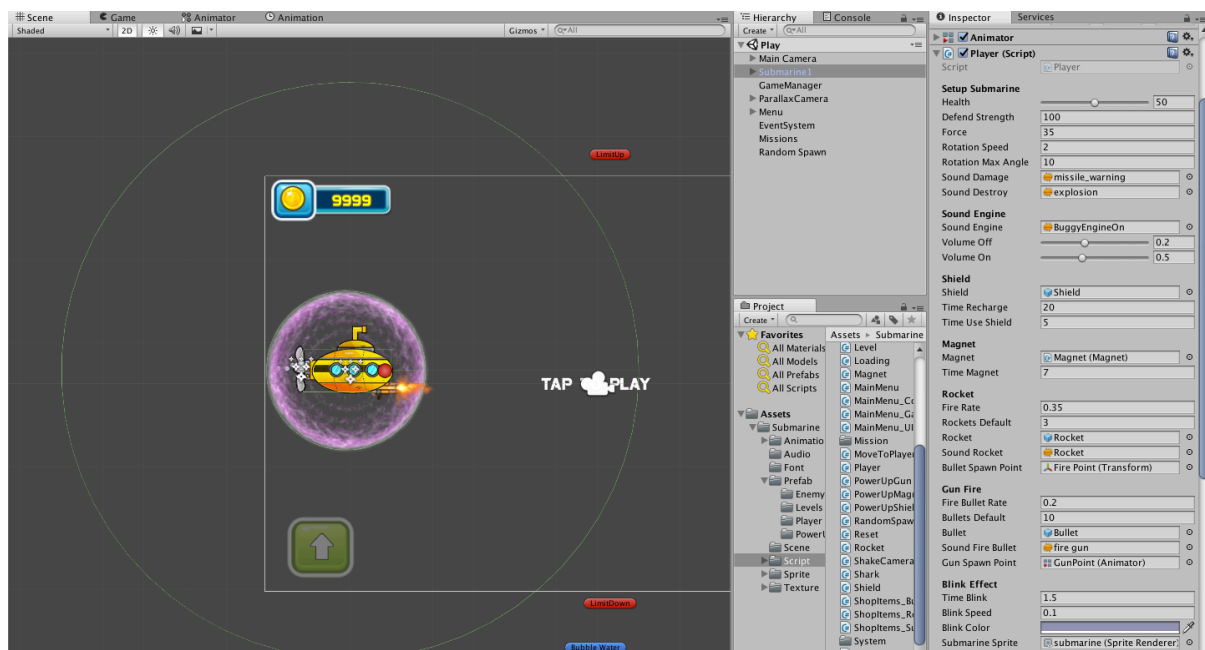


#### a. Main Camera



Main Camera will not moving but shaking effect, the camera will shaking with the submarine collide with the enemies or obstacles

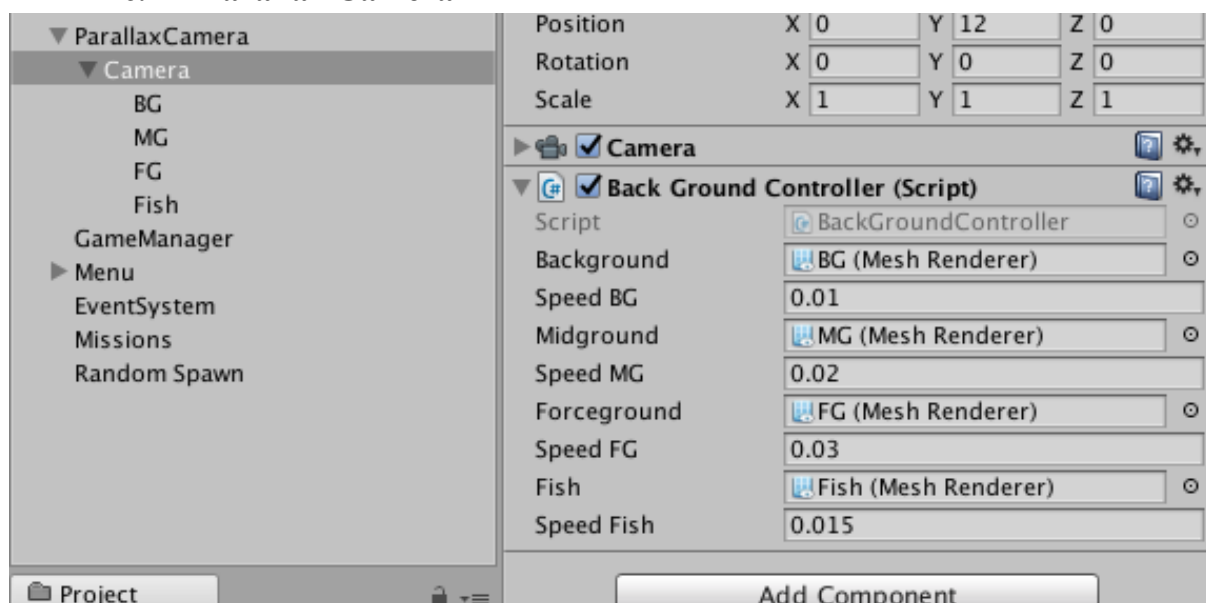
#### b. Submarine



Important parameter:

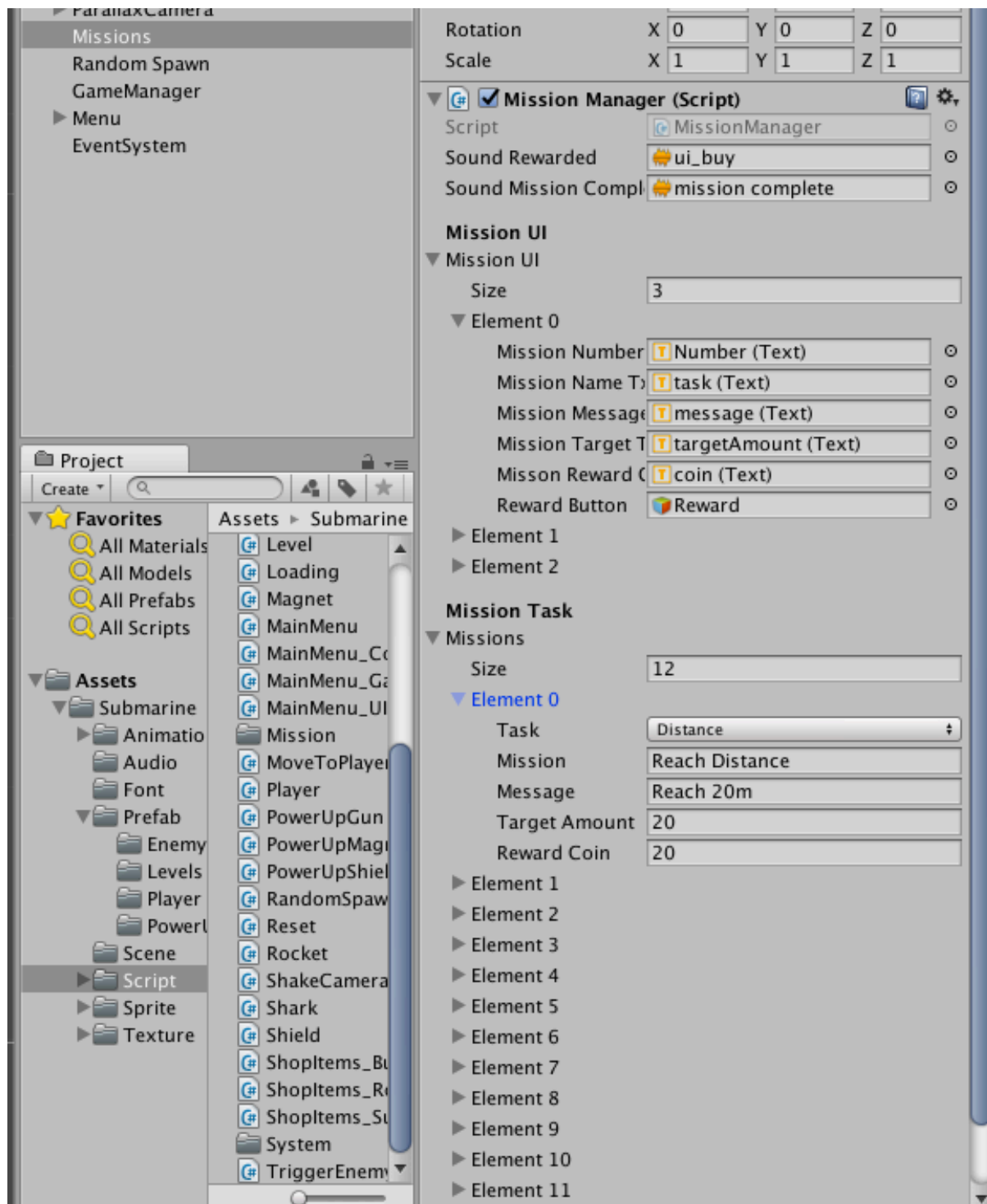
- **Health:** max is 100
- **Defend Strength:** this value higher, less damage from enemies, obstacles
- **Force:** how fast the submarine push up
- **Rotation Speed:** the rotation speed when the submarine move up and down
- **Rotation Max Angle:** max rotation angle of the submarine
- **(Shield) Time Recharge:** how long the shield's bar is fulfill
- **(Shield) Time Use Shield:** time the shield active
- **Blink Effect:** when the submarine hit the enemies/obstacles then this effect will be active

### c. Parallax Camera



- + **speed:** the speed moving of the Parallax Camera.
- + Note that the backgrounds are in texture format.

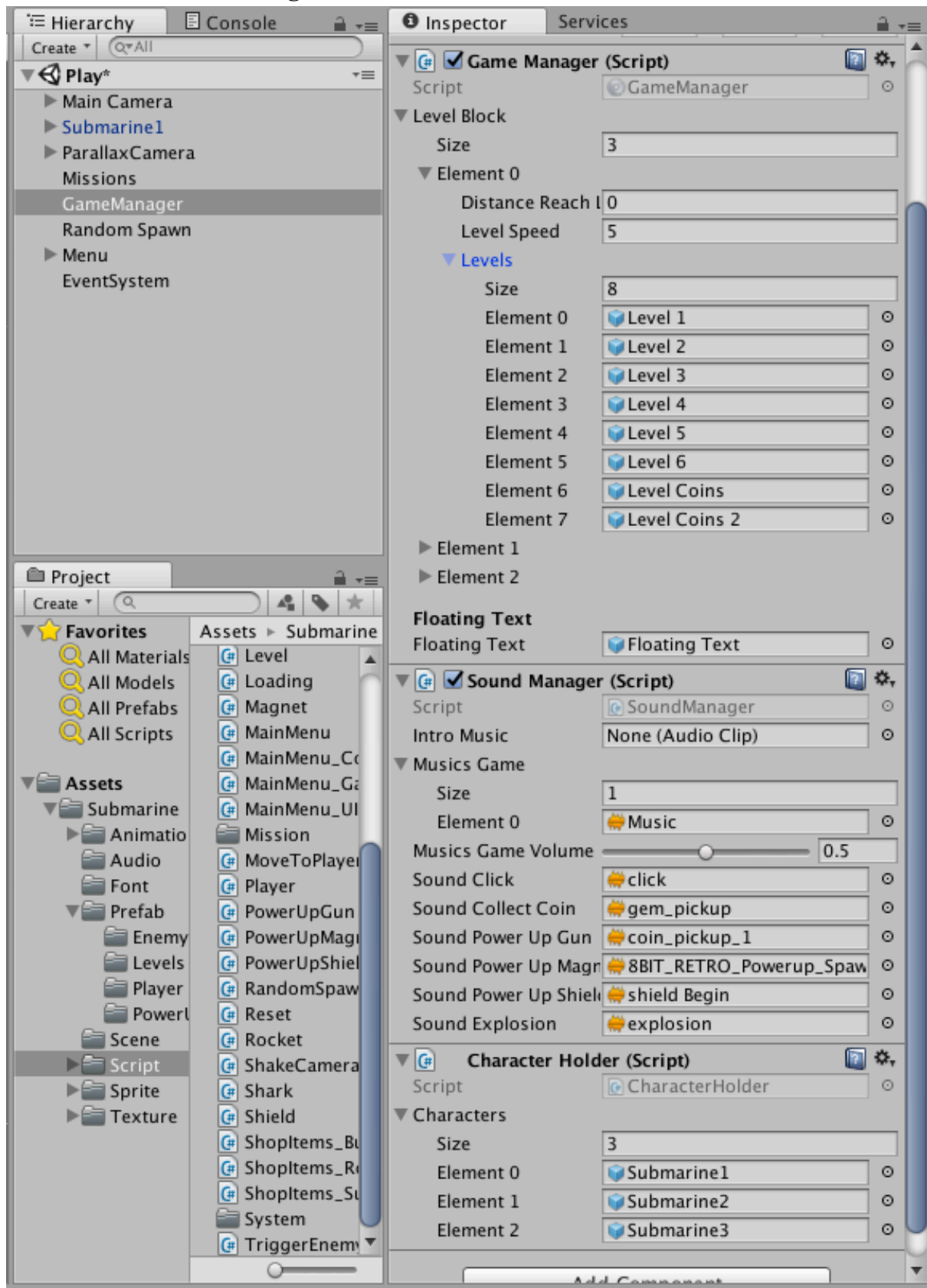
#### d. Mission



#### Mission Task:

- **Size:** how many missions
- **Task:** type of missions, current: Distance, Destroy Bomb and Kill Shark
- **Mission:** title of the mission
- **Message:** information of the mission
- **Target Amount:** how many number to finish this mission
- **Reward Coin:** reward for the mission when it's completed

## e. GameManager



**Game Manager** handle the game state and other function of the game

- **Level Block:** contains the level for the game, example if you reach to the certainty distance then it will turn to next level block includes changing the speed, difficult of the game.
- **Distance Reach Level:** when the submarine reach to this distance, the game parameter will be changed with the Level's value.
- **Level Speed:** change the speed of game to this value
- **Levels:** contains the level prefab that spawned over the game
- **Character Holder:** you must place the new submarine in this (beside set it up in Shop menu) to able to call it from the game.

## 2. **Ads:**

**Download here and install it in game:** <http://bit.ly/2e2mqRo>

**Drag the AdsController prefab in the scene and fill your admob ID in it. Done!**

**Please review my game, I appreciate it!**

**Thank for your purchase! Good luck!**