GANGSTER WAR

I. Features
II. Tutorial

I. FEATURES
+ Total **40 sample levels**
+ Total **13 characters (1 main character and 12 enemies)**
+ Upgrade gun power and the barricade 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. **GAME CONTROLLER**
        a. **Game Mode**

▼ # ✓ Game Mode (Script)	❓ ⇄ ⋮
Script	# GameMode ⊙
Show Test Option	☐
SHOP SETUP	
Upgrade Fortress Price	2000
Upgrade Double Pistol Price	250
Upgrade Submachine Gun Price	300
Upgrade Shotgun Price	400
Upgrade Machine Gun Price	500
PLAYER & ITEM PRICE	
Grenade Price	50
Rocket Price	125
Dual Pistol Price	50
Submachine Gun Price	200
Shotgun Price	300
Machinegun Price	400
FPS DISPLAY	
Show Infor	☐
Set FPS	60
Purchase	# Game Mode (Purchaser) ⊙
RESET DATA	
SET 99999 COINS	
MESSAGE: MESSAGE	

    - **Show Test Option:** show reset, add money, unlock all level and finish level button when playing game.
    - **SHOP SETUP and PLAYER & ITEM PRICE:** see the Shop setup section
    - **RESET DATA and SET 9999 COINS:** can do it without play game
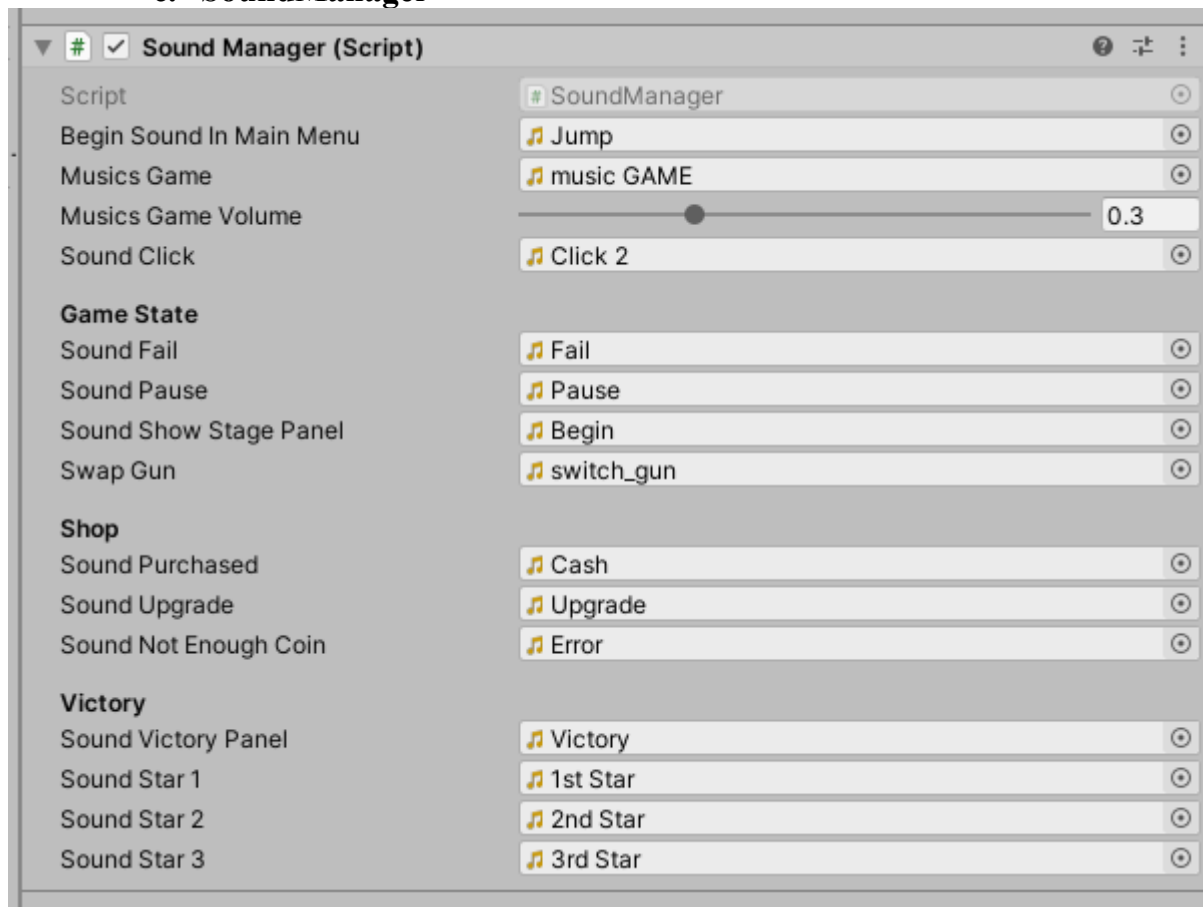
    + FPS Display:

- "Show Infor": show resolution, fps on screen
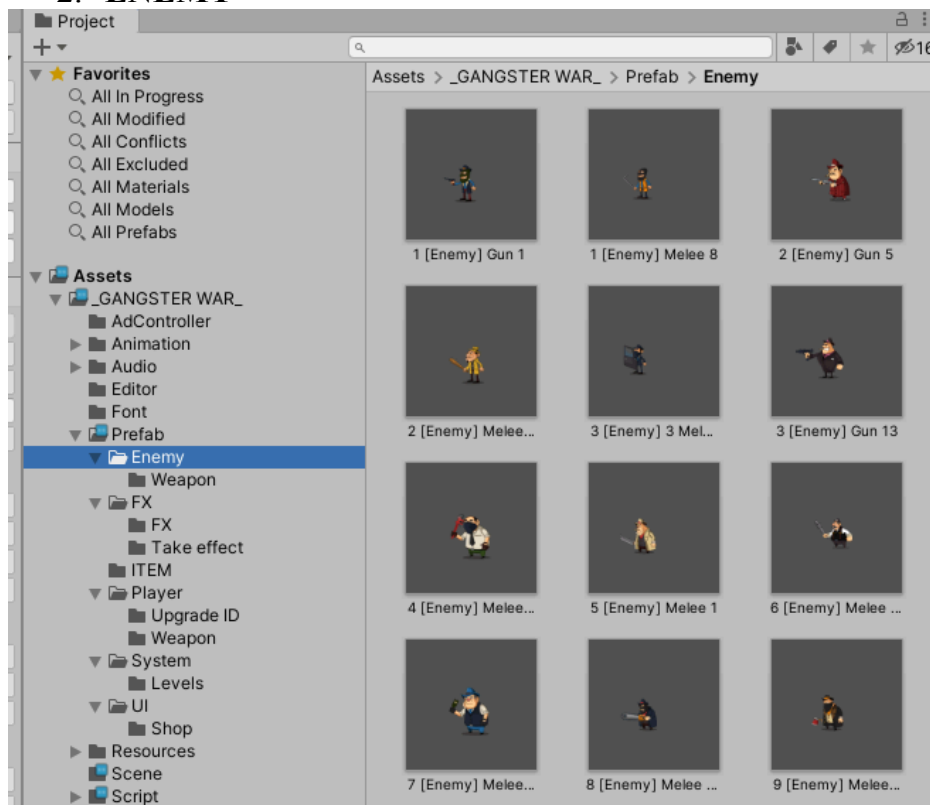- "Set FPS" set locked FPS for game

b. GameManager
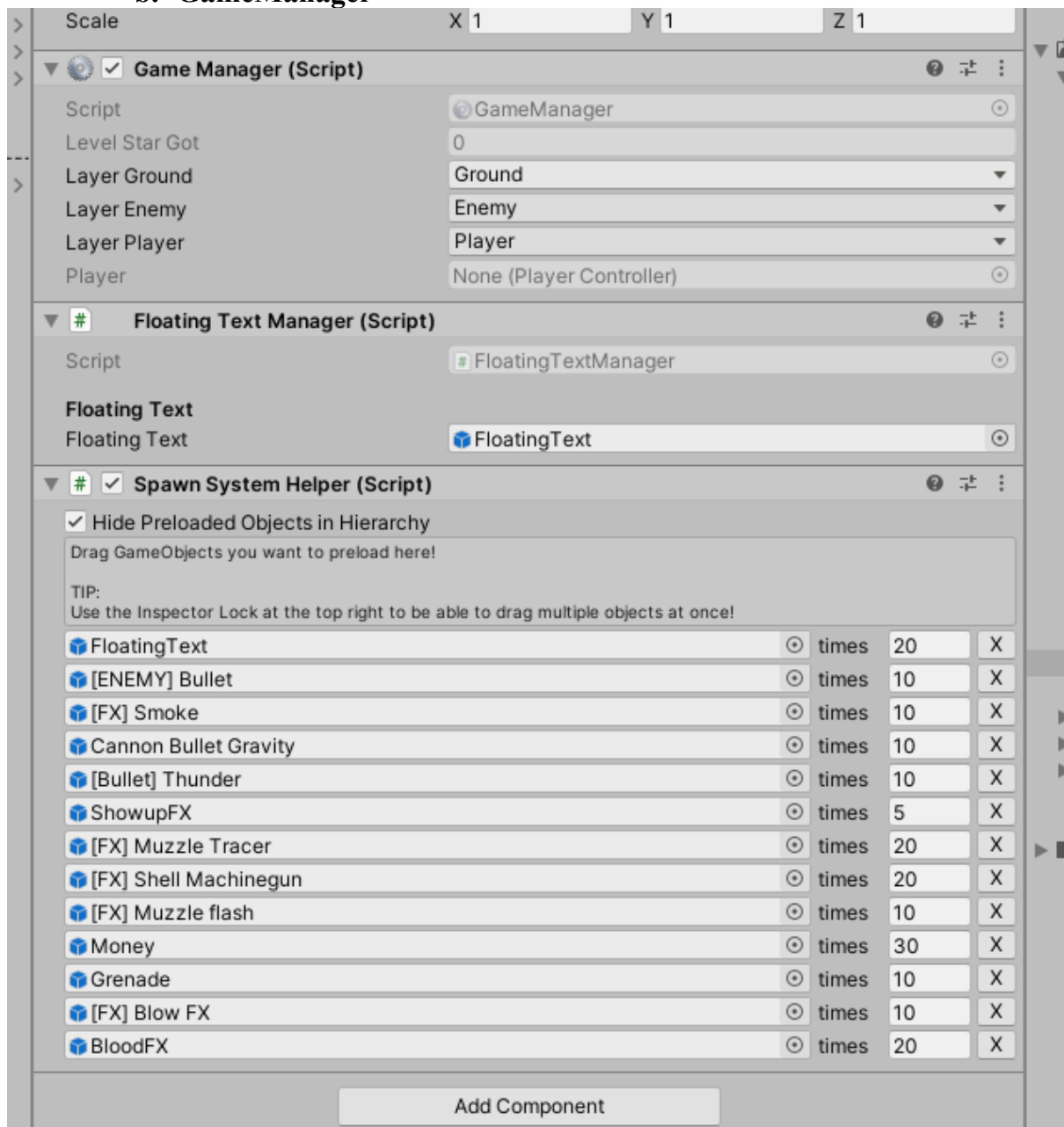
- **Spawn System Helper:** when you change the effect object/bullet/… of the Prefab object (Player, Enemy,…) you must place that object to this and set the value for it (10 is ok)
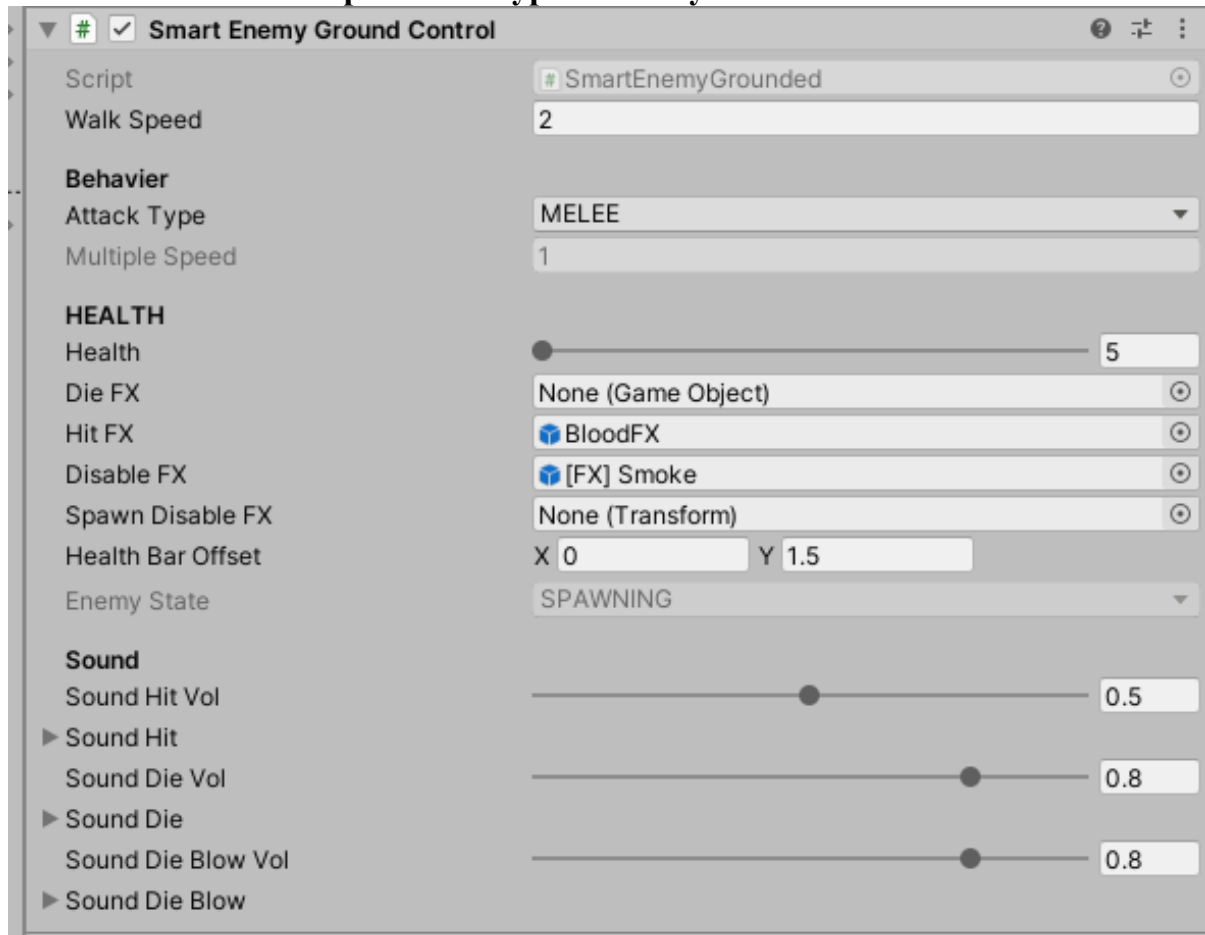
c. SoundManager

- Can change some basic sound effect in this

2. ENEMY

- **There are 2 type of enemy: Melee and Range (Gun)**
- **Normal set up for both type of enemy**

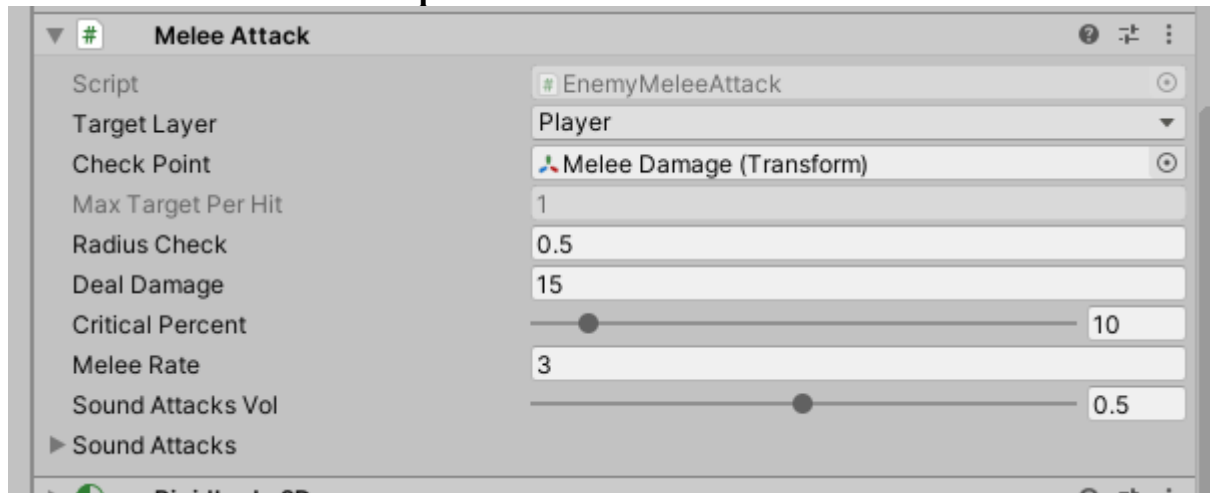| ▼ # ✓ Smart Enemy Ground Control		❷ 규 ⋮
Script	# SmartEnemyGrounded	⊙
Walk Speed	2	
Behavier		
Attack Type	MELEE	▼
Multiple Speed	1	
HEALTH		
Health	●—————————————	5
Die FX	None (Game Object)	⊙
Hit FX	🔷 BloodFX	⊙
Disable FX	🔷 [FX] Smoke	⊙
Spawn Disable FX	None (Transform)	⊙
Health Bar Offset	X 0 Y 1.5	
Enemy State	SPAWNING	▼
Sound		
Sound Hit Vol	————————●————	0.5
▶ Sound Hit		
Sound Die Vol	——————————●—	0.8
▶ Sound Die		
Sound Die Blow Vol	——————————●—	0.8
▶ Sound Die Blow		

- Walk speed: move speed
- Attack type: Attack melee or Range (Gun)
- Health: hearth of enemy
- Sound: can place multiple sound clip, it will play randomly.

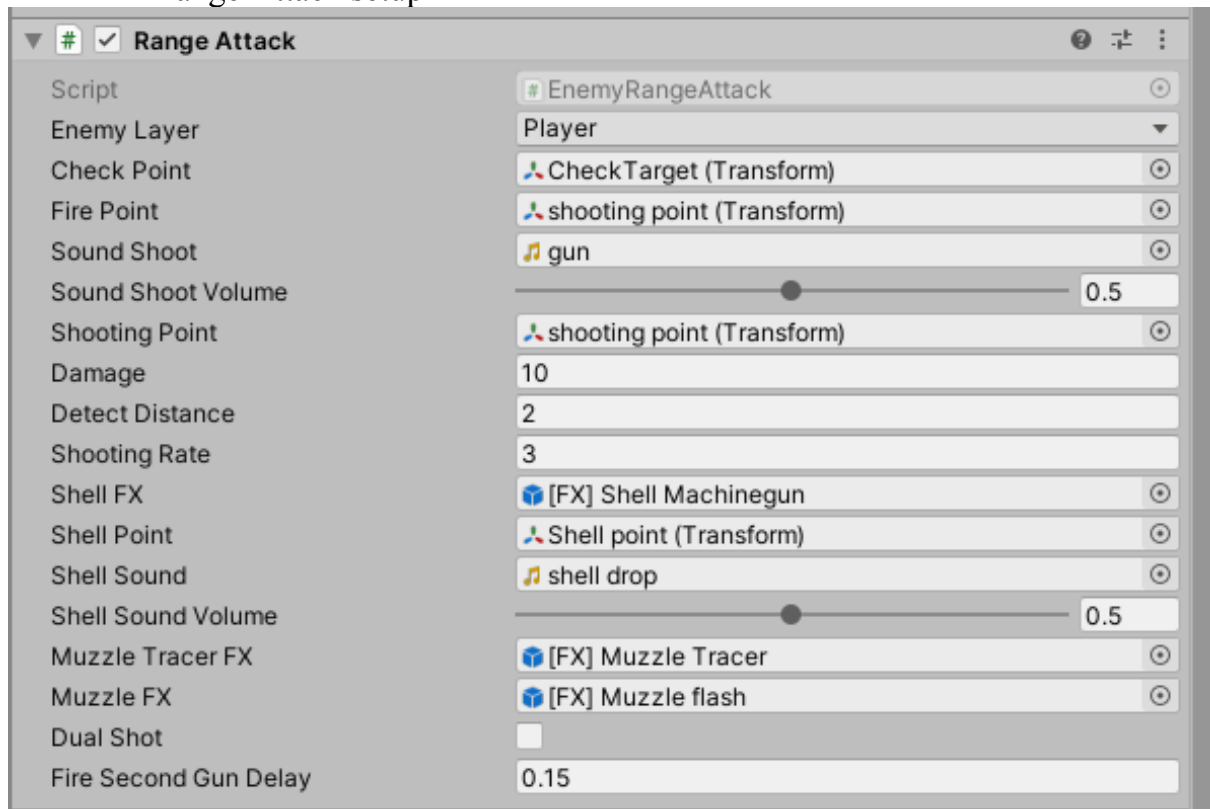| ▼ # Give Coin When Die (Script)		❷ 규 ⋮
Script	# GiveCoinWhenDie	⊙
Chance Spawn Money	——————————●———	0.7
Coin Give Min	5	
Coin Give Max	10	
Coin Obj	🔷 Money	⊙

- Coin Give Min/Max: randomly set the money value for the Money object that will be spawned when the enemy die.

- **Melee Attack setup**

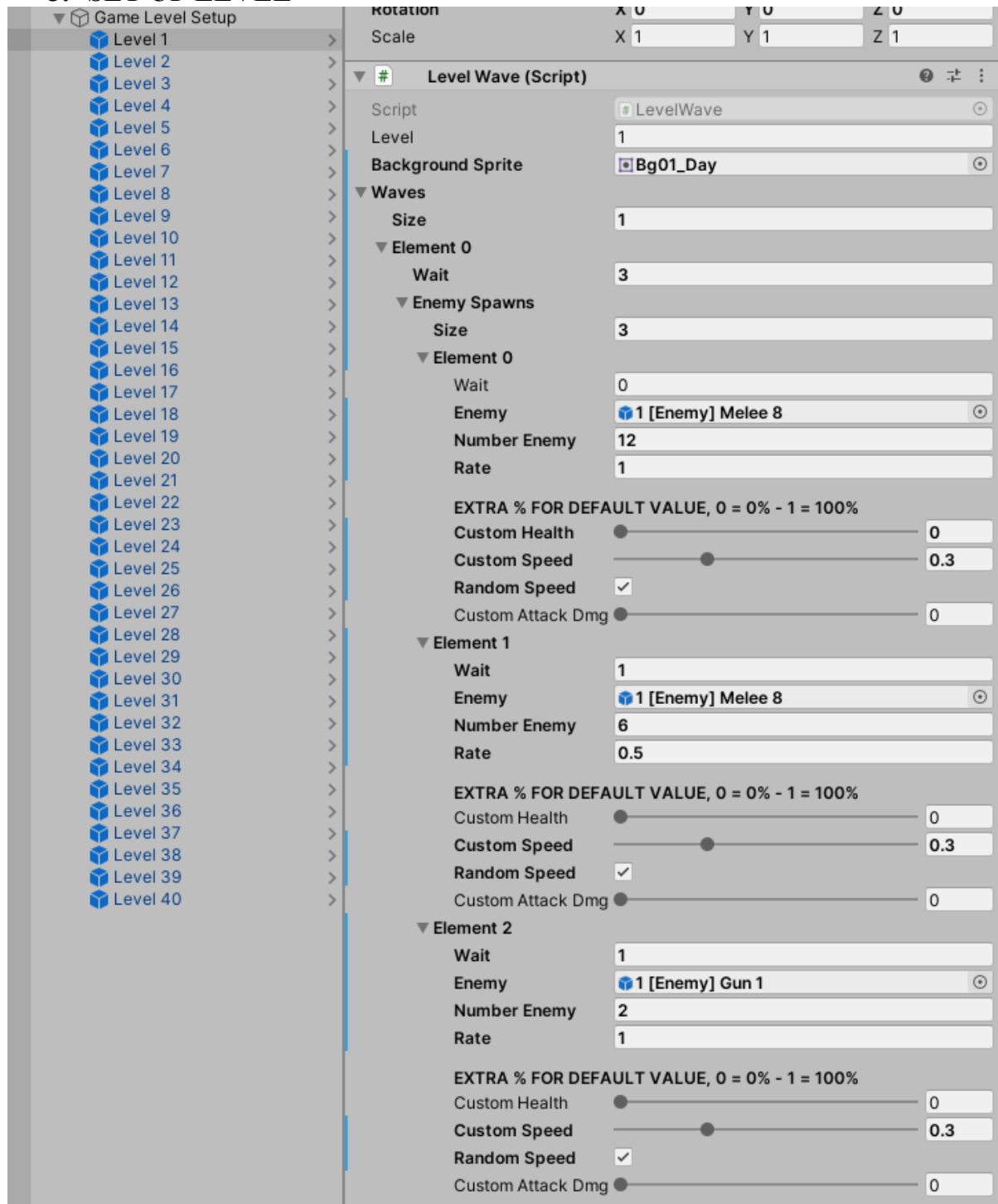| Melee Attack	
Script	# EnemyMeleeAttack
Target Layer	Player
Check Point	Melee Damage (Transform)
Max Target Per Hit	1
Radius Check	0.5
Deal Damage	15
Critical Percent	10
Melee Rate	3
Sound Attacks Vol	0.5
▶ Sound Attacks	

- o *Deal Damage:* deal damage to the barricade on each strike
  o *Critical Percent:* chance to deal more damage to the barricade
  o *Melee Rate:* the delay time before the next strike
- Range Attack setup

Range Attack	
Script	# EnemyRangeAttack
Enemy Layer	Player
Check Point	CheckTarget (Transform)
Fire Point	shooting point (Transform)
Sound Shoot	gun
Sound Shoot Volume	0.5
Shooting Point	shooting point (Transform)
Damage	10
Detect Distance	2
Shooting Rate	3
Shell FX	[FX] Shell Machinegun
Shell Point	Shell point (Transform)
Shell Sound	shell drop
Shell Sound Volume	0.5
Muzzle Tracer FX	[FX] Muzzle Tracer
Muzzle FX	[FX] Muzzle flash
Dual Shot	
Fire Second Gun Delay	0.15

- o *Damage:* deal damage to barricade per shoot
  o *Detect Distance:* the distance that the enemy detect the barricade and begin shooting at it.
  o *Shooting Rate:* time before next shooting
  o *Dual Shot:* Fire 2 times each shooting
  o *Fire Second Gun Delay:* only work when *Dual Shot* tick, delay time for the second shot

3. SET UP LEVEL

▼ 🔲 Game Level Setup	
🎁 Level 1	>
🎁 Level 2	>
🎁 Level 3	>
🎁 Level 4	>
🎁 Level 5	>
🎁 Level 6	>
🎁 Level 7	>
🎁 Level 8	>
🎁 Level 9	>
🎁 Level 10	>
🎁 Level 11	>
🎁 Level 12	>
🎁 Level 13	>
🎁 Level 14	>
🎁 Level 15	>
🎁 Level 16	>
🎁 Level 17	>
🎁 Level 18	>
🎁 Level 19	>
🎁 Level 20	>
🎁 Level 21	>
🎁 Level 22	>
🎁 Level 23	>
🎁 Level 24	>
🎁 Level 25	>
🎁 Level 26	>
🎁 Level 27	>
🎁 Level 28	>
🎁 Level 29	>
🎁 Level 30	>
🎁 Level 31	>
🎁 Level 32	>
🎁 Level 33	>
🎁 Level 34	>
🎁 Level 35	>
🎁 Level 36	>
🎁 Level 37	>
🎁 Level 38	>
🎁 Level 39	>
🎁 Level 40	>

Rotation   X 0   Y 0   Z 0
Scale   X 1   Y 1   Z 1

▼ # Level Wave (Script)

Script	# LevelWave
Level	1
Background Sprite	🔲 Bg01_Day

▼ Waves
  Size   1
  ▼ Element 0
    Wait   3
    ▼ Enemy Spawns
      Size   3
      ▼ Element 0
        Wait   0
        Enemy   🎁 1 [Enemy] Melee 8
        Number Enemy   12
        Rate   1

        EXTRA % FOR DEFAULT VALUE, 0 = 0% - 1 = 100%
        Custom Health   ●————————   0
        Custom Speed   —————●———   0.3
        Random Speed   ✓
        Custom Attack Dmg ●—————————   0
      ▼ Element 1
        Wait   1
        Enemy   🎁 1 [Enemy] Melee 8
        Number Enemy   6
        Rate   0.5

        EXTRA % FOR DEFAULT VALUE, 0 = 0% - 1 = 100%
        Custom Health   ●————————   0
        Custom Speed   —————●———   0.3
        Random Speed   ✓
        Custom Attack Dmg ●—————————   0
      ▼ Element 2
        Wait   1
        Enemy   🎁 1 [Enemy] Gun 1
        Number Enemy   2
        Rate   1

        EXTRA % FOR DEFAULT VALUE, 0 = 0% - 1 = 100%
        Custom Health   ●————————   0
        Custom Speed   —————●———   0.3
        Random Speed   ✓
        Custom Attack Dmg ●—————————   0

- 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: add extra health to the current enemy

▪ Custom Speed: add extra speed to the current enemy
▪ Custom Attack Dmg: add extra damage to the current enemy

⇨ ***To add new level, please watch this video: https://youtu.be/kqLlL8WzzNo***

4. PLAYER
a. Player Controller
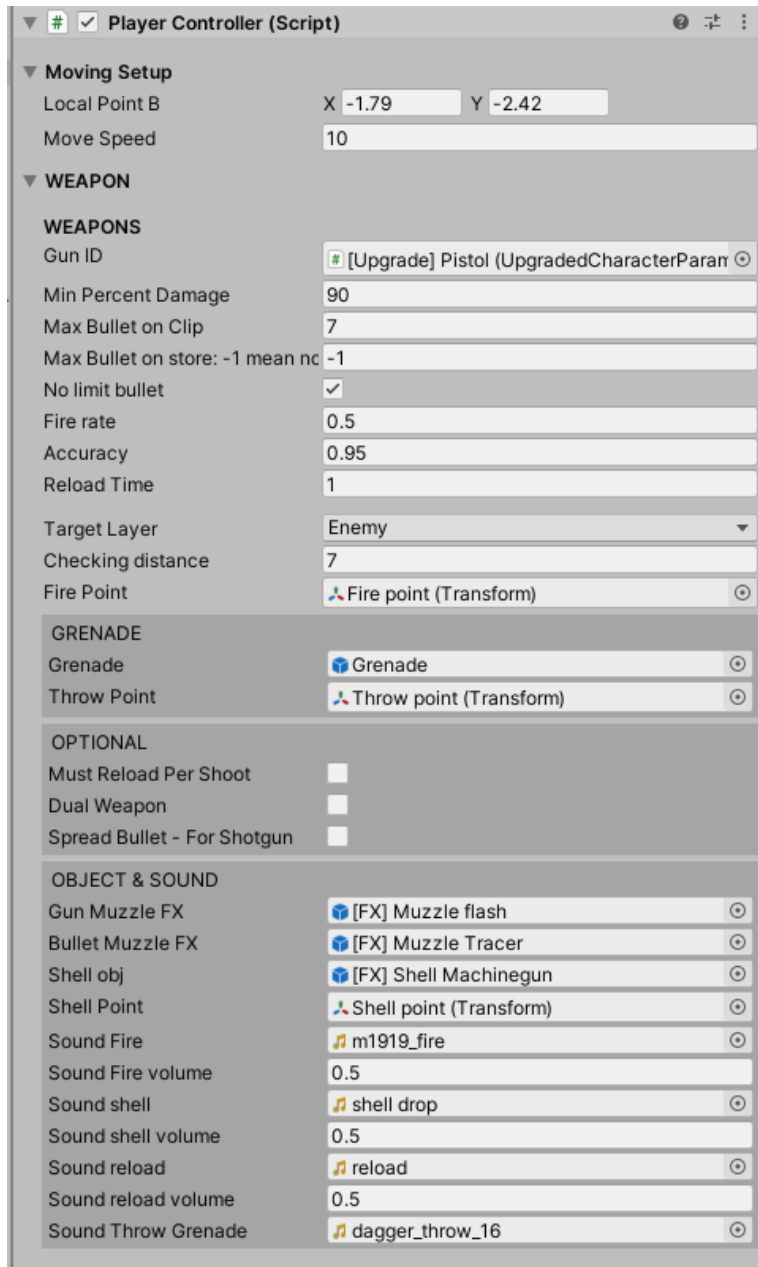
- *Move speed:* moving speed
- *Gun ID:* see gunID below
- *Min Percent Damage:* the damage of gun from this value will random from this value to 100%
- *Max Bullet on Clip:* the max bullet in the clip before reload
- *Max bullet on store:* max bullet can storage, -1 mean no limit bullet
- *Fire rate:* the delay time of next shooting
- *Accuracy:* chance to hit the target
- *Checking distance:* only fire the gun if detect target with this distance
- *Must Reload Per Shoot:* shoot -> Reload -> shoot
- *Dual Weapon:* use dual weapon to shot 2 times per fire
- *Spread bullet:* best for shotgun

b. Gun Parameter

Upgraded Character Parameter (Script)	
Script	UpgradedCharacterParameter
Gun Type	Pistol
Unlock At Level	0
▼ Upgrade Steps	
Size	6
▼ Element 0	
Price	0
Damage	10
▼ Element 1	
Price	100
Damage	12
▼ Element 2	
Price	200
Damage	14
▼ Element 3	
Price	300
Damage	16
▼ Element 4	
Price	350
Damage	18
▼ Element 5	
Price	500
Damage	20

- *Gun Type:* there are 5 type of gun, click to change it
- *Unlock at level:* gun will available at this level
- *Upgrade Steps:* the price and new damage when upgrade gun in shop

5. SHOP
Set the gun and upgrade price in *Gamemode*

Game Mode (Script)	
Script	GameMode
Show Test Option	☐
SHOP SETUP	
Upgrade Fortress Price	2000
Upgrade Double Pistol Price	250
Upgrade Submachine Gun Price	300
Upgrade Shotgun Price	400
Upgrade Machine Gun Price	500
PLAYER & ITEM PRICE	
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FPS DISPLAY	
Show Infor	☐
Set FPS	60
Purchase	Game Mode (Purchaser)
RESET DATA	
SET 99999 COINS	
MESSAGE: MESSAGE	

6. Setup IAP
➔ Location: Logo scene/GameMode object
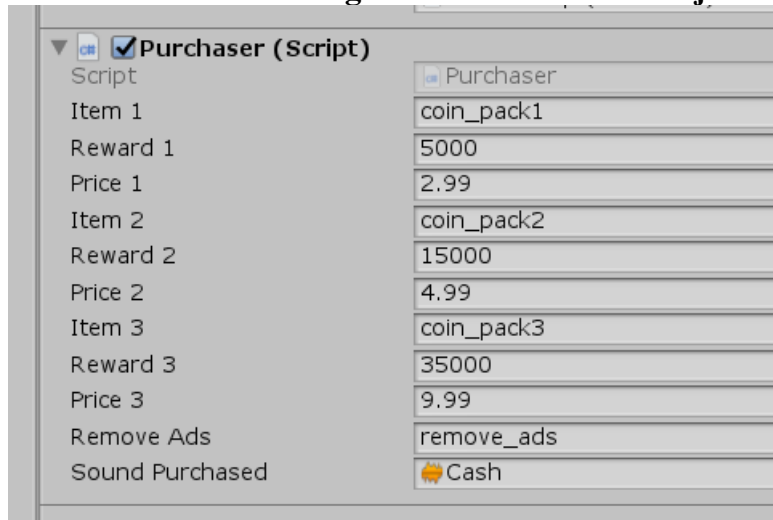
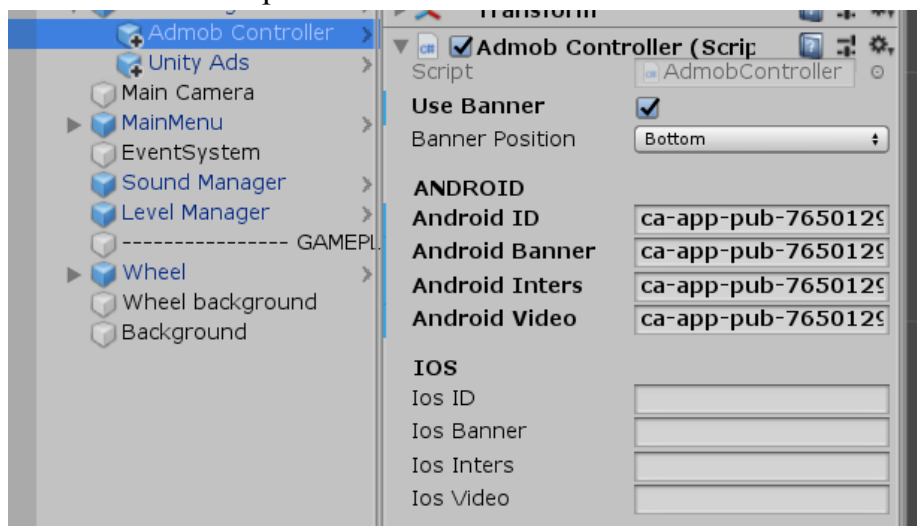You can fill your iap item value, watch the tutorial here:
https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html
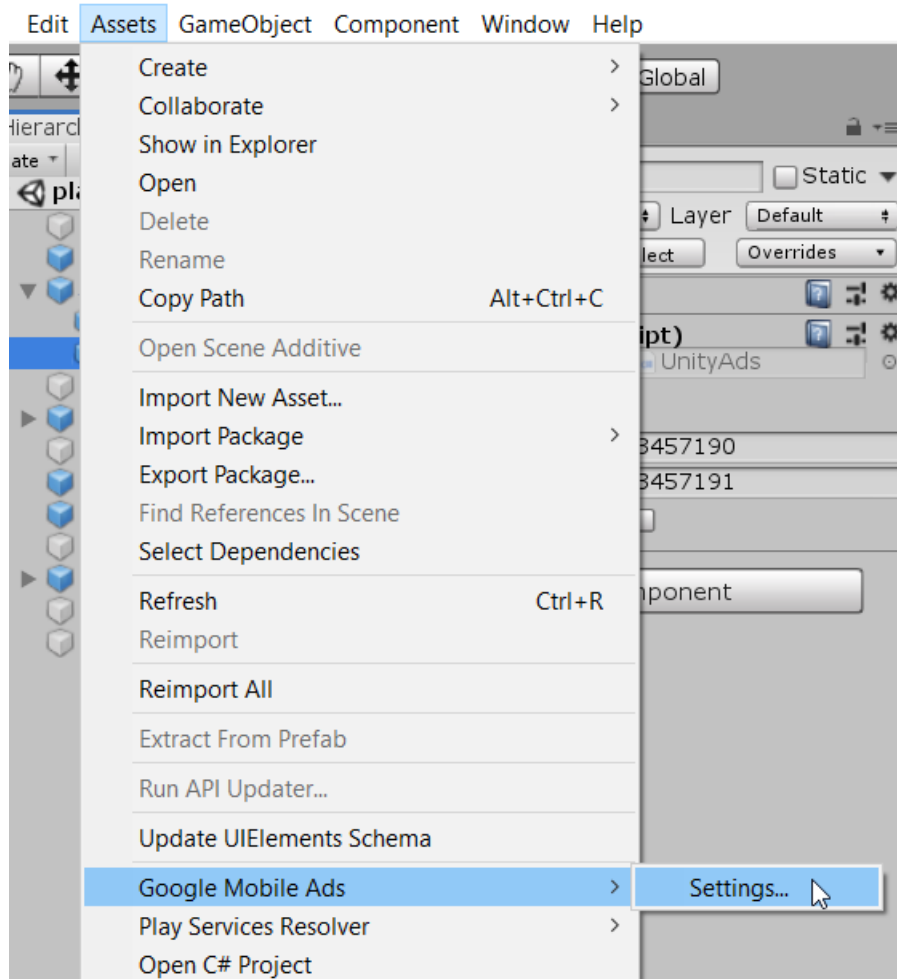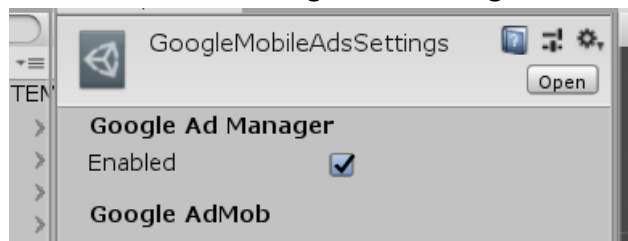
7. Setup ADS
a. Setup Unity Ad
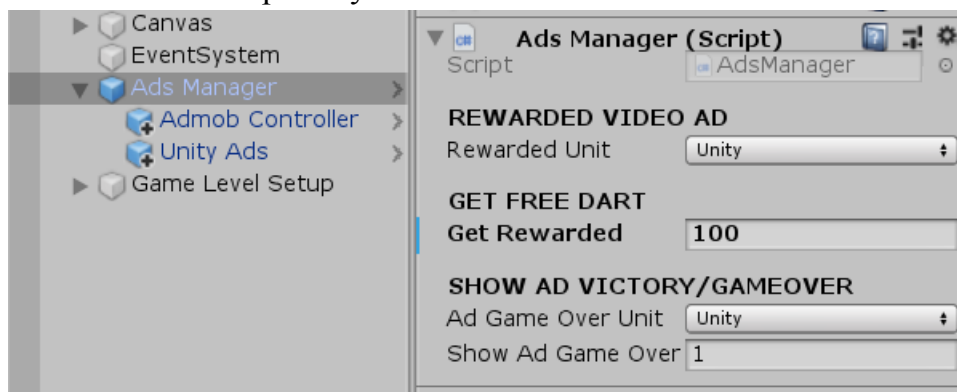
b. Setup Admob Ad

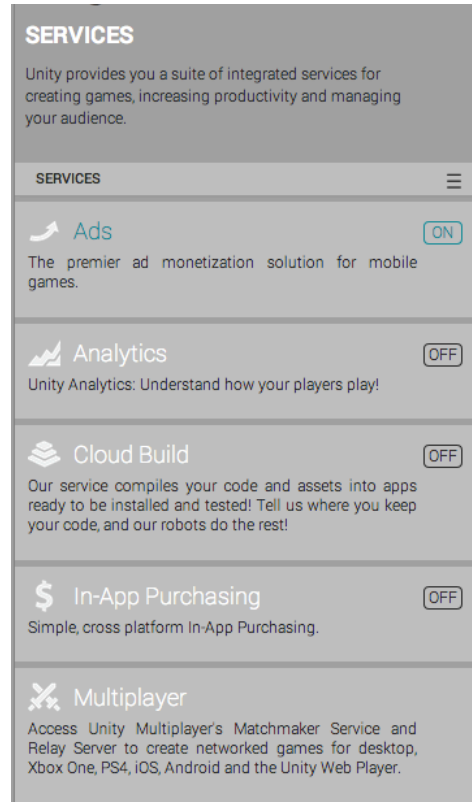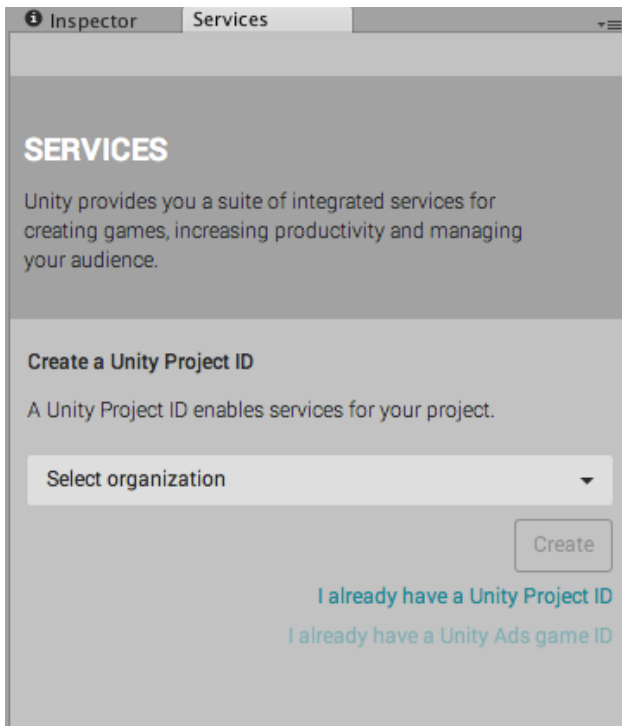- Go to Settings… (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more
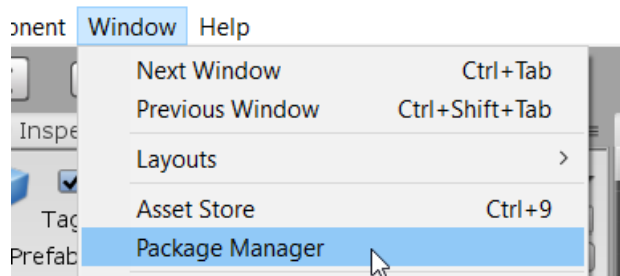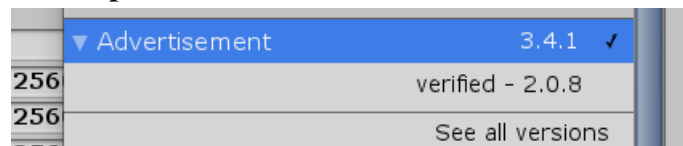

- Then tick Google Ad Manager enable

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

any questions please contact me: *aigame.contact@gmail.com*
Please rate my game if you like it.
Thank for your purchase! Good luck!