



2D Archery Kit

V 1.1.2

Indie Studio

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1.0 - Overview

Shoot the target with bow and arrow. You have few arrows and you will get one arrow bonus, each time you shoot at center of the target board.

To shoot, touch on screen drag and aim at the target.

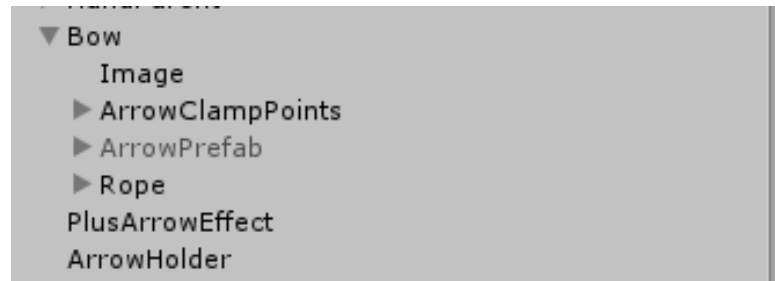
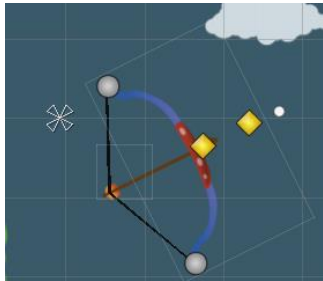
Key Features

- Cross Platform Support
- Support Landscape & Portrait Screens
- Persistent Saving and Loading
- Unity UI built-in features
- Complete Scenes
- Advertisements Manager
- Admob Integration
- ChartBoost Integration
- Unity Ads Integration
- Bow & Arrow
- Target Board
- Arrow Trajectory
- Sound Effects
- Commented source code in C#

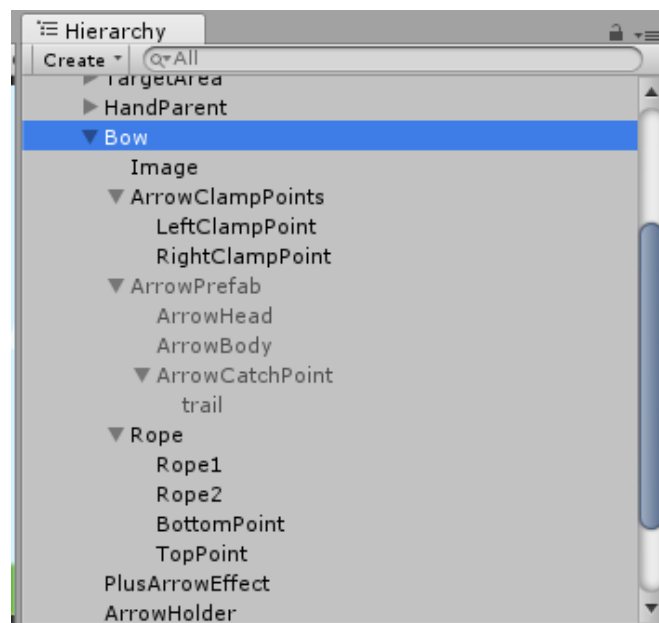
2.0 - Bow & Arrow

The following figures show the bow and the arrow in the Hierarchy and in the Game view in the **Game** scene.

The Arrow is a child of the bow. When the Bow is rotated using the BowController.cs script, the arrow will be rotated relatively to the Bow.

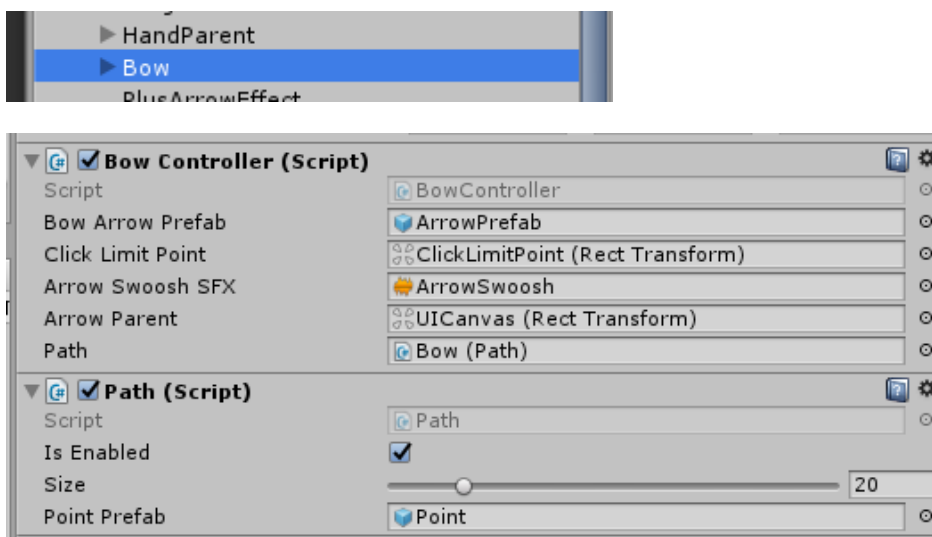


➤ Bow GameObject:

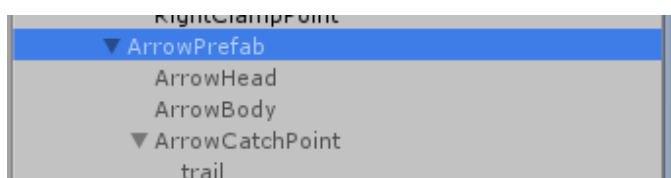


- **Image** : bow's image
- **Arrow Clamp Points**: these points used to clamp the position of the arrow in the bow.
- **Rope** : the rope of the bow ,which contains two lines , the first line is between the BowTopPoint and the ArrowCatchPoint, and the second one is between the BowBottomPoint and the ArrowCatchPoint.

- The rope of the bow is managed using the *BowRope.cs* on *Bow* GameObject.
- The path of the arrow is managed using the *Path.cs* on *Bow* GameObject.



➤ Arrow Prefab Contents:

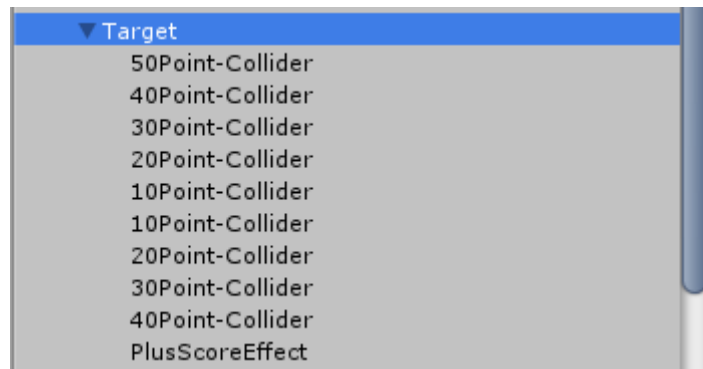


Enable the Arrow Prefab to edit it, once you finish disable it.

- **ArrowHead** : Used to detect the collision with the target using *ArrowHead.cs* script.
 - **ArrowBody** : the body of the arrow.
 - **ArrowCatchPoint** : the catch/hold point of the arrow which contains the trail, and it's used as a line point to draw the rope of the bow.
- The arrow is launched using the *BowController.cs* script.
 - The arrow direction is managed using the *DirectionManager.cs* script.
 - The arrow position is clamped using the *Arrow.cs* script.
 - The power of the arrow is calculated using the *Arrow.cs* script.

3.0 - Target Board

The target board is divided into five areas (colliders) as the following figure :



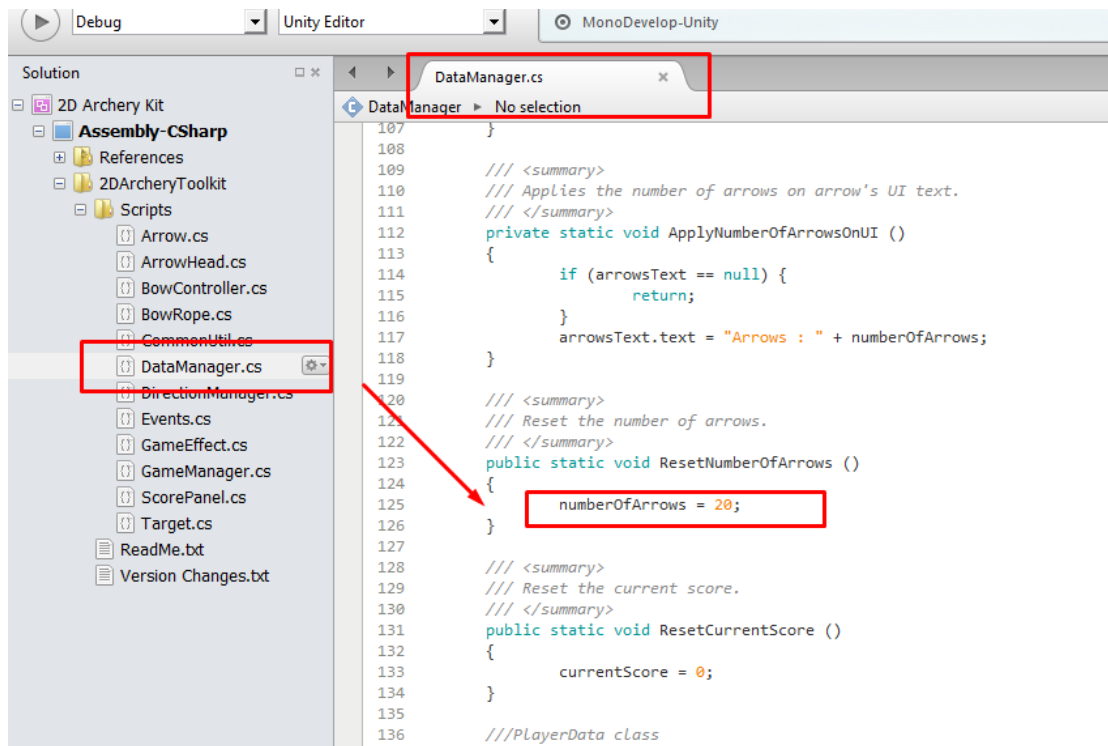
Target Area :

The position of the target is measured randomly in the Target Area by the Target.cs script.



4.0 - Change Number of Arrows

You can change number of arrows from DataManager.cs script as the following figure below

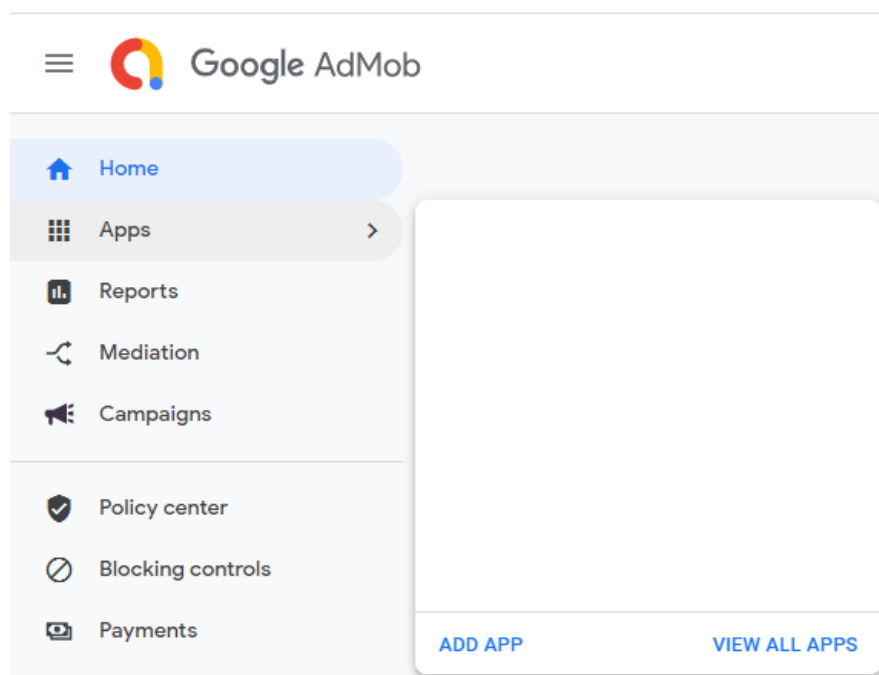


5.0 - Setup ADS Packages

5.1 - Setup Google Mobile Advertisements

1. Sign in to <https://apps.admob.com>

2. Select [Apps -> ADD APP](#)



3. Then follow the steps of Google AdMob to monetize a new app or existing app.

After creating your app, find your App ID and Ad Units (Banner /Interstitial ids)

4. Make sure you have JDK, Android SDK installed on your PC and linked in your Unity Editor from (**Edit > Preferences > External Tools**)

5. Note: you can download **Android Studio** (Optional) and then use Android SDK Manager to install/update the SDK Platforms, SDK Tools, Google Play Services from the Android SDK Manager and finally get the path of your SDK and link it in unity.

<https://developer.android.com/studio/>



6. Download Google Mobile Ads Package from the following link

<https://github.com/googleads/googleads-mobile-unity/releases>

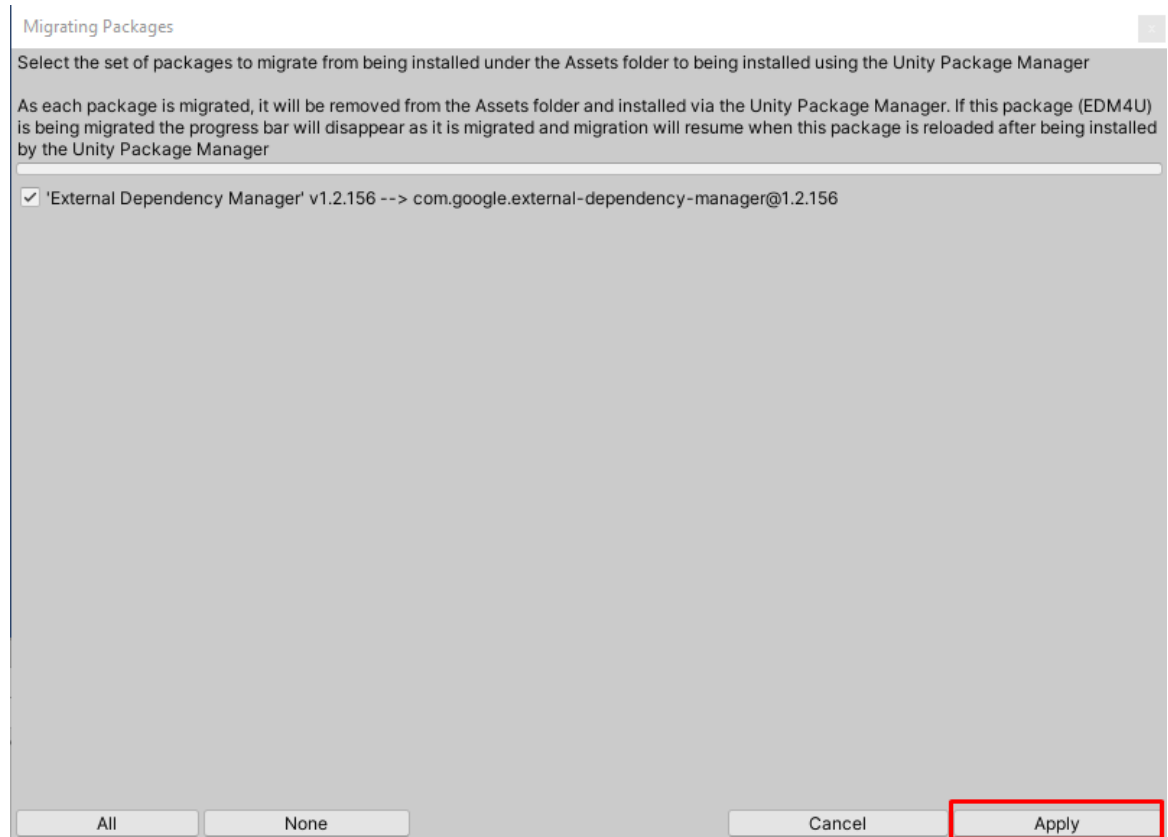
7. Make sure to switch into **Android Platform** then import the GoogleMobileAds package to your unity project from **Assets -> Import Package -> Custom Package.**



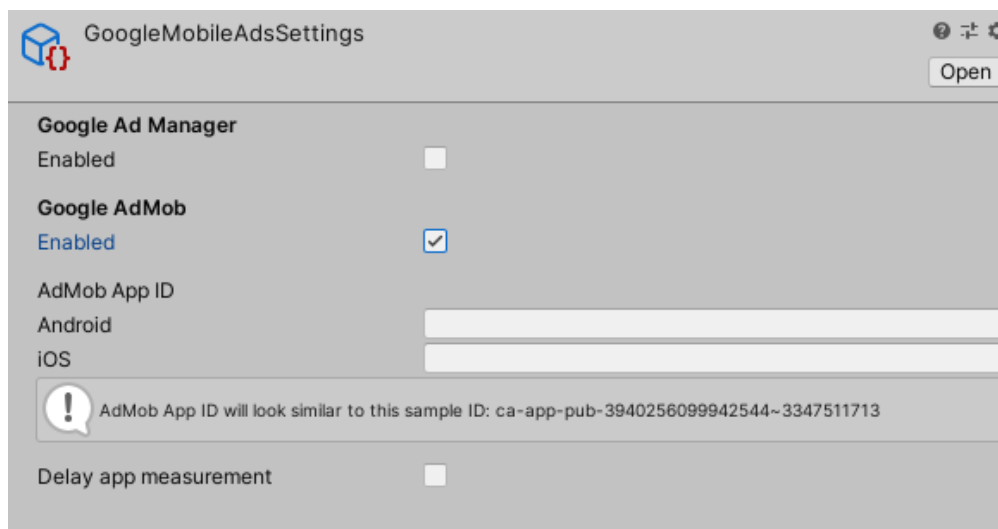
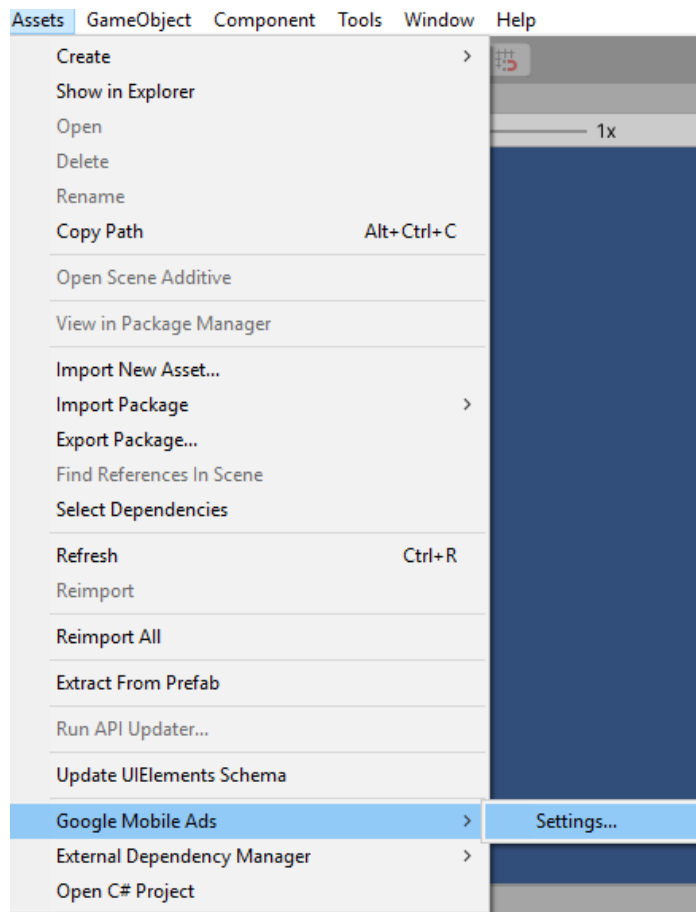
8. Add Selected Registries in Package Manager Resolver (if this window appeared)



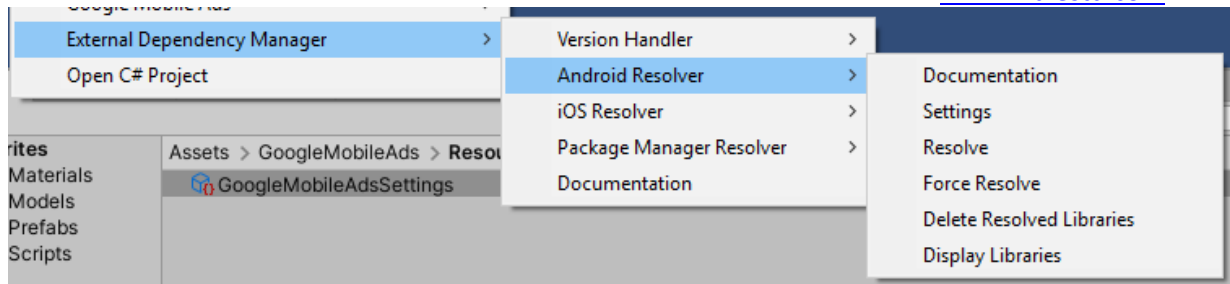
9. Apply Migrating Packages(if this window appeared)



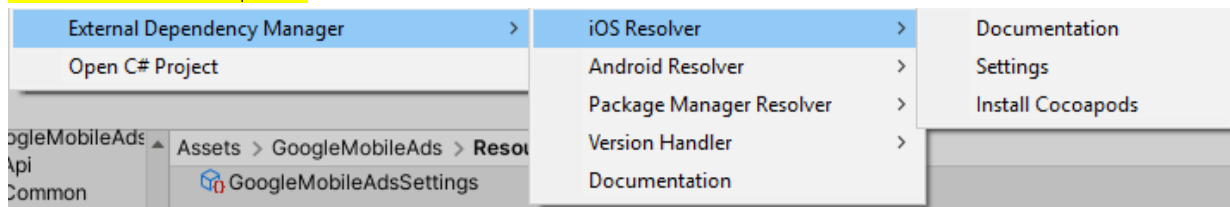
10. Select Assets > Google Mobile Ads > Settings, then Enable AdMob and insert your AdMob app ID ,otherwise your app /build will crash.



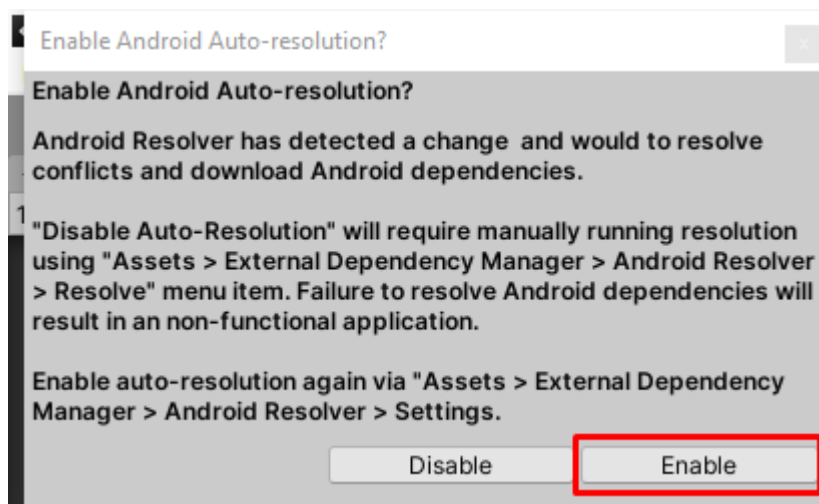
11. Select, **Assets > External Dependency Manager > Android Resolver > Resolve/Force Resolve** for Android Platform



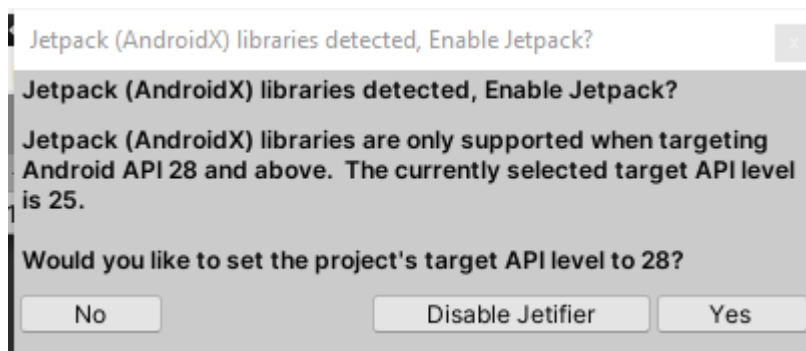
Select, **Assets > External Dependency Manager > iOS Resolver > Install Cocoapods** for IOS Platform



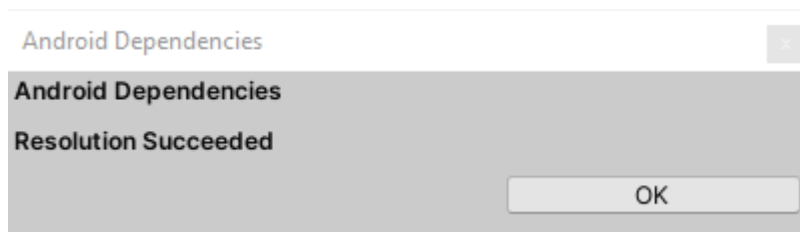
If these windows below appear then:
Enable Android Auto-resolution



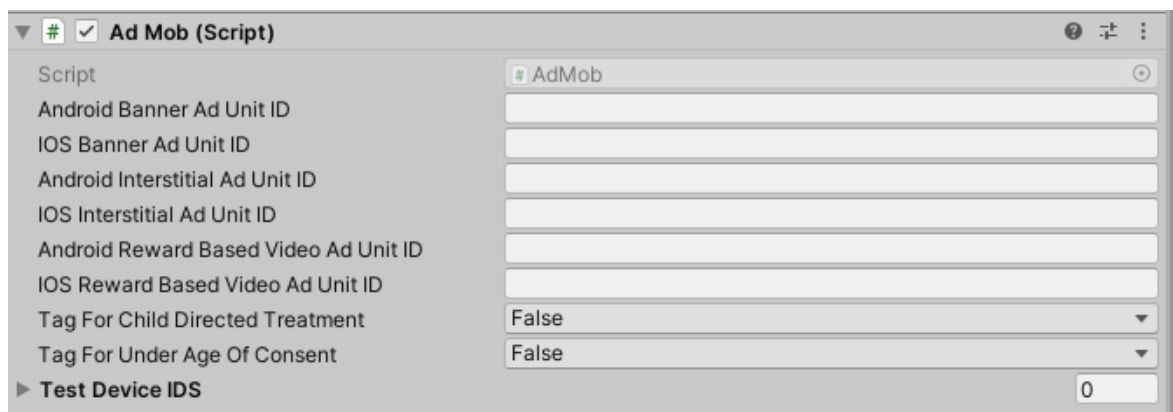
Enable Jetpack and set target API as last or highest install one



12. When resolve is done you should see this message



13. Insert the App Id, Unit IDs of the Banner/Interstitial in the Admob Component in the **AdsManager GameObject** in the **Main** scene and then click on **Apply** button to save your changes.



Using 2018.3 or Higher you will see custom Apply button instead

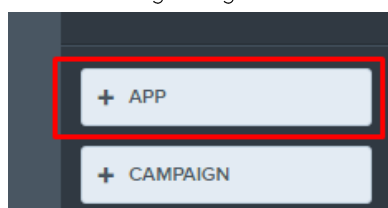


5.2 - Setup ChartBoost Advertisements

Login to <https://www.chartboost.com>



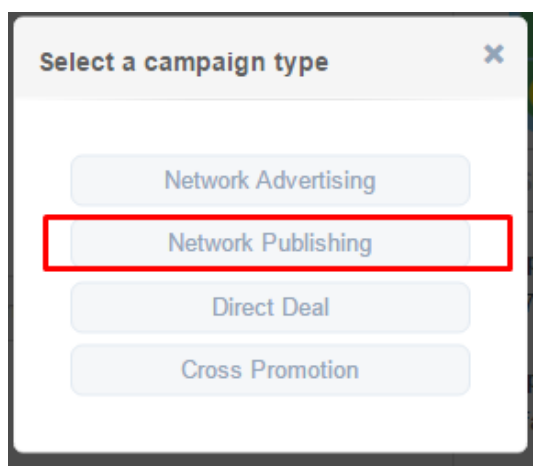
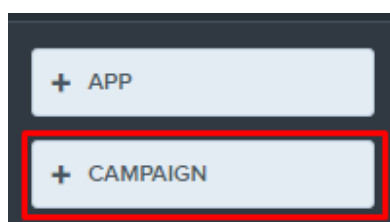
1. From the left sidebar at the bottom click on + APP as the following figure



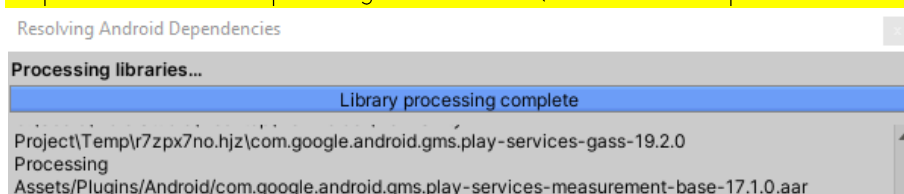
2. Fill the details of the app, and then **Save**

Add App [Learn More](#)

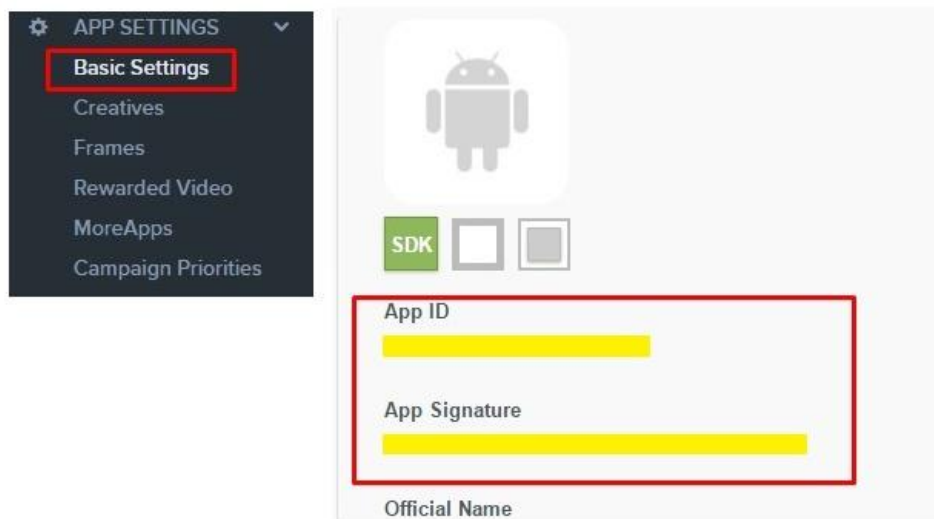
3. Create new Campaign



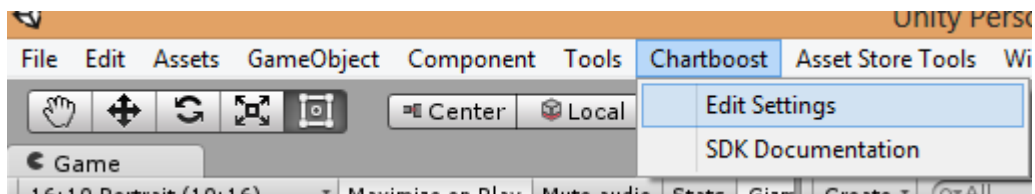
4. Fill the Network Publishing Campaign details and then Turn-on the Campaign, and finally save.
5. Download ChartBoost Package for Unity
<https://answers.chartboost.com/hc/en-us/articles/200780379-Download-Integrate-the-Chartboost-SDK-for-Unity>
6. Import the package in the zipped file to your unity project.
Note: you may see Resolving Android Dependencies window if you imported Admob package before (Resolve Dependencies)



7. Copy App ID & App Signature



8. From your unity project, select ChartBoost -> Edit Settings

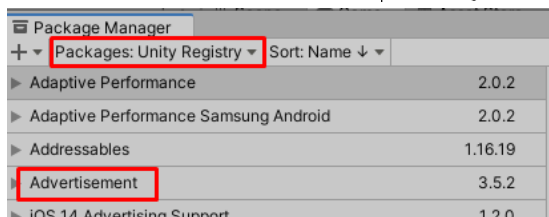


9. Paste App ID & App Signature in the ChartBoost Settings



5.3 - Setup Unity Advertisements

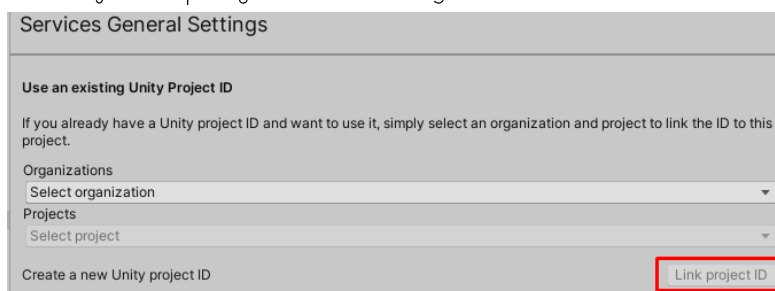
1. Install Advertisement package from **Window -> Package Manager**



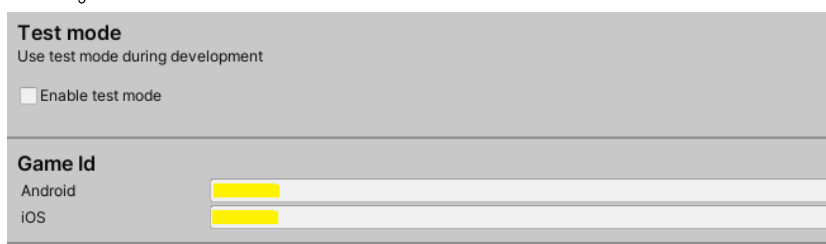
2. Enable Unity ADS Service from **Window -> General -> Services**



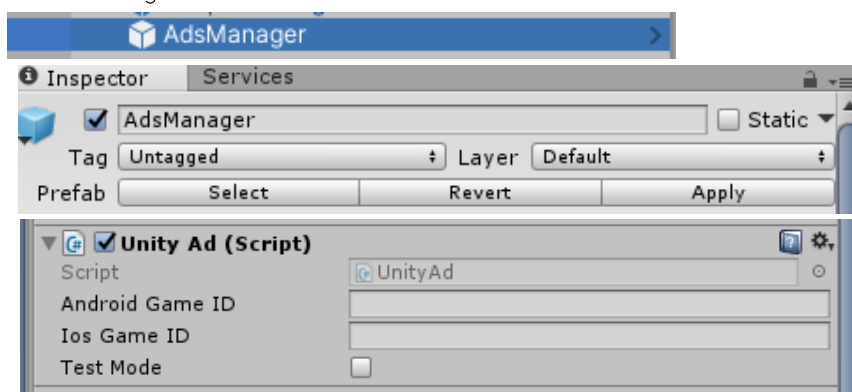
3. Link your project and Organization



4. Get your Android/iOS Game ID

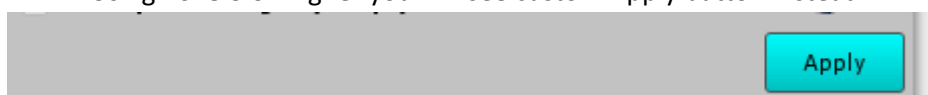


5. Insert your Unity Android/iOS Game ID in the **UnityAd** Component in the **AdsManager** GameObject, and then click on **Apply** button to save your changes.



Note: To test the unity ads Enable Test Mode, once you want to release or publish your app turn it off.

Using 2018.3 or Higher you will see custom Apply button instead

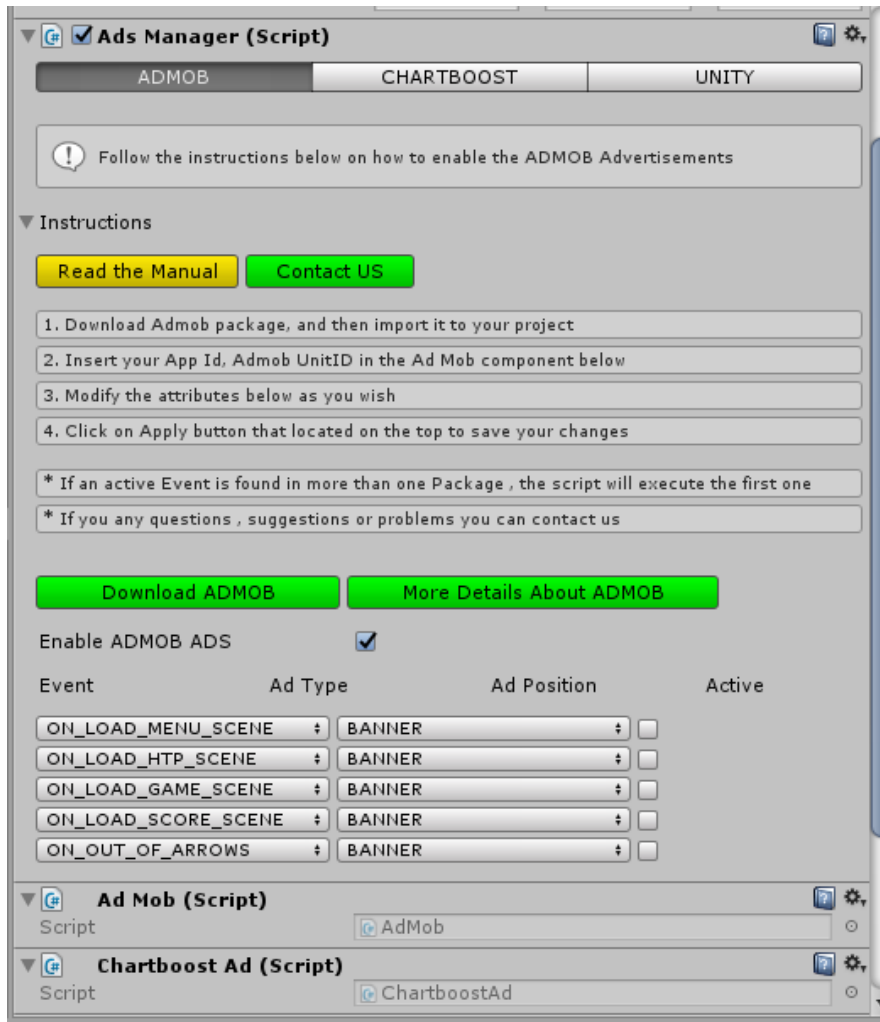


(You can find more details about ADS Packages in the **AdsManager** GameObject)

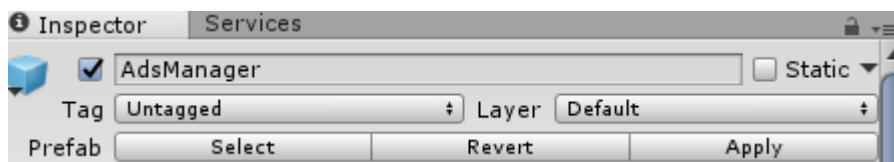
6.0 - Advertisements Manager

To manage the advertisements of each Package (*Admob, ChartBoost, Unity ADS*), open the **Menu** scene then select the **AdsManager GameObject** and manage the ads using **AdsManager component**

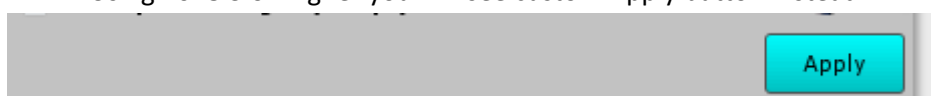
Follow the instructions carefully to enable the ADS feature.



Click on **Apply** button to save your changes.

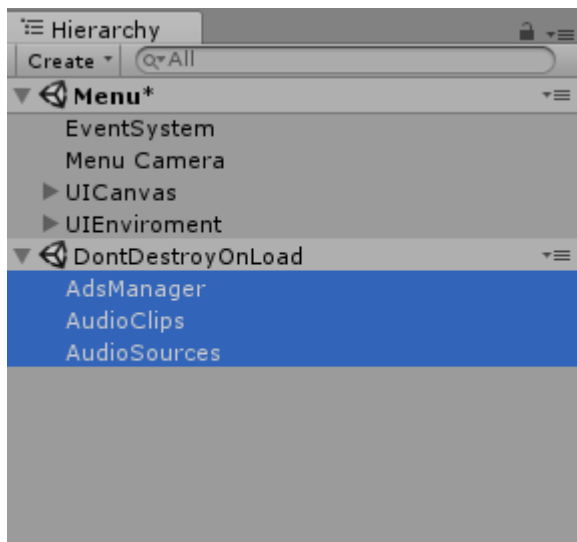
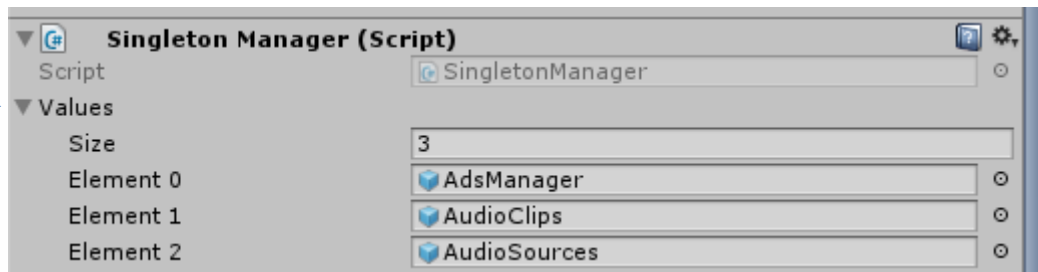


Using 2018.3 or Higher you will see custom Apply button instead



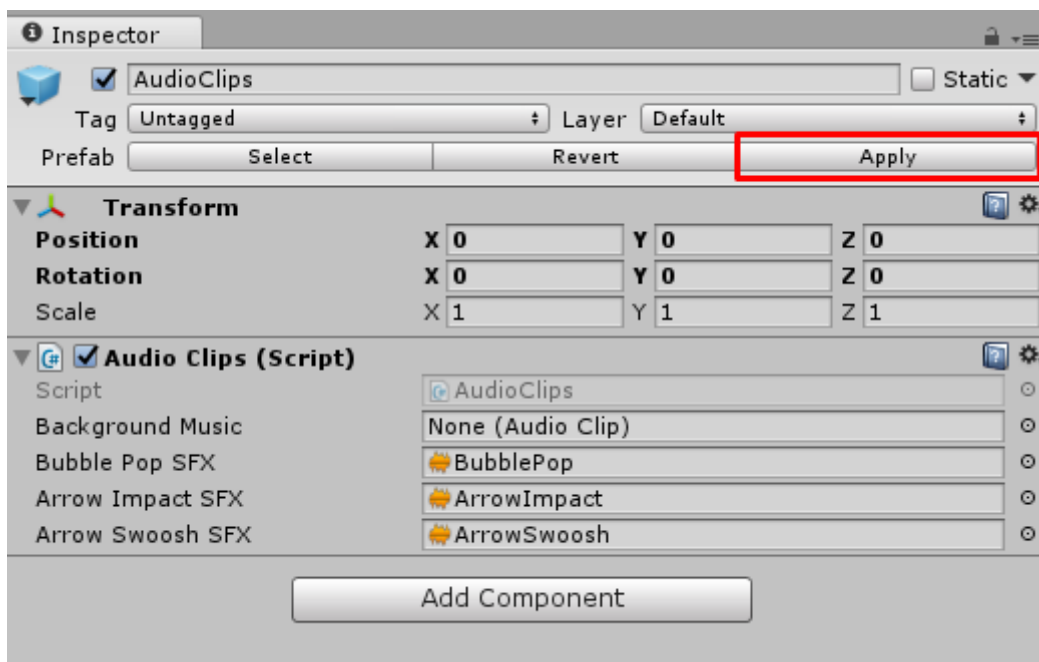
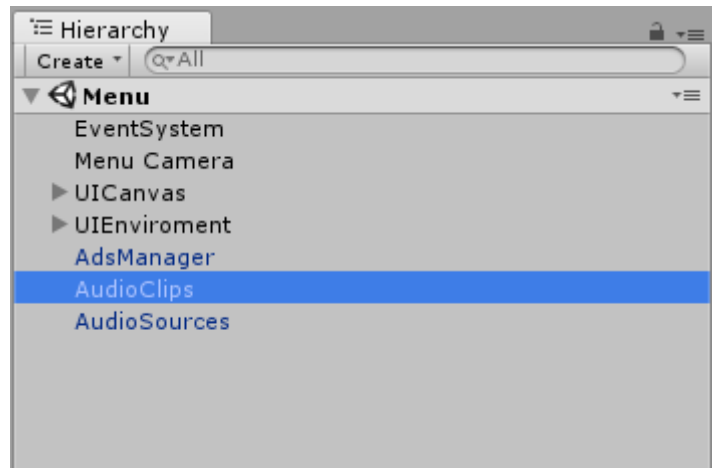
7.0 - Singleton Manager

Each scene contains Singleton Manager component attached on UICanvas GameObject to instantiate each GameObject in the **Values** array as a Singleton (One Instance) between the Scenes.



8.0 - Audio Clips

You can set up or change the Background Music of the game as well as the sound effects from the **AudioClips** Component in **Menu Scene** as following figures below, and then click on **Apply** button to save your changes.



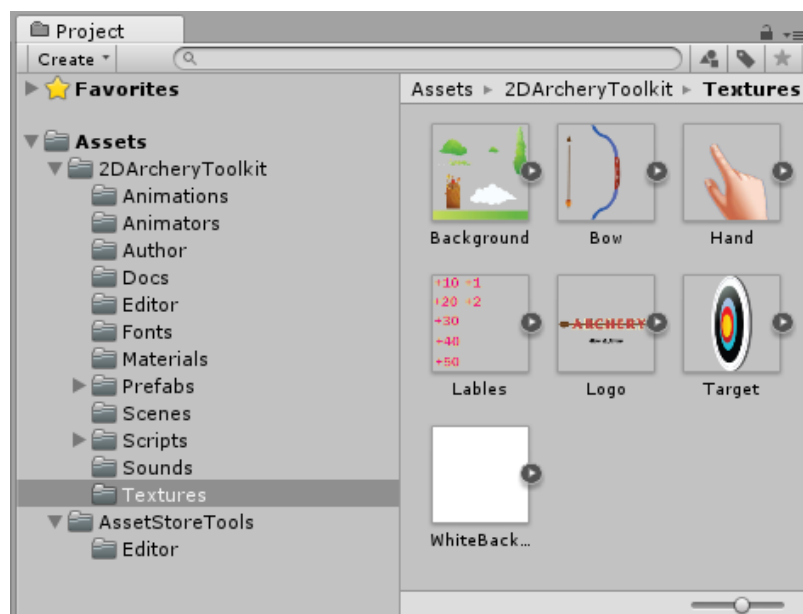
9.0 - How To Reskin

Put your design in the Textures folder, you can check out the built-in images to learn how to design your images.

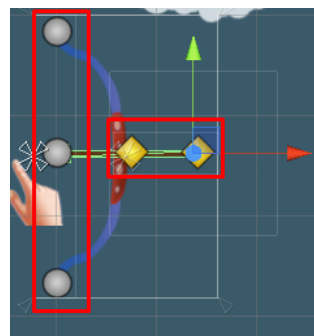
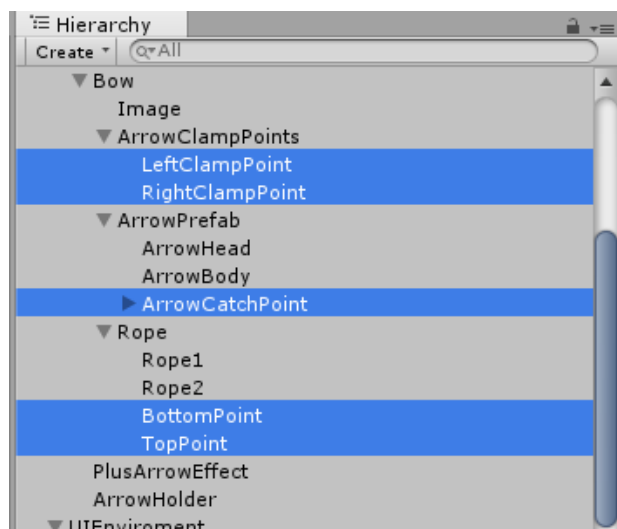
Make sure to set the pivots of your new images similar to the the pivots of the built-in images.

Change the Sprite or Source Image using SpriteRenderer or Image component in the GameObject. Change the text and font using Text component in the GameObject.

You can also change the position, rotation, scale of the UI elements inside each scene using RectTransform component.



* You may need to fix the ArrowClampPoints to clamp the position of the arrow , ArrowCatchPoint and Rope Points as well



10.0 - More Details

- Use the first AudioSource component in AudioSources GameObject in the Menu Scene for the Music, and then click on **Apply** button to save your changes.
- Use the second AudioSource component in AudioSources GameObject for the Sound Effects.

If you have any questions, suggestions, comments, feature requests or bug detected, you can contact us and we would be happy to listen from you.

For more details, do not hesitate to contact us

Useful Links

<http://indiestd.com/questions-and-answers>

<http://indiestd.com/contact-us>

Good Luck ☺