TOWER DEFENSE

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*** SETUP PROJECT
1. Switch to Android or iOS platform
2. Download and install SPINE runtime for UNITY:
https://drive.google.com/open?id=17HrP3ecQ7yl31MluwvV2SvvMQCgH2ixt
3. Now you can play game by open Logo scene in TD/Scene/ folder
4. If wanna use IAP, Turn on IAP:
   https://docs.unity3d.com/Manual/UnityIAPSettingUp.html

I. Introduce gameplay and features
This is a tower defense game with bow and arrow. To fire arrow, tap the screen and the archer will shoot the arrow to that point.

FEATURES:
+ Archer, Bow and Arrow feature
+ **Total 30 example levels** include **boss fight** levels
+ **9 Enemies: 6 Normal enemies and 3 Big Bosses**
+ Easy controller - tap screen to fire the arrows
+ Buy Boost item and Upgrade Bow, Archer and Fortress in Shop
+ **Make money with Unity Ads**
+ **make money with IAP**
+ Spine software -> smoothly animation
+ Easy reskin the graphics, only change the image of character as well as the Platforms
+ Work on Mobile (Touch) and PC (Mouse)
+ Total C#, Easy to play, easy to learn.

II. TUTORIAL

1. Setup game settings
- **Open logo scene**
- **Game setup object**
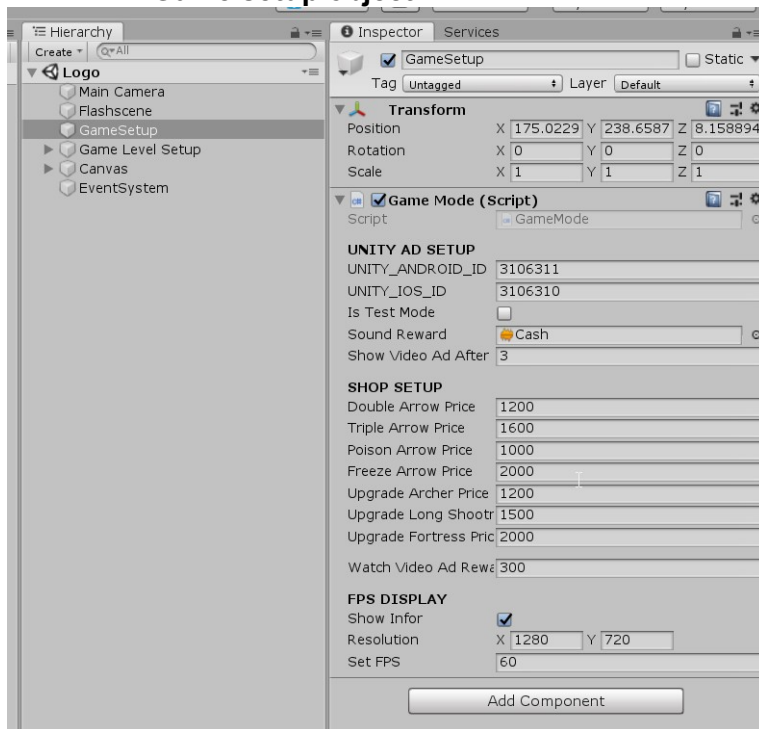
+ Unity Ad Setup
- Place your Android and IOS ID
- "Is Test Mode": show test ad or real ad
- "Show Video Ad After": show normal video ad after gameover or game victoty

+ Shop setup: set price for the item in Shop

+ 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://www.youtube.com/watch?v=WpNEKYKh7ac&list=PLHuyOBWrU-Q2oTVI68N0zflVCeKJWmv_8
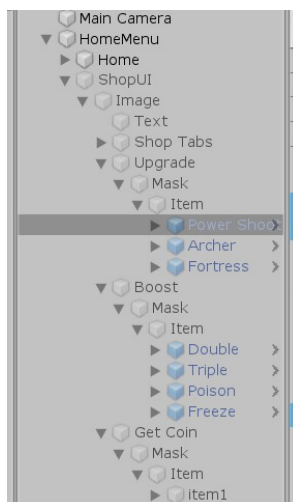
3. Setup level enemy
Watch on youtube: https://www.youtube.com/watch?v=HFgdCLhZrHw&list=PLHuyOBWrU-Q2v73nlHWq04r5mhpJtuf15
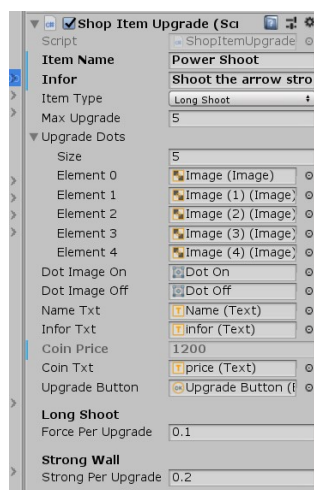
4. Introduce game system

a. Shop item
You can find the Shop item in Menu scene
To edit more parameter, you need click on the item

- **Upgrade item**

+ Item name: fill name of the item
+ Infor: some information for the item
+ Item Type: there are 3 item types: Long Shoot, Archer and Fortress
+ Max Upgrade: set how many upgrade times possible
+ Coin Price: the price is controlled by GameMode object (see above)
+ [Long Shoot] Force Per Upgrade: 0.1 mean add 10% per upgrade

+ [Strong Wall] Strong Per Upgrade: 0.2 mean add 20% per upgrade
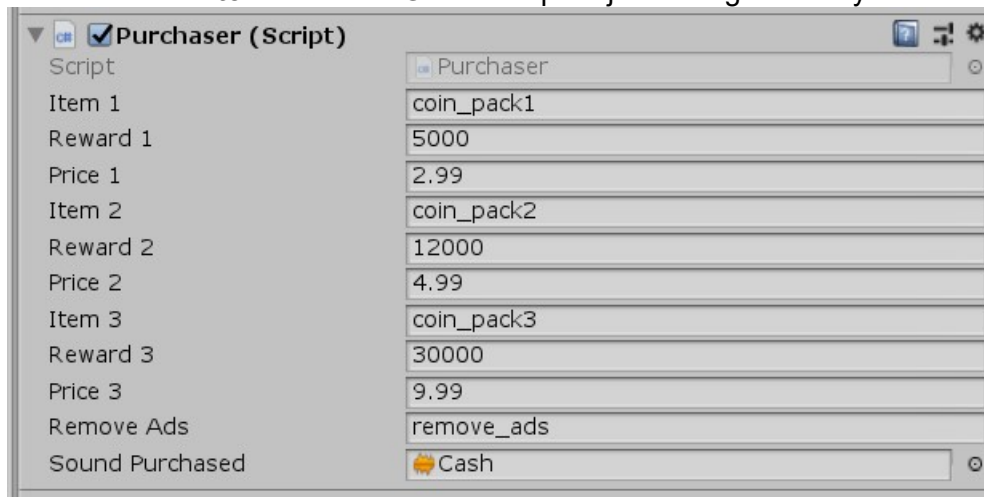
- **Boost item**
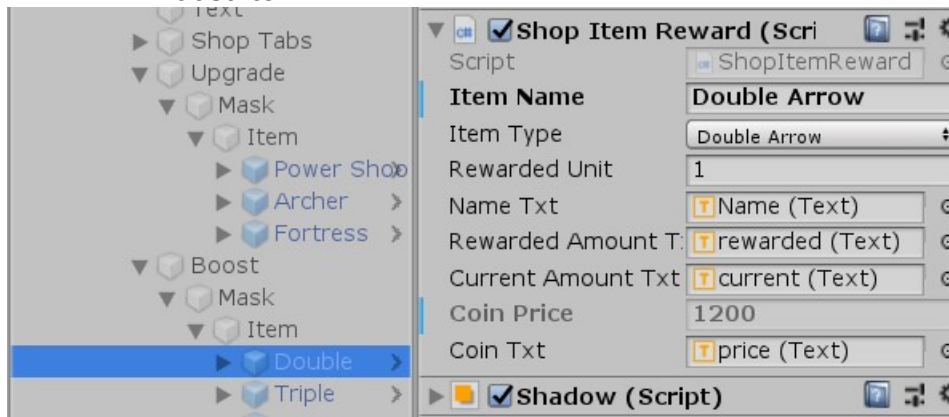
+ Item name: fill name of the item
+ Item Type: there are 4 item types: Double Arrow, Triple Arrow, Poison and Freeze Arrow
+ Coin Price: the price is controlled by GameMode object (see above)

- **IAP Item**: click on "GameSetup" object in Logo scene you will found this

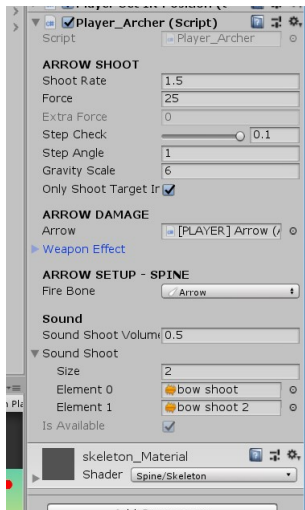You can fill your iap item value, watch the tutorial here:
https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html
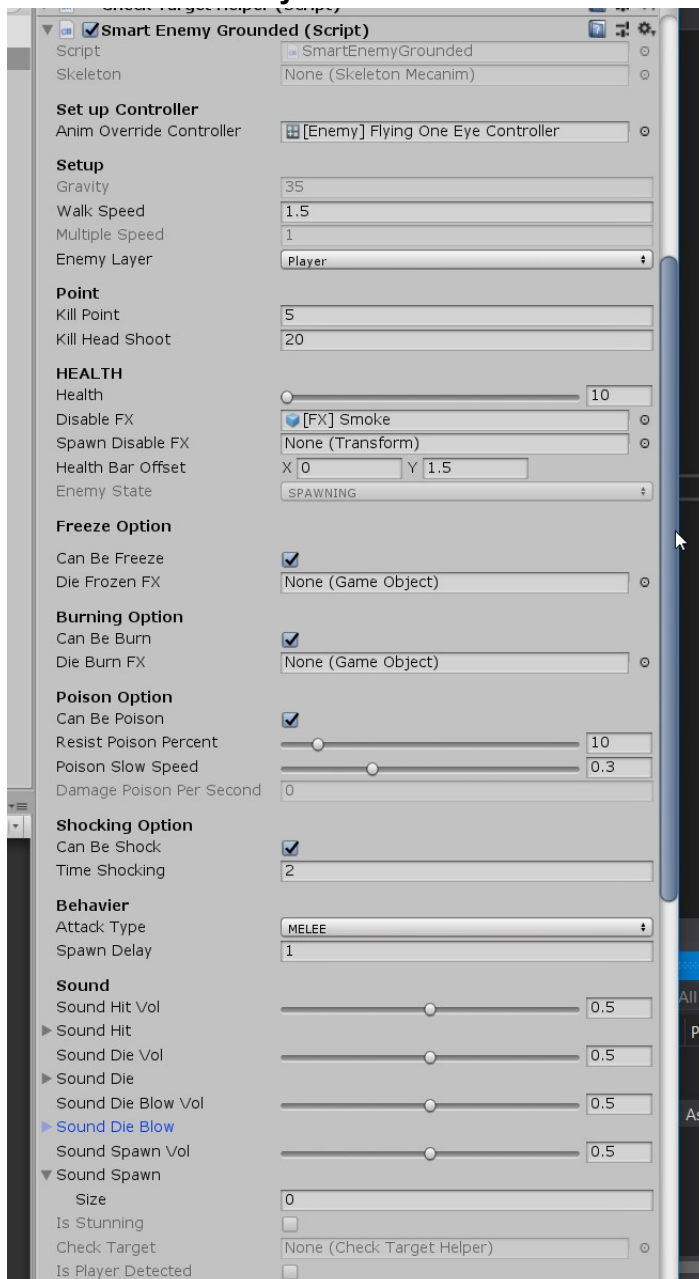
b. **Sound Manager**

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

c. Archer

+ Shoot Rate: reload time for next shoot
+ Force: original force shooting the arrow, can be upgrade % by buy upgrage item in shop

d. Enemy

Main script control the Enemy (Normal, Boss)

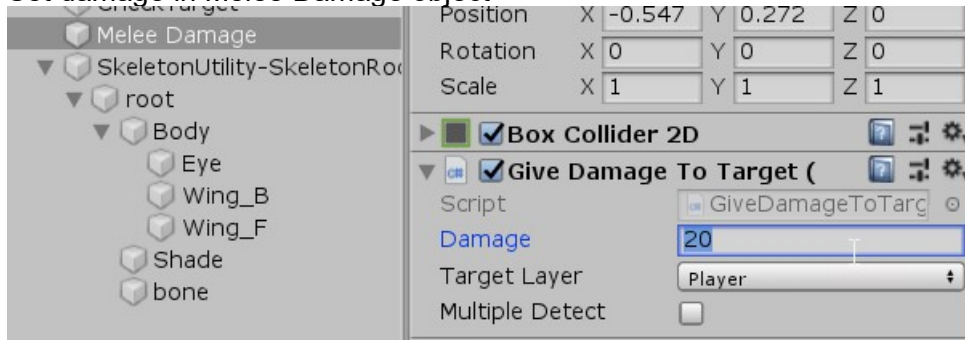Find the enemy prefab in TD/Prefab/Character/Enemy

+ Walk speed: move speed
+ Enemy Layer: the enemy layer of this character (Enemy of Enemy is Player)
+ Kill Point: coin can earn when get kill
+ Kill Head Shoot: coin can earn when get kill by head shoot
+ Health: the number of health
+ Attack Type: Choose attack type for character: Melee, Range and Throw
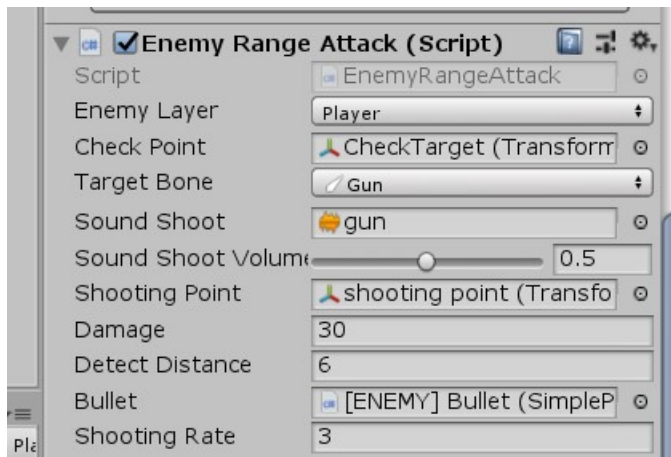+ Sound: set random soung for character (Hit, Die)

i. Melee Enemy

Enemy Melee Attack (S	
Script	EnemyMeleeAtta
Target Player	Player
Check Point	CheckTarget (Tr.
Melee Damage Obj	Melee Damage
Detect Distance	0.5
Melee Rate	2
Sound Attacks Vol	0.5
▼ Sound Attacks	
Size	1
Element 0	Alien-attack voic
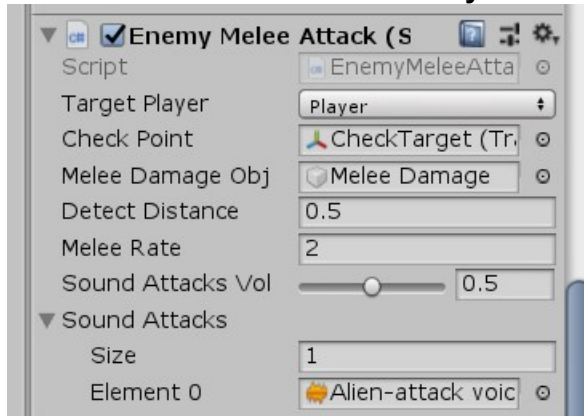
Set damage in Melee Damage object

Position	X -0.547	Y 0.272	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

- Melee Damage
- ▼ SkeletonUtility-SkeletonRo(
  - ▼ root
    - ▼ Body
      - Eye
      - Wing_B
      - Wing_F
    - Shade
    - bone

▶ ☑ Box Collider 2D	
▼ ☑ Give Damage To Target (	
Script	GiveDamageToTar(
Damage	20
Target Layer	Player
Multiple Detect	☐

ii. Gun Enemy

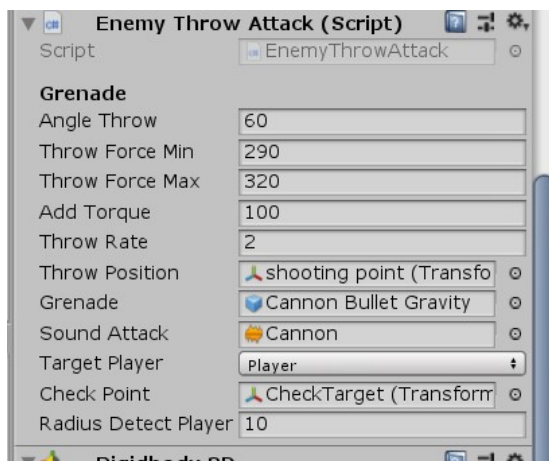| Enemy Range Attack (Script)	
Script	EnemyRangeAttack
Enemy Layer	Player
Check Point	CheckTarget (Transform
Target Bone	Gun
Sound Shoot	gun
Sound Shoot Volume	0.5
Shooting Point	shooting point (Transfo
Damage	30
Detect Distance	6
Bullet	[ENEMY] Bullet (SimpleP
Shooting Rate	3

+ 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

Enemy Throw Attack (Script)	
Script	EnemyThrowAttack
Grenade	
Angle Throw	60
Throw Force Min	290
Throw Force Max	320
Add Torque	100
Throw Rate	2
Throw Position	shooting point (Transfo
Grenade	Cannon Bullet Gravity
Sound Attack	Cannon
Target Player	Player
Check Point	CheckTarget (Transform
Radius Detect Player	10
▼ Rigidbody 2D	

+ 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

III. AdManager (UNITY and ADMOB)
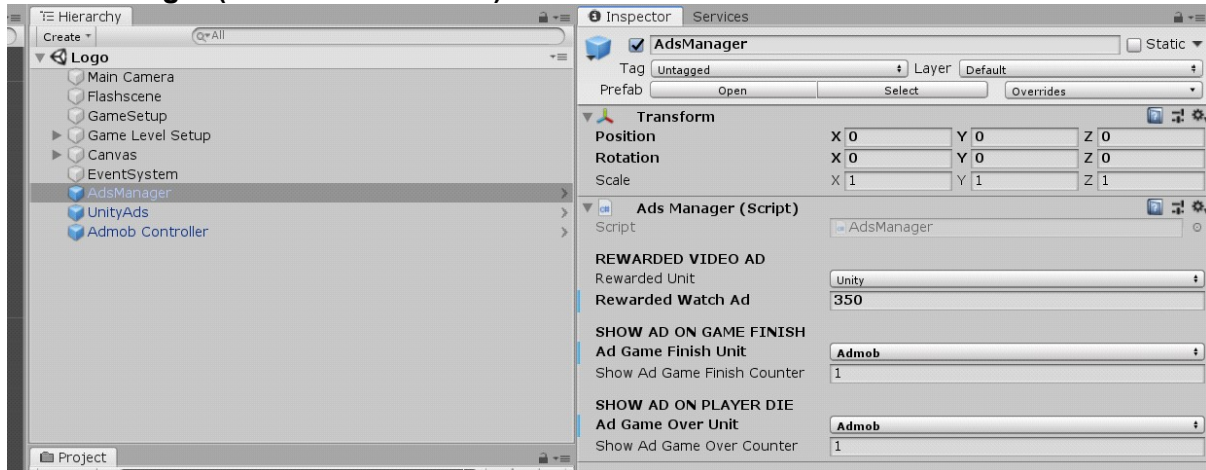
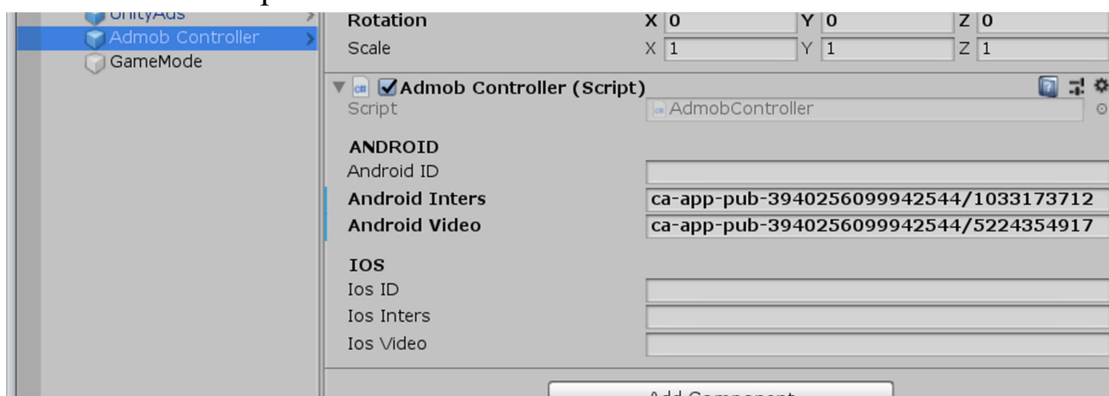**Open Logo scene and find AdsManager object**
You can see the options about rewarded video ad, show ad on game finish/player die

+ Rewarded Watch Ad: reward coin for player after watch ad successfully
+ Show Ad Game Finish Counter: count time to show ad when finish level
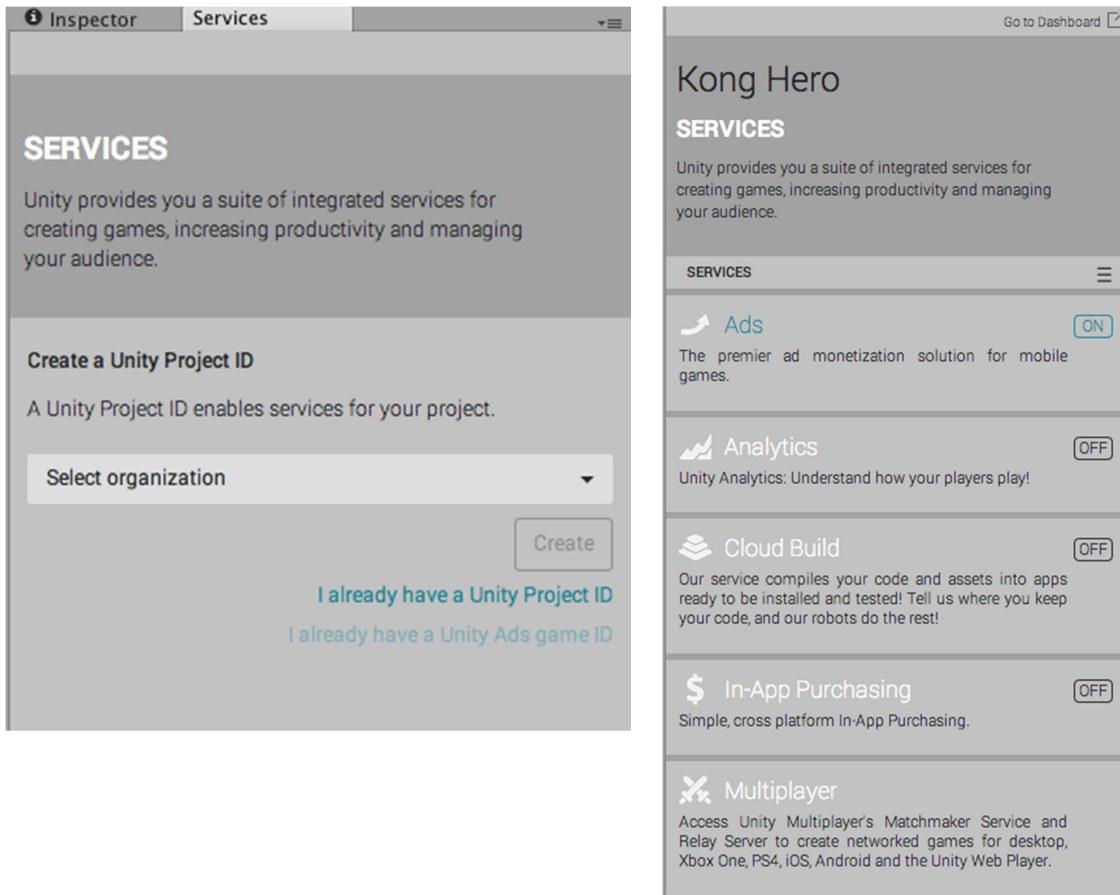**+ Show Ad Game Over Counter:** count every time gameover to show ad

    a.   Setup Unity Ad
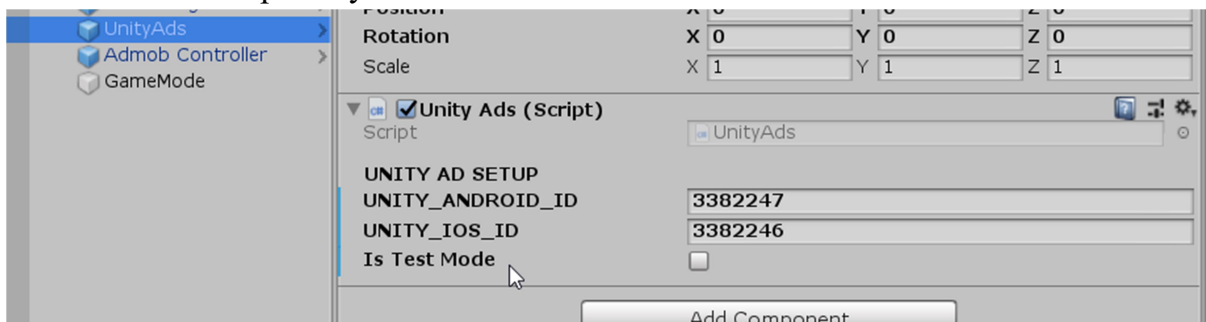
    b.   Setup Admob Ad

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

Finally, turn on the Ads

IV. RESKIN CHARACTER WITH SPINE SOFTWARE
All character's animation were created in the Spine 2D animation package and run from
the **Spine Unity Runtime** project. Import this Runtime into your own project to use these
animations. You will need a copy of **Spine Essential or Professional** to have permission to
use the Spine Unity runtime in your game if you plan to release it.

- To get the original spine file for custom animation/reskin character please send an
  email to me with the following informations:
    o **Order ID**
    o **Name**
    o **Date of purchasing**
- Then I'll check and send the Spine files

Okay, That's it! If you have any questions please contact me: *phanbanhut@gmail.com*
Skype: phanbanhut
Telegram: @phanbanhut
Please rate my game if you like it.
Thank for your purchase! Good luck!