USER GUIDE

KNIFE UP TEMPLATE

Onefall Games

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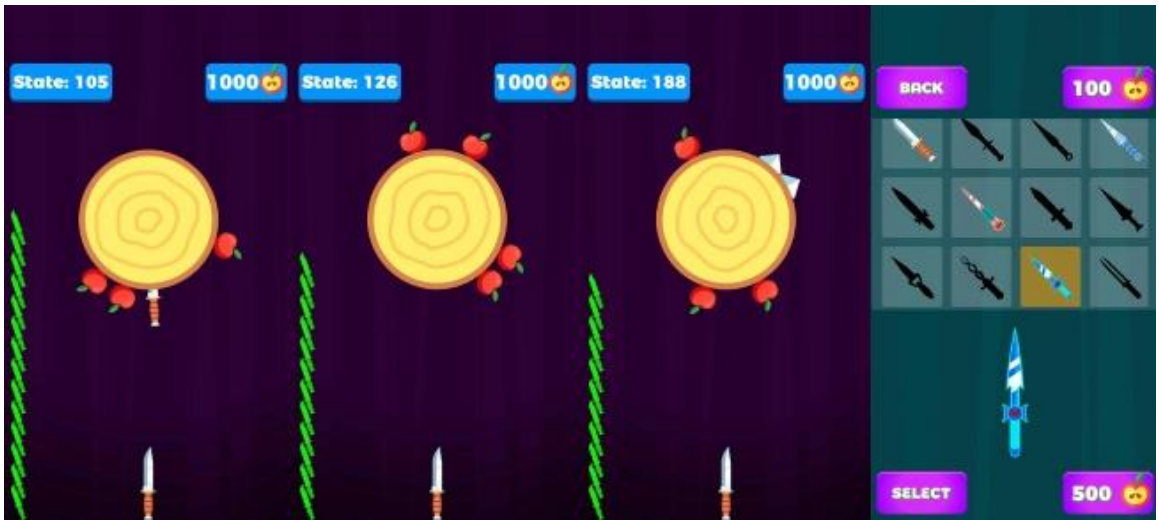
I. INTRODUCTION



Knife Up is an exciting endless one-touch game in which you touch the screen to force up the knife. Try to avoid other knives and obstacles, collect coins to unlock new knives and fighting boss. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc!. Some features:

- Addictive one-touch gameplay
- Daily reward system
- 20 built-in knives, very easy to add more knives
- Unlock knifes with coins
- Revive system
- Endless level, config levels right in the editor
- 10 bosses, very easy to new boss
- Ready to publish out-of-the-box
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Multiple ad networks: Admob and Unity Ads
- Native share Android/IOS
- Facebook/Twitter share
- Optimized for mobile
- Ready to publish out-of-the-box

II. TEMPLATE SETUP

This template was designed for mobile (Android, IOS, Window Phone…) so after imported the package to unity, you need to switch to Android or IOS, or Window Phone.

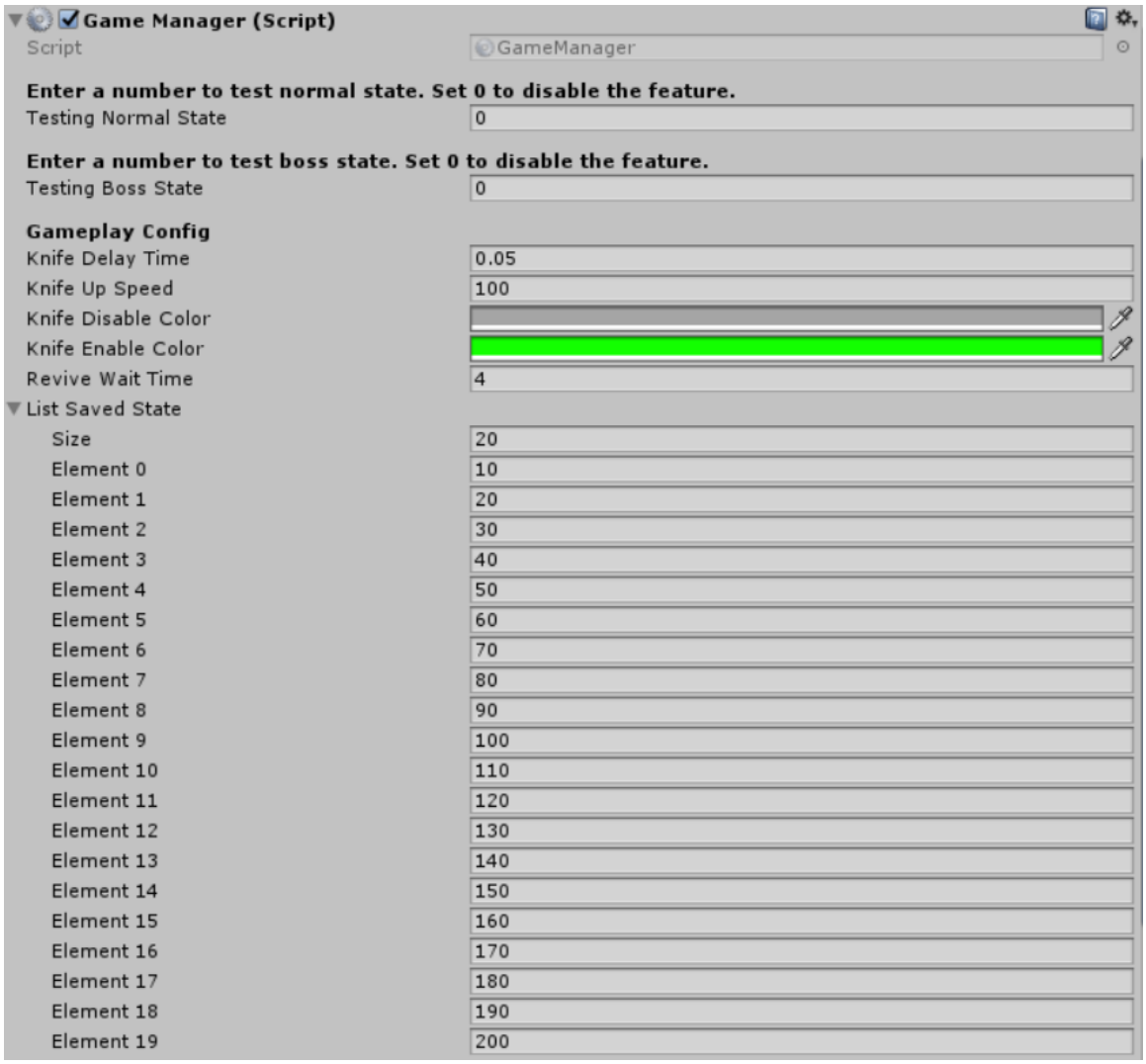
The template contains two scenes. You need to start from scene Gameplay first.

III. TEMPLATE CUSTOMIZATION

1. Gameplay Tweaking

1.1. Game Manager

Most of important gameplay parameters can be configured within the GameManager component which is attached to a game object also named GameManager in the hierarchy.

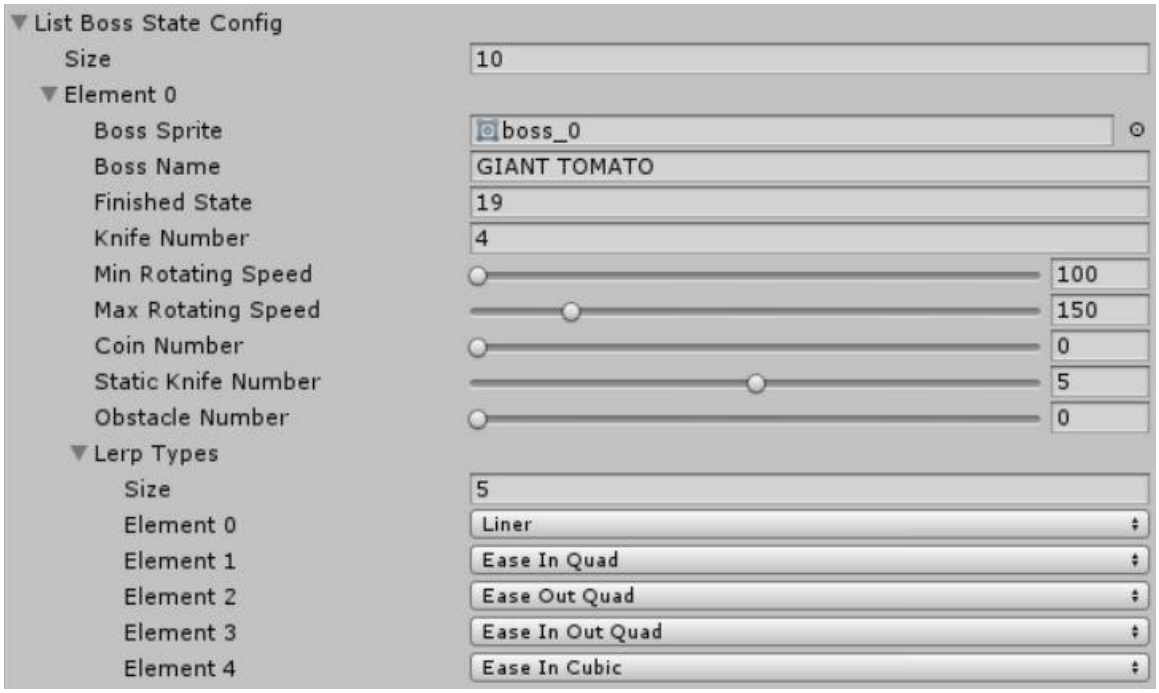


You can tweak the gameplay by modifying following variables:

- *Testing Normal State*: after design states, you want to test some states. This number allow you to test the state without affecting gameplay. Set a number to test state and 0 to disable.
- *Testing Boss State*: after design boss states, you want to test some. This number allow you to test the boss state without affecting gameplay. Set a number to test state and 0 to disable. The number must be exactly as *Finish State* field in *List Boss State Config*. Otherwise, the game will not load the boss state.
- *Knife Delay Time*: the delay time to creating knives.
- *Knife Up Speed*: the moving up speed of the knife.

- *Knife Disable Color*: the color when knife is already throwed (knives shadow on UI).
- *Knife Enable Color*: the color when knife isn't throws (knives shadow on UI).
- *Revive Wait Time*: wait time for revive feature.
- *List Saved State*: the list contains the states that you want to save as check point. Example, you want to saved the greatest state that you finished and when you lose and restart the game, you will start from the greatest state that you save before.

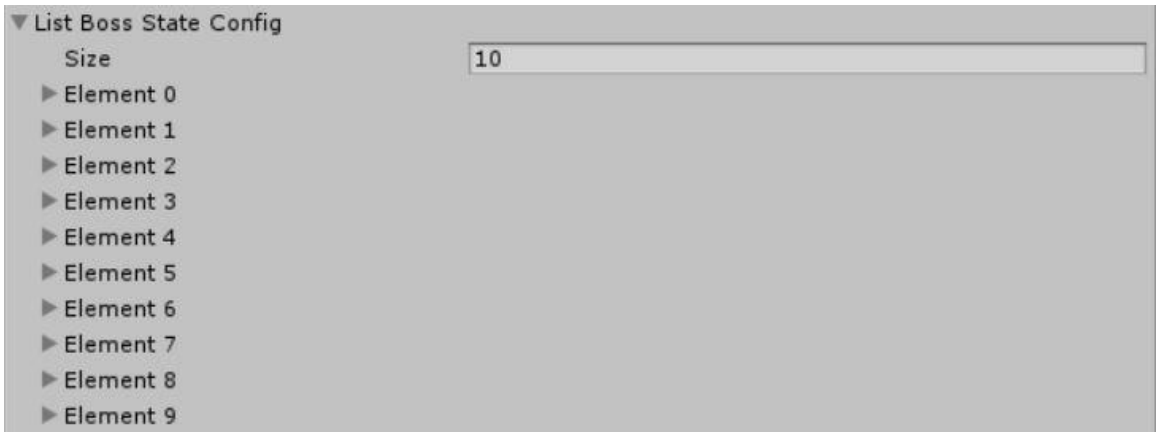
In this game, there're two type of state: normal state and boss state. Normal state is the state that you play as main state. Boss state is the state that you fight with boss. GameManager object contains a variable named ListBossStateConfig allow you to config each boss state right in the editor.



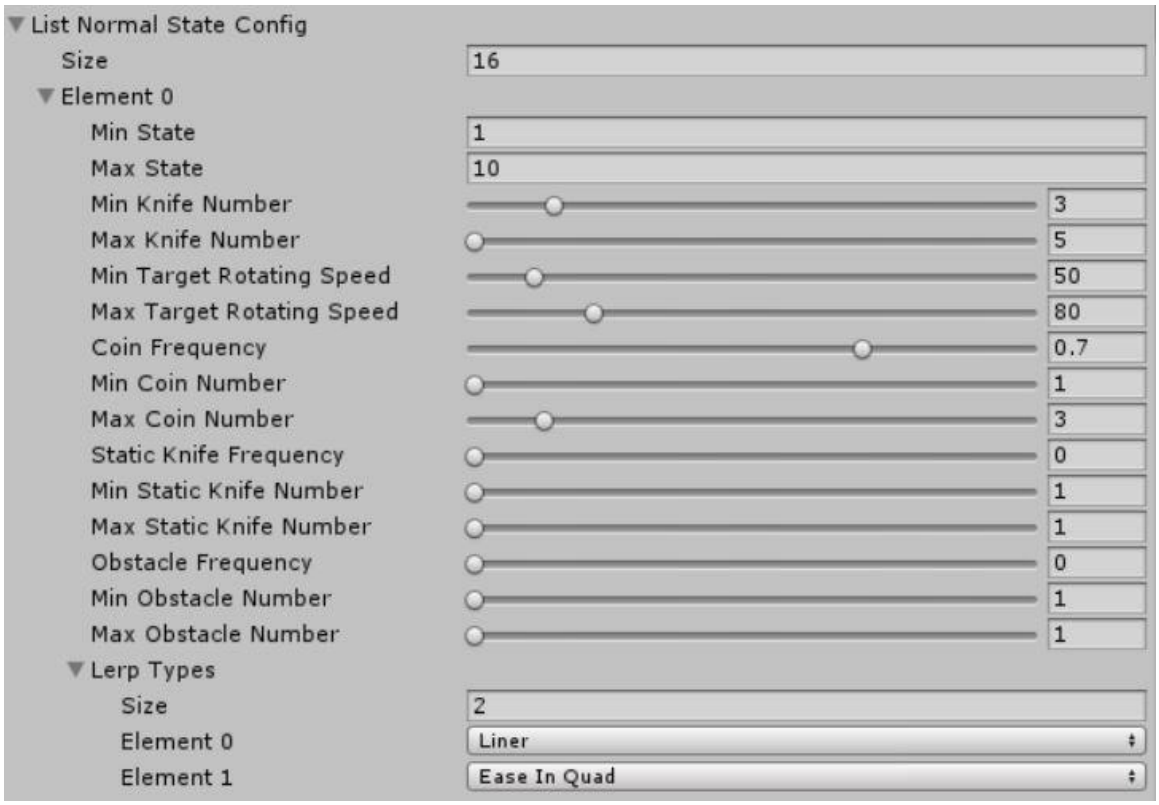
- *Boss Sprite:* sprite of the boss.
- *Boss Name:* name of the boss.
- *Finished State:* the state you need to finish before the boss state created.
- *Knife Number:* how many dynamic knife in this boss state (knives that you throw from the bottom).
- *Min rotating Speed & Max Rotating Speed:* minimum and maximum rotating speed of the boss. The actual rotating speed will be randomized between these two values.

- *Coin Number:* how many coins in this boss state.
- *Static Knife Number:* how many static knifes in this boss state.
- *Obstacle Number:* how many obstacles in this boss state.
- *Lerp Type:* the type of lerp when the boss rotating (https://easings.net/).

The game currently has 10 boss that already designed. But you can add more boss id you want and it very easy. Just resize the *ListBossStateConfig* and adjust those values.

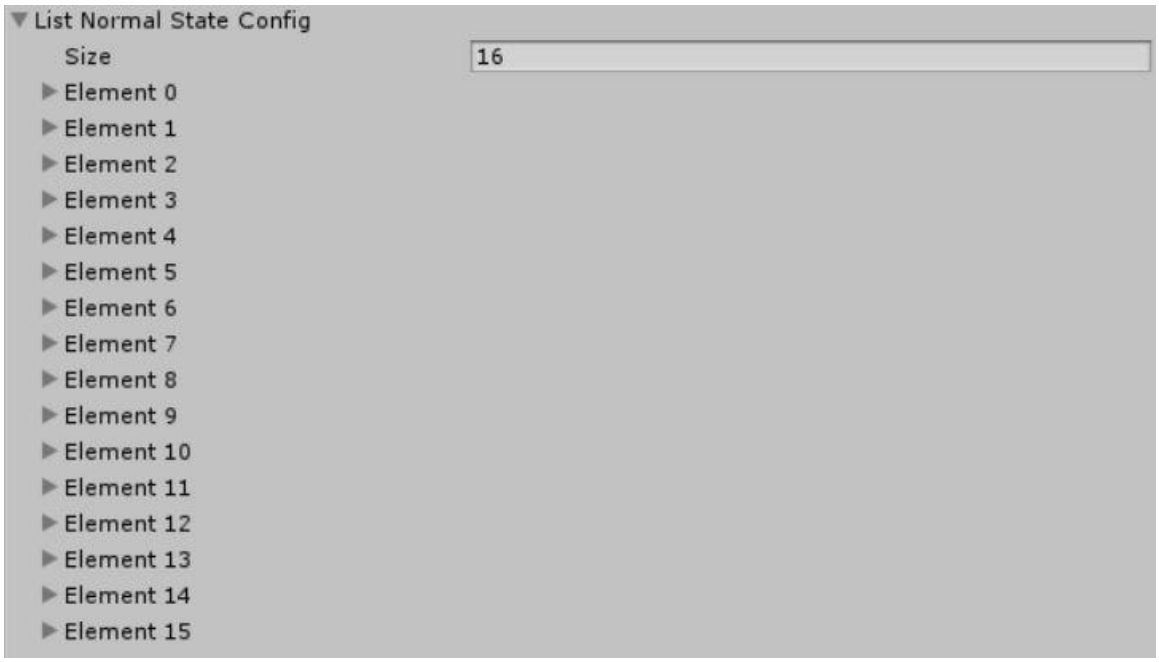


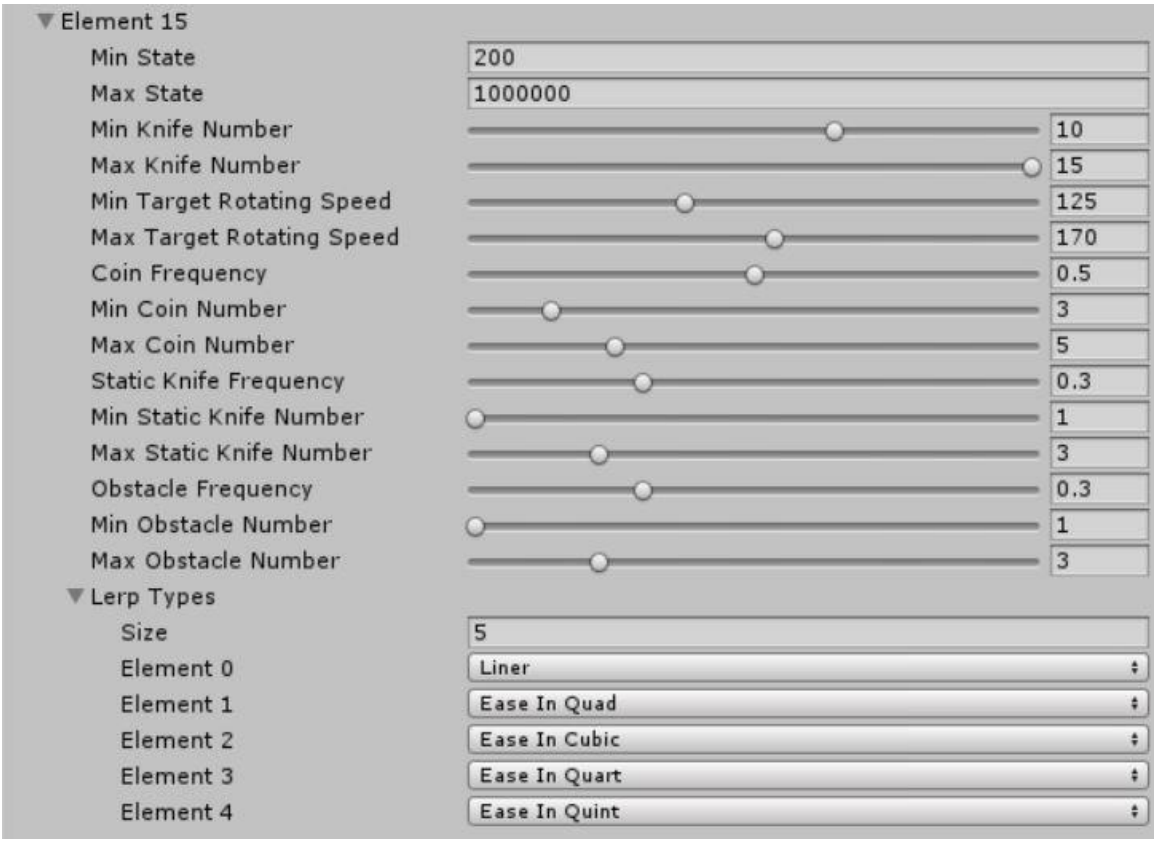
The variable named *ListNormalStateConfig* in GameManager object allow you to config each part of all states like state 1 to state 10, state 10 to state 20, state 20 to state 30…



- *Min State & Max State:* the minimum and maximum state of the part. States between these two values will follow these config variables.
- *Min Knife Number & Max Knife Number:* how many dynamic knife will be created in this state. The actual value will be randomized between these two values.
- *Min Target Rotating Speed & Max Target Rotating Speed:* how fast the target rotates. The actual value will be randomized between these two values.
- *Coin Frequency:* the frequency to create coins.
- *Min Coin Number & Max Coin Number:* how many coins will be created in this state. The actual value will be randomized between these two values.
- *Static Knife Frequency:* the frequency to create static knife.
- *Min Static Knife Number & Max Static Knife Number:* how many static knifes will be created in this state. The actual value will be randomized between these two values.
- *Obstacle Frequency:* the frequency to create obstacle.
- *Min Obstacle Number & Max Obstacle Number:* how many obstacles will be created in this state. The actual value will be randomized between these two values.
- *Lerp Types:* the array of lerp type (you can check some lerp functions here: https://easings.net/).

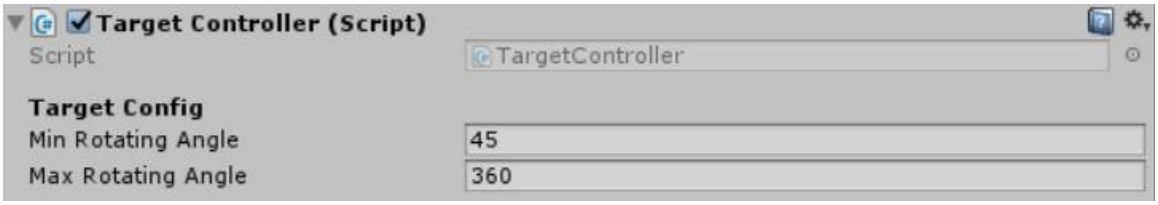
The game currently has endless level with 200 levels that already designed. But you can add more boss id you want and it very easy. Just resize the *ListNormalStateConfig* and adjust those values.





1.2. Target Controller

Target object in the hierarchy contains *TargetController* allow you to config the rotating angle of the target.

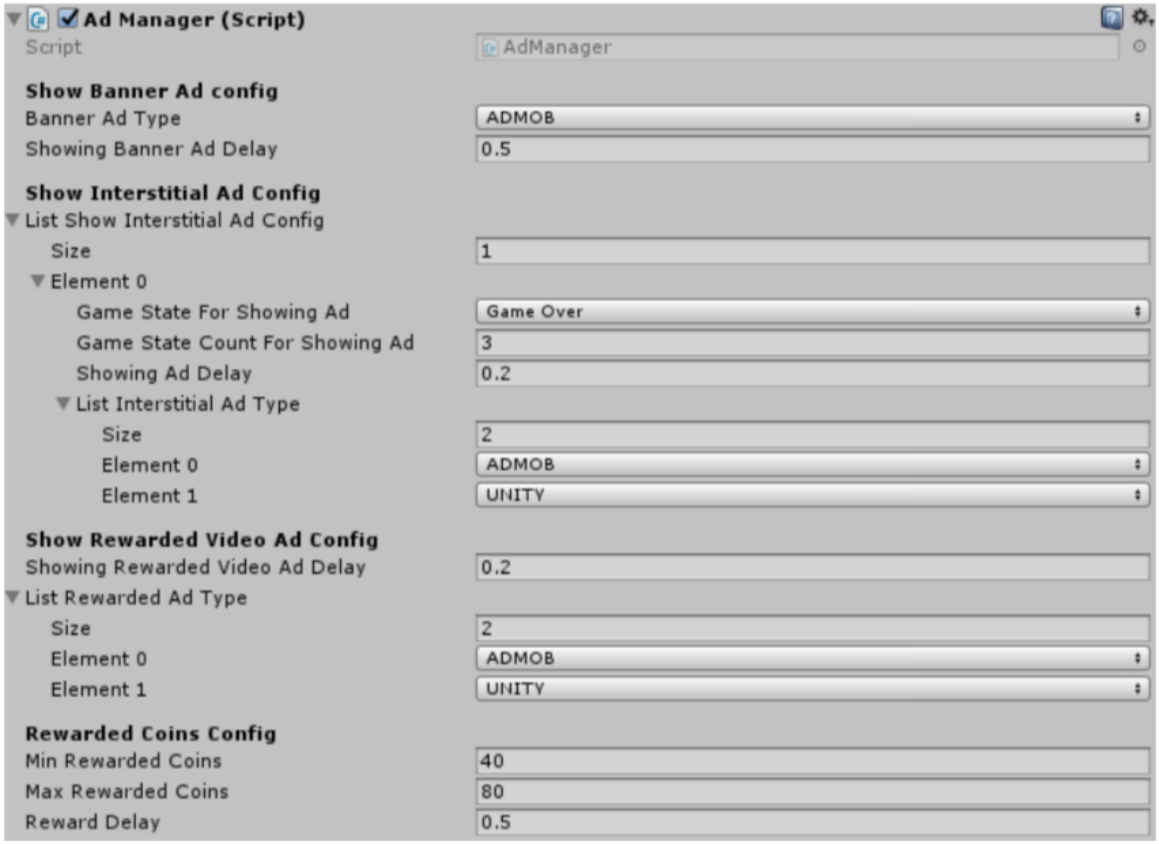


- *Min Rotating Angle:* minmum rotating angle of the target.
- *Max Rotating Angle:* maximum rotating angle of the target.

2. Advertisement

2.1. Ad Manager

The AdManager object in hierarchy of scene Gameplay contains AdManager component, in which you can customize which type of ads you want to use and how you want to show the ads.



Show Banner Ad Config: this is the section where you can control which type of banner ad you want to show. Currently, the template support for 2 banner ad type: Admob and Unity Ads.

- *Banner Ad Type:* the type of banner ad you want to show. (Unity Ads just released Unity Monetization 3.0 which included Banner Ad, but seems like it still unstable, so I recommend using Admob for banner ad).
- *Showing Banner Ad Delay:* delay time to show banner ad.

Show Interstitial Ad Config: this is the section where you can control which type of interstitial ad you want to show and how you want to how it. Currently, the template support for 2 interstitial ad type: Admob and Unity Ads.

- *List Show Interstitial Ad Config:* this is the list contains all the config parameters of showing interstitial ad.
  - *Game State For Showing Ad:* the game state you want to show the ad.
  - *Game State Count For Showing Ad:* the number of game state that the game go through to show ad. Example: if the value is 2 and *Game State For Show Ad* is Game Over, that mean the ad will show up after 2 times of game over.
  - *Show Ad Delay:* the delay for showing the ad.
  - *List Interstitial Ad Type:* the list of interstitial ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity interstitial ad.

Show Rewarded Video Ad Config: this is the section where you can control which type of rewarded video ad you want to show and how you want to how it. Currently, the template support for 2 rewarded video ad type: Admob and Unity Ads.

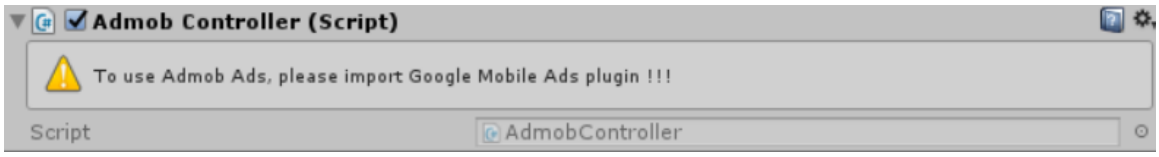
- *Showing Rewarded Video Ad Delay:* the delay time for showing rewarded video ad.
- *List Rewarded Ad Type:* the list of rewarded video ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity rewarded video ad.

Rewarded Coins Config: this is the section where you can config how many coins will be rewarded after user watch the rewarded ad.

- *Min Rewarded Coins* & *Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized between these two values.
- *Reward Delay:* the delay time to show rewarded video.

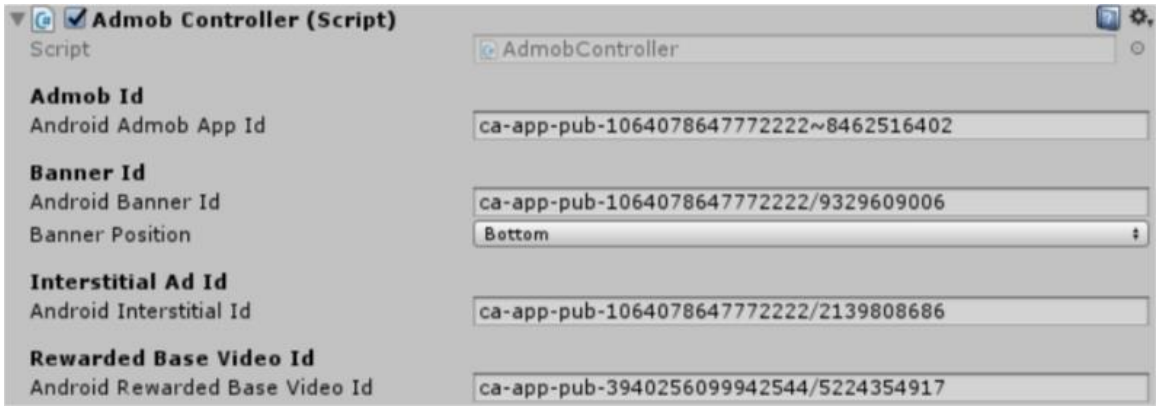
2.2. Admob Controller

The AdManager object in hierarchy of scene Gameplay contains AdmobController component, in which you can customize parameters like admob id, ad units...



As you can see in the image, there's no option to change ads units because the template did not have google mobile ads plugin included, so if you want to use Admob, please go to this link, download the latest version of google mobile ads and import it into the project.

After imported the plugin, select AdManager object in the hierarchy, wait for few seconds for the project rebuild and you will see this.

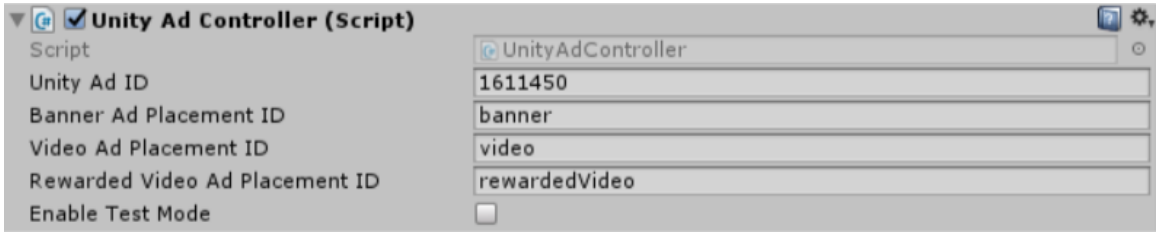


Now you can config admob id and all the ad units as you want. Currently, the platform using is Android, that why all the ids in the image showing for Andoid, of course it will show the ids for iOS when you switch the build platform to iOS.

- *Android Admob App Id:* the android id of your admob app.
- *Android Banner Id:* the banner ad unit of your admob app.
- *Banner Position:* the position of the banner ad.
- *Android Interstitial Id:* the interstitial ad unit of your admob app.
- *Android Rewarded Base Video Id:* the rewarded ad unit of your admob account.

2.3. Unity Ad Controller

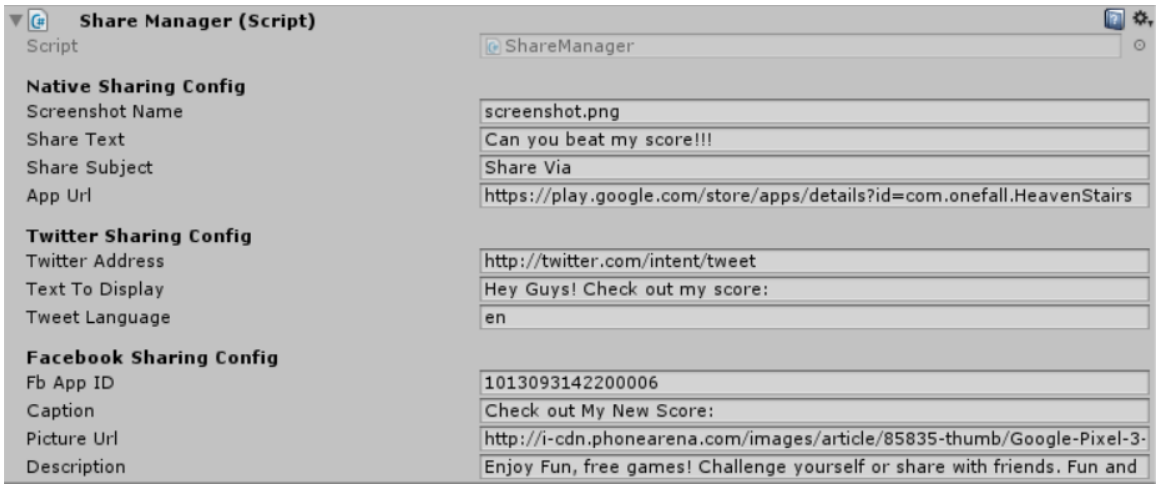
The template already had unity ads sdk included, so you don't need to import any thing else to use unity ads, just put your project id and your placement ids and you will good to go.



- *Unity Ad ID:* the id of your unity ad project. You can find all of your ad projects here.
- *Banner Ad Placement ID:* the banner ad placement id of your ad project.
- *Video Ad Placement ID:* the video ad placement id of your ad project.
- *Rewarded Video Ad Placement ID:* the rewarded video ad placement id of your ad project.

3. Share Manager

All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot's name, text, subject and url…You can config these features from the ShareManager object in the hierarchy.



Native Sharing Config:

- *Screenshot Name:* the name of screenshot for sharing feature.
- *Share Text:* the text for sharing feature.
- *Share Subject:* the subject for sharing feature.
- *App Url:* the url of the app (Google Play on Android and App Store on IOS).

Twitter Sharing Config:

- *Twitter Address:* address of your twitter account.
- *Text To Display:* the text you want to display in the tweet.
- *Tweet Language:* language of the tweet you want to share.

Facebook Sharing Config:

- *Fb App ID:* the id of your facebook app.
- *Caption:* the caption in your status.
- *Picture Url:* url of the picture you want to share. If you don't want to share pictures or just don't have any picture's url to share, leave this field empty.
- *Description:* the description you want to share.

4. Daily Reward Feature

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardManager* object in the hierarchy.

- *Reward Hours, Minutes and Seconds*: the amount of time until the next reward.
- *Min Reward Value* & *Max Reward Value*: the actual rewarded coins will be randomized between these two values

5. Adding More Characters

Endless Missiles is already packed with 15 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

- Create a character sprite.
- Navigate to *Assets/Knife_Up/Prefabs/Gameplay/Characters* and duplicate one of the available character prefabs.
- Change the name of the prefab to a preferred one.
- Replace the *Sprite* in the *Image* component of the children with your new sprite.
- Enter the character name and price to the *CharacterInfo* component. Check the *isFree* box if you want to give out this character for free (it will be automatically unlocked).
- Resize the character array in *CharacterManager* game object then drag the new character to it and hit *Apply* to save changes to its prefab.

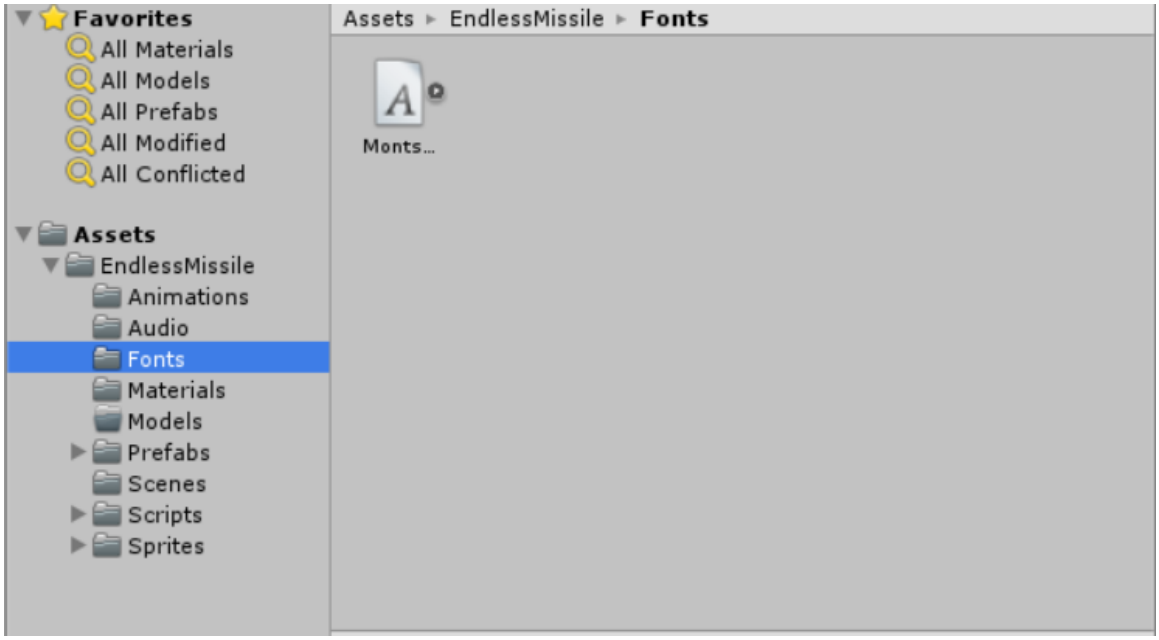
Now the new character has been added and ready to use in game! You will see it listed in the *Character* scene.

* ***IMPORTANT*:** the new character's name must not repeat any existing character name.

6. Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites/UI* folder. You can replace them with your own sprites to modify the UI as you like.

All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.



7. Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.

THANK YOU AND GOOD LUCK WITH YOUR GAMES!