

VERSION 1.0

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NINJA SLASH COMPLETE GAME TEMPLATE

STOM STUDIO

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I, INTRODUCE GAMEPLAY

Can you hear the sound of fruit cut? Slice fruit, don't slice bombs. Play Ninja Slash to explore the nuances of slashing fruit. The Ninja have to train so as to prepare for the incoming invasion of enemies. The ninja are practicing to defend them by far the highest level of slashing fruit. He is using blade to slash fruit, his action are so fast and skillful. You can collect coin and upgrade your character or your map, which you like. There are three types of special fruit: Frenzy, Frezze, Double score, try to cut them and get bonus functions and many different characters for you to upgrade as well. The characters and maps which you upgrade will be reserved on other device when you log in. Lets Play this game to explore these amazing functions.

How to play Ninja Slash:

- Touch on the left of screen to cut fruit

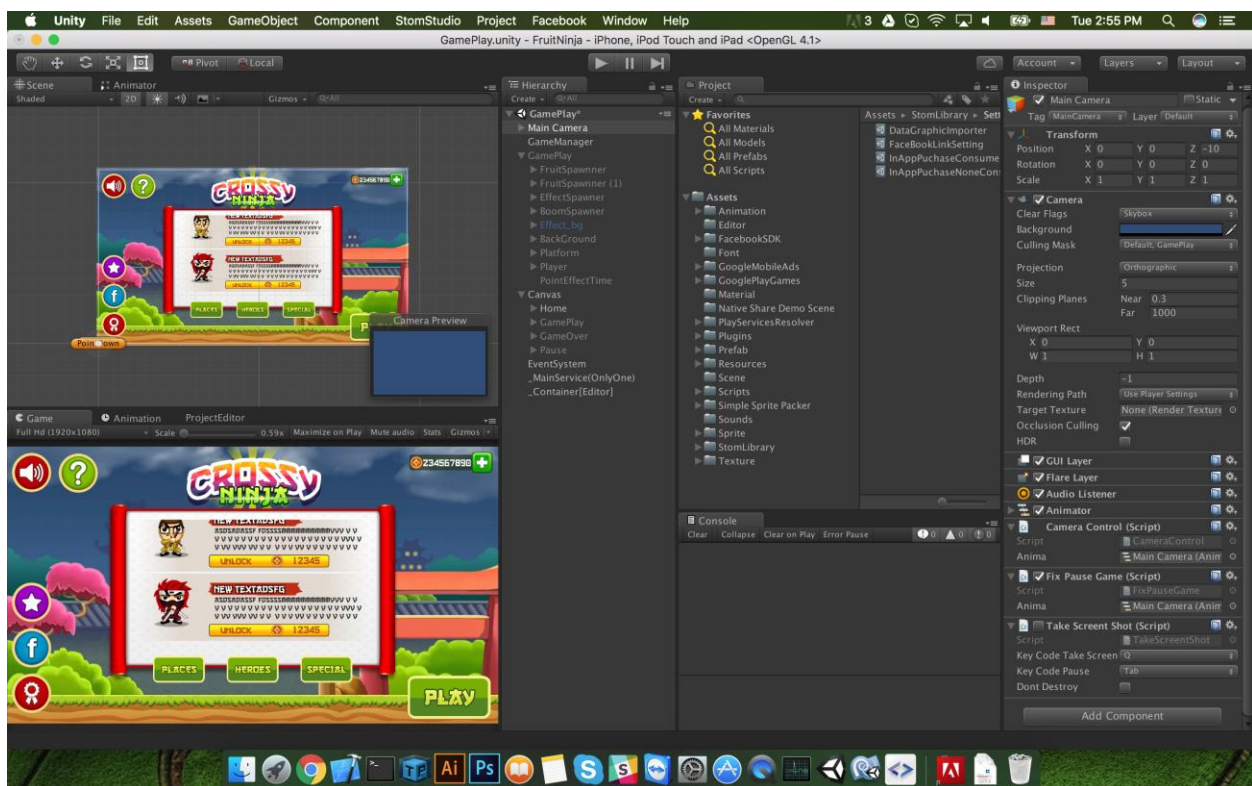
- Touch on the right of screen to turn around
- Multi fruit are cut, more time plus
- You will get more coins according to the continually exact slash

Features in Ninja Slash:

- Multiple Ninja upgrades, skills and backgrounds.
- The lively and incentive sound
- Leaderboards
- Facebook share
- In-app purchase

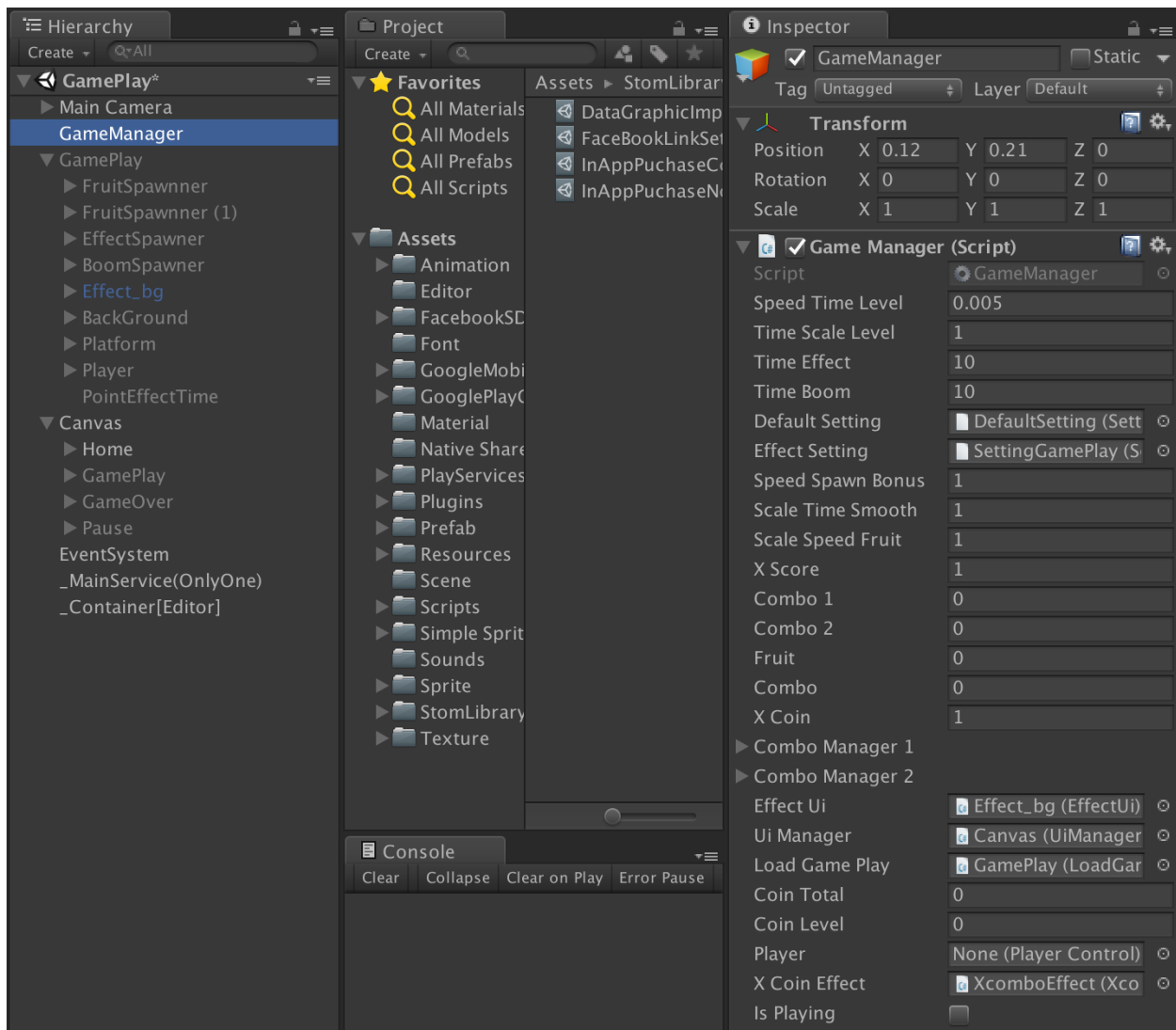
There has never been a better time to play this minigame now and become the master Ninja of slashy hero

II, TUTORIAL

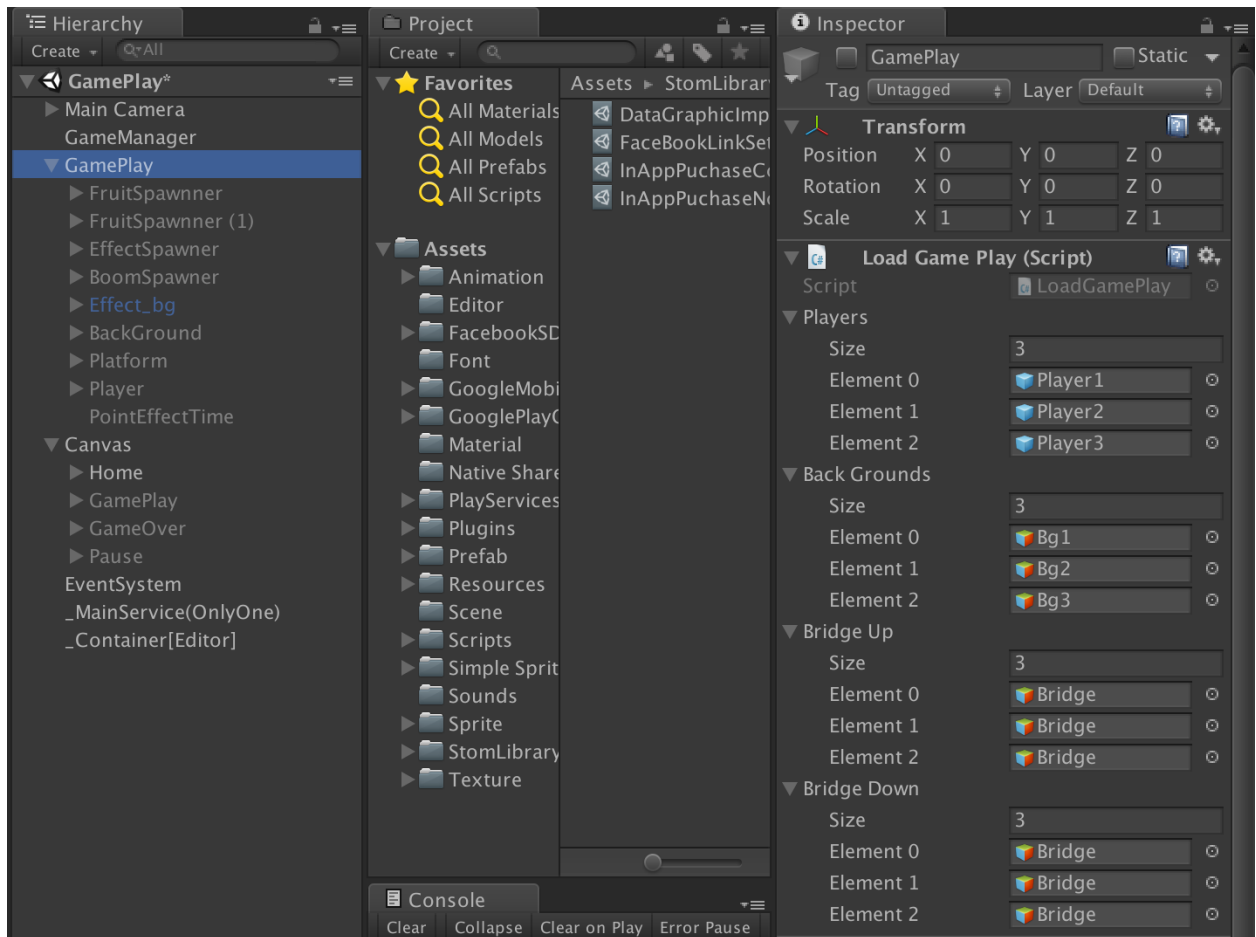


1. Game Controller

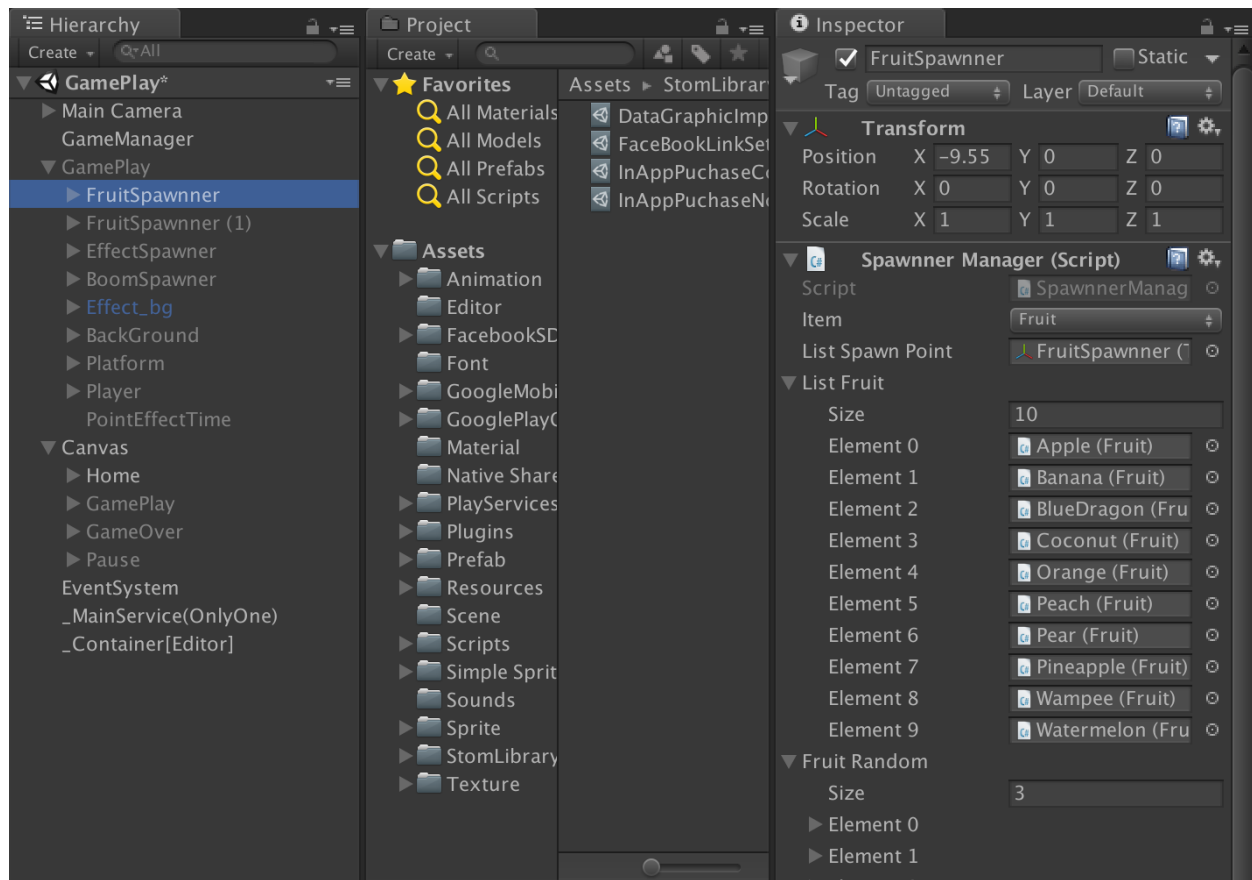
- In The GameManager.cs file: mange data in game play: score, combo, fruit,...



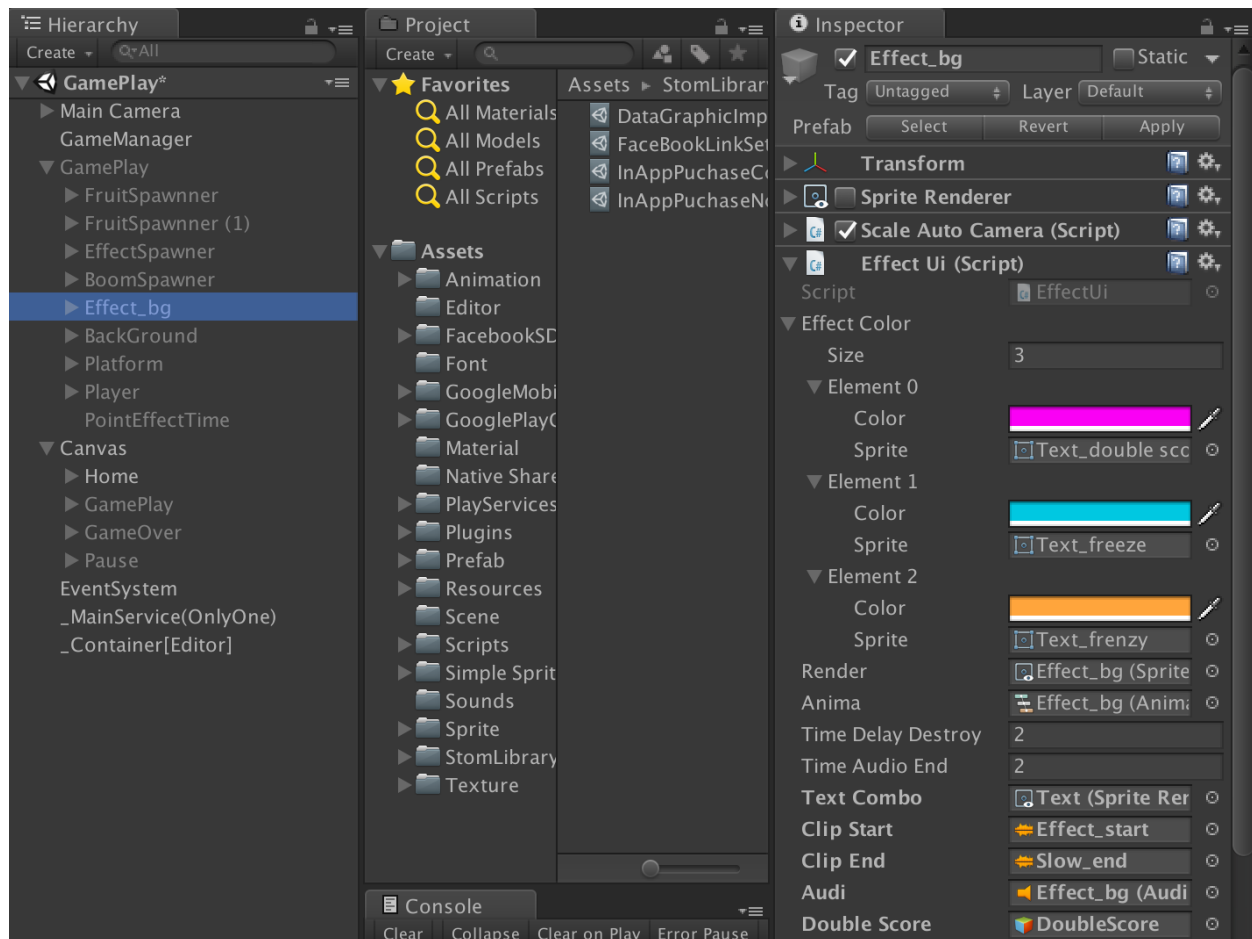
- In the LoadGamePlay.cs file: Load player, maps in game play.



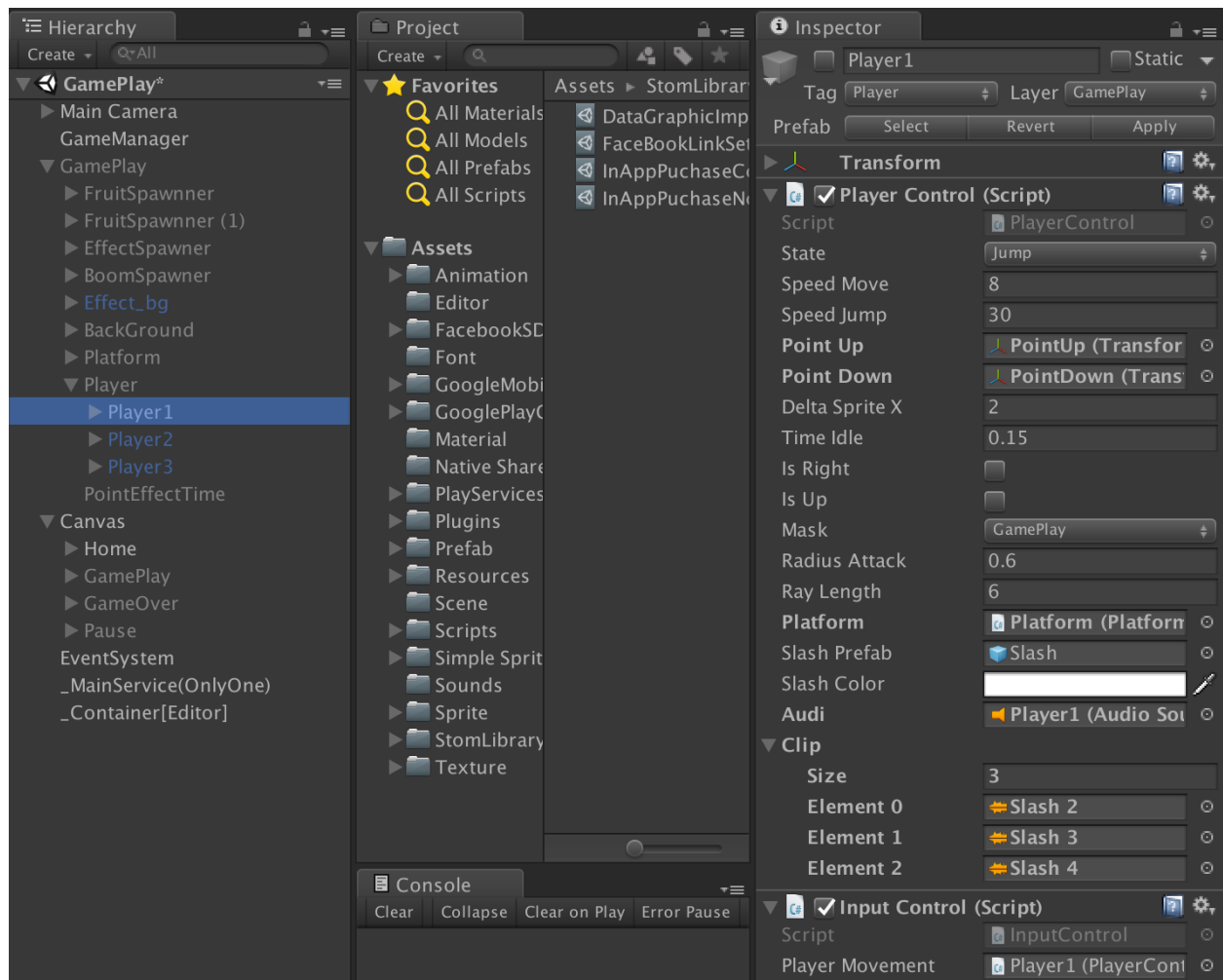
- In the SpawnerManager.cs: manage spawning items in game play



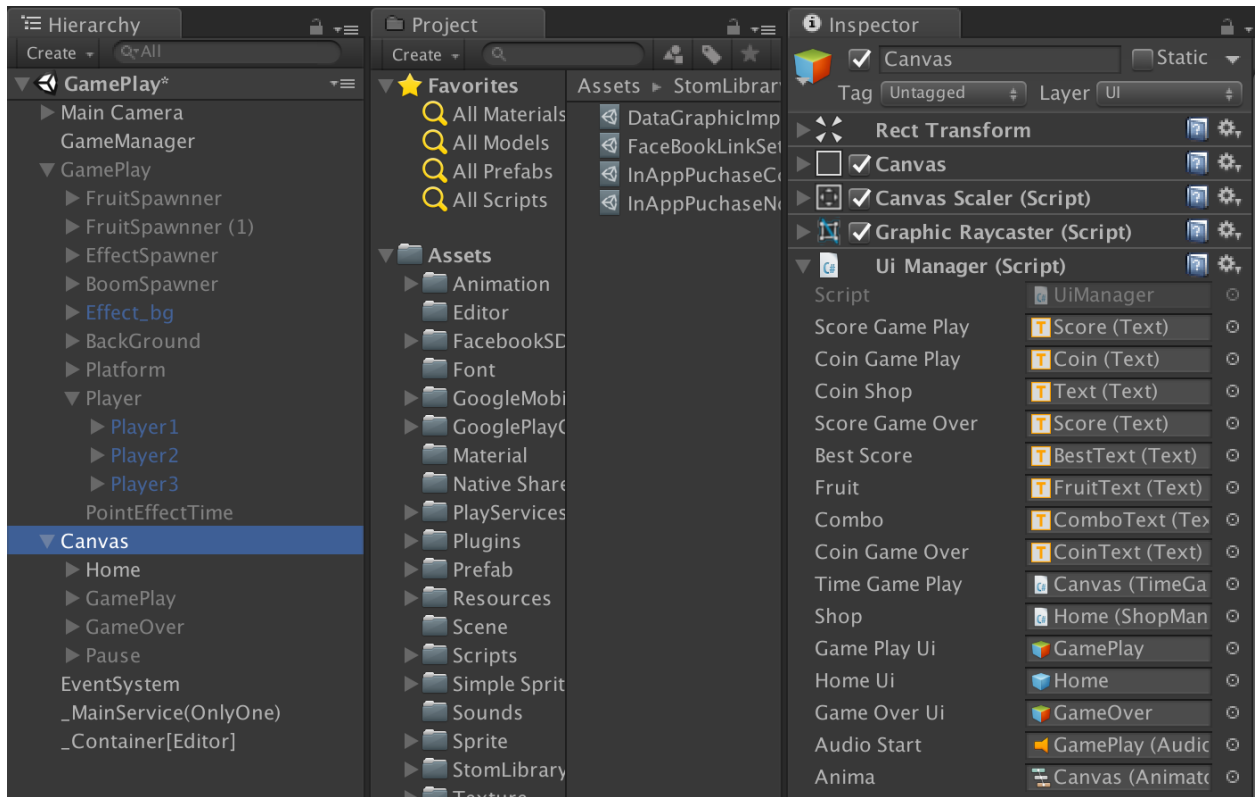
- In the EffectUi.cs: Contain effects when slashing special items.



- In the PlayerControl.cs file : Control all parameters of character about moving speed, slashing speed, slashing zone,...

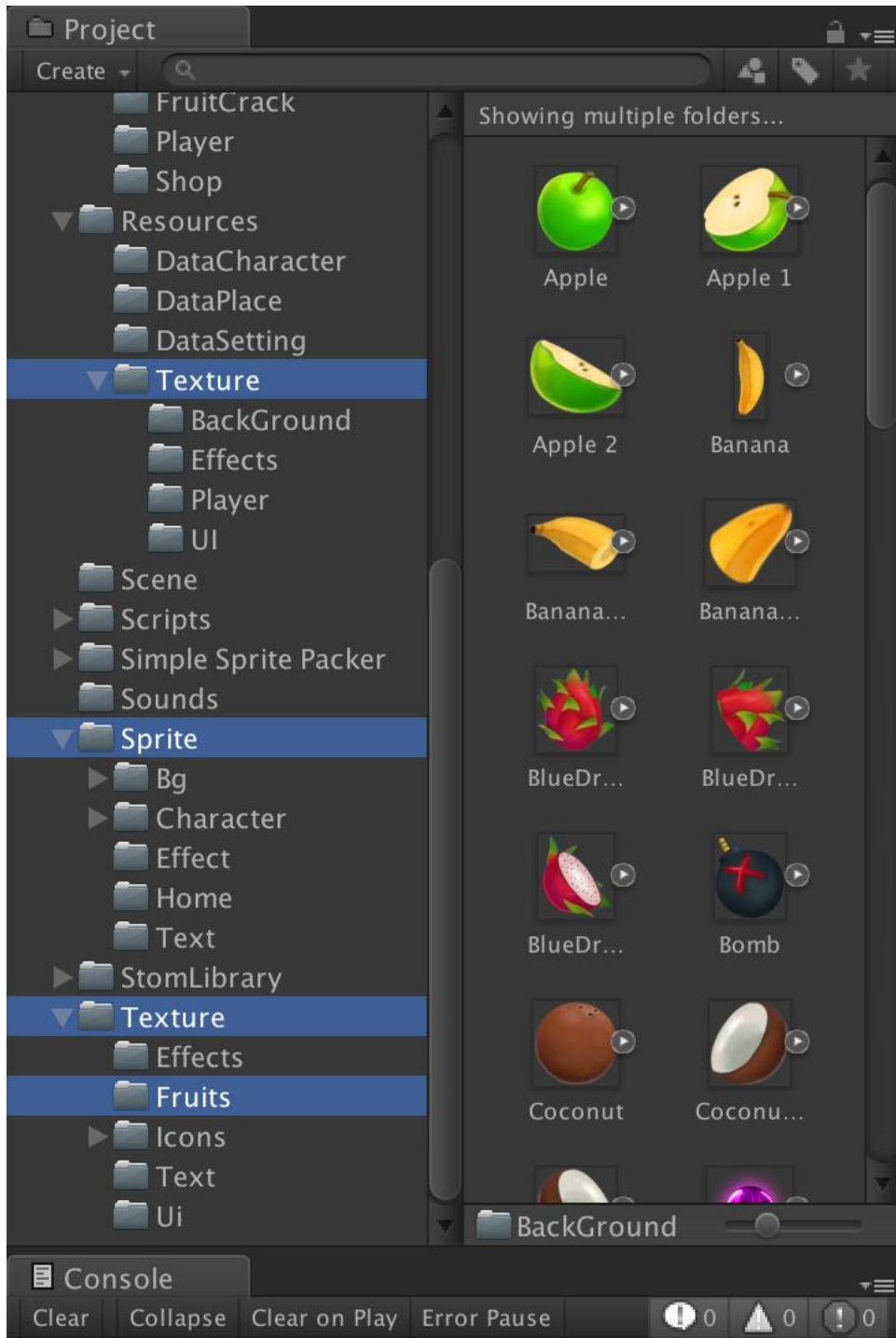


- In the UiManager.cs file : Manage themes in game which are home, game play, game over,...



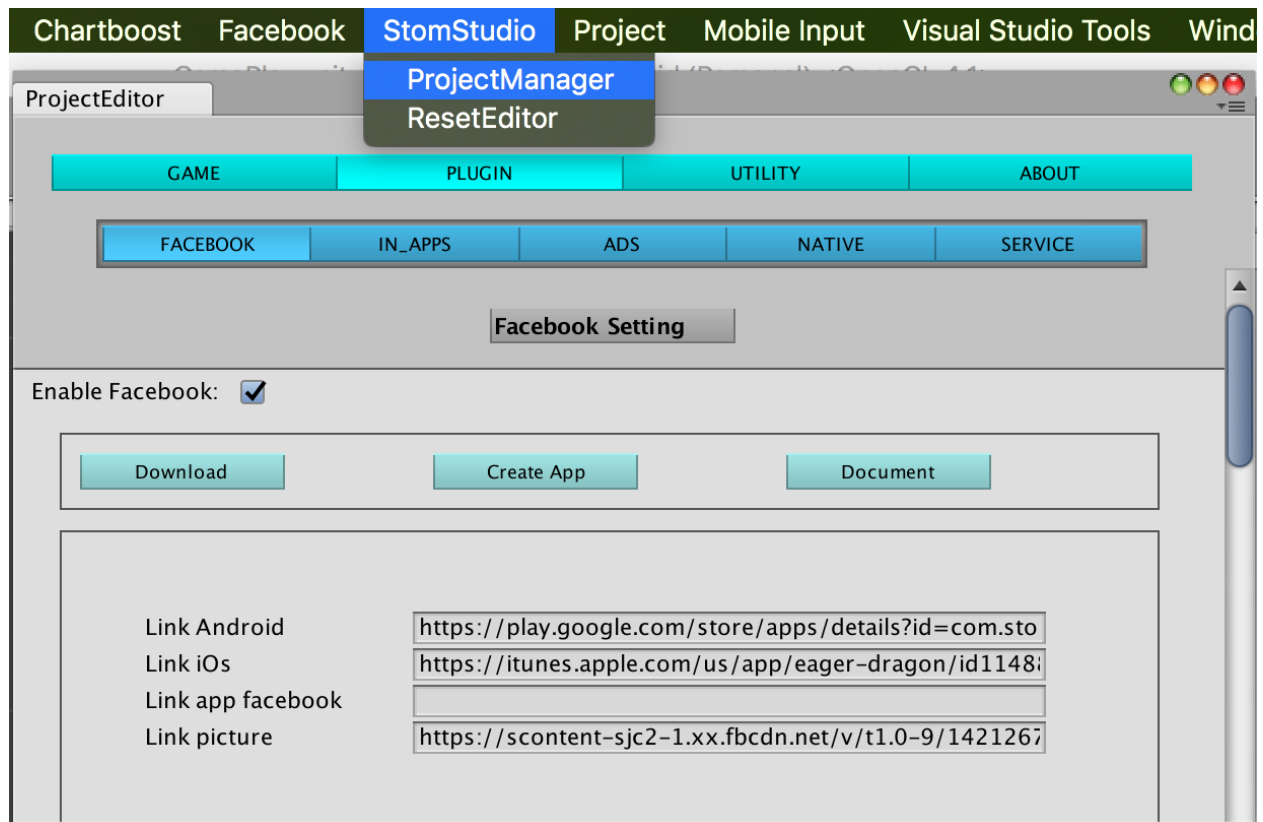
2. ReSkin

- The graphic which used to build game are on the folders belonged to: Sprite, Texture, Resources/Texture/



3. Features

- Choose StomStudio/ProjectManager part, then choose tab Plugin to add other functions in the game: Facebook, In-app, Ads, Leaderboard,...



III, CONTACT AND SUPPORT

OK, That's it! If you have any questions or any issues, please leave us comments! 😊