

Thank you for purchasing

Dragon Killer – Archery Game Starter Kit

by Rezero Studio



Dragon Killer is a 2D one button archery game starter pack. Tap and hold the screen to aim the incoming dragons and release to shoot and kill them! Aim the dragon's weakpoint to get a better score and awaken the power to release powerful ultimate attack! Choose your heroes with their own unique attack and defend the kingdom!

Features

- **Ads Ready** Integrate Admob & UnityAds easily
- **Simple 1-Button Gameplay** yet unique and addictive
- **2 Environments Pack** that plays randomly each play
- **3 Initial Heroes** ready to fight with their own unique attack and ultimate
- **2 Initial Dragons** comes with different weakpoint location
- **Ultimate Attack with Cut In** shoot dragon's weakpoint 3 times in a row and launch your ultimate attack!
- **Daily Quest** get a reward from your effort!
- **Ragdolls** death would never be this fun!
- **Silhouette** hidden your character until player buy it
- **Parallax Effect** for more beauty and realistic
- **Aim Angle** with ghost effect
- **Delay Indicator** with kind of circular loading bar
- **Ultimate Indicator** with glowing weapon particles

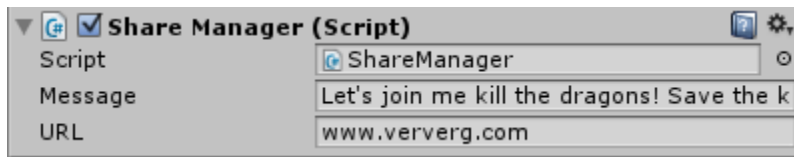
- **Rate System** ask your user to rate your game with unity uGUI
- **Share System** send request to your friends via social media to come and join you protect the kingdom
- **Single Scene Architecture** use only one scene for the main menu, in-game, shop, and lose. Don't make player wait with loading
- Using Unity UI
- Easy to modify and reskin
- Clean, simple and easy to understand commented C# code
- Multiplatform

Structure

- **Dodolz/Dragon Killer/_Scenes** : Contains example scene of the game
- **Dodolz/Dragon Killer/Animations** : Contains animations in example scene
- **Dodolz/Dragon Killer/Assets** : Contains graphics used in example scene
- **Dodolz/Dragon Killer/Audio** : Contains audio used in example scene
- **Dodolz/Dragon Killer/Fonts** : Contains library of fonts
- **Dodolz/Dragon Killer/Materials** : Contains materials used in example scene
- **Dodolz/Dragon Killer/Prefabs** : Contains prefabs used in the game
- **Dodolz/Dragon Killer/Scripts** : Contains script that used for the game

Important Notes about Sharing

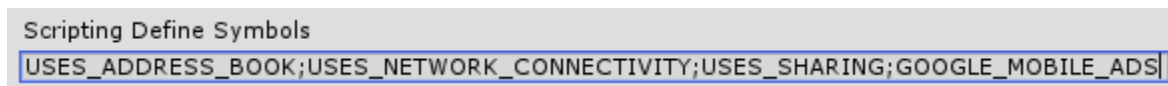
Please download and import "Cross Platform Native Plugins – Lite Version" from Voxel Busters Interactive here <https://www.assetstore.unity3d.com/en/#!/content/37272> If you want to use the sharing system in the game. After that, your Sharing button will start working. Change the text and url in Share Manager script from the Game Controller.



Important Notes about Monetization

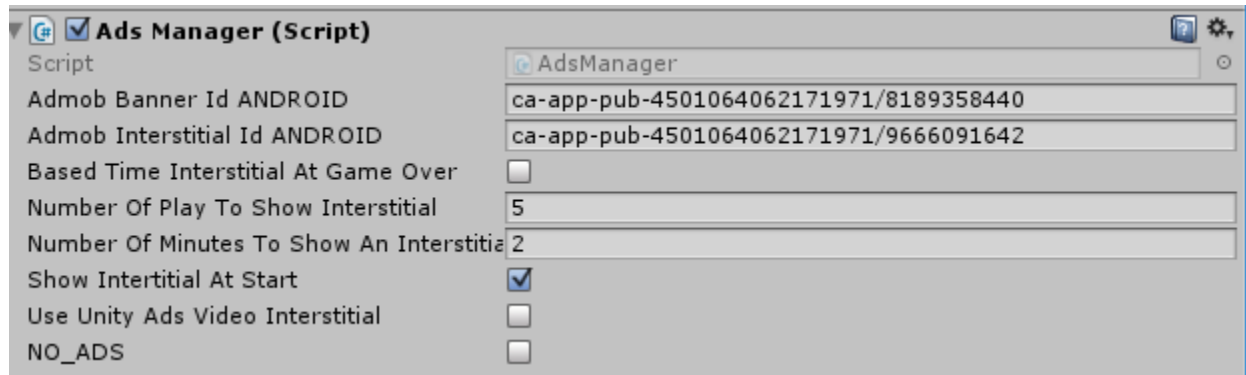
Please download and import "Google Mobile Ads Unity Plugin v2.3.1" from Google here <https://github.com/googleads/googleads-mobile-unity/releases/tag/2.3.1>

Next, Add GOOGLE_MOBILE_ADS in Scripting Define Symbols that you can find in Edit > Project Settings > Player



Make sure you hit Enter, otherwise it won't save.

In this state, Ads Manager now show Admob ID



Use your Admob Id for Banner and Interstitial.

If you want to use Unity Video Ads in exchange Admob Interstitials, Make sure you Activate your Unity Ads Service first and then set true in Use Unity Ads Video Interstitial. If you aren't activate your Unity Ads Service but set this option true, Admob Interstitial will replace Unity Video Ads.

Useful Links

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