

I Hate Fingers Tutorial

version 1.0



Menu

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1.Introduce the game

This template is ready for release. It is optimized for mobile (iPhone, iPad, Android, Windows Mobile) standalone (Windows PC and Mac OSX), web player and WebGL. "I Hate Fingers" is a complete game template ready for release. "I Hate Fingers" features addictive one-touch gameplay with sleek, minimalist graphics.

How to play :

I Hate Fingers is a simple one touch game that is impossible to put down. Play this fun & addictive game and beat old your score.

Touch and hold the screen as long as you can. Don't lift your finger or hit anything with teeth or else CHOMP, it is game over

The fingers small and active monsters fastly escaping.Touch and hold the screen as long as you can.

Features :

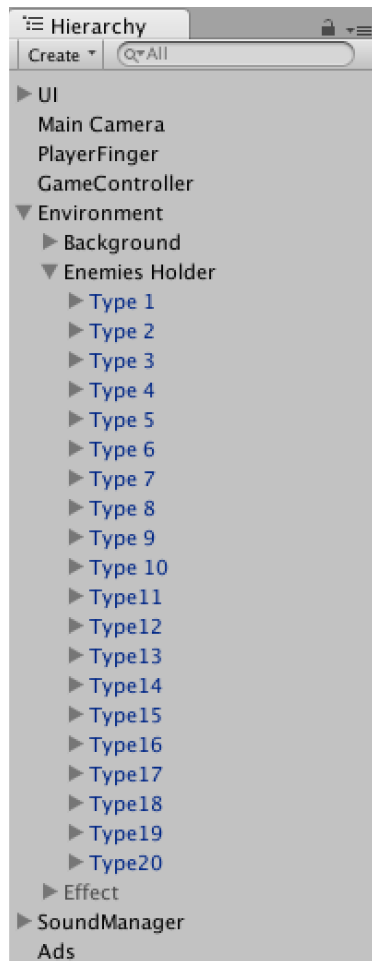
- Clean, simple and easy to understand fully commented C# code.
- 20 different enemies already . You can make more many enemies easily
- Great sound and graphics
- beauty 2d character
- Simple to customize.
- Support touch controller on device
- Admob ads is supported
- Good performance
- Works on all platforms, PC, Mac, iOS, Android, etc

2.How to edit enemies

step 1: Find enemy holder

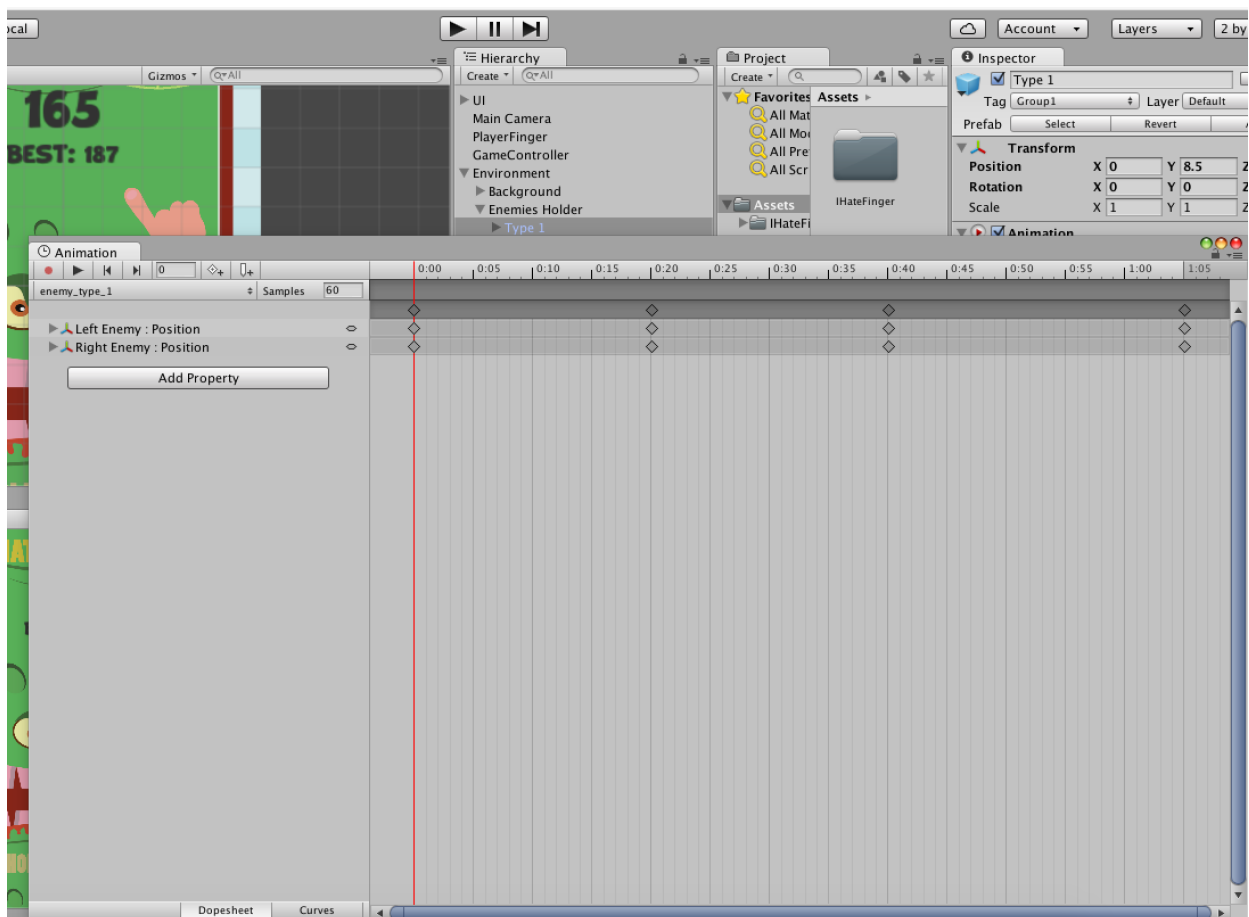
Open GamePlay scene in Scene folder, find Environment -> Enemies

Holder object. You have already 20 type of enemies



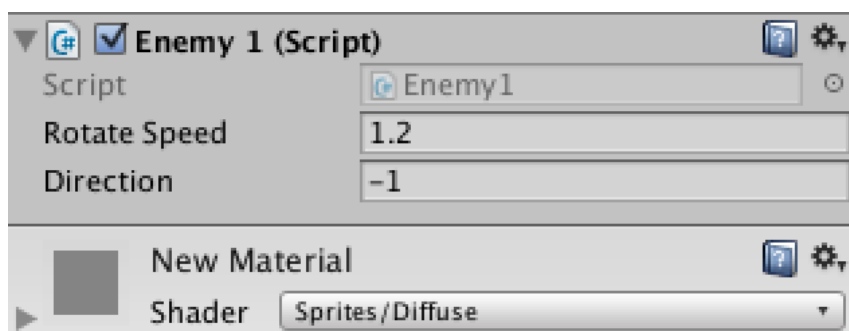
Step 2: Edit your enemies

Choose a type and open animation editor of Unity. Look at life time on animation editor. We made moving or rotating of enemies by setting life time of animation editor. You can edit action of enemies by changing life time



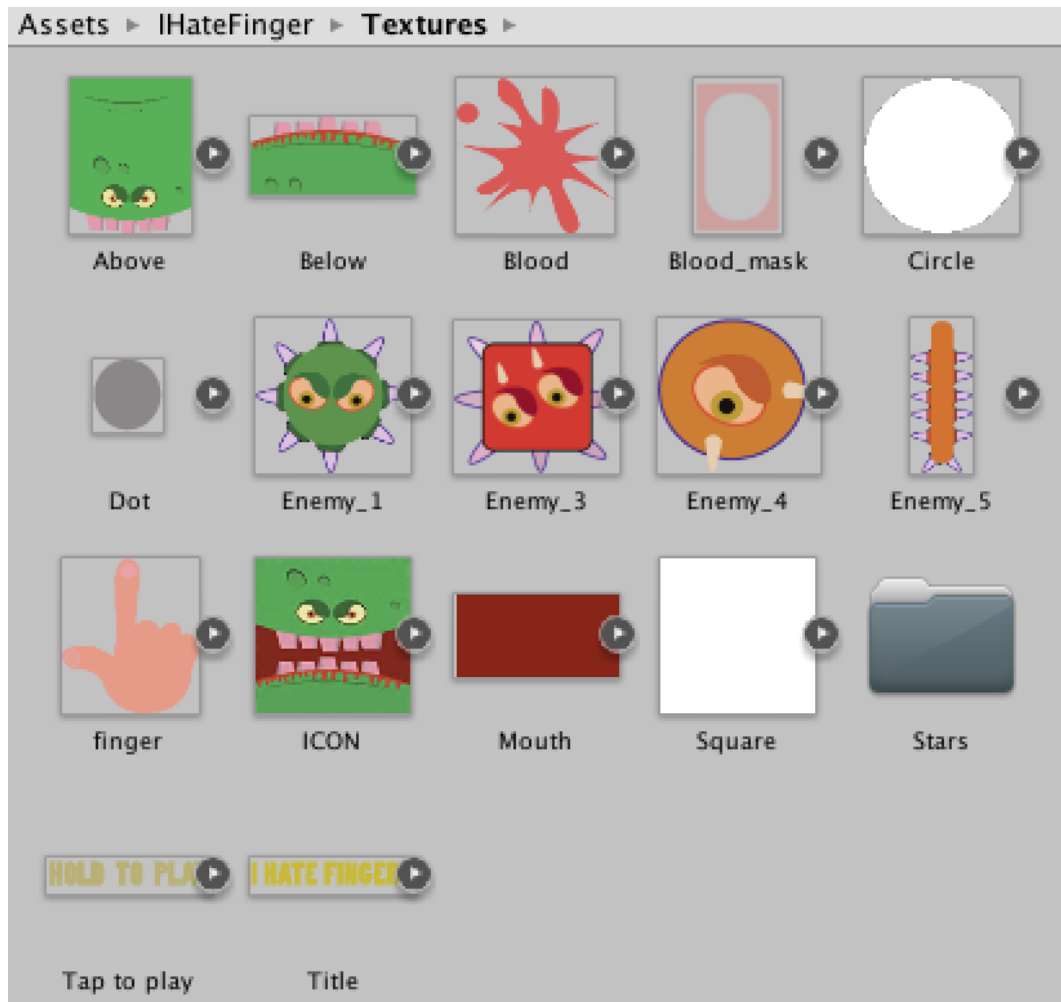
Step 3 : Change rotate speed and direction of enemies

Any enemies need have rotate speed and direction. Let's click these enemies and focus at Inspector, you will have Enemy scripts. Change values to edit your enemies



3. How to reskin graphic files

Open Textures folder, we put all graphic file here. They are .png file, you can replace them directly to reskin your game objects



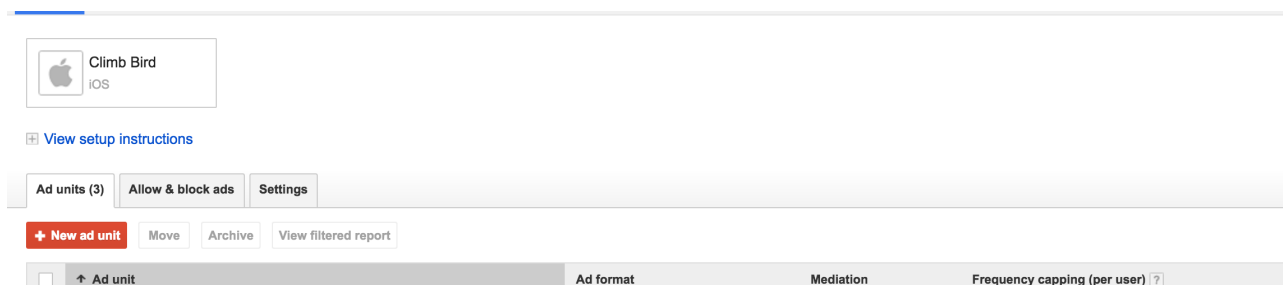
4.How to intergrate Admob ads

step 1: import Admob sdk and Unity ads asset

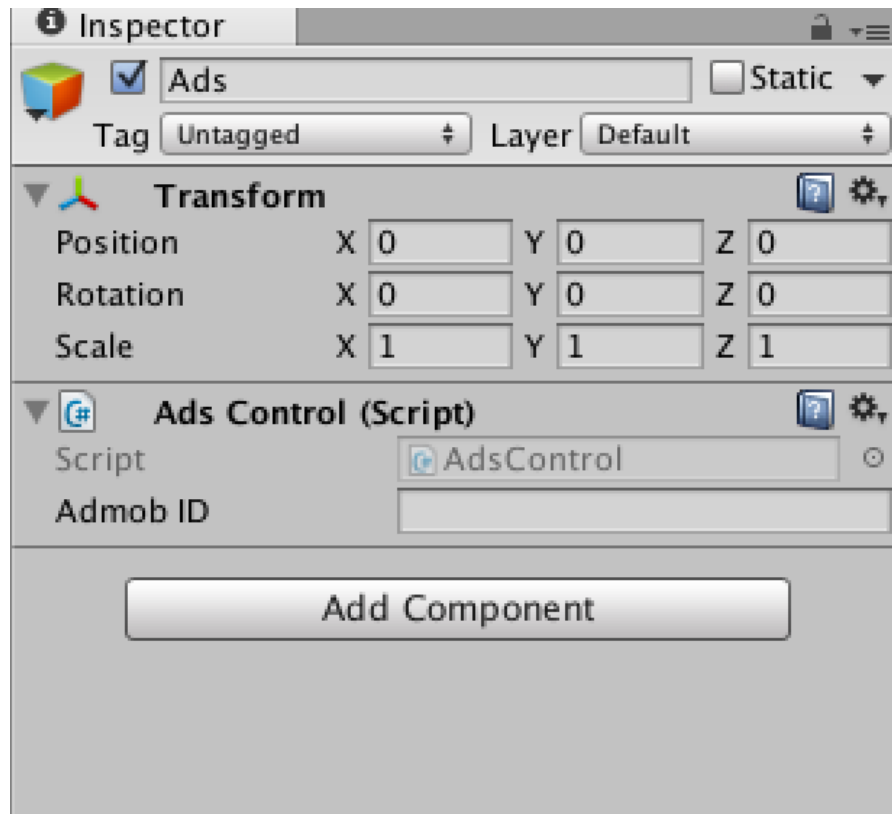
asset link for admob sdk :

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

step 2 : Get admob id and Unity zone id and Unity game id



step 3 : Find Play scene in scene folder. Select Ads object. Look Inspector and fill your key



Step 4 : Open AdsControl.cs file. Remove all #if ADS_PLUGIN..#endif comment

```
#if ADS_PLUGIN
using GoogleMobileAds.Api;
#endif
using System;
using UnityEngine.Advertisements;
using Com.KhuongDuy.ClimbBird;
public class AdsControl : MonoBehaviour
{

    protected AdsControl ()
    {
    }

    private static AdsControl _instance;
    #if ADS_PLUGIN
    ShowOptions options;
    InterstitialAd interstitial;
    #endif
}
```