



UNITY GAME TEMPLATE MONSTER DEFENDER

USER GUIDE



Table of Contents

I. INTRODUCTION	3
II. PACKAGES	4

I. INTRODUCTION



TopDown Zombie is an exciting top-down zombie shooting game. It includes many different weapons and many different types of zombies. We will go through each map and kill all the zombies in the map to complete. When you finish the map, you will receive money and use it to buy more powerful weapons. 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...!

This template is made with Unity C# and optimized for PC devices. This template provides you a full-featured, ready-for-release game source code that you can customize and build your own game in no time!

Highlight features:

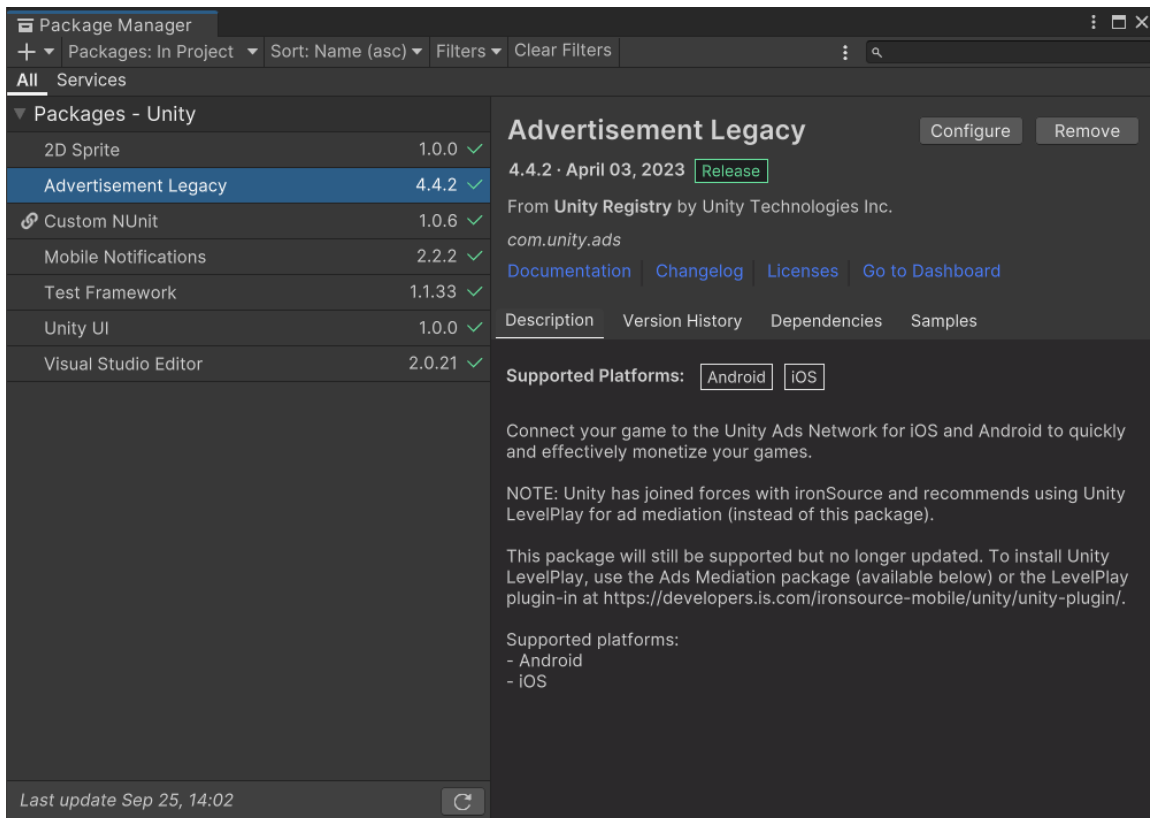
- + Smooth control, eye-catching blocky graphics
- + Smooth control, eye-catching graphics
- + 5++ levels (more level will be added soon)
- + Very easy to add new levels with detailed instruction
- + 5 weapons prefabs
- + 8 zombies prefabs
- + 3 boss prefabs
- + Commented C# code with detailed documentation
- + Optimized for mobile

- + Free-to-use assets (fonts, sounds, music, models, etc.)
- + Ready to publish out-of-the-box

II. PACKAGES

When you open this template, at first you will see some errors in Console window, that's because this template requires some packages to run. You have to install these packages below to have this template run smoothly. Please follow these instructions:

- Open Package Manager by going to Window/Package Manager. If you don't see Package Manager button, then you have to re-install your unity completely because it's the problem that Unity Technologies still not able to fix.



- These are packages you must need to install:
 - Advertisement version 4.4.2 or higher.
 - Mobile Notification version 2.2.2 or higher
 - 2D Sprite version 1.0.0 or higher
 - Unity UI 1.0.0 or higher