

# NINJA RIAN

- I. FEATURE
- II. GAMEPLAY
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  - 2. Create new world: <https://bit.ly/3gIRbH5>
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- I. **FEATURE**
  - SIMPLE CONTROLLER
  - EPIC BOSS FIGHTS: 3 Powerful bosses
  - CHALLENGING LEVELS: 3 Worlds with 30 unique levels

LOTS OF ENEMIES: fight against a challenging array of enemies including flying creatures, monsters, insects and tough bosses.

MASTER SKILLS OF NINJA: Jump, Dash, Dart, Sword, Wall Sliding,...

UPGRADE SKILLS: collect coins to buy item and upgrade the ninja skill

GRAPHICS AND SOUND: epic background and boss fight music

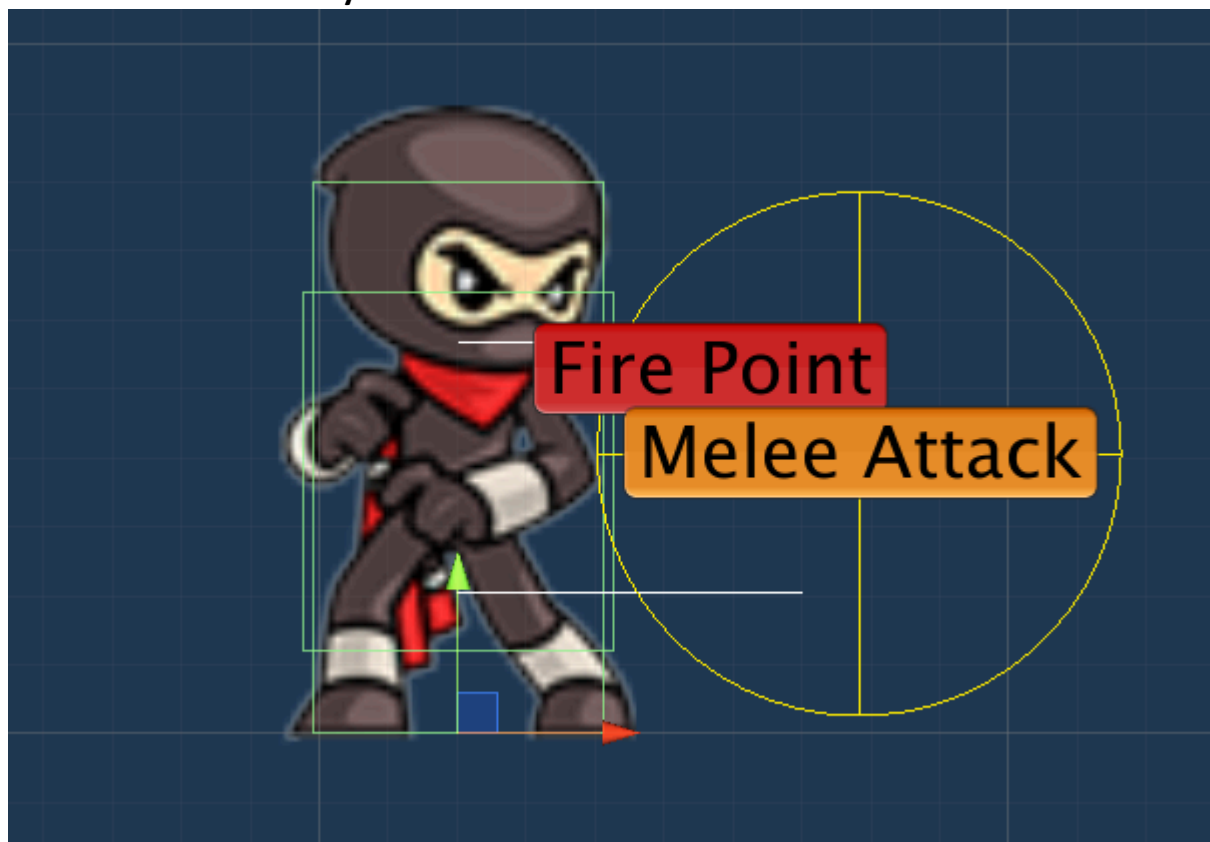
## II. GAMEPLAY

1. Create new level: <https://bit.ly/3gIRbH5>

2. Create new world: <https://bit.ly/3gIRbH5>

3. Character

i. Player

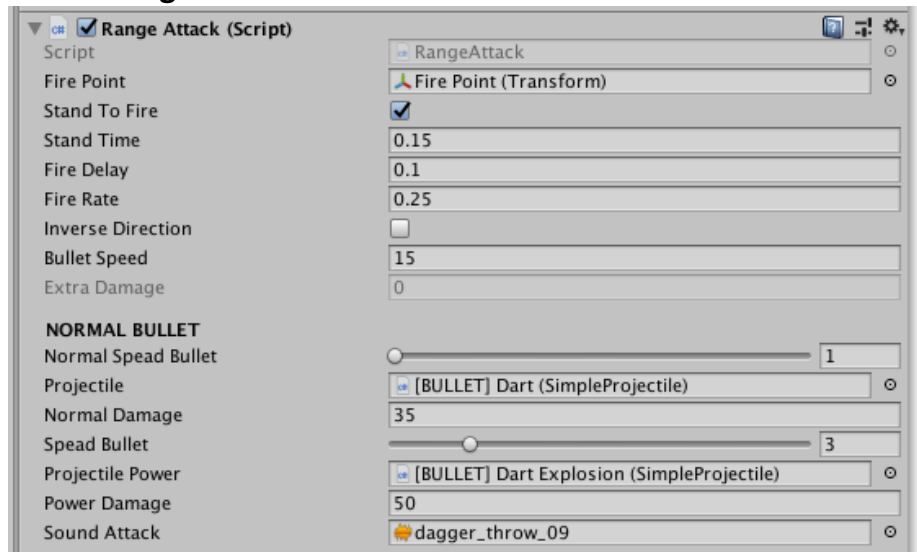


## a. Setup

The screenshot displays the 'Player (Script)' configuration window. It is organized into several sections with expandable/collapsible headers. The 'Moving' section includes 'Move Speed' (4). The 'Jump' section includes 'Max Jump Height' (2), 'Min Jump Height' (1), 'Time To Jump Apex' (0.36), 'Number Of Jump Max' (2), 'Jump Effect' (SmokeJumpFX), 'Landing FX' (SmokeJumpFX), 'Wall Jump Climb' (X: 2, Y: 5), 'Wall Jump Off' (X: 2, Y: 5), 'Wall Leap' (X: 8, Y: 10), 'Wall Layer' (Platform), 'Wall Slide Speed Hold' (0.15), 'Wall Slide Speed No Hold' (0.5), 'Wall Slide Speed Look Other Side' (0.3), 'Wall Stick Time' (0.5), 'Check Wall Up' (Up (Transform)), and 'Check Wall Down' (Down (Transform)). The 'Health' section includes 'Max Health' (100), 'Hurt Effect' (HurtEffect), and 'Respawn FX' ([FX Particle] Leaves). The 'FALLING DOWN' section includes 'Fb\_use Falling Down' (checked), 'Fd\_Time To Active' (0.54), 'Fd\_time Idle' (0.5), and 'Fb\_sound' (Landing). The 'TAKE DAMAGE' section includes 'Rate Get Dmg' (0.5), 'Blinking Color' (a green bar), 'Is Blinking' (unchecked), and 'Knockback Force' (10). The 'Sound' section includes 'Respawn Sound' (Generic\_Male\_Kill Streak), 'Jump Sound' (Land (mp3cut.net)\_2), 'Land Sound Volume' (0.35), 'Land Sound' (1), 'Wall Slide Sound' (WallSlide), 'Wall Slide Sound Volume' (0.5), 'Hurt Sound' (0.8), 'Hurt Sound Volume' (0.8), 'Dead Sound' (0.8), 'Dead Sound Volume' (0.6), 'Melee Vocal Sound' (0.6), 'Melee Vocal Sound Volume' (0.6), and 'Range Vocal Sound Volume' (0.6). The 'Option' section includes 'Allow Melee Attack' (checked), 'Allow Range Attack' (checked), 'Allow Slide Wall' (checked), 'Is Facing Right' (unchecked), and 'Input' (X: 0, Y: 0). The 'GOD MODE' section includes 'Image Character Sprite' (Image (Sprite Renderer)), 'God Blink Color' (Through), 'God Obstacles' (0.5), 'God Damage Rate' (0.5), and 'God Sound Keep' (cash\_purchase). The 'GOD DEFAULT' section includes 'God Effect Type' (Blinking), 'God Timer' (7), and 'Godmode Damage' (50). The 'Dogge' section includes 'Use Dogge Ghost FX' (checked), 'Dogge Can Make Damage' (unchecked), 'Dogge Damage' (100), 'Check Dogge Target Height' (0.7), 'Dogge Target Layer' (Mixed...), 'Speed Dogge' (15), and 'Sound Dogge' (dash). The 'HIT EFFECT' section includes 'Play Earth Quake On Hit Dogge' (checked), 'Eq Time' (0.1), 'Eq Speed' (60), 'Eq Size' (1), 'Dogge Type' (Hit Object), and 'Dogge Hit Layer' (Nothing).

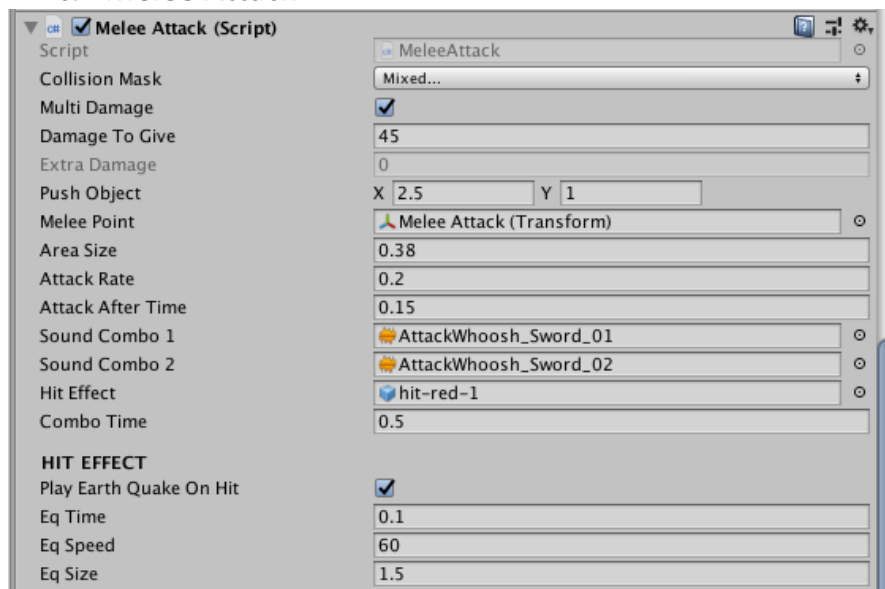
- **God mode:** use to test game without get damage
- **Move Speed:** the moving speed of Player
- **Max/Min Jump Height:** hold jump button to get the height distance.
- **Max Health:** health of Player
- **Fb\_use Falling Down:** use landing effect when falling from the specific height distance.
- **Fd\_Time to Actice:** time stay in air to active the landing effect
- **Fd\_time idle:** time delay before moving again
- **Rate Get Dmg:** the delay time to prevent the next damage
- **Dogge Can Make Damage:** can dogge deal damage to enemy or not
- **Speed Dogge:** the speed of dogge

## b. Range Attack



- **Stand to fire:** force stand to throw the dart
- **Stand time:** time stand before moving
- **Fire Delay:** when press fire button, delay this time value before fire the bullet (Dart), to sync with the animation
- **Fire Rate:** the delay time for next fire
- **Bullet Speed:** the speed of the dart
- **Normal Damage:** the damage for the normal dart
- **Power Damage:** the damage for the Power Dart

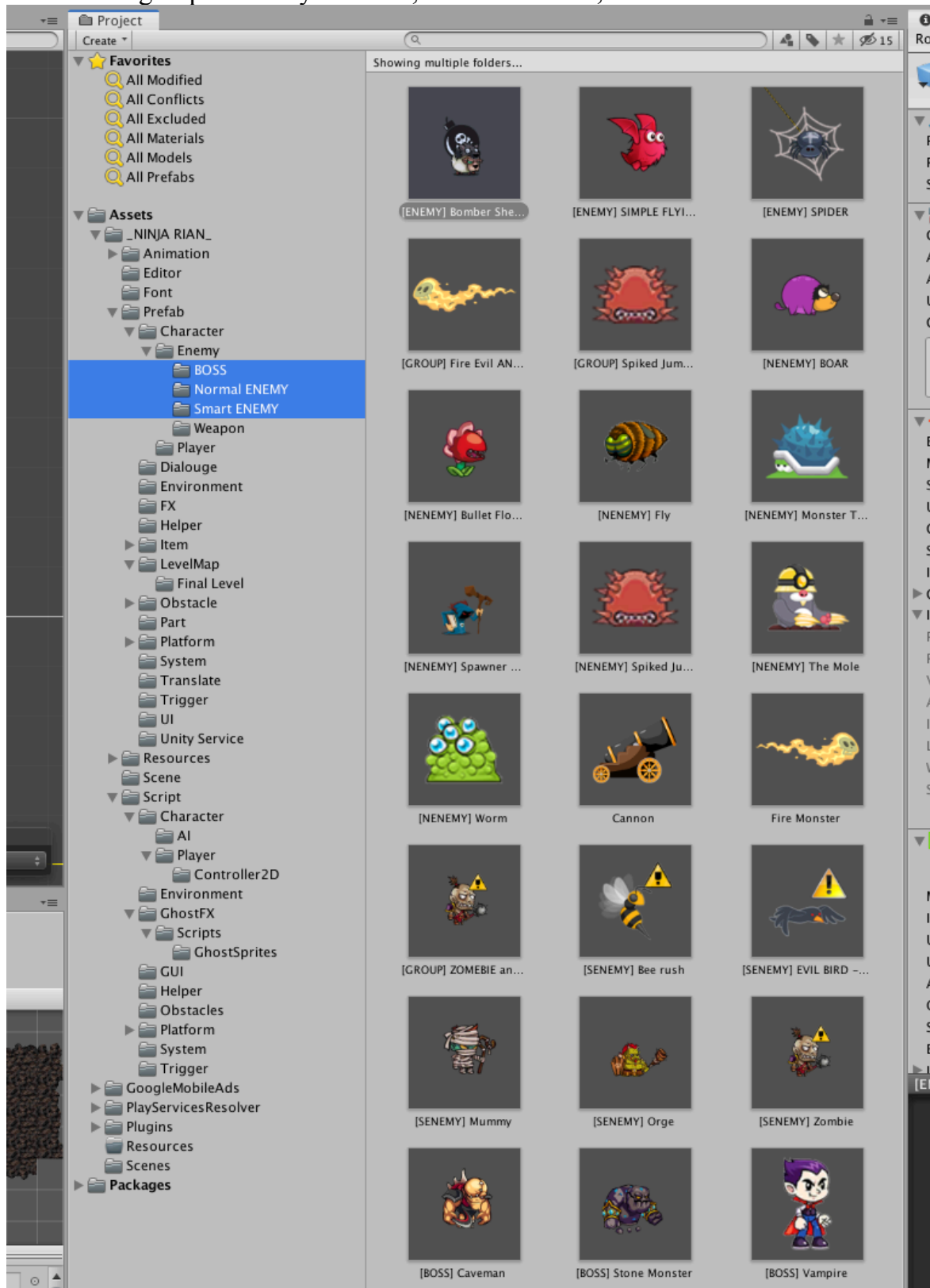
## c. Melee Attack



- **Multi Damage:** can deal many enemy on one hit or not
- **Damage to give:** deal damage value to enemy
- **Area Size:** the damage zone, can see in the Editor
- **Attack Rate:** delay time for next attack
- **Attack After Time:** to sync with the attack animation
- **Combo Time:** press the second Melee button before this time value to make the second attack animation

## ii. Enemy

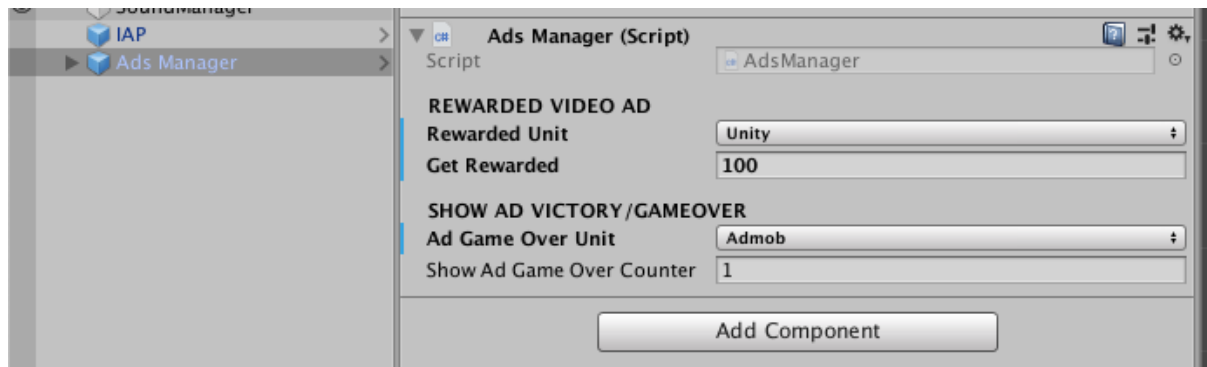
There are 3 group of enemy: *Normal*, *Smart* and *Boss*, total 24 characters



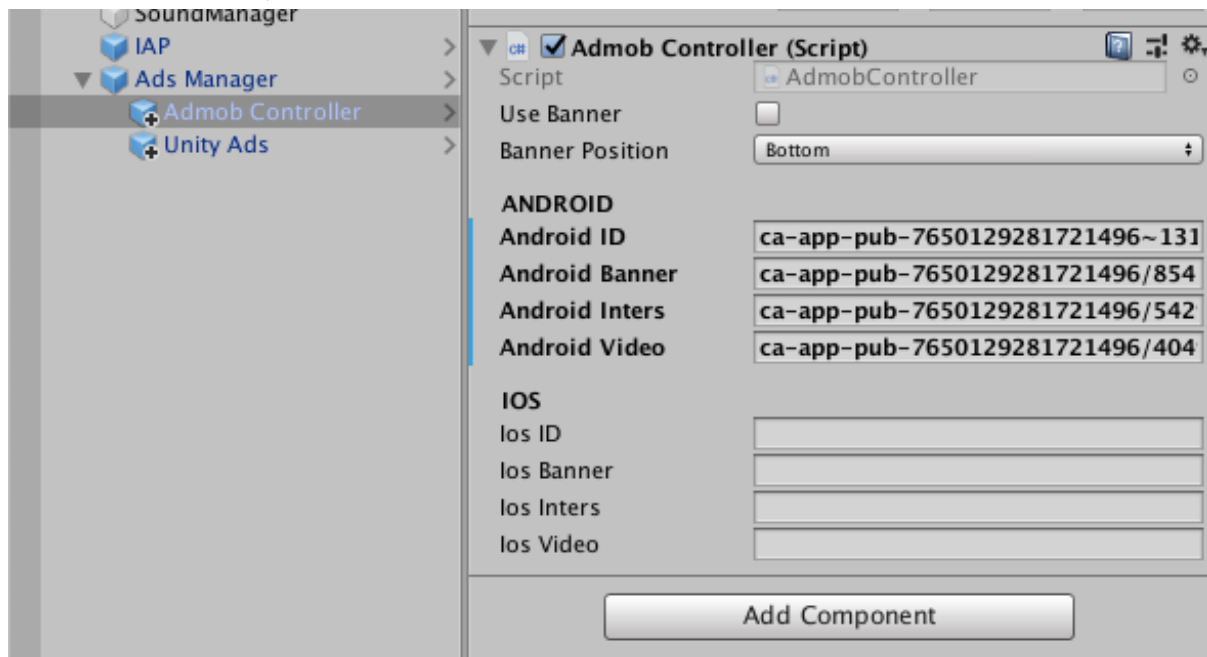
Each enemy and boss have different skill, you can test it by drop one by one to scene and playing the sample levels.

#### 4. Ads

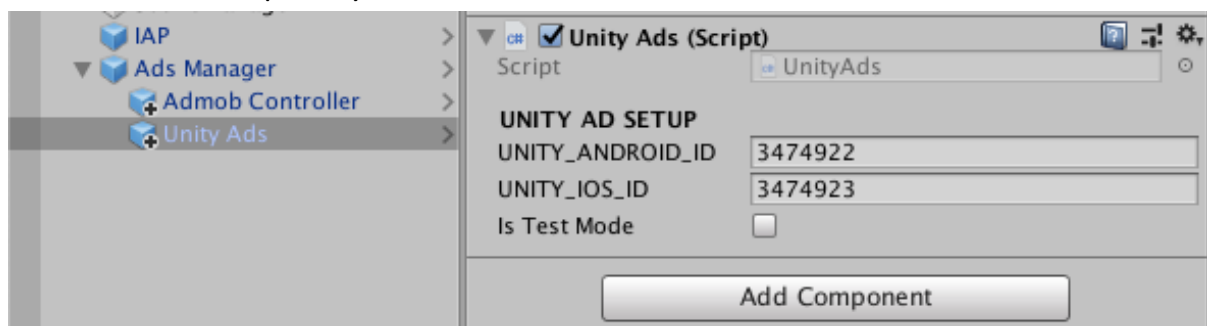
- a. Choose Admob and Unity for interstitial and rewarded video ad



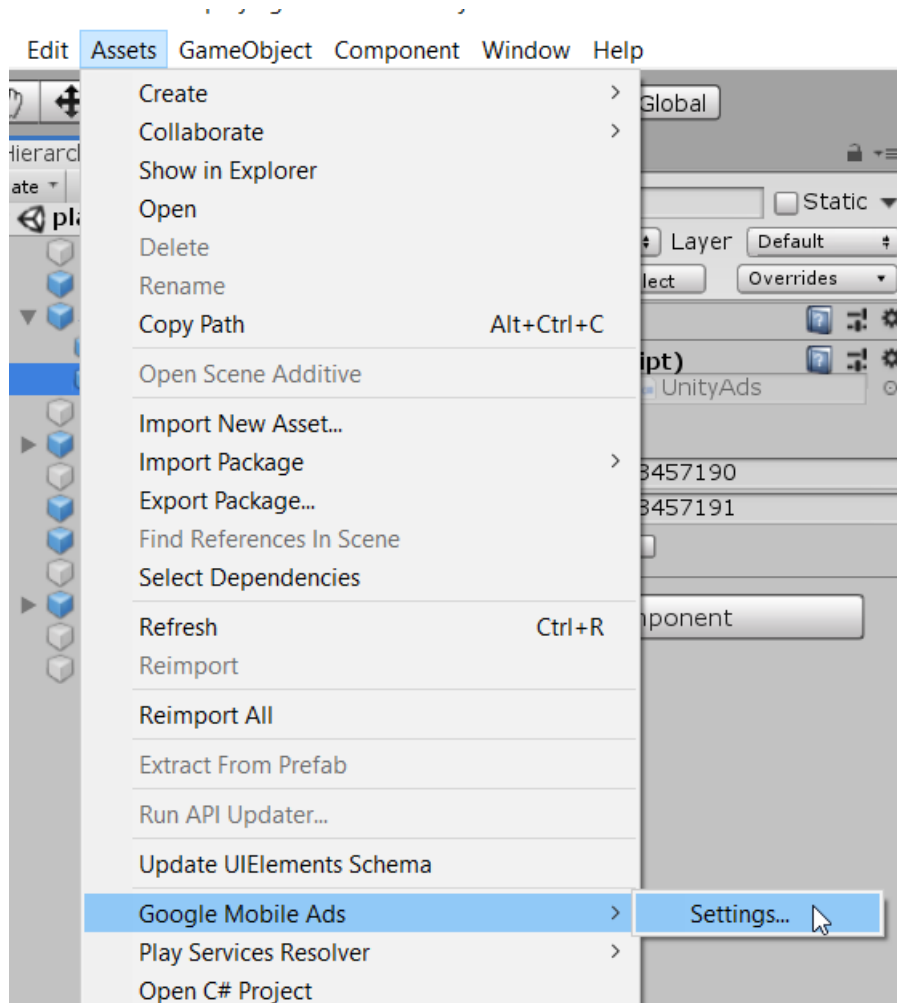
- b. Setup Admob Ad ID



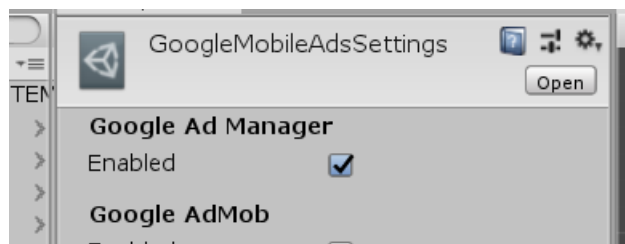
- c. Setup Unity Ad ID



- Go to Settings... (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more)

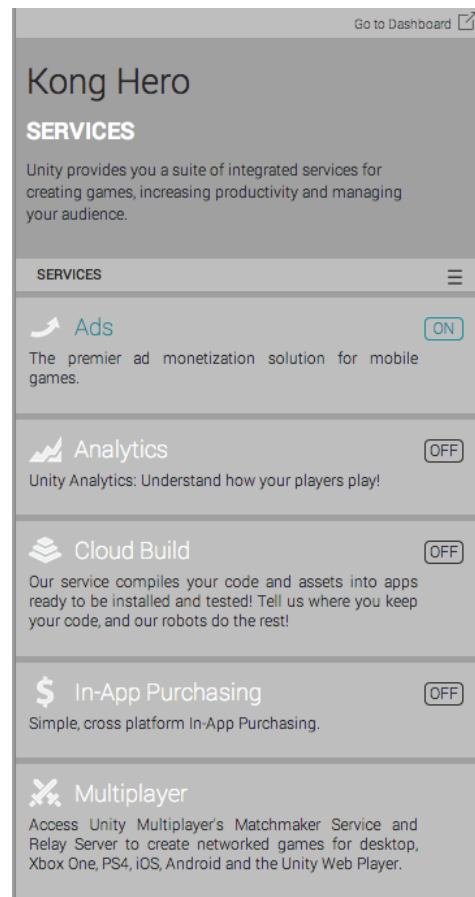
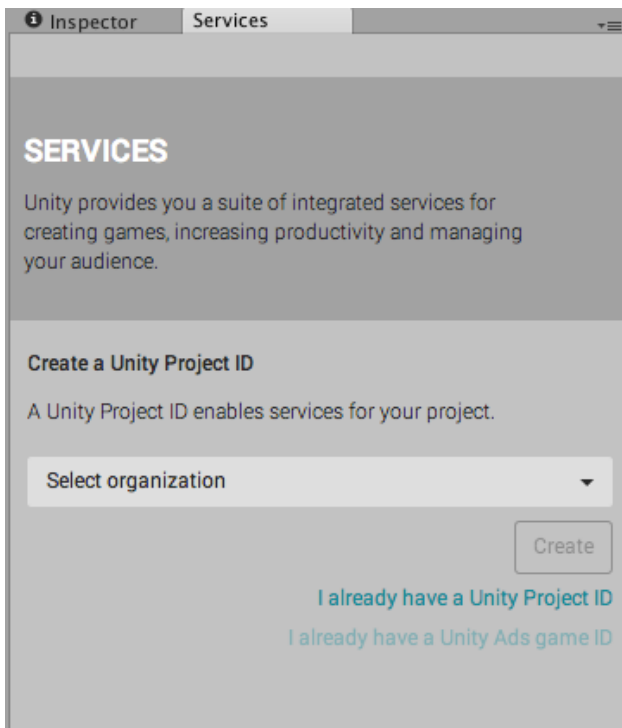


- Then tick Google Ad Manager enable



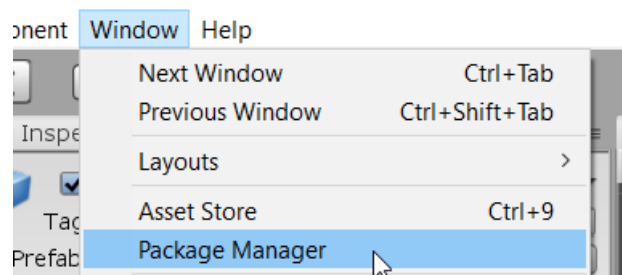
**About Unity, you need enable ADS in SERVICES tab**

**Open Window/Services tab**

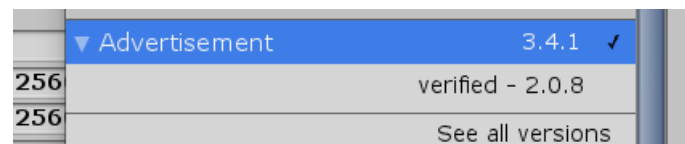


**If still have problem, you need update the Ads package**

**Go to Package Manager**



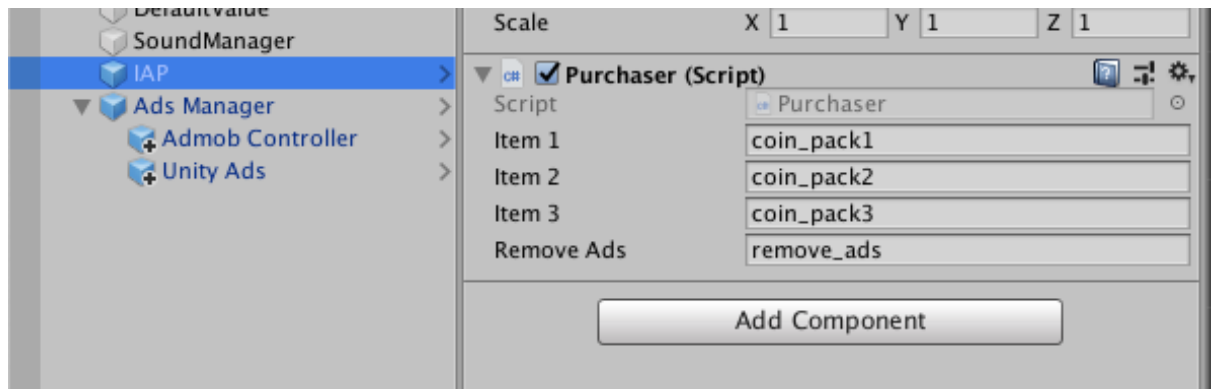
**And Update Advertisement to 3.4.1**



**Finally, turn on the Ad**



## 5. IAP



You can fill your iap item value, watch the tutorial here:

<https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html>

## III. CONTACT

If you have any questions please contact me: [aigame.contact@gmail.com](mailto:aigame.contact@gmail.com)

Please rate my game if you like it.

Thank for your purchase! Good luck!