

# ZOMBIE SLAYER

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## I. Introduce gameplay and features

### II. Tutorial

1. Setup game settings
  2. Create new Level and World
  3. Setup the Level parameter
  4. Gun and Upgarde in Shop
  5. Setup IAP
  6. Setup ADS
  7. Player and Enemy
  8. Reskin character tutorial: <https://youtube.com/playlist?list=PLsYVhiY2FG-be7B9sw8JjvFabY9GTIIN7>
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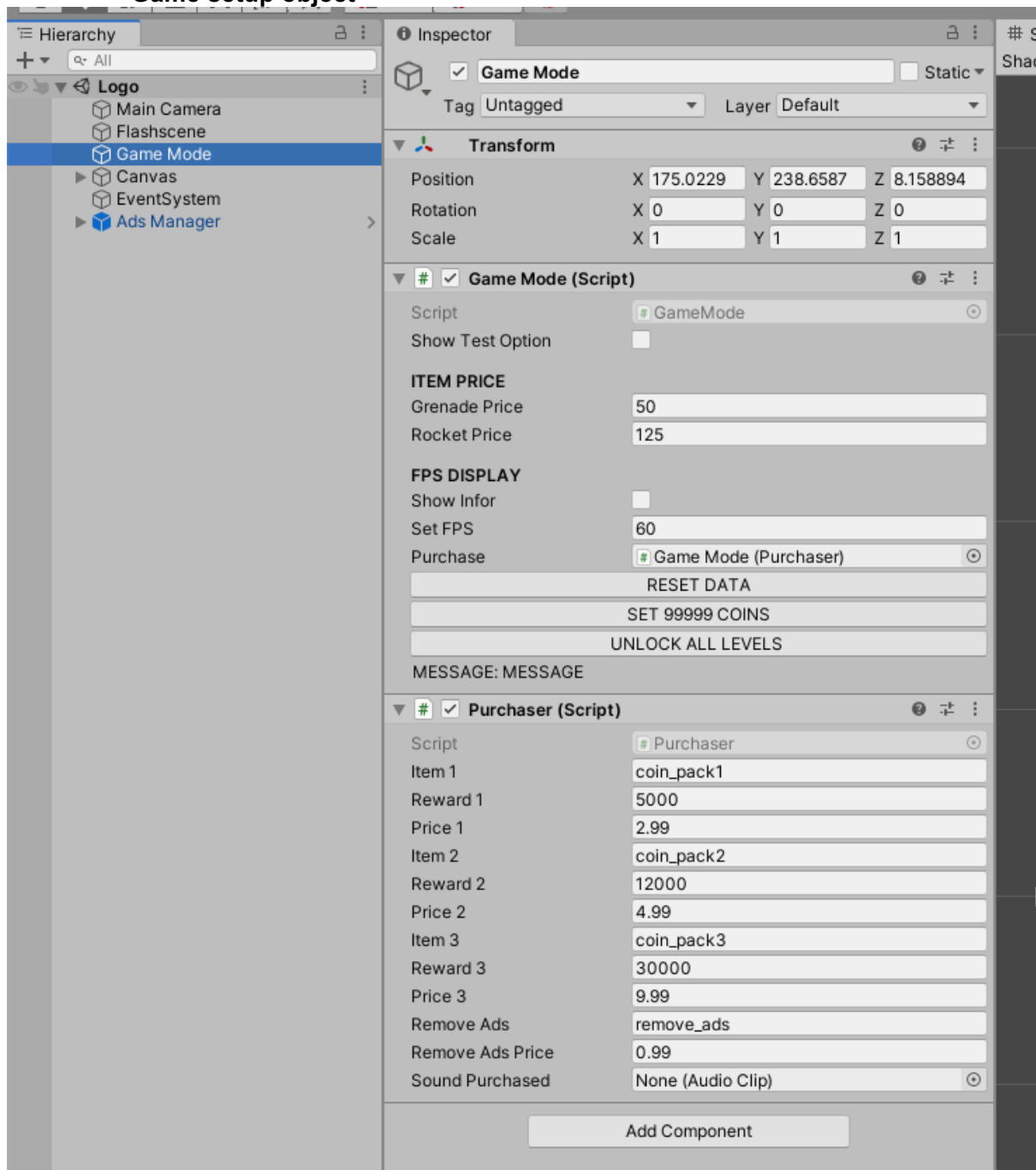
## I. FEATURES

- + Total **100 example levels**
- + Shop system: Buy more gun and IAP items
- + Make money with **Unity Ads** and **Admob** (Show ads on Gameover/Victory, watch rewarded video)
- + Make money with **IAP** (buy coins)
- + Sprite image animation (easy reskin graphics)
- + Work on Mobile and PC
- + Total C#, easy to learn

## II. TUTORIAL

### 1. Setup game settings

- Open the Logo scene
- Game setup object



#### + ITEM PRICE

- **Grenade Price:** use grenade in game cost
- **Rocket Price:** use rocket in game cost

#### + FPS Display:

- "Show Infor": show resolution, fps on screen
- "Set FPS" set locked FPS for game

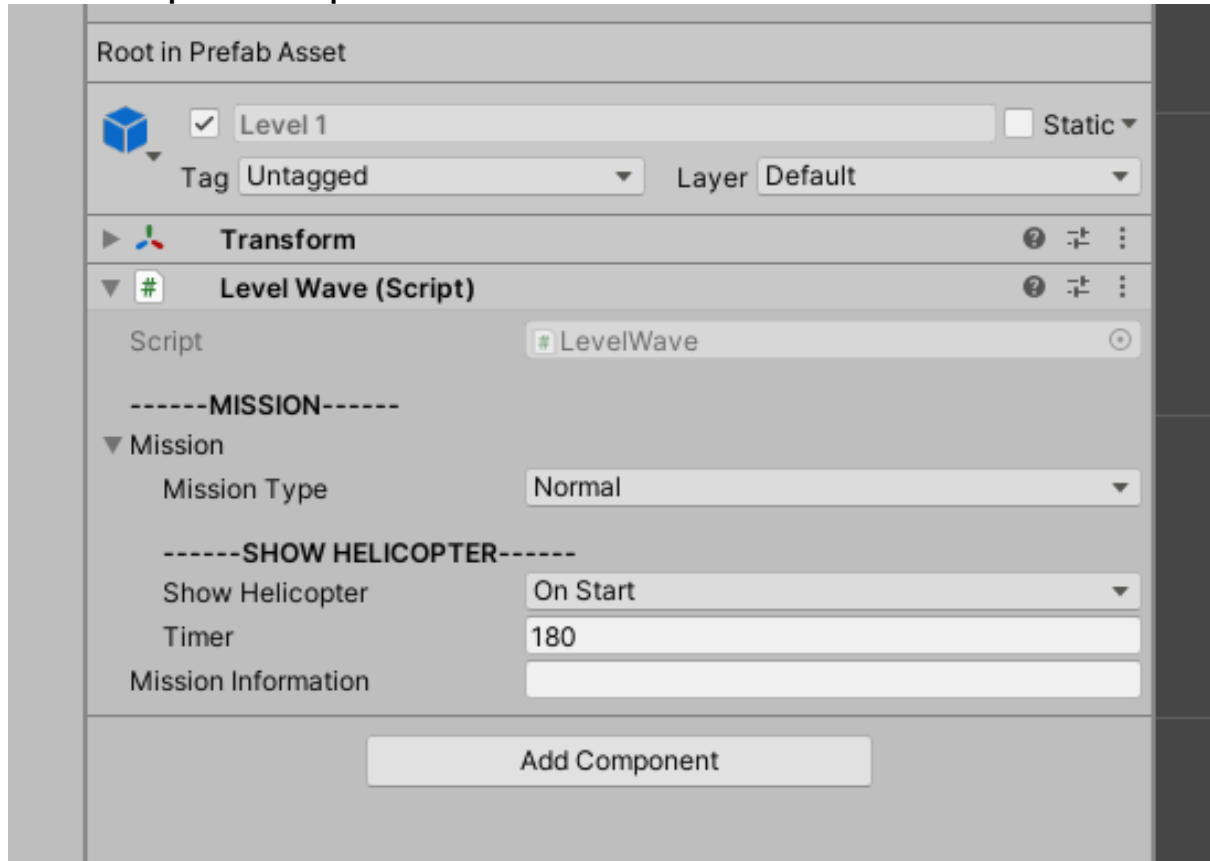
**+ RESET DATA, SET 99999 COINS and UNLOCK ALL LEVELS:** Click it in editor directly without running the scene

**+ Purchaser:** set the IAP item IDs and price to show in the Shop panel

## 2. Create new Level and World

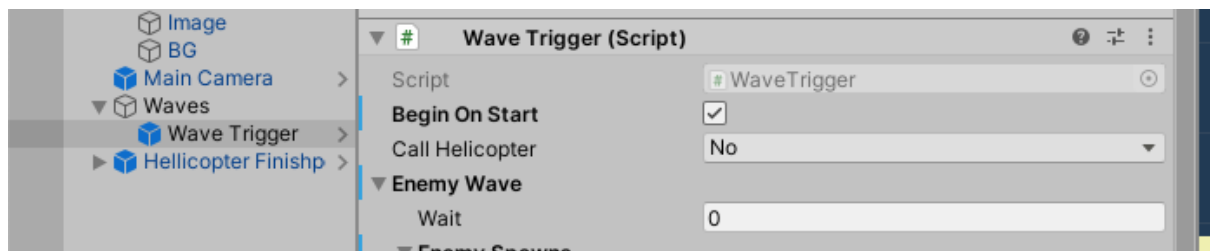
Watch on youtube: <https://youtube.com/playlist?list=PLsYVhiY2FG-be7B9sw8JvFabY9GTIIN7>

## 3. Setup the Level parameter



### a. Mission Type:

- i. **Normal**
- ii. **Survivor**: use for gameplay waiting for the helicopter, see the *Level 4* to know more, remember set the Wave Trigger begin on Start



- iii. **Defense Fence**: same Survivor but this time don't let the enemy destroy the fence before the helicopter show up, see *Level 3*

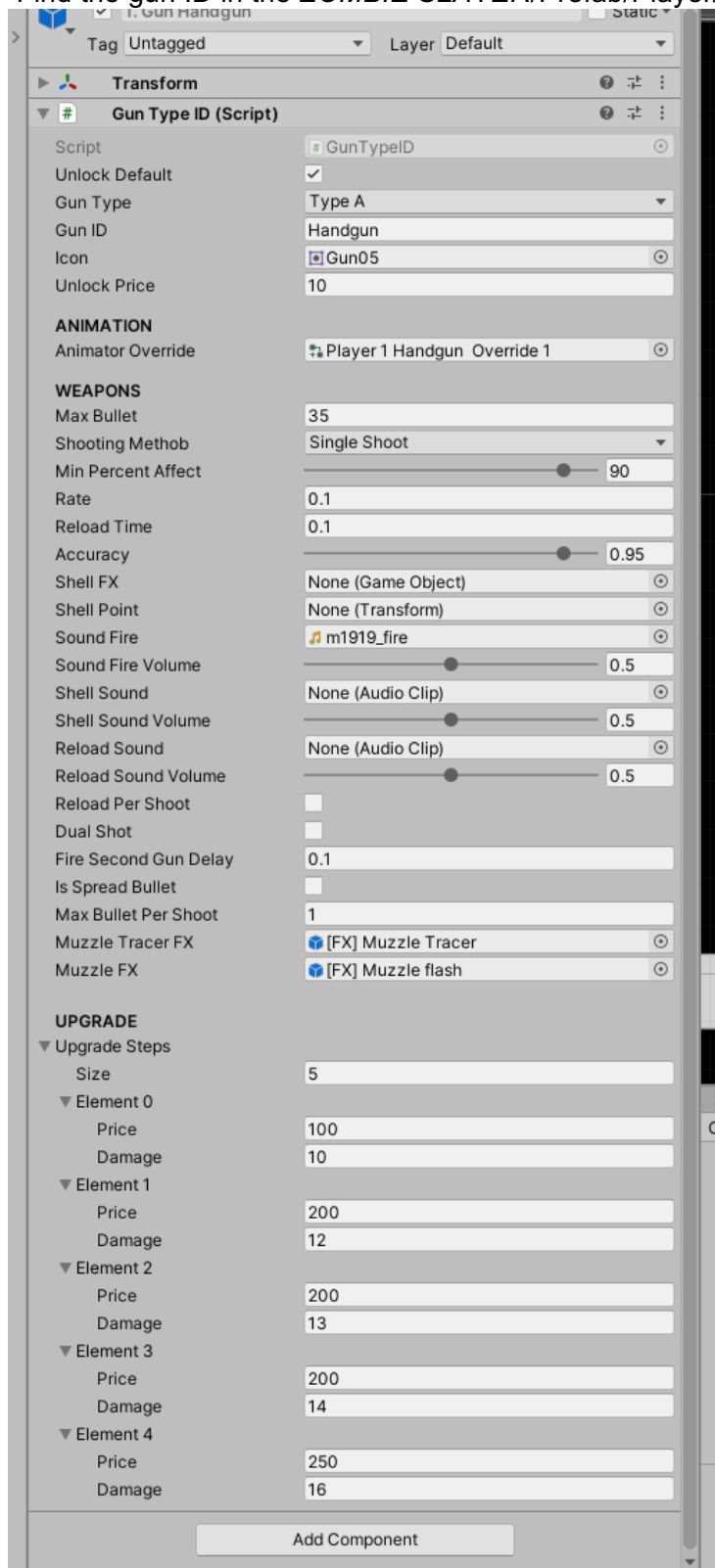
- iv. **Protect Man**: see *Level 2*, protect the little girl

### b. Show Helicopter

- i. **Show Helicopter**:
  1. **On Start**: the helicopter will show up when begin the level
  2. **Timer**: it will show up after the amount of the **Timer** value
- ii. **Mission Information**: can force set the message for the level, if leave it empty, it will auto show the system text.

#### 4. Gun and Upgrade in Shop

Find the gun ID in the ZOMBIE SLAYER/Prefab/Player/Upgrade ID folder

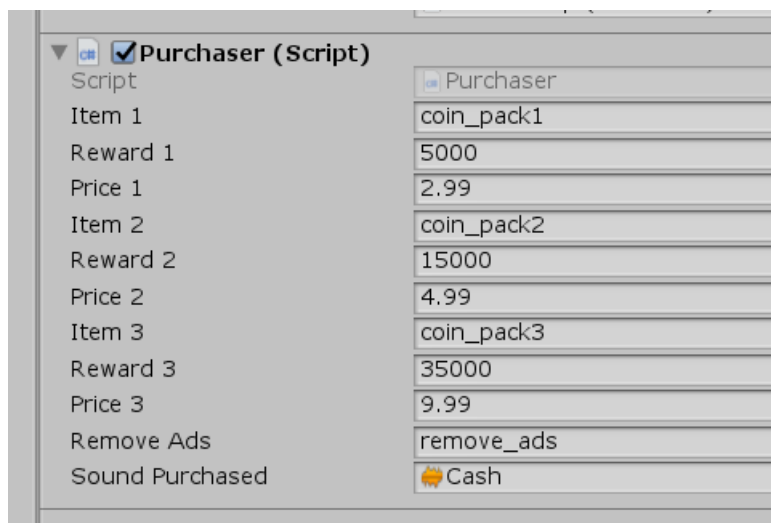


- Gun Type: Type A is the handgun, Type B is large gun like machine gun
- Gun ID: unique for each gun
- Unlock Price: price to unlock the gun
- Max Bullet: limit bullet of the gun

- Shooting Method: Single or Auto shoot
- Min Percent Affect: the min % of the gun damage
- Rate: the delay between 2 shoots
- Reload Time: use for the Shotgun
- Accuracy: the bullet line move out the gun barrel with height distance
- Dual Shot: for dual handgun
- Fire second Gun delay: the delay time of the second handgun to shoot
- Is Spread Bullet: for Shotgun
- Max bullets Per Shoot: for Shotgun
- Upgrade Steps: set how many upgrade for the gun
  - o Price
  - o Damage: new damage for the gun

## 5. Setup IAP

→ Location: Logo scene/GameMode object

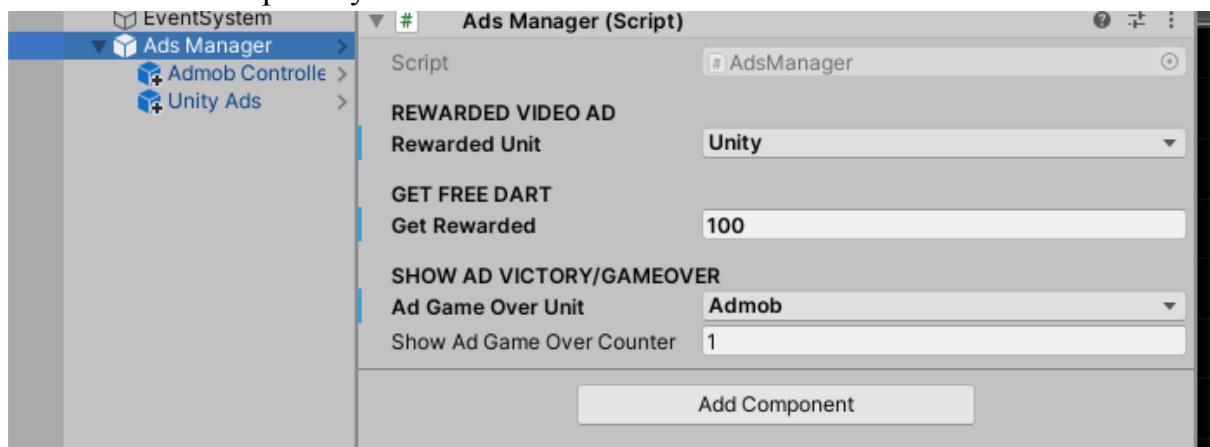


You can fill your iap item value, watch the tutorial here:

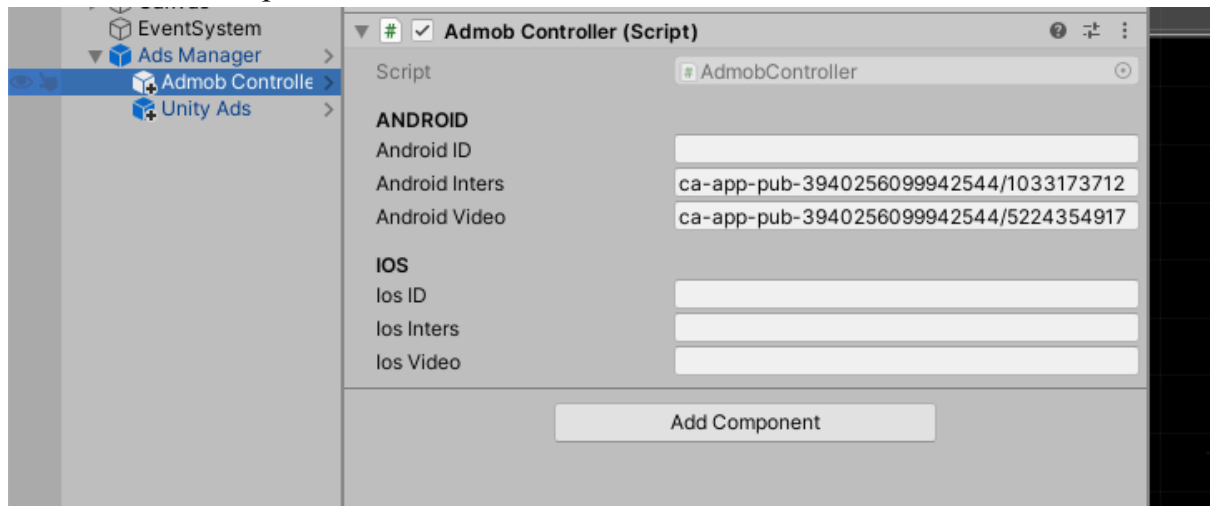
<https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html>

## 6. Setup ADS

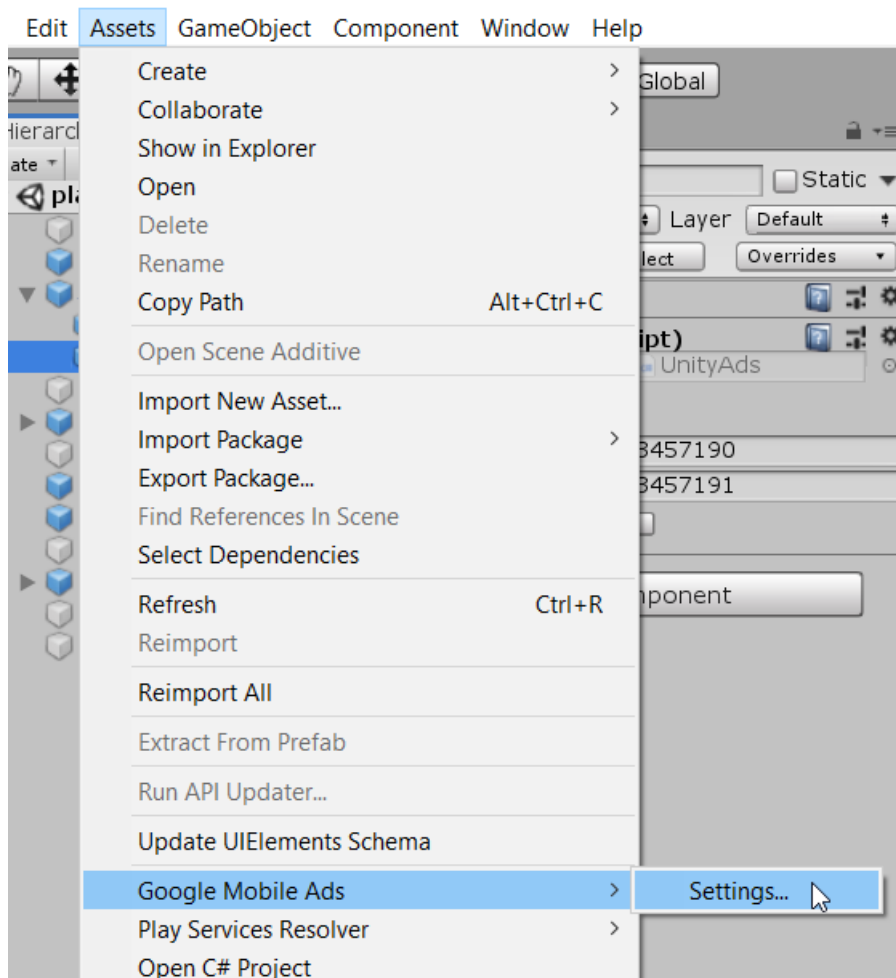
a. Setup Unity Ad



## b. Setup Admob Ad

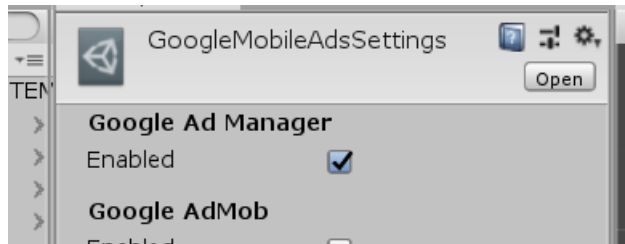


- Go to Settings... (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more

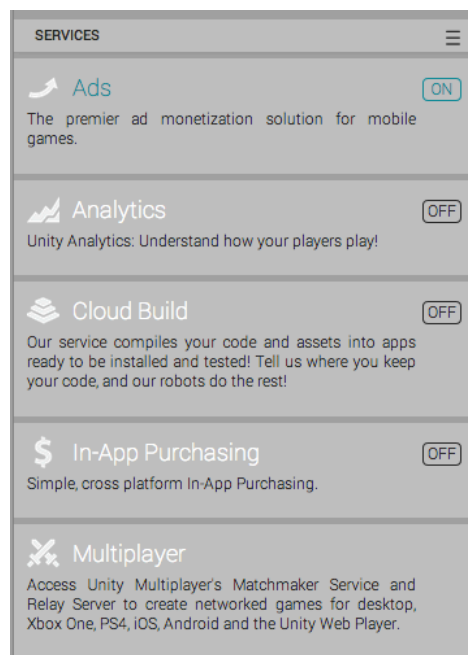
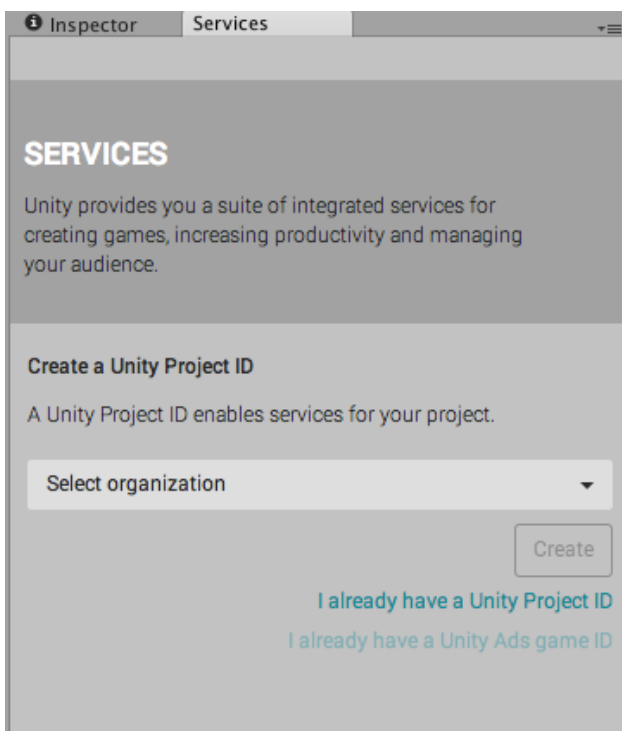


- Then tick Google Ad Manager enable

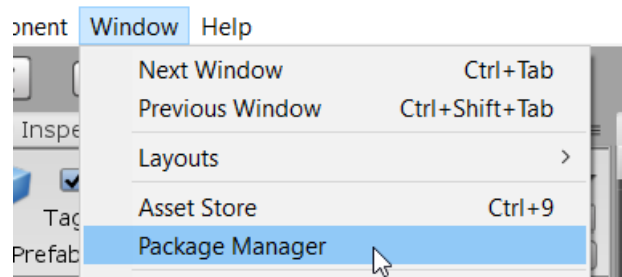
contact: [aigame.contact@gmail.com](mailto:aigame.contact@gmail.com)



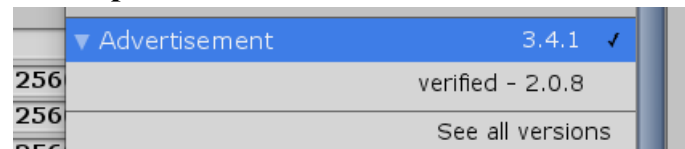
**About Unity, you need enable ADS in SERVICES tab**  
**Open Window/Services tab**



**If still have problem, you need update the Ads package**  
**Go to Package Manager**



### And Update Advertisement to 3.4.1



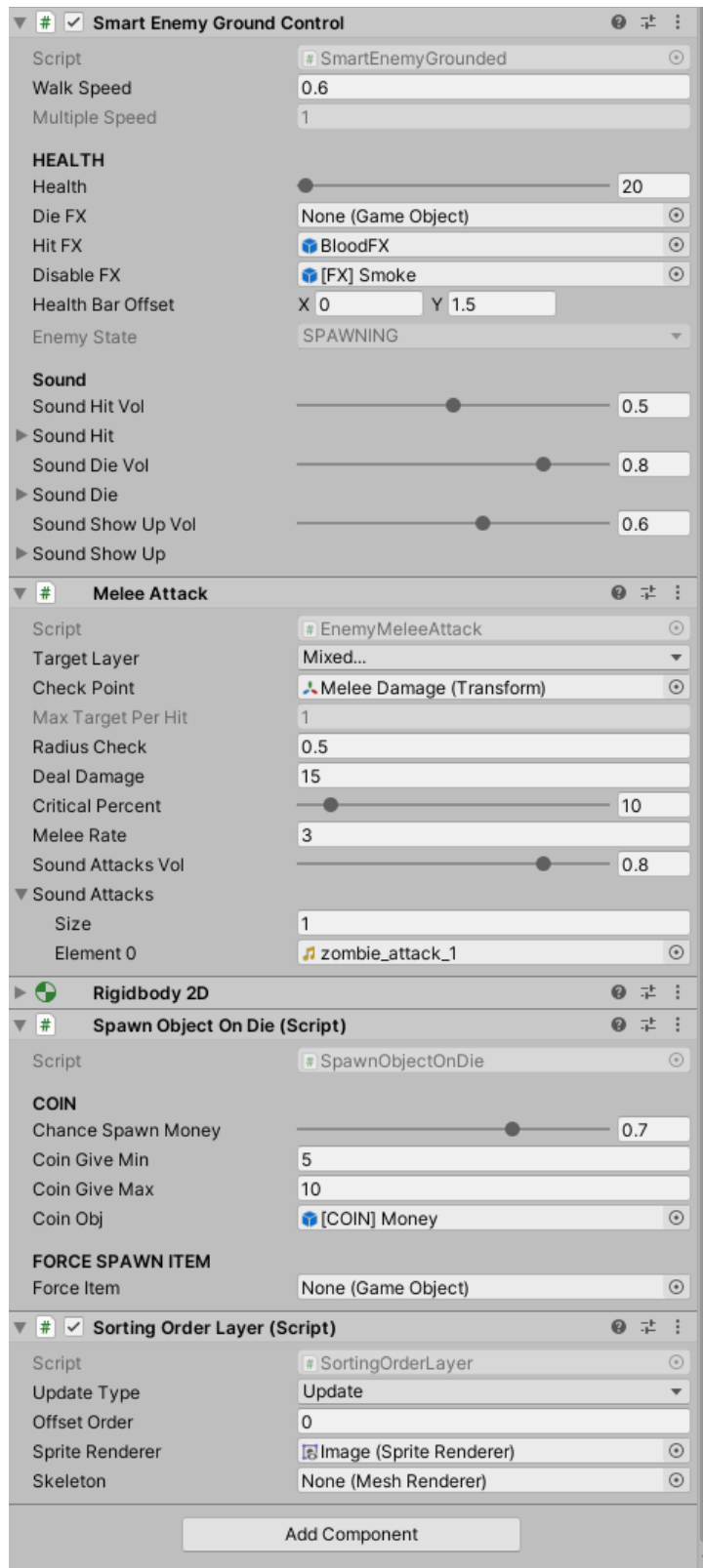
**Finally, turn on the Ad**

## 7. Player and Enemy

a. Player

b. Enemy





Main script control the Enemy (Normal, Boss)  
Find the enemy prefab in `_ZOMBIE SLAYER_ /Prefab /Enemy`

- + Walk speed: move speed
- + Health: the amount of health
- + Sound: set random sound for character (Hit, Die)

### **Melee Attack**

- Radius Check: deal target within this range
- Deal Damage: make damage to the target
- Critical Percent: chance to do x2 damage
- Melee Rate: time delay between 2 attacks

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!