Zombie Defense

The Last Standing

I.   FEATURE

This is a 3D zombie game, this will help you to understand how to aim and fire the gun, zombies moving and many things.

Gameplay:

+ Total 20 sample levels (watch video clip to add more level)

+ Total 6 Enemies (Normal, Run, Shield, Throw Bomb, Boss)

+ Can control player with 1 touch finger OR mouse button

+ Admob, UnityAd and In-App Purchase are integrated

+ Aim and Shoot

+ 4 difference gun

+ Upgrade weapon power in shop

+ Total C#, easy to learn and coding

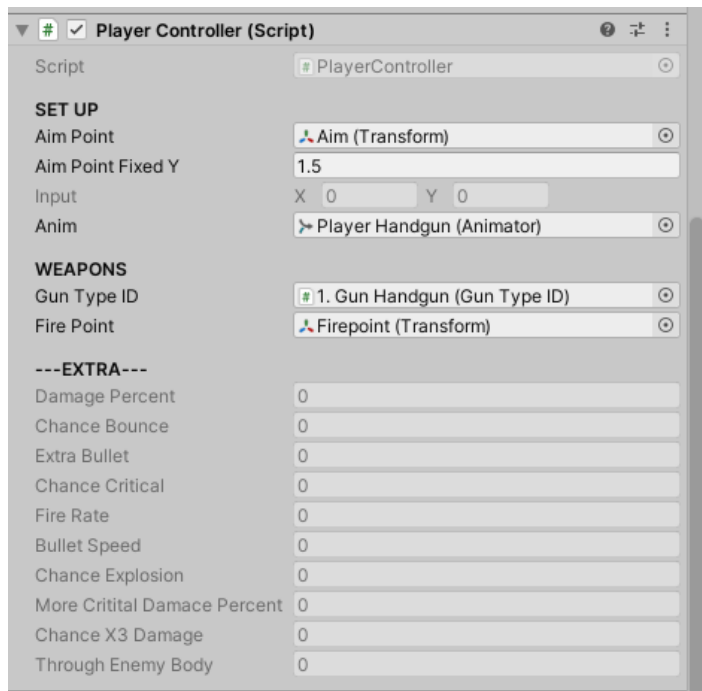-------------------- **VIDEO TUTORIAL** -----------------------

For reskin, Add Level, Custom difficulty of level

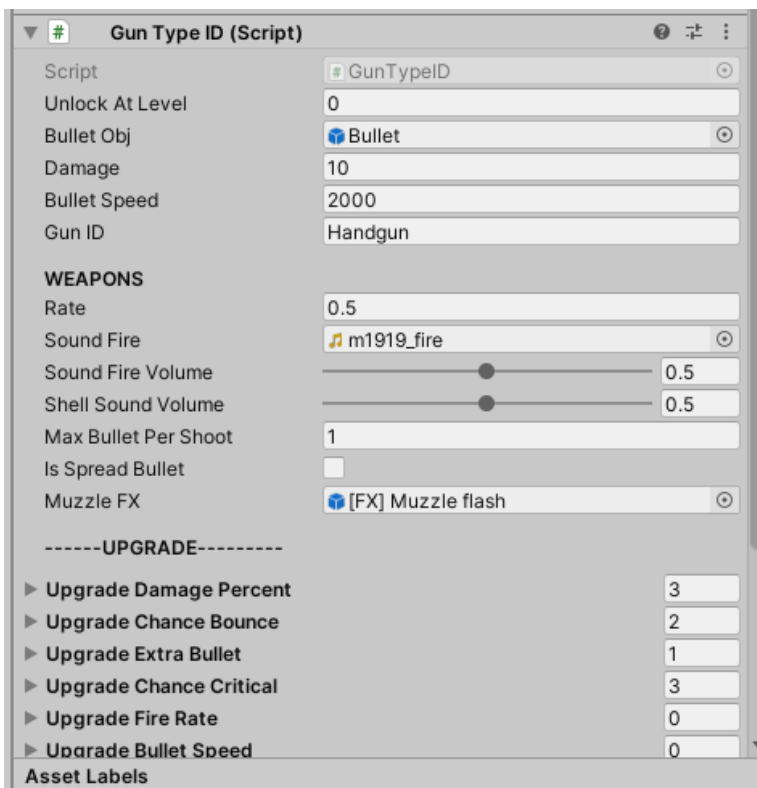**https://youtube.com/playlist?list=PLsYVhiY2FG-Yi-FmyP4NbujlVYS3Vi-jg**

II. GAMEPLAY

1. Player

- **Aim Point Fixed Y:** fix the high of the aim point
- Gun Type ID: place the gun ID for each player

Gun Type ID:

- **Unlock At Level:** gun available when player reach to the specific day
- **Damage**: set the damage value for the bullet
- **Bullet Speed**: set the speed for the bullet
- **Gun ID:** must set the name for the gun to able store the upgrade
- Rate: the delay time between 2 shots
- Max bullet Per Shoot: number of bullet each shot
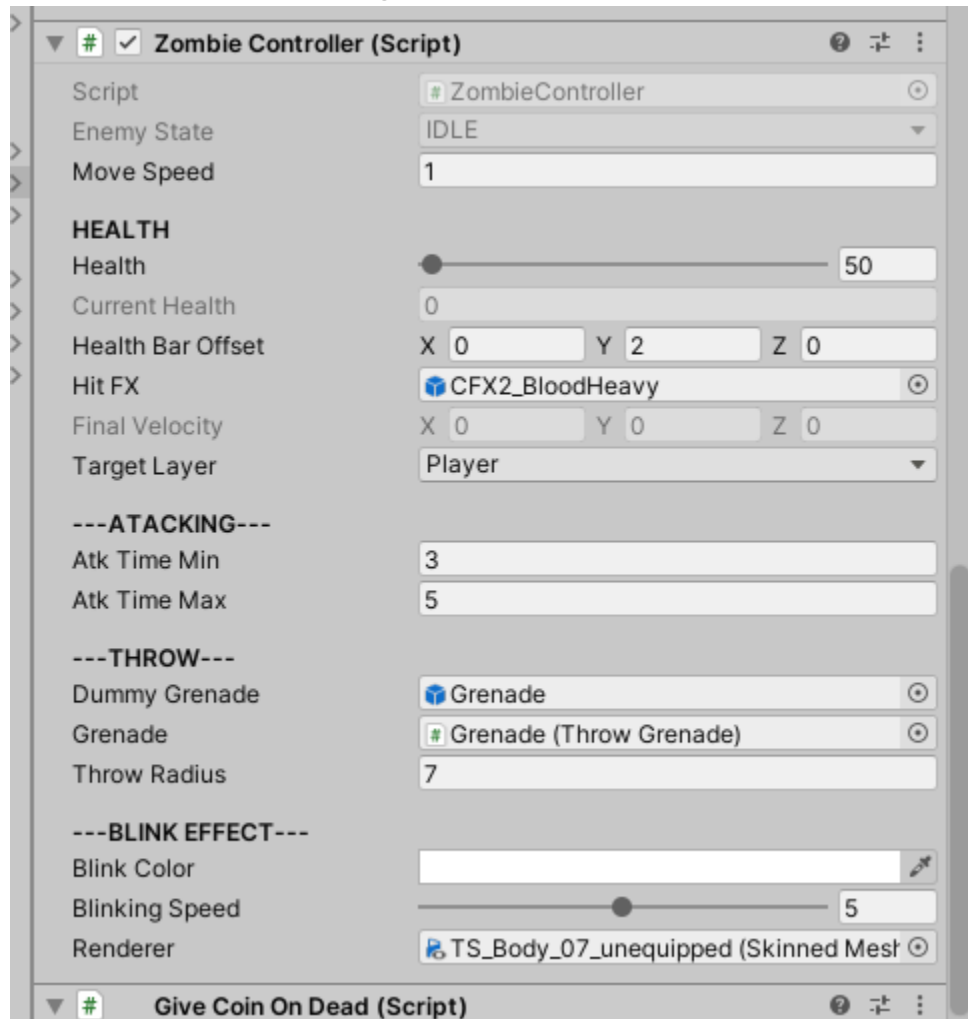- Is Spread Bullet: use for the Shotgun

2. Zombie

There are 3 group of enemy: *Normal*, *Smart* and *Boss*, total 30 characters
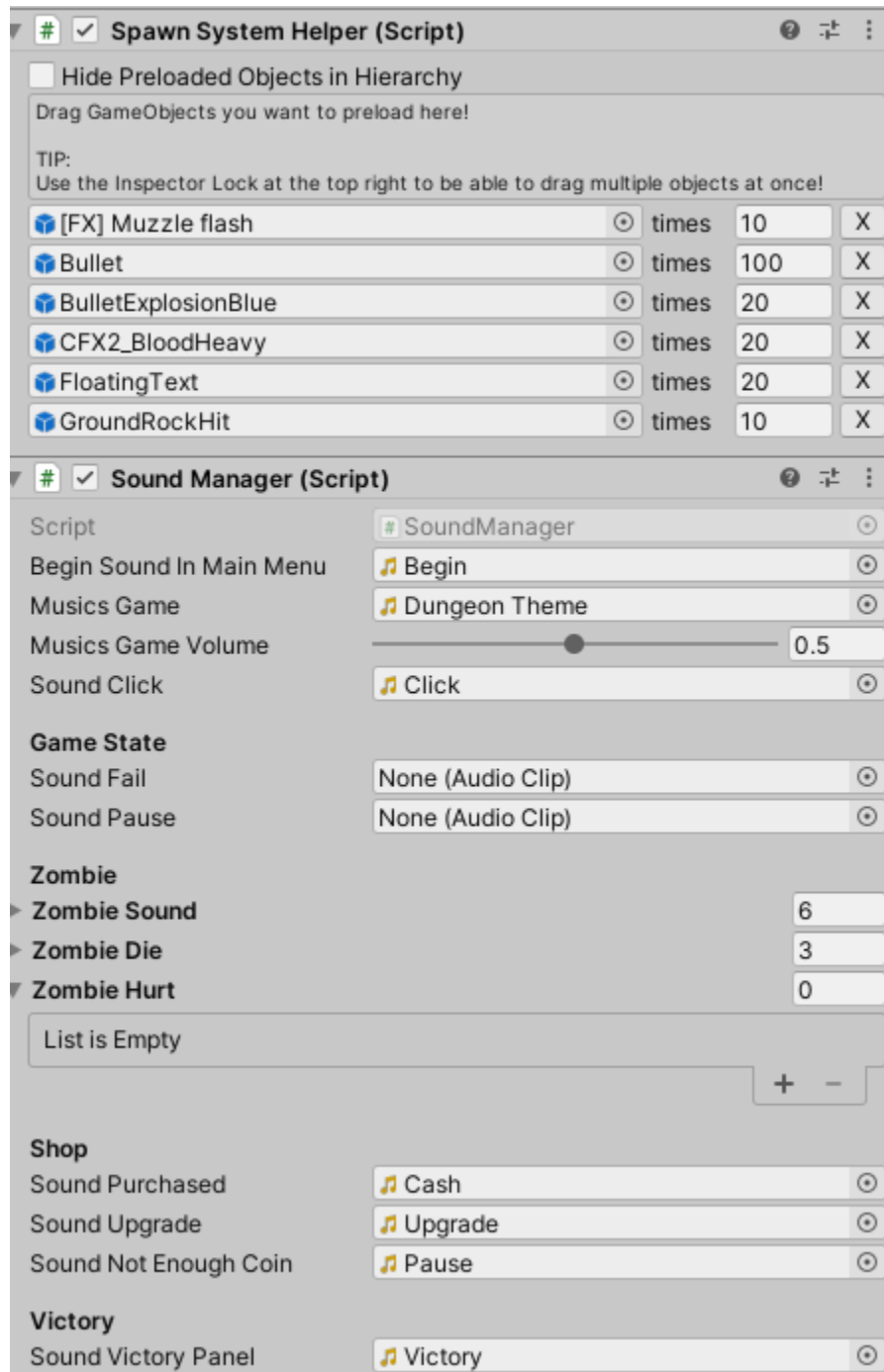**Normal Zombie:** zombie walk/move to the Player then attack the player
Throw Zombie: zombie can throw the grenade at the player at the distance range
**Boss:** the boss with the large amount of health

▼ # ✓ Zombie Controller (Script)				❷ ⛭ ⋮
Script	# ZombieController			⊙
Enemy State	IDLE			▼
Move Speed	1			
HEALTH				
Health	●━━━━━━━━		50	
Current Health	0			
Health Bar Offset	X 0	Y 2	Z 0	
Hit FX	⬚ CFX2_BloodHeavy			⊙
Final Velocity	X 0	Y 0	Z 0	
Target Layer	Player			▼
---ATACKING---				
Atk Time Min	3			
Atk Time Max	5			
---THROW---				
Dummy Grenade	⬚ Grenade			⊙
Grenade	# Grenade (Throw Grenade)			⊙
Throw Radius	7			
---BLINK EFFECT---				
Blink Color				✎
Blinking Speed	━━━━━●━━━		5	
Renderer	⬚ TS_Body_07_unequipped (Skinned Mesh			⊙
▼ # Give Coin On Dead (Script)				❷ ⛭ ⋮

- **Atk Time Min/Max**: the random time of each attack
- Throw Radius: when player reach to this distance with player, he will throw the grenade

3. GAME MANAGER and SOUND MANAGER

Spawn System Helper (Script)

☐ Hide Preloaded Objects in Hierarchy

Drag GameObjects you want to preload here!

TIP:
Use the Inspector Lock at the top right to be able to drag multiple objects at once!

[FX] Muzzle flash ⊙ times	10	X
Bullet ⊙ times	100	X
BulletExplosionBlue ⊙ times	20	X
CFX2_BloodHeavy ⊙ times	20	X
FloatingText ⊙ times	20	X
GroundRockHit ⊙ times	10	X

Sound Manager (Script)

Script	# SoundManager ⊙
Begin Sound In Main Menu	♫ Begin ⊙
Musics Game	♫ Dungeon Theme ⊙
Musics Game Volume	──────●────── 0.5
Sound Click	♫ Click ⊙

Game State

Sound Fail	None (Audio Clip) ⊙
Sound Pause	None (Audio Clip) ⊙

Zombie

▸ Zombie Sound	6
▸ Zombie Die	3
▾ Zombie Hurt	0

List is Empty

+   −

Shop

Sound Purchased	♫ Cash ⊙
Sound Upgrade	♫ Upgrade ⊙
Sound Not Enough Coin	♫ Pause ⊙

Victory

Sound Victory Panel	♫ Victory ⊙

➔ **Spawn System Helper**: if you change the fx prefab, must place it in here and set time number of the fx
➔ **Sound Manager**: control the music of the game and some sound of the zombies
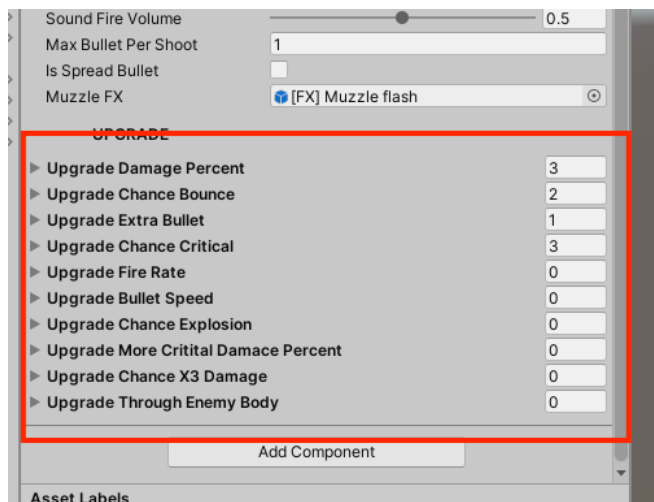
4. UPGRADE GUNS
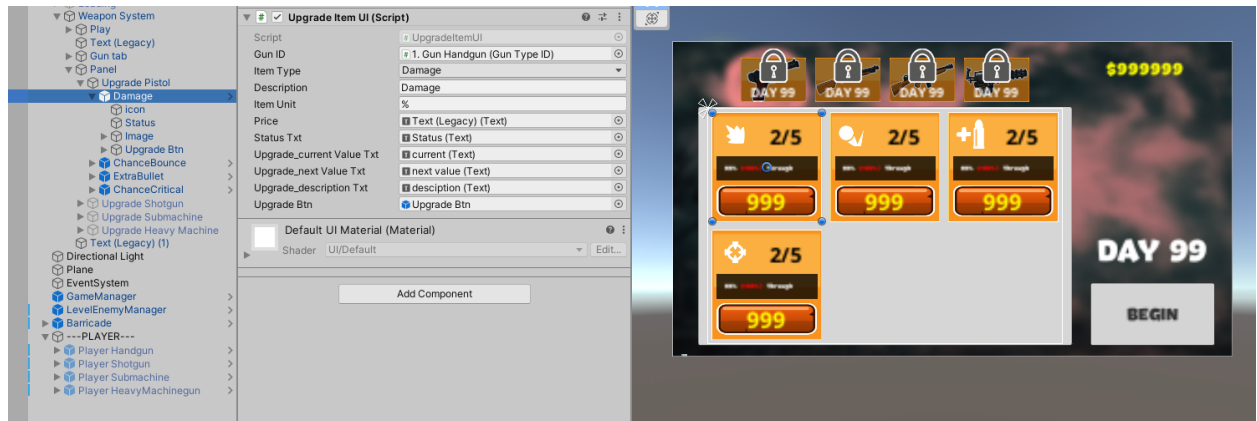
The gun ability can choose from the list
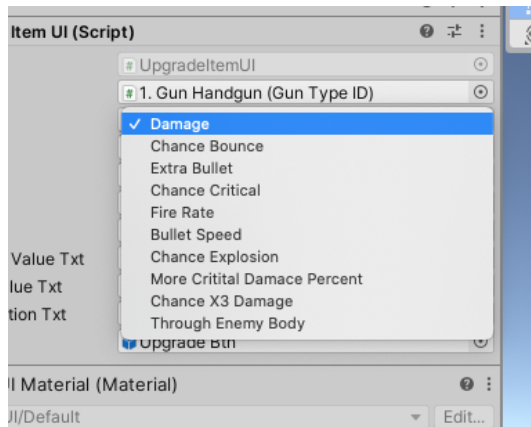
Make sure the GunTypeID has that ability as well
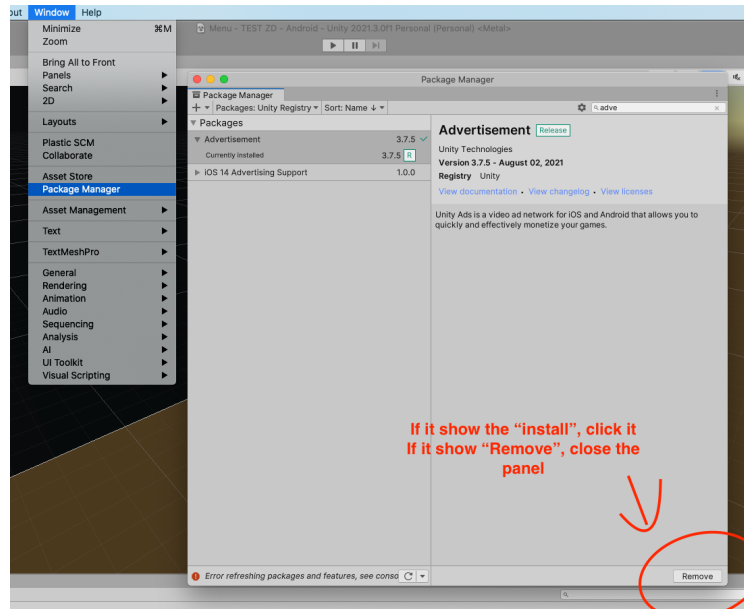
Contact: aigame.contact@gmail.com

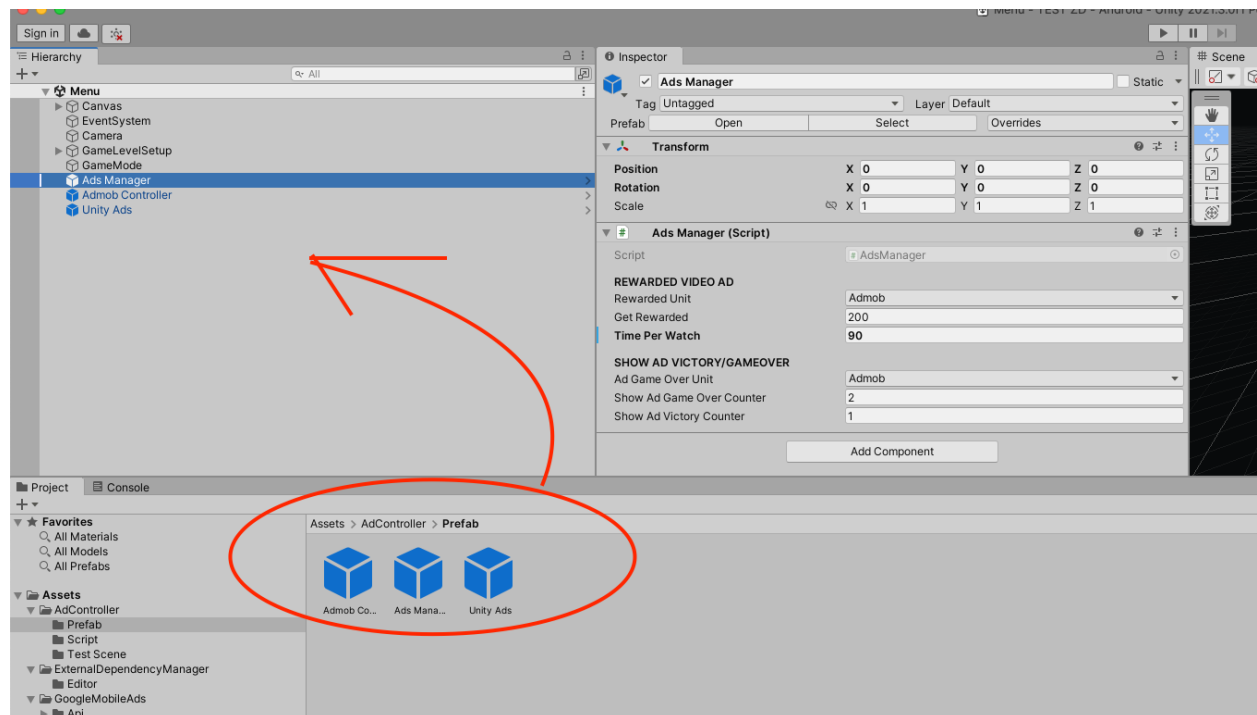## 5. ADS SETUP: switch to Android/iOS platform to able to use Ads

a. Download and install 2 package files (AdsController and Admob SDK)
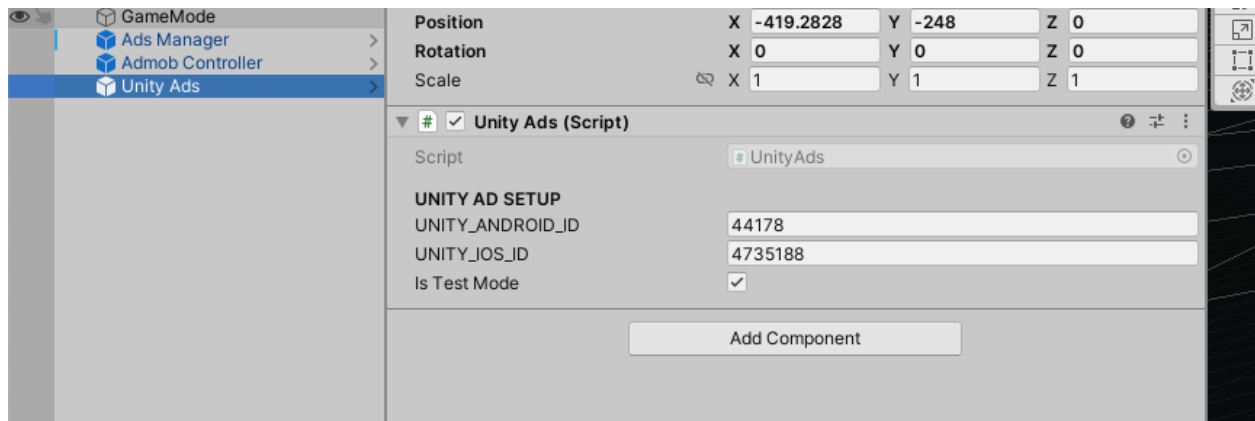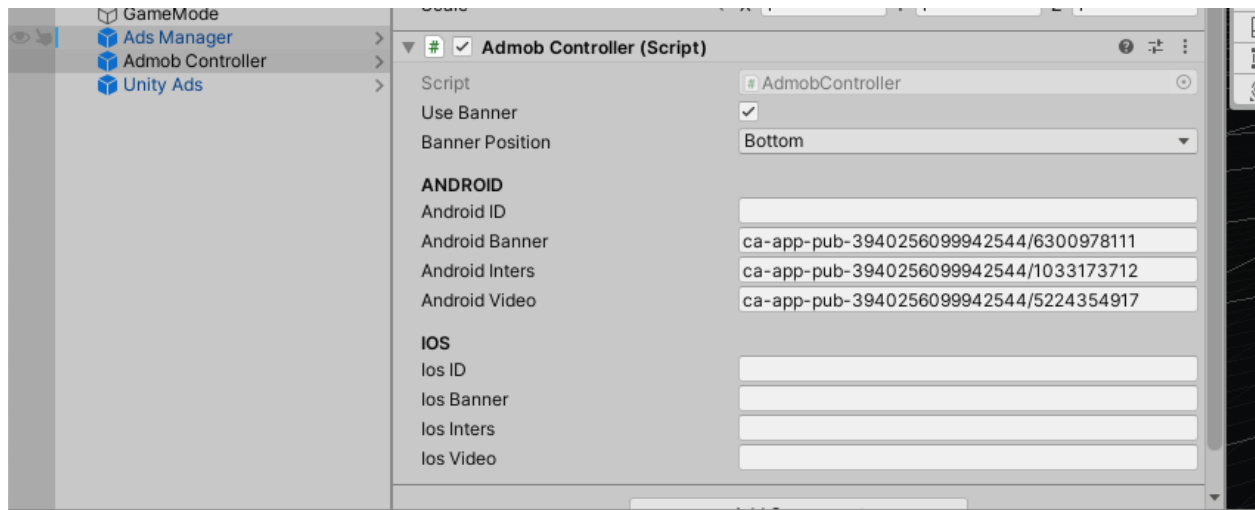https://drive.google.com/drive/folders/1fUixWmIVQoJD7OdEcxhRGrtA32WFULV
R?usp=sharing

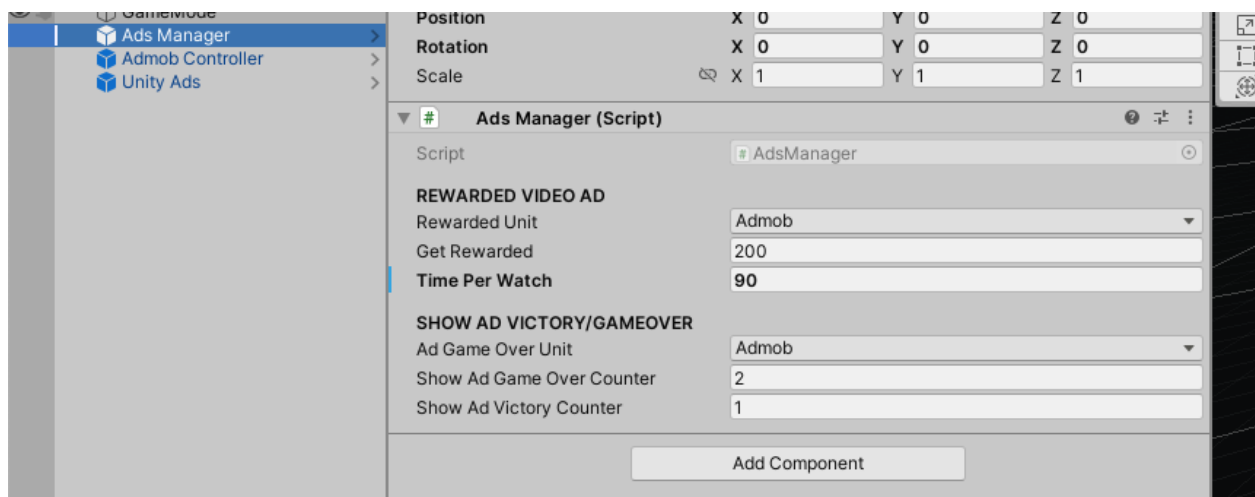b. Install Advertisement in the Package Manager if it show the "install" button

c. Drag and Drop all 3 prefab into the Menu scene

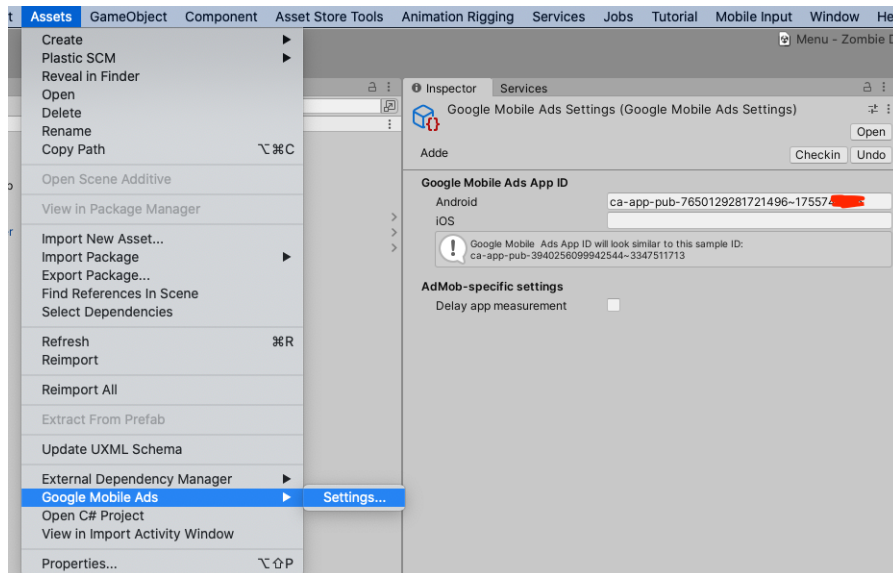d. Place your admob ID, Unity ID in the Admob Controller and Unity Ads object

	GameMode		
	Ads Manager	>	
	Admob Controller	>	
	Unity Ads	>	

Admob Controller (Script)

Script	# AdmobController
Use Banner	✓
Banner Position	Bottom

ANDROID

Android ID	
Android Banner	ca-app-pub-3940256099942544/6300978111
Android Inters	ca-app-pub-3940256099942544/1033173712
Android Video	ca-app-pub-3940256099942544/5224354917

IOS

Ios ID	
Ios Banner	
Ios Inters	
Ios Video	

	GameMode		
	Ads Manager	>	
	Admob Controller	>	
	Unity Ads		

Position	X -419.2828	Y -248	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Unity Ads (Script)

Script	# UnityAds

UNITY AD SETUP

UNITY_ANDROID_ID	44178
UNITY_IOS_ID	4735188
Is Test Mode	✓

Add Component

e. Set the Admob type and value to show ad in Ads Manager

	GameMode		
	Ads Manager	>	
	Admob Controller	>	
	Unity Ads	>	

Position	X 0	Y 0	Z 0
Rotation	X 0	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Ads Manager (Script)

Script	# AdsManager

REWARDED VIDEO AD

Rewarded Unit	Admob
Get Rewarded	200
Time Per Watch	90

SHOW AD VICTORY/GAMEOVER

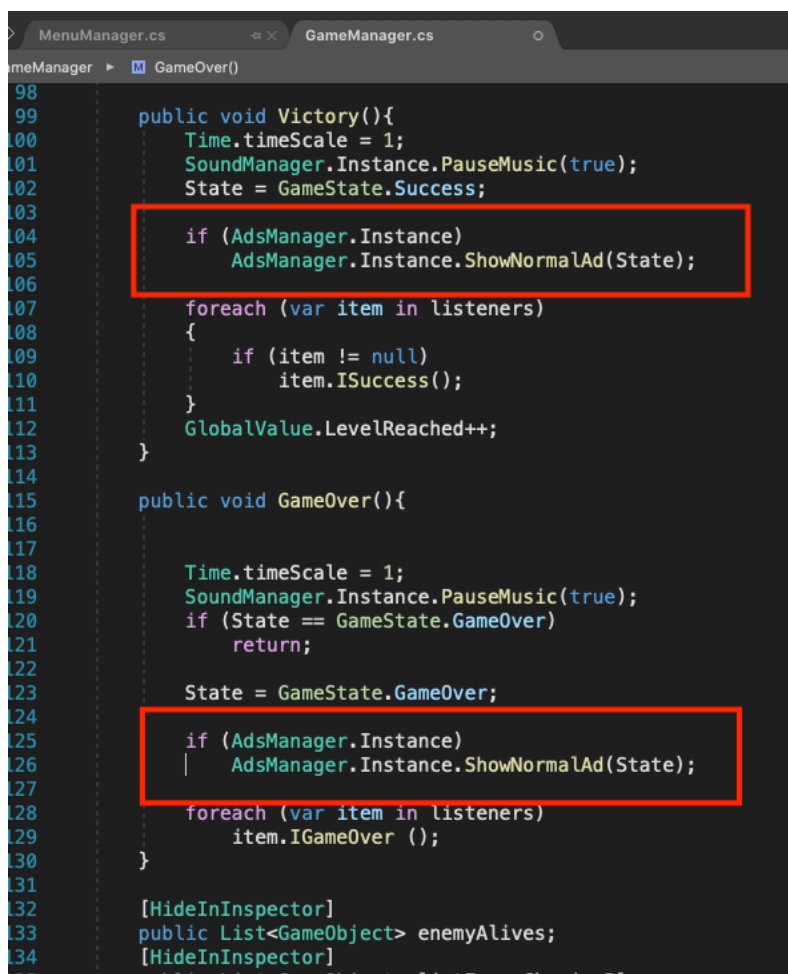| Ad Game Over Unit	Admob
Show Ad Game Over Counter	2
Show Ad Victory Counter	1

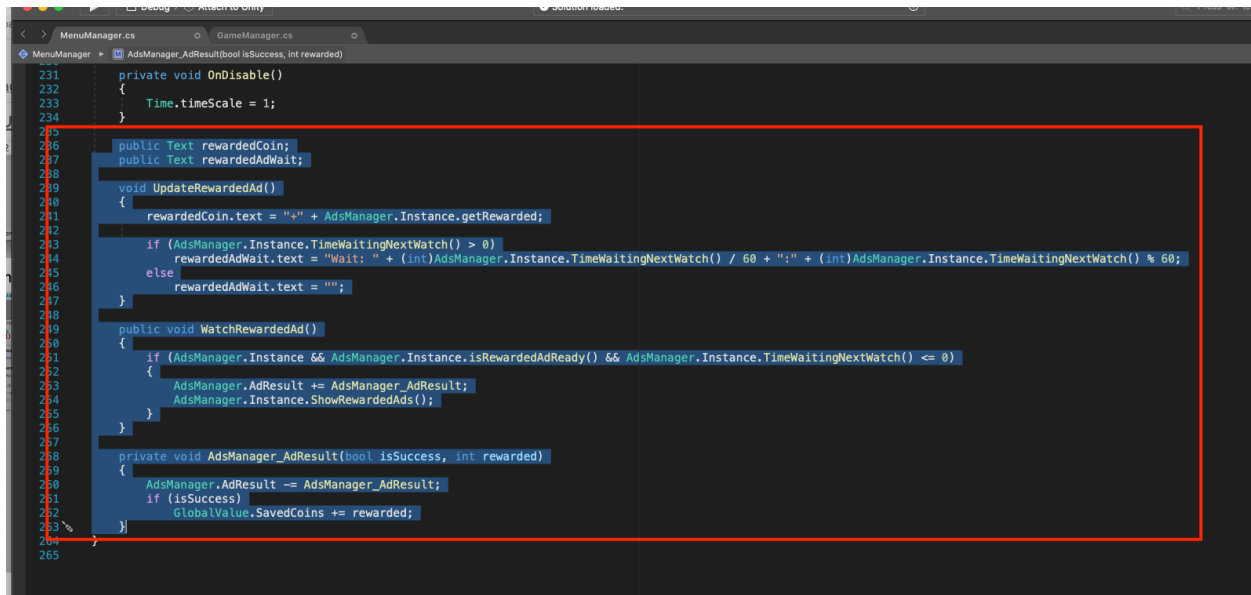Add Component

f. Set the Admob settings

g. Show Ad in GameManager

Open GameManager script and Uncomment the line of codes

h. Show Rewarded Ad
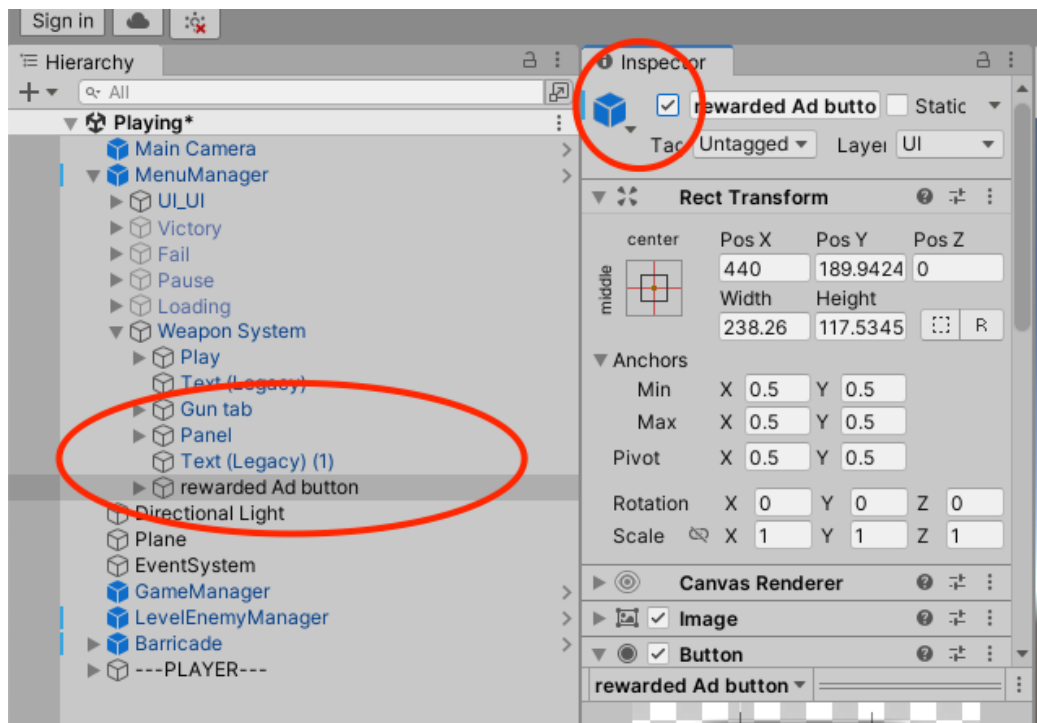
Open MenuManager script and Uncomment the line of codes

Enable the rewarded button

- **CONTACT**

If you have any questions please contact me: *aigame.contact@gmail.com*
Please rate my game if you like it.
Thank you for your purchase! Good luck!