



**USER GUIDE**

**THE WALLS  
TEMPLATE**

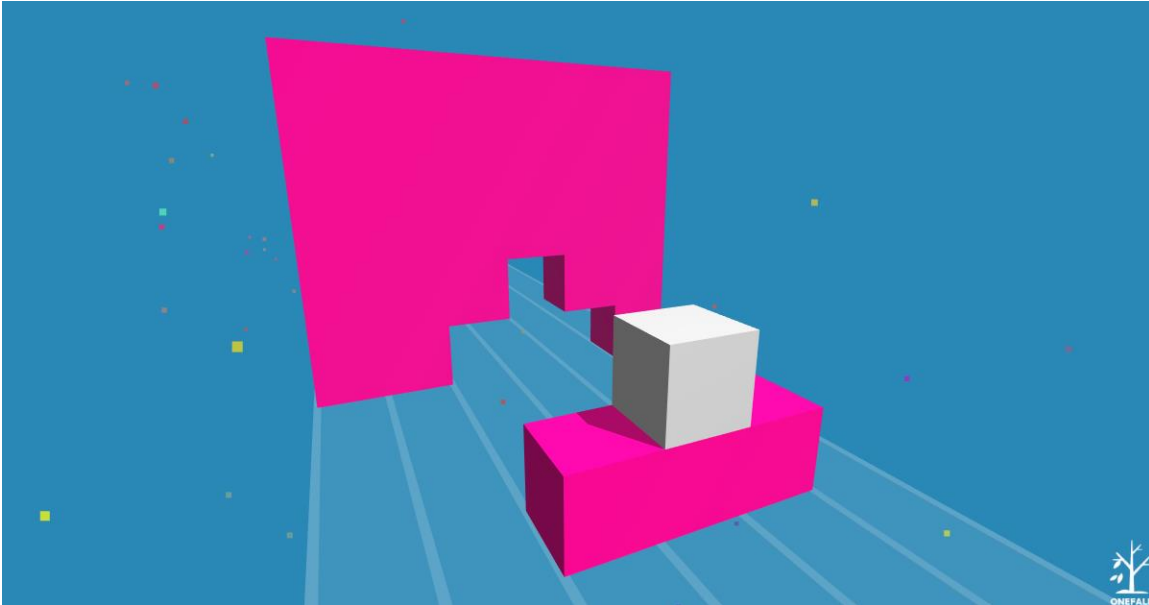
**Onefall Games**



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## I. INTRODUCTION



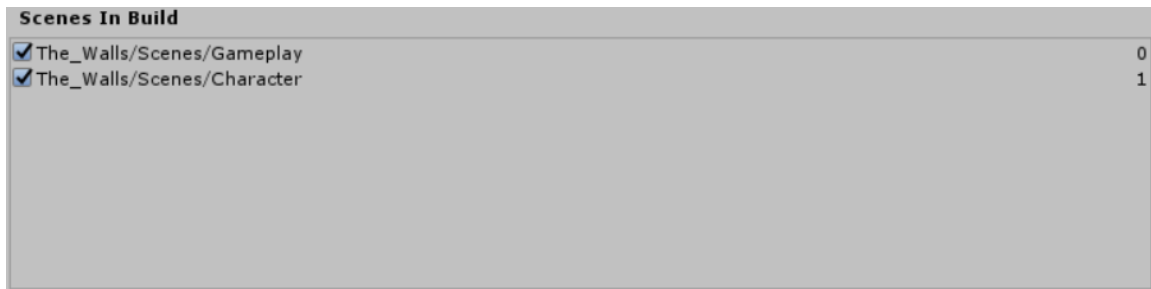
**The Walls** is an exciting endless runner game in which you find the gap in the wall, roll over the terrain and try to fit inside, avoid the crazy walls coming and try to collect coin to unlock new wall's type. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc! Some features:

- ❖ Addictive one-touch gameplay
- ❖ Daily reward system
- ❖ 15 built-in wall's type with cute cartoon style
- ❖ Unlock characters with coins
- ❖ Slow motion effects
- ❖ Multiple ad networks: Admob and Unity Ads
- ❖ Native share Android/IOS
- ❖ Facebook/Twitter share
- ❖ Free-to-use assets (fonts, sounds, music, model, etc.)
- ❖ Optimized for mobile
- ❖ Ready to publish out-of-the-box

## II. TEMPLATE SETUP

This template was designed for mobile (Android, IOS, Window Phone...) so after imported the package to unity, you need to switch to Android or iOS, or Window Phone.

The template contains two scenes. You need to start from scene Gameplay first.

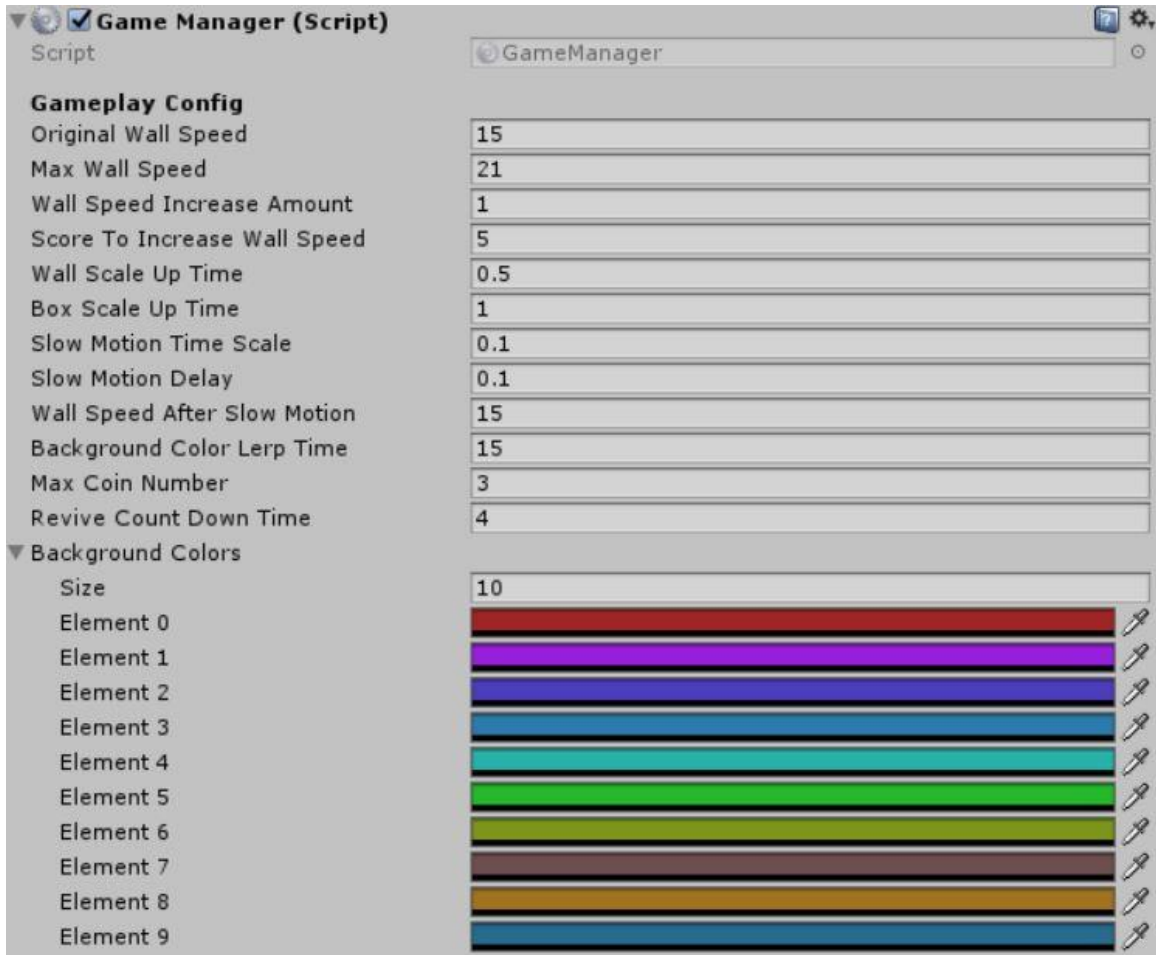


### III. TEMPLATE CUSTOMIZATION

#### 1. Gameplay Tweaking

##### *1.1. Game Manager*

Most of important gameplay parameters can be configured within the GameManager component which is attached to a game object also named GameManager in the hierarchy.



You can tweak the gameplay by modifying following variables:

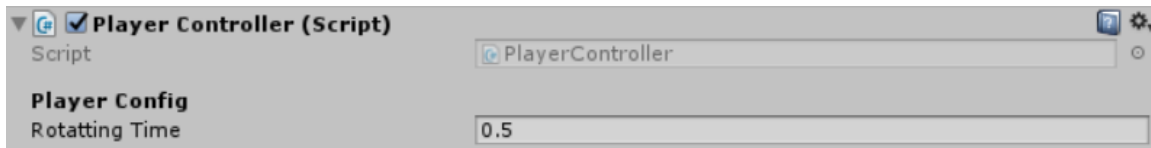
- ❖ *Original Wall Speed*: the original speed of the wall.
- ❖ *Max Wall Speed*: the maximum speed of the wall.
- ❖ *Wall Speed Increase Amount*: the increasing amount of wall speed.
- ❖ *Score To Increase Wall Speed*: the score that player need to achieve to increase wall's speed.
- ❖ *Wall Scale Up Time*: time to scale up the wall.
- ❖ *Box Scale Up Time*: time to scale up the box.
- ❖ *Slow Motion Time Scale*: time scale when player hit the wall (use for slow motion effect).
- ❖ *Slow Motion Delay*: the delay time between *Slow Motion Time Scale* and normal time scale (normal time scale is 1).
- ❖ *Wall Speed After Slow Motion*: speed of the wall after set time scale back to

normal which is 1.

- ❖ *Background Color Lerp Time*: time for lerp background colors.
- ❖ *Max Coin Number*: the maximum number of coins.
- ❖ *Revive Count Down Time*: the counting down time for revive feature.
- ❖ *Background Colors*: the color array of background.

### 1.2. Player Controller

The Player object in the hierarchy contains a PlayerController component, in which you can customize the player (main character) behavior.

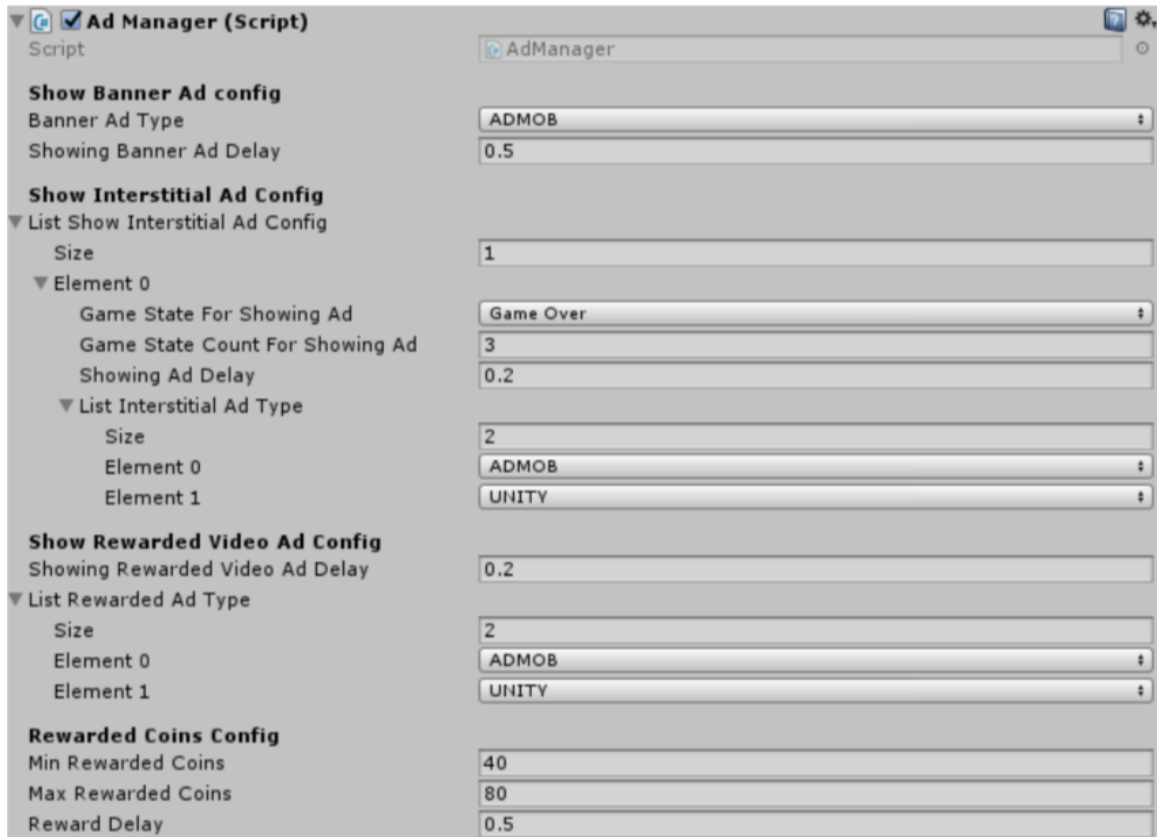


- ❖ *Rotating Time*: time for rotate player.

## 2. Advertisement

### 2.1. Ad Manager

The AdManager object in hierarchy of scene Gameplay contains AdManager component, in which you can customize which type of ads you want to use and how you want to show the ads.



**Show Banner Ad Config:** this is the section where you can control which type of banner ad you want to show. Currently, the template support for 2 banner ad type: Admob and Unity Ads.

- ❖ *Banner Ad Type:* the type of banner ad you want to show. (Unity Ads just released Unity Monetization 3.0 which included Banner Ad, but seems like it still unstable, so I recommend using Admob for banner ad).
- ❖ *Showing Banner Ad Delay:* delay time to show banner ad.

**Show Interstitial Ad Config:** this is the section where you can control which type of interstitial ad you want to show and how you want to show it. Currently, the template support for 2 interstitial ad type: Admob and Unity Ads.

- ❖ *List Show Interstitial Ad Config:* this is the list contains all the config parameters of showing interstitial ad.
  - *Game State For Showing Ad:* the game state you want to show the ad.
  - *Game State Count For Showing Ad:* the number of game state that the game go through to show ad. Example: if the value is 2 and *Game State For Show Ad* is Game Over, that mean the ad will show up after 2 times of game over.
  - *Show Ad Delay:* the delay for showing the ad.
  - *List Interstitial Ad Type:* the list of interstitial ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity interstitial ad.

**Show Rewarded Video Ad Config:** this is the section where you can control which type of rewarded video ad you want to show and how you want to show it. Currently, the template support for 2 rewarded video ad type: Admob and Unity Ads.

- ❖ *Showing Rewarded Video Ad Delay:* the delay time for showing rewarded video ad.
- ❖ *List Rewarded Ad Type:* the list of rewarded video ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity rewarded video ad.

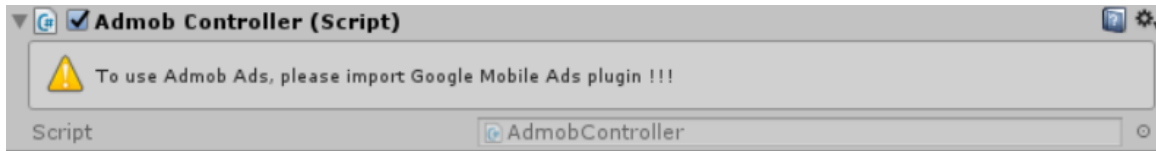
**Rewarded Coins Config:** this is the section where you can config how many coins will be rewarded after user watch the rewarded ad.

- ❖ *Min Rewarded Coins & Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized between these two values.
- ❖ *Reward Delay:* the delay time to show rewarded video.

## 2.2. Admob Controller

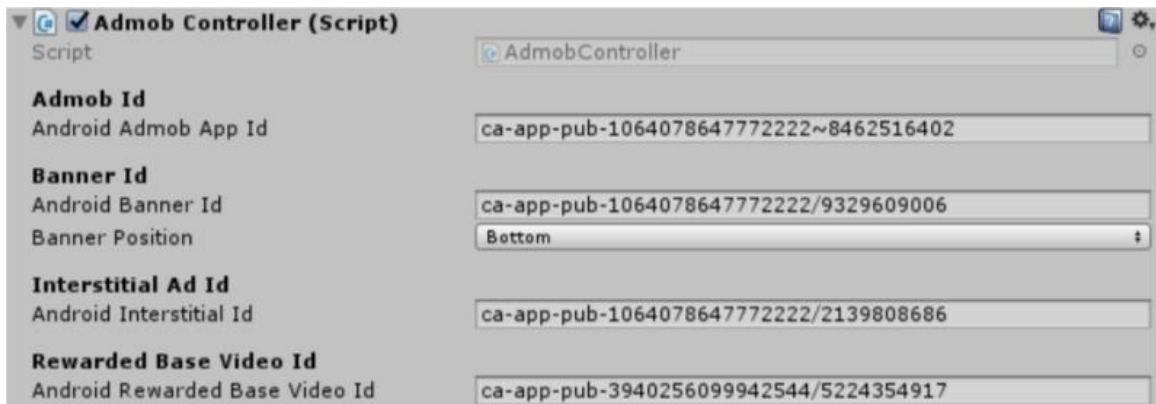
The AdManager object in hierarchy of scene Gameplay contains AdmobController component, in which you can customize parameters like admob id, ad units...





As you can see in the image, there's no option to change ads units because the template did not have google mobile ads plugin included, so if you want to use Admob, please go to this [link](#), download the latest version of google mobile ads and import it into the project.

After imported the plugin, select AdManager object in the hierarchy, wait for few seconds for the project rebuild and you will see this.

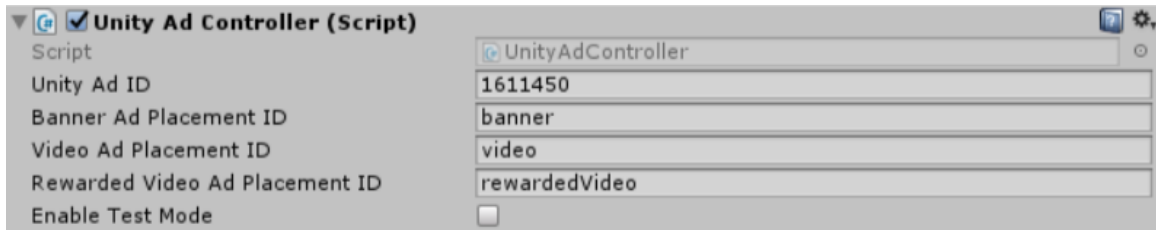


Now you can config admob id and all the ad units as you want. Currently, the platform using is Android, that why all the ids in the image showing for Andoid, of course it will show the ids for iOS when you switch the build platform to iOS.

- ❖ *Android Admob App Id*: the android id of your admob app.
- ❖ *Android Banner Id*: the banner ad unit of your admob app.
- ❖ *Banner Position*: the position of the banner ad.
- ❖ *Android Interstitial Id*: the interstitial ad unit of your admob app.
- ❖ *Android Rewarded Base Video Id*: the rewarded ad unit of your admob account.

### 2.3. Unity Ad Controller

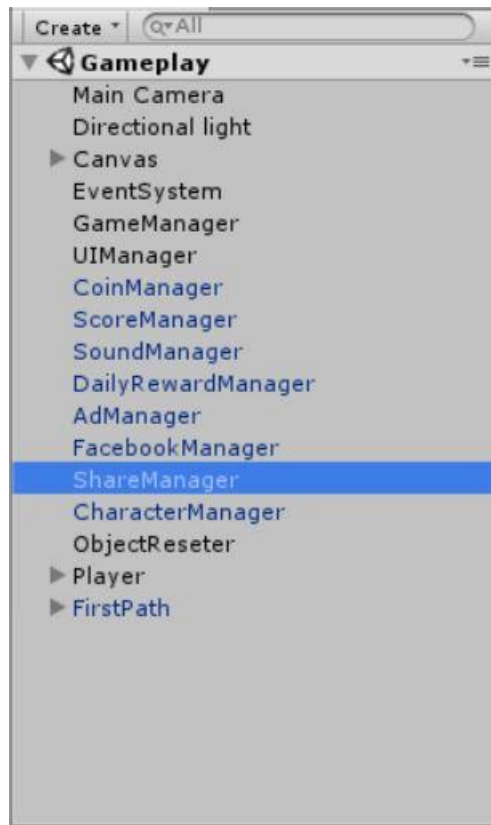
The template already had unity ads sdk included, so you don't need to import any thing else to use unity ads, just put your project id and your placement ids and you will good to go.



- ❖ *Unity Ad ID*: the id of your unity ad project. You can find all of your ad projects [here](#).
- ❖ *Banner Ad Placement ID*: the banner ad placement id of your ad project.
- ❖ *Video Ad Placement ID*: the video ad placement id of your ad project.
- ❖ *Rewarded Video Ad Placement ID*: the rewarded video ad placement id of your ad project.

### 3. Share Manager

All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot's name, text, subject and url...You can config these features from the ShareManager object in the hierarchy.



The screenshot shows a web-based configuration interface titled "Share Manager (Script)". It contains three main sections for configuring sharing options:

- Native Sharing Config:**
  - Screenshot Name: screenshot.png
  - Share Text: Can you beat my score!!!
  - Share Subject: Share Via
  - App Url: https://play.google.com/store/apps/details?id=com.onefall.HeavenStairs
- Twitter Sharing Config:**
  - Twitter Address: http://twitter.com/intent/tweet
  - Text To Display: Hey Guys! Check out my score:
  - Tweet Language: en
- Facebook Sharing Config:**
  - Fb App ID: 1013093142200006
  - Caption: Check out My New Score:
  - Picture Url: http://i-cdn.phonearena.com/images/article/85835-thumb/Google-Pixel-3-
  - Description: Enjoy Fun, free games! Challenge yourself or share with friends. Fun and

### Native Sharing Config:

- ❖ *Screenshot Name*: the name of screenshot for sharing feature.
- ❖ *Share Text*: the text for sharing feature.
- ❖ *Share Subject*: the subject for sharing feature.
- ❖ *App Url*: the url of the app (Google Play on Android and App Store on IOS).

### Twitter Sharing Config:

- ❖ *Twitter Address*: address of your twitter account.
- ❖ *Text To Display*: the text you want to display in the tweet.
- ❖ *Tweet Language*: language of the tweet you want to share.

### Facebook Sharing Config:

- ❖ *Fb App ID*: the id of your facebook app.
- ❖ *Caption*: the caption in your status.
- ❖ *Picture Url*: url of the picture you want to share. If you don't want to share pictures or just don't have any picture's url to share, leave this field empty.
- ❖ *Description*: the description you want to share.

## 4. Daily Reward Feature

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardManager* object in the hierarchy.



- *Reward Hours, Minutes and Seconds*: the amount of time until the next reward.
- *Min Reward Value & Max Reward Value*: the actual rewarded coins will be randomized between these two values

## 5. Adding More Characters

Endless Missiles is already packed with 15 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

- Create a character model.
- Navigate to *Assets/The\_Walls/Prefabs/Gameplay/Characters* and duplicate one of the available character prefabs.
- Change the name of the prefab to a preferred one.
- Replace the *MeshFilter* in the *MeshRenderer* component of the children with your new sprite.
- Replace the *Material* in the *MeshRenderer* component of the children with your new material.
- Enter the character name and price to the *CharacterInfo* component. Check the *isFree* box if you want to give out this character for free (it will be automatically unlocked).
- Resize the character array in *CharacterManager* game object then drag the new character to it and hit *Apply* to save changes to its prefab.

Now the new character has been added and ready to use in game! You will see it listed in the *CharacterSelection* scene.

\* **IMPORTANT:** the new character's name must not repeat any existing character name.

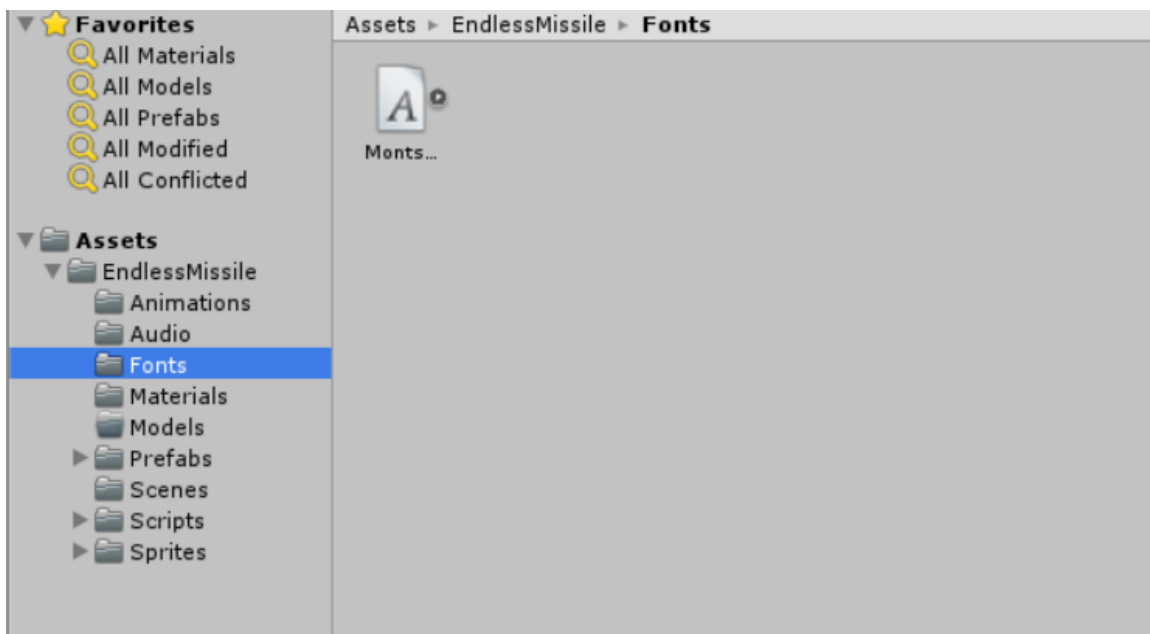
## 6. Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites/UI* folder. You can replace them with your own sprites to modify

the UI as you like.

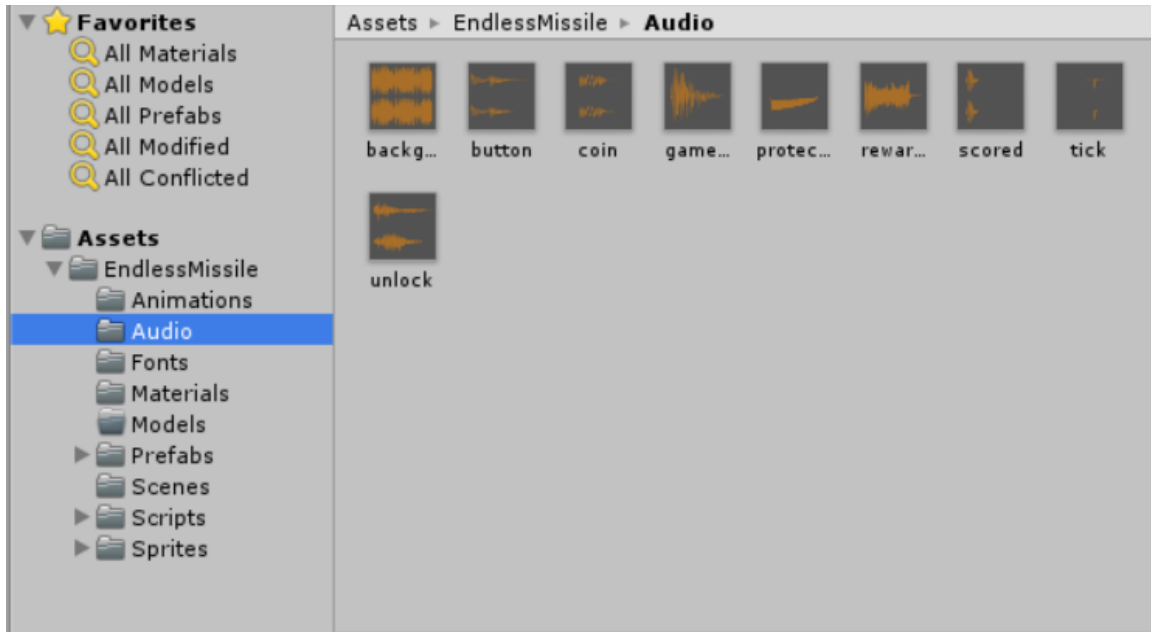


All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.



## 7. Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.



THANK YOU AND GOOD LUCK WITH YOUR GAMES!