Totem Hunter

Totem hunter is a fun little addicting one tap game in which you need to break the totems from a stack of different totems. There are various cute little and different totems and you need to break them but also need to avoid some totems. Totems with wings aren't your friend, they need you not to be on their side or they'll leave your head shut open. Breaking each totem will give you a point. Play with friends and share your score. Unlock google play achievements and stand high on leaderboard among your friends and other player from all across the globe.

We are providing complete source code with all arts and graphics used in the game. Moreover all source vector AI files of all totems used in this game and Achievement source PSD Files are also available to purchase separately so that if you want you can modify or tweak the original graphics as per your liking. Sounds are also provided and you can use them in your own game. Google Play Leaderboards and achievements are used in this game. The game is also bundled with Ads from Admob Ad Network. Just place your Ads IDs and start earning from your very great Addicting Game of yours. Everything and code is in place, you just need to import the SDK and then you can get the Ads and Leaderboard.

The only thing that is watermarked is app Icon. Please refer to our totem graphics pack so that you can create your own app Icon for launching the game.

Getting Started

For enabling Google Play Game services and Google Mobile Ads, first of all click to open Windows>TotemHunter to open Editor Menu from where you can turn on and off Google Play Game Services and Google Admob ads for your build platforms.

1.Please download Google Mobile Ads Plugin from the Following URL.

https://github.com/googleads/googleads-mobile-unity/releases

Import it in the project by clicking Assets>Import Package> Custom Package and browse to directory where you downloaded Unity Package For Google Admob.

2. Download Google Play Game Services Plugin from the following URL.

https://github.com/playgameservices/play-games-plugin-for-unity/tree/master/current-build

Import it in the project by clicking Assets>Import Package> Custom Package and browse to directory where you downloaded Unity Package For Google Play Game Services.

Now open Scene named "game" available in TotemSmashDash Directory. Add it in the build setting if not already added. Hit Play and start running projects.

For Instructions about how to setup and use Google Play Game Services Please visit the following link https://github.com/playgameservices/play-games-plugin-for-unity

The steps are very simple and easy to perform. Just copy your resource for Developer portal and you are good to go. You can do all this when you need to build your app on iOS or Android. Testing in Editor is fully possible.

For changing Ads ID Please See Script AdsManager. In this script you'll need to put your own Ads IDs to get ads from your own account. The place to look for adding Ads IDs is methods called RequestBanner and RequestInterstitial.

You can look for Graphics Sources in directory GraphicsSources. There are folder named AI that contains AI files of totems and character's body parts, Folder named PSD has an adobe photoshop file for all achievements, Folder named PNG has all achievements available as PNG.

Help and Support

Feel Free to contact us. We will be happy to respond you as soon as possible and also rate our assets and support us in building new and improved games and games' assets.

Email: info.curioassets@gmail.com

Facebook: https://www.facebook.com/CurioAssets/