USER GUIDE

BLASTY SHOOTING

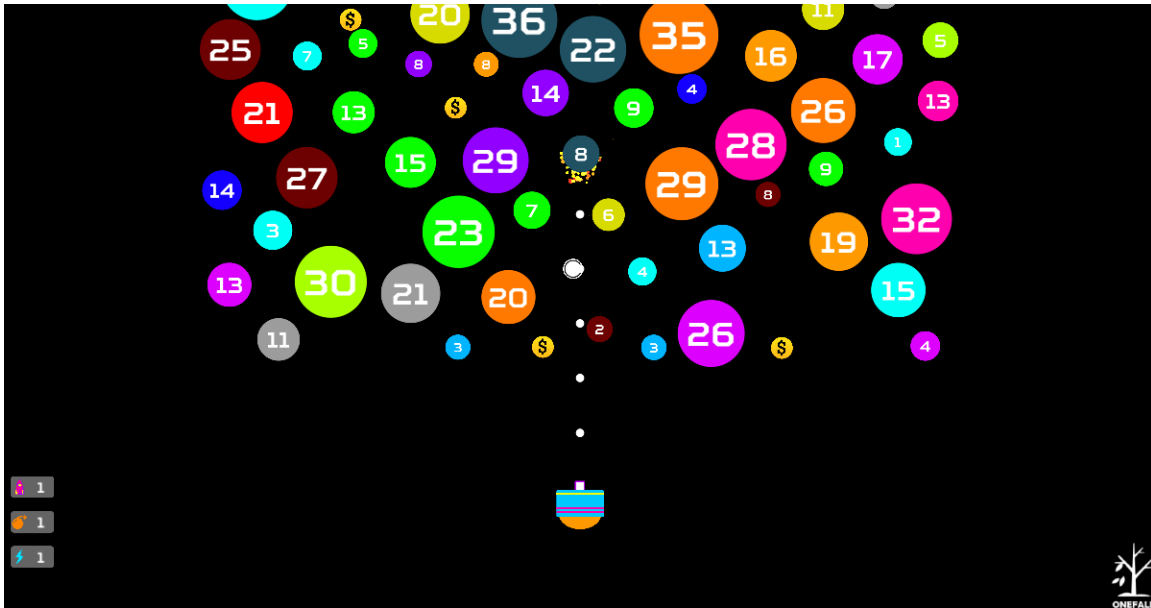## Onefall Games

Table of Contents

I. INTRODUCTION

Blasty Shooting is an exciting endless shooter game in which you touch and hold screen to control the plane flying around. Try to shoot the ball and don't let them go through, collect coins to unlock new plane, upgrading shooting speed and bullet speed. 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:
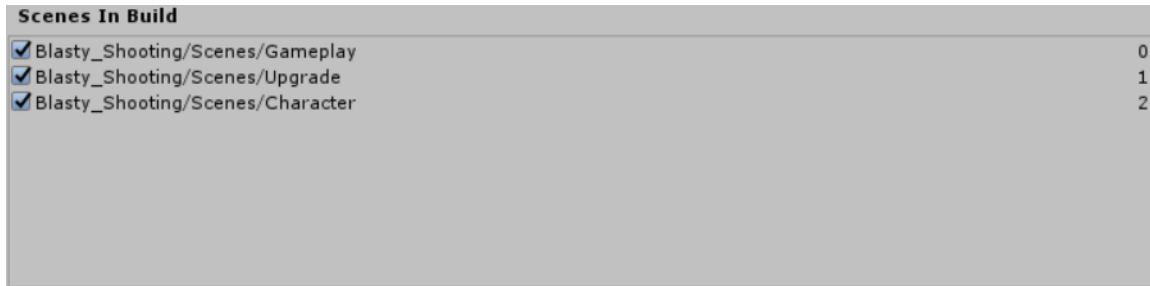
- ❖ Addictive endless shooting gameplay
- ❖ Daily reward system
- ❖ Upgrade shooting speed and bullet speed with coins
- ❖ Revive system
- ❖ Watch ad for coins
- ❖ 10 characters, easy to add more characters
- ❖ Free-to-use assets (fonts, sounds, music, model, etc.)
- ❖ Multiple ad networks: Admob and Unity Ads
- ❖ Native share Android/IOS
- ❖ Facebook/Twitter share
- ❖ 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.

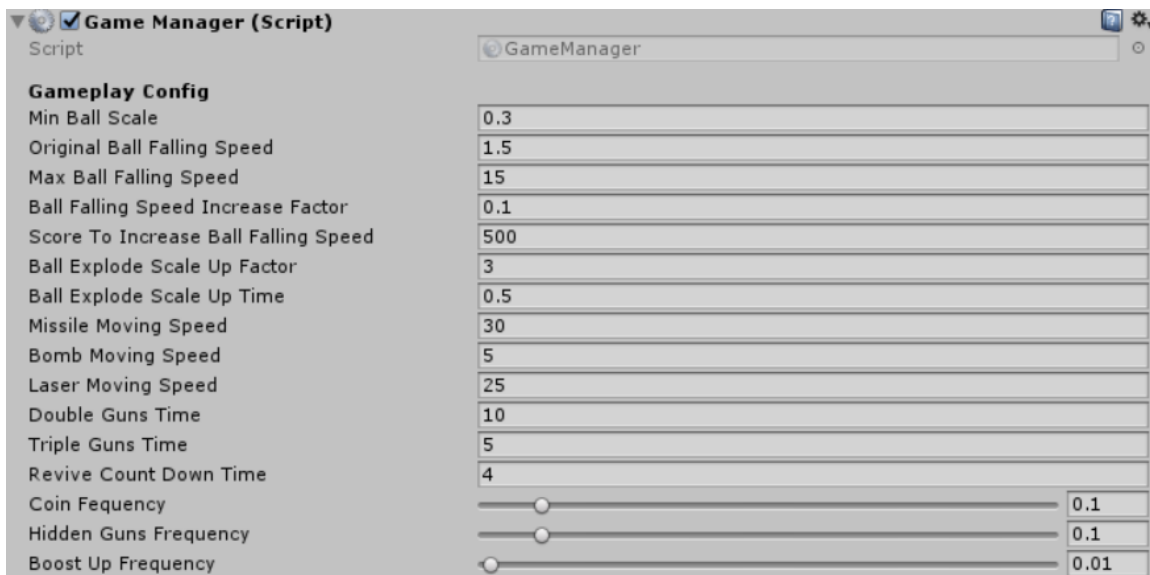The template contains three scenes. You need to start from scene Gameplay first.

Scenes In Build

☑ Blasty_Shooting/Scenes/Gameplay	0
☑ Blasty_Shooting/Scenes/Upgrade	1
☑ Blasty_Shooting/Scenes/Character	2
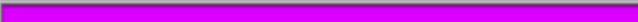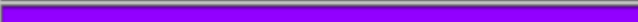
III.   TEMPLATE CUSTOMIZATION

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.

▼ ☑ **Game Manager (Script)**

Script	GameManager
Gameplay Config	
Min Ball Scale	0.3
Original Ball Falling Speed	1.5
Max Ball Falling Speed	15
Ball Falling Speed Increase Factor	0.1
Score To Increase Ball Falling Speed	500
Ball Explode Scale Up Factor	3
Ball Explode Scale Up Time	0.5
Missile Moving Speed	30
Bomb Moving Speed	5
Laser Moving Speed	25
Double Guns Time	10
Triple Guns Time	5
Revive Count Down Time	4
Coin Fequency	0.1
Hidden Guns Frequency	0.1
Boost Up Frequency	0.01

▼ Ball Number Config	
Size	4
▼ Element 0	
Min Scale	0.3
Max Scale	0.5
Min Number	1
Max Number	5
▼ Element 1	
Min Scale	0.5
Max Scale	0.7
Min Number	5
Max Number	10
▼ Element 2	
Min Scale	0.7
Max Scale	0.9
Min Number	10
Max Number	20
▼ Element 3	
Min Scale	0.9
Max Scale	1
Min Number	20
Max Number	25
▼ Ball Colors	
Size	15
Element 0	
Element 1	
Element 2	
Element 3	
Element 4	
Element 5	
Element 6	
Element 7	
Element 8	
Element 9	
Element 10	
Element 11	
Element 12	
Element 13	
Element 14	

You can tweak the gameplay by modifying following variables:

❖ *Min Ball Scale*: the minimum scale of the ball.

❖ *Original Ball Falling Speed*: the first falling speed of the ball.

❖ *Max Ball Falling Speed*: maximum falling speed of the ball.

❖ *Ball Falling Speed Increase Factor*: the increasing factor of ball falling speed.

❖ *Score To Increase Ball Falling Speed*: the score to increase ball falling speed. Every time user reached the score that divide for this value, falling speed of the ball is increase (500, 1000, 1500…).

❖ *Ball Explore Scale Up Factor*: the scale up factor of ball explore effect.

❖ *Ball Explore Scale Up Time*: the scale up time of ball explore effect.

❖ *Missile Moving Speed*: moving up speed of the missile.

❖ *Bomb Moving Speed*: moving up speed of the bomb.

❖ *Laser Moving Speed*: moving up speed of the laser.

❖ *Double Guns Time*: the time that player can use double guns.

❖ *Triple Guns Time*: the time that player can use triple guns.

❖ *Revive Count Down Time*: the counting down time for revive.

❖ *Coin Frequency*: the frequency to create coin.

❖ *Hidden Guns Frequency*: the frequency to create hidden guns item. Hidden guns item can unlock double guns or triple guns for player to use.

❖ *Boost Up Frequency*: the frequency to create boost up items (missile, bomb and laser).

❖ *Ball Number Config*:

- *Min Scale & Max Scale:* the minimum and maximum scale to check ball scale. The scale of the ball will be randomized between 1 and *Min Ball Scale* value.
- *Min Number & Max Number:* the minimum and maximum number of the mall. The actual number will be randomized between this two values base on the *Min Scale & Max Scale.*

❖ *Ball Colors:* color array of the ball, the actual color will be randomized by this array.

1.2. *Player Controller*

The Player object in the hierarchy contains a PlayerController component, in which you can customize the player (main character) behavior.
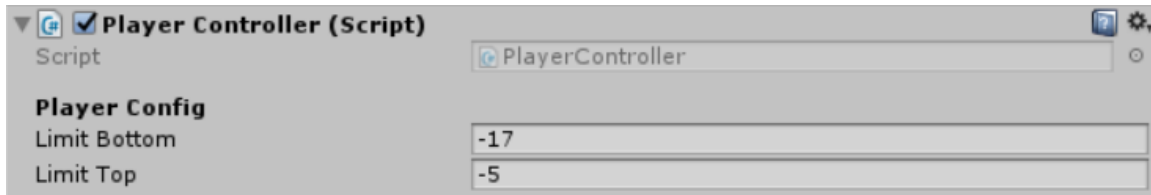
❖ *Limit Bottom*: the limited bottom position of the player.
❖ *Limit Top*: the limited top position of the player.

1.3. Items Manager

The ItemsManager object in the path Assets/Blasty_Shooting/Prefabs/Gameplay/ItemsManager contains ItemsManager component, in which you can customize the default value of these item.
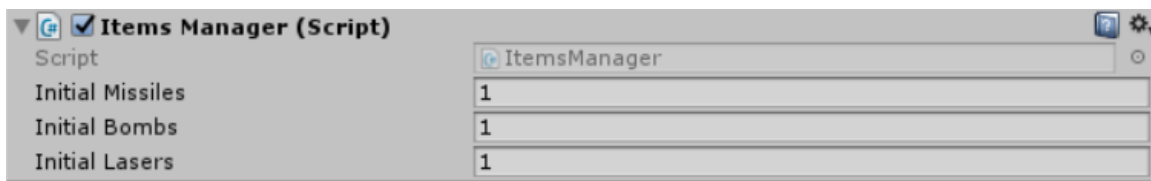
❖ *Initial Missiles:* the default value of missile item.
❖ *Initial Bombs:* the default value of bomb item.
❖ *Initial Lasers:* the default value of laser item.

1.4. Upgrade Controller

UpgradeController contains values that allow you config parameters for upgrading shooting speed and bullet speed. Go to Assets/Blasty_Shooting/Scenes double clicks to Upgrade scene. UpgradeController component is attached to game object also named UpgradeController in Hierarchy.
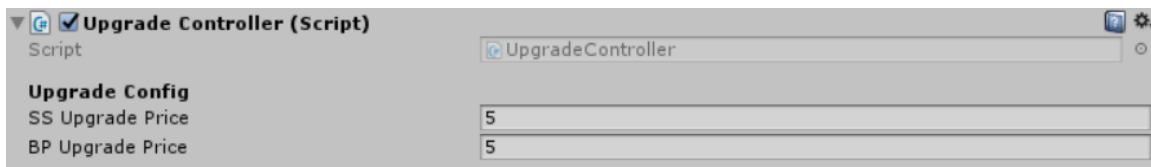
❖ *SS Upgrade Price:* the price for upgrading shooting speed.
❖ *BP Upgrade Price:* the price for upgrading bullet speed.

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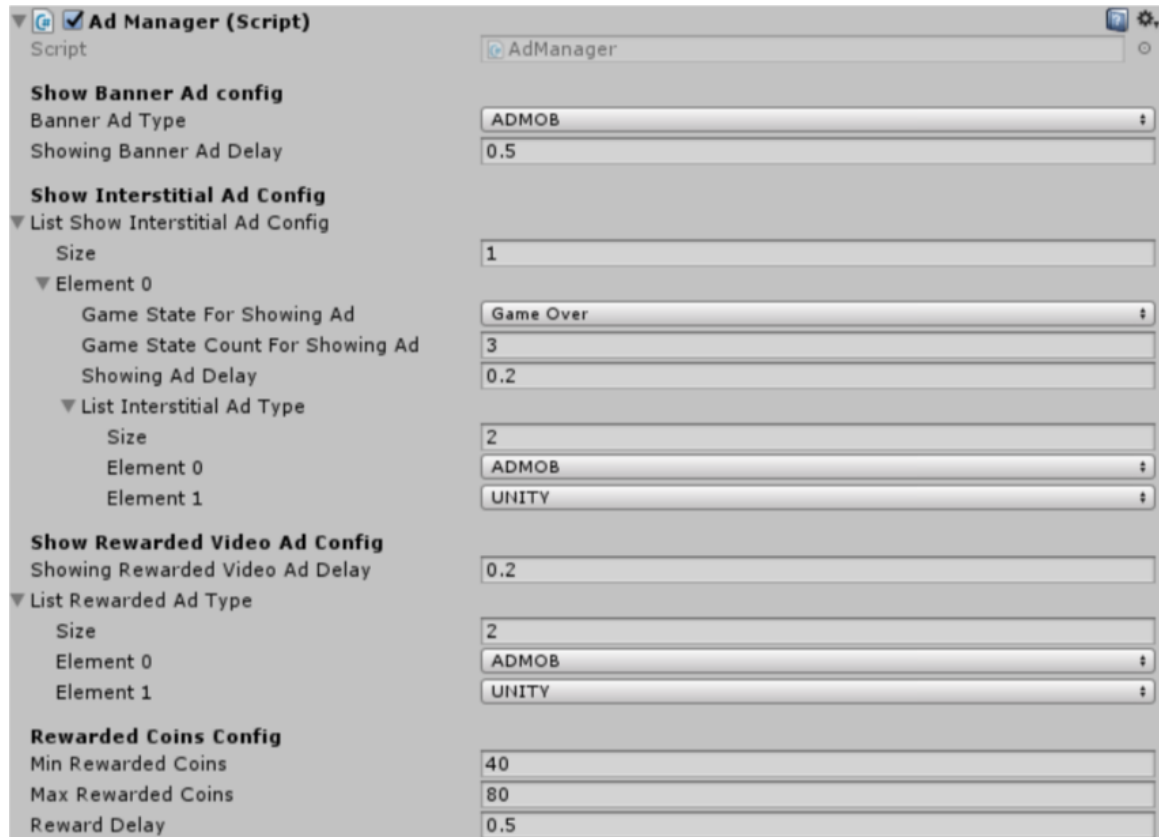
Show Banner Ad Config: this is the section where you can control which type of banner ad you want to show. Currently, the template support for 2 banner ad type: Admob and Unity Ads.

- ❖ *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 how 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 how 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

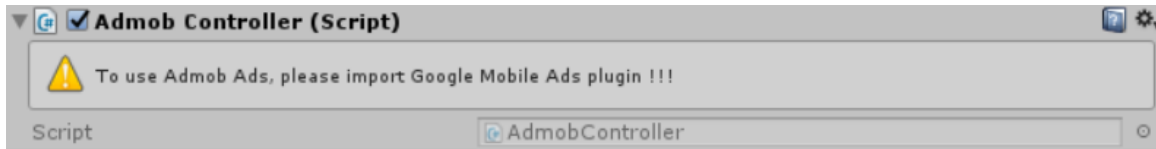The AdManager object in hierarchy of scene Gameplay contains AdmobController component, in which you can customize parameters like admob id, ad units...

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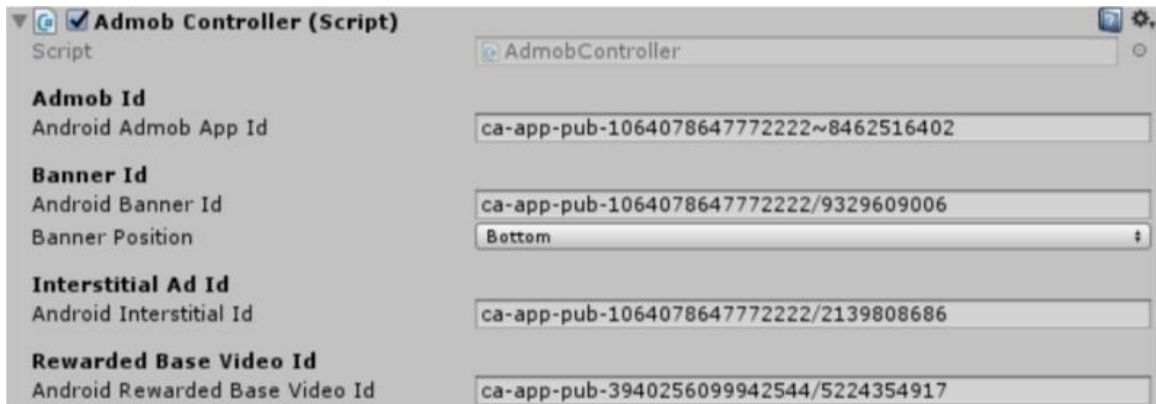
Now you can config admob id and all the ad units as you want. Currently, the platform using is Android, that why all the ids in the image showing for Andoid, of course it will show the ids for iOS when you switch the build platform to iOS.

❖ *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.
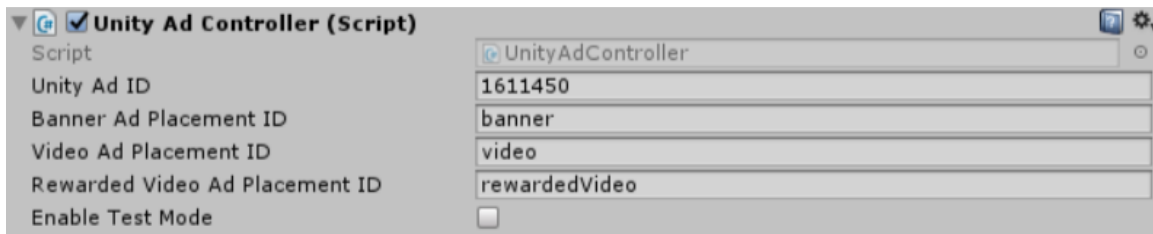
- ❖ *Unity Ad ID:* the id of your unity ad project. You can find all of your ad projects here.
- ❖ *Banner Ad Placement ID:* the banner ad placement id of your ad project.
- ❖ *Video Ad Placement ID:* the video ad placement id of your ad project.
- ❖ *Rewarded Video Ad Placement ID:* the rewarded video 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.
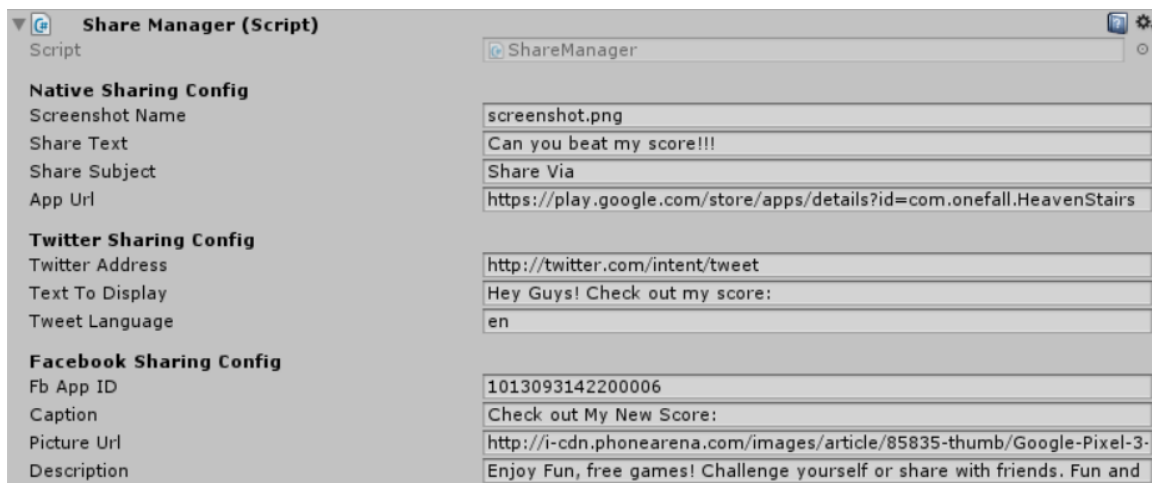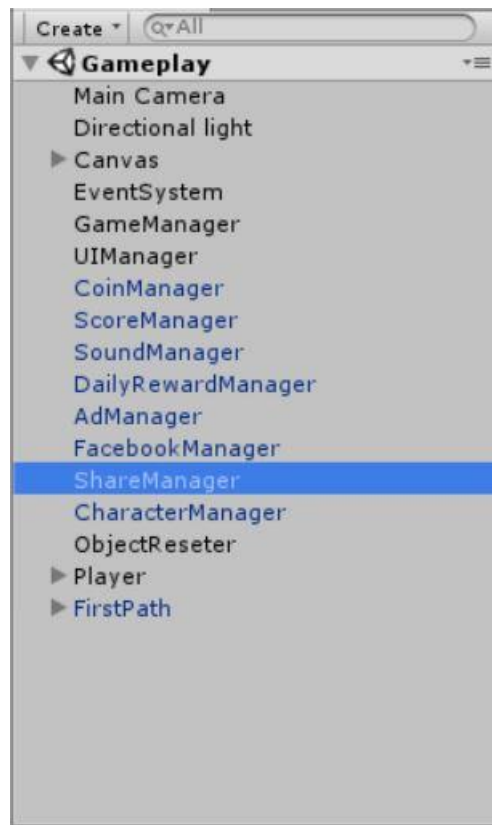
Native Sharing Config:

- ❖ *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 10 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

❖ Create a character model.

❖ Navigate to *Assets/Blasty_Shooting/Prefabs/Gameplay/Characters* and duplicate one of the available character prefabs.

❖ Change the name of the prefab to a preferred one.

❖ Replace the *Sprite* in the *SpriteRenderer* component of the children with your

new sprite.

❖ Reset *PolygonCollider* conponent of the character prefab.

❖ 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 *Character* 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.
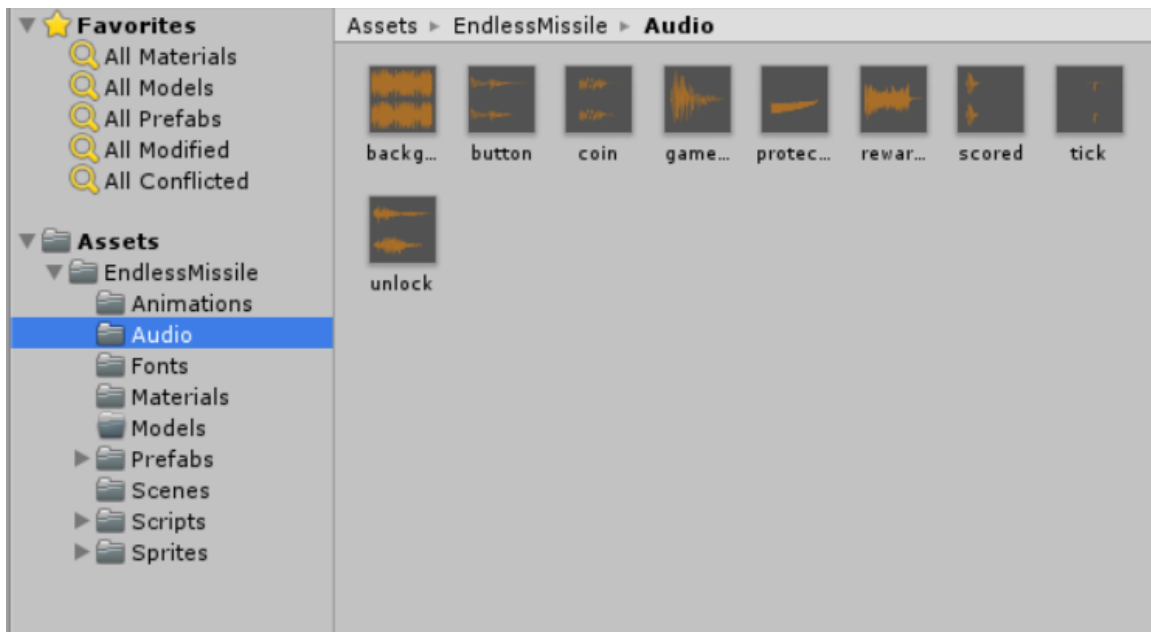

All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.
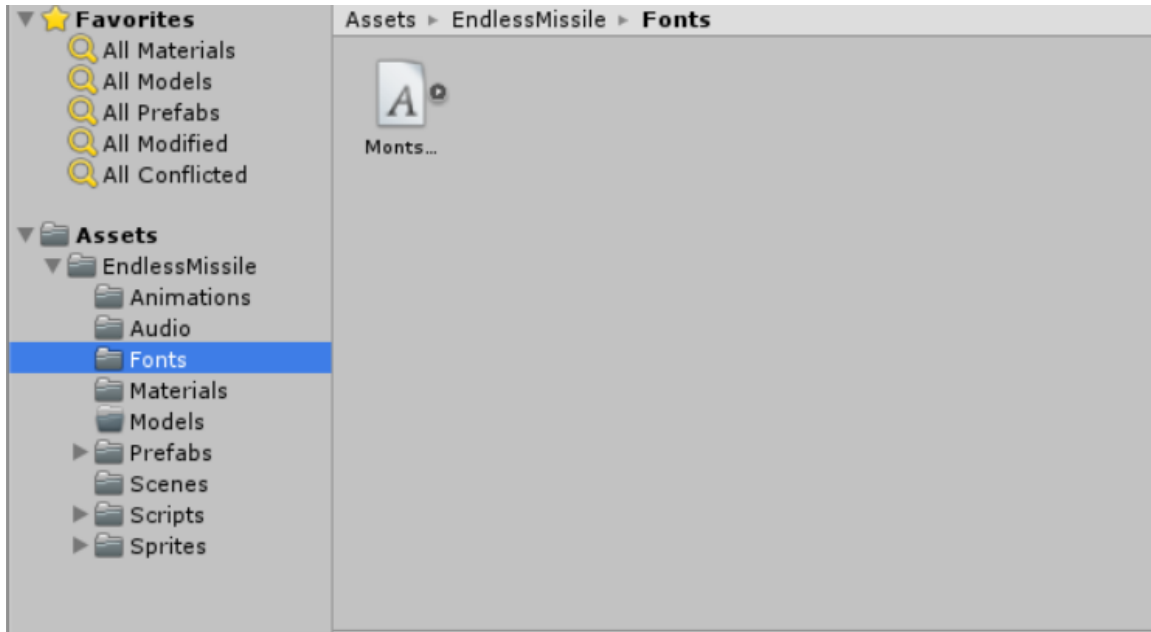
7.   Sounds

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!