

Kong Hero 4.0

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If you like this game, please review it, I appreciate it ;)

I. Introduce gameplay and features

Let's take adventure and help a little kong fight against the alien monsters.

Simple gameplay, nice graphic, funny monsters and sound, classical controller, very funny and very interesting, you can help him slide, jump, fire, attack

FEATURES:

- + 4 Worlds
- + 36 Levels
- + 4 Big Bosses
- + 4 Players
- + Shop system
- + Nice sound and graphics
- + Classic platform game controller
- + Easy to reskin with sprite sheet
- + Addictive gameplay
- + Total C#, Easy to play, easy to learn, easy to reskin

TUTORIAL VIDEO ONLINE

I. **Gameplay**

1. Add Platformer: <https://youtu.be/wKUuoAXqazI>
2. Add Block: <https://youtu.be/g04Sx7XBpAs>
3. Add helper: <https://youtu.be/wt3KmWLWklc>
4. Add Items: <https://youtu.be/OAXrpFymkRM>
5. Checkpoint and Camera Bound: <https://youtu.be/hjfsQCJYz8>
6. Add Monsters: <https://youtu.be/tmOsyj8m268>
7. Add new world: <https://youtu.be/1vsNF1iEht8>
8. Add new level: <https://youtu.be/QlwGDpcjKiQ>

II. Reskin character

1. ReskinMonster: <https://youtu.be/19RXDRdI2Zc>
2. Reskin Hero: https://youtu.be/U_PO7BTetA0

III. TUTORIAL

1. Game Editor



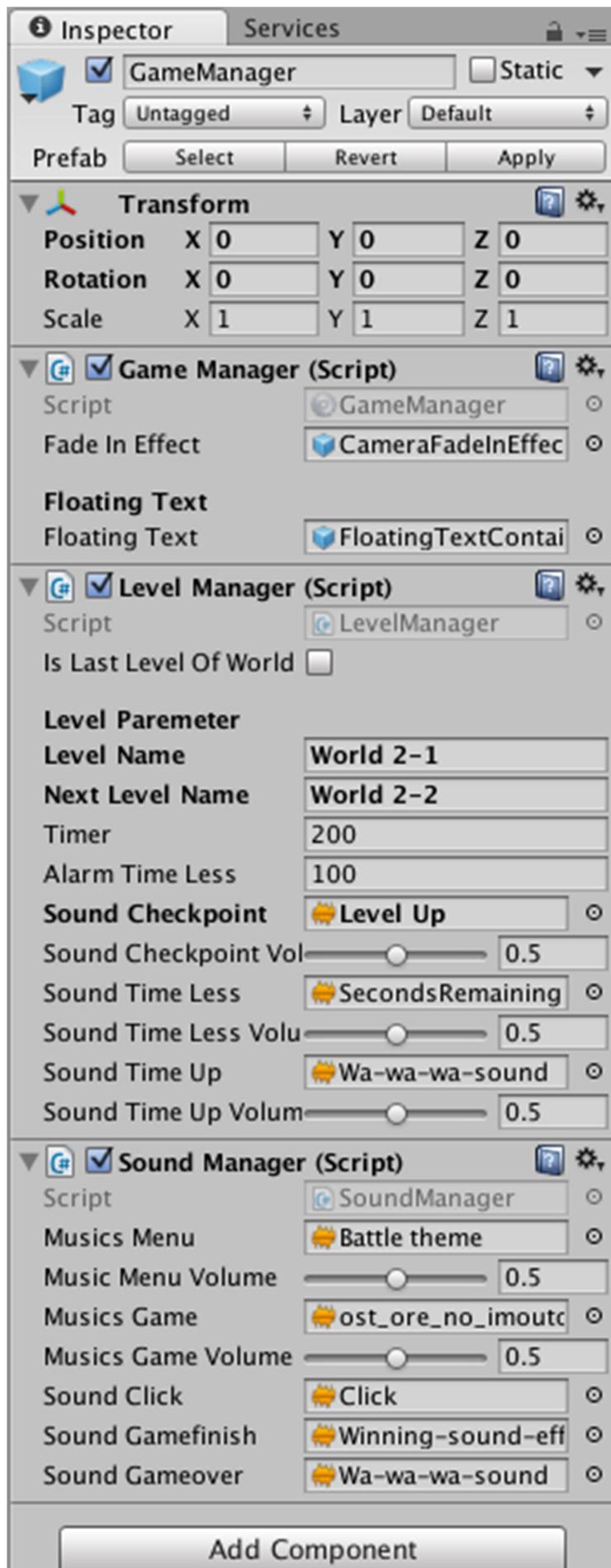
2. Game Controller

Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Resource:** Holds all the prefabs used in the game. These are distributed to various folders for easier access.
- **Scenes:** The first scene that runs in the game is Menu. From this scene you can get to the Game scene and goto levels.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Audio:** Holds all the sounds used in the game. Jump, Click, etc
- **Sprite:** Holds all the textures used in the game which are used as sprites in Unity.

Main Controller gameplay:

a. Game Manager



GameManager script control game state, store score, best score and Fail function. You can call the function directly.

Game Manager script:

- **Fade in Effect:** the effect of camera come from black to white.
- **Floating Text:** floating text score on screen

Level Manager:

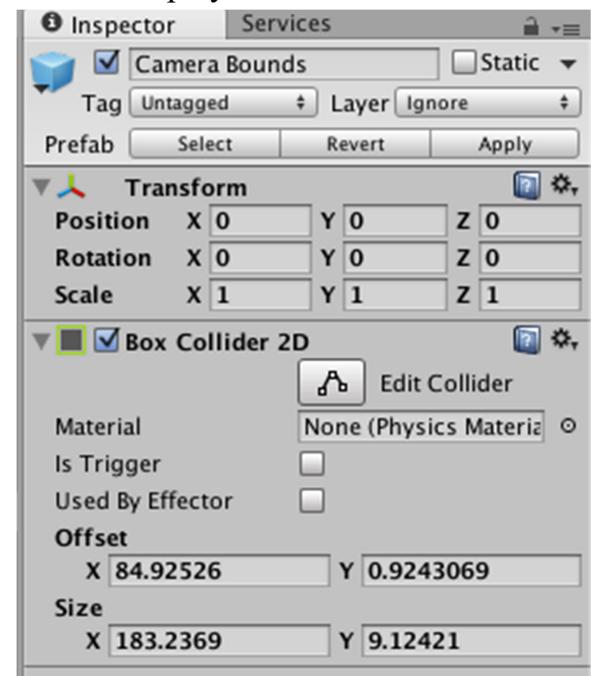
- **Is Last Level Of World:** check this box if this the the last level of the world
- **Level Name:** name of this level
- **Next Level Name:** the next level scene must be loaded when the player complete this level or press next level button
- **Timer:** the amount of time allow player alive
- **Alarm Time Less:** play alarm sound when timer is less than this value
- **Sound Checkpoint:** play this sound when player reach to checkpoint

Sound Manager script: control the music and sound. In another script, you can play the sound clip by SoundManager.PlaySfx(soundclip, volume)

b. Main Camera

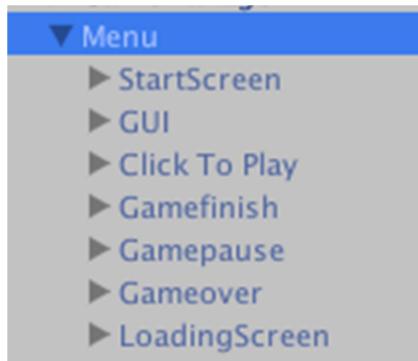


The Camera use this script to follow the player with **Bounds**:



Bound is a box collider 2D, used to limit the movement of the main camera

c. Menu



This is main GUI of game, it control all child in there: GUI, GameOver, Game Pause, Game finish, ... Place all items in it to setup correctly.

d. **Controller:** Support for both Mobile and PC

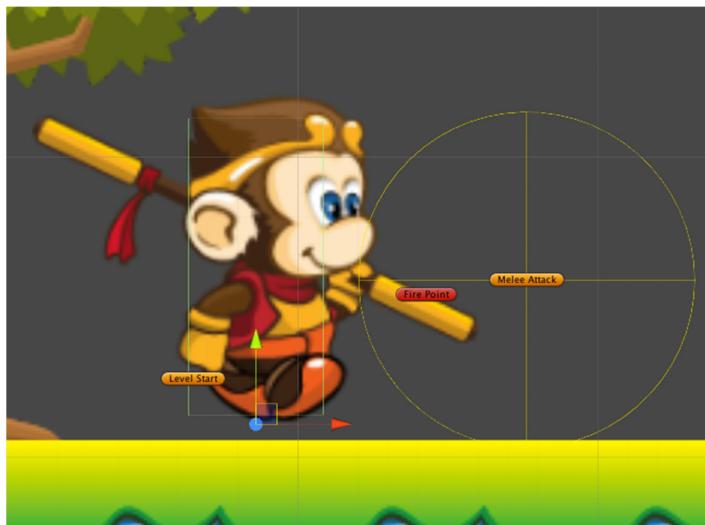
- **Mobile:** Move left, right, jump, melee attack, range attack



PC: you can change the keys in UI_Controller script

- **Move Left:** Arrow Up
- **Move Right:** Arrow Down
- **Jump:** Arrow Right
- **Melee Attack:** X
- **Range Attack:** F

e. Hero



Inspector

<input checked="" type="checkbox"/> Hero	<input type="checkbox"/> Static
Tag Player	Layer Player
Prefab	Select Revert Apply
Transform	
Position X -3.14 Y -1.89 Z 0	
Rotation X 0 Y 0 Z 0	
Scale X 1 Y 1 Z 1	
Animator	
Rigidbody 2D	
Box Collider 2D	
Controller 2D (Script)	
Script Controller2D	○
Collision Mask	Platform, Enemies
Horizontal Ray Count	4
Vertical Ray Count	4
Player (Script)	
Script Player	○
God Mode	<input type="checkbox"/>
Moving	
Move Speed	4
Jump	
Max Jump Height	3
Min Jump Height	1
Time To Jump Apex	0.4
Number Of Jump Max	2
Jump Effect	SmokeJumpFX

Wall Slide

Wall Jump Climb	X 5 Y 12
Wall Jump Off	X 10 Y 10
Wall Leap	X 12 Y 12
Wall Slide Speed Max	0.5
Wall Stick Time	0.25

Health

Max Health	100
Hurt Effect	HurtEffect

Sound

Jump Sound	Jump2
Jump Sound Volume	0.5
Land Sound	Land (mp3cut.net)
Land Sound Volume	0.5
Wall Slide Sound	WallSlide
Wall Slide Sound Volume	0.5
Hurt Sound	hiting_body
Hurt Sound Volume	0.5
Dead Sound	hiting_body
Dead Sound Volume	0.5
Range Attack Sound	thrown
Range Attack Sound Volume	0.5
Melee Attack Sound	meleeAttack
Melee Attack Sound Volume	0.5

Option

Allow Melee Attack	<input checked="" type="checkbox"/>
Allow Range Attack	<input checked="" type="checkbox"/>
Allow Slide Wall	<input checked="" type="checkbox"/>

What he can does: walk, jump, sliding on the wall, melee attack, range attack

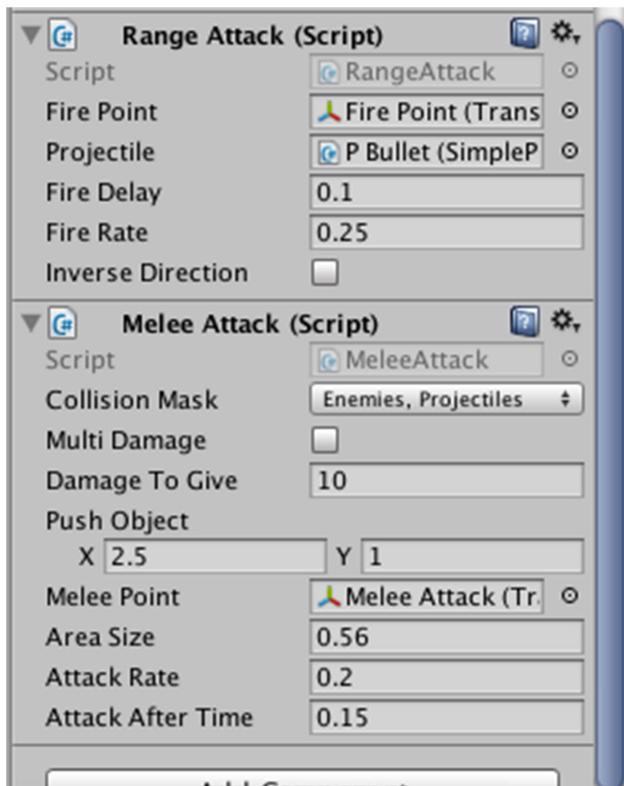
God mode: nothing can stop him

Move Speed: the speed of the player

Max/Min Jump Height: the maximum/minimum height the hero can jump

Time To Jump Apex: how fast the hero jump

Number of jump max: how many jump he can make



Range Attack:

- Fire Delay: delay a time to sync with the action fire of animation, it depend on your attack animation, it can set to 0

- Fire rate: the delay of the next fire

Melee Attack:

- Multi Damage: hit enemies per attack

- Push Object: push the enemy back

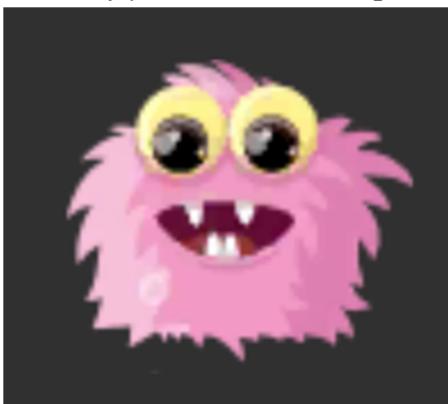
3. Introduce Monsters and other things

1. Monsters

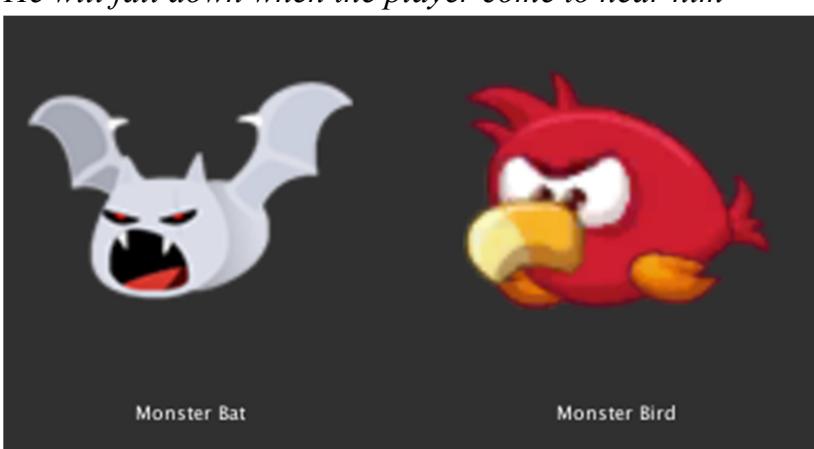
a. Air Monsters



He will fly when he show up, so he should be placed in Monster Trigger object



He will fall down when the player come to near him

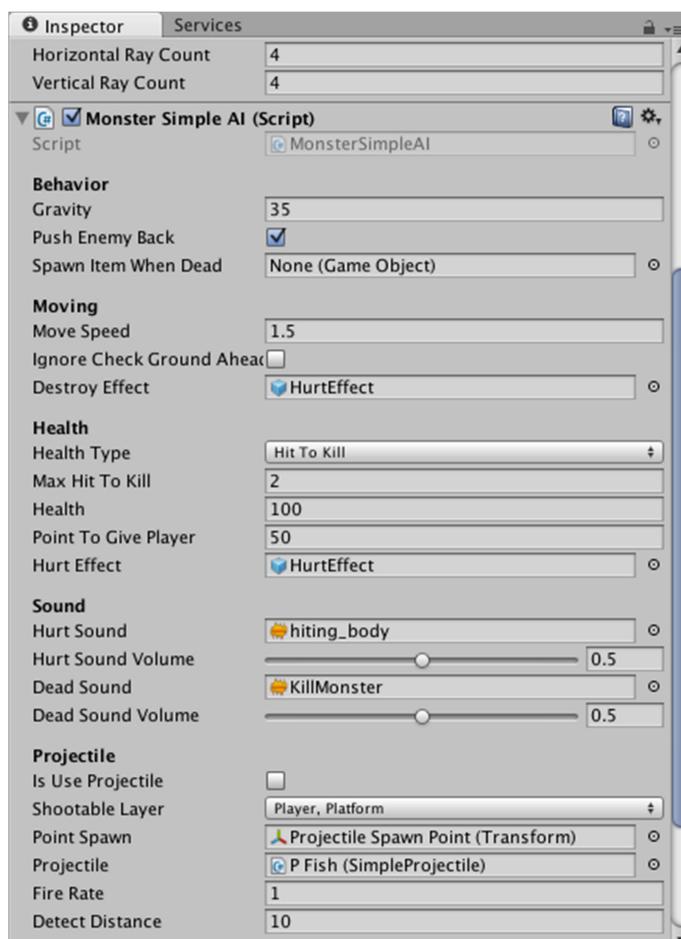


He will patrol left and right and chase the player when he detect the player

Traps



b. Monster Ground

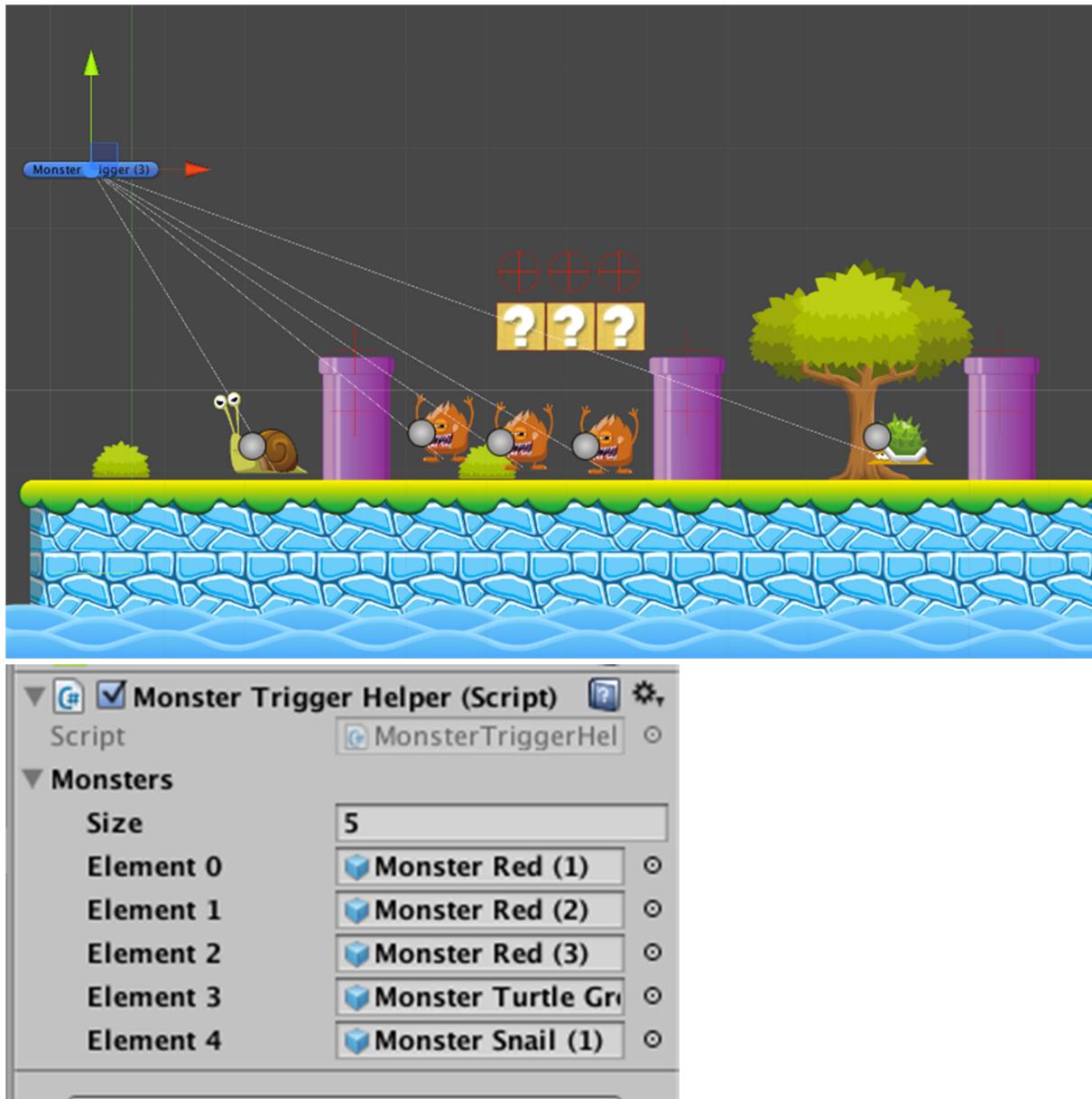


- **Gravity:** set the gravity for the monster
- **Push Enemy Back:** push the enemy back when hit by player
- **Spawn Item When Dead:** spawn any gameobject when he dead, like coins,etc
- **Ignore Check ground ahead:** the monster will fall from the platformer when he left it
- **Health Type:** 2 options: hit to kill and health amount, if you choose the Hit to

Kill option you must set Max Hit To Kill value.

- Is Use Projectile: allow the monster fire the projectile on the player when he detect the player with the Detect Distance value, when this option is checked, you can see the distance line in Scene.

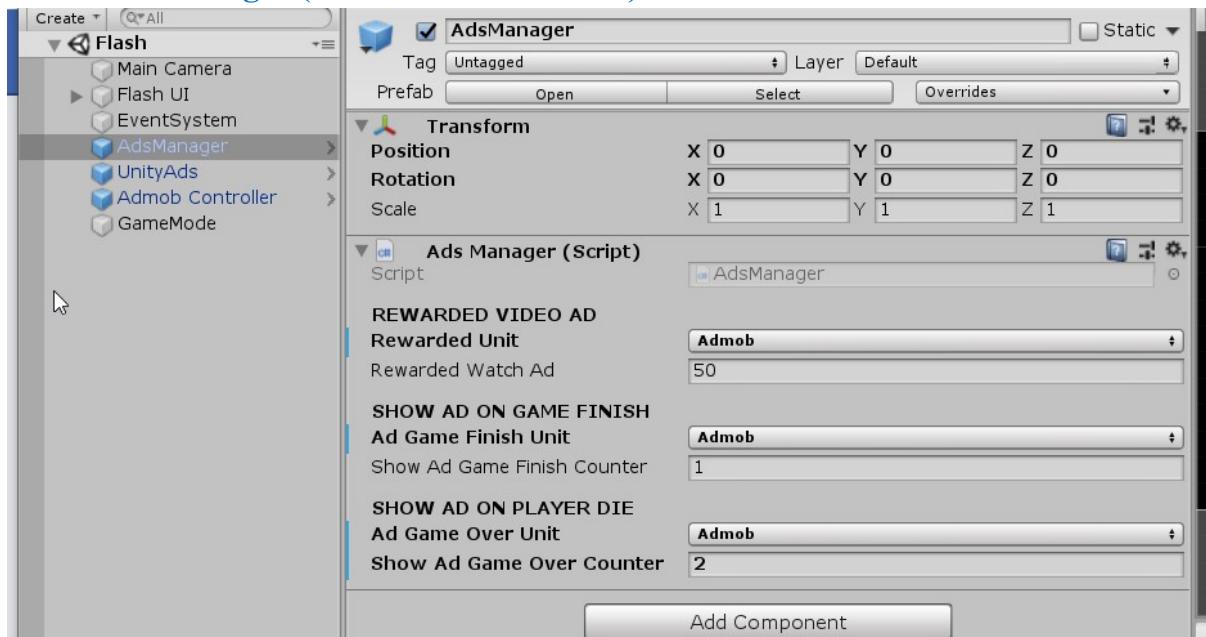
c. Monster Trigger



It is used a lot in this game. This object will disable all monsters when start the game and when it detect the player then it will enable all the Monsters.

Just drag the monster that you want to trigger

4. Ad Manager (UNITY and ADMOB)

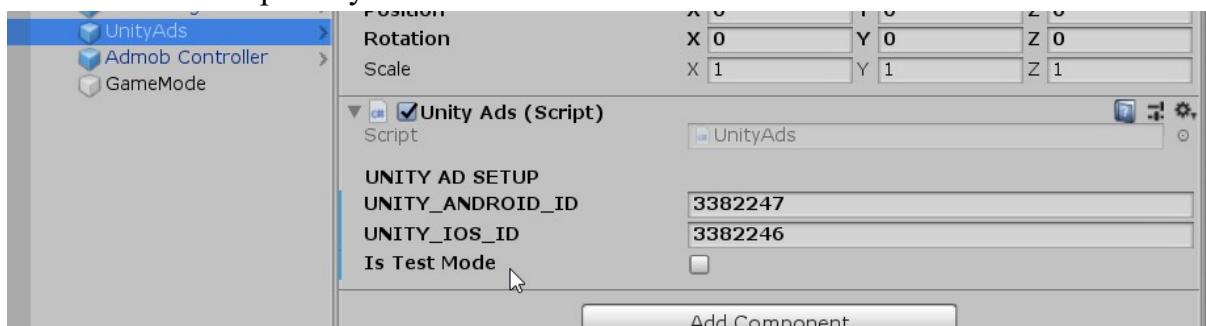


Open Flash scene and find AdsManager object

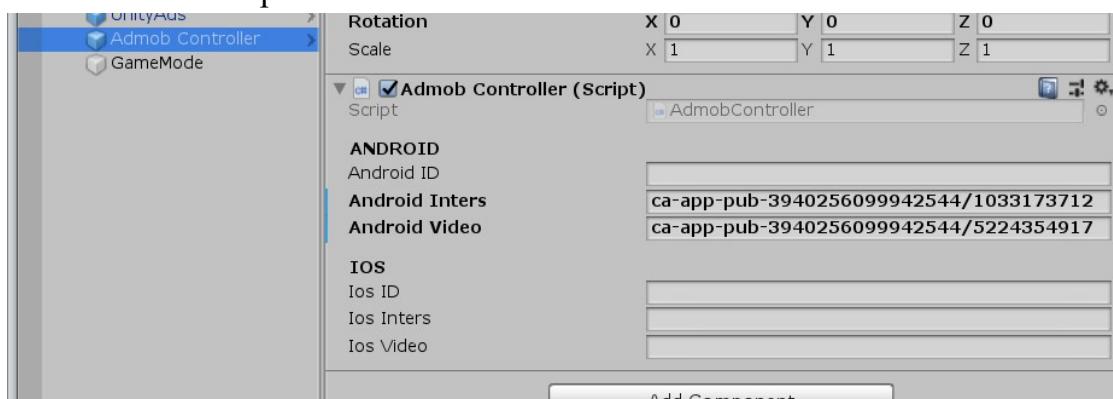
You can see the options about rewarded video ad, show ad on game finish/player die

- + **Rewarded Watch Ad**: reward coin for player after watch ad successfully
- + **Show Ad Game Finish Counter**: count time to show ad when finish level
- + **Show Ad Game Over Counter**: count every time player die to show ad

a. Setup Unity Ad

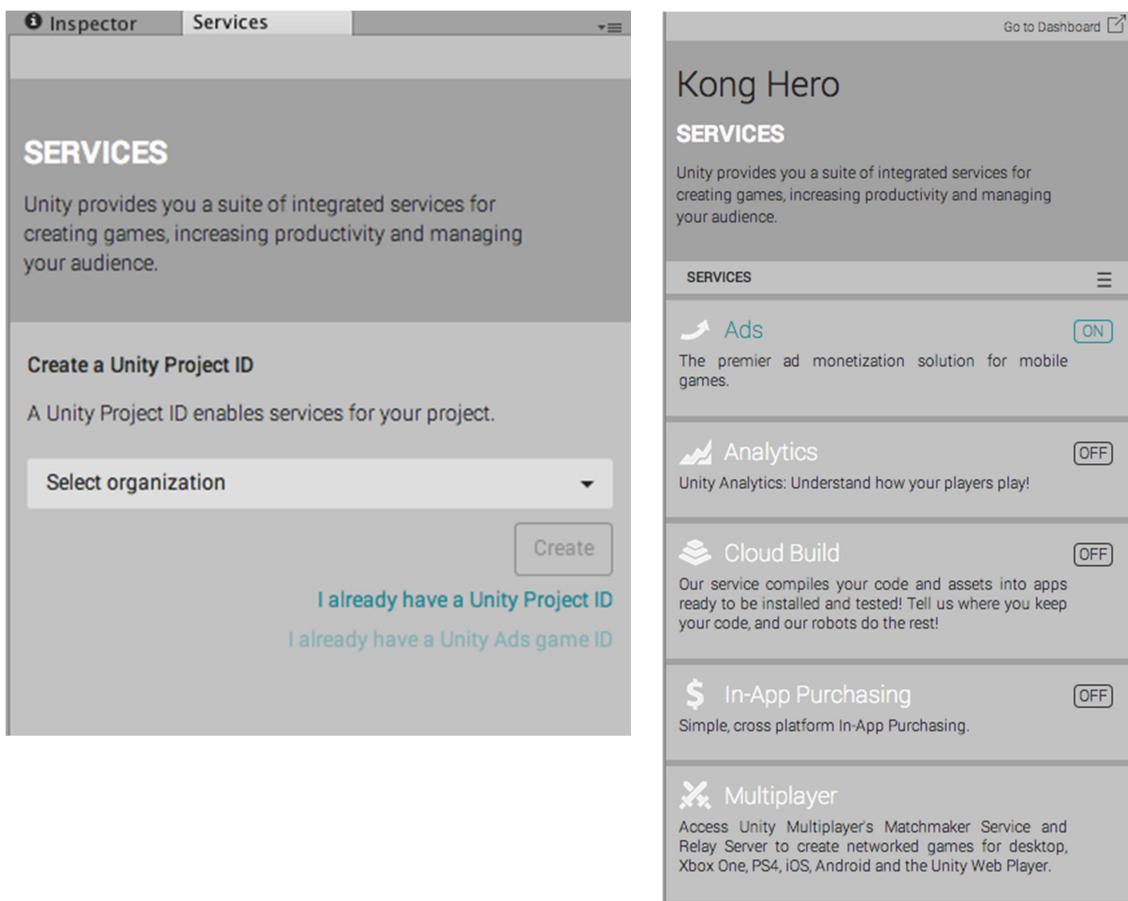


b. Setup Admob Ad



About Unity, you need enable ADS in SERVICES tab

Open Window/Services tab



Finally, turn on the Ads

Okay, now you have completed the integration Unity reward ads for this game. You can test this function by open Main Menu scene, hit Play and click the Video button to get the coins

Okay, That's it! If you have any questions please contact me:

phanbanhut@gmail.com

Skype: phanbanhut

Please review my game, I appreciate it!

Thank for your purchase! Good luck!