SUBMARINE – COMPLETE TEMPLATE

If you have any issues please contact me
Email: phanbanhut@gmail.com
Skype: phanbanhut


^^^^^^^^^^^^^^^^

I. Introduce gameplay and features

Control the submarine go as far as you can. Use rocket, bullet and the power up items to survive longer.
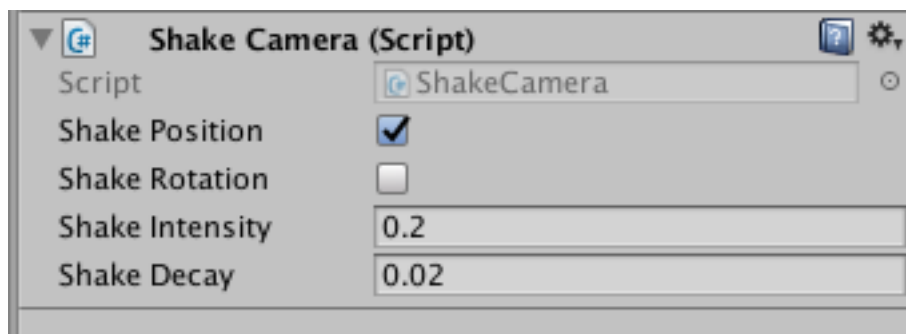
FEATURES:
+ Endless runner style gameplay
+ Easy controller – MOBILE and PC
+ Weapons, power up items
+ Shop system: buy Rocket, Bullet, Submarine by coins
+ Make money with Admob and Unity Ads
+ Easy reskin the graphics, only change the image of character as well as the platforms
+ Total C#, Easy to play, easy to learn.

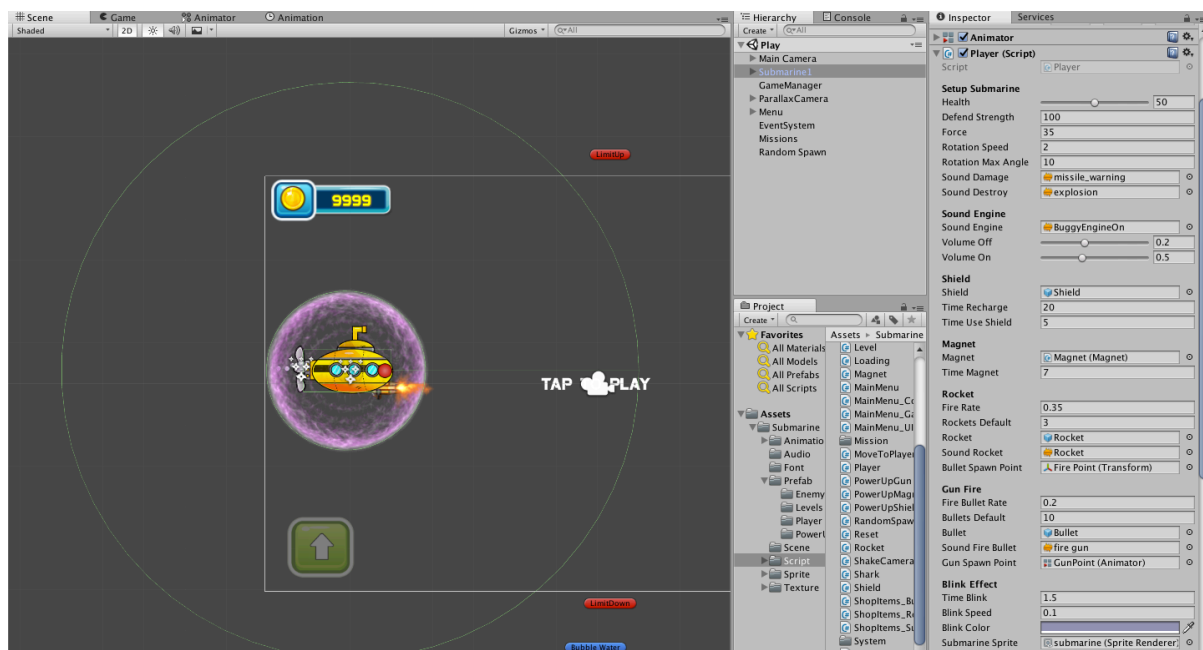## II. TUTORIAL

1. Gameplay: open any level scene
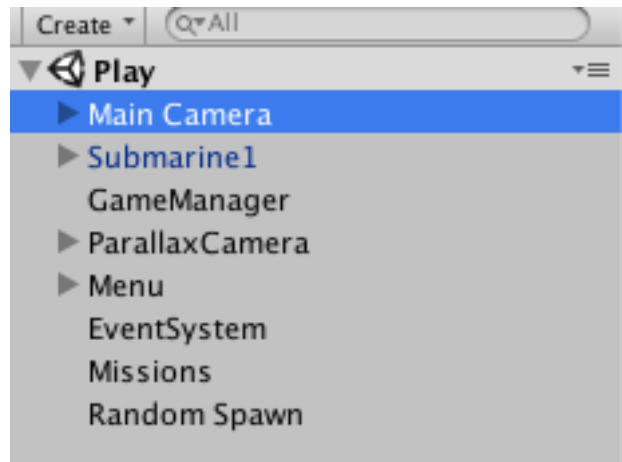
a. Main Camera

Main Camera will not moving but shaking effect, the camera will shaking with the submarine collide with the enemies or obstacles

b. Submarine

Important parameter:
- **Health:** max is 100
- **Defend Strength:** this value higher, less damage from enemies, obstacles
- **Force:** how fast the submarine push up
- **Rotation Speed:** the rotation speed when the submarine move up and down
- **Rotation Max Angle:** max rotation angle of the submarine
- **(Shield) Time Recharge:** how long the shield's bar is fulfill
- **(Shield) Time Use Shield:** time the shield active
- **Blink Effect:** when the submarine hit the enemies/obstacles then this effect will be active

c. Parallax Camera
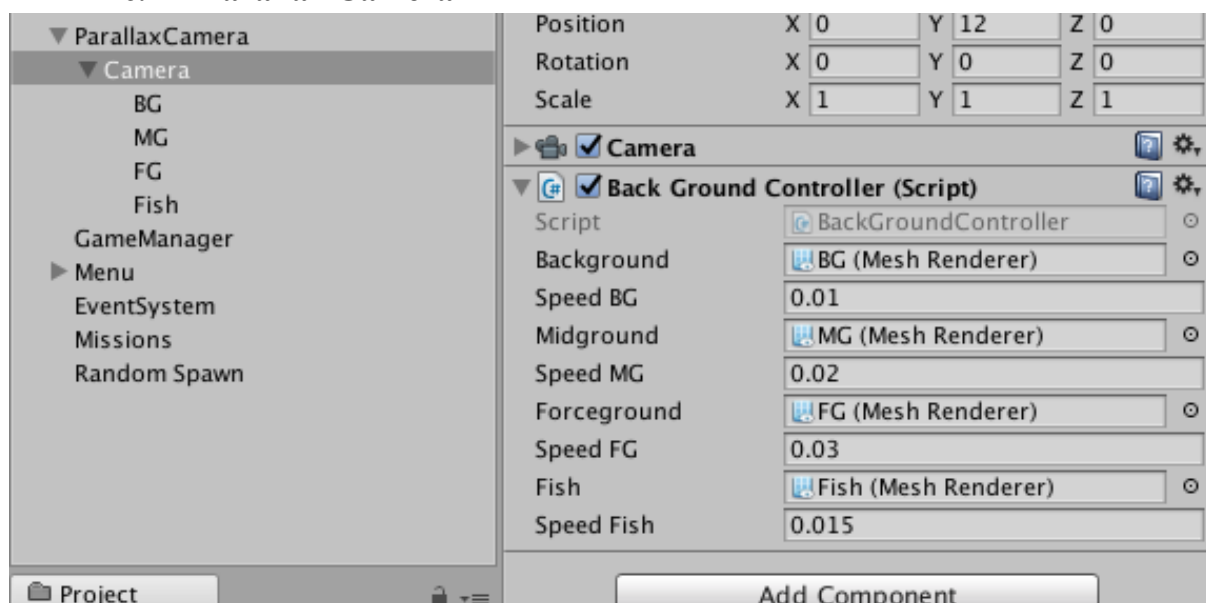
+ **speed:** the speed moving of the Parallax Camera.
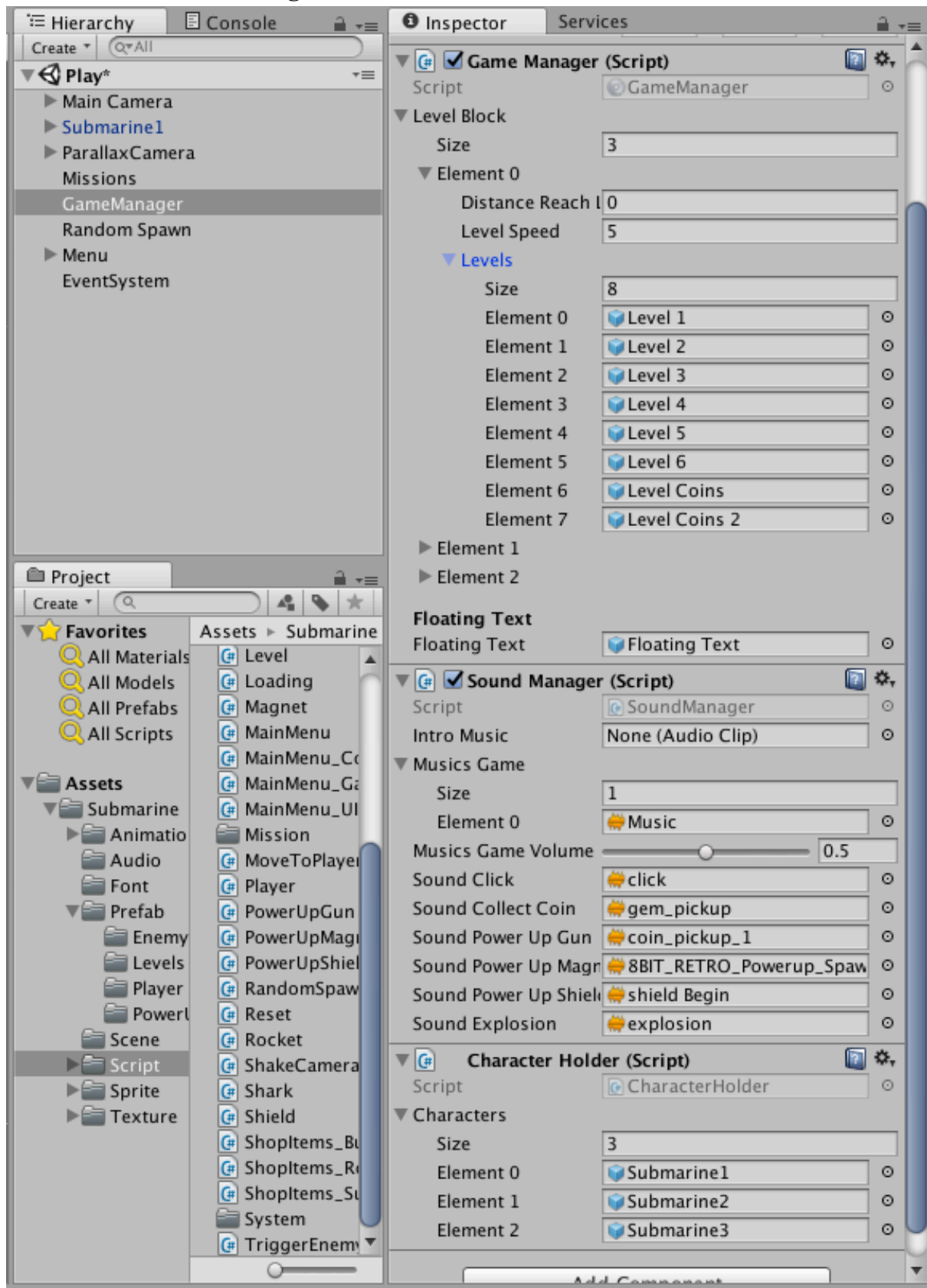+ Note that the backgrounds are in texture format.

d. Mission
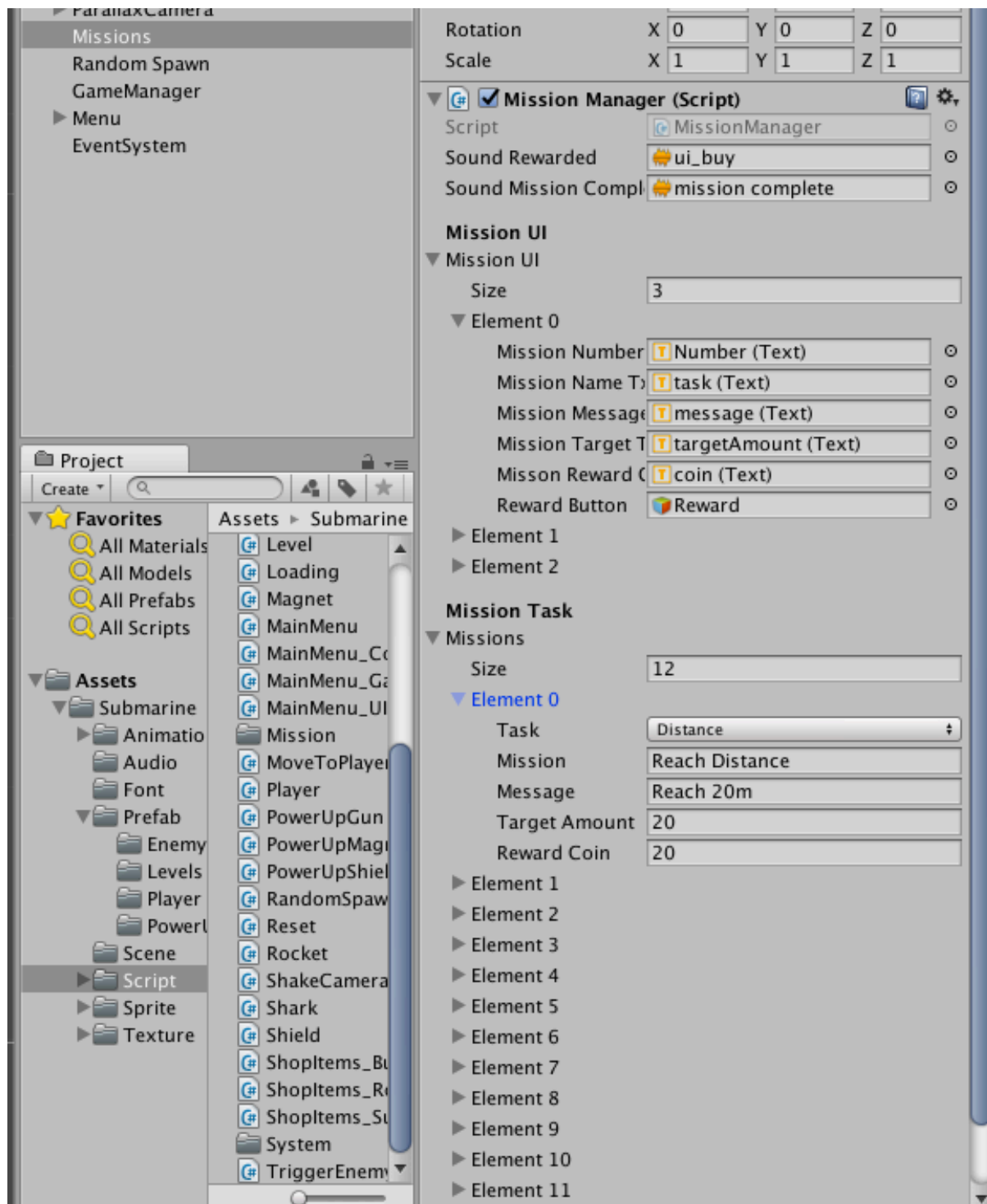
Mission Task:
- **Size:** how many missions
- **Task:** type of missions, current: Distance, Destroy Bomb and Kill Shark
- **Mission:** title of the mission
- **Message:** information of the mission
- **Target Amount:** how many number to finish this mission
- **Reward Coin:** reward for the mission when it's completed

e. GameManager

Game Manager handle the game state and other function of the game

- **Level Block:** contains the level for the game, example if you reach to the certainty distance then it will turn to next level block includes changing the speed, difficult of the game.
- **Distance Reach Level:** when the submarine reach to this distance, the game parameter will be changed with the Level's value.
- **Level Speed:** change the speed of game to this value
- **Levels:** contains the level prefab that spawned over the game
- **Character Holder:** you must place the new submarine in this (beside set it up in Shop menu) to able to call it from the game.

2. **Ads:**

Download here and install it in game: **http://bit.ly/2e2mqRo**

Drag the AdsController prefab in the scene and fill your admob ID in it. Done!

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!