

# MOTION SHOOTER 3D KIT

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## I. FEATURES

**MOTION SHOOTER 3D KIT** is a 3D action shooter kit with the slow motion effect  
**Compatible with Character Controllers**

### **Gameplay:**

- 3D shooter game with the slow motion effect
- The Player can Run, Slide, Jump and Look to Left/Right side to shoot the targets
- Easy edit the level
- Enemies with many actions (stand, crouch, prone, move left/right, switch the state)
- Hostage, explosion barrel,...
- Easy replace the character with other Humanoid characters
- Level system with scrolling level items
- Admob ads
- Mecanim Animator system
- Camera Cinemachine

### **Player ability:**

- Walk
- Look to Left/Right
- Jump
- Slide down
- Fire with gun

### **Enemy ability:**

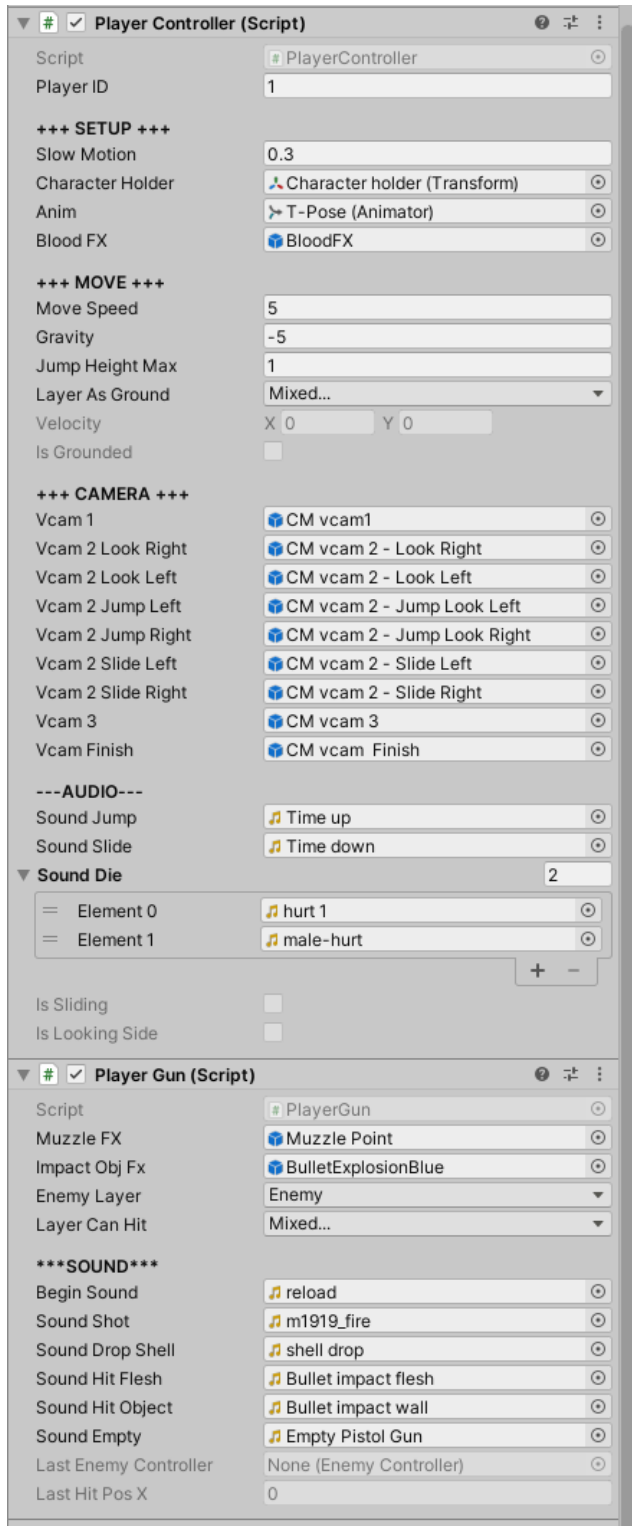
- Stand/ Crouch/ Prone at start state
- Move to Left/Right/Change state when player come near to (**OPTIONAL**)
- Shoot the player

----- **VIDEO TUTORIAL** -----

[https://youtube.com/playlist?list=PLHuyOBWrU-Q1w3HMP\\_8pZWYBkTbDxO2\\_Y](https://youtube.com/playlist?list=PLHuyOBWrU-Q1w3HMP_8pZWYBkTbDxO2_Y)

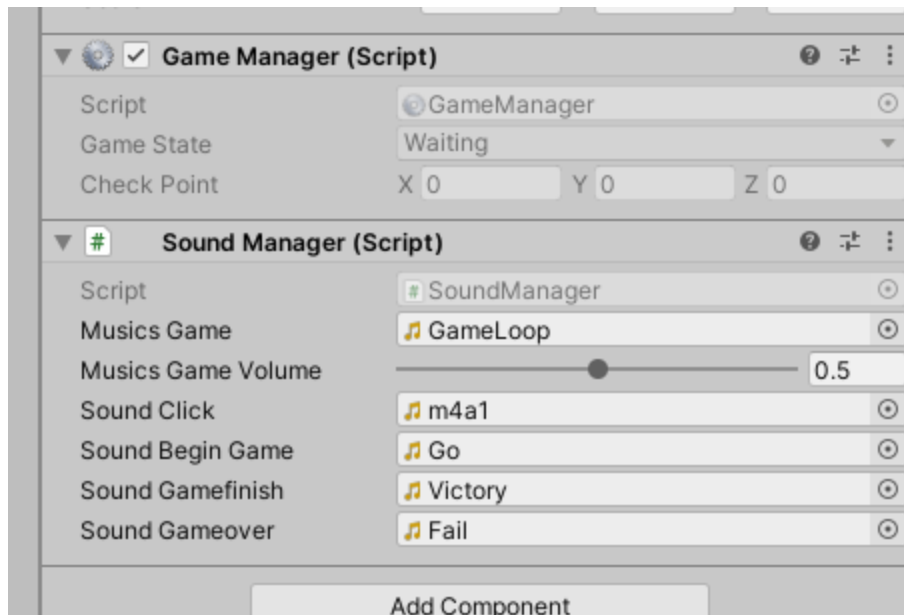
## II. GAMEPLAY

### a. Player



- **Player ID:** must a unique ID
- **Slow Motion:** set the slow motion speed
- **Gravity:** the gravity force apply for this character
- **Jump Height Max:** the highest Y value that player can reach when do the jump action
- **Sliding Time:** the sliding time before continue run
- **CAMERA:** the virtual camera that will be activated with the Shooting action

## b. GameManager and SoundManager



- GameManager script control the Gamover/ Victory/ Show ad
- Sound Manager: place game music and sound

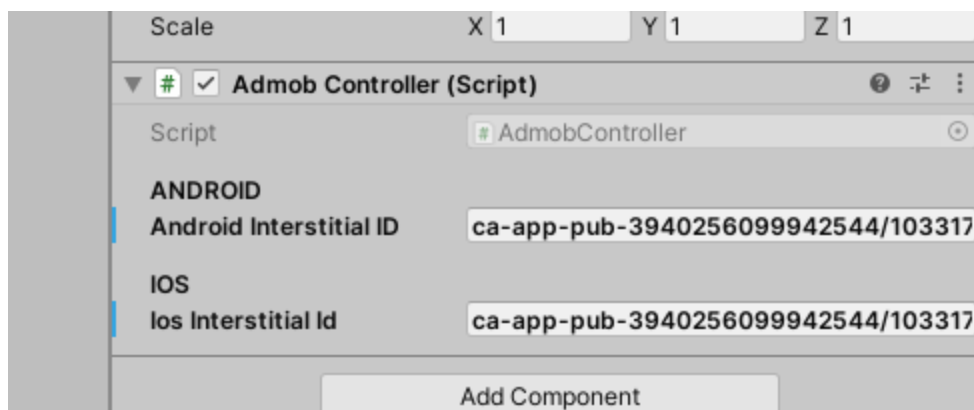
## c. ADMOB

For more information about setup admob:

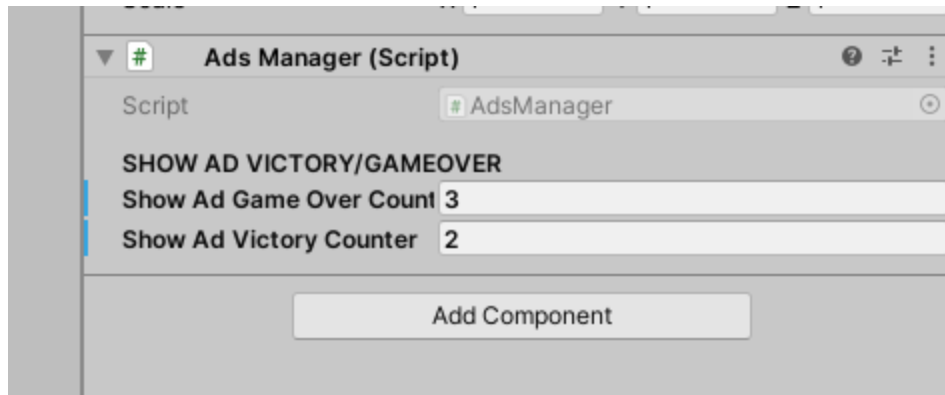
<https://developers.google.com/admob/unity/quick-start?hl=vi>

Install the admob package:

<https://github.com/googleads/googleads-mobile-unity/releases/tag/v6.1.1>

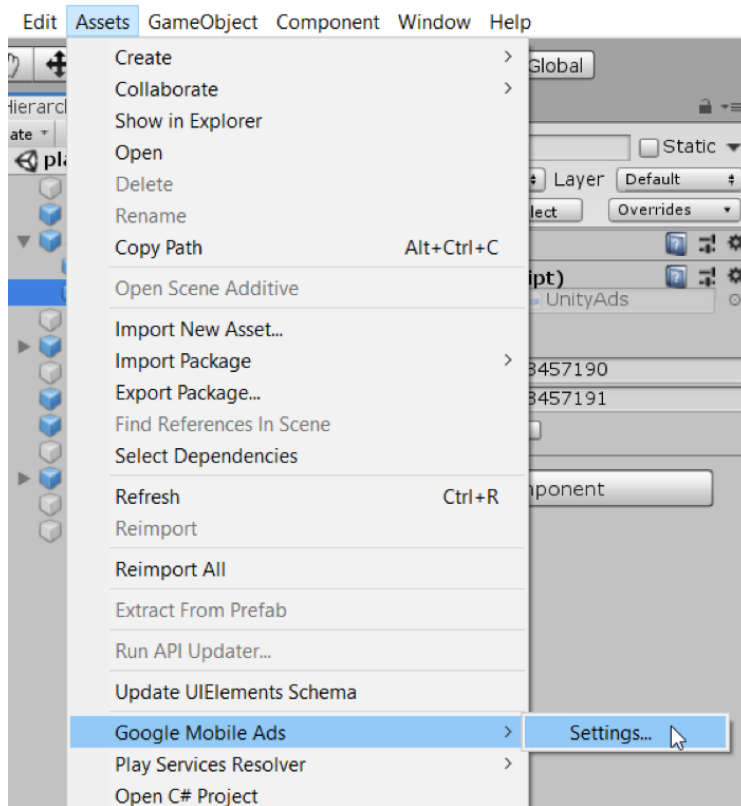


- Fill the Admob interstitial IDs here



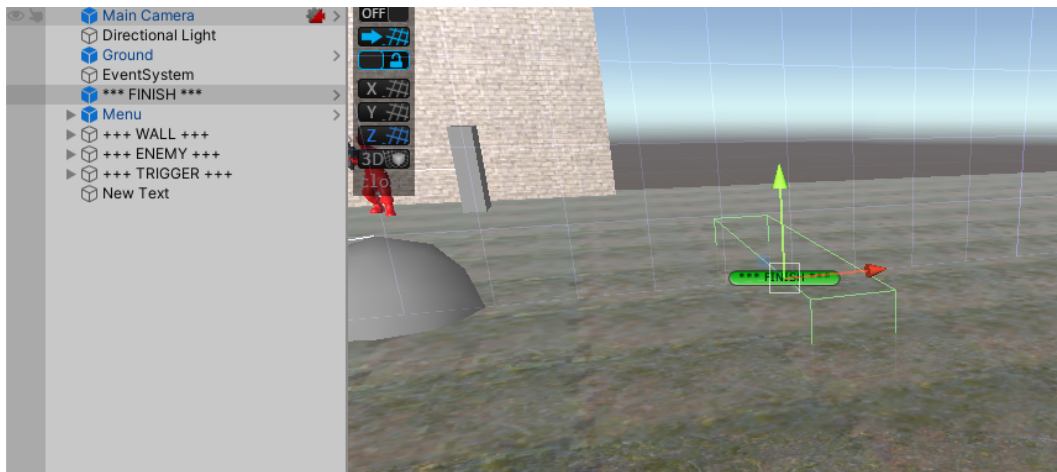
- **Time Per Watch:** after watch ad, must wait to able watch another ad

Go to Settings... (if you can't find Google Mobile Ads settings that mean you didn't install the Admob package, so please install the admob SDK first)



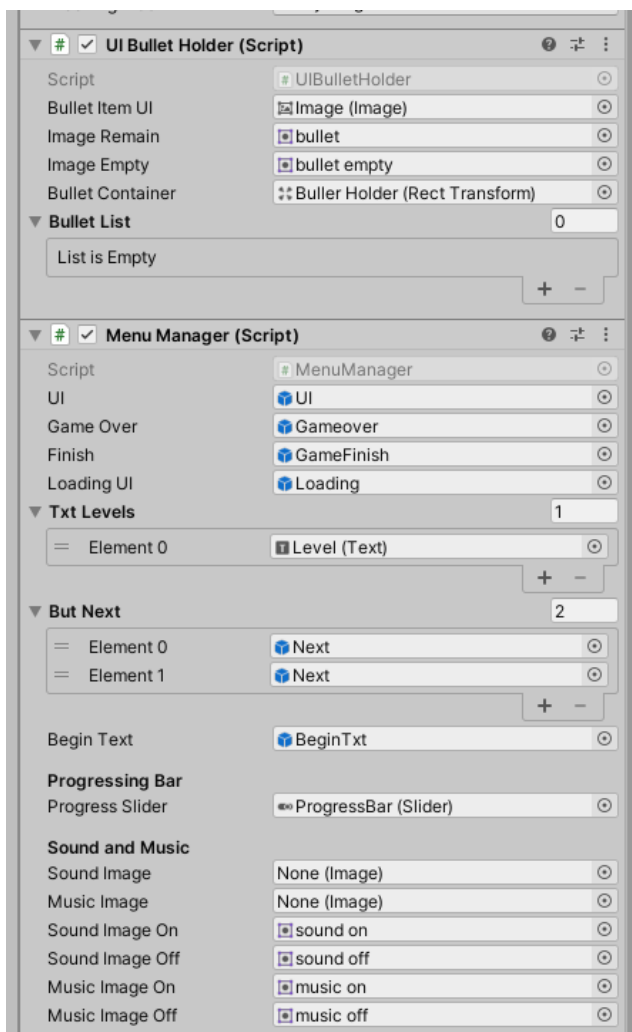
- Then add your admob application ID for Android/iOS

#### d. Finishpoint



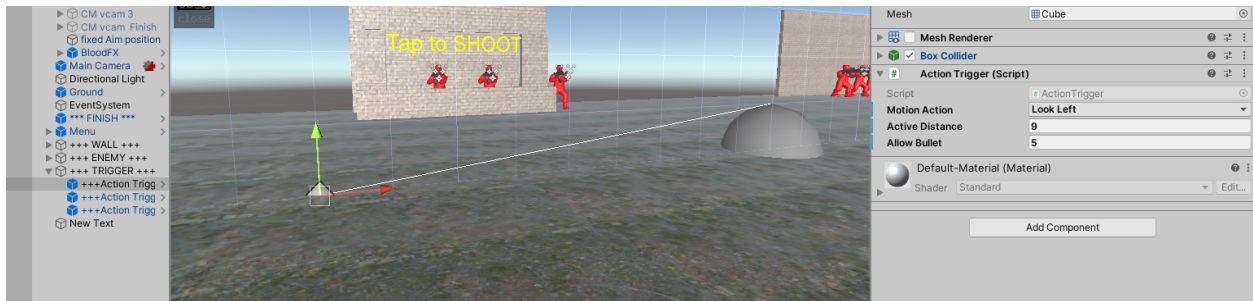
Place finish point to the correct position

#### e. Menu



- Handle text/button/image
- **UIBullet Holder:** show the remain bullet on screen

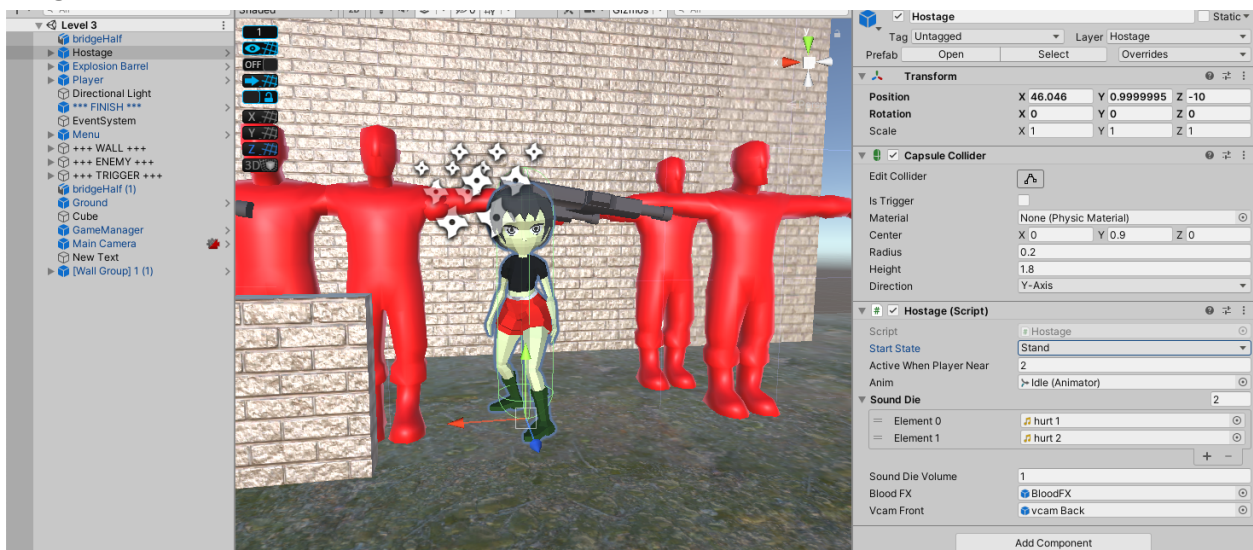
## f. Action Trigger



This trigger will active the player with the Motion action type

- Look Left/Right
- Jump Left/Right
- Slide Left/Right
- **Active distance:** with Look and Slide action, the action will be done when player pass this distance.
- **Allow bullet:** the maximum bullets for player to able shoot.

## g. HOSTAGE



- Hostage has 2 start states: Stand and Crouch
- If choose the Crouch -> Player come near to her then she will switch to the Standing state

## h. ENEMY



- **Start State: Stand, Crouch, Prone**
- **Action:** when player reach the “**Active When Player Near**” value, this enemy will action this action
- **Move Distance:** the distance allow this enemy move to if choose the “Move to Left/Right” action

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