

# How to customize – Zombie Rising: Dead Frontier



## 1. About the game

Zombies are destroying the city!!!! - Prepared for the fierce battles between the special squad heroes and ferocious zombies in most addictive defense zombie game.

Use your skill and intelligence to lead your special squad team to defeat all the ferocious zombies to save the city.

Each unit of the special squad heroes team have different characteristics, for example: Sniper have big damage, long range but low speed attack, less health. Double Pistol have normal damage, but higher speed attack, more powerfull when upgrade. Also there are many types of zombies, each zombie also have different characteristics and ability, for example: Mad Zombie have very high move speed, attack speed, but less health and have a very ability is you can not freeze this zombie. Freeze Zombie have very high health, but lower move speed and attack speed and have a very terrible ability, this zombie can freeze the unit.

Beside the special squad heroes team , you can also use many awesome skills in defeating the zombies (Bomb, Freezing, Heavy Rocket...)

Features:

- Over 8 units with different skill and strength.
- Fully upgrade(health, damage, range, critical...) of each Unit with star.
- Level of Unit system. Unit will earn exp after a victory level

- Over 10 types of zombies with different ability (freeze unit, suicide bombers, big zombie...)
- 3 skills you can using with upgradeable
- Unlimited diversity quests. You can earn more golds and gems
- Get your free ward every day, many times within day.
- Over exciting 40 levels. The difficulty of each level will be increased, requires you must have a great skill to complete.
- You will get gem and gold after complete each level, the reward will be increased after each level and you will get more reward if you complete the level with more star.
- With the library system, you view detail of zombie's information, this will help you have reasonable tactic to kill every zombie.
- Zombie Rising is one of the best defense game 2017.

**Please play the game to have the best experience!**

**Appstore:**

<https://itunes.apple.com/vn/app/zombie-rising/id1239025124>



**Google Play:**

<https://play.google.com/store/apps/details?id=com.titstudio.zombie>



## 2. Features and Requirements

- **Unity 5.3.3** or above
- **Support many platform:** iOS, Android, OS X, Window.
- **This is a completed game** designer, sound, effects, game-play, full map, full resource, full animation.
- **Easily to customize.**
- **Over 40 levels** were designed very good, you can easily create new level with Editor.
- Units, Enemies, Quests, Products ... You can also easily edit with Editor.
- **Get Free Reward:** Player have to watch video to get reward (every 15 minutes)
- **Get Daily Reward:** Player have to Share Facebook to get reward.
- **Smart Advertising.** You can edit when and where ad will be shown. The Ads networks have been adjusted properly to bring the highest profit (Chartboost, UnityAds, Supersonic).
- **Level, Exp of Unit:** Unit have level and exp, when level up, unit will be more stronger

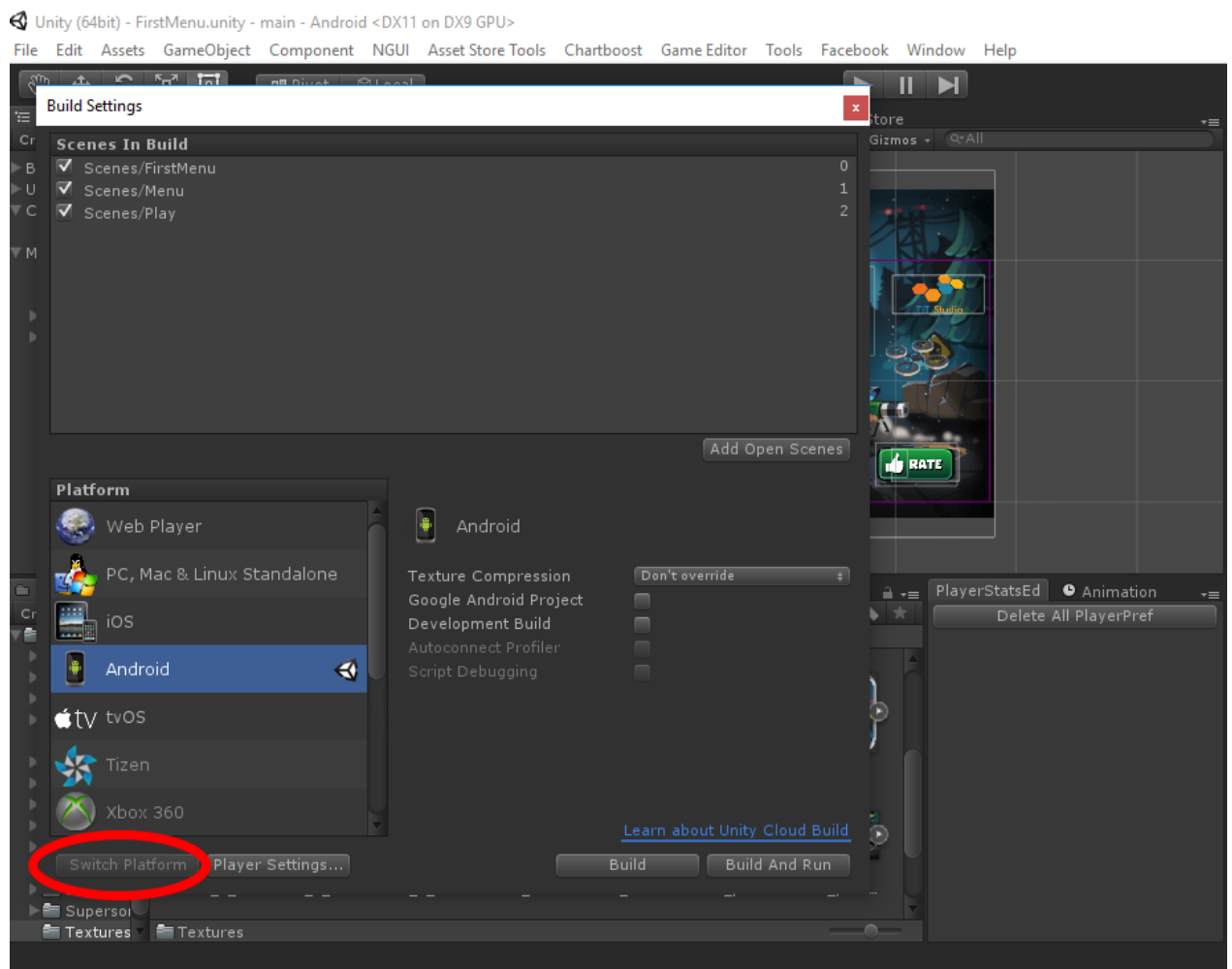
- **Diversity Quest Systems**, each quest will never end. It will always increase after completed.
- **Change gameplay speed:** Player can change the gameplay speed to x2. Also player have to buy that package
- **Boost x2, x3, x4 EXP:** Player can buy the boost exp package.
- **Local notification:** When full energy, can get reward and after 2 days if player don't login game.
- **Energy system:** Player have to using 1 Energy to player 1 level. Energy will be refill in some minutes and the time to refill energy will increase after each level.
- **Game were designed perfect** (feedback from player).
- **You should play the game to get the best experience.**

### 3. How to customize

The customize is very easy.

#### 3.0 Switch to Android or iOS platform.

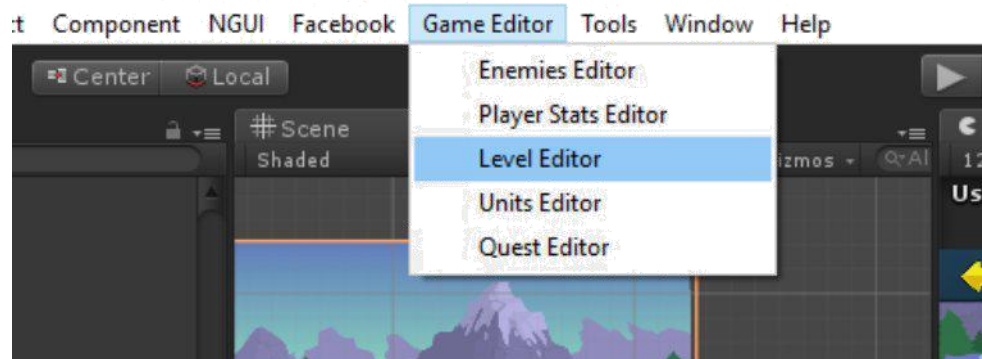
- "File"-> Build Settings...-> [Choose Android or iOS platform]-> Switch Platform



### 3.1 Create new level

- Open LevelEditor (GameEditor->LevelEditor).

ombiesDefense - Android <DX11 on DX9 GPU>



You can edit level by using Editor



Σ Initial Gold: Gold player have when start level.

Σ Number of lane: Range in 1-3

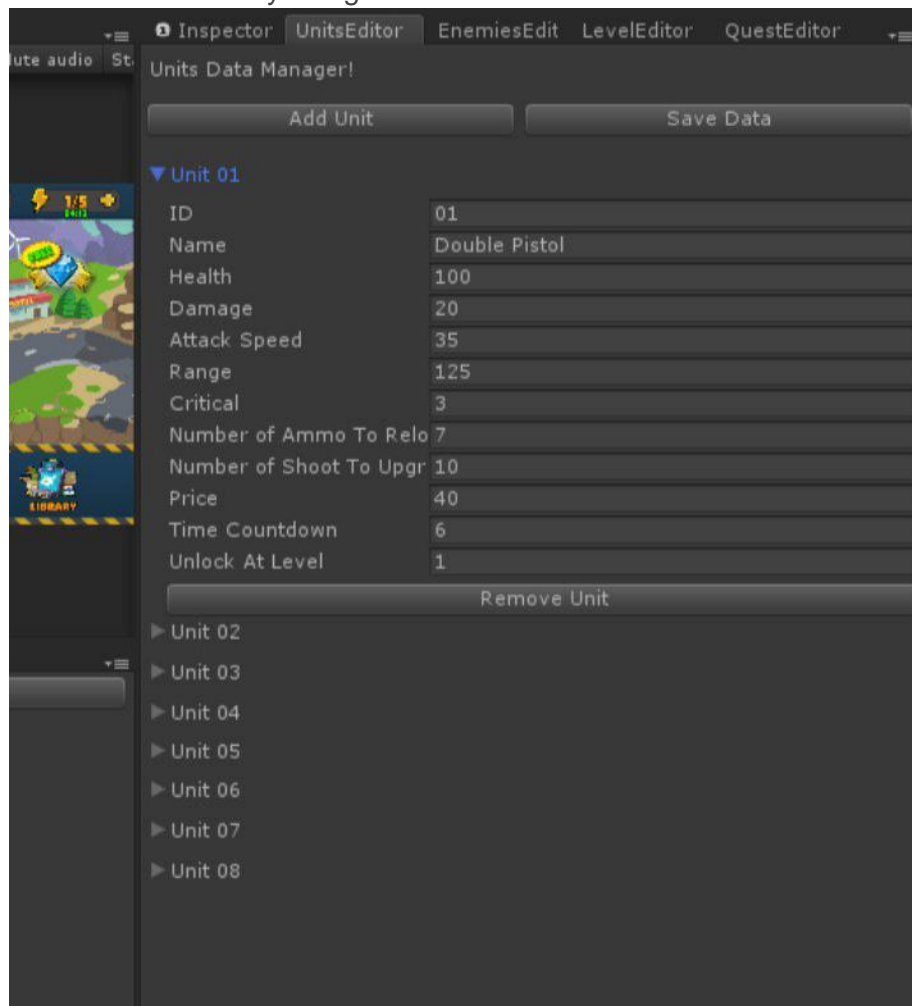
- Σ Number of position can build in lane: the position player can build unit or skill in a lane. Range in 3-7
- Σ Number of Units allowed dead: Max number of Units are allowed dead in level.
- Σ Waves: Each level have some ways, only when player kill all the zombies in this wave, will continue the next way. Each wave have some sequences.
- Σ Sequences: each sequence have time to appear the zombies and list zombies will be appeared.

**Remember to click “Save Data” to save.**

After you edit level's info in Editor, create new GameObject (blank GameObject) in Menu scene and path: UIRoot-> Panels-> HomePanel-> LevelSelect-> LevelButtons. This gameobject have to named by a number of that level (for example: if you want it is level 41, you named it “41”). Remember to change position of this gameobject in scene to consistent with your way.

### 3.2 Edit Units

- Open LevelEditor (GameEditor->UnitsEditor).
- You can edit units by using Editor.



*You can change unit 's detail by edit these fields.*

You can change the arts of Units by replacing image in folder:  
Assets\Resources\Textures\Characters\Units

### 3.3 Edit Enemies

- Open LevelEditor (GameEditor->UnitsEditor).
- You can edit units by using Editor.



*You can change enemies 's detail by edit these fields.*

You can change the arts of Units by replacing image in folder:  
Assets\Resources\Textures\Characters\Enemies

### 3.4 Edit Quests

- Open LevelEditor (GameEditor->QuestEditor).
- You can edit quests by using Editor.

Require Value:

Value: First value require of first time



Percent Increase Per Step: Percent of value will be increased when player complete each times.

Reward:

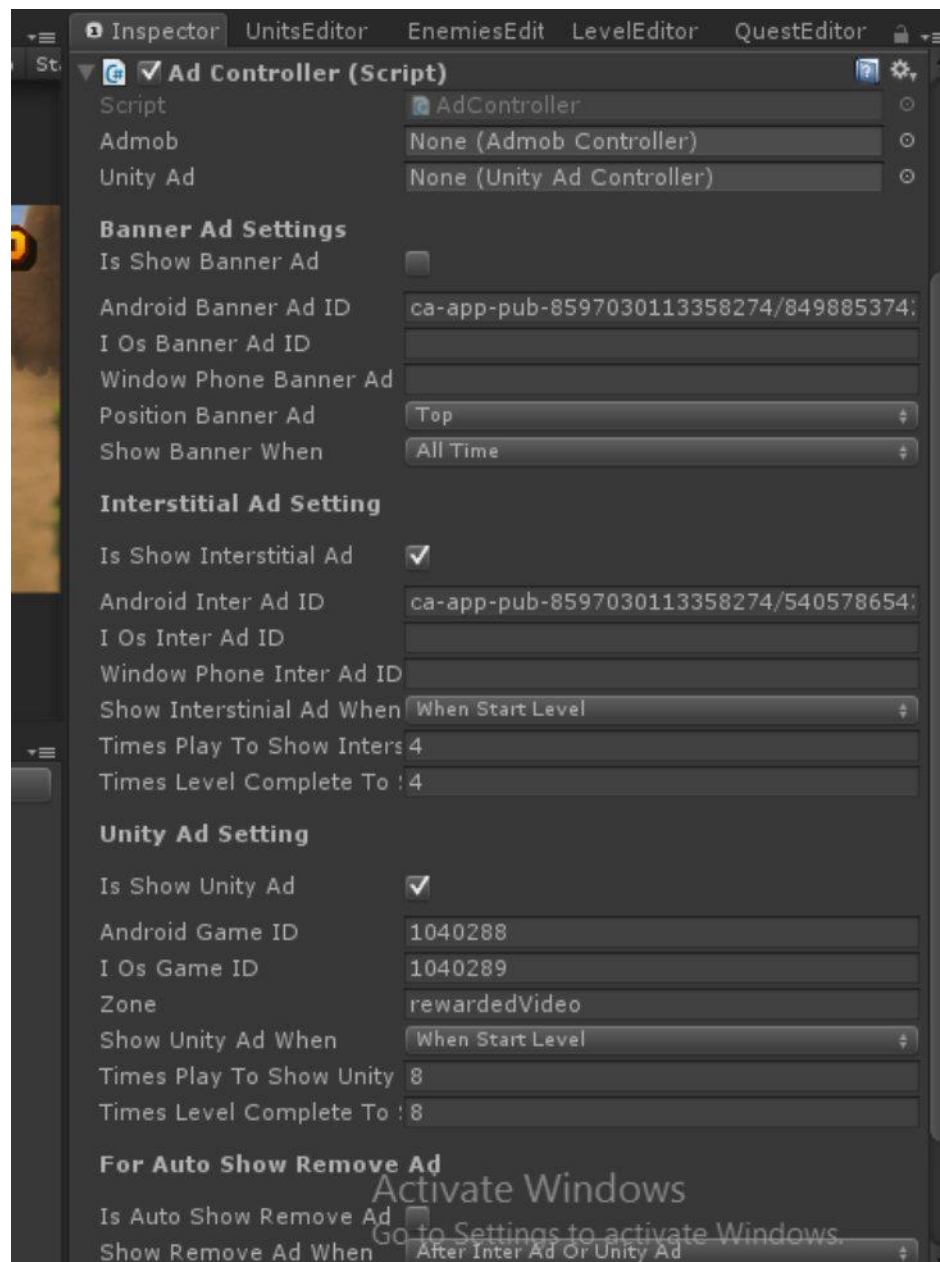
Star: First star of first time

Gem: First gem of first time

Percent Increase Per Step: Percent of value will be increased when player complete each times.

### 3.5 Edit Adversting

- Open LevelEditor (GameEditor->UnitsEditor).
- You can edit units by using Editor.





### 3.6 Edit IAP

- Open Window->Stan's Assets->Ultimate Mobile->Edit Settings
- Change or add your product in In-App Products->Products
- If Android platform, you have to fill the Base64 Key (In-App Products ->Platforms Setting->Android).

