

# Hoho Adventure 2.5D Kit

## I. FEATURE

**Hoho Adventure 2.5D Kit** is a 2.5D runless level game kit,  
**Compatible with Character Controllers**

### **Gameplay:**

- 2.5D endless runner game
- Level system with scrolling level items
- Shop system to buy heart and unlock characters
- 3 stars system
- Checkpoints
- Watch Admob to earn coin/lives
- Easy replace the character with other Humanoid characters
- Mecanim Animator system
- Collectable items: coin/heart/jetpack,...
- Sample Obstacles/Enemies

### **Player:**

- Run
- Slide down
- Jump
- Wall Hold and Jump
- Fly with Jetpack
- Grab and climb ledge
- Auto climb up and over the low object
- Many helper objects to work with (teleport, jump zone, springs,...)

### **Camera script features:**

- Follow the player
- Adjust the limit up and below position
- Set offset position to player

### **Enemy and Obstacles features:**

- **Rolling Spiked object**
- **Show up spiked object**
- **Sample enemy can jump on head**

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- Sample enemy can't jump on head
- Flying big bullet
- Laser trap system
- Rolling round blade
- ...

----- VIDEO TUTORIAL -----

<https://youtube.com/playlist?list=PLHuyOBWrU-Q2SAhTkgd2nSB0zu5csGfBi>

## II. GAMEPLAY

### a. Player

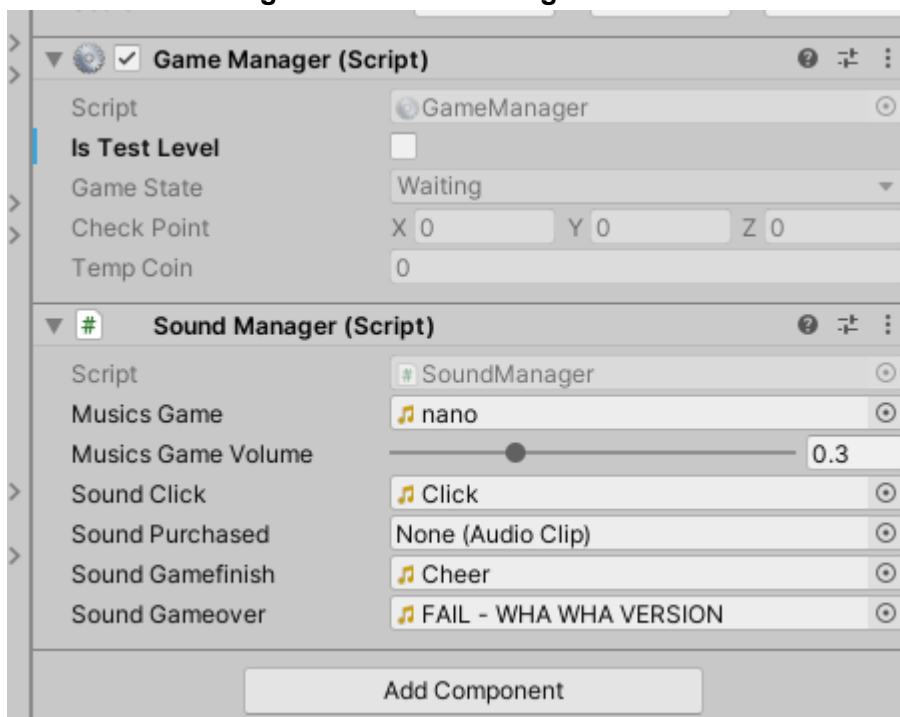
The image shows the Unity Inspector window for a script named "Player Controller (Script)". The script is "PlayerController". The inspector is divided into several sections with expandable/collapsible headers. The visible parameters and their values are as follows:

- Script:** PlayerController
- Player ID:** 1
- Move Speed:** 6
- Gravity:** -20
- Jump Height Max:** 2
- SLIDING---**
  - Sliding Time:** 1.1
  - Sliding Capsult Height:** 0.8
- SETUP LAYERMASK---**
  - Layer As Ground:** Mixed...
  - Layer As Wall:** Ground
  - Layer Check Hit Head:** Mixed...
- WALL SLIDE---**
  - Wall Sliding Speed:** 1
  - Wall Stick Time:** 0.5
  - Wall Stick Time Counter:** 0
  - Wall Sliding Jump Force:** X 5 Y 2
  - Is Wall Sliding:** ☐
  - Velocity:** X 0 Y 0
  - Horizontal Input:** 1
  - Is Grounded:** ☐
  - Is Sliding:** ☐
  - Is Dead:** ☐
  - Acceleration Time Airborne:** 0.2
  - Acceleration Time Grounded:** 0.3
  - Acceleration Time Grounded:** 1
- AUDIO---**
  - Sound Foot Step:** Footstep
  - Sound Foot Step Volume:** 0.2
  - Sound Jump:** Jump2
  - Sound Hit:** hitting\_body
  - Sound Die:** Tumble
  - Sound Slide:** dash
  - Layers Can Grab:** Ground
- CLIMBING LEDGE-----**
  - Climbing State:** None
  - Climb Offset Pos:** X 0 Y 1.1 Z 0.3
  - Climbing Ledge Time:** 1
  - Vertical Checker:** Check ledge (Transform)
  - Vertical Check Distance:** 0.8
- CHECK LOW CLIMB 1m---**
  - Climb LC Offset Pos:** X 0.2 Y 0.5 Z 0.3
  - Climbing LB Obj Time:** 0.6
- JET PACK---**
  - Jet Force:** 50
  - Jetpack Obj:** jetpack
- Jetpack Emission:** 2
  - Element 0:** Particle System (Particle System)
  - Element 1:** Particle System (1) (Particle System)
- Is Using Jetpack:** ☐

- **Player ID:** must a unique ID

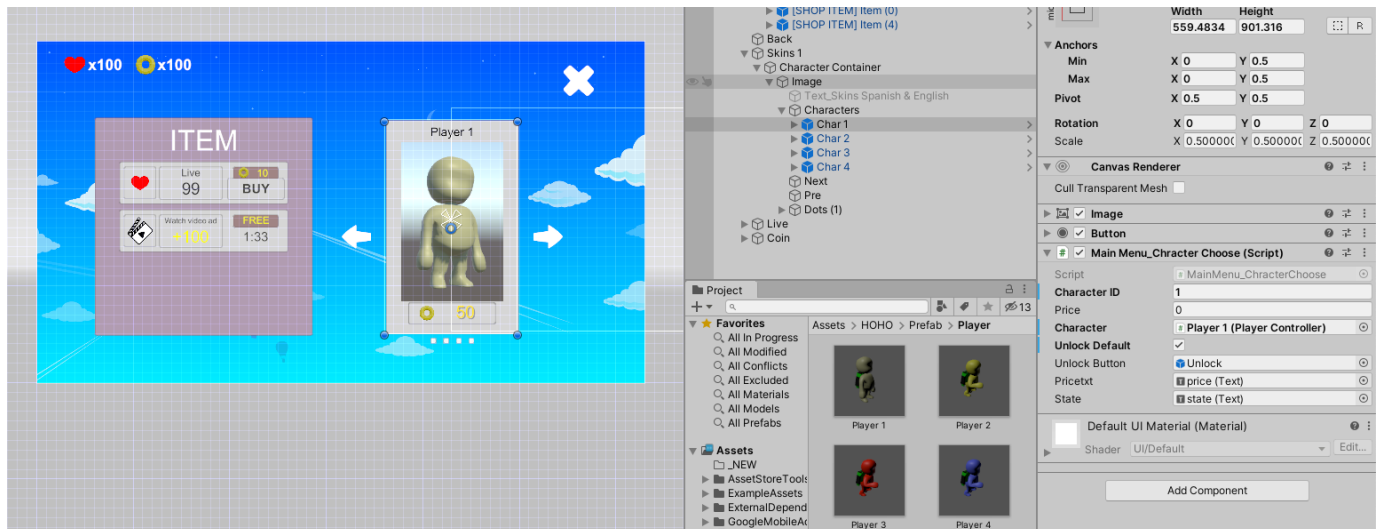
- **Gravity:** the gravity force apply for this character
- **Jump Height Max:** the max height when jump
- **Sliding Time:** the sliding time before continue run
- **Sliding Capsult Height:** scale the height of the player collision to avoid hit the platform by head
- **Wall Sliding Speed:** when stick on wall, player will move down with this value speed
- **Wall Sliding Jump Force:** the jump force value applied when jump when stick on wall
- **Acceleration Time...:** the response time to the speed, try to change this value when run, jump to know more
- **Climb Offset Pos:** the offset value when grab and climb ledge, depend on the different height of the character, adjust this value to see the better result when the player climb on ledge
- **Climbing Ledge Time:** the time to finish climbing animation, must be adjust depend on the length of the animation clip
- **Climb LC Offset Pos:** read "Climb Offset Pos"
- **Climbing LC Obj Time:** read "Climbing Ledge Time"
- **Jet Force:** the force when use Jetpack

#### b. GameManager and SoundManager



- Is Test Level: no limit live when this checked
- Sound Manager: place game music and sound

### c. SHOP SYSTEM



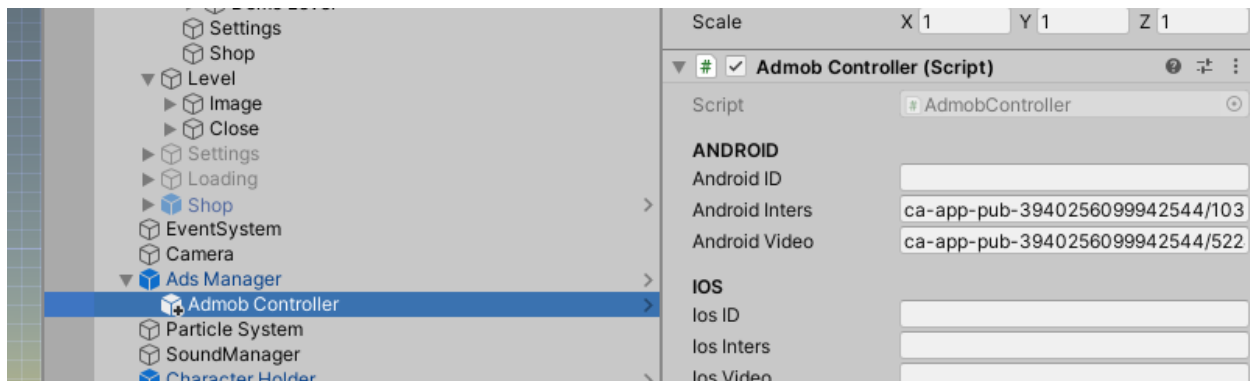
- **Player:**
  - **Character ID:** unique ID
  - **Price:** set price for the character
  - **Character:** link to the player prefab
  - **Unlock Default:** set as free character

### d. ADMOB

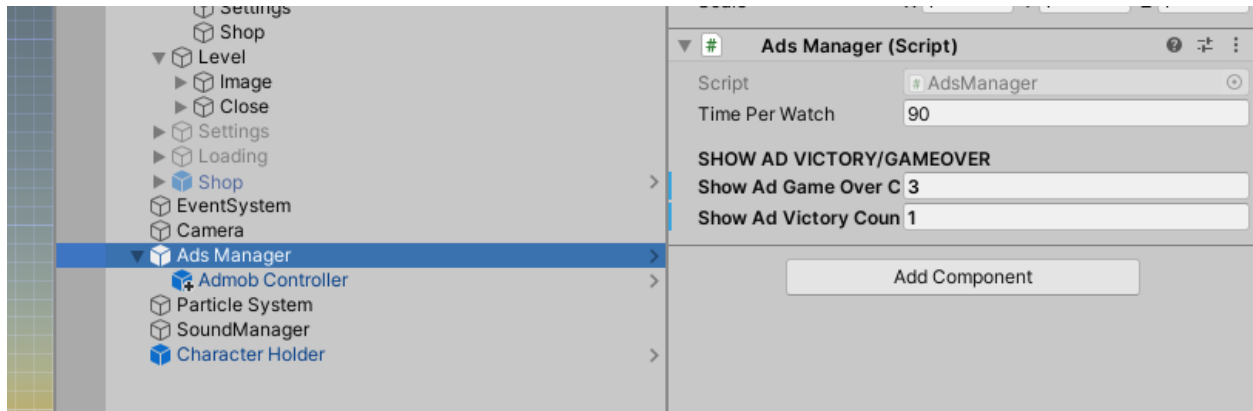
For more information about setup admob:

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

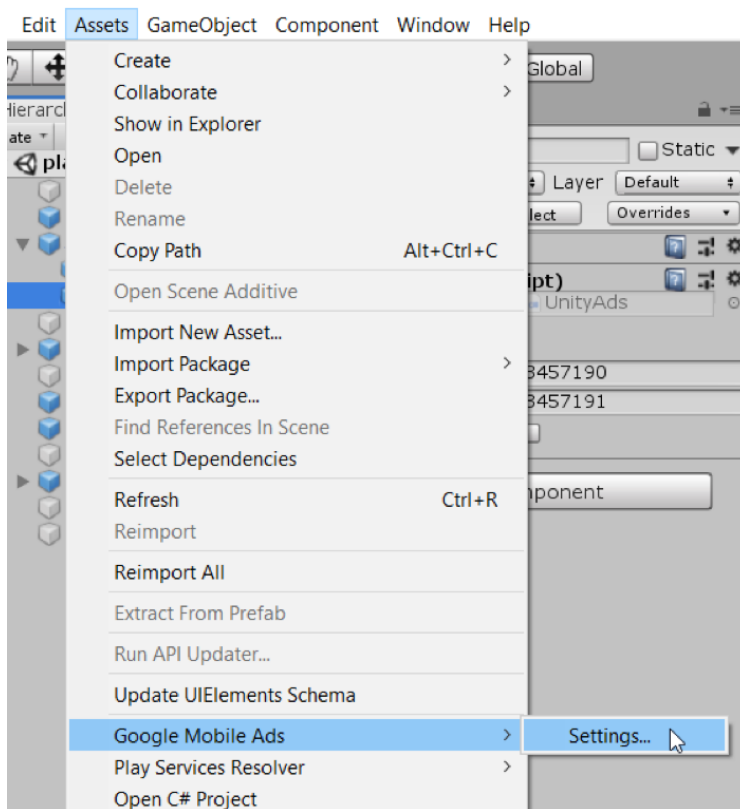
Install the admob package: <https://github.com/googleads/googleads-mobile-unity/releases/tag/v5.4.0>



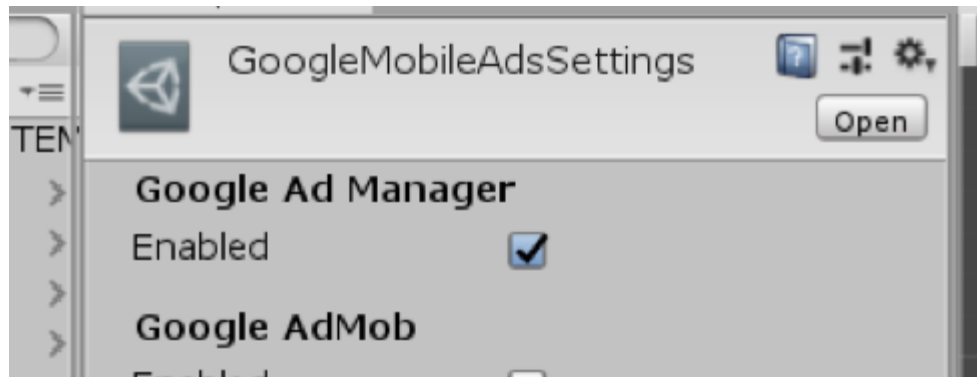
- Fill the Admob IDs here



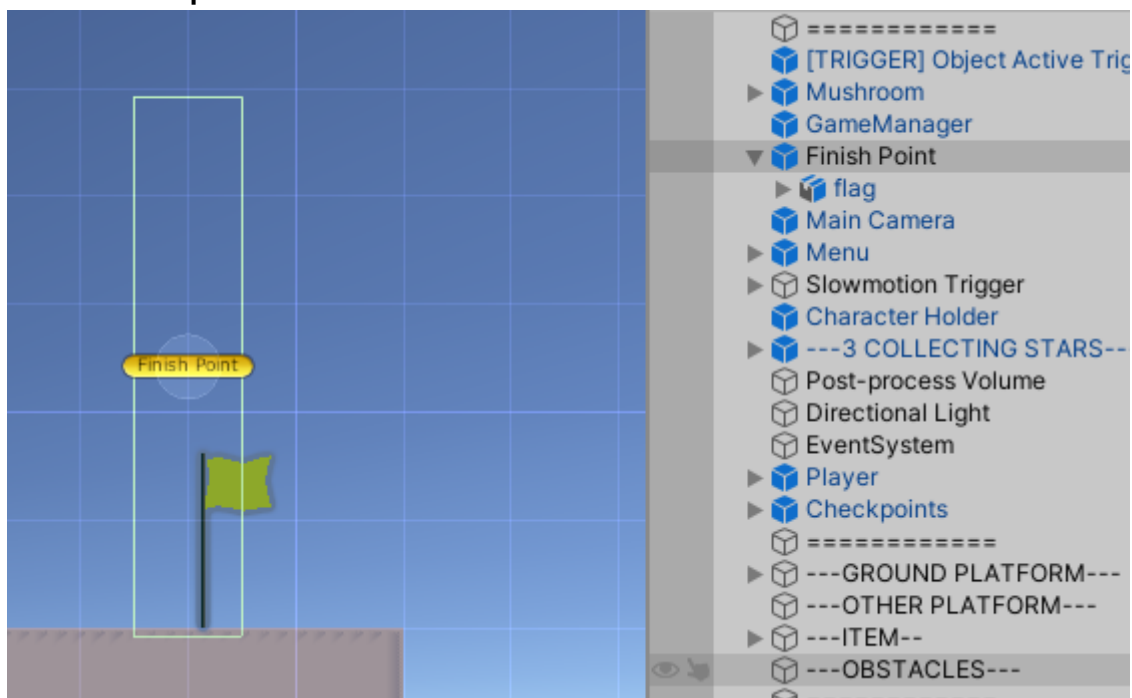
- **Time Per Watch:** after watch ad, must wait to able watch another ad
- 
- Go to Settings... (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more



- Then tick Google Ad Manager enable



**e. Finishpoint**



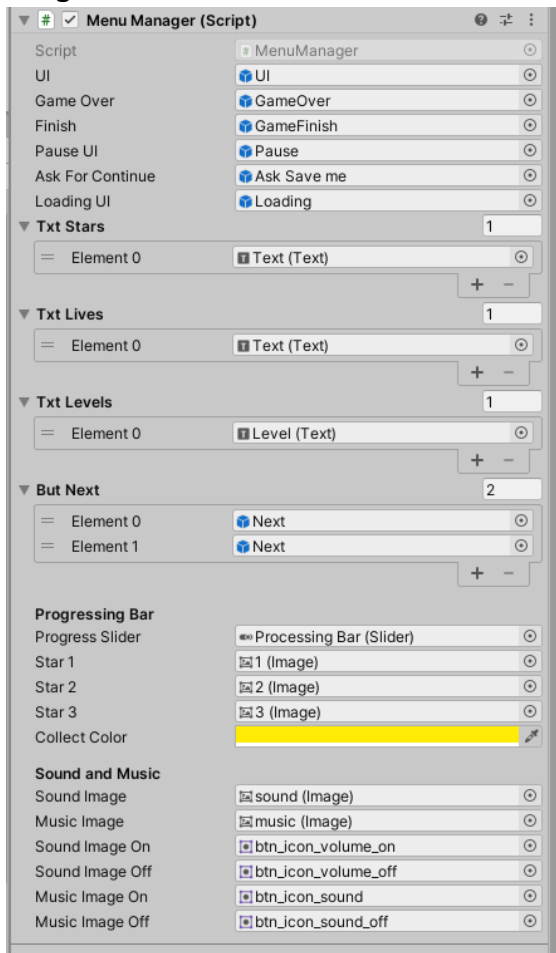
Place finish point to the correct position

## f. Main Camera



- **Lerp Speed:** the smooth follow value
- **Offset Player:** the offset to the Player
- **Limit Camera Up/Limit Camera Below:** limit Up position that camera can't pass out (watch the Editor Scene to see the limit line when change this value)

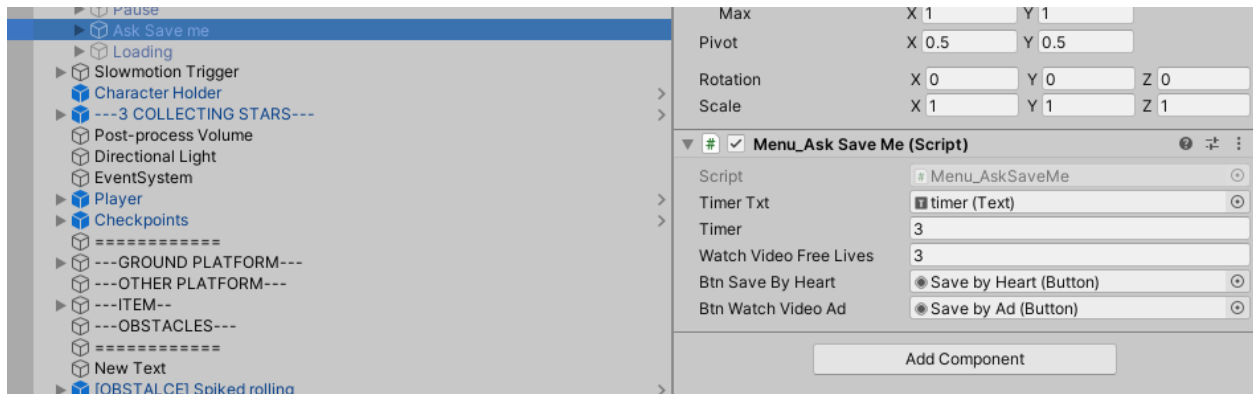
## g. Menu



- **Handle text/button/image**

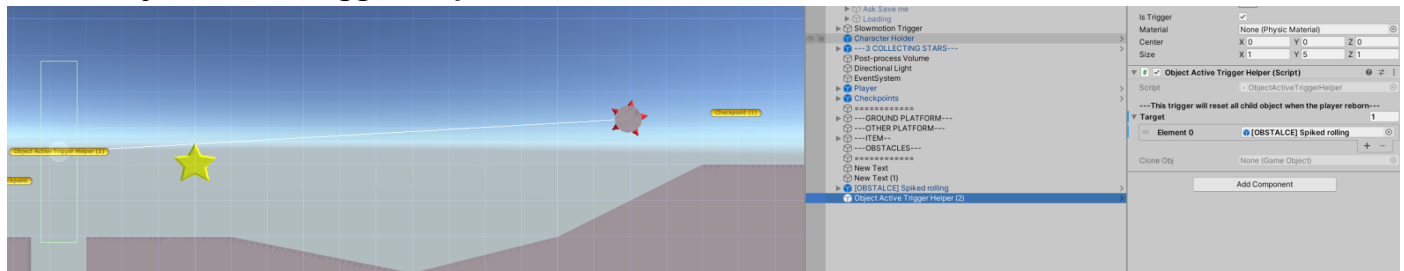


## h. Ask Save Me



- **Timer:** time to make a choice
- Watch Video Free Lives: reward player lives after watch the video ad

## i. Object Active Trigger Helper



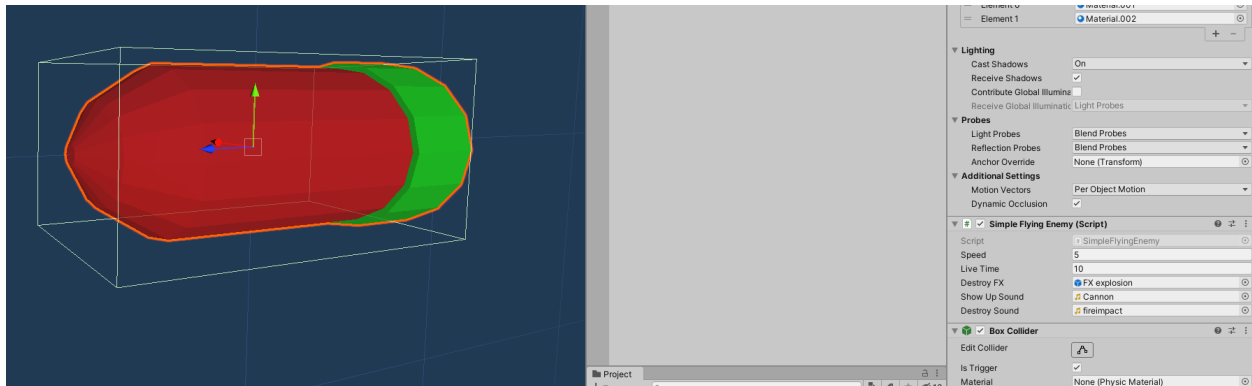
Place the object/objects wanna show it when player contact this trigger, they will be reset when player reborn

## j. Enemy Mushroom



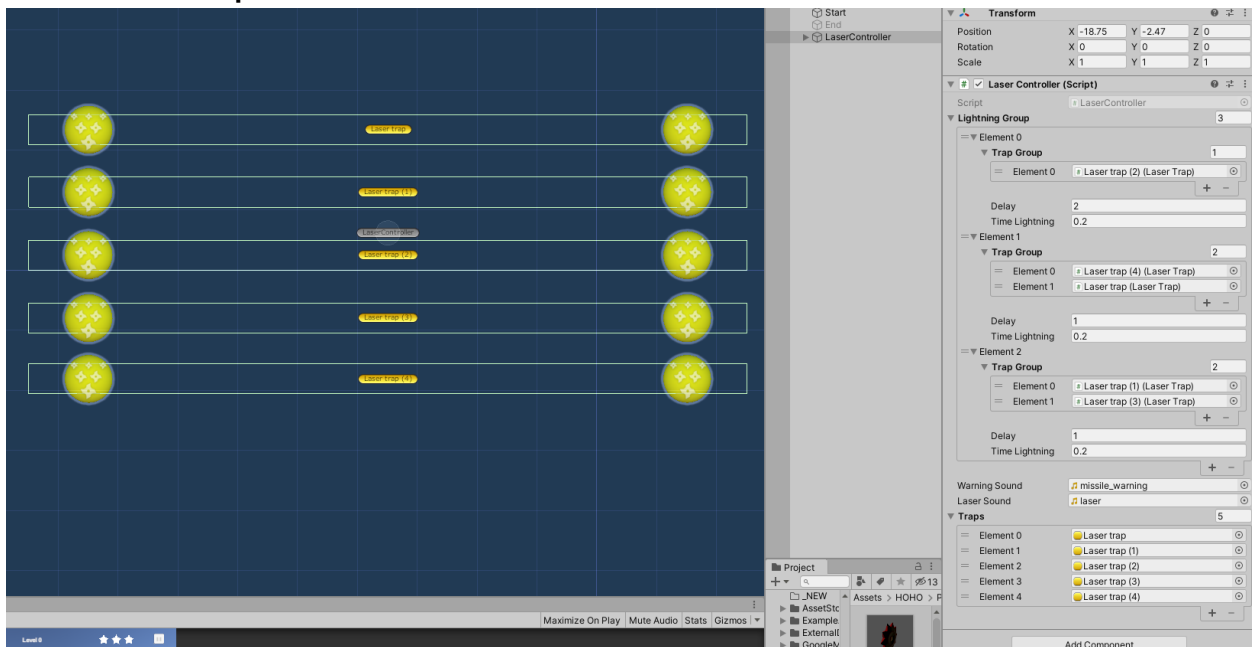
- **Can Be Kill When Player Jump On:** allow player kill this enemy by jump on his head
- Horizontal Input: set the first direction moving when start

## k. Enemy Bullet



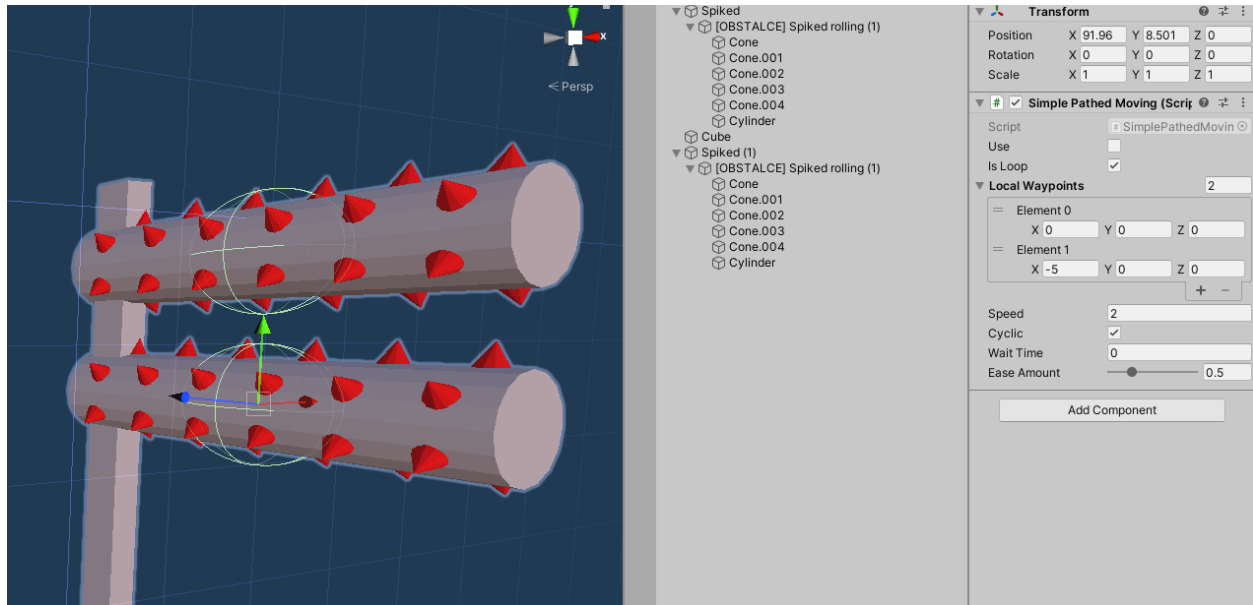
- **Live Time:** auto disable after this time value

## l. Laser Trap



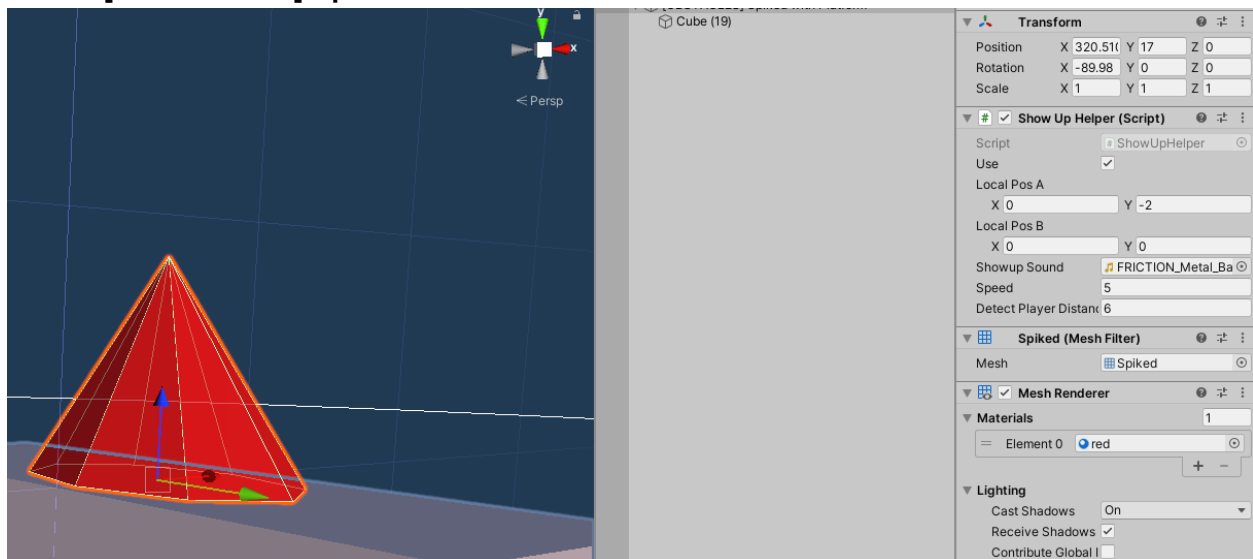
- **Lightning Group:** setup and active the laser show up
  - Trap Group: place the laser wanna active it
  - Delay: wait the time before active the lasers
  - Time Lighting: time activating the lasers

### m. [OBSTACLES] Spiked Rotator



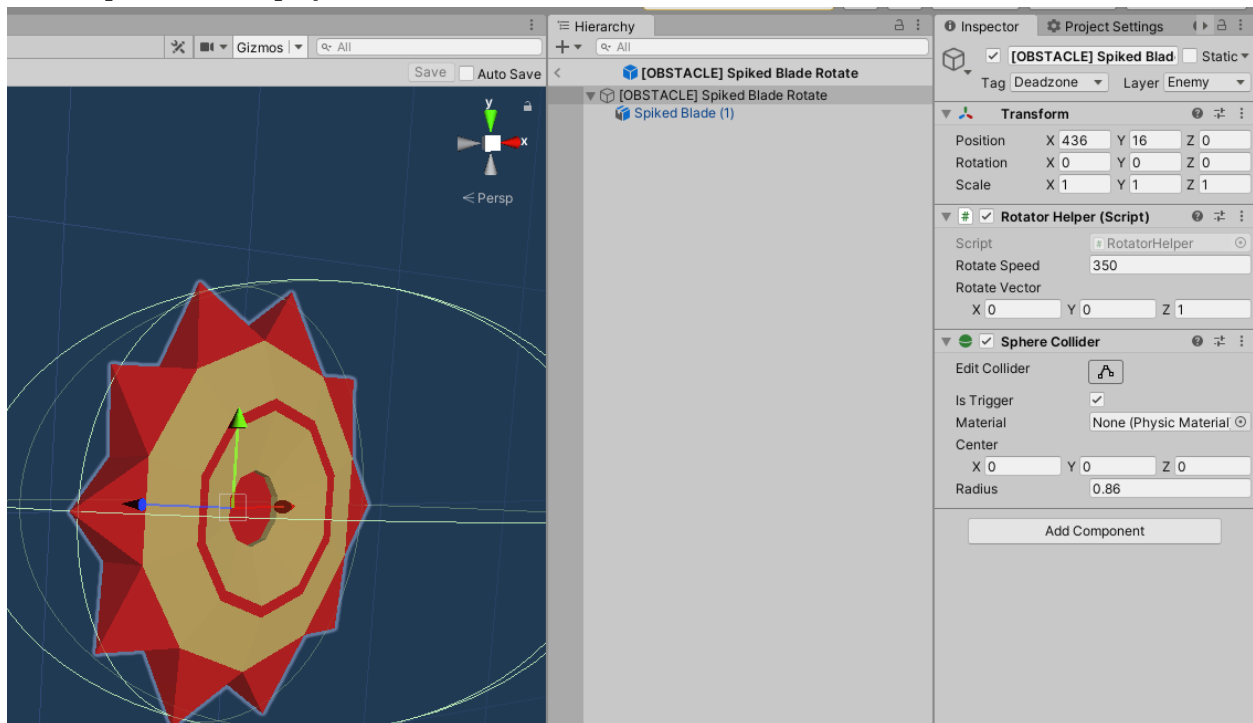
- **Use:** allow it moving or not
- **Local Waypoints:** set the local points to move

### n. [OBSTACLES] Spiked with Platform

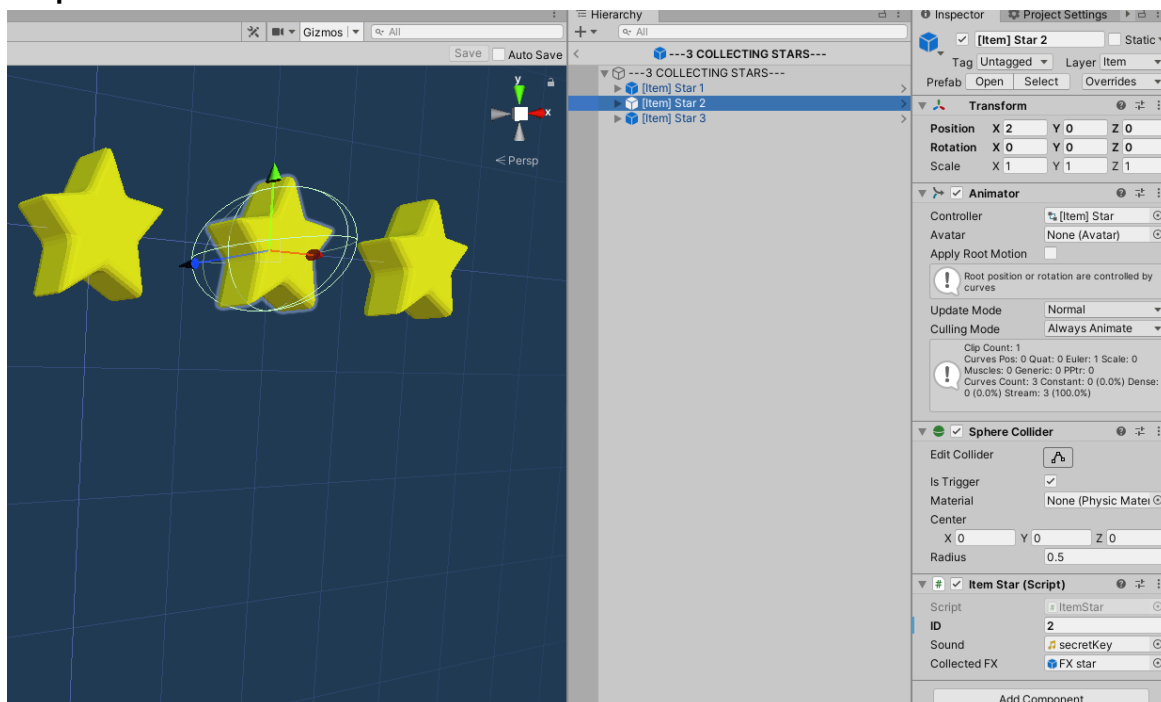


- **Use:** use move from A to B position or not
- **Detect Player Distance:** active when the player in this range

### o. [OBSTACLE] Spiked Blade Rotate



### p. 3 COLLECTING STARS



- Place the star along with the level for player can collect them

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