Shadow Shimazu Revange

INTRODUCTION

**Shadow Shimazu Revenge is a side-scrolling action/dark art style game, you will be in the role of a samurai named Shimazu, Shimazu son kidnapped and his wife is killed by an evil demon called Takeda with help from another demon called Fudo, The last 10 years Takeda was sealed away by Shimazu, the duty of, Shimazu is to take his Revenge and trying to rescue his son, the game needs. strategic thinking and memorizing with extra focus on avoiding traps.**

PROJECT SETUP

* Using Unity 2018.4.18f1
* Start play at 01.Scenes/First

PROJECT’S STRUCTURE

* All of the project’s scripts are in Scripts folder.
* Game art are in (1-Images folder/Resources folder)
* Game PSD art are outside the project files
* Game audios are in (Sounds folder)
* Game fonts are in (Font folder)

IMPORTANT

If you want to work on the 2.5D version, Please download it from here

<https://drive.google.com/file/d/1I6A-iIJ0MBncSw7Ffd4kGKnrmDidzLiY/view?usp=sharing>

HOW TO CHANGE ID ADS?

**Rewarded video**

* Open MyNewAd Script And put your rewarded video AdMob Ad iD here



**interstitial**

* Open PlayButton Script And put your interstitial AdMob Ad iD here



* Go to Assets/Google Mobile Ads/Settings and put your App iD



HOW TO CHANGE RATE URL?

* Open RateOk Script And put your Game Url here



* Open mainlv Script And put your Game Url here



HOW TO CHANGE POLICY URL?

* Open mainlv Script And put your Game policy Url here



HOW TO EDIT IAP

* You don't have to change the IAP, we use IAP catalog

So simply go to window/Unity IAP/IAP catalog and export the file as CSV if you want to upload into google play



If you faced Any issues or bugs Please reach out to me to fix it, Thanks.