

Kong Hero - Platformer Controller game kit

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If you like this game, please review it, I appreciate it ;)

I. Introduce gameplay and features

Let's take adventure and help a little kong fight against the alien monsters.

Simple gameplay, nice graphic, funny monsters and sound, classical controller, very funny and very interesting, you can help him slide, jump, fire, attack

FEATURES:

- + 4 Worlds
- + 36 Levels
- + 4 Big Bosses
- + 2 Characters and custom more
- + Shop system
- + Nice sound and graphics
- + Classic platform game controller
- + Easy to reskin with sprite sheet
- + Addictive gameplay
- + Total C#, Easy to play, easy to learn, easy to reskin

TUTORIAL VIDEO ONLINE

I. Gameplay

1. Add Platformer: <https://youtu.be/wKUuoAXqazI>
2. Add Block: <https://youtu.be/g04Sx7XBpAs>
3. Add helper: <https://youtu.be/wt3KmWLWklc>
4. Add Items: <https://youtu.be/OAXrpFymkRM>
5. Checkpoint and Camera Bound: https://youtu.be/_hjfsQCJYz8
6. Add Monsters: <https://youtu.be/tmOsyj8m268>
7. Add new world: <https://youtu.be/1ysNF1iEht8>
8. Add new level: <https://youtu.be/qlwGDpcjKiQ>

II. Reskin character

1. Reskin Monster: <https://youtu.be/19RXDRdI2Zc>
2. Reskin Hero: https://youtu.be/U_PO7BTetA0

III. TUTORIAL

1. Game Editor



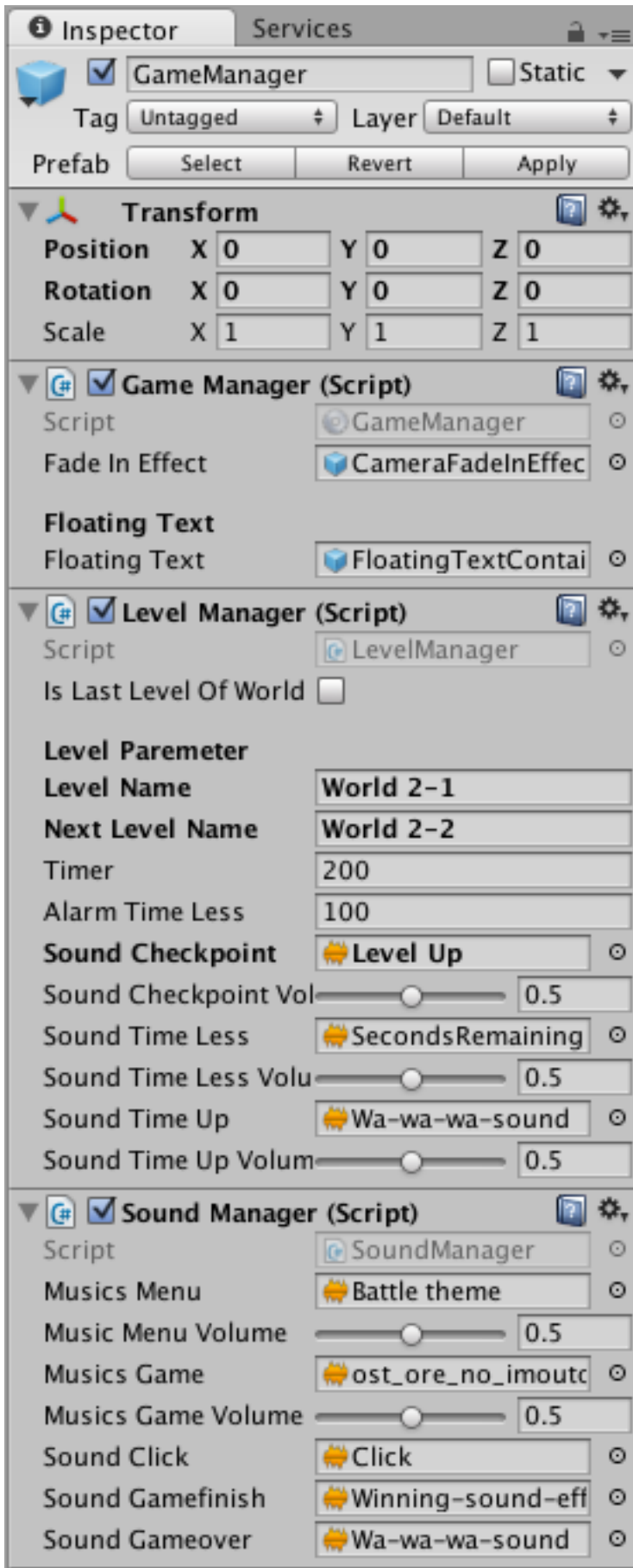
2. Game Controller

Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Resource:** Holds all the prefabs used in the game. These are distributed to various folders for easier access.
- **Scenes:** The first scene that runs in the game is Menu. From this scene you can get to the Game scene and goto levels.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Audio:** Holds all the sounds used in the game. Jump, Click, etc
- **Sprite:** Holds all the textures used in the game which are used as sprites in Unity.

Main Controller gamplay:

a. Game Manager



GameManager script control game state, store score, best score and Fail function. You can call the function directly.

Game Manager script:

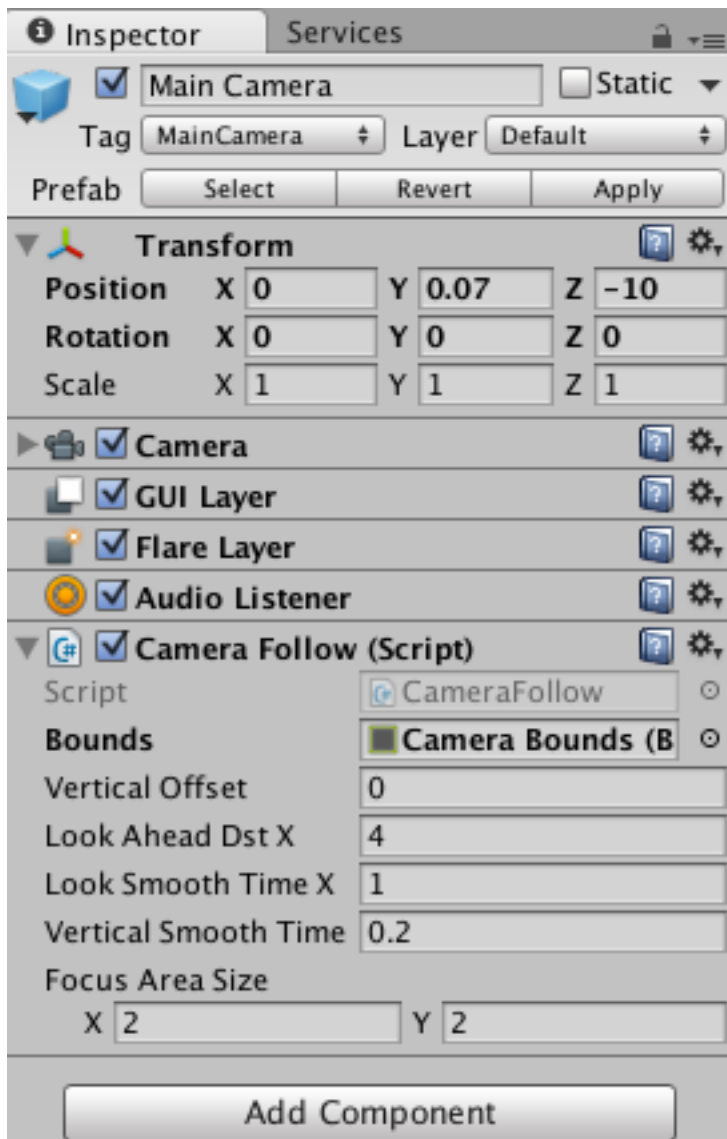
- **Fade in Effect:** the effect of camera come from black to white.
- **Floating Text:** floating text score on screen

Level Manager:

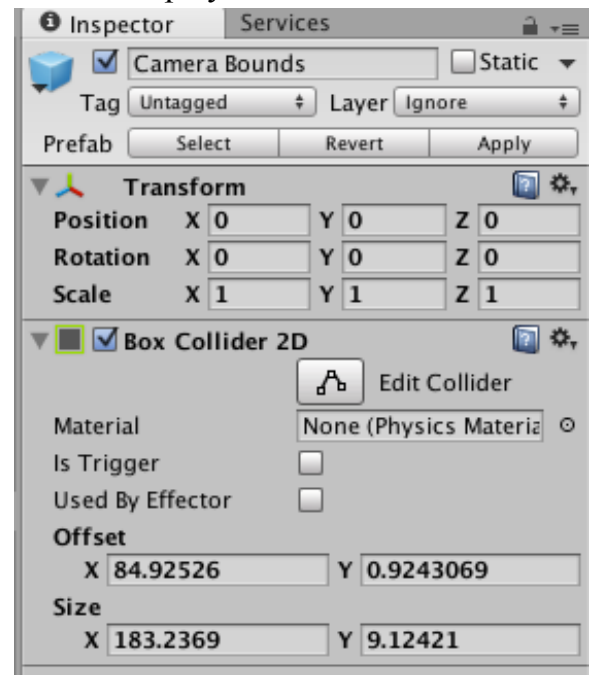
- **Is Last Level Of World:** check this box if this the the last level of the world
- **Level Name:** name of this level
- **Next Level Name:** the next level scene must be loaded when the player complete this level or press next level button
- **Timer:** the amount of time allow player alive
- **Alarm Time Less:** play alarm sound when timer is less than this value
- **Sound Checkpoint:** play this sound when player reach to checkpoint

Sound Manager script: control the music and sound. In another script, you can play the sound clip by `SoundManager.PlaySfx(soundclip, volume)`

b. Main Camera

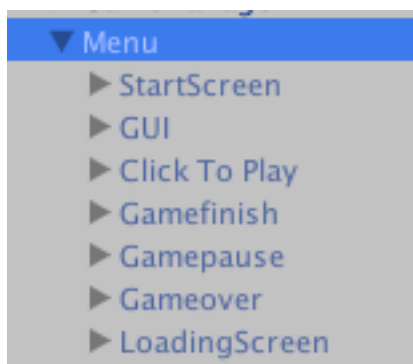


The Camera use this script to follow the player with **Bounds**:



Bound is a box collider 2D, used to limit the movement of the main camera

c. Menu



This is main GUI of game, it control all child in there: GUI, GameOver, Game Pause, Game finish,... Place all items in it to setup correctly.

d. **Controller:** Support for both Mobile and PC

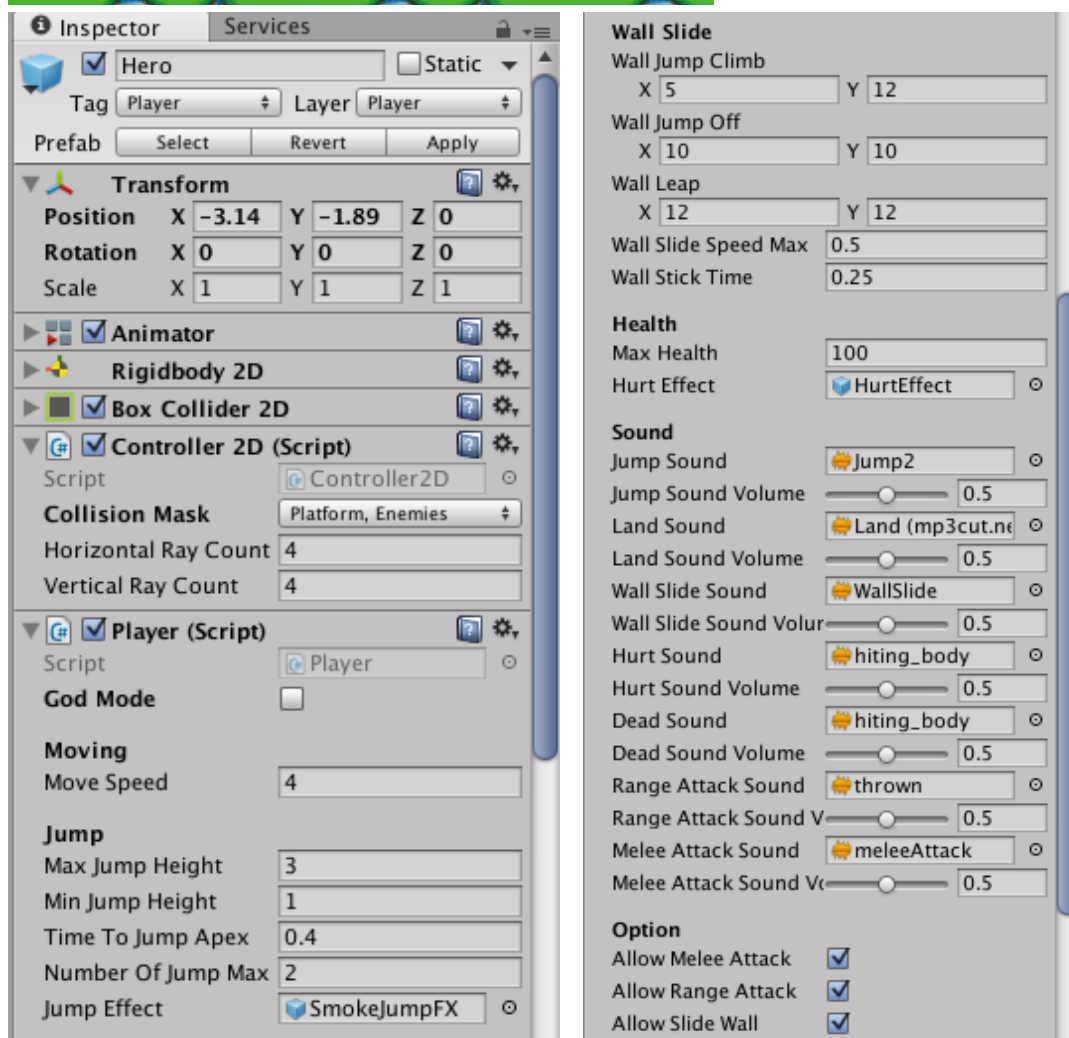
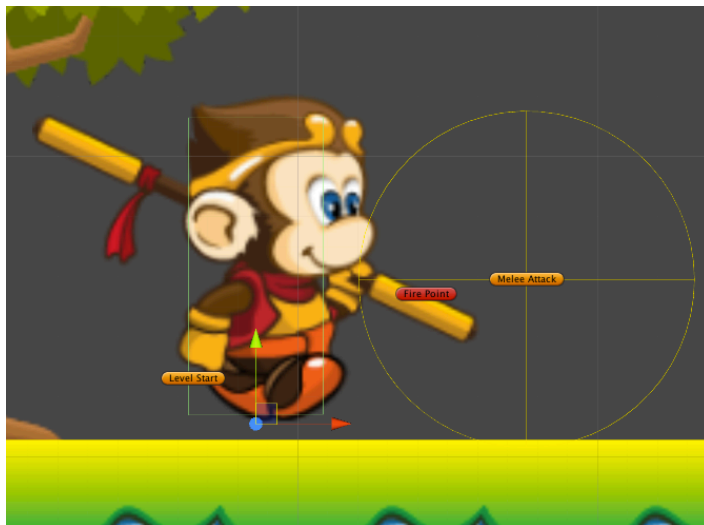
- **Mobile:** Move left, right, jump, melee attack, range attack



PC: you can change the keys in UI_Controller script

- **Move Left:** Arrow Up
- **Move Right:** Arrow Down
- **Jump:** Arrow Right
- **Melee Attack:** X
- **Range Attack:** F

e. Hero



What he can do: walk, jump, sliding on the wall, melee attack, range attack

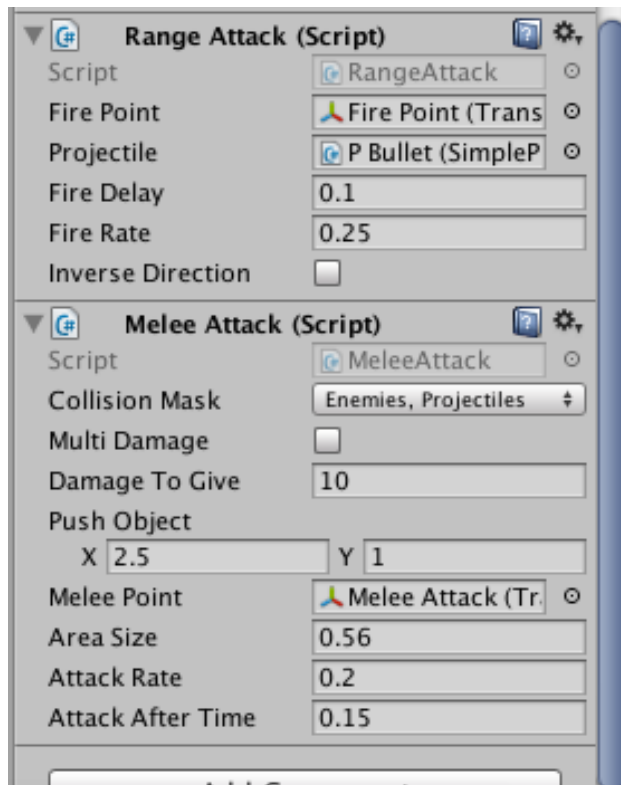
God mode: nothing can stop him

Move Speed: the speed of the player

Max/Min Jump Height: the maximum/minimum height the hero can jump

Time To Jump Apex: how fast the hero jump

Number of jump max: how many jump he can make



Range Attack:

- Fire Delay: delay a time to sync with the action fire of animation, it depend on your attack animation, it can set to 0
- Fire rate: the delay of the next fire

Melee Attack:

- Multi Damage: hit enemies per attack
- Push Object: push the enemy back

3. Introduce Monsters and other things

1. Monsters

a. BOSS



He will attack you by drop the monsters from sky in front of player.

Eyes: The boss's eyes, they will look at player

Drop Monster Point: the position drop monsters

Monsters: random choose the monster to drop in this list, you can add more

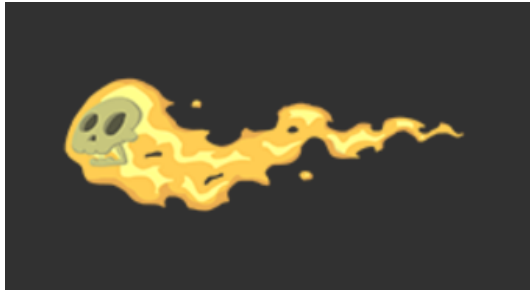
Sound Drop: play sound when drop monster

Min Attack Time, Max Attack Time: random choose the time between that value to delay before drop another monster

Offset Player: keep the distance with the player

b. Air Monsters

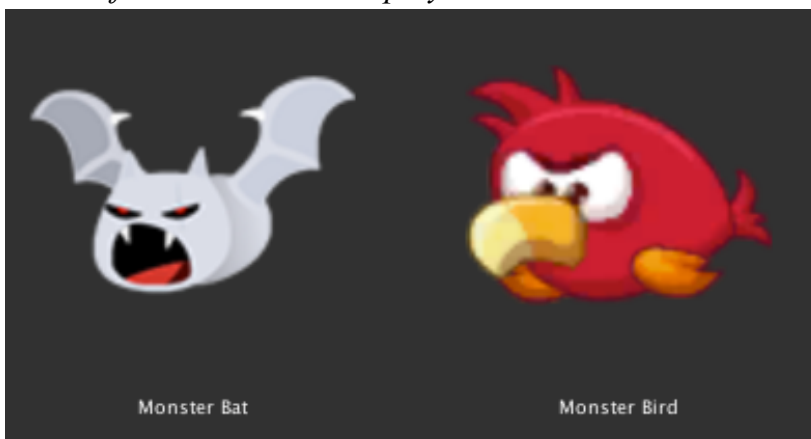




He will fly when he show up, so he should be placed in Monster Trigger object

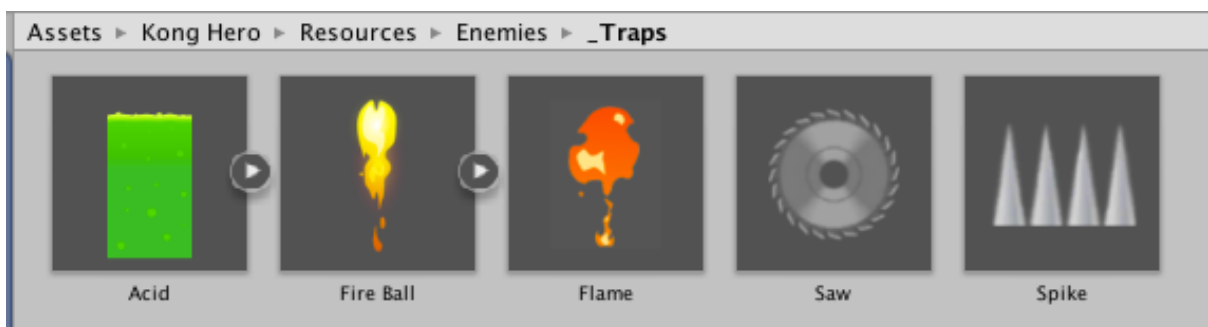


He will fall down when the player come to near him

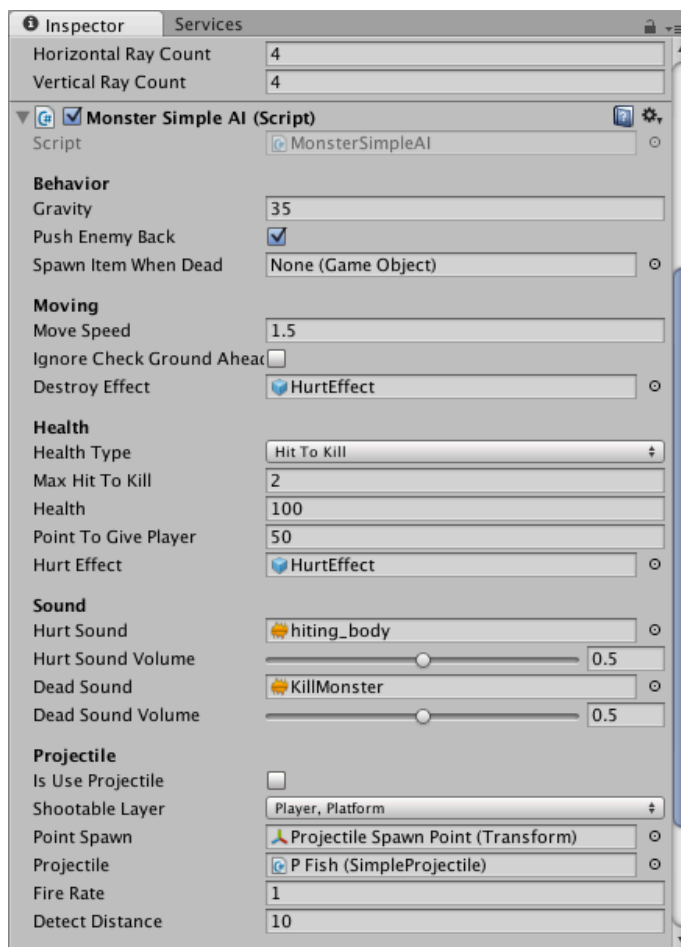


He will patrol left and right and chase the player when he detect the player

Traps



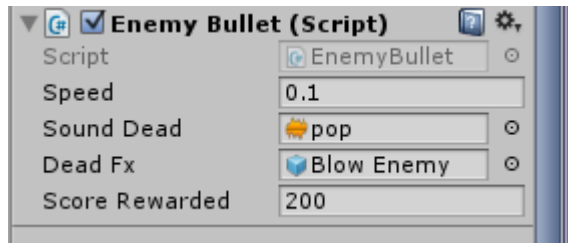
c. Monster Ground



- **Gravity:** set the gravity for the monster
- **Push Enemy Back:** push the enemy back when hit by player
- **Spawn Item When Dead:** spawn any gameobject when he dead, like coins,etc
- **Ignore Check ground ahead:** the monster will fall from the platformer when he left it
- **Health Type:** 2 options: hit to kill and health amount, if you choose the Hit to Kill option you must set Max Hit To Kill value.
- **Is Use Projectile:** allow the monster fire the projectile on the player when he detect the player with the Detect Distance value, when this option is checked,

you can see the distance line in Scene.

d. Big Bullet



He attack the player with his power

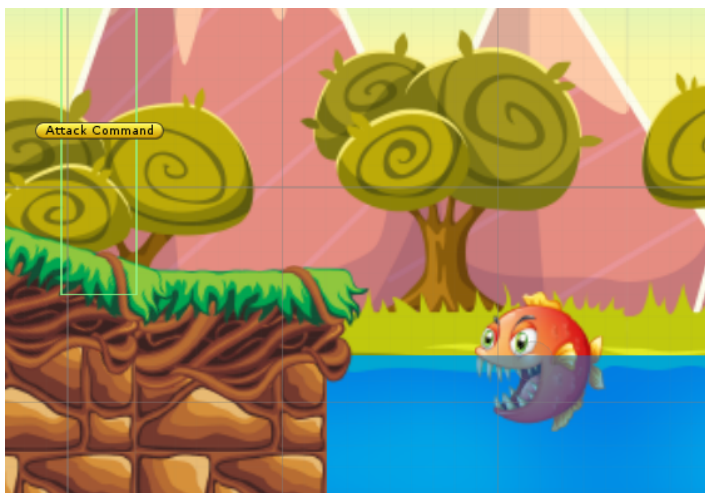
Speed: speed moving

Sound Dead: player can kill him by jump on his head, play this sound when he dead

Dead Fx: The smoke FX when he dead

Score Rewarded: add score when he dead

e. Monster Fish



He are waiting for you, when you get to his range, he will jump on you suddenly

Jump Force: the force applied when he jump

Rotate: He will rotate 60° before he jump

Delay Attack: After he rotate 60°, he will wait this time before he jump out of the water

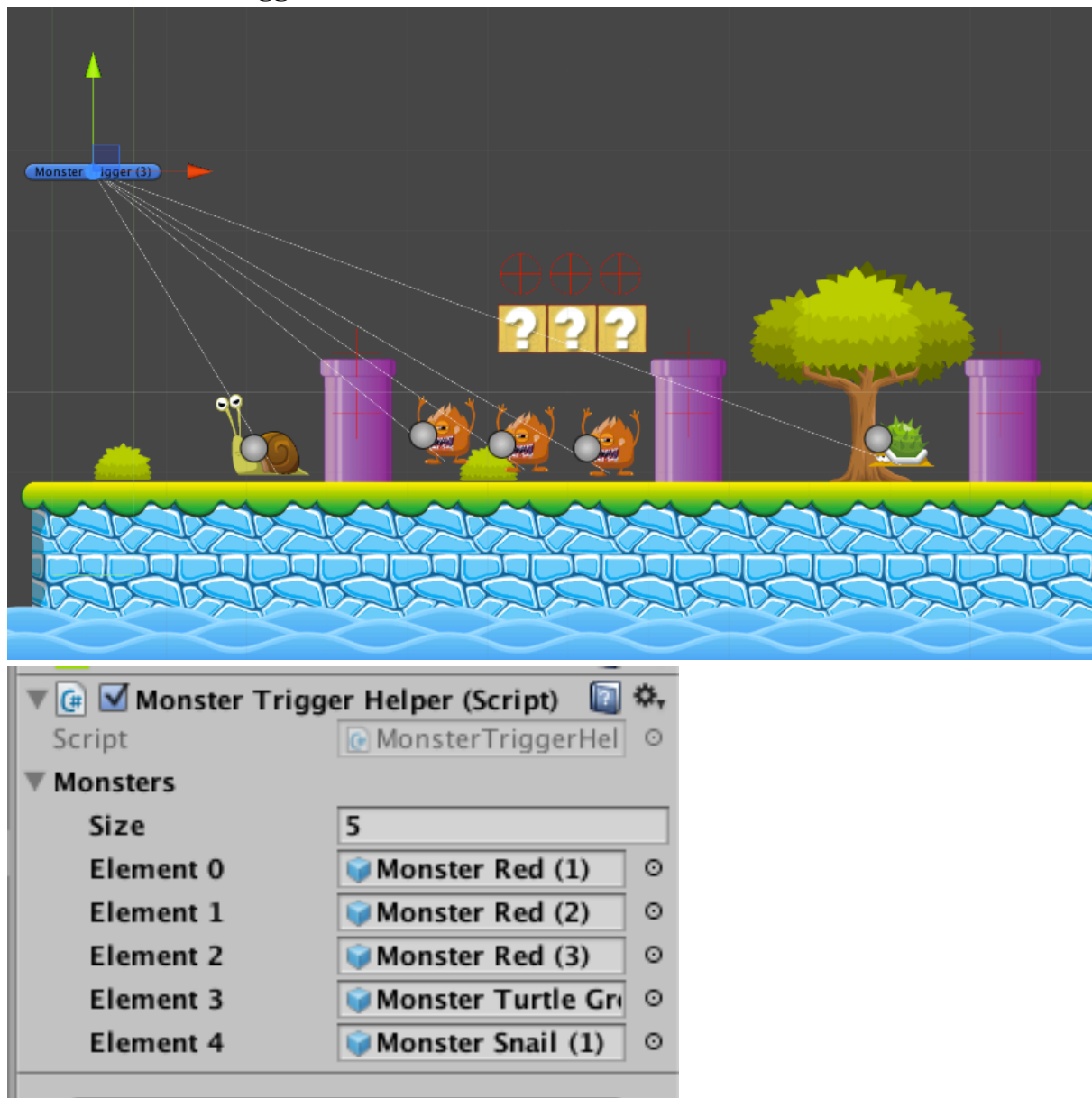
Sound Attack: play when he jump

Sound Dead: play this sound when he get killed

Dead Fx: The smoke FX when he dead

Score Rewarded: add score when he dead

f. Monster Trigger



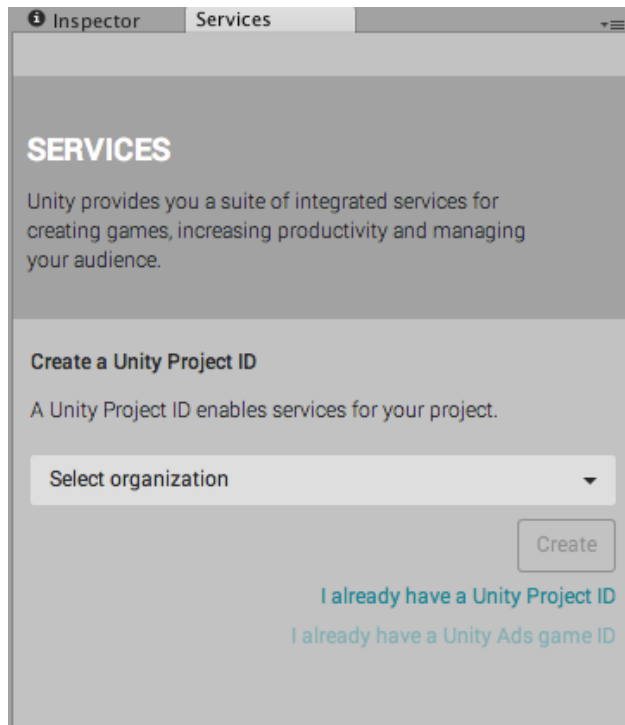
It is used a lot in this game. This object will disable all monsters when start the game and when it detect the player then it will enable all the Monsters.

Just drag the monster that you want to trigger

4. Unity Ads Reward

You need to create a new game on <https://dashboard.unityads.unity3d.com/> to get Android and iOS ID.

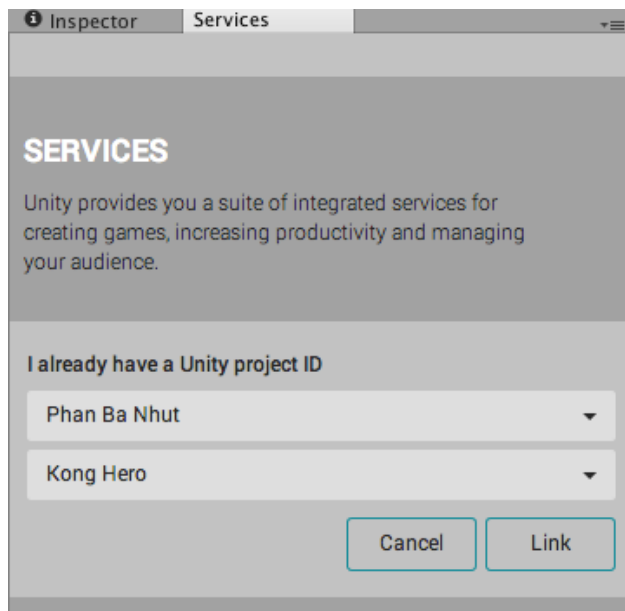
Open Window/Services tab



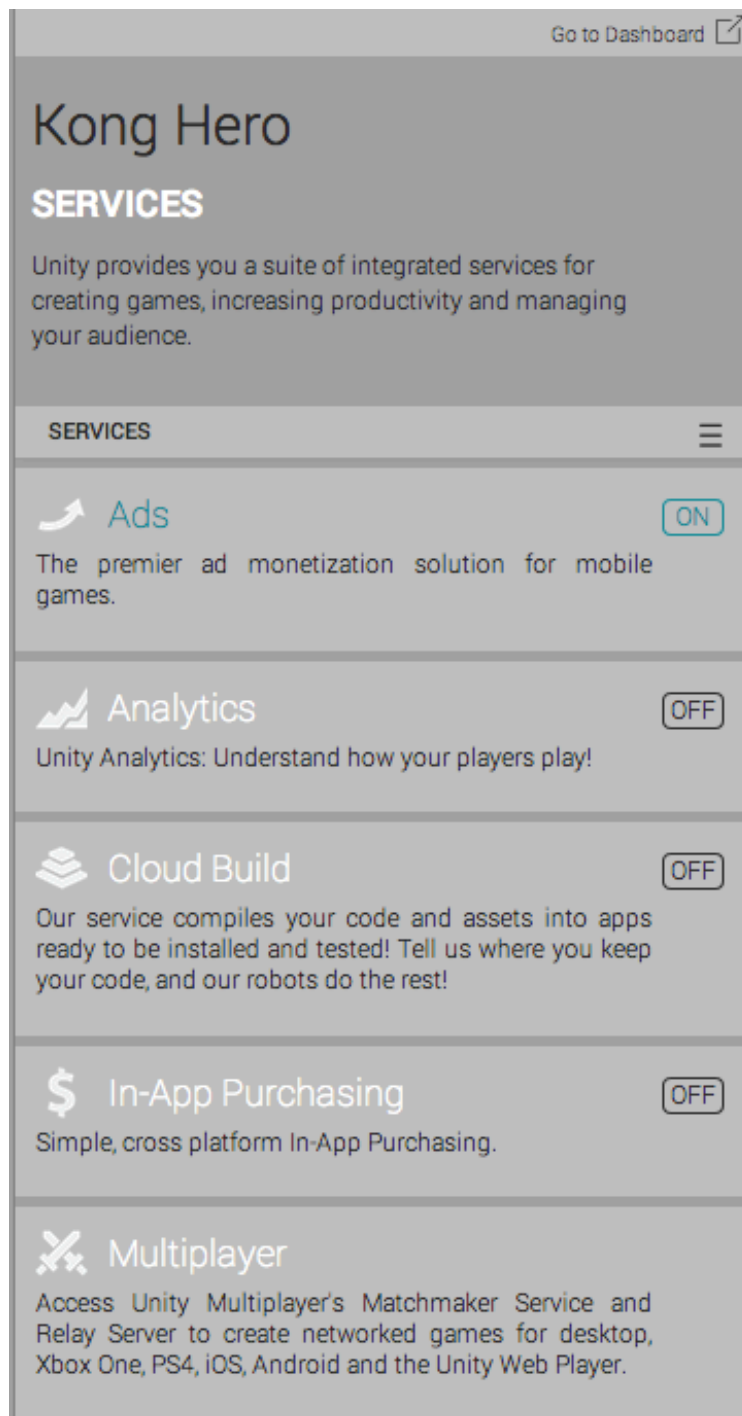
- If you already have the ID then click “I already have a Unity Project ID”

- If you don’t have the ID then choose your Unity ID and click Create.

In this case I choose the option 1 because I already have the IDs when I create a new game at the link above.



Choose your project ID and click Link



Finally, turn on the Ads

Okay, now you have completed the integration Unity reward ads for this game. You can test this function by open Main Menu scene, hit Play and click the Video button to get the coins

5. Facebook Invite friend

To use this feature, you can follow this facebook tutorial <https://developers.facebook.com/docs/unity/gettingstarted> to get the Key Hashes:

For MAC:

1. Open terminal
2. Type **cd ~/.android** and hit enter to go to **.android** directory
3. If you want to open **.android** directory in finder, type **open .** and hit enter. Then **.android** directory will be opened in finder where you can find *debug.keystore*. If you do not want to open *.android* directory and only want to generate key hash, then skip this point and follow #4.
4. Copy your *.keytore* in this folder
5. In terminal where you are already in *.android* directory type **keytool -exportcert -alias alias_name -keystore sample_keystore.keystore | openssl sha1 -binary | openssl base64** and hit enter.
6. You are asked for password. Enter **your password of this keystore** and hit enter. Then you get key hash ending with "="
7. Copy key hash, enter in your facebook app setting page and save changes.

For WINDOWS: <http://stackoverflow.com/questions/4388992/key-hash-for-android-facebook-app>

When you done setup facebook ID and fill the Key Hashes then you can invite your facebook friends.

If you want to allow everyone test this feature , goto your app on dev facebook then choose App Review and press make “your game name” public.

Okay, That’s it! If you have any questions please contact me:
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Skype: phanbanhut

Please review my game, I appreciate it!
Thank for your purchase! Good luck!