

TOWER DEFENSE - ZOMBIE

For more information, please contact: aigame.contact@gmail.com

I. FEATURES

Gameplay:

- Total 50 example levels (Can add more, watch the tutorial video)
- Total 4 gunner players
- Total 9 enemies: 4 normal, 1 dog, 1 gunner, 2 leaders, 1 boss
- Crossbow boosters (Lightning, Poison, Ice)
- Throwing Grenade and Flame Bottle
- Easy to create new levels
- Upgrade gunner power and the barricade health in the Shop system
- Make money with Unity Ads and Admob (Show ads on Gameover/Victory, watch rewarded video)
- Make money with IAP (Buy coins)
- Sprite images animation (easy reskin graphics)
- Work on Mobile and PC
- Total C#, easy to learn

Players:

- Handgun
- Machine gun
- Sniper
- RPG
- All gunners be upgraded in the shop

Enemy ability:

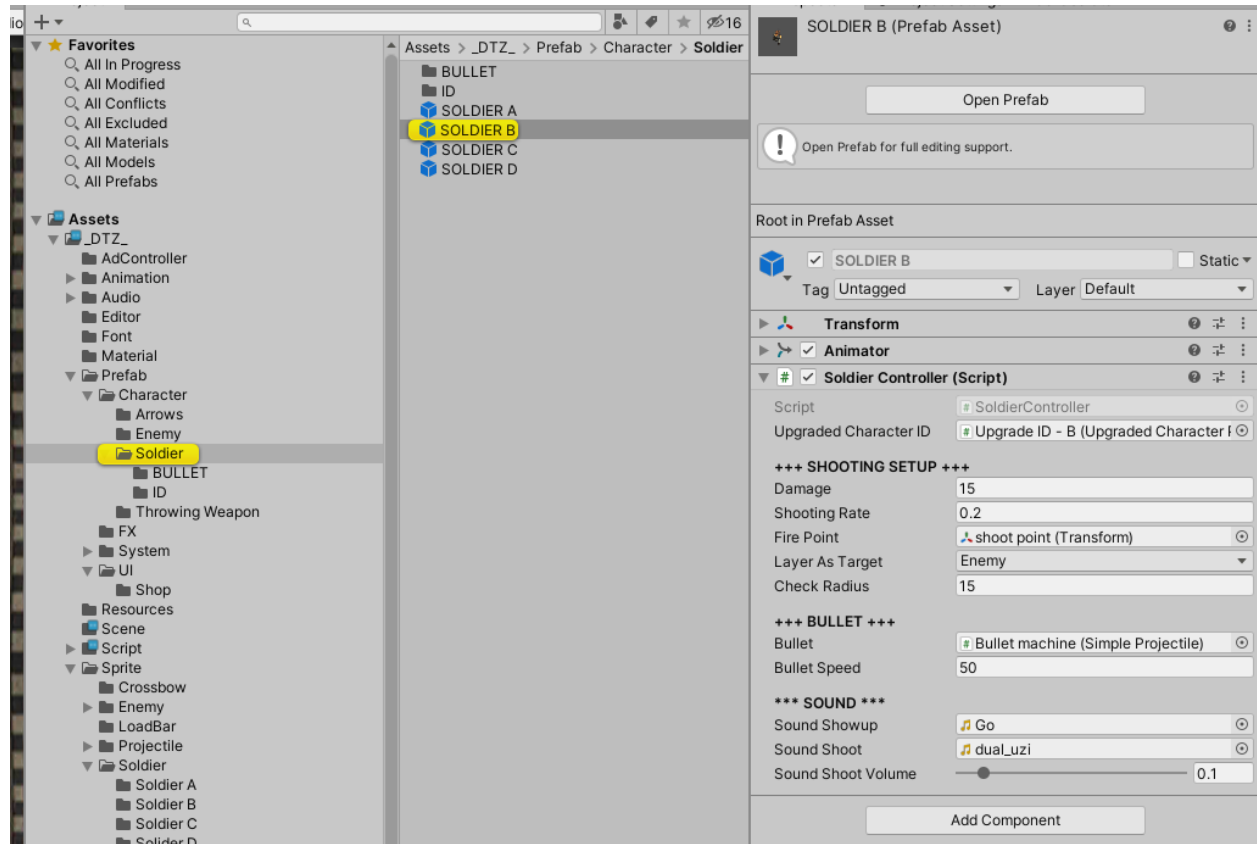
- 4 normal zombie
- 1 zomdog
- 1 zomcop with gun
- 2 leaders
- 1 boss
- Can create more zombies (watch the tutorial clip)

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

<https://youtube.com/playlist?list=PLHuyOBWrU-Q0I-5Ik5dhfoLrnwvWoUxDI>

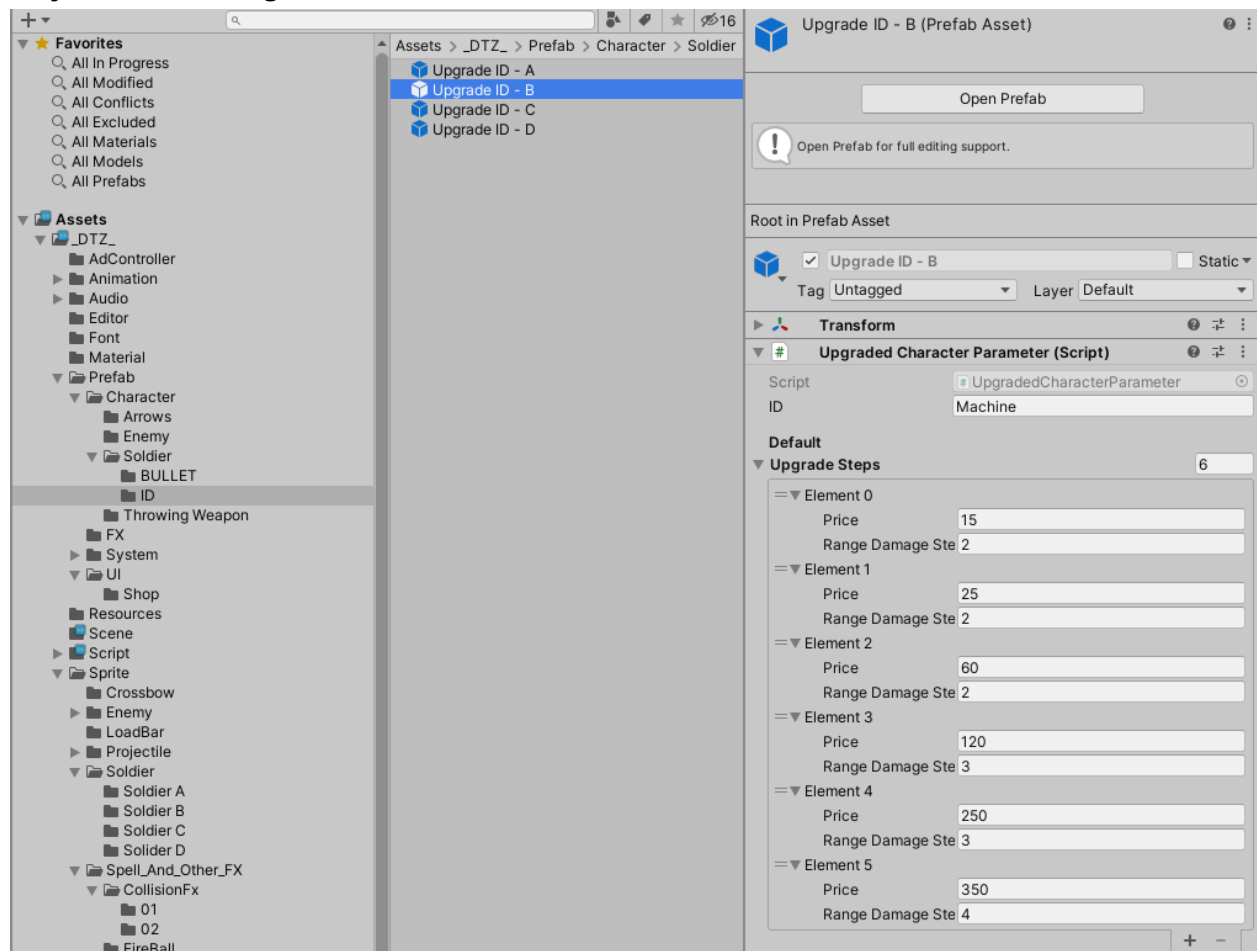
II. GAMEPLAY

a. Gunners



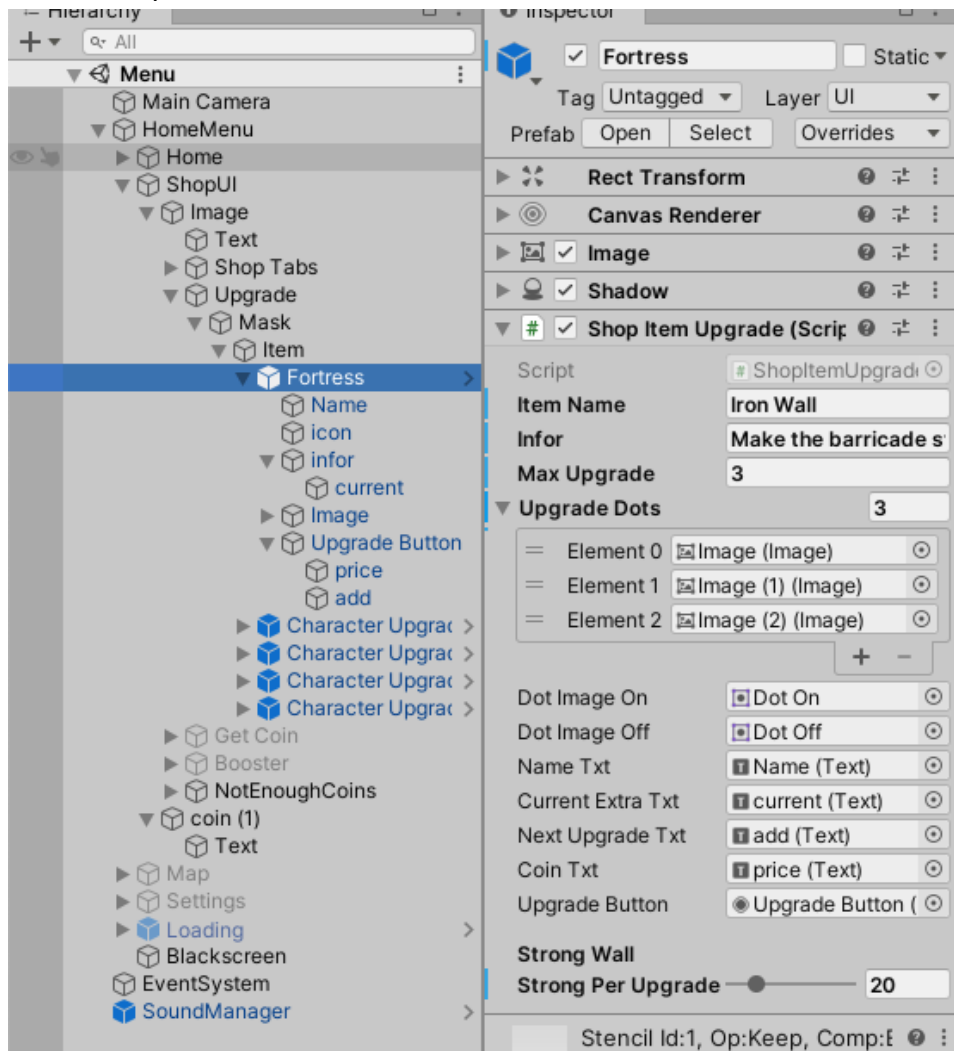
- **Damage:** basic damage of the gunner
- **Shooting Rate:** the delay time for next shoot
- **Check Radius:** the distance that allow the gunner detect the enemy and shoot them
- **Bullet speed:** set the speed for the bullet

Player ID for each gunner



- Price: the price for step upgrade
- Range Damage Step: when purchase it with the above price, this value will be added in the extra damage of this ID for the gunner (Upgrade it in Shop)

b. Shop



- Set the percent for the upgrade step
- Set the upgrade price in the GameSetup (Logo scene)



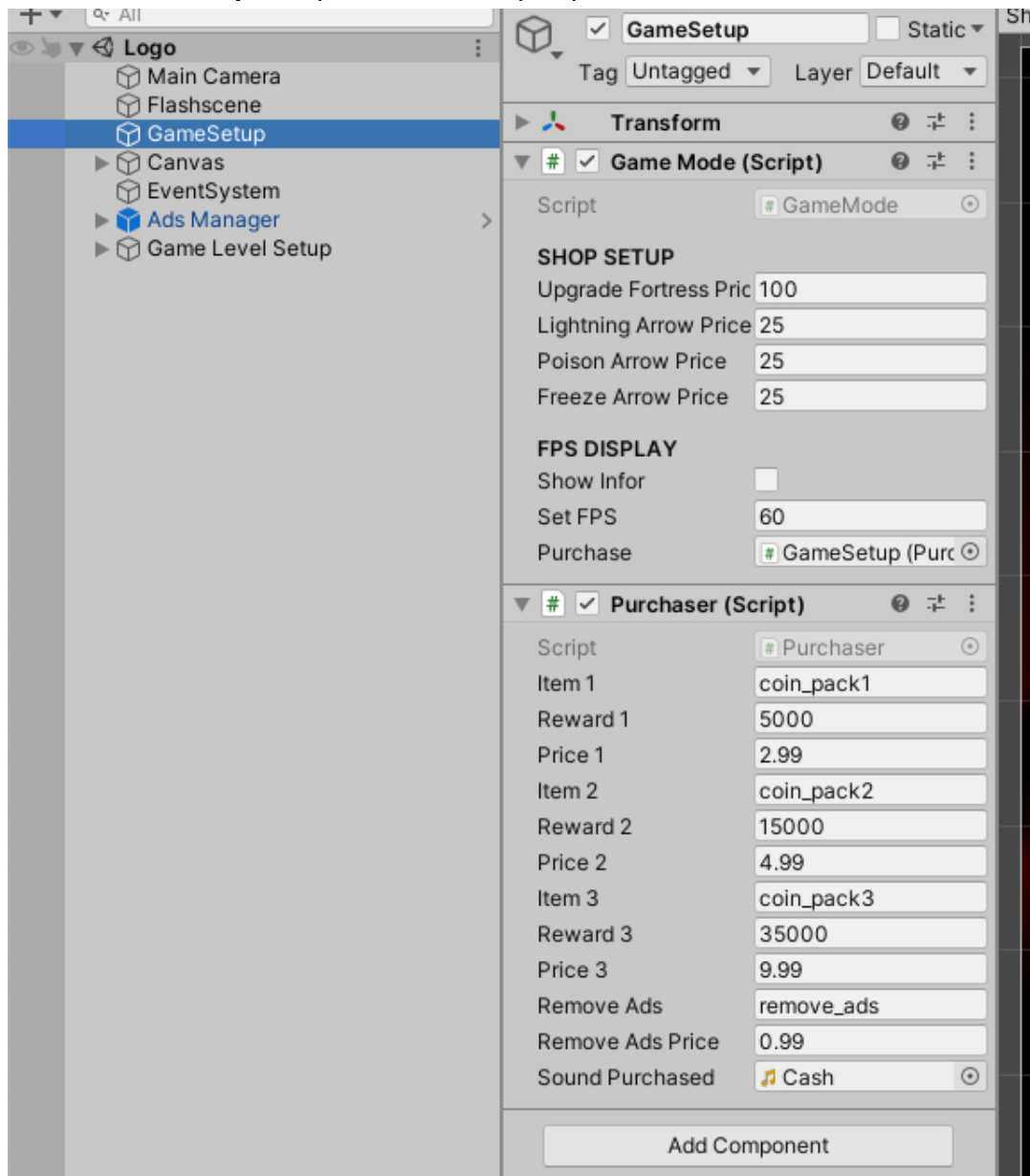
- Rewarded Unit: add this value to stock
- Set the price in the GameSetup (Logo scene)

c. 3 Stars system

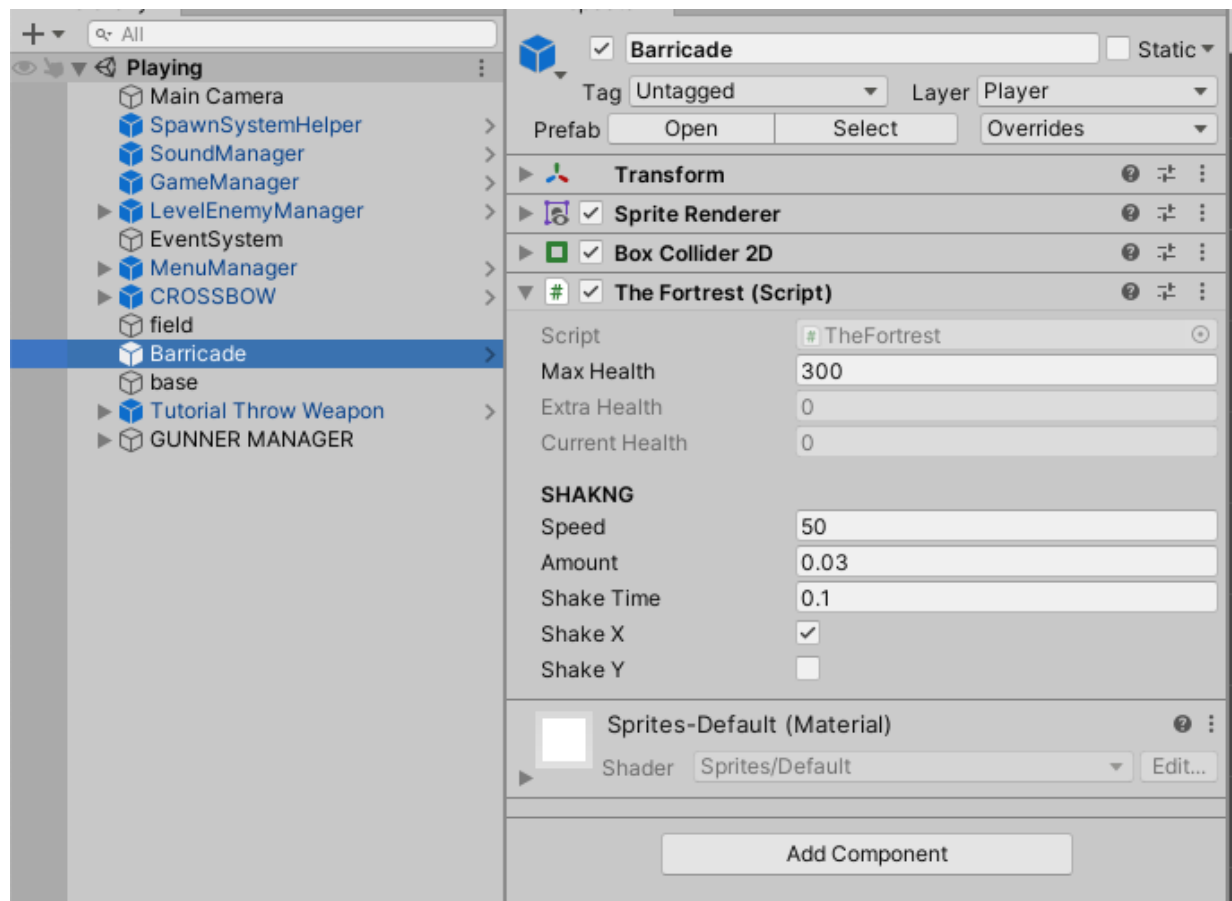
The rating is based on the remain health of the barricade

- 3 stars if health > 80%
- 2 stars if health > 50%

d. **GameSetup**: Set price for the shop/ iap

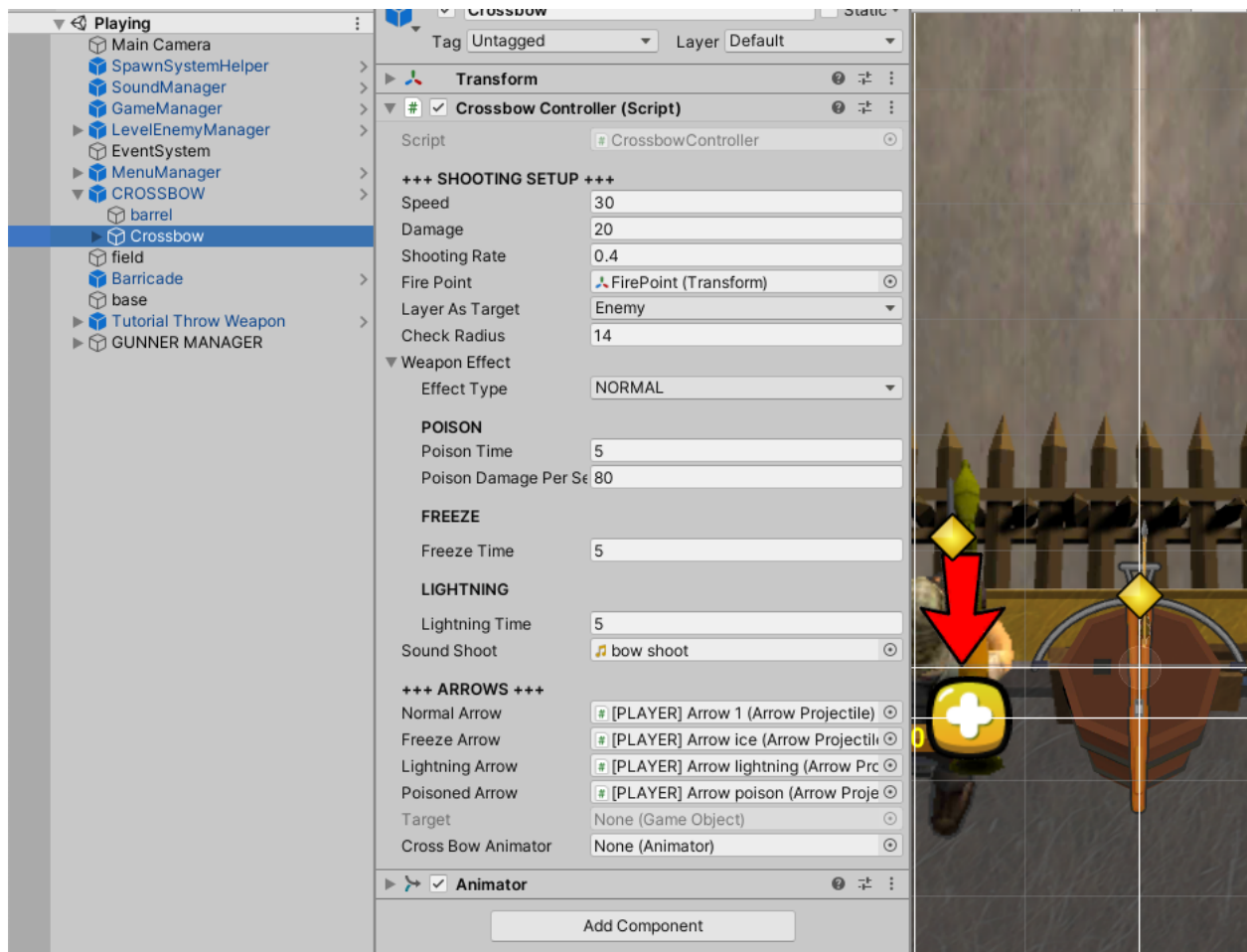


e. Barricade



- **Max Health:** set the original of the fortress
- **Extra health:** can upgrade in the Shop

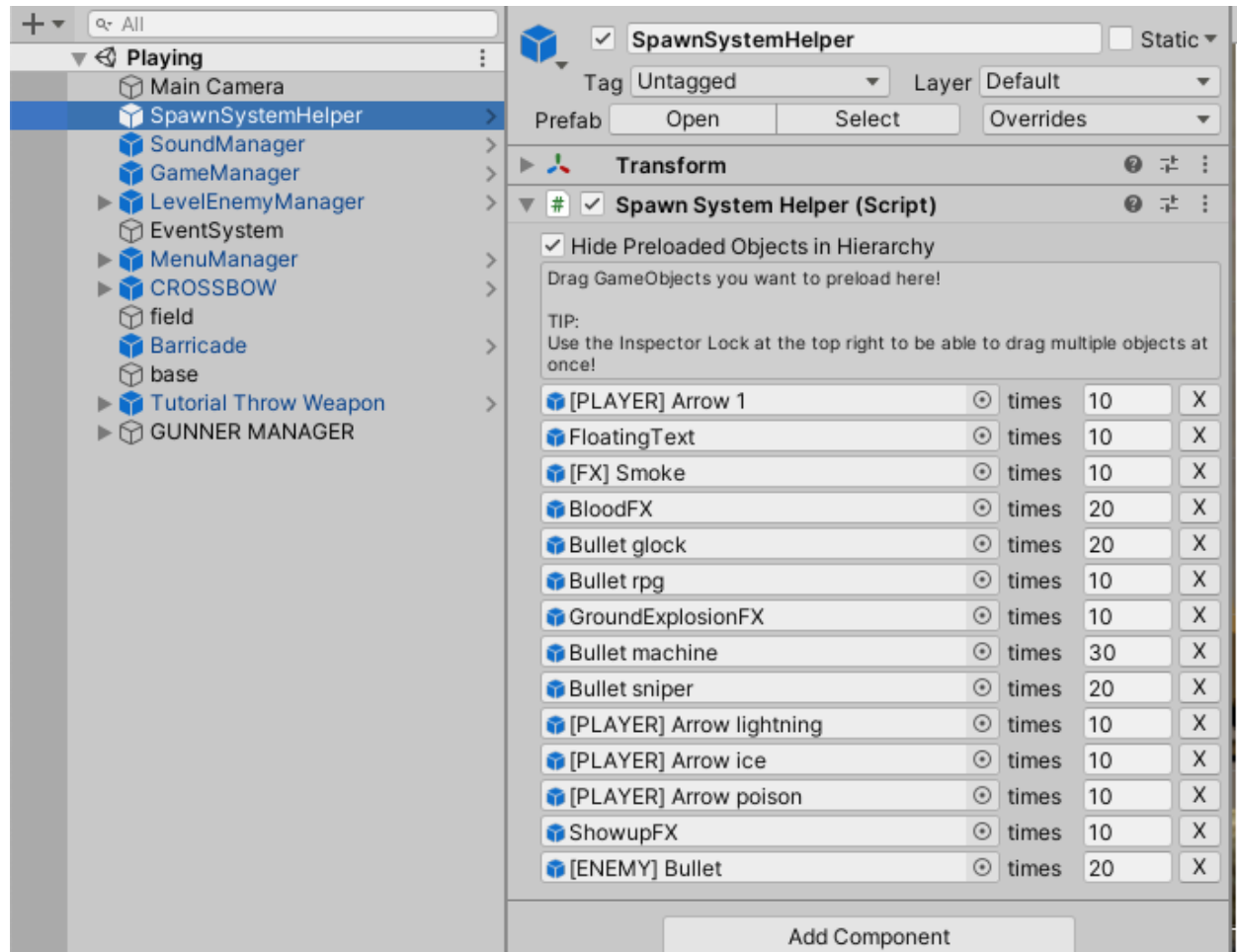
f. CROSSBOW



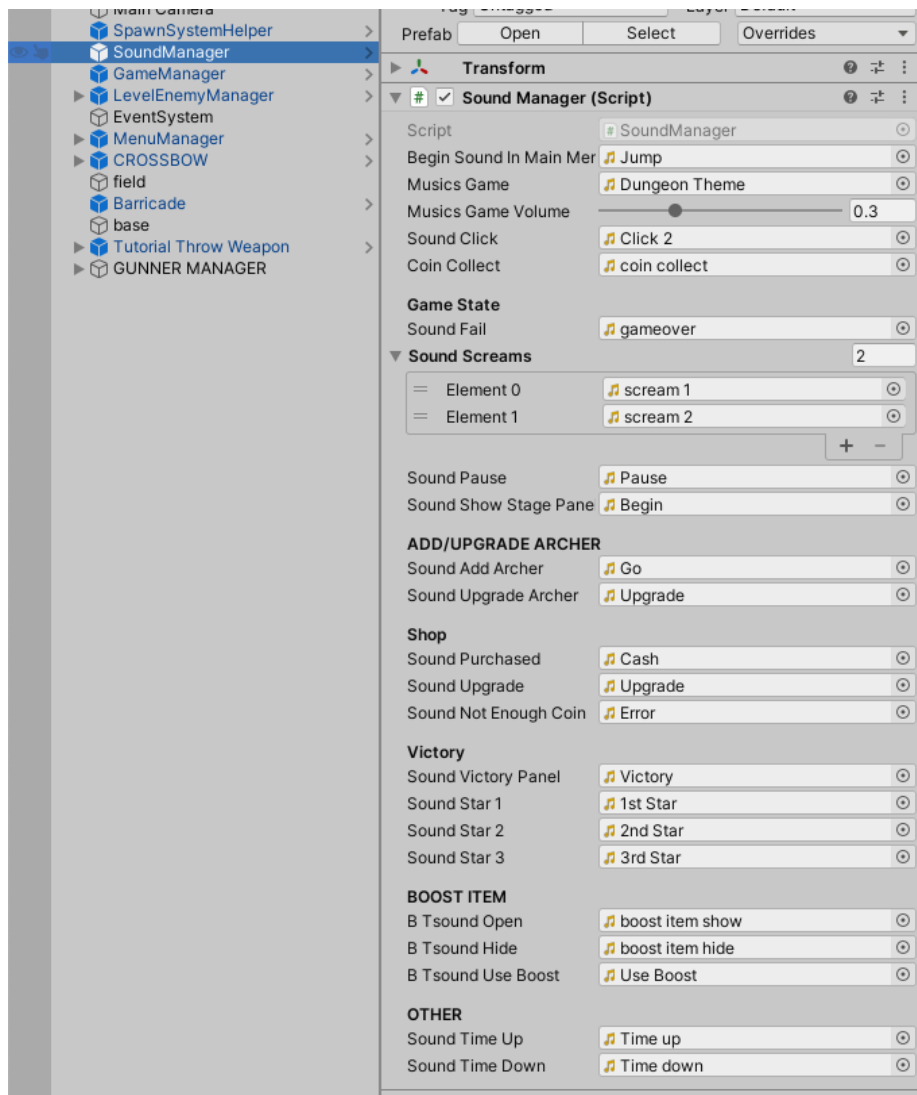
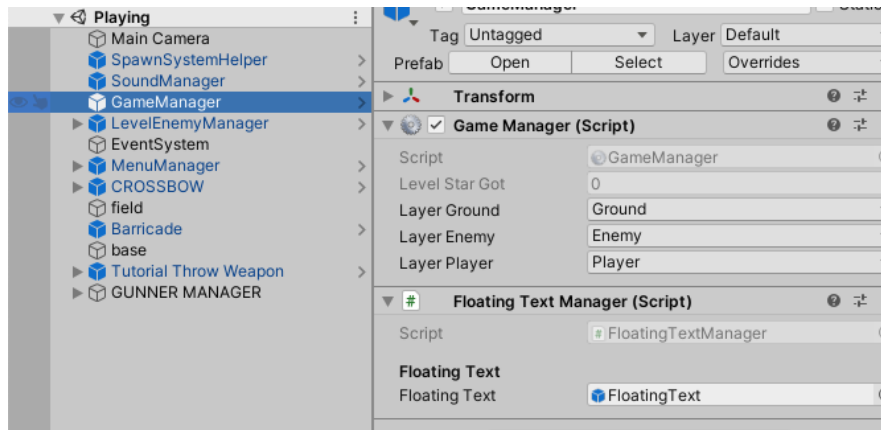
- **Speed:** set the speed for the arrow
- **Damage:** set damage for the arrow
- **Shooting rate:** the delay for next shoot
- **Check radius:** the distance to detect the enemy
- **Poison Time:** set poison time to affect the enemy
- **Poison Damage Per Second:** deal the damage to enemy every second

g. Spawn System Helper

If changing some prefab/object, remember place that object here if you got the error



h. GameManager and SoundManager



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

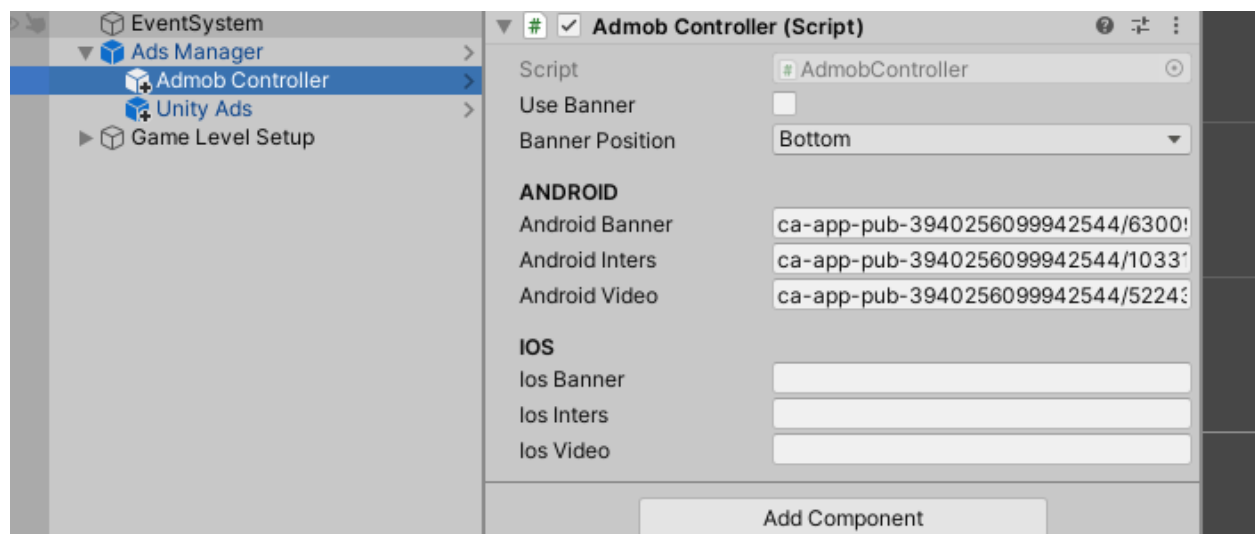
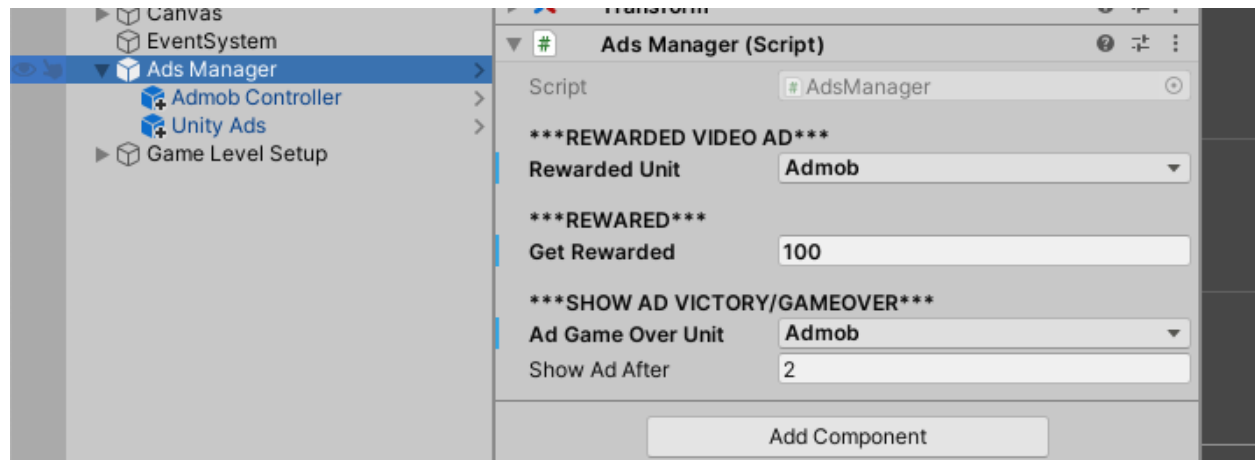
i. ADMOB

For more information about setup admob:

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

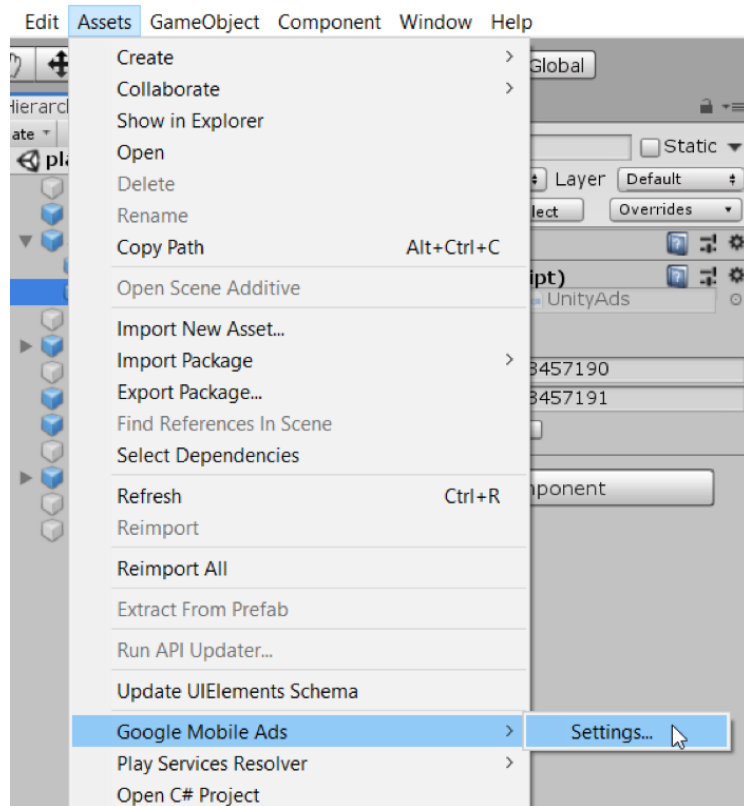
Install the admob package:

<https://github.com/googleads/googleads-mobile-unity/releases/tag/v6.1.2>



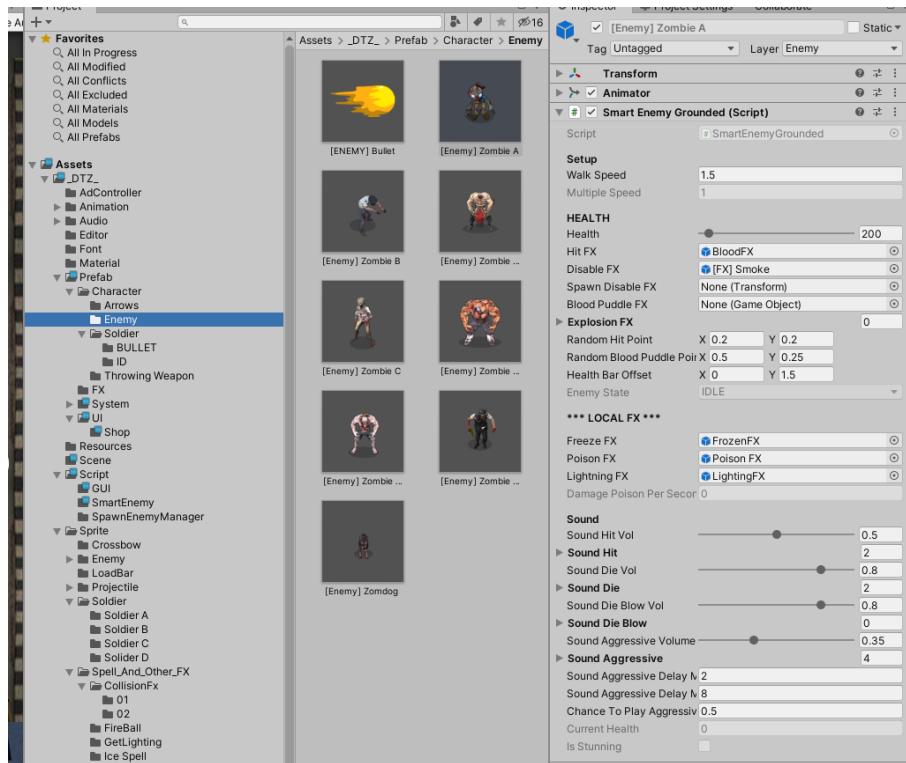
- Fill the Admob IDs here

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)

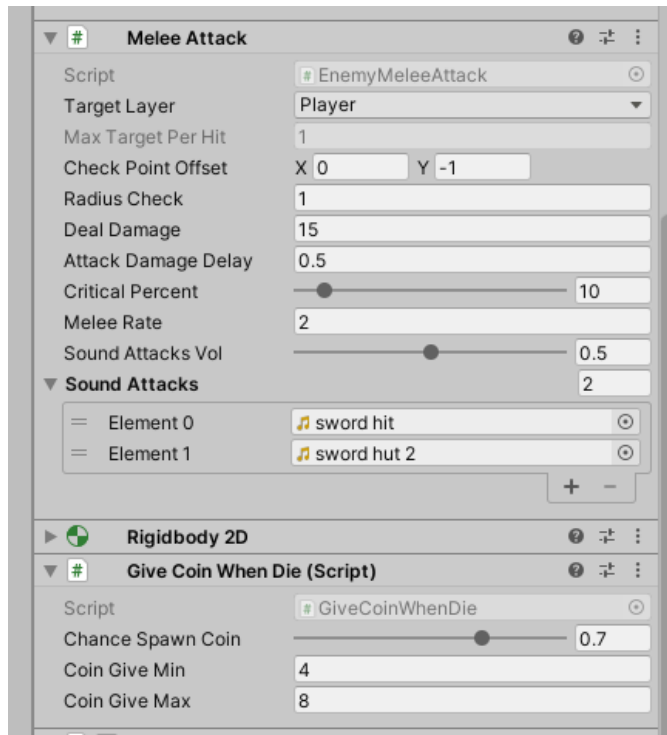


- Then add your admob application ID for Android/iOS

j. ENEMY

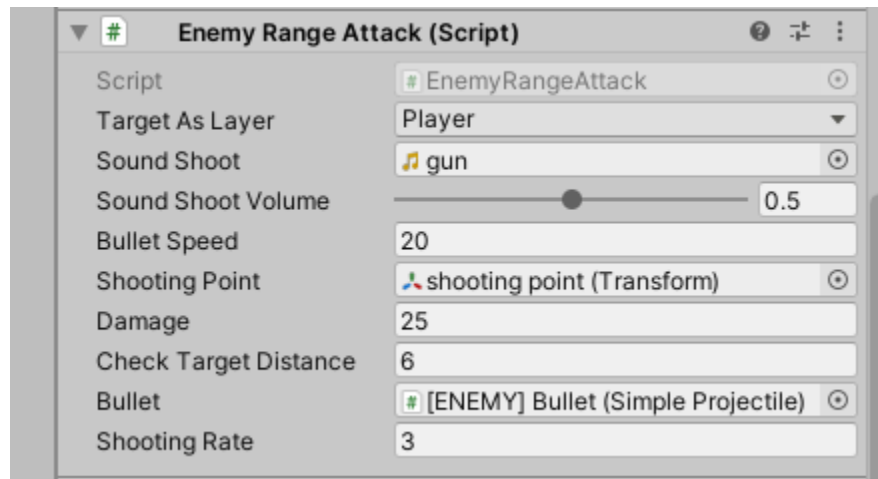


- Walk Speed: set walking speed for the enemy



- Radius check: check and attack the target zone
- Attack damage delay: change this value to sync with the attack animation

- Critical Percent: change to deal x2 damage to target
- Melee Rate: the delay time for next attack



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