

# SUPER COMMANDO

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## I. FEATURES

### Gameplay:

- Total 30 example levels (Can add more, watch the tutorial video)
- Player gun ability (Handgun, Rocket, Shotgun, Machine gun, Throw Grenade)
- Total 13 enemies: Helicopter, Tank, Turret, Rocket, Soldier (Throw, Parachute, Melee, Gun,...)
- Total 5 Big Bosses
- Easy to create new levels
- Make money with Unity Ads and Admob (Show ads on Gameover/Victory, watch rewarded video)
- Sprite images animation (easy reskin graphics)
- Work on Mobile and PC
- Total C#, easy to learn

### Players:

- Handgun
- Machine gun
- Rocket
- Shotgun
- Grenade

### Enemy:

- 5 Bosses fight scenes
- Helicopter
- Tank
- Turret
- Rocket
- Soldier (Throw, Parachute, Melee, Gun,...)

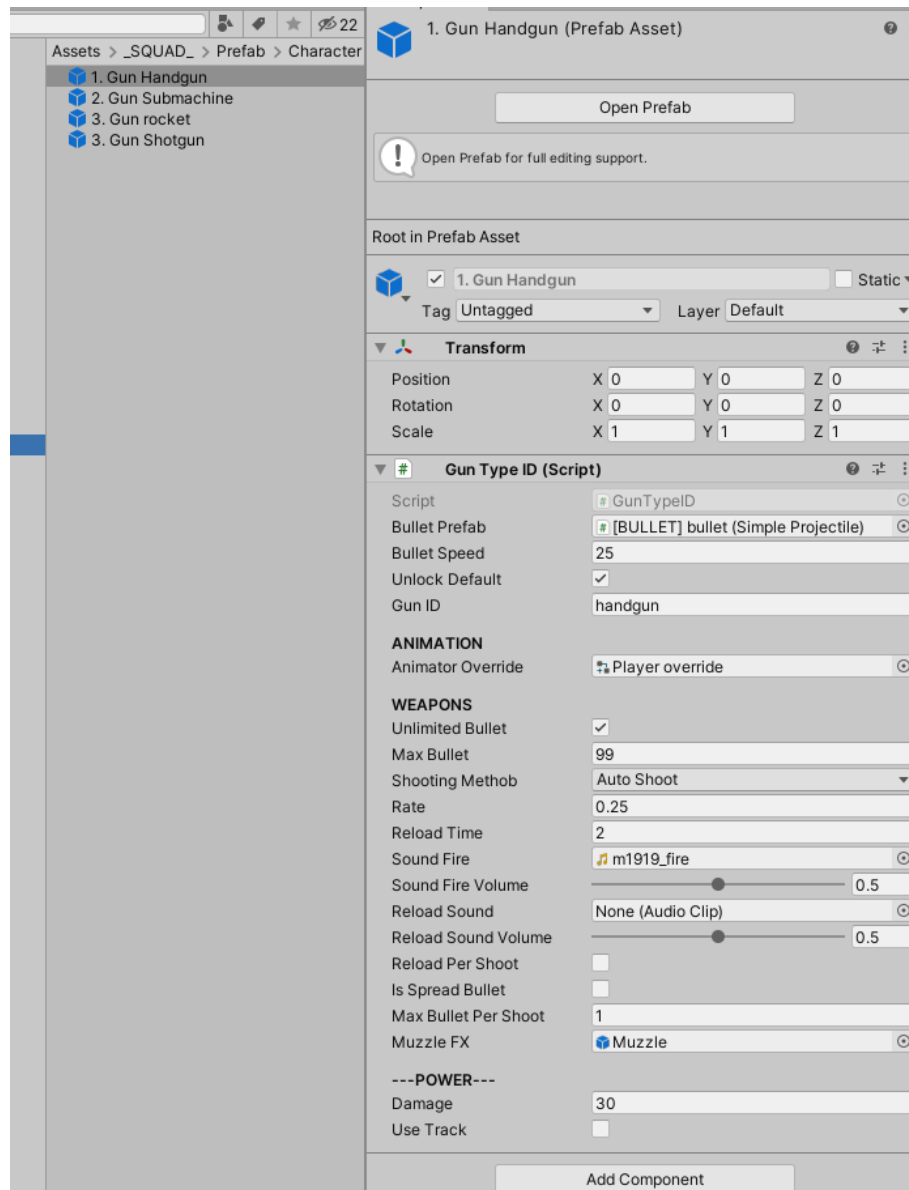
## ----- VIDEO TUTORIAL -----

Reskin Player, Creating Level, Modifi Level,...

[https://youtube.com/playlist?list=PLaY\\_Vhi\\_2FG-bzl\\_KqOsB1ReYdnuxX3\\_Sx](https://youtube.com/playlist?list=PLaY_Vhi_2FG-bzl_KqOsB1ReYdnuxX3_Sx)

## II. GAMEPLAY

### a. Weapon ID



- **Bullet Speed:** set the speed for the bullet
- **Unlimited Bullet:** can shot the bullet forever
- **Max Bullet:** if no tick unlimited bullet, set the max bullet for the weapon
- **Shooting Method:** Auto or Single shot
- **Rate:** the delay time between 2 shots
- **Is Spread Bullet:** set the angle for the bullet from 2nd position => Set the **Max Bullet Per Shoot** value
- **Damage:** set the damage for bullet
- **Use Track:** bullet can track and follow the target

## b. Player:

**Player (Script)**

Script: Player

Anim: Player (Animator)

Stand Up Collider: [PLAYER] (Box Collider 2D)

**Moving**

Move Speed: 4

**Jump**

Max Jump Height: 2.5

Min Jump Height: 1

Time To Jump Apex: 0.36

Number Of Jump Max: 1

Jump Effect: SmokeJumpFX

Landing FX: SmokeJumpFX

**Health**


Max Health: 100

Hurt Effect: HurtEffect

Respawn FX: [FX Particle] Leaves

**TAKE DAMAGE**

Rate Get Dmg: 0.5

Blinking Color: 

Is Blinking: ☐

Knockback Force: 10

**Sound**

Respawn Sound: None (Audio Clip)

**Jump Sound**

Jump Sound Volume: 0.35

Land Sound: Land (mp3cut.net)\_2

Land Sound Volume: 1

**Hurt Sound**

Hurt Sound Volume: 0.8

**Dead Sound**

Dead Sound Volume: 0.8

Is Facing Right: ☐

Input: X 0 Y 0

**HIT EFFECT**

Play Earth Quake On Hit De: ☒

Eq Time: 0.1

Eq Speed: 60

Eq Size: 1

**WEAPONS**

Gun State: AVAILABLE

Gun Type ID: None (Gun Type ID)

Fire Point: firepoint (Transform)

**GRENADE**

Max Grenade: 6

Grenade Remaining: 0

Grenade: [BOMB] Grenade 1 (Grenade)

Throw Point: Throw Grenade Point (Transform)

Throw Force: 350

Grenade\_damage: 100

Grenade\_radius: 2

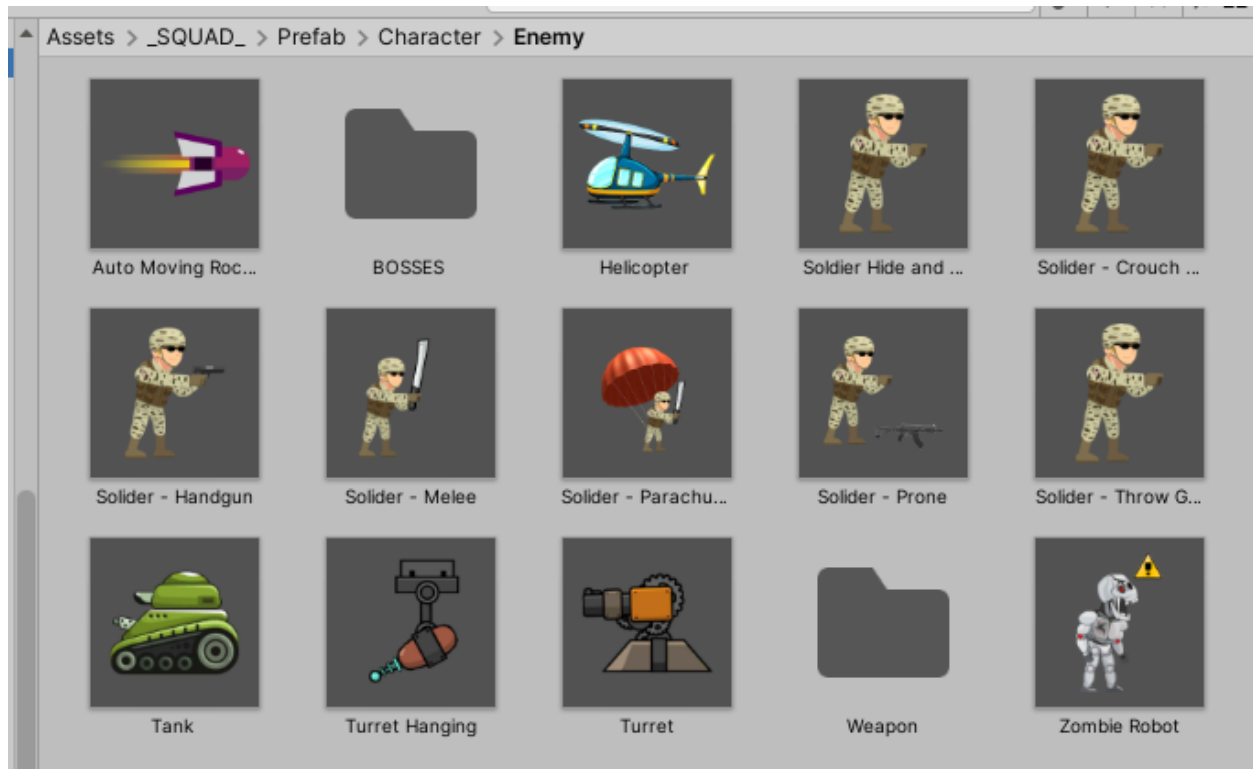
- **Move Speed:** set speed for the Player
  - Max Jump Height: set the highest distance player can jump to
  - Min Jump Height: set the lowest distance player can jump
- Max Health: set health for Player
- Rate Get Dmg: Player can take the next hit from enemy after this delay
- Max Grenade: set total grenades on beginning of level
- Grenade\_damage: set damage for grenade
- Grenade\_radius: the zone affect the enemy

## c. Enemy

### 1. Boss

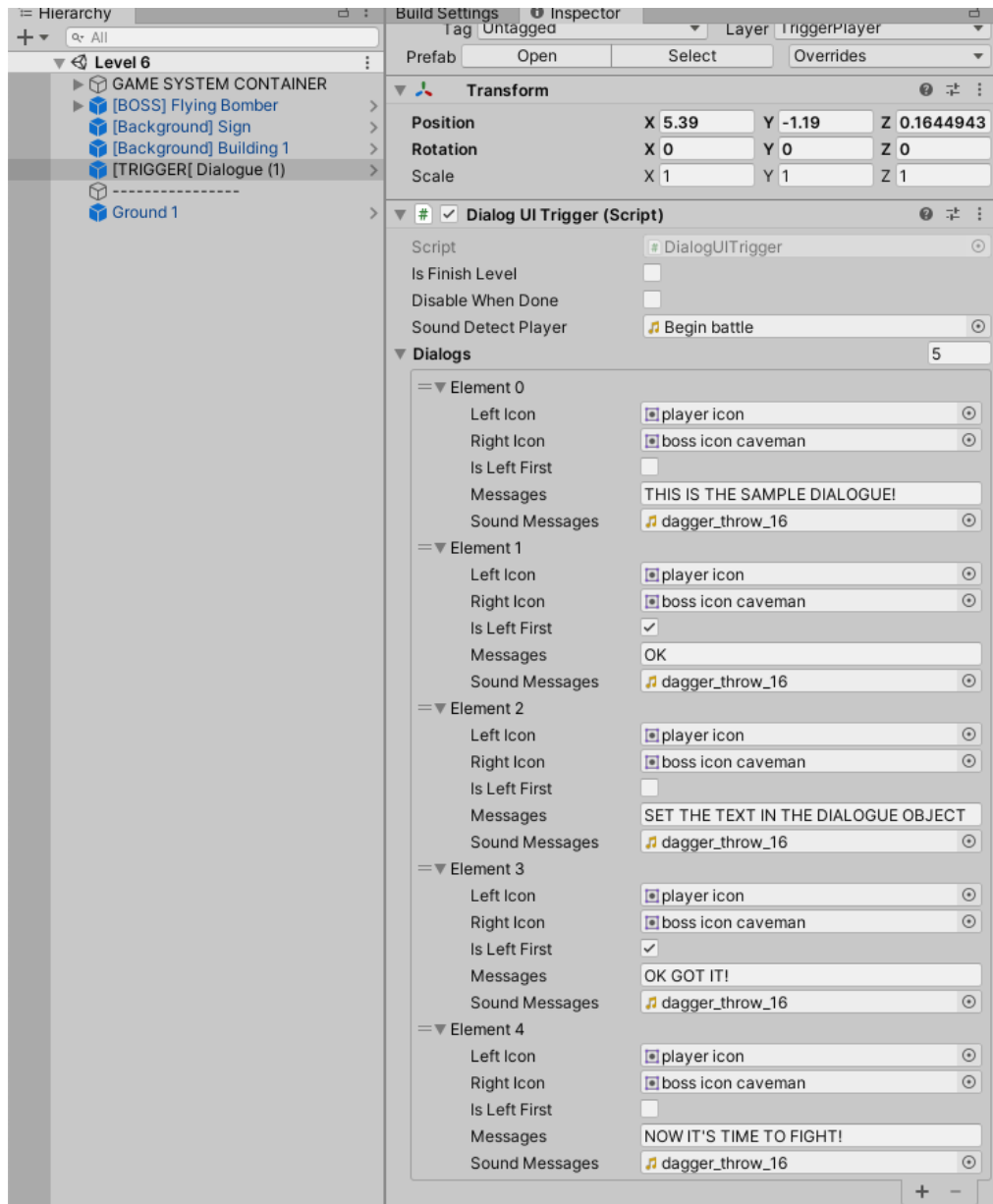


### 2. Normal Enemy



#### d. Set Dialogue

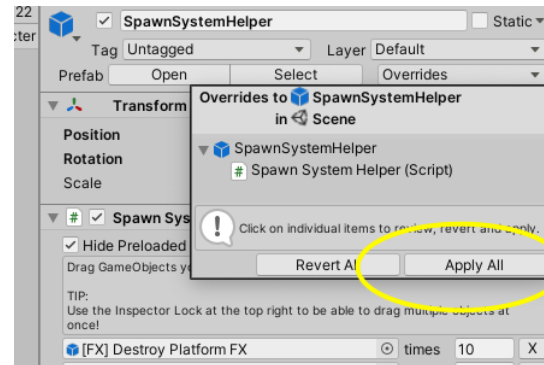
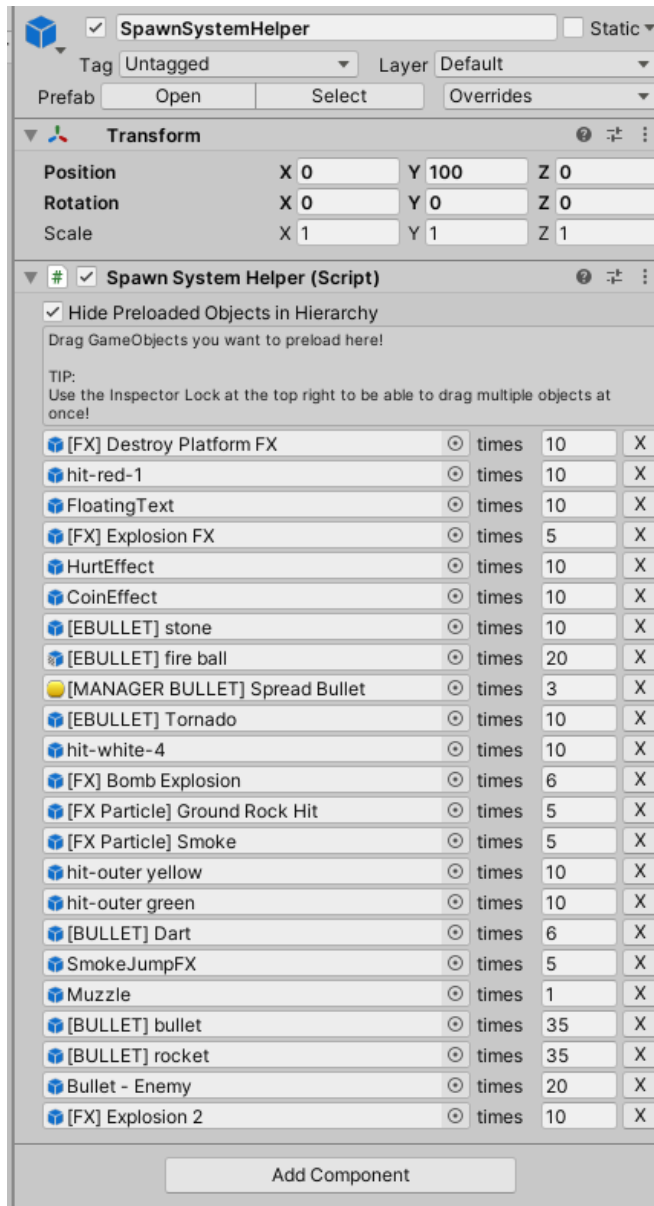
Open the boss level scene and change the text of the dialogue



- **Is Left First:** left side is the Player - no tick is boss talk

### e. Spawn System Helper

If changing some fx prefab/object, remember place that object here if you got the error, and click Apply All to apply for all level scene

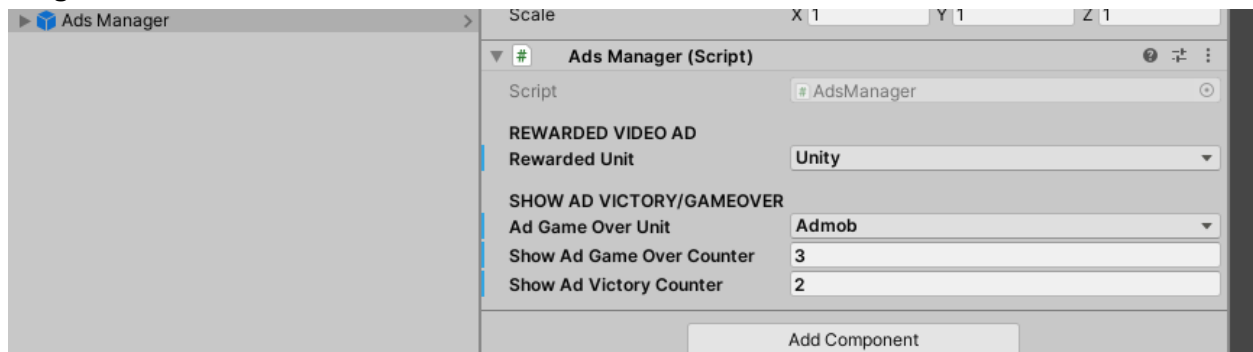


## f. GameManager and SoundManager



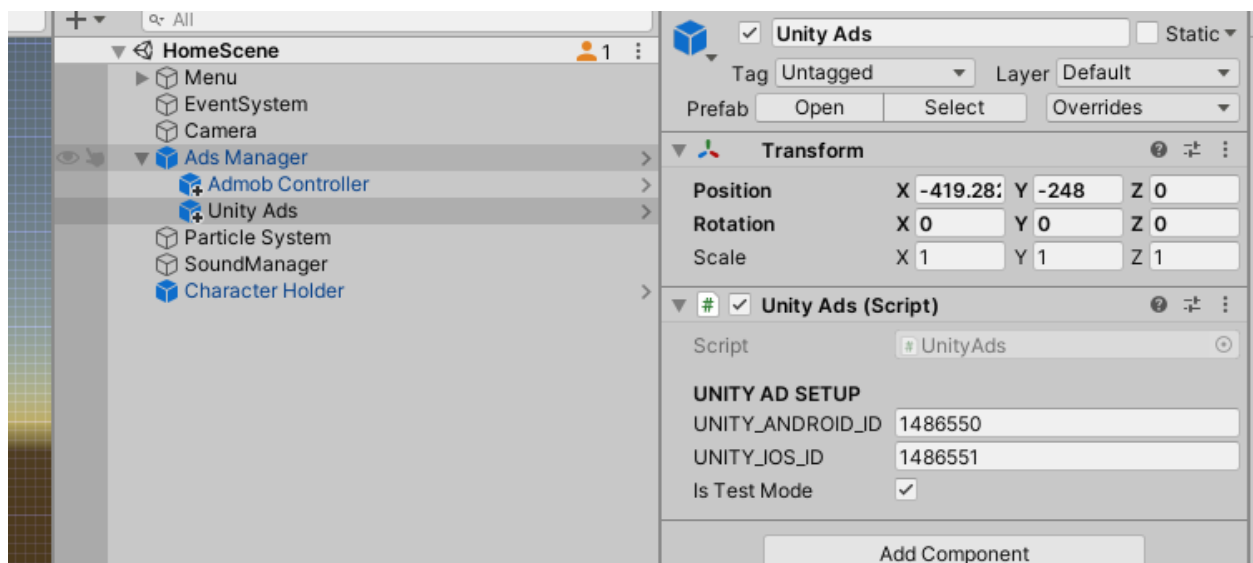
- GameManager script control the Gamover/ Victory/ Show ad
- Sound Manager: place game music and sound

## g. SETUP ADS



- Set Ad type to show

### 1. UNITY ADS



### 2. ADMOB

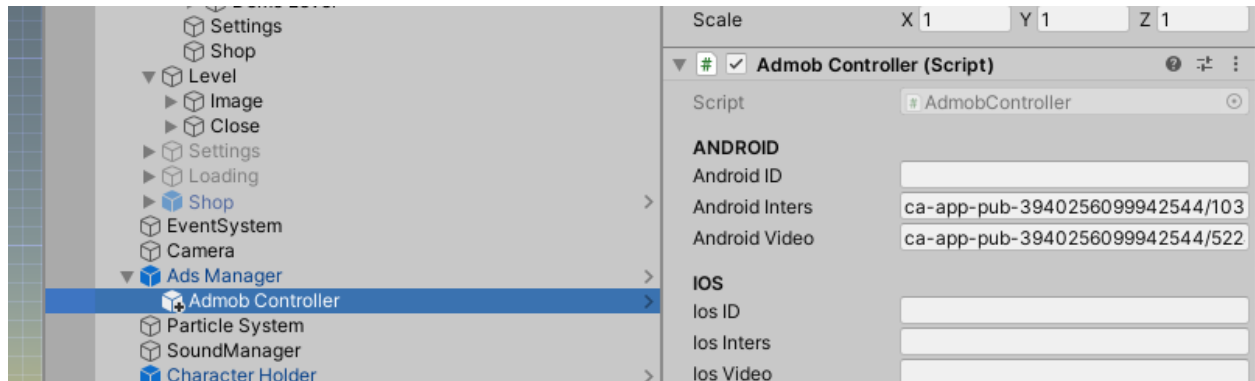
For more information about setup admob:

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

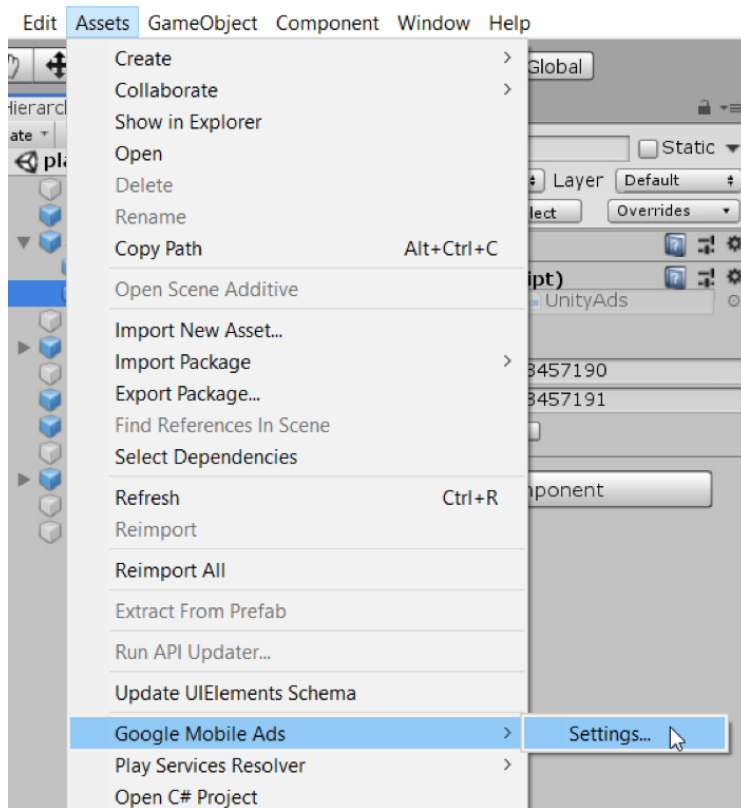
Install the admob package:

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

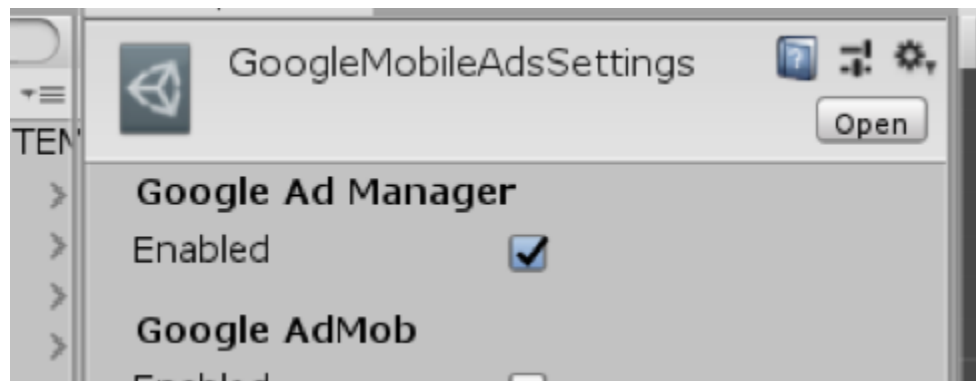




- Fill the Admob IDs here
  - Go to Settings... (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more)



- Then tick Google Ad Manager enable



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