



UNITY GAME TEMPLATE

KNIFE UP

USER GUIDE



VERSION 1.0

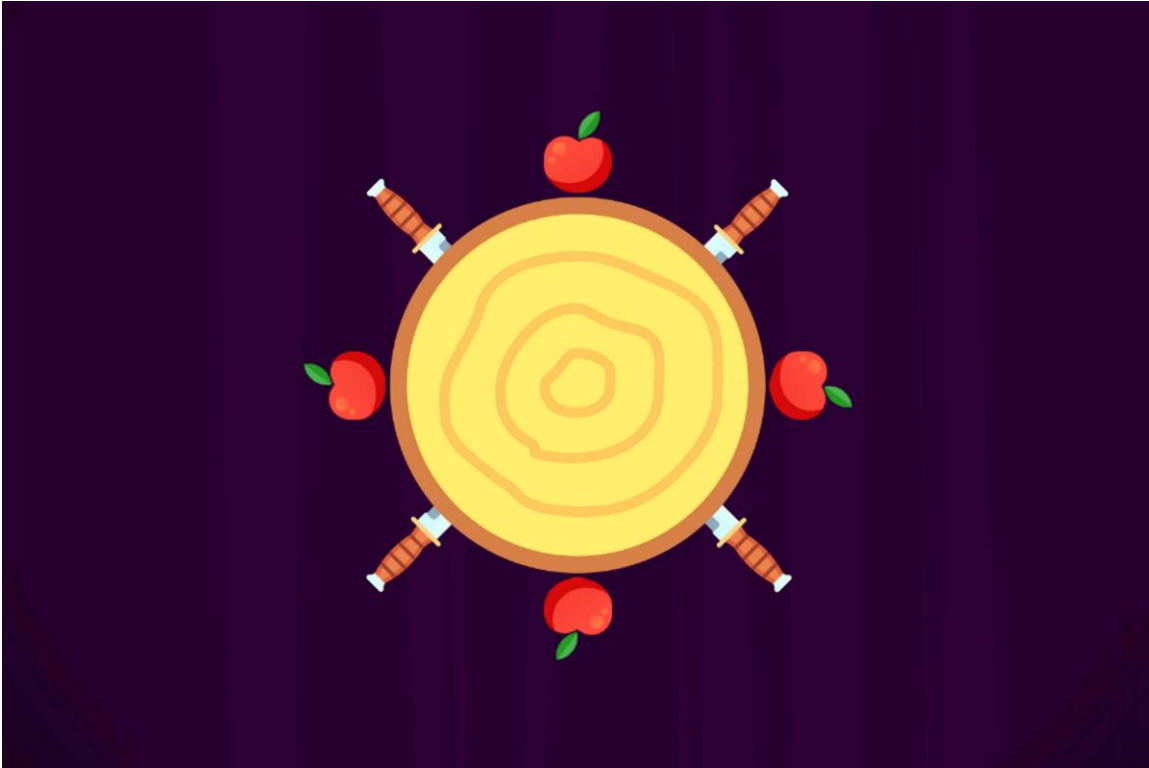
ONEFALL GAMES

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I. INTRODUCTION



Knife Up is an exciting endless one-touch game in which you touch the screen to force up the knife to destroy the wood target, try to avoid other knives and obstacles, collect coins to unlock new knives and fighting bosses. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc!

This template is made with Unity C# and optimized for mobile devices, provides you a full-featured, ready-for-release game source code that you can customize and build your own game in no time!

Highlight features:

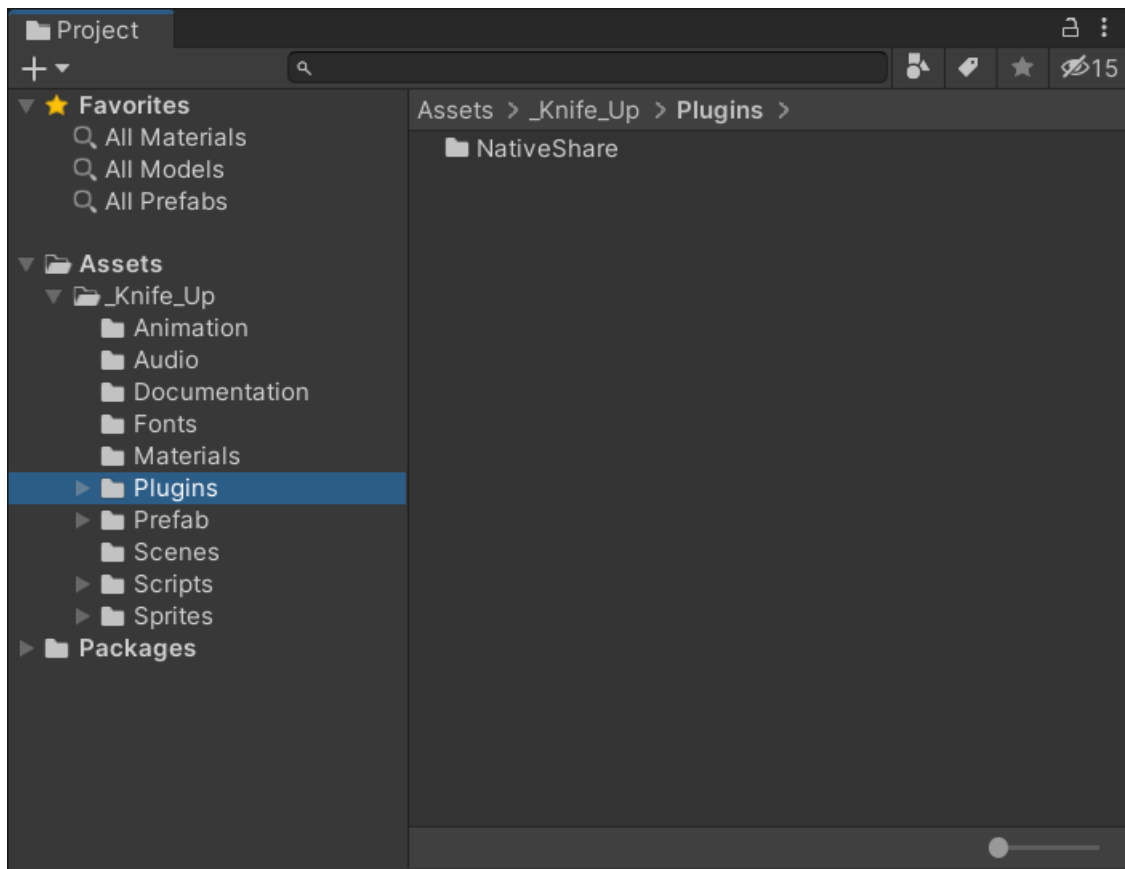
- ❖ Addictive minimalist gameplay
- ❖ 150++ levels
- ❖ Easy to add new levels
- ❖ Built-in level editor
- ❖ 10 bosses every 10 levels
- ❖ Easy to add new bosses
- ❖ 20 built-in knives
- ❖ Unlock knives with coins

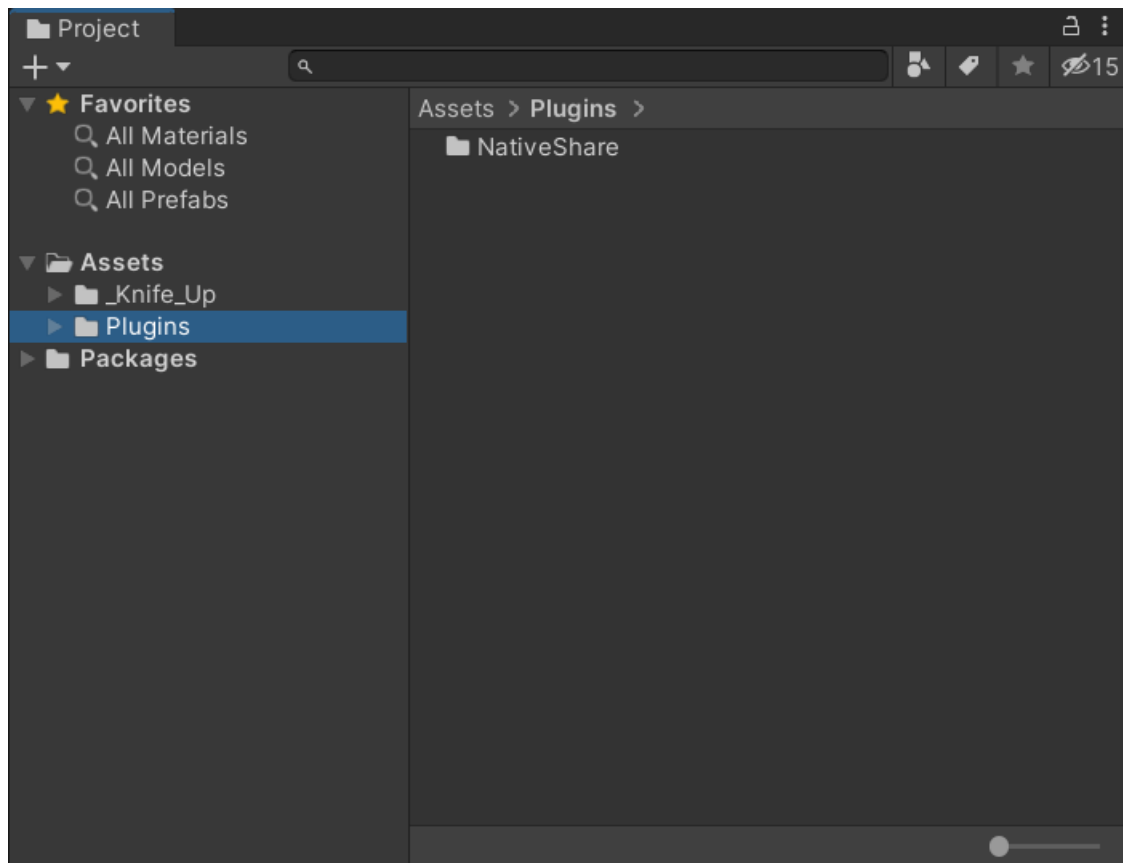
- ❖ Watch ads for coins
- ❖ Leaderboard system
- ❖ 9 days daily reward system
- ❖ Mobile notification system
- ❖ Native share iOS/Android
- ❖ Multiple ad networks: Admob and Unity Ads
- ❖ Commented C# code with detailed documentation
- ❖ Free-to-use assets (fonts, sounds, music, models...)
- ❖ Optimized for mobile
- ❖ Ready to publish out-of-the-box

II. TEMPLATE SETUP

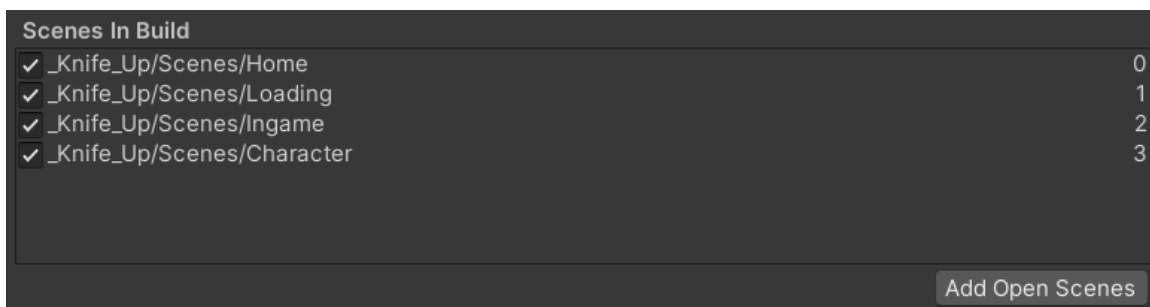
This template was designed for mobile (Android, IOS, Window Phone...) so after imported the package to unity, you need to switch to Android or IOS, or Window Phone.

After that, go to Assets/_Knife_Up and move the folder Plugins out of _Knife_Up folder.





The template contains 4 scenes. You need to start from scene Gameplay first. **You must start from Home scene first.**

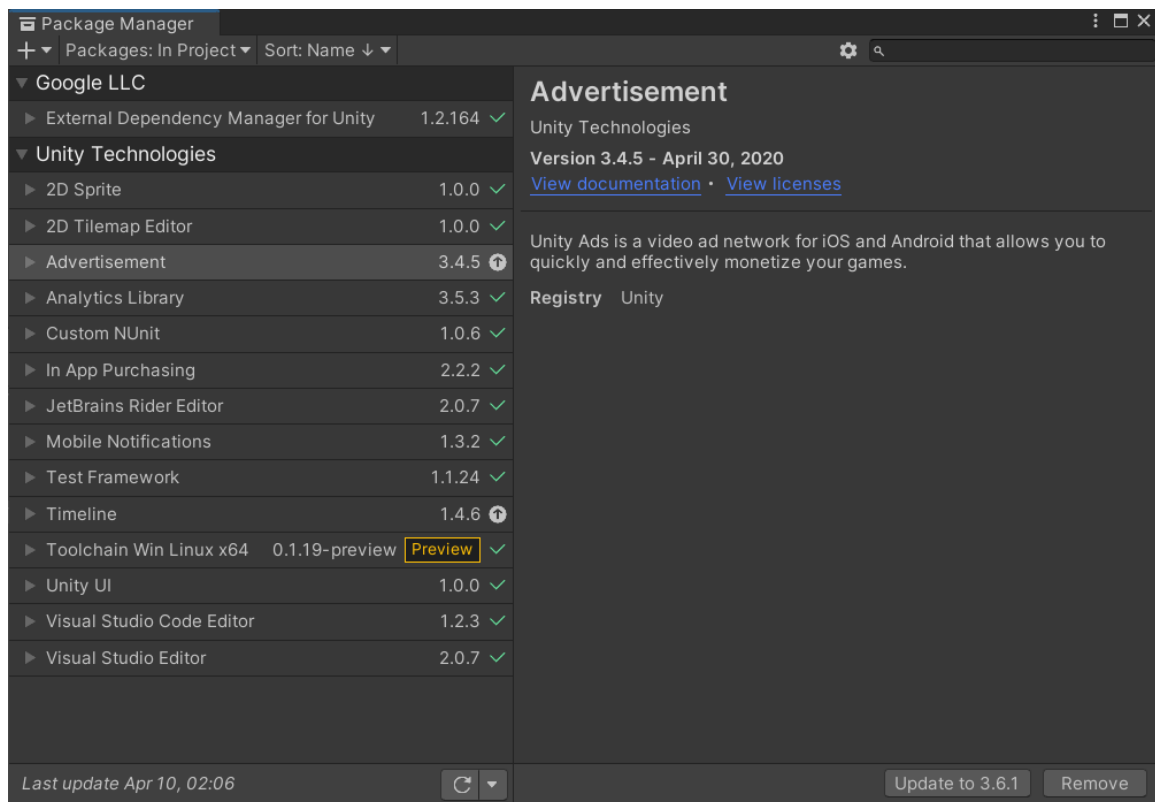


III. REQUIREMENT PACKAGES

When you open this template, at first you will see some errors in the Console window, that's because this template requires some packages to run. You have to install these packages below to have this template run smoothly.

Please follow these instructions:

- Open Package Manager by go to Window/Package Manager. If you don't see Package Manager button, then you have to re-install your unity completely because it's the problem that Unity Technologies still not able to fix.



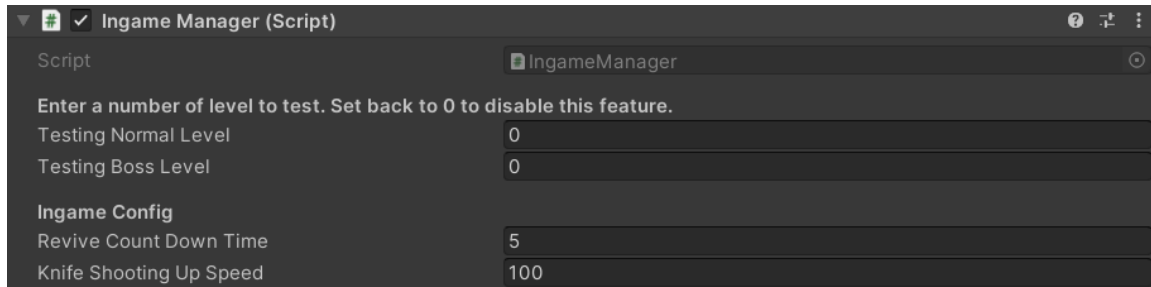
- These are packages you need to install:
 - Advertisement version 3.4.5 or higher.
 - Mobile Notification version 1.3.2 or higher
 - Analytics Library version 3.5.3 or higher.
 - 2D Sprite version 1.0.0 or higher
 - 2d Tilemap Editor version 1.0.0 or higher

After you installed these packages, there's maybe some errors in Console window. If you see errors in Console window, go to File - > Build Setting -> Player Setting and change the Scripting Run Time Version to .Net 4.x Equivalent.

IV. GAMEPLAY CUSTOMIZATION

1. Ingame Manager

Most of important gameplay parameters can be configured within the IngameManager component which is attached to a game object also named IngameManager in the hierarchy.



You can tweak the gameplay by modifying following variables:

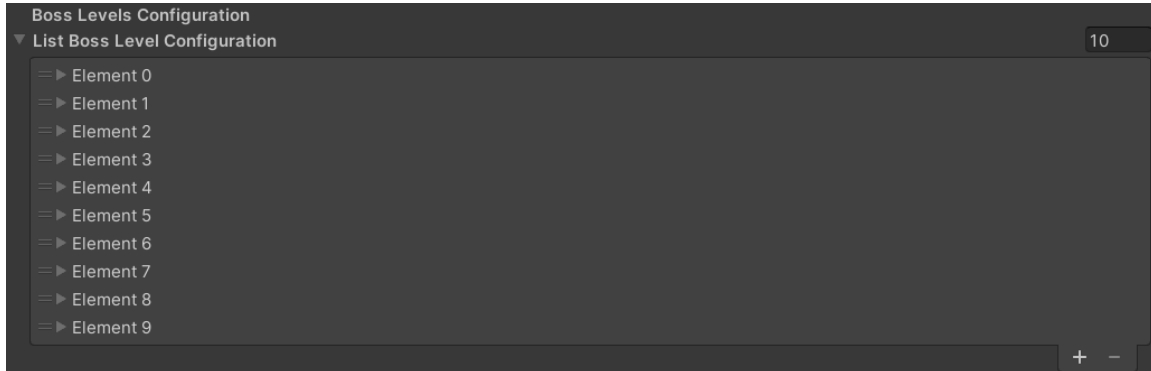
- ❖ *Testing Normal Level*: the normal level you need to test before building the game. If you set it to 0, the script will not load the testing level.
- ❖ *Testing Boss Level*: the boss level you need to test before building the game. If you set it to 0, the script will not load the testing level.
- ❖ *Revive Count Down Time*: counting down time for revive feature.
- ❖ *Knife Shooting Up Speed*: the speed when you throw up the knife.

V. LEVEL CUSTOMIZATION

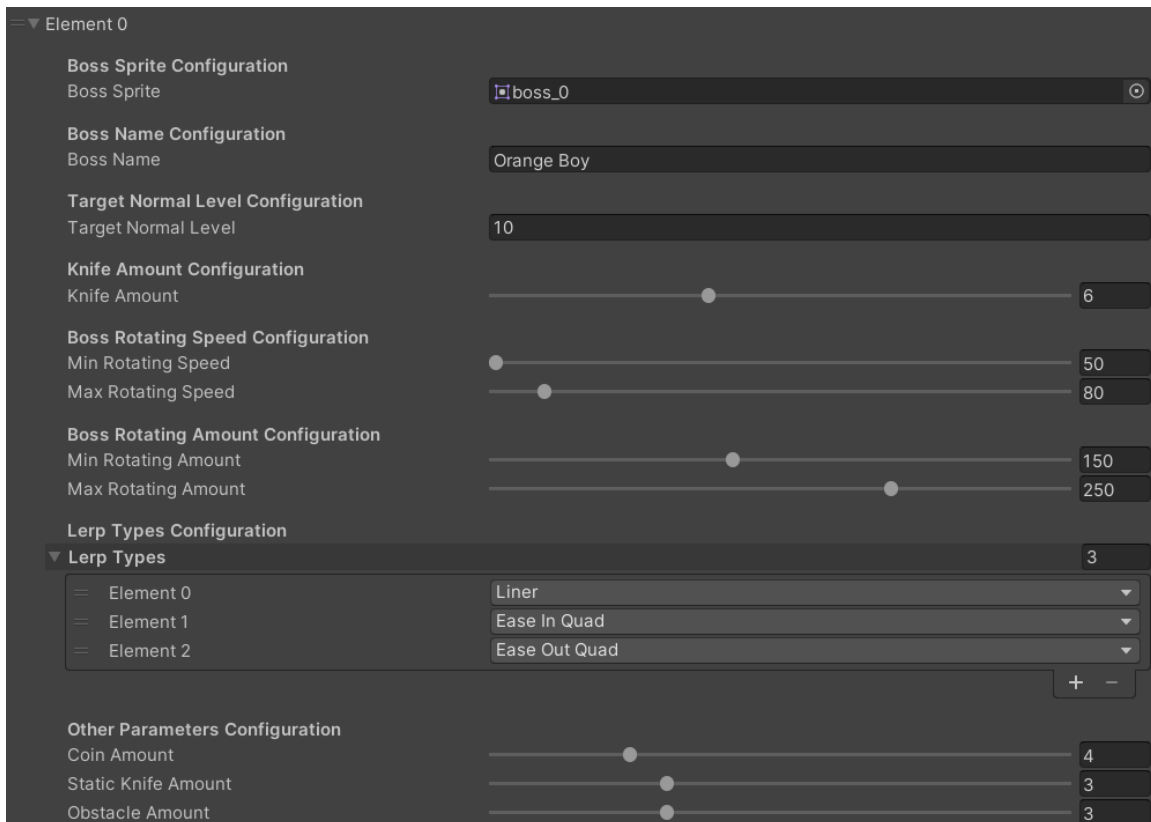
This is a level-base game template and the goal of the game is you have to destroy the wood target by throwing the knife to it and complete the level then start new level. At every 10 levels, you will fight the boss and you can only go to next level if you defeat that boss. All the parameters of the level were show on the inspector for you to adjust and modify. They are stored in IngameManager script and you can adjust all the levels in the inspector of IngameManager object which you can find it in Ingame scene.

1. Boss Level Configuration

This is the configuration list of boss levels.

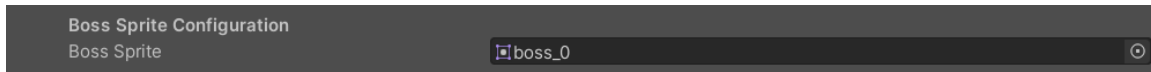


As you can see, there's a list of 10 configuration parameters of boss levels, these parameters are already designed and ready to use. If you want to add new configs, just resize the list and hit Enter. Now I will show you the parameters of each config.



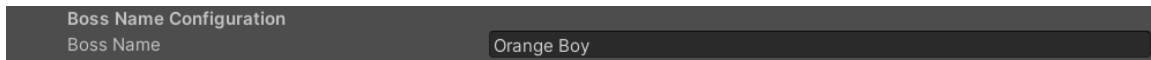
Boss Sprite Configuration: this section is about the configuration of the

boss's sprite.



❖ *Boss Sprite*: the sprite of the boss.

Boss Name Configuration: this section is about the configuration of the boss's name.



❖ *Boss Name*: the name of the boss.

Target Normal Level Configuration: this section is about the configuration of the target normal. Player must complete this normal level in order to fight the boss.



❖ *Target Normal Level*: the normal level player needs to complete in order to fight this boss.

Knife Amount Configuration: this section is about the configuration of the amount of knife player will have to defeat this boss.



❖ *Knife Amount*: the amount of knife player will have to defeat this boss.

Boss Rotating Speed Configuration: this section is about the configuration of the speed this boss uses to rotate.



❖ *Min Rotating Speed*: the minimum rotating speed of this boss.

❖ *Max Rotating Speed*: the maximum rotating speed of this boss.

The actual rotating speed value of this boss will be randomized between these two values.

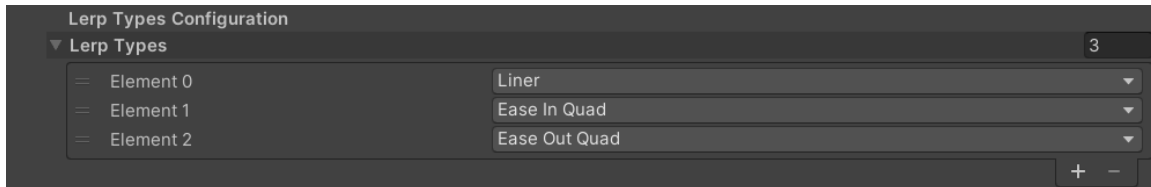
Boss Rotating Amount Configuration: this section is about the configuration of the amount each time this boss rotates.



- ❖ *Min Rotating Amount*: the minimum rotating amount of this boss.
- ❖ *Max Rotating Amount*: the maximum rotating amount of this boss.

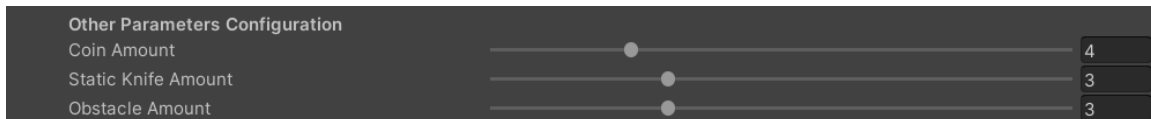
The actual rotating amount value of this boss will be randomized between these two values.

Lerp Types Configuration: this section is about the configuration of the lerp types that this boss rotates.



- ❖ *Lerp Types*: the array of lerp type that this boss uses to rotate. Each time the boss rotates, it will use one of the type randomized in the array.

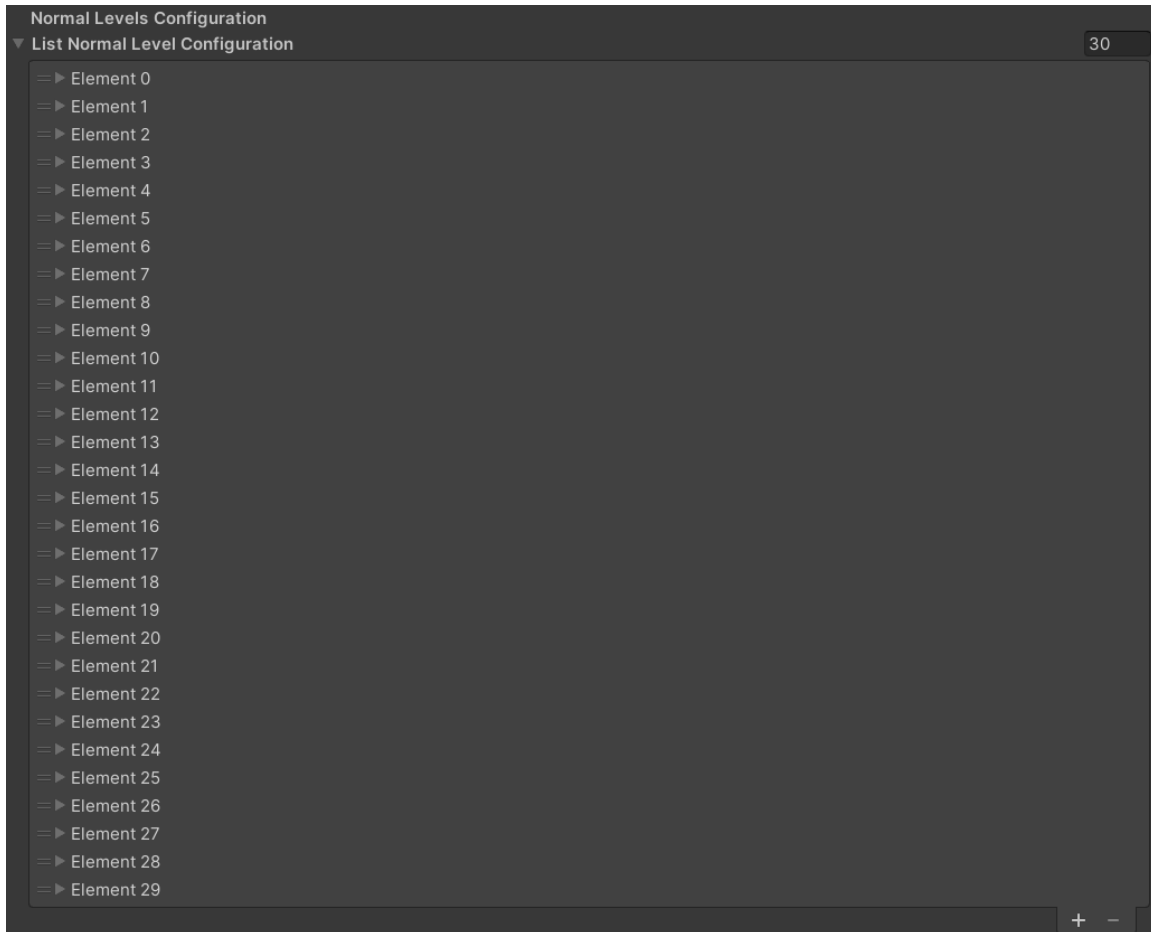
Others Configuration: this section is about the configuration of other parameters like coin, static knife and obstacle.



- ❖ *Coin Amount*: the amount of coin that this boss will have.
- ❖ *Static Knife Amount*: the amount of static knife that this boss will have.
- ❖ *Obstacle Amount*: the amount of obstacle that this boss will have.

2. Normal Levels Configuration

This is the configuration list of normal levels.



As you can see, there's a list of 29 configuration parameters of normal levels, these parameters are already designed and ready to use. If you want to add new configs, just resize the list and hit Enter. Now I will show you the parameters of each config.

▼

Element 29

Level Number Configuration

Min Level

145

Max Level

150

Background Configuration

Background Sprite

background_10

Knife Amount Configuration

Min Knife Amount

6

Max Knife Amount

14

Target Configuration

Min Target Rotating Speed

50

Max Target Rotating Speed

100

Min Target Rotating Amount

200

Max Target Rotating Amount

360

Lerp Types

Element 0

Liner

Element 1

Ease In Quad

Element 2

Ease Out Quad

+

-

Coin Configuration

Coin Frequency

0.4

Min Coin Amount

3

Max Coin Amount

7

Static Knife Configuration

Static Knife Frequency

0.3

Min Static Knife Amount

1

Max Static Knife Amount

3

Obstacle Configuration

Obstacle Frequency

0.7

Min Obstacle Amount

1

Max Obstacle Amount

3

+

-

Level Number Configuration: this section is about the configuration of the level number.

Level Number Configuration

Min Level

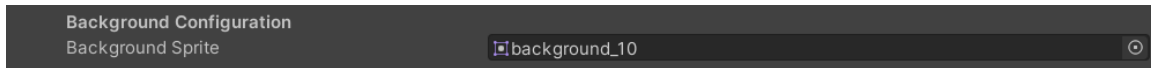
100

Max Level

110

- ❖ **Min Level & Max Level:** the minimum and maximum level of this config. All the level between this range will use these parameters below to create the level.

Background Configuration: this section is about the configuration of the background sprite.



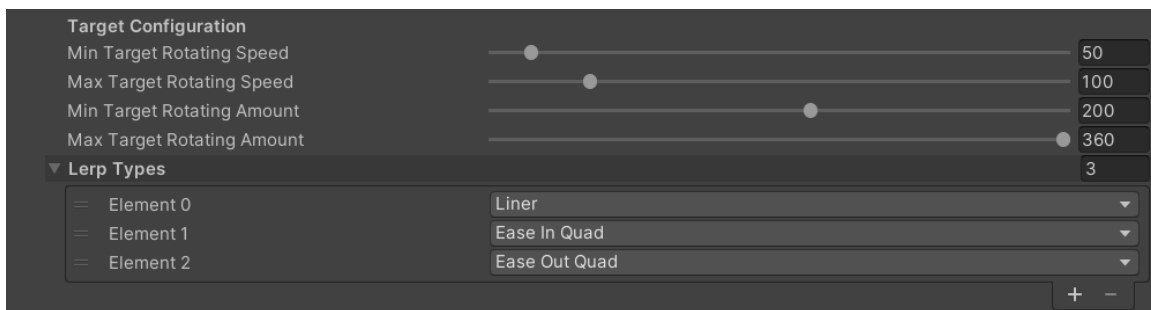
- ❖ *Background Sprite*: the sprite of the background.

Knife Amount Configuration: this section is about the configuration of the amount of knife player will have to complete this level.



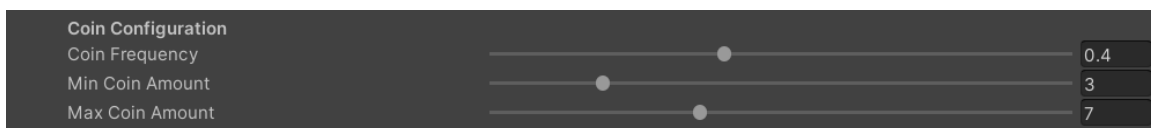
- ❖ *Min Knife Amount & Max Knife Amount*: the minimum and maximum amount of knife player will have to complete this level. The actual value will be randomized between these two values.

Target Configuration: this section is about the configuration of the target parameters.



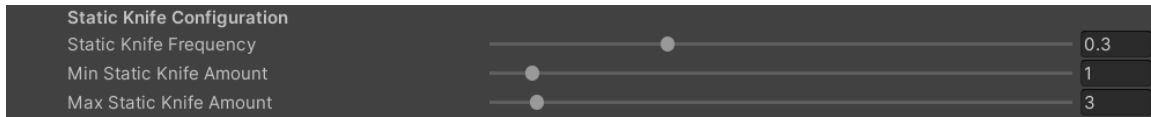
- ❖ *Min Target Rotating Speed & Max Target Rotating Speed*: the minimum and maximum rotating speed of the target. The actual value will be randomized between these two values.
- ❖ *Min Target Rotating Amount & Max Target Rotating Amount*: the minimum and maximum rotating amount of the target. The actual value will be randomized between these two values.
- ❖ *Lerp Types*: the array of lerp types that the target uses to rotate.

Coin Configuration: this section is about the configuration of the frequency and amount of coin.



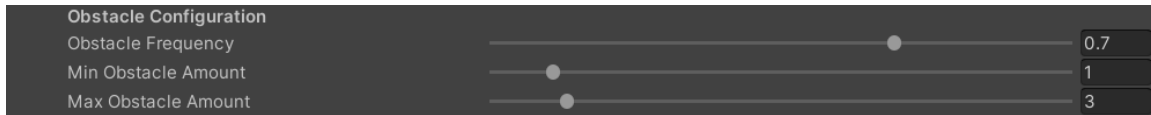
- ❖ *Coin Frequency*: the frequency to create coin.
- ❖ *Min Coin Amount & Max Coin Amount*: the minimum and maximum amount of coin.

Static Knife Configuration: this section is about the configuration of the frequency and amount of static knife.



- ❖ *Static Knife Frequency*: the frequency to create static knife.
- ❖ *Min Static Knife Amount & Max Static Knife Amount*: the minimum and maximum amount of static knife.

Obstacle Configuration: this section is about the configuration of the frequency and amount of obstacle.

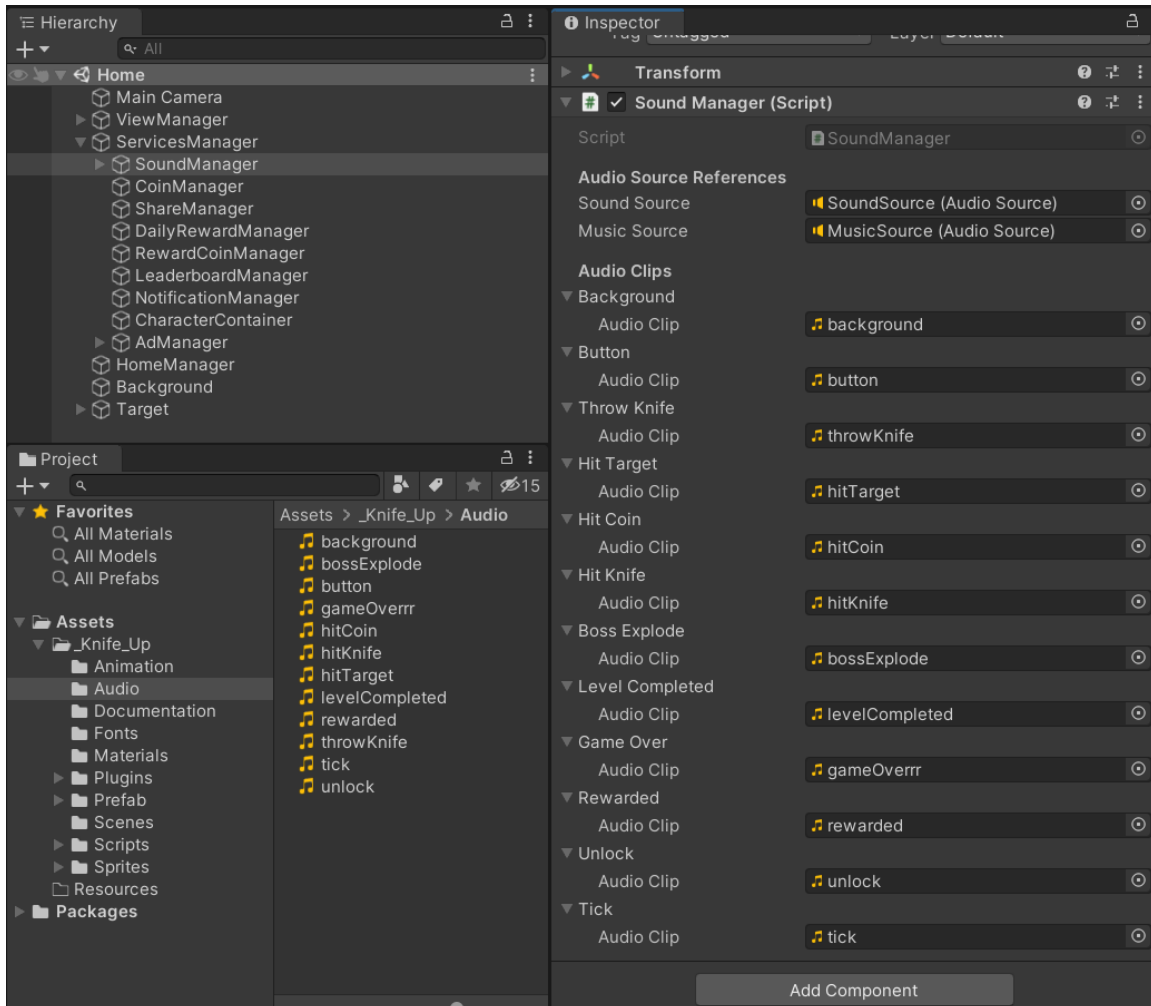


- ❖ *Obstacle Frequency*: the frequency to create obstacle.
- ❖ *Min Obstacle Amount & Max Obstacle Amount*: the minimum and maximum amount of obstacle.

VI. SERVICES CONFIGURATION

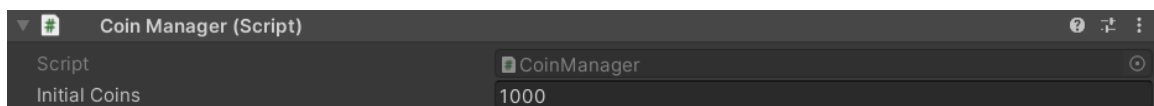
1. Sound Manager

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.



2. Coin Manager

Coin is the currency in the game that player collect to unlock new characters. All information about coin can be config in CoinManager game object.



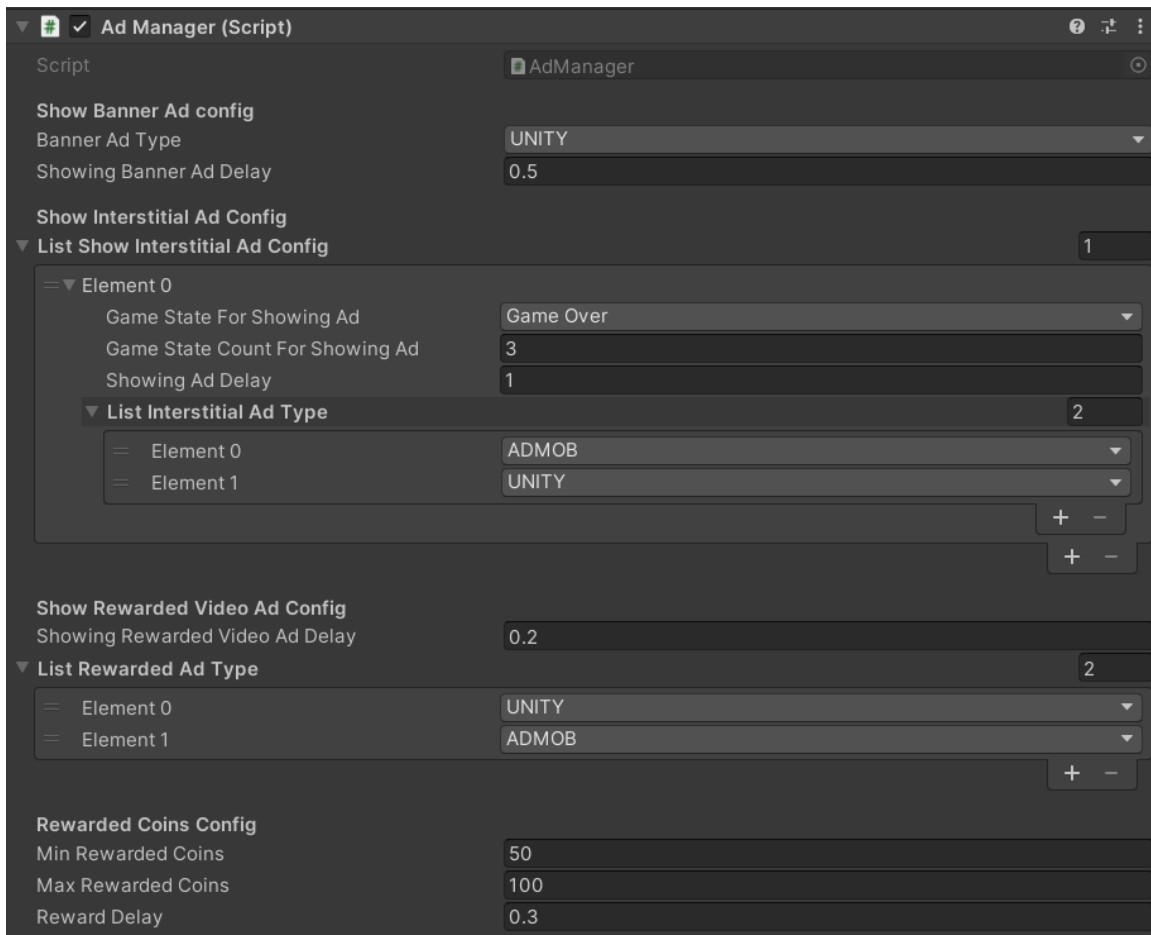
- ❖ *Initial Coins*: the initial coins that player will have when the game start at the first time.

3. Advertisement

3.1. Ad Manager

The AdManager object in hierarchy of scene Gameplay contains AdManager component, in which you can customize which type of ads you

want to use and how you want to show the ads.



Show Banner Ad Config: this is the section where you can control which type of banner ad you want to show. Currently, the template support for 2 banner ad type: Admob and Unity Ads.

- ❖ *Banner Ad Type:* the type of banner ad you want to show. (Unity Ads just released Unity Monetization 3.0 which included Banner Ad, but seems like it still unstable, so I recommend using Admob for banner ad).
- ❖ *Showing Banner Ad Delay:* delay time to show banner ad.

Show Interstitial Ad Config: this is the section where you can control which type of interstitial ad you want to show and how you want to show it. Currently, the template support for 2 interstitial ad type: Admob and Unity Ads.

- ❖ *List Show Interstitial Ad Config:* this is the list contains all the config parameters of showing interstitial ad.
 - *Game State For Showing Ad:* the game state you want to show the ad.
 - *Game State Count For Showing Ad:* the number of game state that the game go through to show ad. Example: if the value is 2 and *Game State For Show Ad* is Game Over, that mean the ad will show up after 2 times of game over.
 - *Show Ad Delay:* the delay for showing the ad.
 - *List Interstitial Ad Type:* the list of interstitial ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity interstitial ad.

Show Rewarded Video Ad Config: this is the section where you can control which type of rewarded video ad you want to show and how you want to show it. Currently, the template support for 2 rewarded video ad type: Admob and Unity Ads.

- ❖ *Showing Rewarded Video Ad Delay:* the delay time for showing rewarded video ad.
- ❖ *List Rewarded Ad Type:* the list of rewarded video ad type. The first item of this list will be the first priority of interstitial ad. Example: in the image you can see 2 items: ADMOB and UNITY. ADMOB is the first item so, *Ad Manager* will load rewarded video ad of Admob first, if there's no Admob's rewarded video to load, then *Ad Manger* will continue to load Unity rewarded video ad.

Rewarded Coins Config: this is the section where you can config how many coins will be rewarded after user watch the rewarded ad.

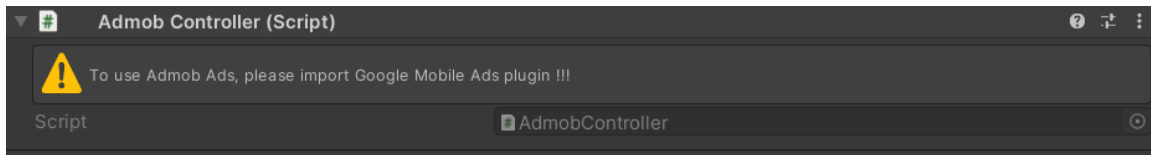
- ❖ *Min Rewarded Coins & Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized

between these two values.

- ❖ *Reward Delay*: the delay time to show rewarded video.

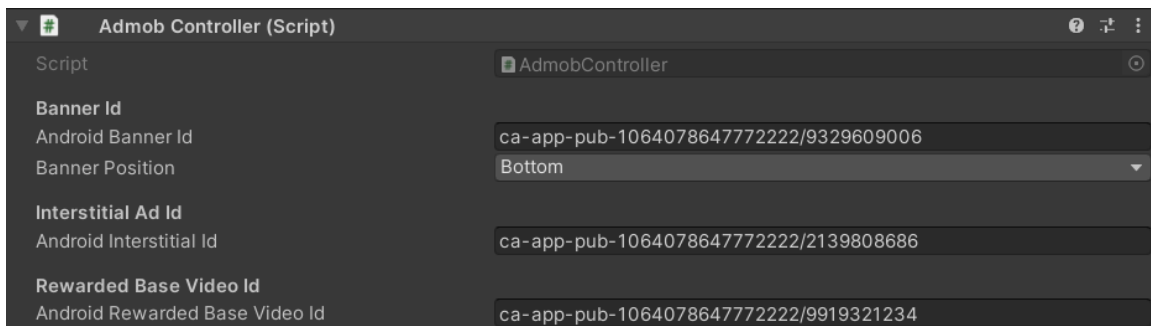
3.2. Admob Controller

The AdManager object in hierarchy of scene Gameplay contains AdmobController component, in which you can customize parameters like admob id, ad units...



As you can see in the image, there's no option to change ads units because the template did not have google mobile ads plugin included, so if you want to use Admob, please go to this [link](#), download the latest version of google mobile ads and import it into the project.

After imported the plugin, select AdManager object in the hierarchy, wait for few seconds for the project rebuild and you will see this.

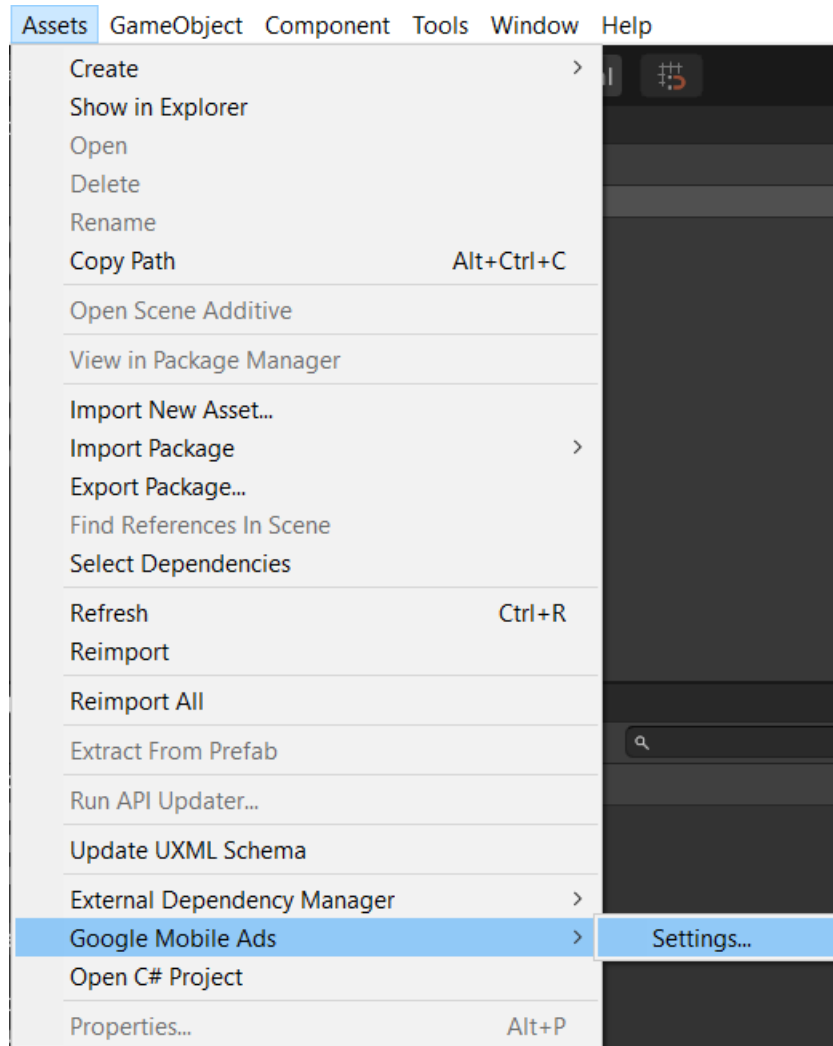


Now you can config admob id and all the ad units as you want. Currently, the platform using is Android, that why all the ids in the image showing for Andoid, of course it will show the ids for iOS when you switch the build platform to iOS.

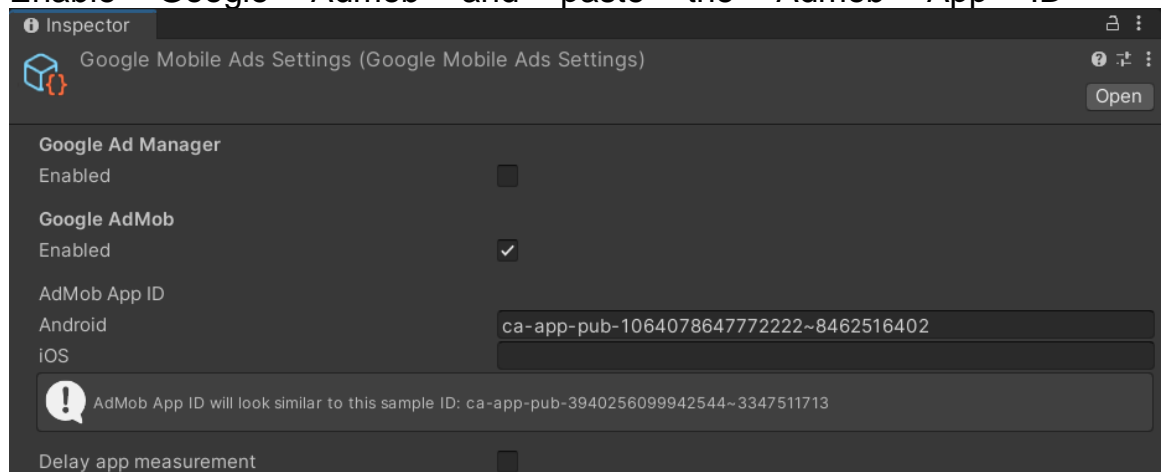
- ❖ *Android Banner Id*: the banner ad unit of your admob app.
- ❖ *Banner Position*: the position of the banner ad.
- ❖ *Android Interstitial Id*: the interstitial ad unit of your admob app.
- ❖ *Android Rewarded Base Video Id*: the rewarded ad unit of your admob account.

Now we need to setup the Admob App ID. Please follow these steps to setup the Abmob App ID.

➤ Go to Assets/Google Mobile Ads/Setting.



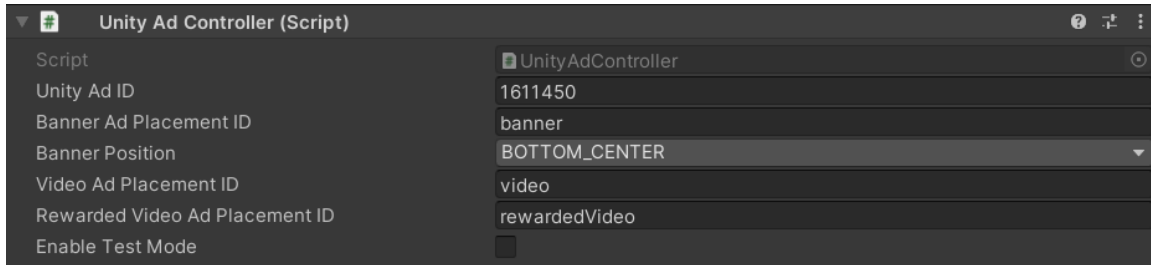
- Enable Google Admob and paste the Admob App ID



➤ That's all.

3.3. Unity Ad Controller

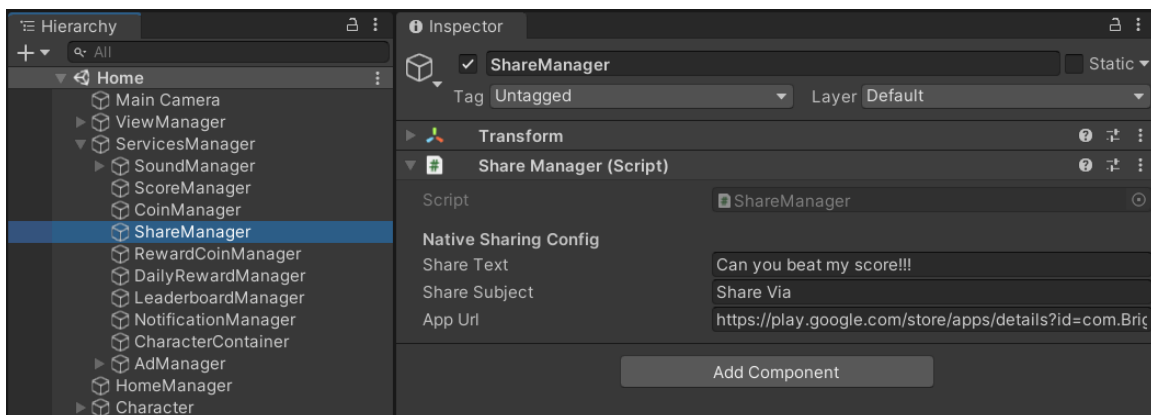
The template already had unity ads sdk included, so you don't need to import anything else to use unity ads, just put your project id and your placement ids and you will good to go.



- ❖ *Unity Ad ID*: the id of your unity ad project. You can find all of your ad projects [here](#).
- ❖ *Banner Ad Placement ID*: the banner ad placement id of your ad project.
- ❖ *Banner Position*: the position of banner ad in the game.
- ❖ *Video Ad Placement ID*: the video ad placement id of your ad project.
- ❖ *Rewarded Video Ad Placement ID*: the rewarded video ad placement id of your ad project.

4. Share Manager

All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot's name, text, subject and url...You can config these features from the ShareManager object in the hierarchy.

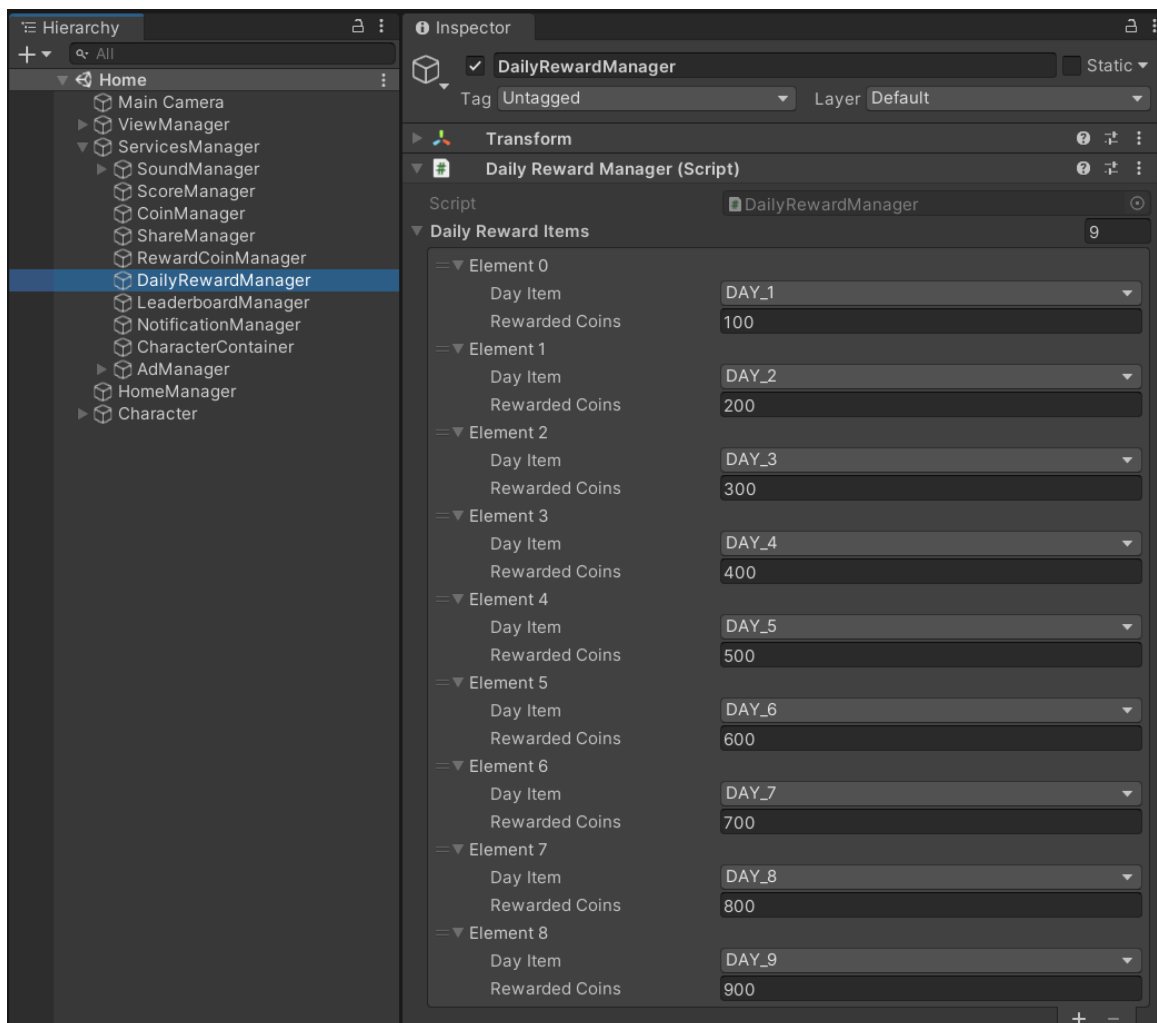


Native Sharing Config:

- ❖ *Screenshot Name*: the name of screenshot for sharing feature.
- ❖ *Share Text*: the text for sharing feature.
- ❖ *Share Subject*: the subject for sharing feature.
- ❖ *App Url*: the url of the app (Google Play on Android and App Store on IOS).

5. Daily Reward Manager

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardManager* object in the hierarchy.



- ❖ *Daily Reward Items*: this array allows you config the amount of

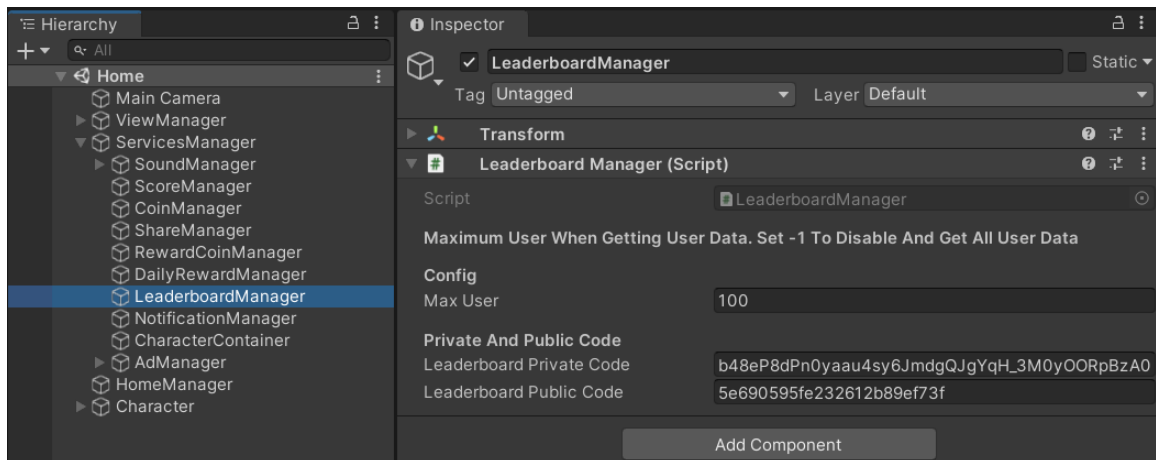
rewarded coins for each day.

- *Day Item*: the day of the reward.
- *Rewarded Coins*: how many coins player will get at that day.

***IMPORTANT:** Currently, the daily reward system was designed for only 8 days, after player get all the reward (claimed 8 rewards), the daily reward system will reset to day 1. DO NOT ADD MORE ELEMENT TO THE ARRAY, IT MAY CAUSE UNEXPECTED ERRORS.

6. Leaderboard Manager

All information for leaderboard feature can be config in LeaderboardManager game object. It contains 2 parameters for you to config the leaderboard. Currently, we used Dreamlo to handle leaderboard feature.



- ❖ *Max User*: the maximum user show in the leaderboard. If you set it to -1, it will show all the user that played the game and report to leaderboard table. We suggest you to limit it to 50 or 100, because if your game have 1000 downloads, which mean you have 1000 user in the leaderboard and when you load it all to the leaderboard view, the game will become laggy.
- ❖ *Leaderboard Private Code*: the leaderboard private code of Dreamlo.
- ❖ *Leaderboard Public Code*: the leaderboard public code of Dreamlo.

Now we will show you how to get the private and public code from Dreamlo.

First, you need to go to [Dreamlo.com](https://dreamlo.com), at the top of the front page, click to Get Yours Now button.

dreamlo

[faq](#) [developer](#) [contact](#)

add a **leaderboard** to your game **right now**

no **signup** or personal info required • **easy** to implement • works on **several platforms**

Get Yours Now

[How it works](#)

[Donate](#)

Did I save you a ton of time? Think about [donating](#). Thanks!

After that, you will be direct to a page that you can get your private and public code.

dreamlo

[faq](#) [developer](#) [contact](#)

Here is your **private** url. Copy and paste this somewhere.

Do not tell anyone about this link.

http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ

WebGL builds hosted at itch.io and other services as well as some versions of **Android** may need SSL to work!

Want to use **https (SSL)**? [Donate \\$5 or more](#) and let me know.

Want to store **more than 1000 scores**? [Contact](#) me.

(If you have a limit of 1000 scores and another score comes in, the lowest will get bumped out.)

You copy and pasted that somewhere and are never going to tell anyone right?

You can not have an asterisk * character in your URL, scores, usernames, etc.

Your Leaderboard

Highest 1000 scores.
Your leaderboard is empty.

[Remove All Scores](#)

Codes for Unity Example

Here are just your public and private code so that you can cut and paste them into the sample code for Unity.

Private Code (It's long, get all of it!)

`2_qIYeHSOkCtoGpQU2ENegN6JOfE`

Public Code

`5e7c0020fe232612b8e01d54`

Adding and deleting scores

Changes and updates to your leaderboard are made through simple **http get requests** using your **private** url.

A player named **Carmine** got a score of **100**. If the same name is added twice, we use the higher score.

`http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ/add/Carmine/100`

A player named **Carmine** got a score of **1000** in **90 seconds**.

`http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ/add/Carmine/1000/90`

A player named **Carmine** got a score of **1000** in **90 seconds** and is **Awesome**.

`http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ/add/Carmine/1000/90/Awesc`

Delete **Carmine's** score

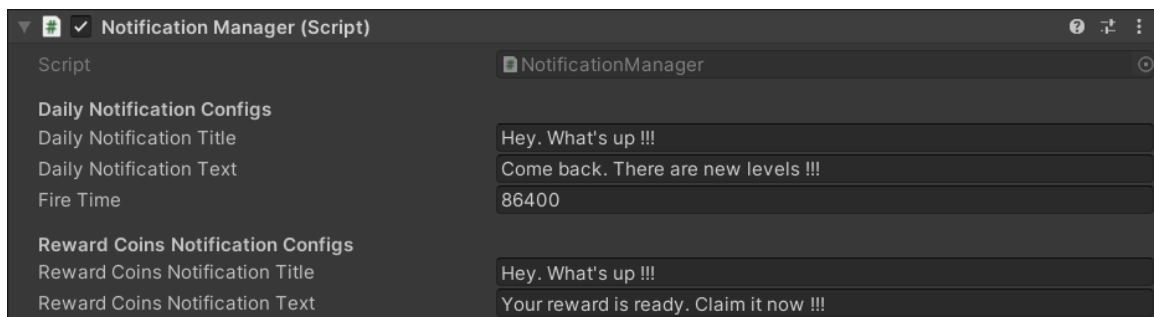
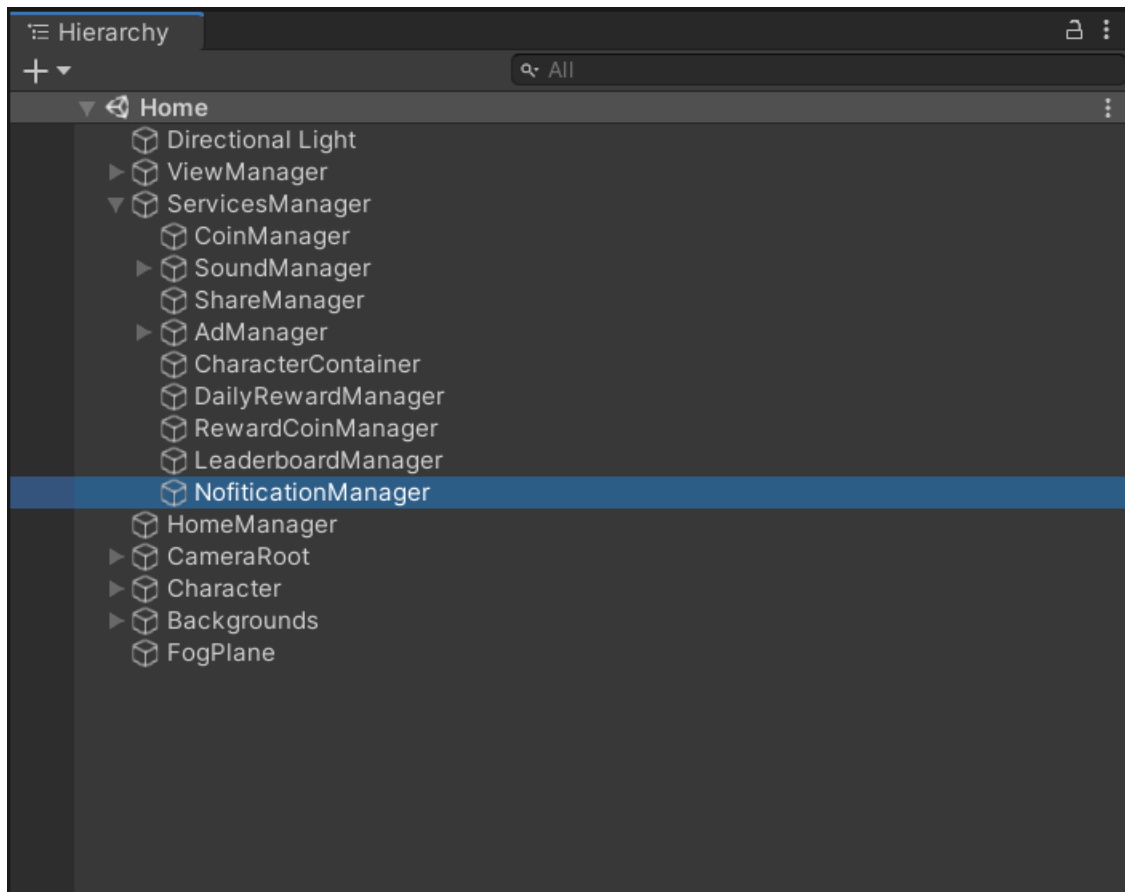
`http://dreamlo.com/lb/2_qIYeHSOkCtoGpQU2ENegN6JOfE5uUUCf46IhWjJ3eQ/delete/Carmine`

Clear **all** scores

Copy 2 codes and paste it on LeaderboardManager component. That's it.

7. Notification Manager

All information for notification feature can be config in NotificationManager game object. It contains 3 parameters for you to config the notification. Currently, we used Mobile Notification package provided by Unity to handle the notification.



Daily Notification Configs: this is the notification that fire daily.

- ❖ *Daily Notification Tile:* the tile of the notification when it fired.
- ❖ *Daily Notification Text:* the text of the notification when it fired.

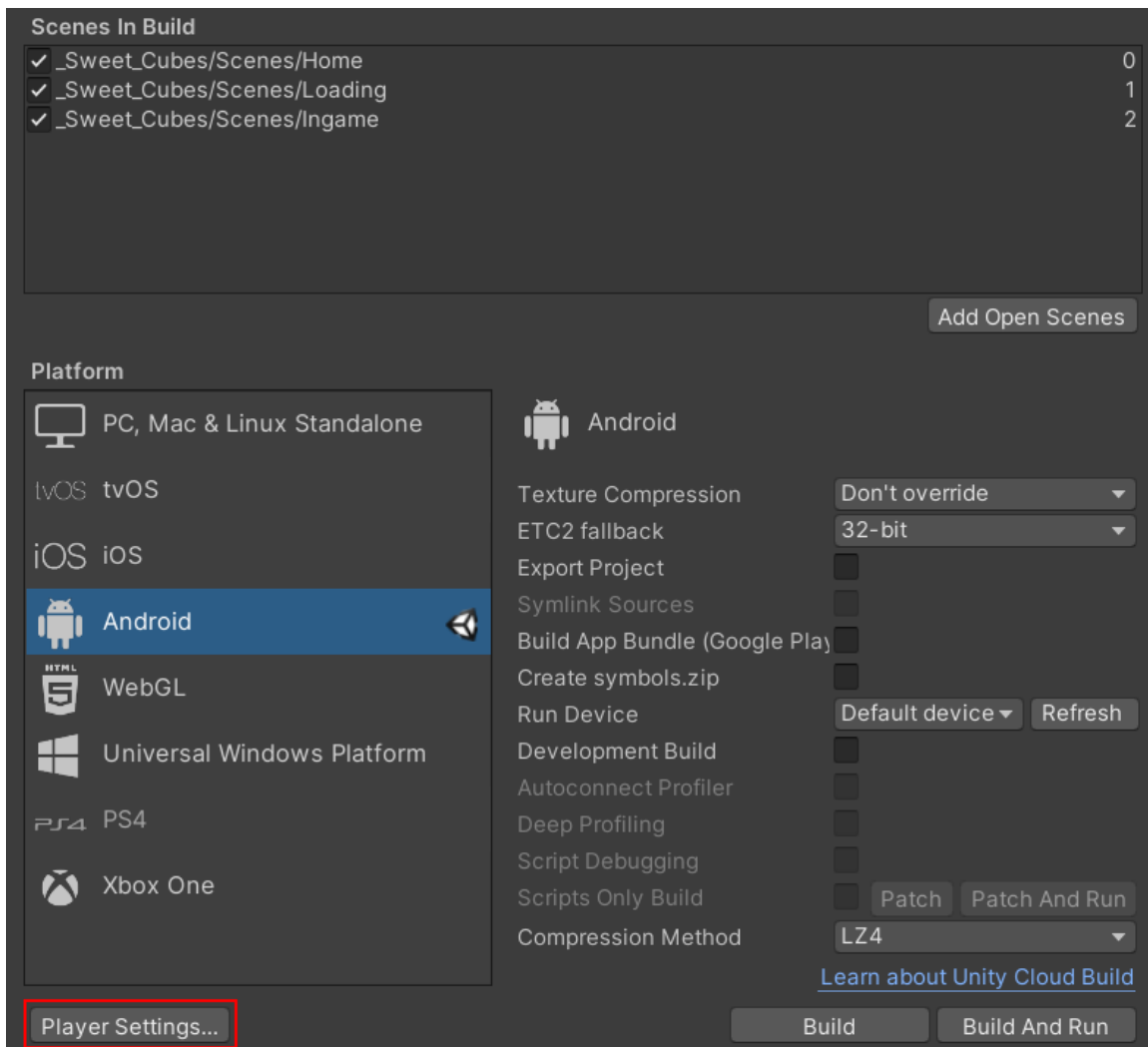
- ❖ *Fire Time*: how long till the notification get fire (in seconds) after the game close. Currently it's 86400 seconds which is 1 day.

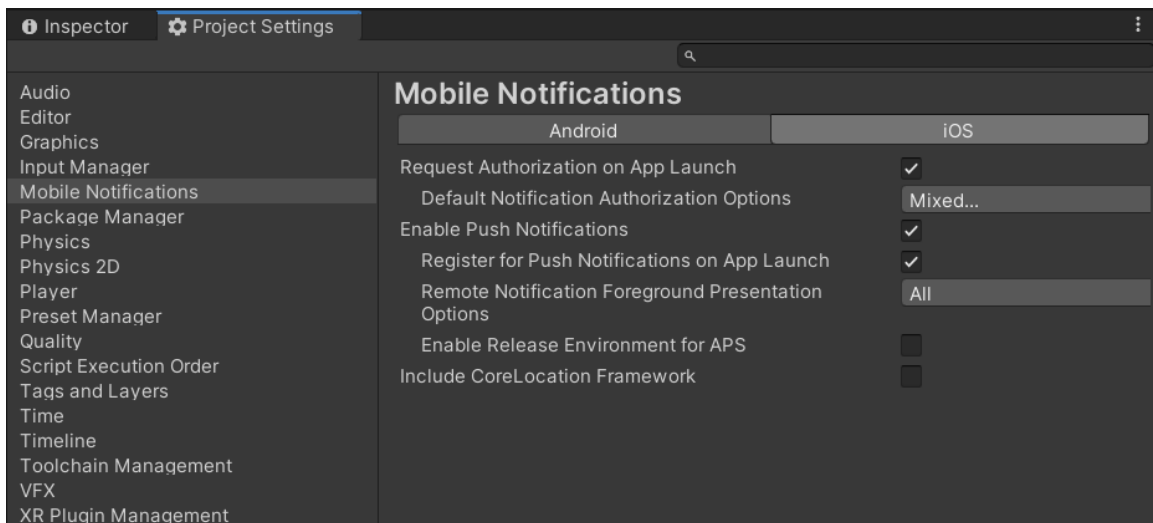
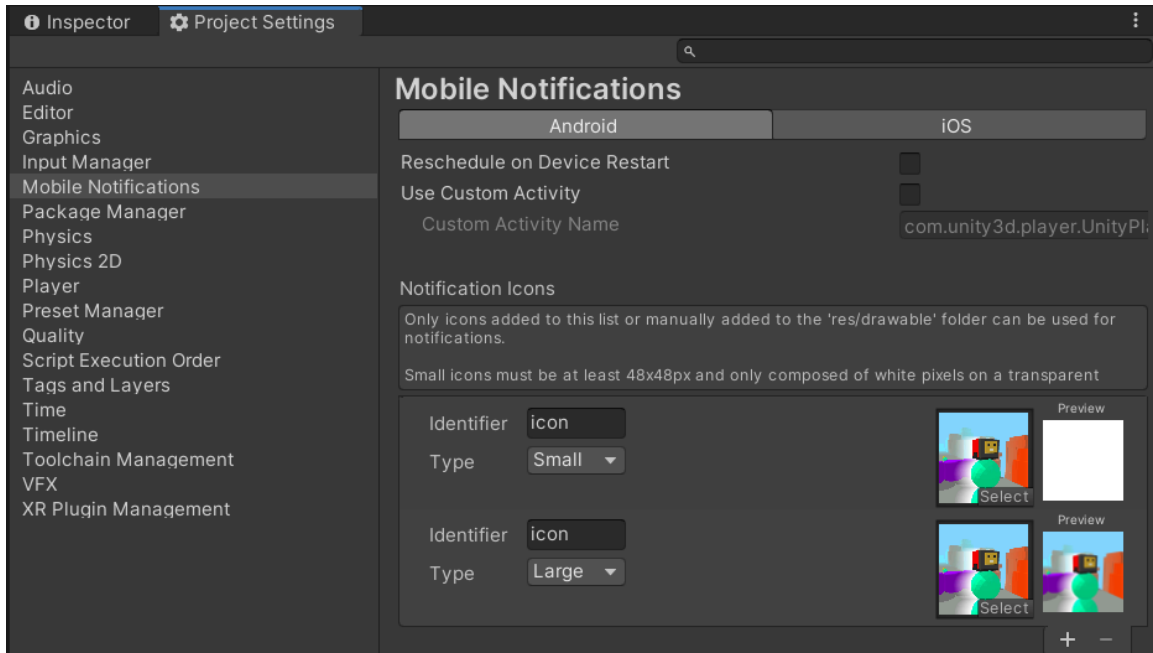
Reward Coins Notification Configs: this is the notification that fire when a reward is ready to claim.

- ❖ *Reward Coins Notification Tile*: the tile of the notification when it fired.
- ❖ *Reward Coins Notification Text*: the text of the notification when it fired.

You can set up the notification icon by following these steps.

Go to File -> Build Setting -> Player Setting -> Mobile Notification





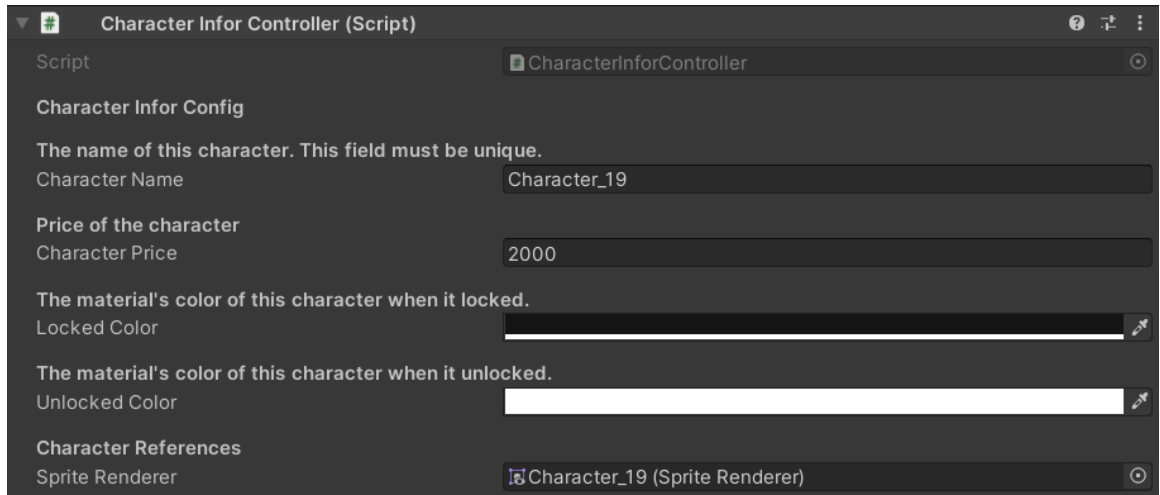
As you can see, there's a field for you to setup icon for notification. Remember, you must set the Identifier as "icon".

8. Adding More Knives

Knife Up is already packed with 20 knives, cute and ready to unlock! If you want to add more, follow these simple steps:

- Create a character model.
- Navigate to *Assets/_Knife_Up/Prefabs/Characters* and duplicate one of the available character prefabs.

- Change the name of the prefab to a preferred one.
- Replace the *Sprite* in the *SpriteRenderer* component of the 4 children with your new sprite.
- Enter the character name and price to the *CharacterInforController* component. If you want to give out this character for free, just set the price as 0.



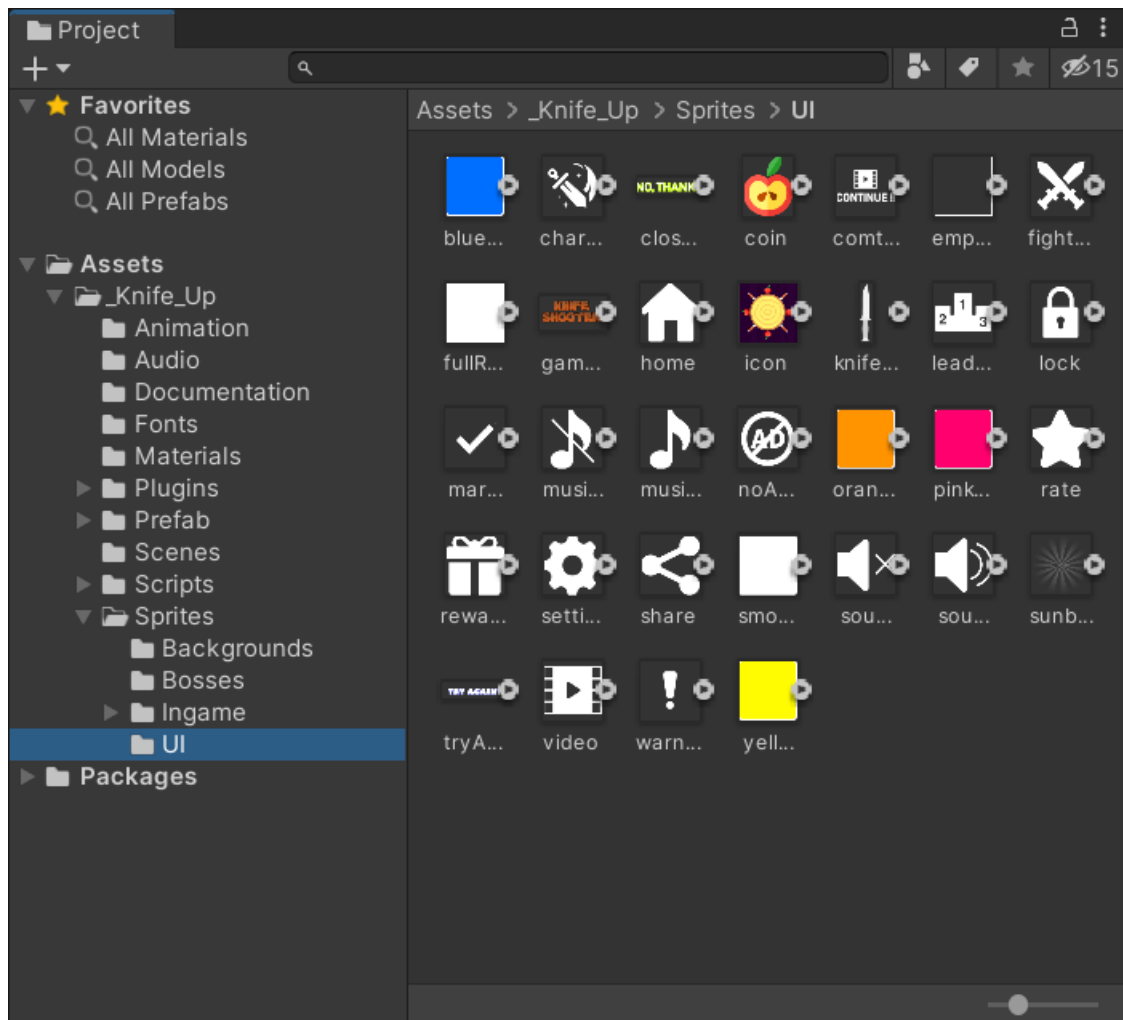
- Resize the character array in *CharacterContainer* game object then drag the new character to it.

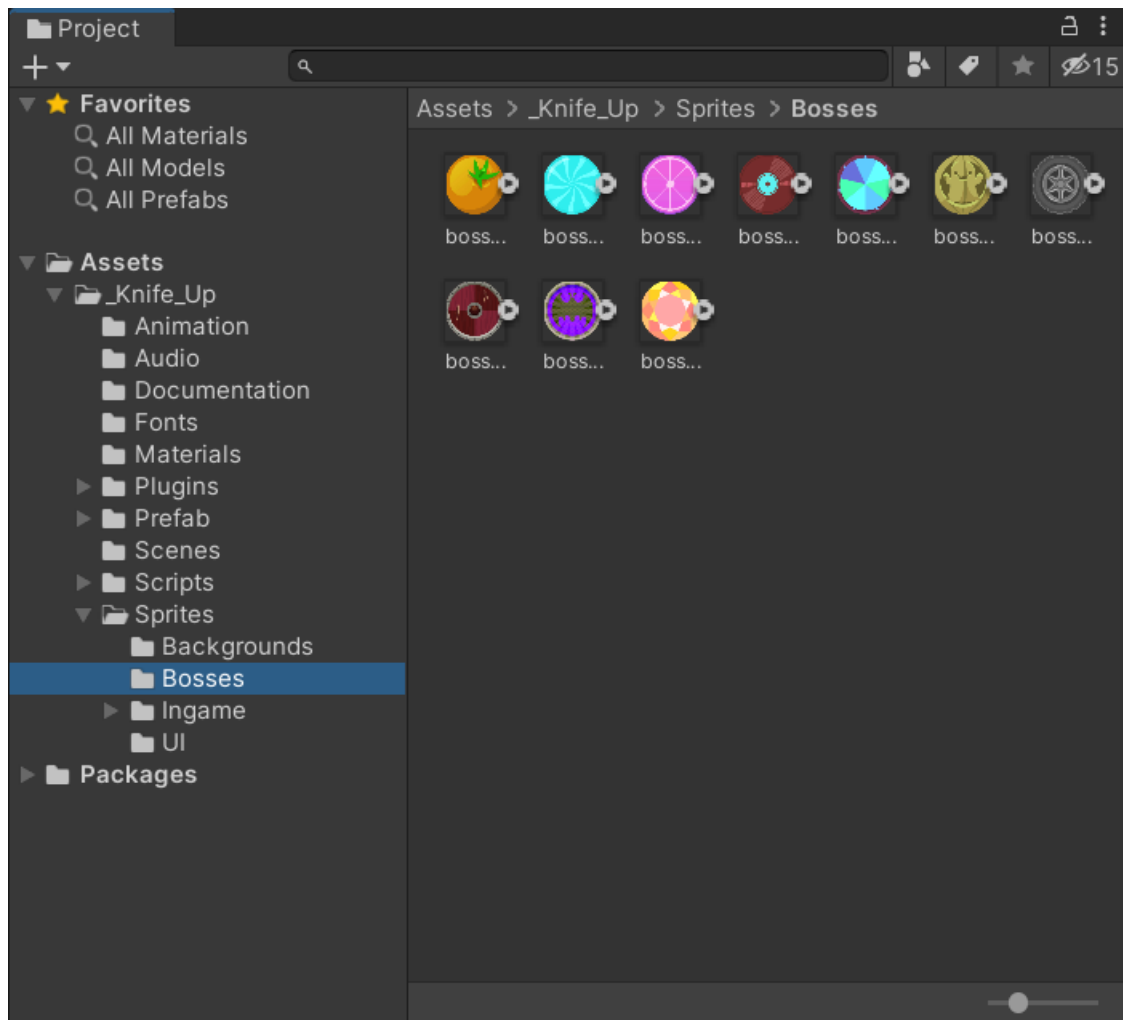
Now the new character has been added and ready to use in game! You will see it listed in the *Character* scene.

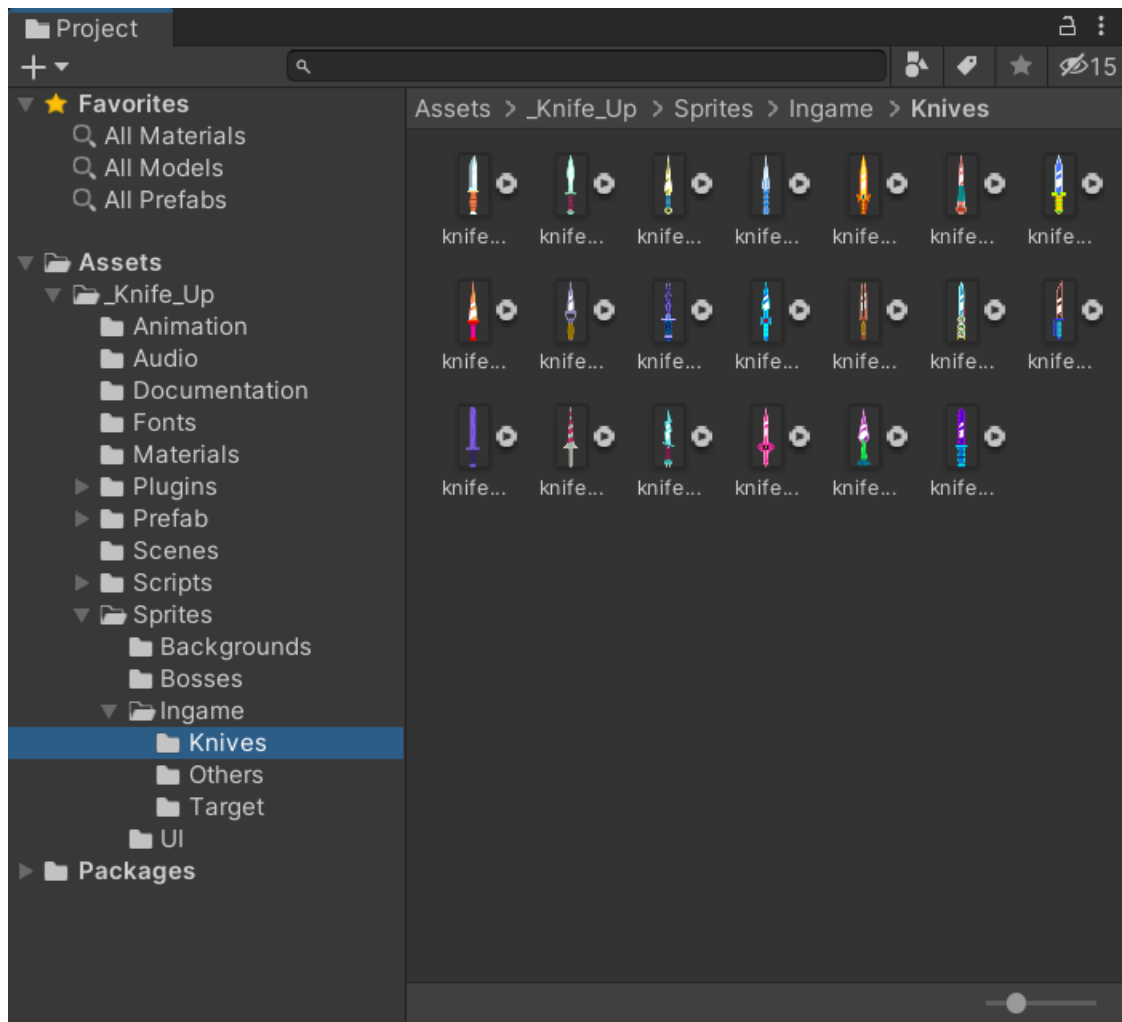
* **IMPORTANT:** the new character's name must not repeat any existing character name.

9. Customizing UI

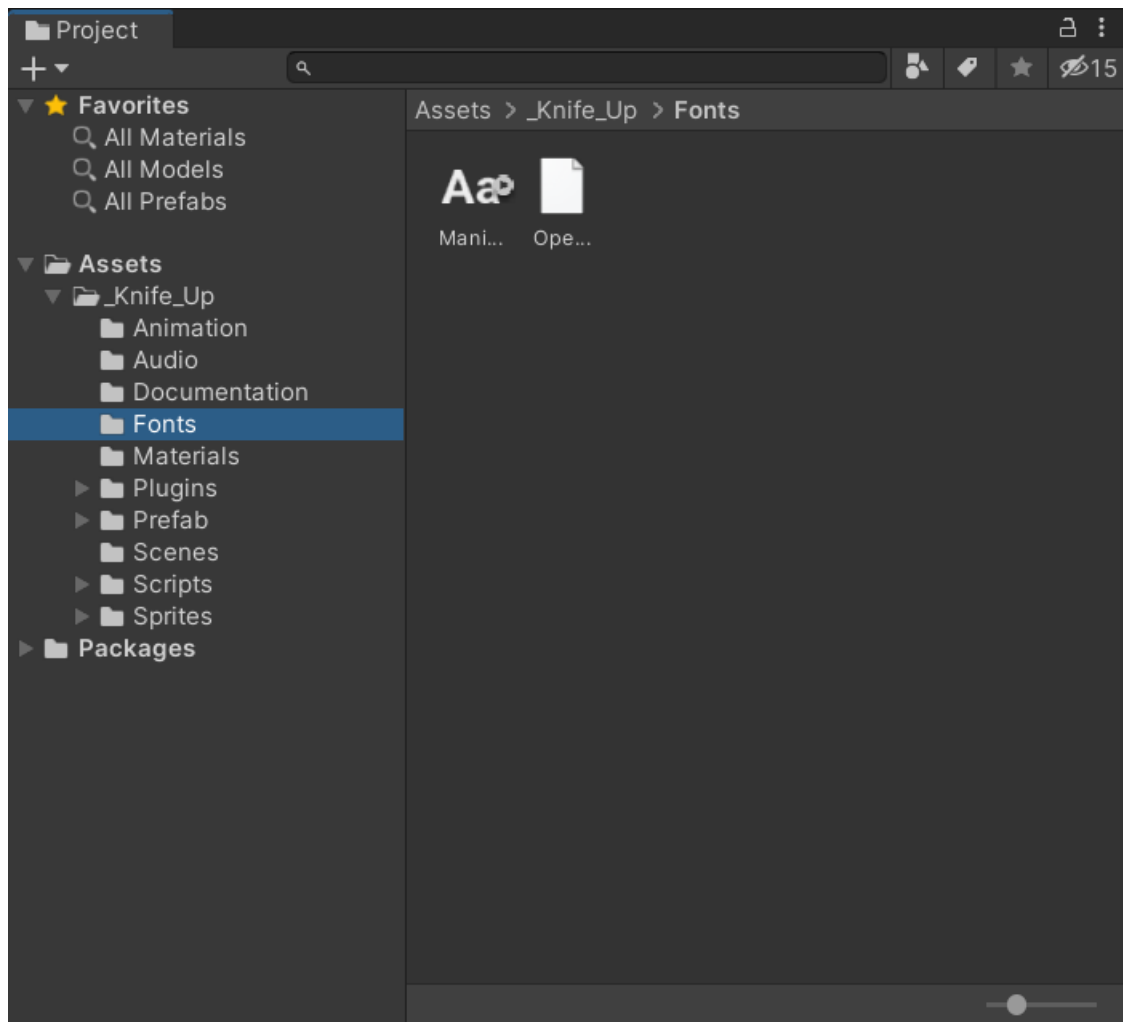
All sprites used in this game (for buttons and other UI components) are located under the *Sprites/UI* folder. You can replace them with your own sprites to modify the UI as you like.







All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.



THANK YOU AND GOOD LUCK WITH YOUR GAMES!