

# BATTLE OF HEROES

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## I. Introduce gameplay and features

*YOU ARE A COMMANDER, LEADING YOUR MEN TO FIGHT WITH THE EVIL ENEMIES*

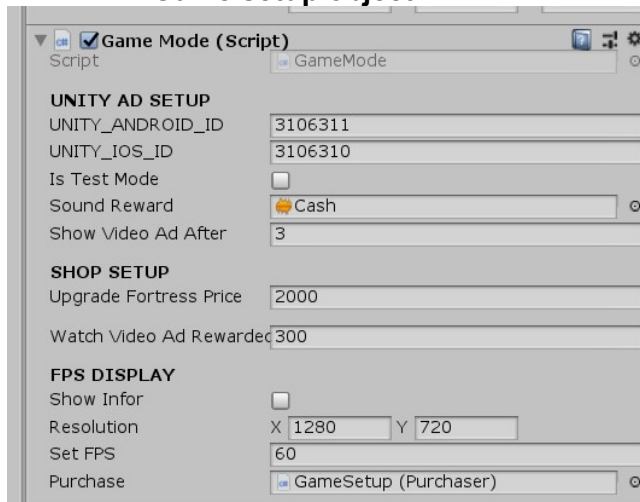
### FEATURES:

- + **Total 30 example levels**
- + **Total 17 characters**
- + **Custom power (melee, bow, throw) for character**
- + Upgrade **characters** level and Fortrest in Shop system
- + Buy coin (**IAP**) and earn coin (**UNITY AD**)
- + **Make money with Unity Ads**
- + **Make money with IAP**
- + Work on Mobile and PC
- + Total C#, easy to learn

## II. TUTORIAL

### 1. Setup game settings

- Open logo scene
- Game setup object



#### + Unity Ad Setup

- Place your Android and IOS ID
- “Is Test Mode”: show test ad or real ad
- “Show Video Ad After”: show normal video ad after gameover or game victory

#### + Shop setup: set price for the item in Shop

#### + FPS Display:

- “Show Infor”: show resolution, fps on screen
- “Resolution”: set fixed resolution for game -> for game run smoother on low devices
- “Set FPS” set locked FPS for game

### 2. Create new Level and World

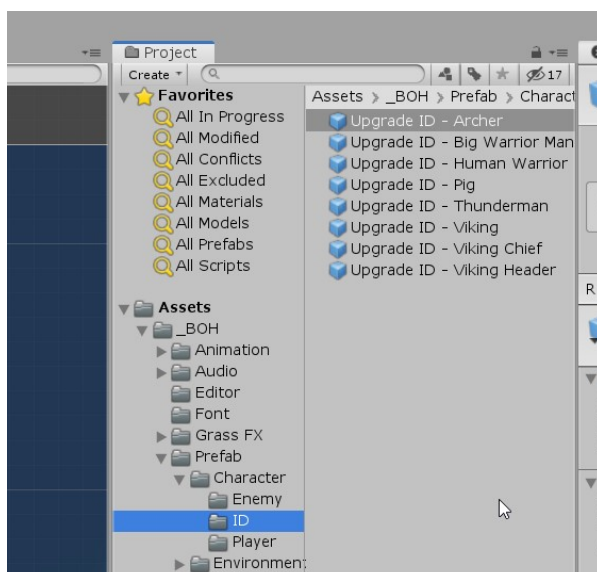
Watch on youtube: <https://www.youtube.com/watch?v=AknuUJfw9Y0>

### 3. Setup level enemy

Watch on youtube: <https://www.youtube.com/watch?v=srXkXjGHIqE>

### 4. Upgrade Character

Find all player id in ID folder



Scale X: 1 Y: 1 Z: 1

**Upgraded Character Parameter (Script)**

Script: UpgradedCharacterParameter

ID: Archer

Unlock At Level: 2

**EFFECT**

Weapon Effect

Effect Type: NORMAL

**NORMAL**

Normal Damage Min: 30

Normal Damage Max: 50

**POISON**

Poison Time: 5

Poison Damage Per Sec: 80

**FREEZE**

Freeze Time: 5

Upgrade Steps

**MELEE ATTACK**

Max Target Per Hit: 1

**Default**

Default Health: 50

Melee Damage: 0

Range Damage: 30

Critical Damage Percent: 5

Add Component

ID: unique ID for character

Unlock At Level: character available at this level

EFFECT: set effect for weapon, only apply for Melee weapon

Max Target Per Hit: multiple damage per attack

Default Health: original health of character

Melee Damage: original melee damage of character

Range Damage: original range damage of character

Critical Damage Percent: chance deal extra damage for enemy

**Upgrade Steps**

Size: 6

**Element 0**

Price: 10

Health Step: 2

Melee Damage Step: 0

Range Damage Step: 1

Critical Step: 0

**Element 1**

Price: 20

Health Step: 2

Melee Damage Step: 0

Range Damage Step: 1

Critical Step: 1

**Element 2**

Price: 50

Health Step: 3

Melee Damage Step: 0

Range Damage Step: 1

Critical Step: 1

**Element 3**

Price: 100

Health Step: 3

Melee Damage Step: 0

Range Damage Step: 1

Critical Step: 0

**Element 4**

Price: 200

Health Step: 3

Melee Damage Step: 0

Range Damage Step: 1

Critical Step: 1

**Element 5**

Price: 300

Health Step: 5

Melee Damage Step: 0

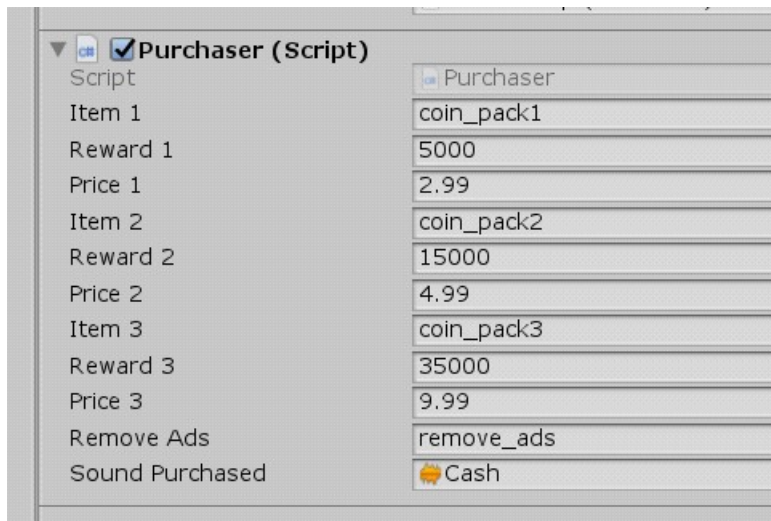
Range Damage Step: 2

Critical Step: 1

Upgrade Steps: upgrade the character in shop

## 5. Setup IAP

→ Location: Logo scene/GameMode object

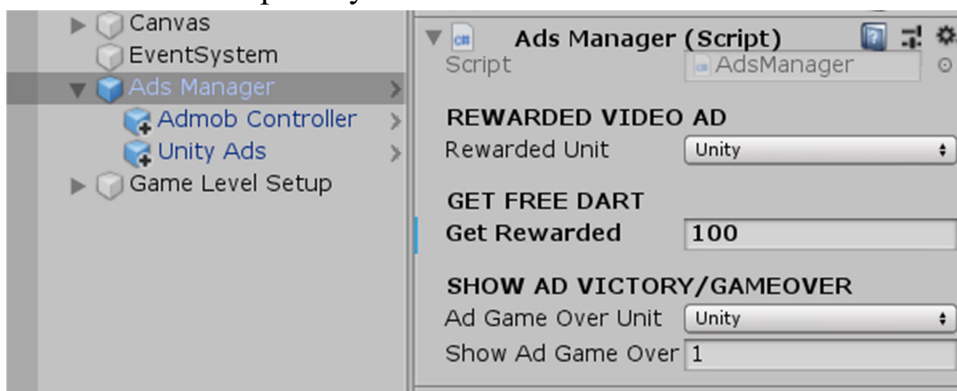


You can fill your iap item value, watch the tutorial here:

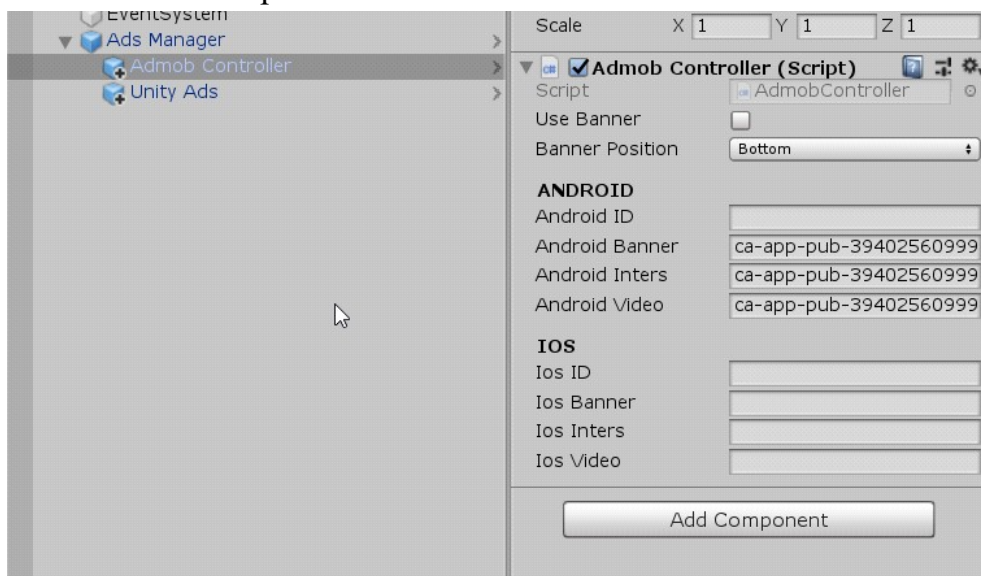
<https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html>

## 6. Setup Unity Ad

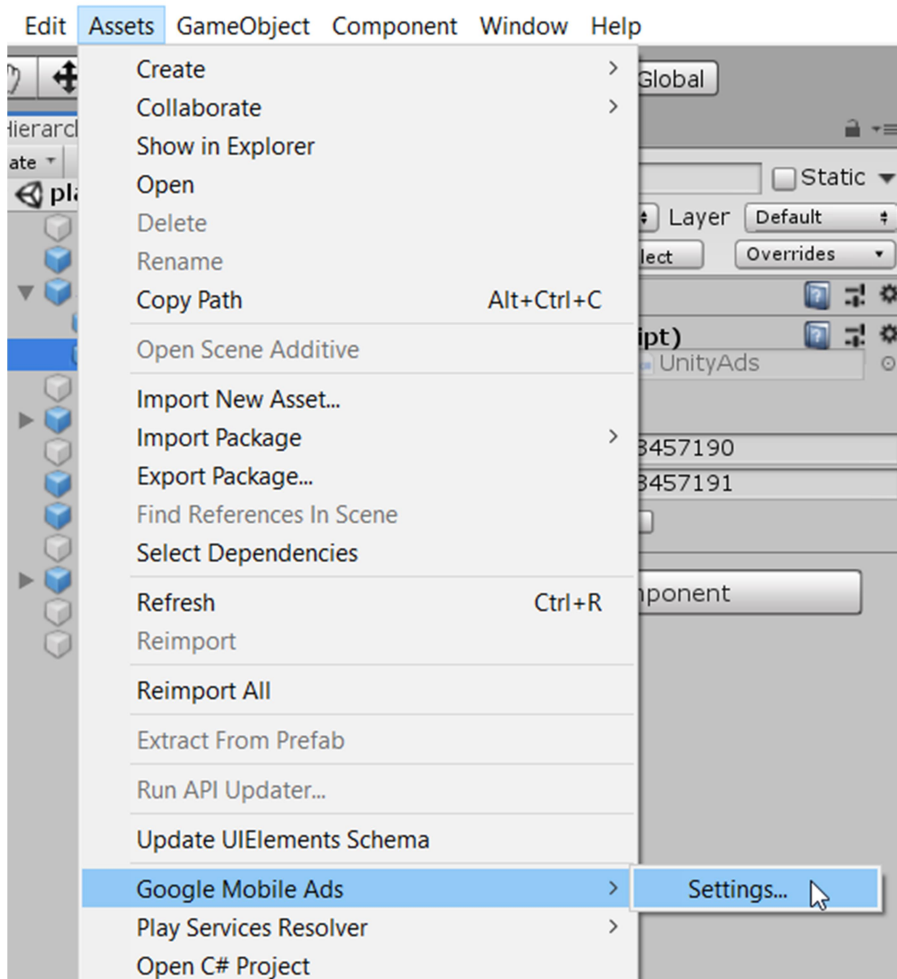
a. Setup Unity Ad



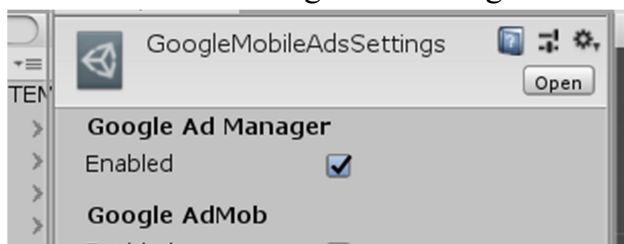
b. Setup Admob Ad



- 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

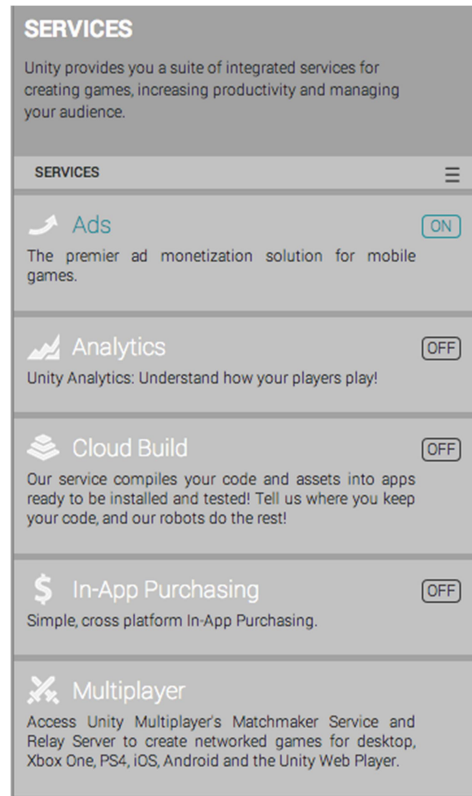
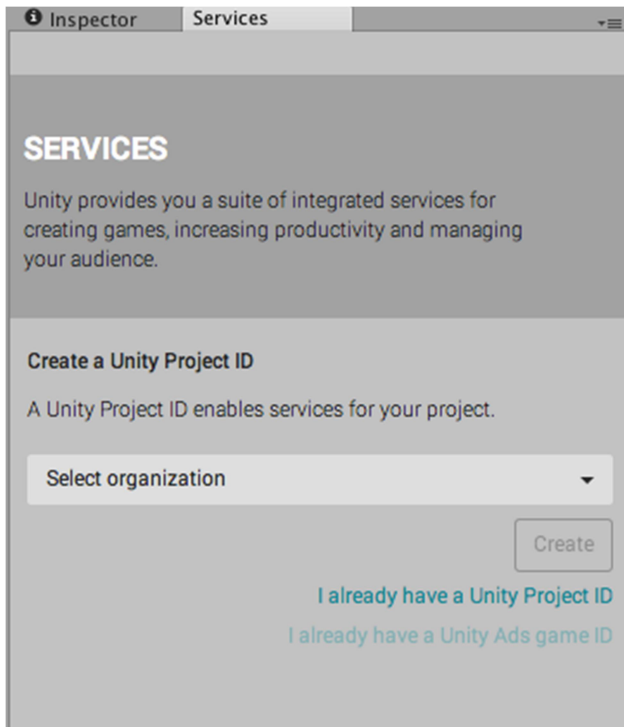


- Then tick Google Ad Manager enable



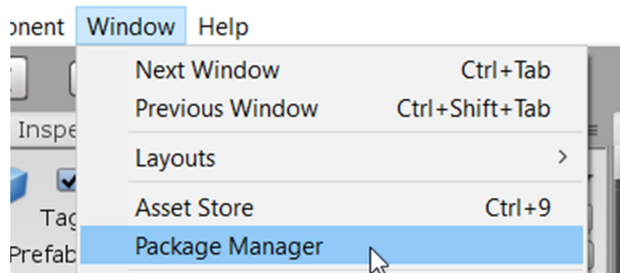
**About Unity, you need enable ADS in SERVICES tab**

**Open Window/Services tab**

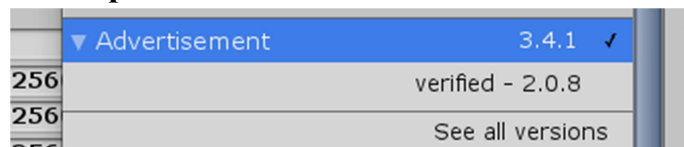


**If still have problem, you need update the Ads package**

**Go to Package Manager**



**And Update Advertisement to 3.4.1**



**Finally, turn on the Ad**

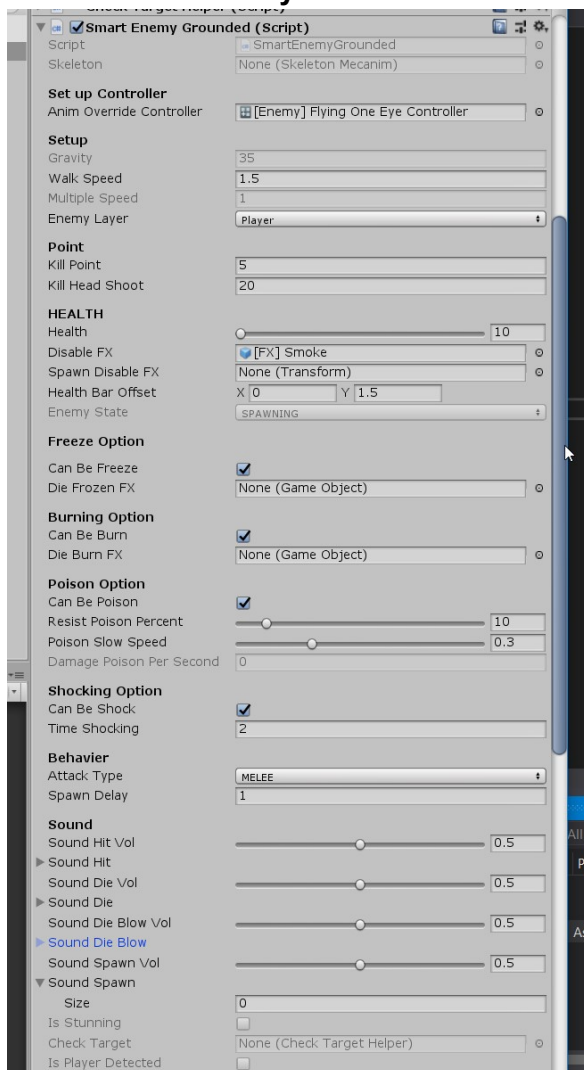
## 7. Other

### a. Sound Manager



Place the main sound/music in here and Apply the prefab to available on all scenes

### b. Enemy



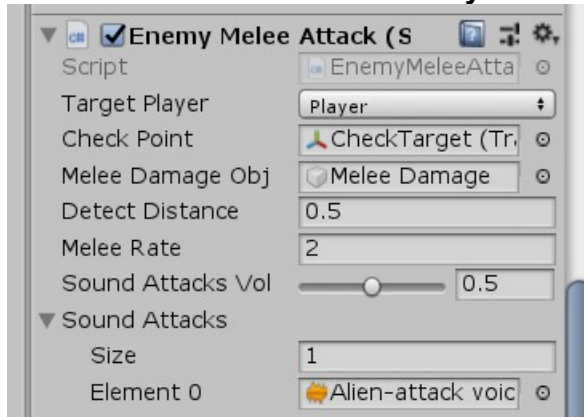
Main script control the Enemy (Normal, Boss)

Find the enemy prefab in TD/Prefab/Character/Enemy

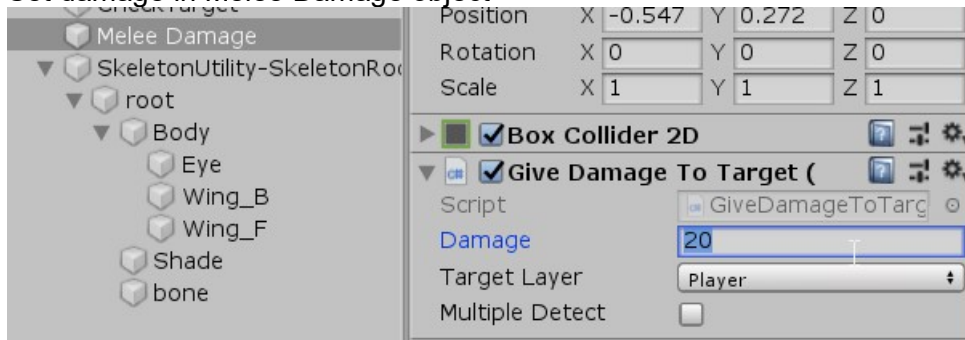
- + Walk speed: move speed
- + Enemy Layer: the enemy layer of this character (Enemy of Enemy is Player)
- + Kill Point: coin can earn when get kill
- + Kill Head Shoot: coin can earn when get kill by head shoot
- + Health: the number of health
- + Attack Type: Choose attack type for character: Melee, Range and Throw
- + Sound: set random sound for character (Hit, Die)



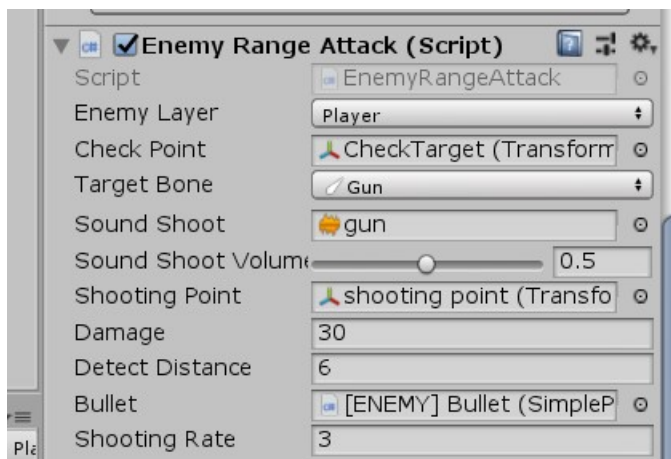
### i. Melee Enemy



Set damage in Melee Damage object

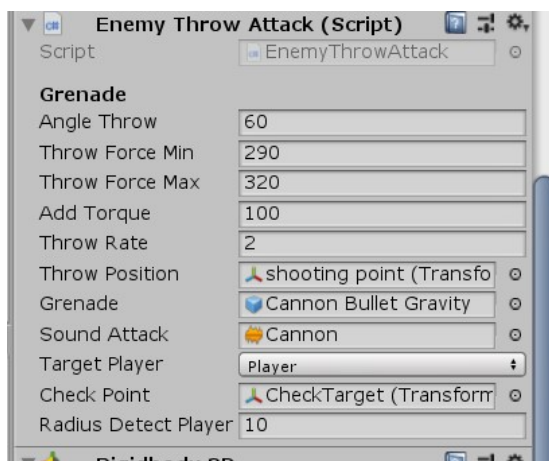


### ii. Gun Enemy



- + Damage: deal damage to the target
- + Detect Distance: distance to detect the target and stop move and start firing
- + Shooting Rate: time wait between shooting

### iii. Throwing Enemy



- + Angle Throw: angle to throw the object
- + Throw Force Min/Max: Random force from min to max
- + Throw Rate: time wait between 2 attacks
- + Radius Detect Player: the distance can detect target and start throwing



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If you have any questions please contact me: [aigame.contact@gmail.com](mailto:aigame.contact@gmail.com)

Please rate my game if you like it.

Thank for your purchase! Good luck!