Sky Battle game template

Menu

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2. How to edit your game

3.How to reskin your game

4.Replace your Admob id, Unity ads id

1.Introduce about SkyBattle game template

This template is ready for release. It is optimized for mobile (iPhone, iPad, Android, Windows Mobile) standalone (Windows PC and Mac OSX), web player and webGL. Sky battle is a criminally simple amazing game. Sky Raiders brings you an addictive and fun arcade game with fighter planes. You will battle squadrons of planes, helicopters and enemy bombers as you achieve upgrades to weapons and planes.

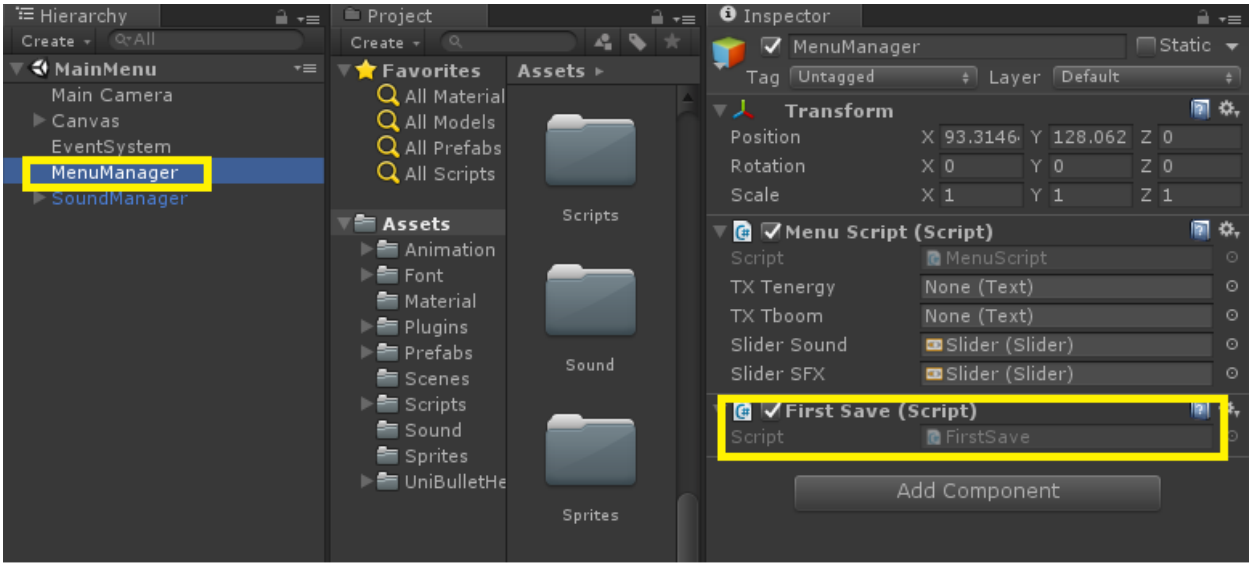
HOW TO PLAY
- Drag the plane to move, double click or press the bomb icon to use the bombs

FEATURES
- Addictive gameplay for hours of action
- 13 super stages to have fun, more updating stage (free)
- Lot of planes, helicopters, tanks and guns
- More than 20 unique enemies
- Upgrades to your units
- Plane Shop manager with 3 plane template
- Admob Interestitial, Unity Reward Video
- Clean, simple and easy to understand with C# code
- Simple to customize.
- Support touch controller on mobile device .
- Good performance for mobile.
- Works on all platforms, PC, Mac, iOS, Android, etc

2.How to edit your game

2.1 Main Menu Scene

This is Scripts to set parameter first. You can put money, bomb…there



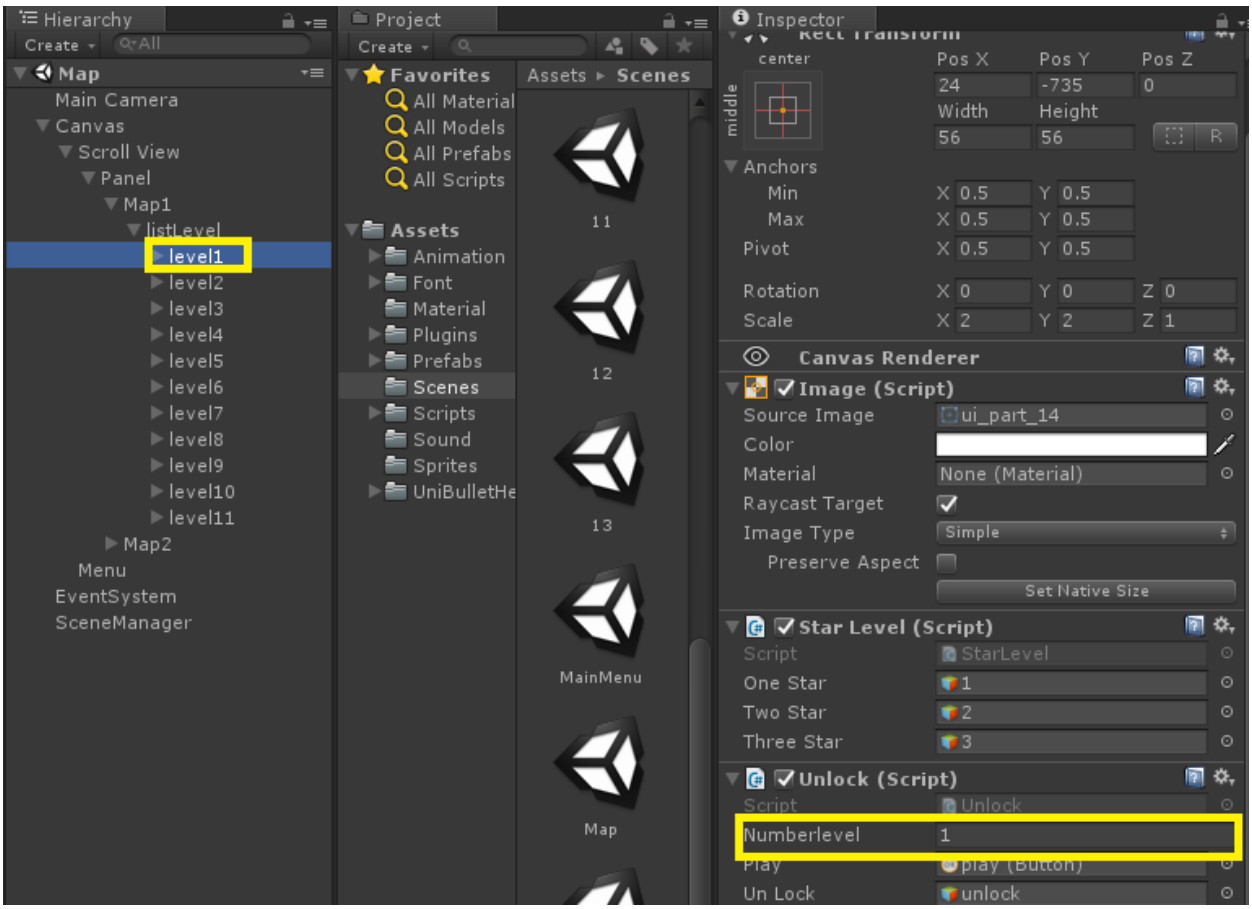
Code line reference

```
1 reference
public void setUp_firstGame()
{
    PlayerPrefs.SetInt(PlaneInformation.LEVEL_PLANE + 0, 1);
    PlayerPrefs.SetInt(PlaneInformation.LEVEL_PLANE + 1, 0);
    PlayerPrefs.SetInt(PlaneInformation.LEVEL_PLANE + 2, 0);
    PlayerPrefs.SetInt(MenuScript.BOOM_KEY, 2);
    PlayerPrefs.SetInt(MenuScript.MONEY_KEY, 1000);
    PlayerPrefs.SetInt(MenuScript.LOCK_KEY + 1, MenuScript.TRUE_RESULT);
    PlayerPrefs.SetFloat(MenuScript.SOUND_KEY, 1);
    PlayerPrefs.SetFloat(MenuScript.SFX_KEY, 0.5f);
}
```

2.2 Edit Map Scene

Go to scene folder and find Map scene. Show expand list level and add more level

duplicate level and edit number

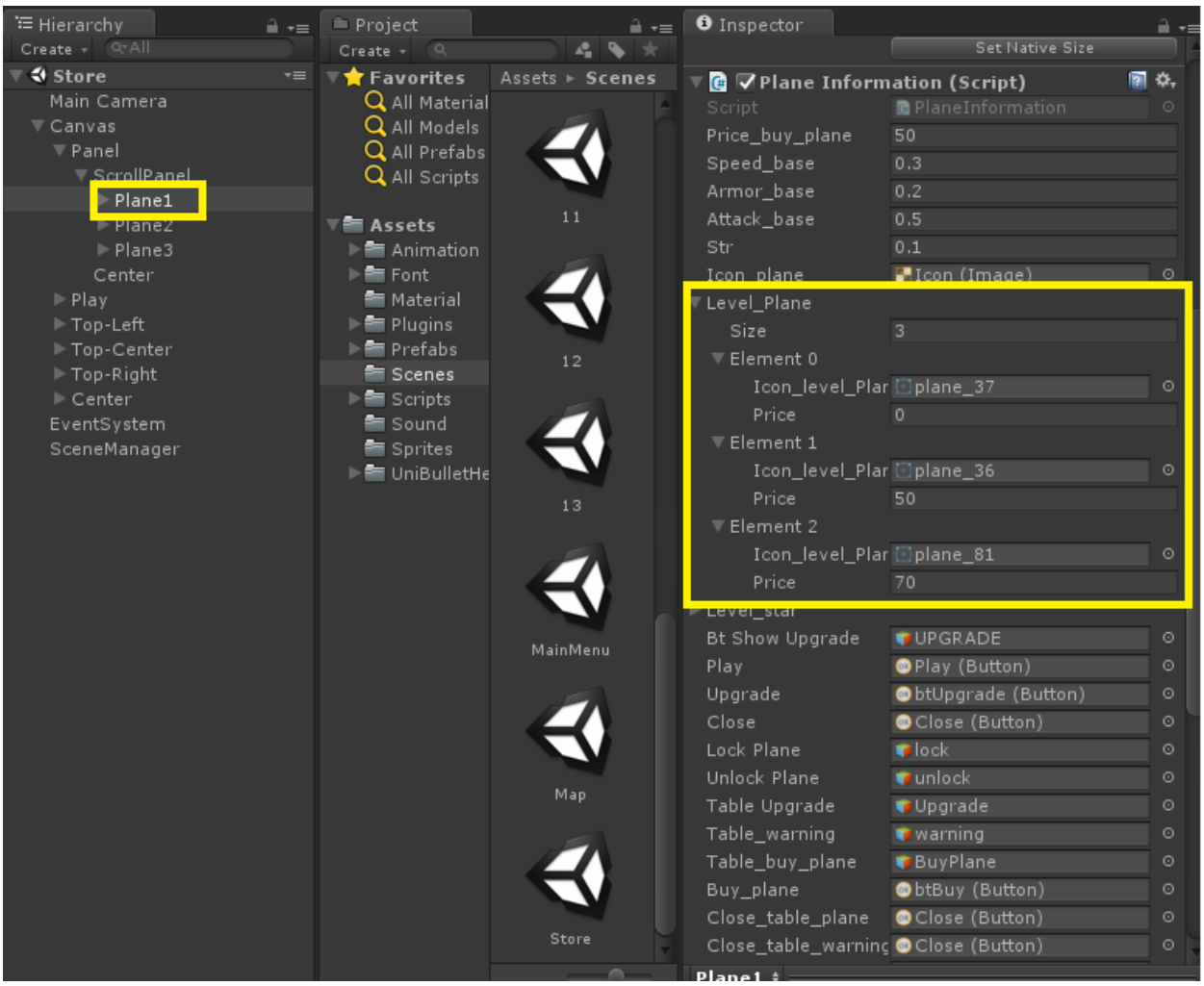


2.3 Store scene

Go to Scene folder and find Store Scene

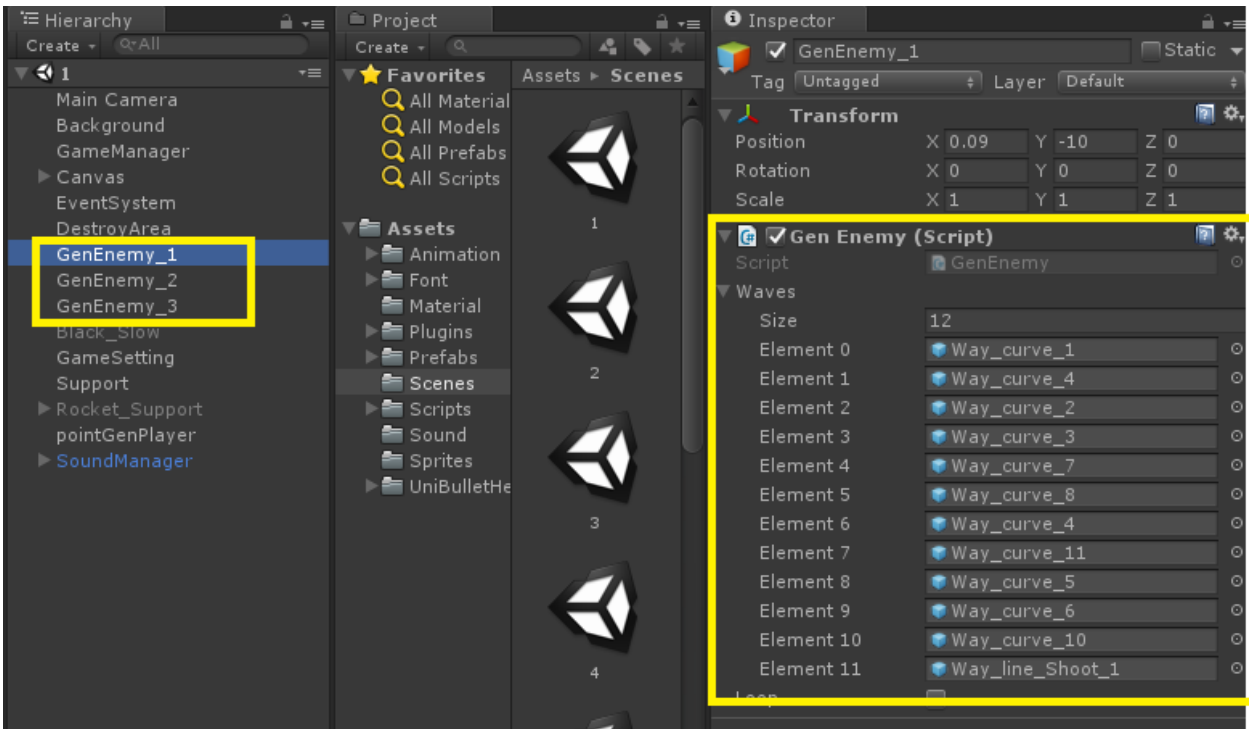
To add plane in store

- Duplicate plane -> edit level_plane (edit icon)
- Information plane -> speed_base, armor_bass, attack_base.

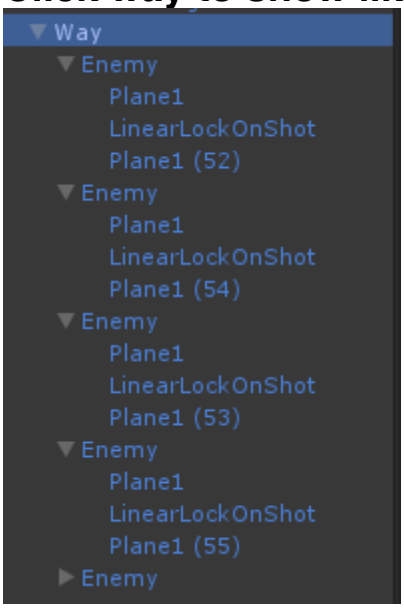


2.4 How to gen Enemy?

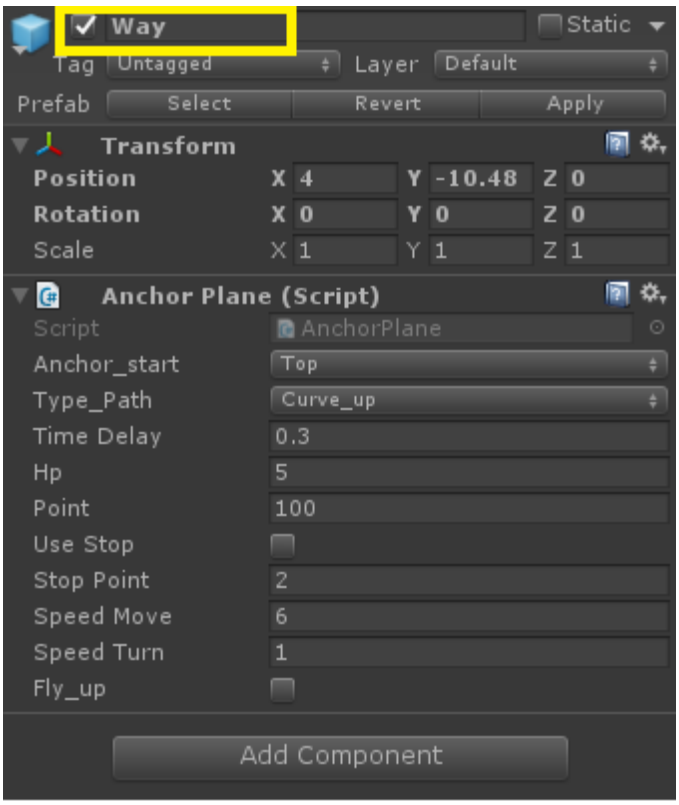
Go to Level scene contain 1,2,3…etc… Find GenEnemy_1,GenEnemy_2,GenEnemy_3 Object



Click way to show like this :

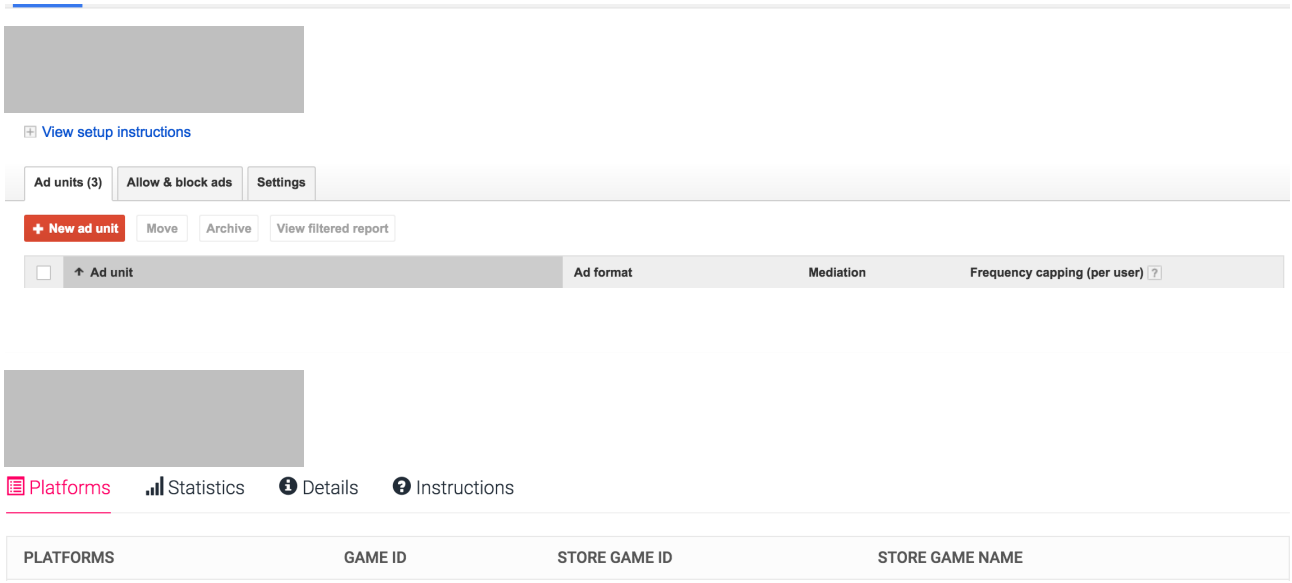


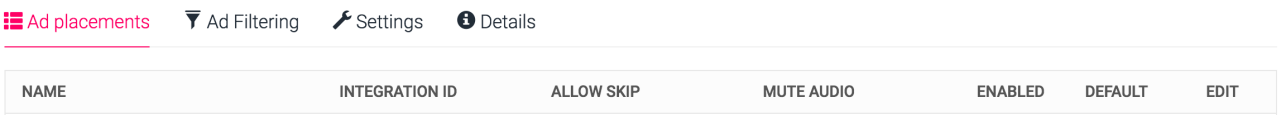
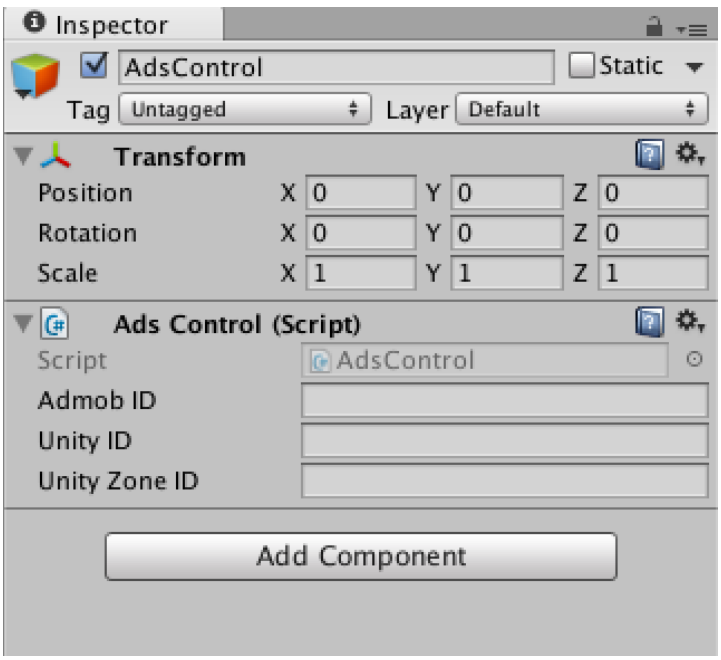
Set path of way :


Way
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
X 4
Y -10.48
Z 0
Rotation
X 0
Y 0
Z 0
Scale
X 1
Y 1
Z 1
Anchor Plane (Script)
Script
AnchorPlane
Anchor_start
Top
Type_Path
Curve_up
Time Delay
0.3
Hp
5
Point
100
Use Stop
Stop Point
2
Speed Move
6
Speed Turn
1
Fly_up
Add Component

4.Replace your Admob id, Unity ads id

4.1.Get admob id and Unity zone id and Unity game id





4.2 Find MainMenu scene in scene folder. Select AdsControl object. Look Inspector and fill your key