

Sky Battle game template



Menu

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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

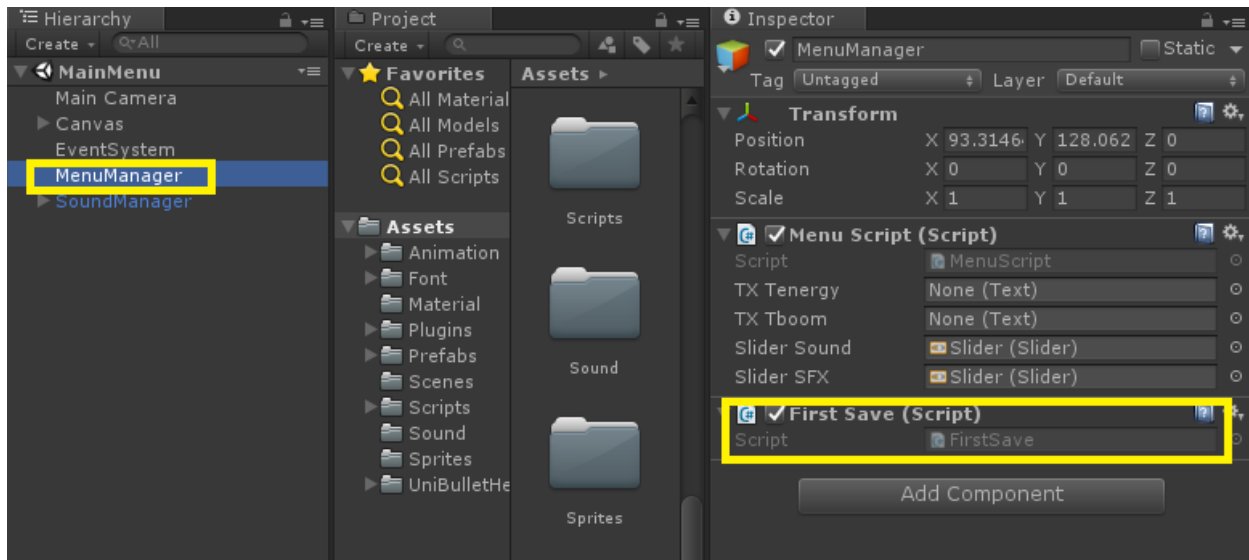
FEATURES

- 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 Interstitial, 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



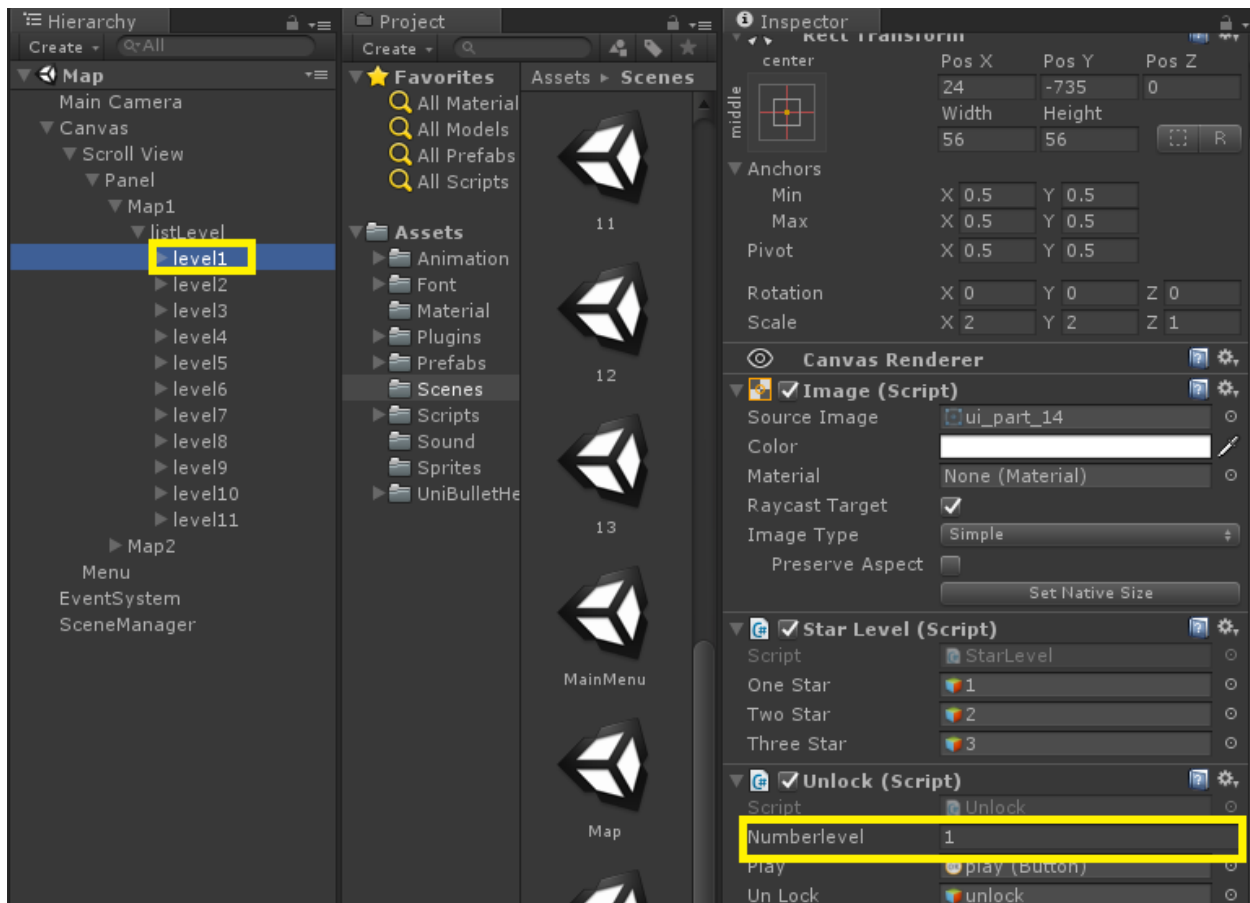
Code line reference

```
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

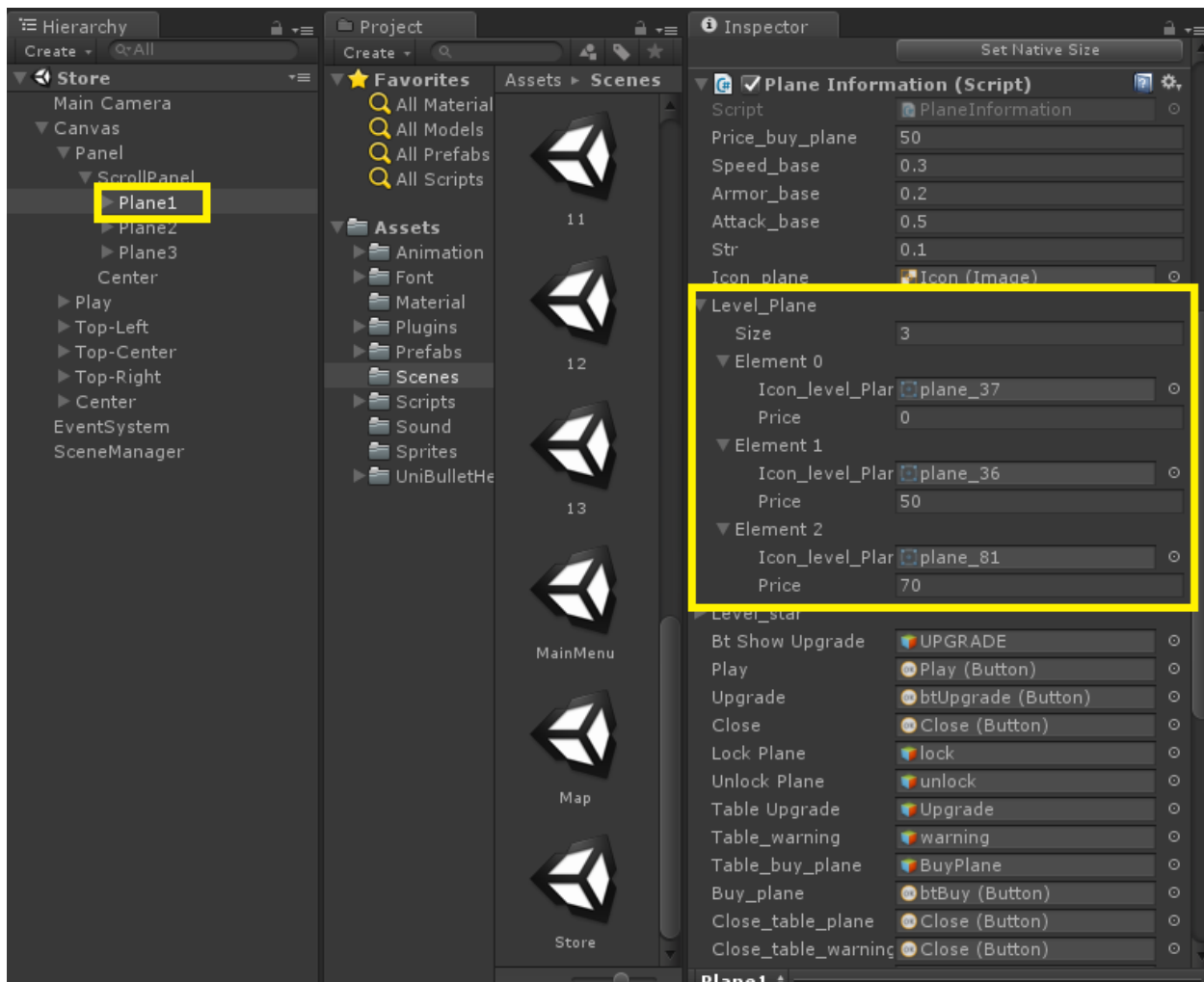


2.3 Store scene

Go to Scene folder and find Store Scene

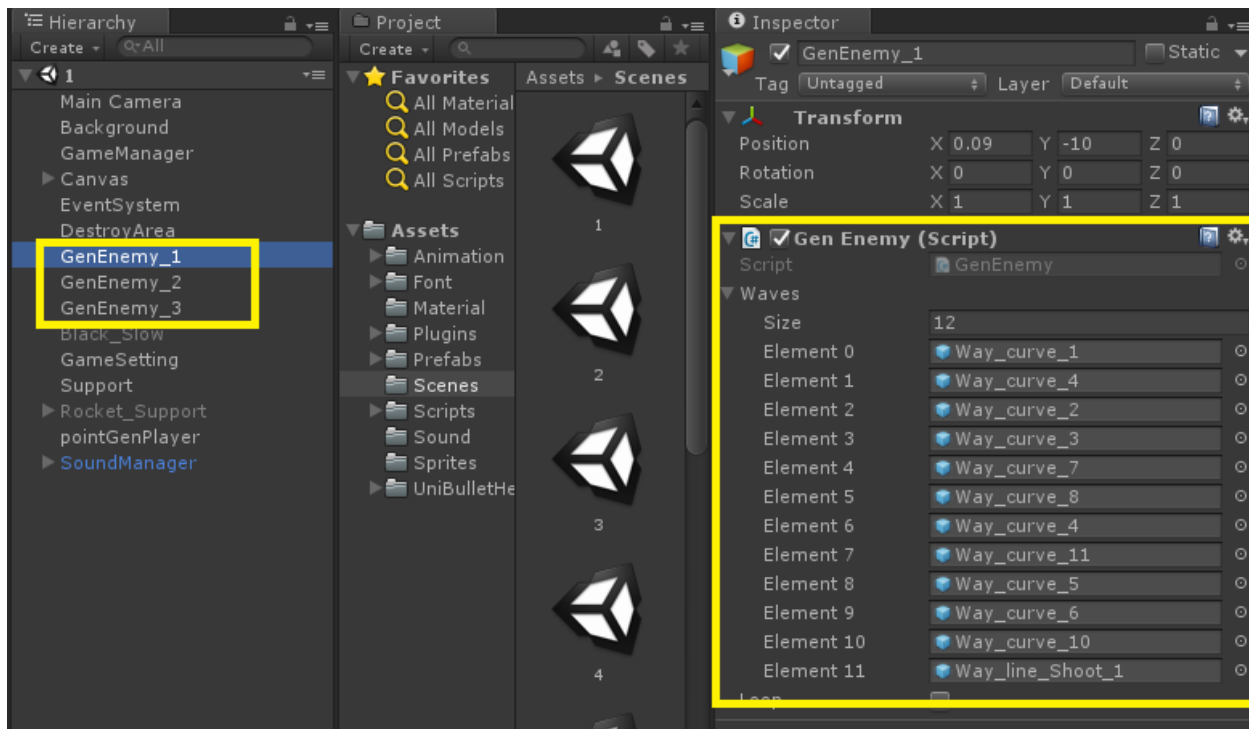
To add plane in store

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

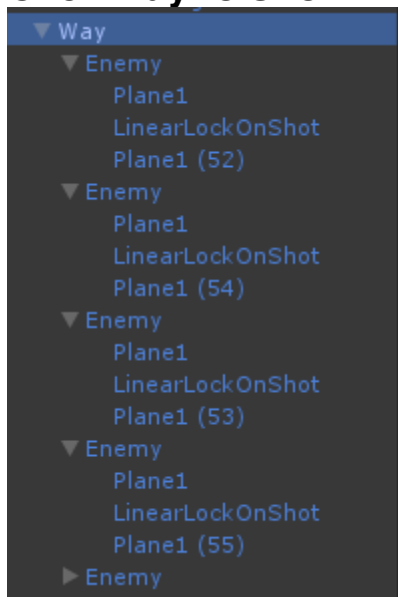


2.4 How to gen Enemy?

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



Click way to show like this :

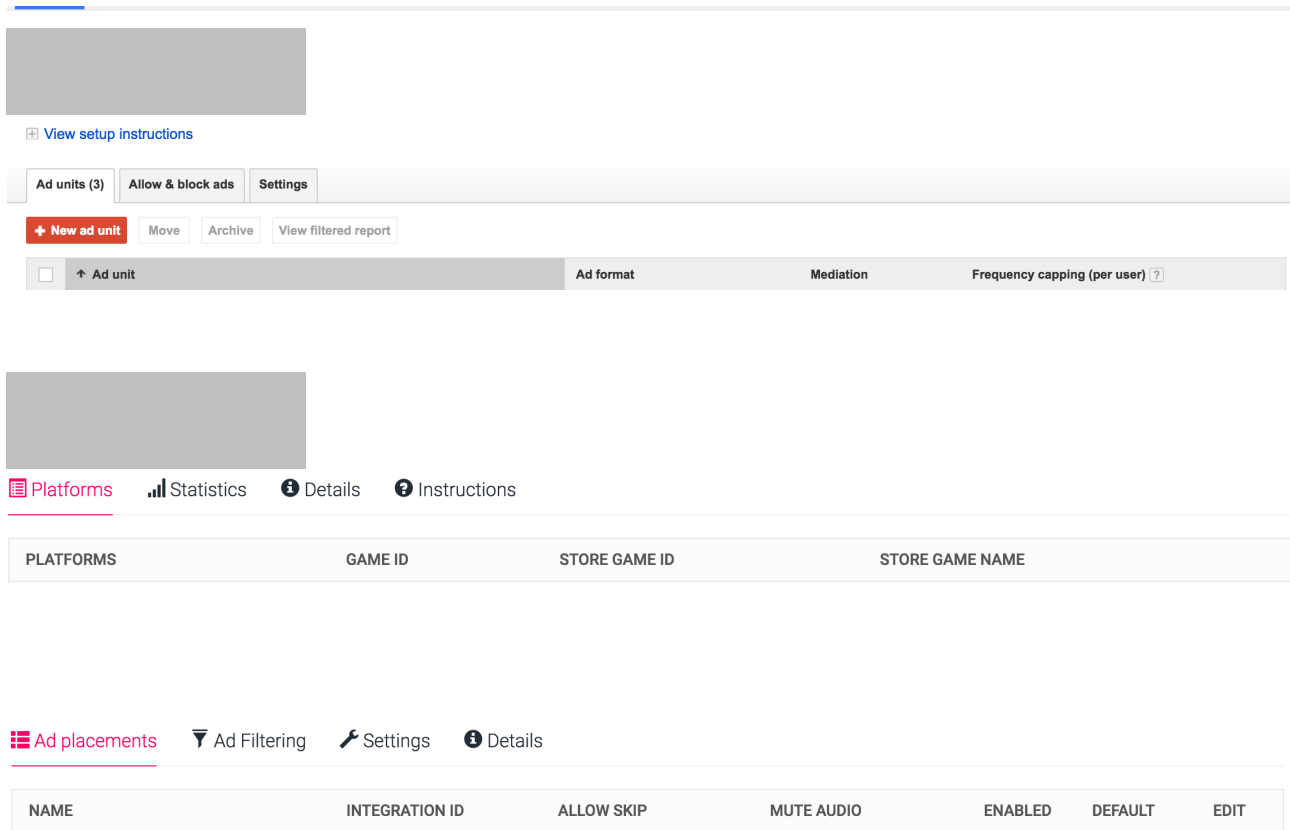


Set path of way :




4. Replace your Admob id, Unity ads id

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



The screenshot displays the Unity Ads console interface. At the top, there's a header bar with a blue line on the left. Below it, a grey box contains a link to 'View setup instructions'. A navigation bar includes tabs for 'Ad units (3)', 'Allow & block ads', and 'Settings'. Below the navigation bar, there's a red button for '+ New ad unit' and two grey buttons for 'Move' and 'Archive', along with a link to 'View filtered report'. A table with columns 'Ad unit', 'Ad format', 'Mediation', and 'Frequency capping (per user) ?' is visible. Below the table, there's a grey box. At the bottom, there's a navigation bar with links for 'Platforms', 'Statistics', 'Details', and 'Instructions'. Below this, there's a table with columns 'PLATFORMS', 'GAME ID', 'STORE GAME ID', and 'STORE GAME NAME'. Below the table, there's a navigation bar with links for 'Ad placements', 'Ad Filtering', 'Settings', and 'Details'. Below this, there's a table with columns 'NAME', 'INTEGRATION ID', 'ALLOW SKIP', 'MUTE AUDIO', 'ENABLED', 'DEFAULT', and 'EDIT'.

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



The screenshot shows the Unity Inspector window. The 'AdsControl' script is selected. The 'Transform' section shows the object's position, rotation, and scale. The 'Ads Control (Script)' section shows the script name 'AdsControl' and fields for 'Admob ID', 'Unity ID', and 'Unity Zone ID'. An 'Add Component' button is at the bottom.