Instructions:

\*Import full package from asset store.

Key features:

- Bow and Arrow  
- Amazing sound effects  
- Mobile compatible 3D environment  
- Scroll level selection  
- Arrow backpack camera  
- Collision detection via contact points  
- Different difficulty levels  
- Correct physics implementation  
- Persistent score saving  
- Uses Unity UI only  
- Fully commented c# source code

Re-skinning mechanism:

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>All objects prefab are categorized in "Assets\ArcheryClash\Prefabs" path.

> Bow Arrows and all obstacles models and textures are in "Assets\ ArcheryClash \ ArcheryAssets ”.

> All prefabs models are in "Assets\Dragontrials\3D Model" path.

> Get the models texture and material from its folder and change it with your own texture.

> All UI textures and sprites (Like buttons, dialog boxes, progress bars) are in "Assets\ ArcheryClash \ ArcheryAssets\UIs”.

> Get you buttons design and replace with the given name and size of the UI images.

\*There are two modes of in this game.

1. Archery Target

2. Apple target with character

\*All characters, environment, obstacles textures and sprites are in respective folder of with its name.

\*You can replace these character textures with your own character texture by using same name, resolution and file path.

\*UIs are image based so these are easy to change by same resolution with different design of UI.

\*You can implement social integration like Facebook and Leaderboard all UI has been give and all methods pre-made in the script

You import the respective plug-in and configure to these given UI.

\*Store UI also provided to interact with your In-AppPurchase feature in the game you can easily configure it as all methods are commented in the event classes.

\*There are 36 levels are given but you can design more and more levels by duplicating these scenes and simply change and drag and drop the obstacles prefabs.

No need to do any extra coding simply drag and drop the obstacle prefabs in the scene but you need to maintain the Z-Position of the obstacle to it need set to be 0.

Ad Implementation

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\*Load "Home" scene from "Scene" folder.

\*Setup your ad, social etc... plugins in this scene.

\*After this open the levels common script and call the ad Method on your particular event.

\*Call your social button call event like share, invite, like on relevant button.

That’s it. Enjoy

If you face any issue please contact us on our support email.