

PREHISTORIC WORLD

I. FEATURE

Gameplay:

- + Total 3 worlds
- + A demo scene to test all features of the game
- + Total 18 sample levels with 3 BOSS FIGHT levels (watch video clip to add more level)
- + Total 23 Enemies (3 BOSSES)
- + Admob, UnityAd and In-App Purchase are integrated
- + Many obstacle objects
- + Unlock more characters in Shop
- + Total C#, easy to learn and coding
- + Animation with Sprites/Sprite sheet => easy to reskin
- + 3 stars system
- + Shop system
- + Level system

KEYBOARD CONTROL:

- + Move left/right/down: A/D/S
- + Jump: Space
- + Melee Attack: J
- + Throw dart: K

You can read the tutorial file in the project folder to know more

PROVIDE THE RESKIN/CUSTOM SERVICE

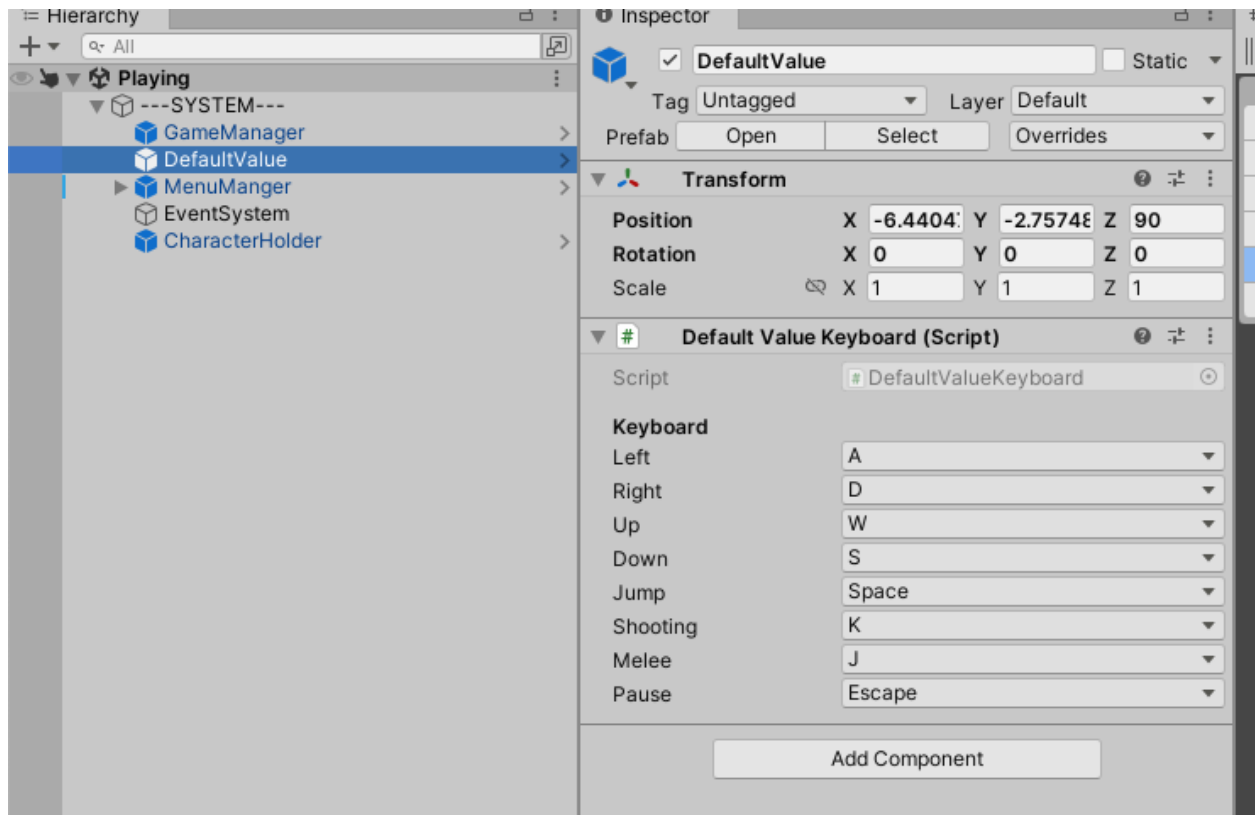
If you have any questions: aigame.contact@gmail.com

----- VIDEO TUTORIAL -----

<https://youtube.com/playlist?list=PLsYVhiY2FG-Y-6g18qgSzqcPcVeMkyzwn>

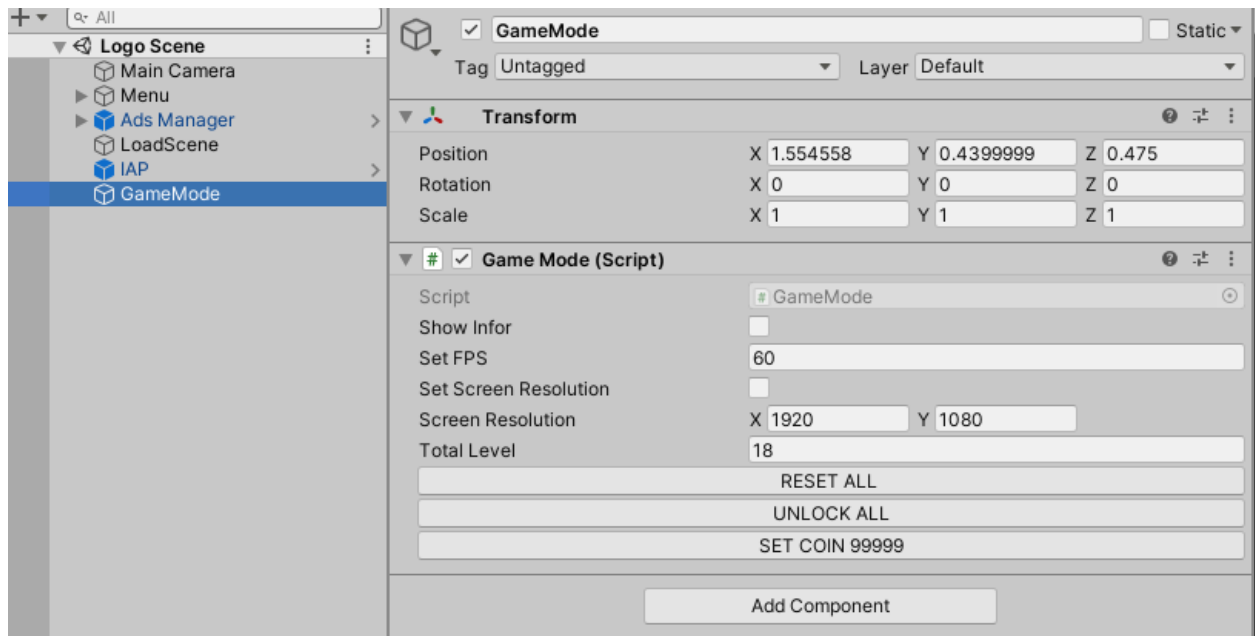
II. GAMEPLAY

1. Keyboard Controller



2. Game Mode

You can reset the game, Unlock all level and Set 99999 coins for the game by click on the buttons



3. Player

a. Setup

Player (Script)

Script: **Player**

Player With Partner: ☐

Partner Item: **None (Switch Player Item)**

Contact Layer: **Enemy**

ID: **1**

Player State: **Ground**

Image Character Sprite: **player (Sprite Renderer)**

Knock Back When Be Hit Option

Knock Back Be Hit: ☒

Damage Knock Back Be Hit: **10**

Knockback Force: **15**

Setup parameter on ground

▼ **Ground Parameter**

Move Speed: **3.5**

Max Jump Height: **2.5**

Min Jump Height: **0.5**

Time To Jump Apex: **0.45**

Setup parameter in water zone

▼ **Water Zone Parameter**

Move Speed: **2**

Max Jump Height: **3**

Min Jump Height: **1**

Time To Jump Apex: **1**

Number Of Jump Max: **2**

Jump Effect: **None (Game Object)**

Health

Max Health: **3**

Hurt Effect: **None (Game Object)**

Is Blinking: ☐

Blinking: **1**

Blink Color: **[Red]**

Sound

Show Up Sound: **teleport**

Finish Sound: **teleport**

Walk Sound: **FOOTSTEP_Walk_Trainers_Wood_Boards_RR**

Walk Sound Speed: **1.5**

Walk Sound Volume: **0.5**

Jump Sound: **Jump2**

Jump Sound Volume: **0.5**

Land Sound: **Landing**

Land Sound Volume: **0.208**

Hurt Sound: **hiting_body**

Hurt Sound Volume: **0.724**

Blow Sound: **Missing (Audio Clip)**

Dead Sound Slow Motion: **Missing (Audio Clip)**

Dead Sound: **Death**

Dead Sound Volume: **1**

Water IN: **DivelnWater**

Water OUT: **Swim**

Water FX: **Missing (Game Object)**

Player With Partner: for the Player ride the Dinosaur

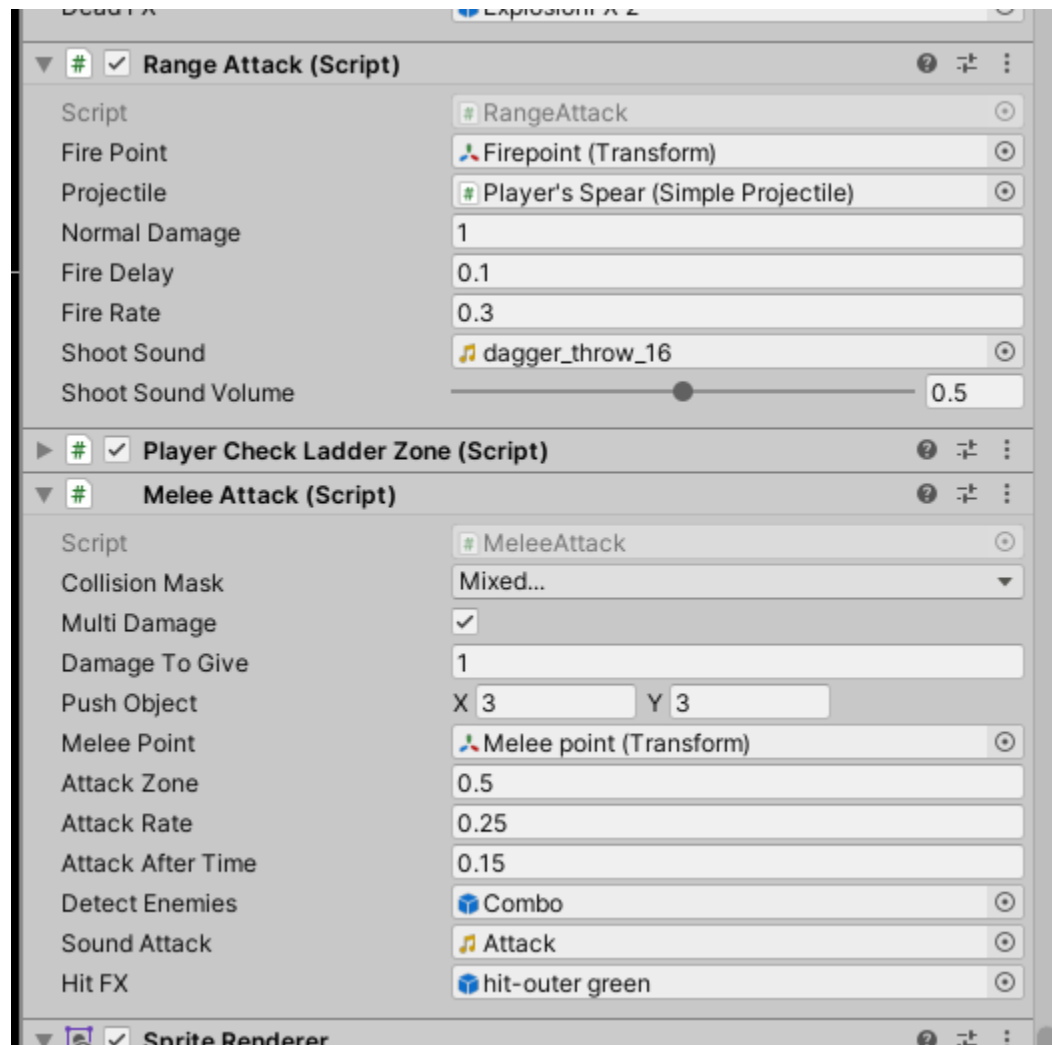
Knock back When Be Hit: make the player move back when be hit by enemy

Move Speed: the moving speed of Player

Max/Min Jump Height: hold jump button to get the height distance.

Max Health: health of Player

b. Other Features



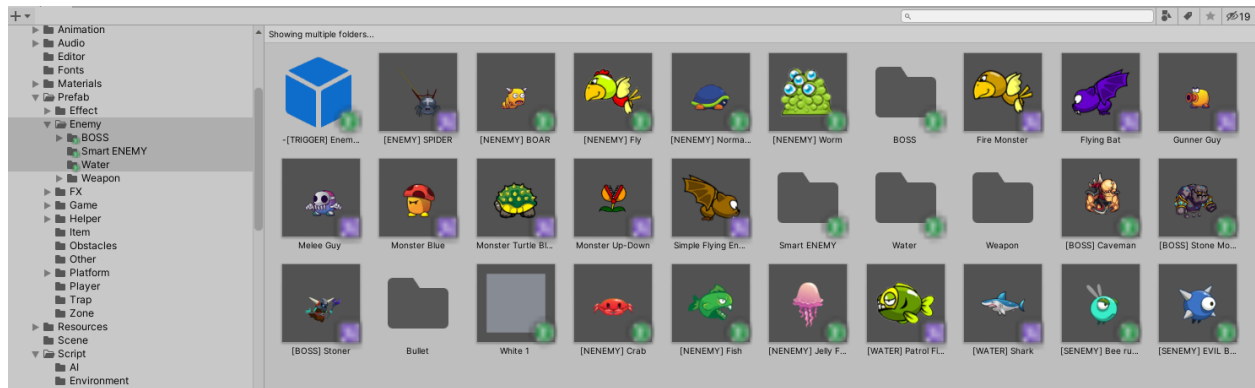
RANGE ATTACK

- **Normal Damage:** set damage for the bullet
- **Fire Delay:** when press fire button, delay this time value before fire the bullet (Dart), to sync with the animation
- **Fire Rate:** the delay time for next fire

MELEE ATTACK

- **Damage To Give:** set damage value when hit the enemy
- **Push Object:** try to push the enemy back
- **Attack Zone:** the area affect the enemy
- **Attack Rate:** the time between 2 attacks
- **Attack After Time:** try to deal the enemy after this time to sync with the animation

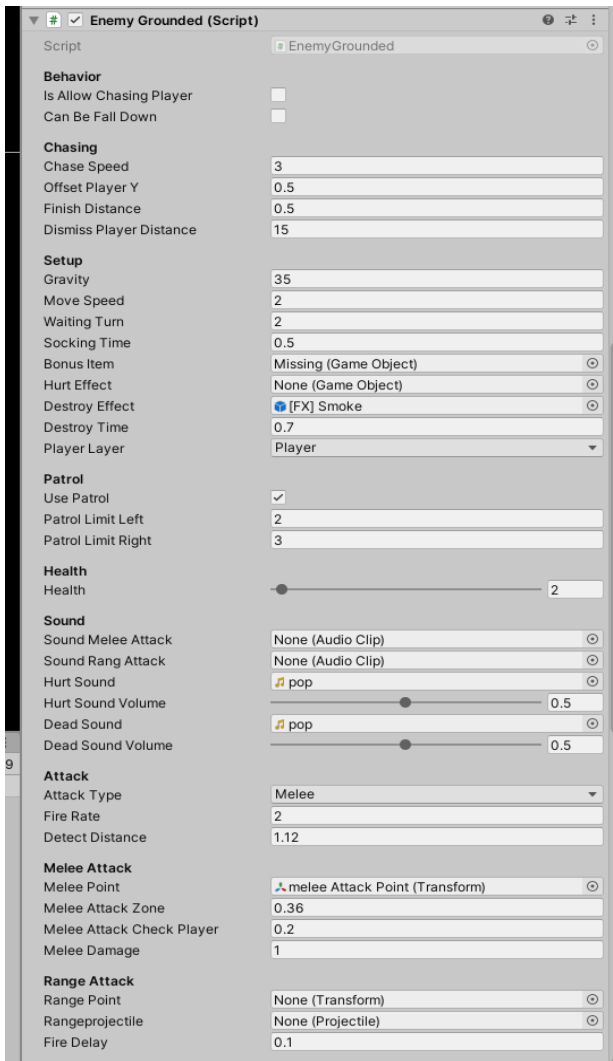
4. ENEMY



Normal Enemy: simple action, melee, range, showup, fly, swim

Boss: the bosses with unique skills

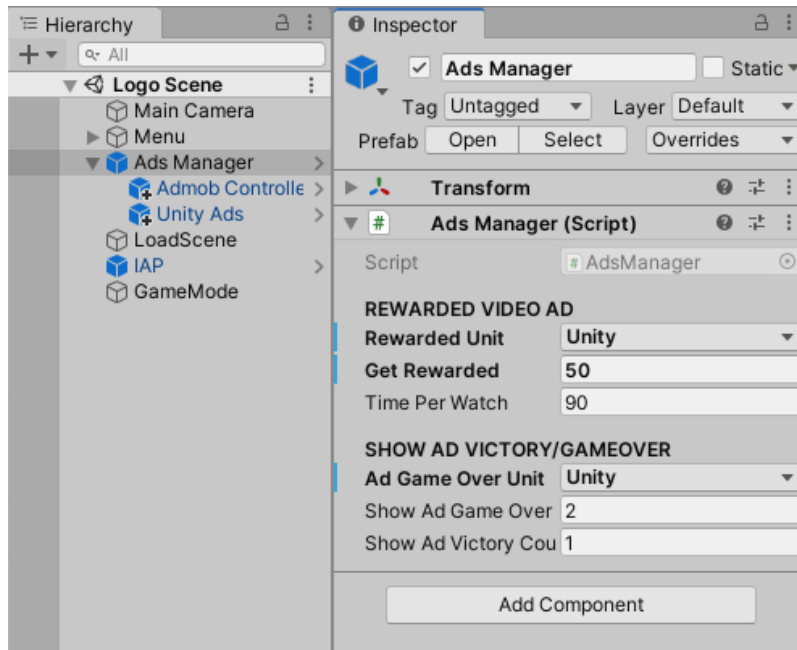
*** Important value of enemy



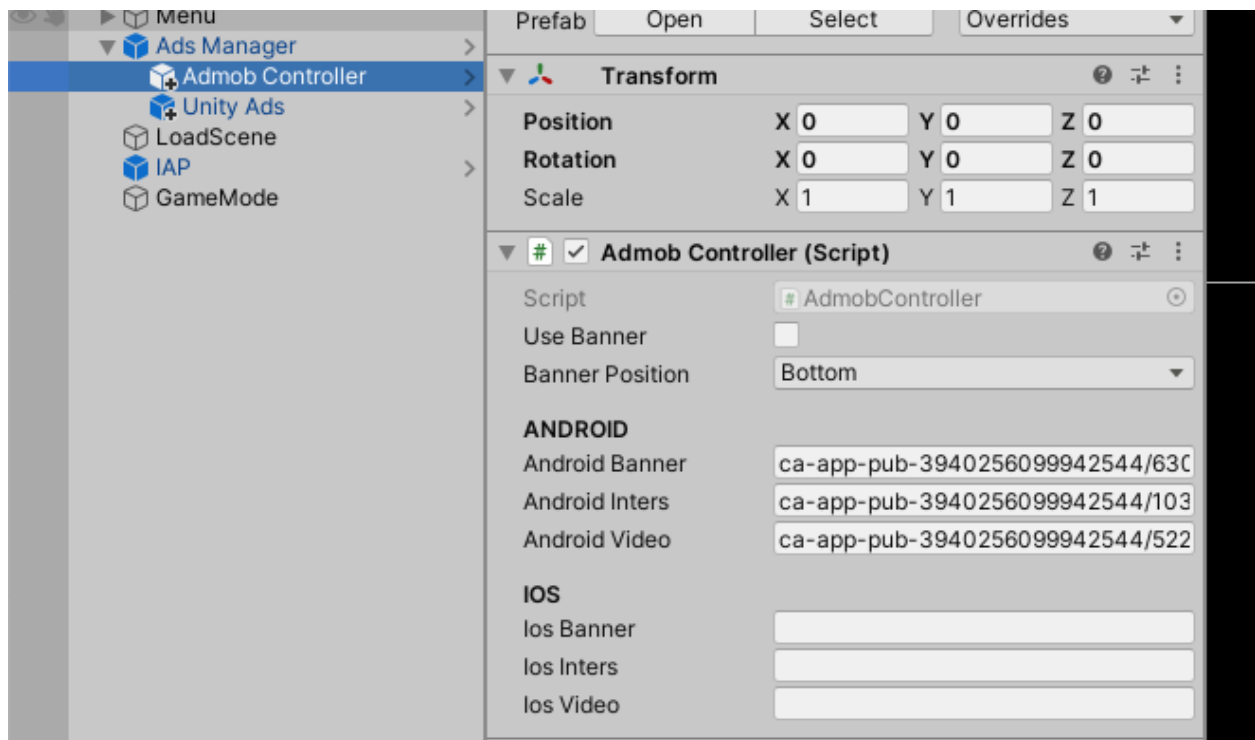
- **Is Allow Chasing Player:** apply for the bird type
- **Can Be Fall Down:** the grounded enemy ignore the ledge and fall out
- **Chase Speed:** chasing speed of the bird type
- **Offset Player Y:** follow the player position + this value
- **Finish Distance:** stop follow player when the distance with the player lower this value
- **Dismiss Player Distance:** stop follow the player if the player reach out of this distance value
- **Gravity:** set the gravity for the character
- **Waiting Turn:** waiting time before change the direction
- **Use Patrol:** allow character patrol between 2 points
- **Attack Type:** set the attack type for the character, see other characters to know more how to set it up for Melee and Range attack
- **Melee Attack Zone:** the area affect to the enemy
- **Melee Attack Check:** delay this time before check the target to sync with the attack animation

5. ADS

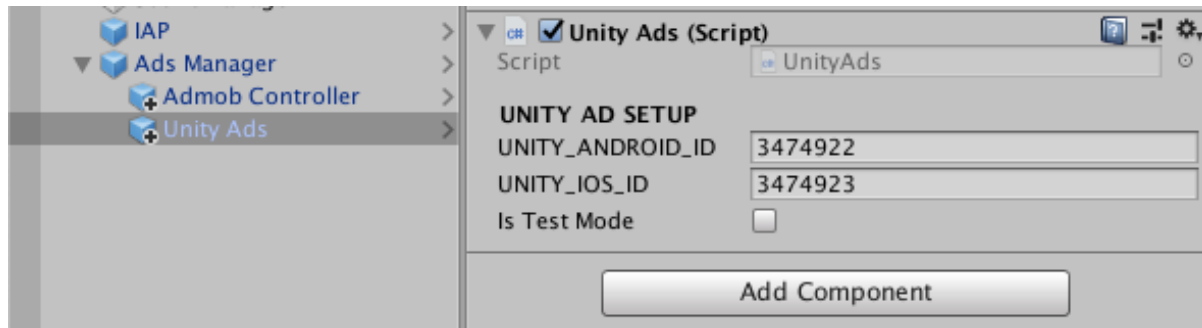
- a. Choose Admob and Unity for interstitial and rewarded video ad



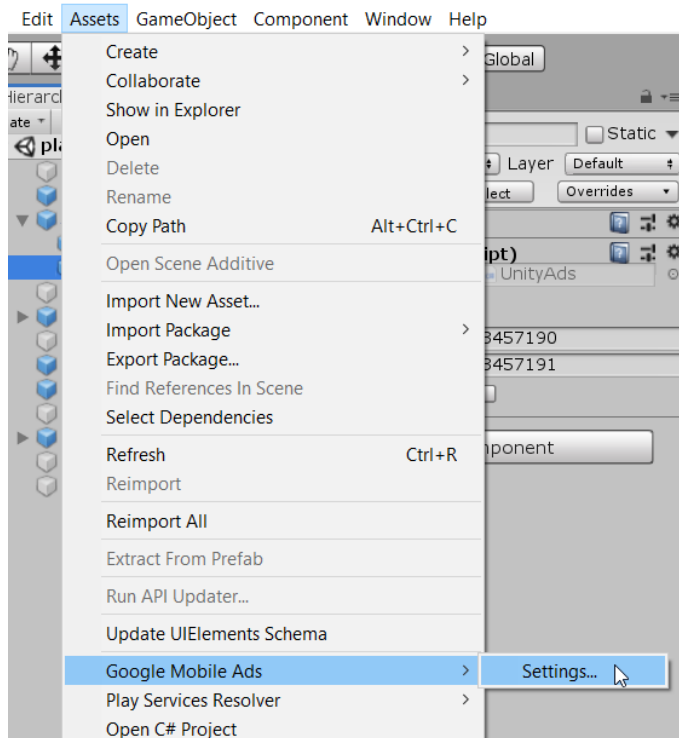
- b. Setup Admob Ad ID



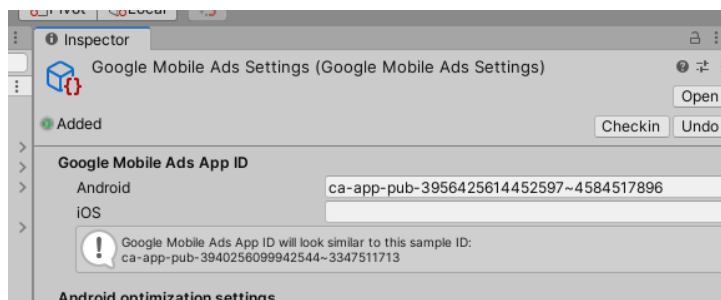
c. Setup Unity Ad ID



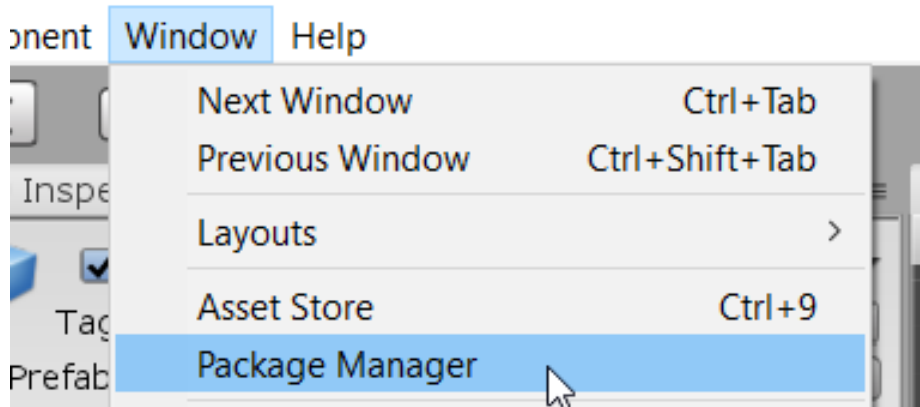
- Go to Settings... (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more)



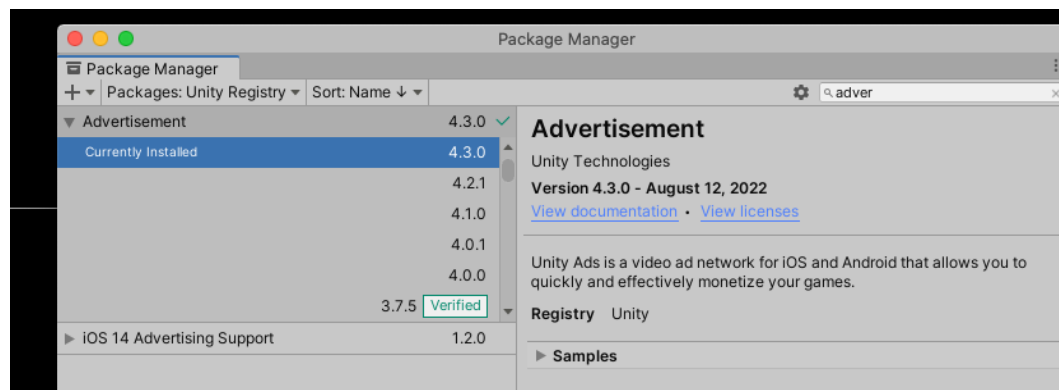
- Then add your admob app id there



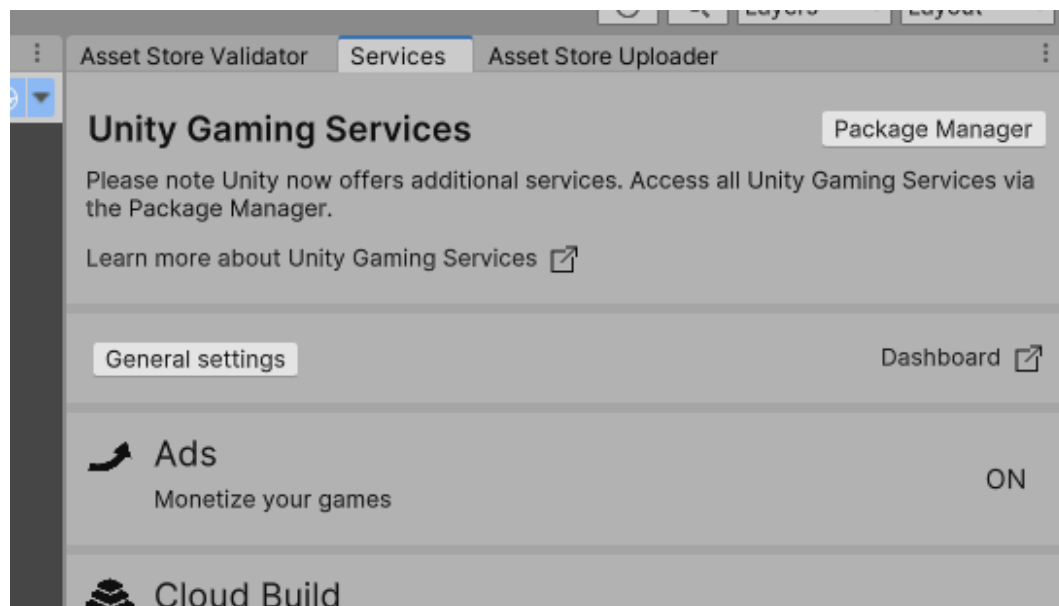
With Unity Ads. If you have any problem, then please update the Advertisement in Package Manager



And Update Advertisement to newest version

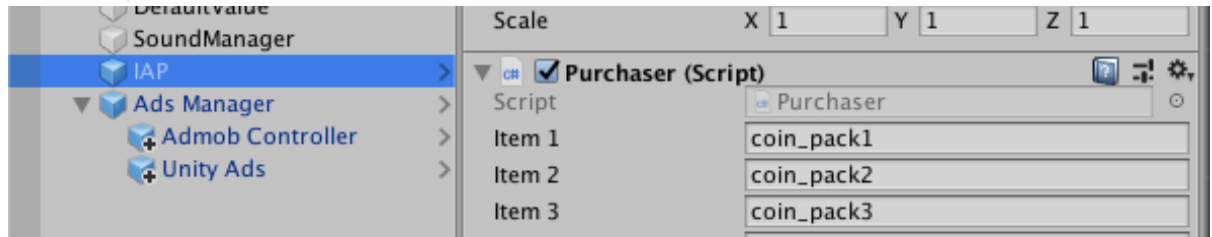


Finally, turn on the ADS in SERVICE tab

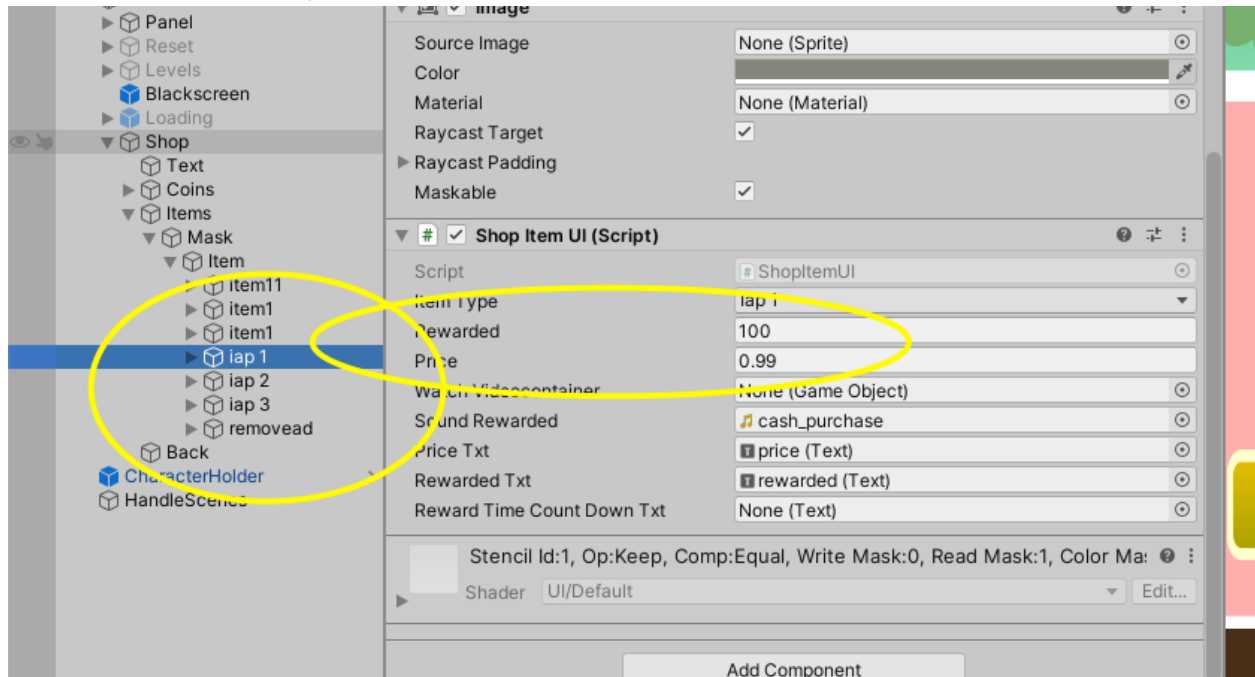


4. IN APP PURCHASING

a. Set up the ID for store



b. Set the price and rewarded for the item



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

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

- CONTACT

If you have any questions please contact me: aigame.contact@gmail.com

Please rate my game if you like it.

Thank you for your purchase! Good luck!