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PEAMAN ADVENTURE

I.   FEATURE

II.   GAMEPLAY

    1. **Basic config, watch all on Youtube:** https://youtube.com/playlist?list=PLsYVhiY2FG-YV57scSAG1MPwHL9rNgsAu

    2. **Game information**
   - i. **Player**
   - ii. **Enemy**
   - iii. **GameManager**
   - iv. **AdsManager**
     1. **UnityAd**
     2. **Admob**
   - v. **In-App Purchase**

I. FEATURE

Classical platform game style

Funny characters

Sample levels: 3 Worlds with 30 unique levels

Lots of enemies: fight against a challenging array of enemies including flying creatures, monsters, insects and bosses.

Earn money from Admob, UnityAd and In-App Purchase feature
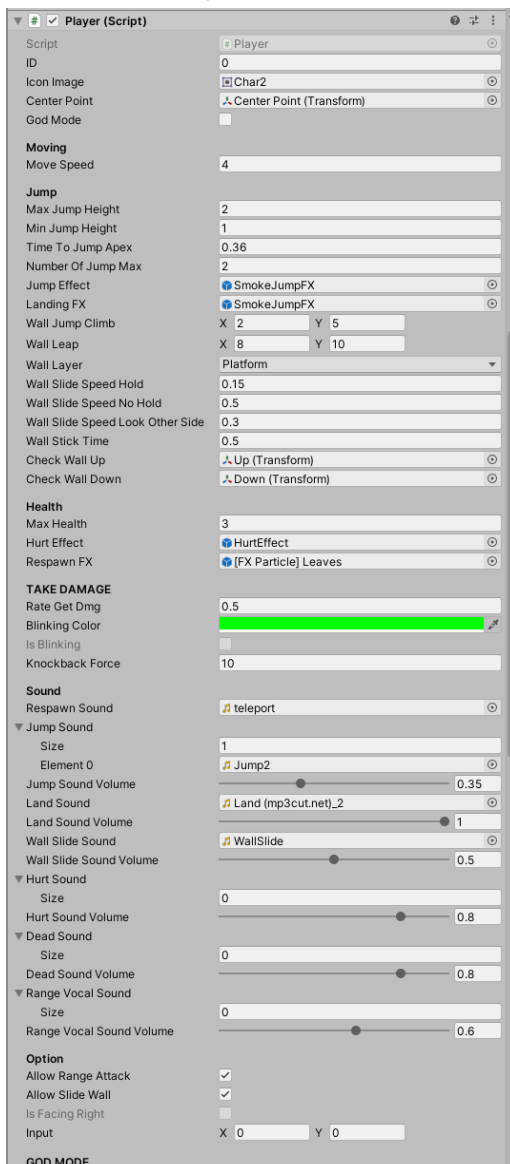
Unlock more players in Shop

II. GAMEPLAY

1. Basic config, watch all on Youtube:

https://youtube.com/playlist?list=PLsYVhiY2FG-YV57scSAG1MPwHL9rNgsAu

2. Game Informations

i. Player

a. Setup

- **God mode:** use to test game without get damage
- **Move Speed:** the moving speed of Player
- **Max/Min Jump Height:** hold jump button to get the height distance.
- **Max Health:** health of Player
- **Rate Get Dmg:** the delay time to prevent the next damage
- **Number of jump max:** how many times player can jump in the air
- **Wall jump climb:** jump force when keep facing on the wall when sliding
- **Wall Leap:** jump force when jump to other side
- **God Timer:** how long the god last
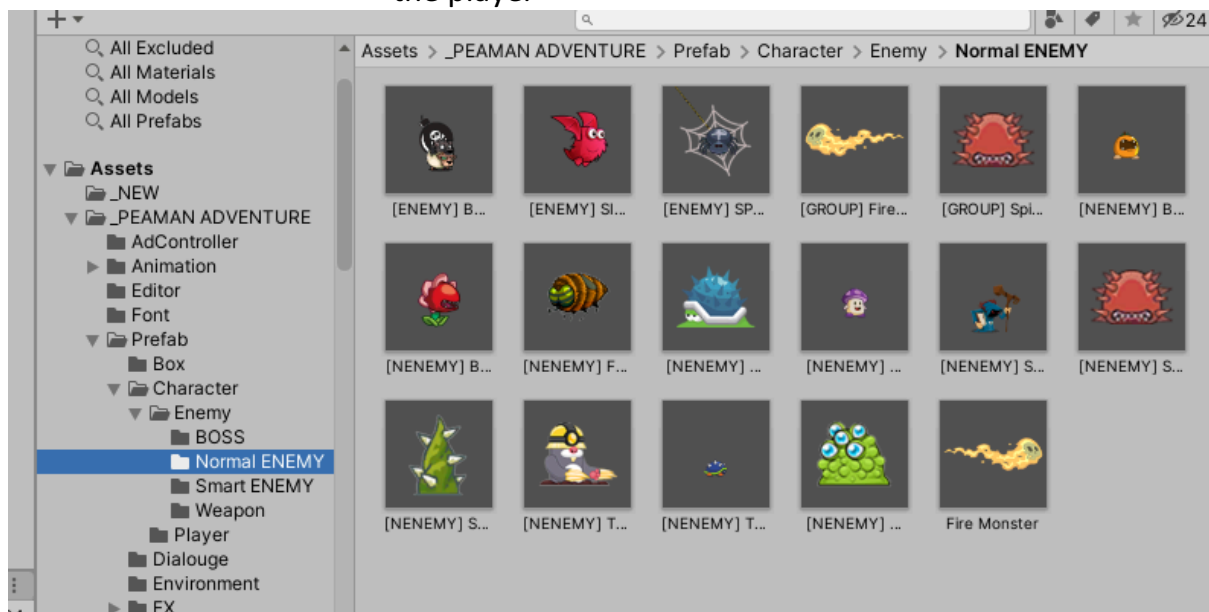- **Godmode Damage:** deal damage to enemy in god mode

b. Range Attack
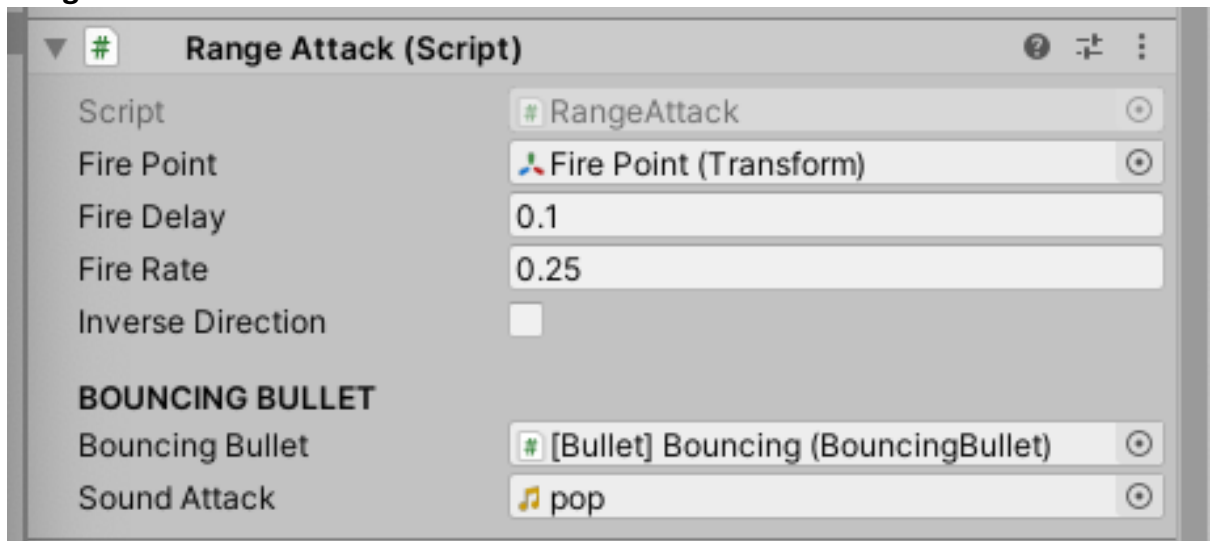
➢ **Fire Delay:** when press fire button, delay this time value before fire the bullet (Dart), to sync with the animation
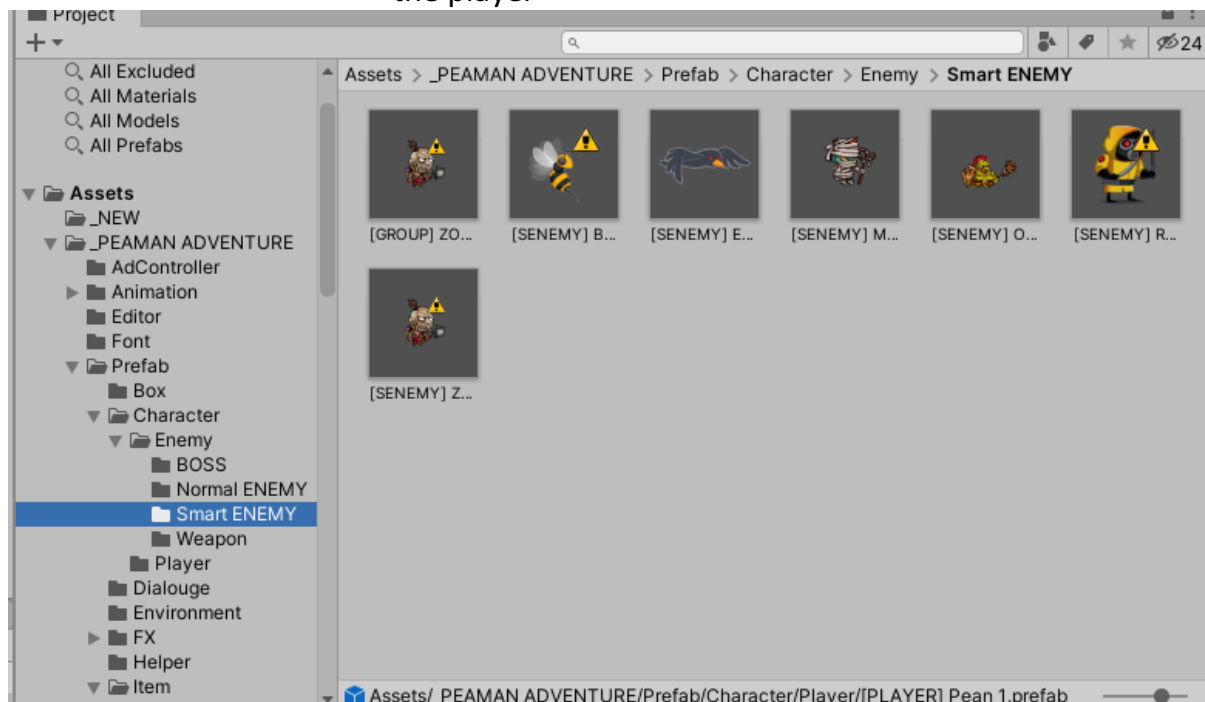
➢ **Fire Rate:** the delay time for next fire

ii. **Enemy**

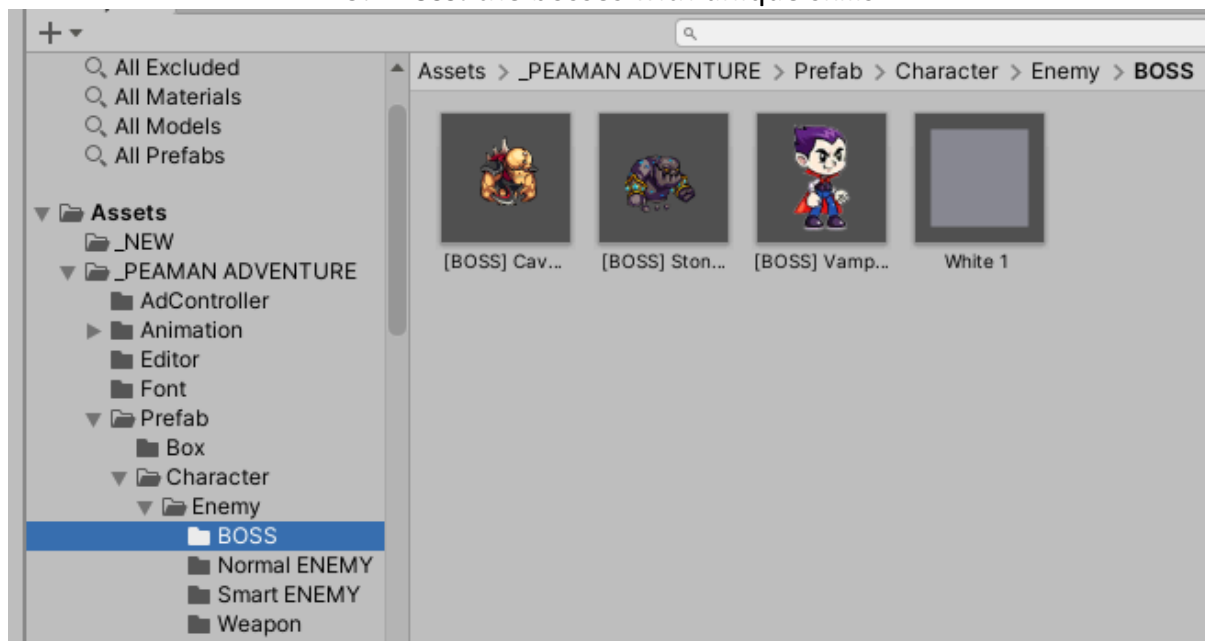There are 3 group of enemy: *Normal*, *Smart* and *Boss*, total 24 characters

1. **Normal Enemy:** enemy with basic skills, they don't chase the player

2. **Smart Enemy:** enemy with basic skills and they can chase the player

3. **Boss:** the bosses with unique skills

*** Importand value of enemy

Smart Enemy Ground Control	
Script	SmartEnemyGrounded
Behavier	
Start Action	PATROL
Start Behavior	NONE
Attack Type	BOMBER
Detect Player Act	Run And Check Attack
Dismiss Detect Player Act	Walk And Patrol
Hit Behavior	Chase Player
Die Behavior	NORMAL
Player Die Behavior	IDLE
Spawn Delay	1
Setup	
Enemy Type	ONGROUND
Anim	None (Animator)
Max Health	1
Gravity	35
Walk Speed	1
Run Speed	4
Jump Show Up Force	10
OPTION	
Only Move When Grounded	☐
Detect and Dismiss Player	
Delay Attack When Detect Pl	0.5
Check Target	None (Check Target Helper)
Dismiss Player Distance	20
Dismiss Player When Stand S	5
Counting Standing	0
Warning Icon Detect Player	Warning
Chasing Offset	X 1.2 Y 1
Rush Into Player Attack for Fly enemy	
Rush Into Player Speed	10
In Water Setup	
Water Layer	Nothing
Water Limit Up	0
Socking Time	0.5
Destroy Time	1.5
Point To Give Player	100
Player Layer	Player
Can Be Fall Down	☐
Die FX	None (Game Object)
Hit FX	None (Game Object)
Blood Puddle FX	None (Game Object)
▶ Explosion FX	
Random Hit Point	X 0.2 Y 0.2
Random Blood Puddle Point	X 0.5 Y 0.25
Patrol	
Waiting Turn	0.5
Patrol Limit Left	2
Patrol Limit Right	3

- **Start Action:** there are some action on start, can set Stand or Patrol (look at the patrol limit left/right)
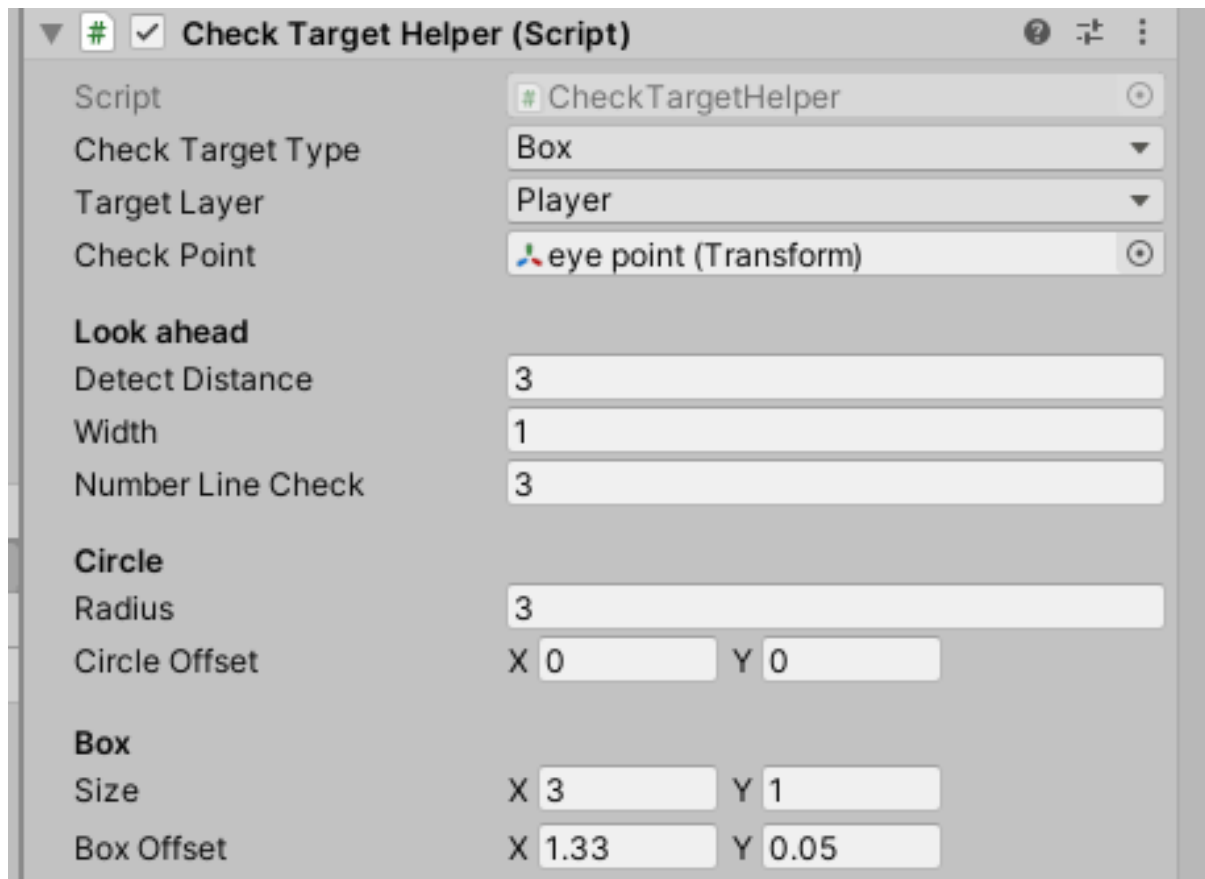- **Walk speed:** move speed
- **Run speed:** run speed apply for **Hit Behavior chase player**
- **Jump Show Up Force:** jump force when choose **Start Behavior JUMPUP**
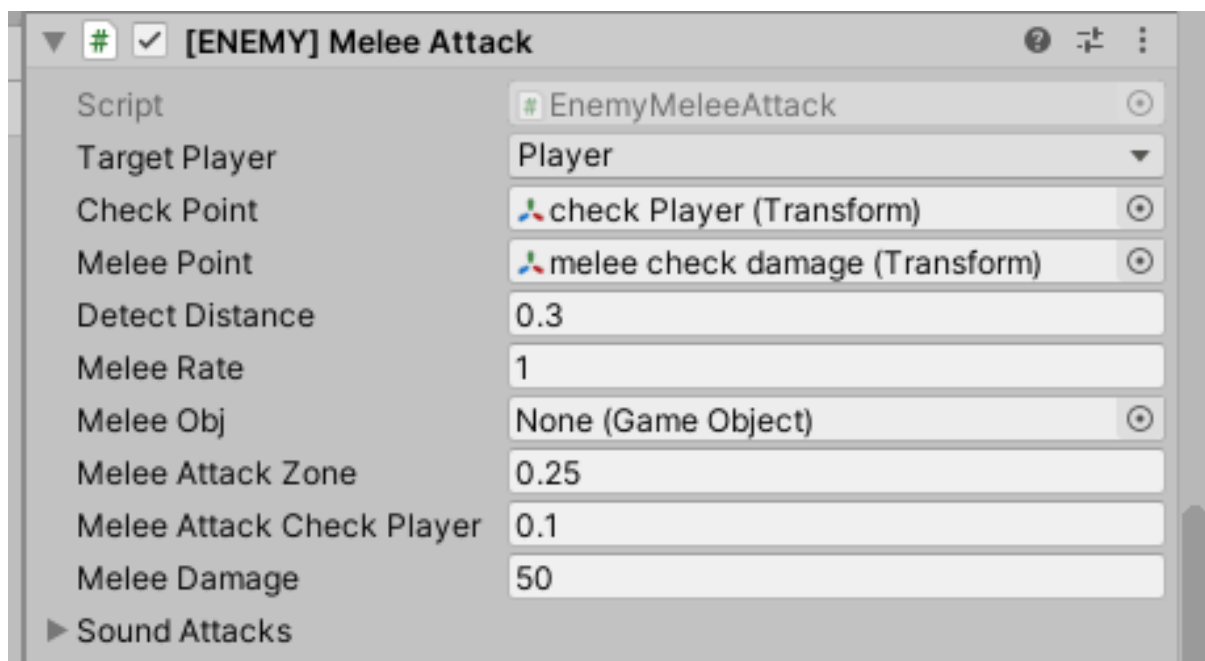- **Dismiss Player Distance**: for chasing enemy, if player reach out this distance then enemy stop chasing player
- **Patrol:**
Waiting Turn: stop time before flip
Patrol limit Left/Right: don't allow enemy move over this local distance (when changing this value, the point will change in the Scene as well)

Check Target Helper (Script)

Script	# CheckTargetHelper
Check Target Type	Box
Target Layer	Player
Check Point	⚡ eye point (Transform)

Look ahead

Detect Distance	3
Width	1
Number Line Check	3

Circle

Radius	3
Circle Offset	X 0 Y 0

Box

Size	X 3 Y 1
Box Offset	X 1.33 Y 0.05

This script will help the enemy detect the player when the player go into this area.

[ENEMY] Melee Attack

Script	# EnemyMeleeAttack
Target Player	Player
Check Point	⚡ check Player (Transform)
Melee Point	⚡ melee check damage (Transform)
Detect Distance	0.3
Melee Rate	1
Melee Obj	None (Game Object)
Melee Attack Zone	0.25
Melee Attack Check Player	0.1
Melee Damage	50
▶ Sound Attacks	

Detect Distance: the distance allow enemy do melee attack
Melee Rate: time delay between the next strike
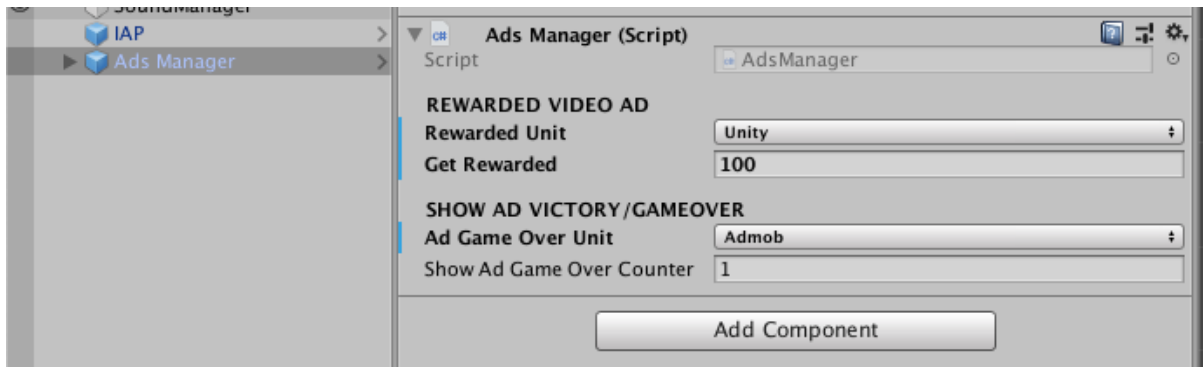**Melee Damage:** deal damage to Player

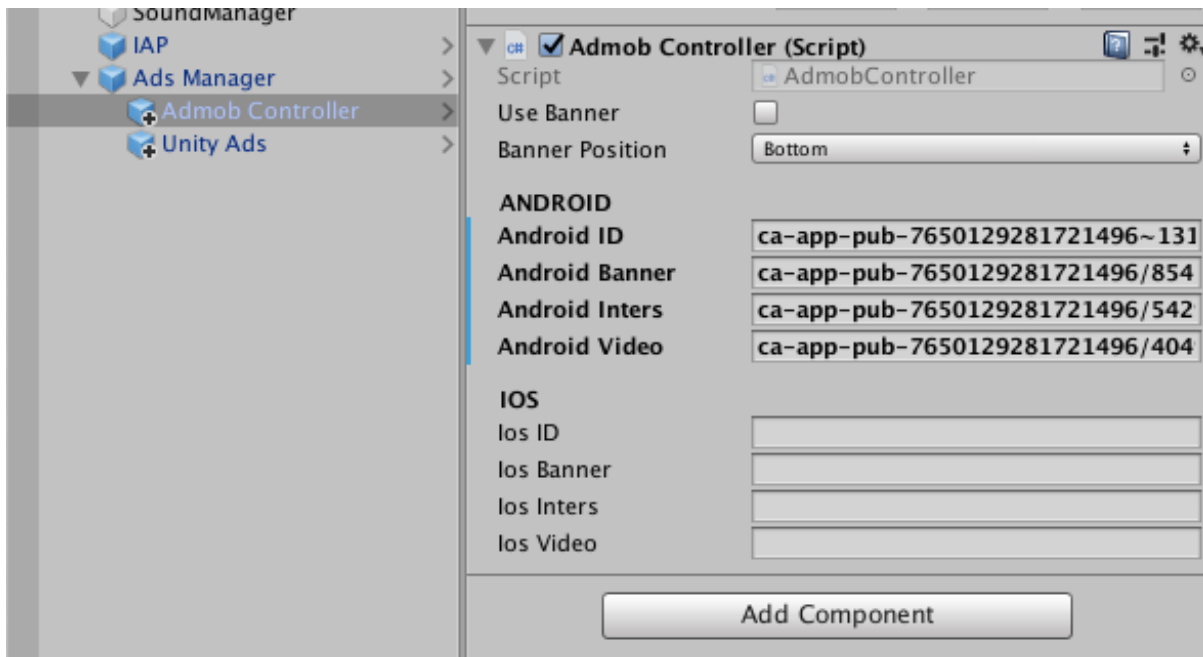iii. **GameManager**
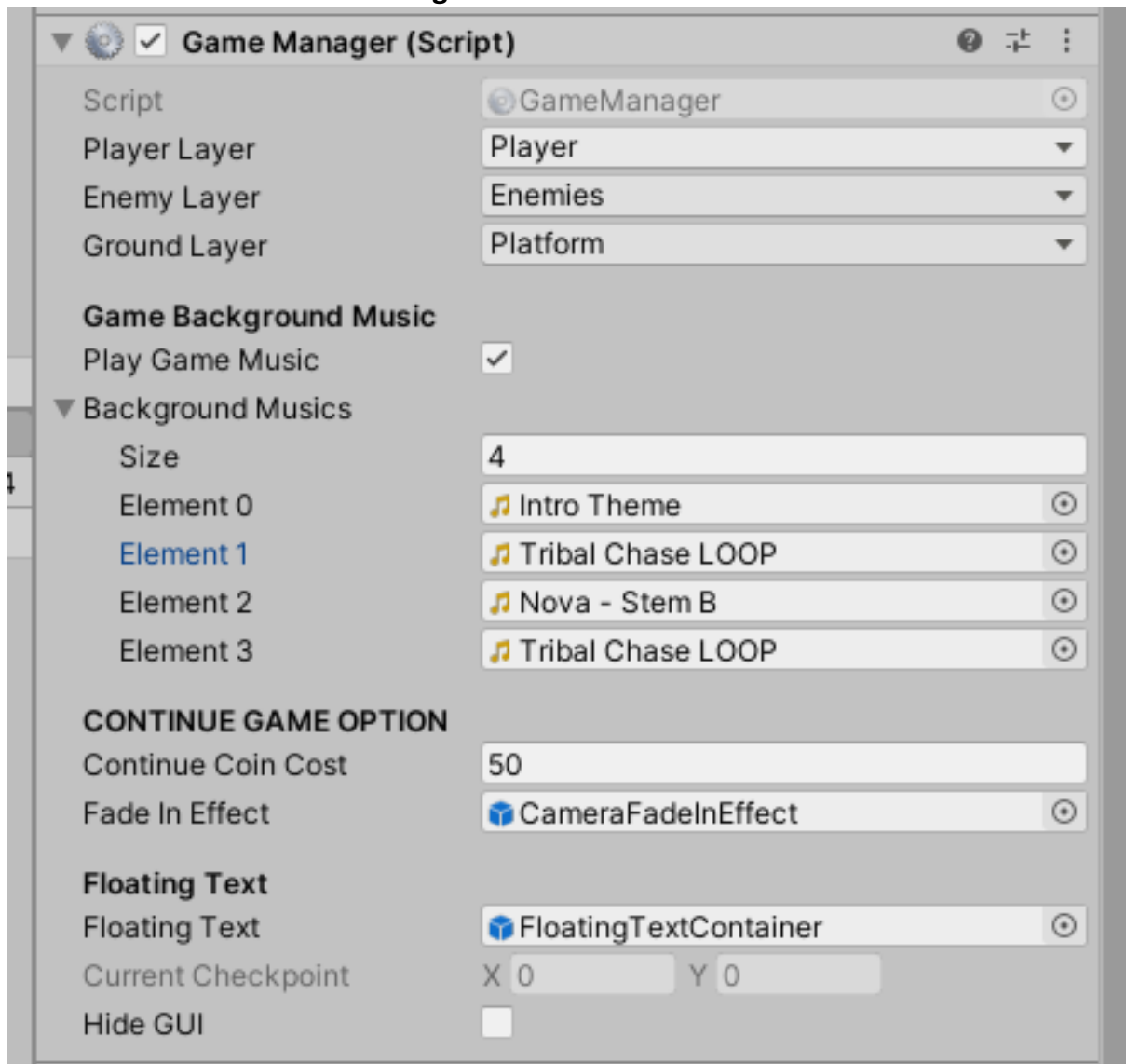
Background Musics: Music for 4 worlds
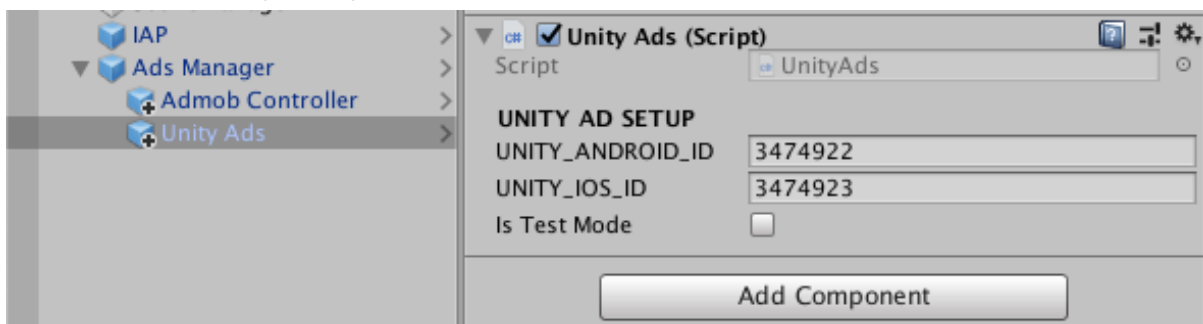**Continue Coin Cost:** cost to continue game when out of lives

iv. **AdsManager**

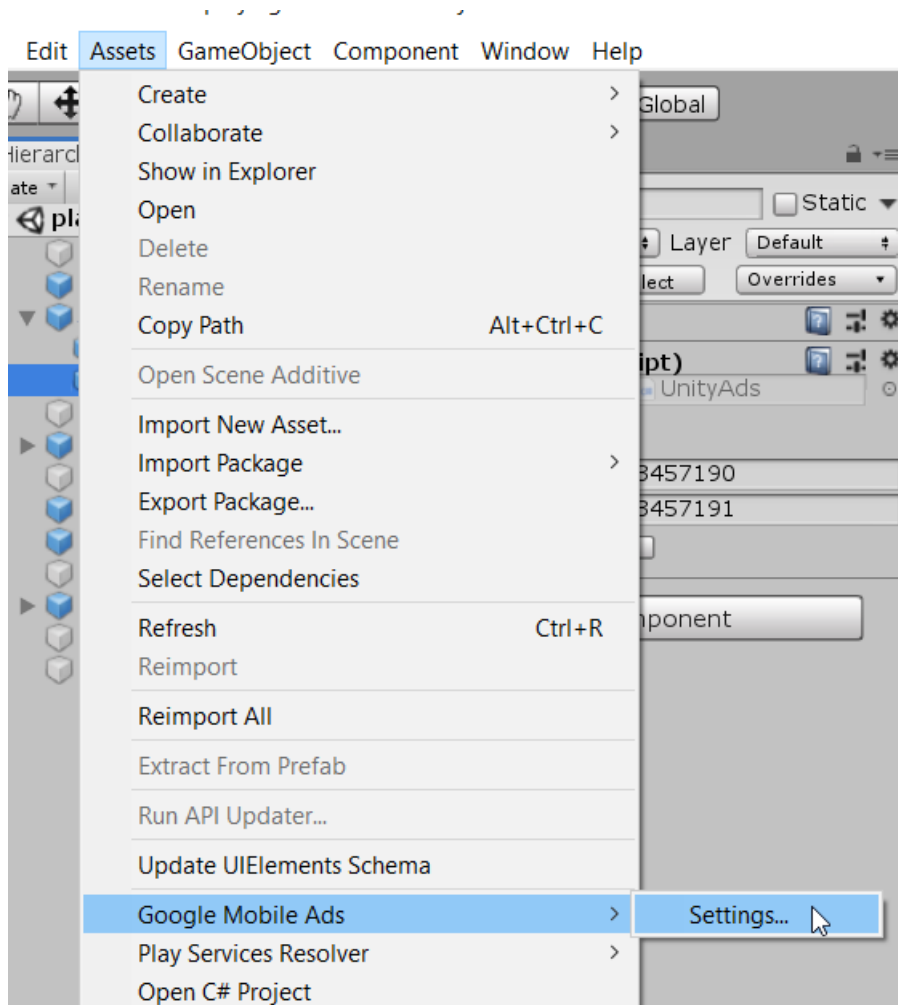a. Choose Admob and Unity for interstitial and rewarded video ad
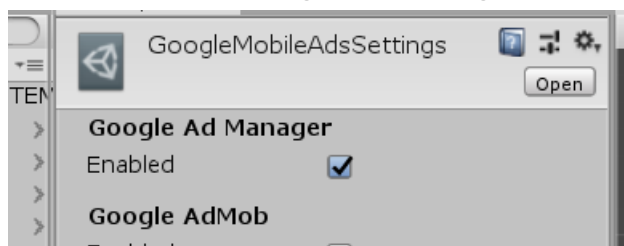

b. Setup Admob Ad ID

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
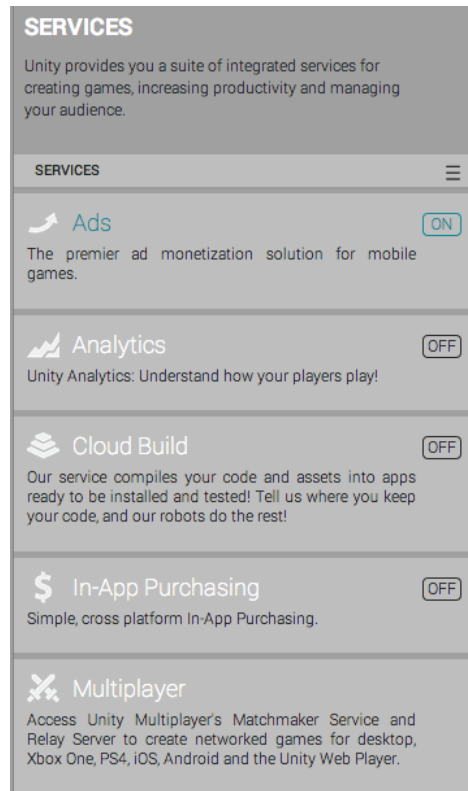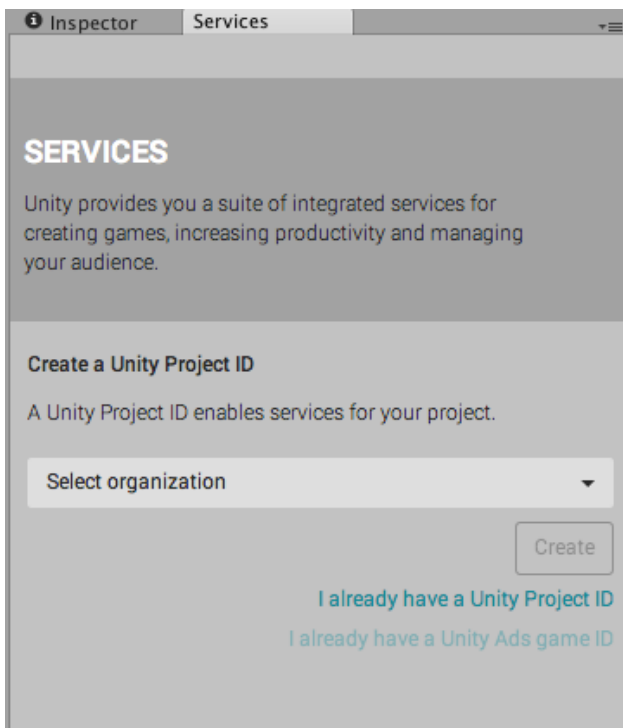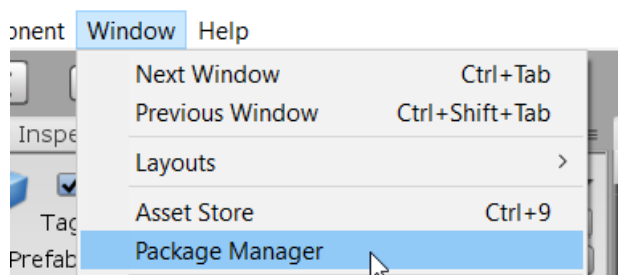
- Then tick Google Ad Manager enable

About Unity, you need enable ADS in SERVICES tab
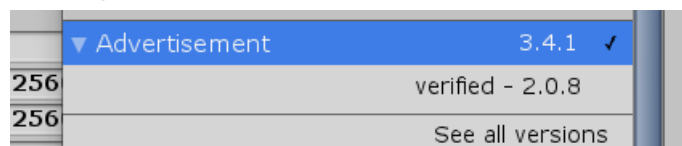
Open Window/Services tab

If still have problem, you need update the Ads package
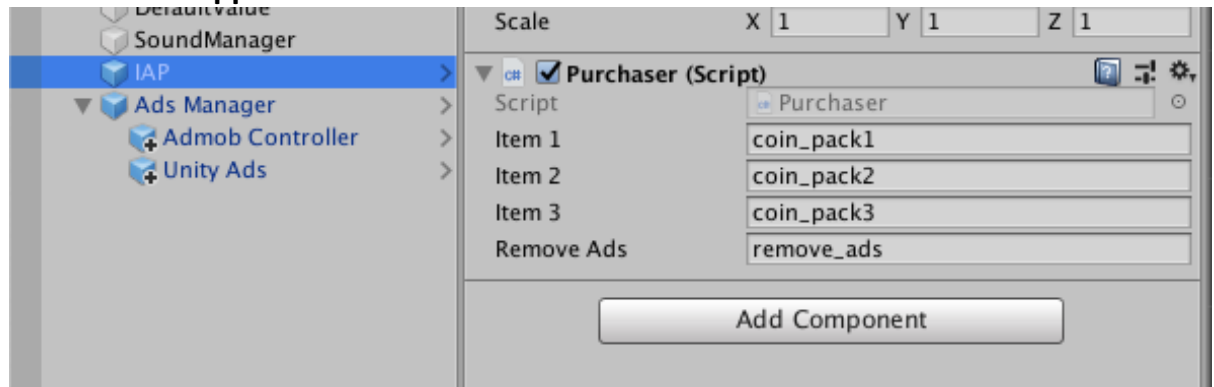
Go to Package Manager

And Update Advertisement to 3.4.1

Finally, turn on the Ad

v. In-App Purchase

You can fill your iap item value, watch the tutorial here:
https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html

III.   CONTACT

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

Please rate my game if you like it.
Thank for your purchase! Good luck!