Neighbors vs Monsters

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I. Introduce gameplay and features

FEATURES:
+ **Total 100 example levels**
+ **Total 17 characters (8 Players and 9 Enemies)**
+ **Different units: Melee, Archer, Gunner, Wizard, Healer, Bomber, Flying,…**
+ Upgrade **characters power** in Shop system
+ Integrated In-app Purchasing
+ **Make money with Admob and Unity Ads (Can choose ad network to show)**
+ Work on Mobile, WebGL and PC
+ Total C#, easy to learn

=== TUTORIAL VIDEOS ===
Watch all the tutorial videos here:
https://www.youtube.com/playlist?list=PLri56zWT0ESDps8h1MGdt0MR9LUYnS8ng

>>> Install the Audio package here:
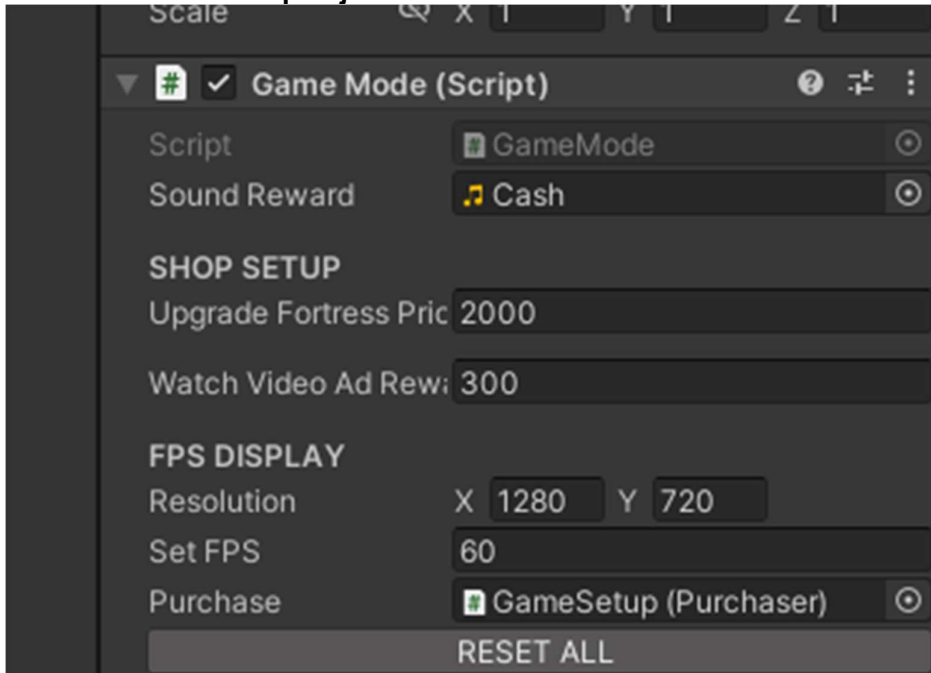**https://drive.google.com/drive/folders/19YeR61VXel75LlshHAFcXmGeKSN5NFB-?usp=sharing**

If you need to know more about tutorial about this game, please contact:
rinanh.contact@gmail.com

II. TUTORIAL
1. **Setup game settings**
   - **Open logo scene**
   - **Game setup object**

+ Shop setup: set price for the item in Shop
+ FPS Display:
- "Show Infor": show resolution, fps on screen
- "Resolution": set fixed resolution for game -> for game run smoother on low devices
- "Set FPS" set locked FPS for game

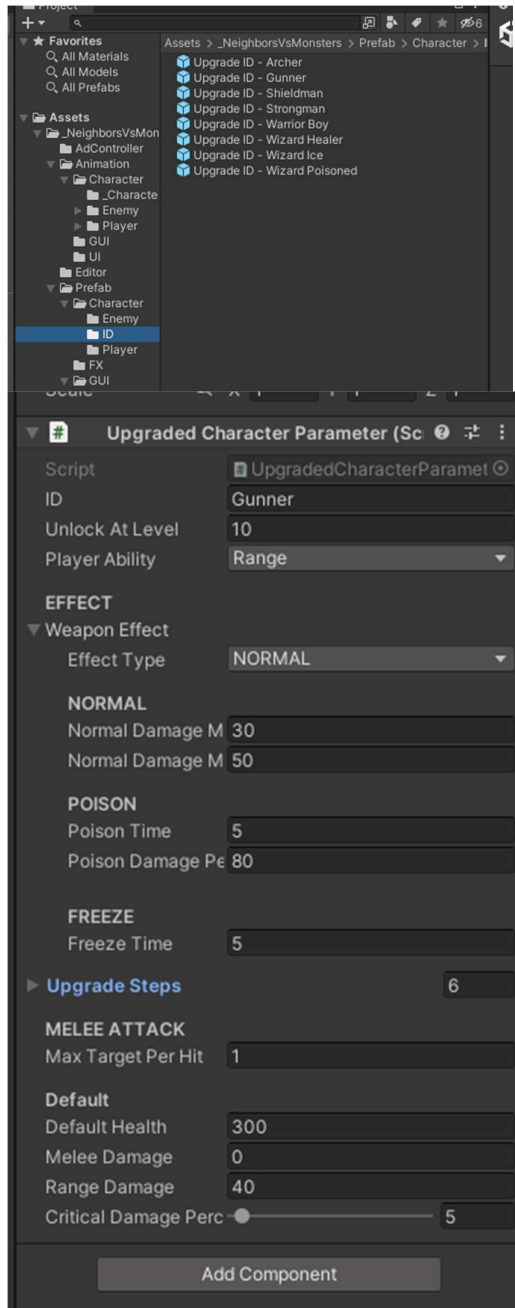2. **Create new Level and World**
Watch on youtube:
https://www.youtube.com/playlist?list=PLri56zWT0ESDps8h1MGdt0MR9LUYnS8ng

3. **Setup level enemy**
Watch on youtube:
https://www.youtube.com/playlist?list=PLri56zWT0ESDps8h1MGdt0MR9LUYnS8ng

4. **Upgrade Character**
Find all player id in ID folder

ID: unique ID for character
Unlock At Level: character available at this level
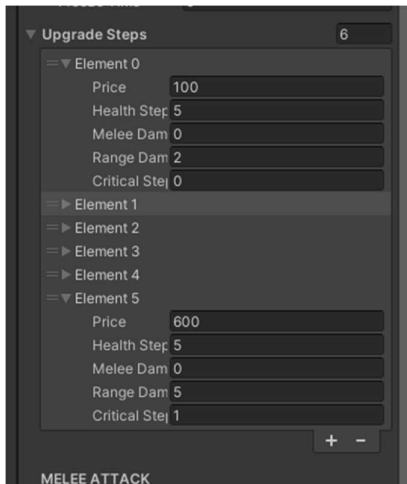EFFECT: set effect for weapon, only apply for Melee weapon
Max Target Per Hit: multiple damage per attack
Default Health: original health of character
Melee Damage: original melee damage of character
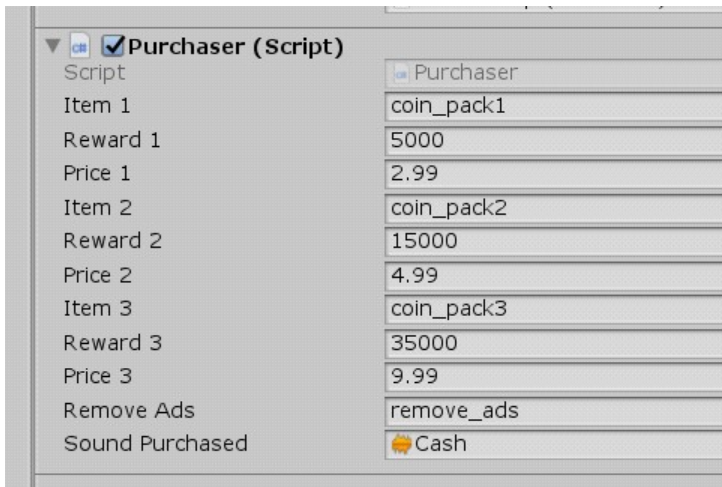Range Damage: original range damage of character
Critical Damage Percent: chance deal extra damage for enemy

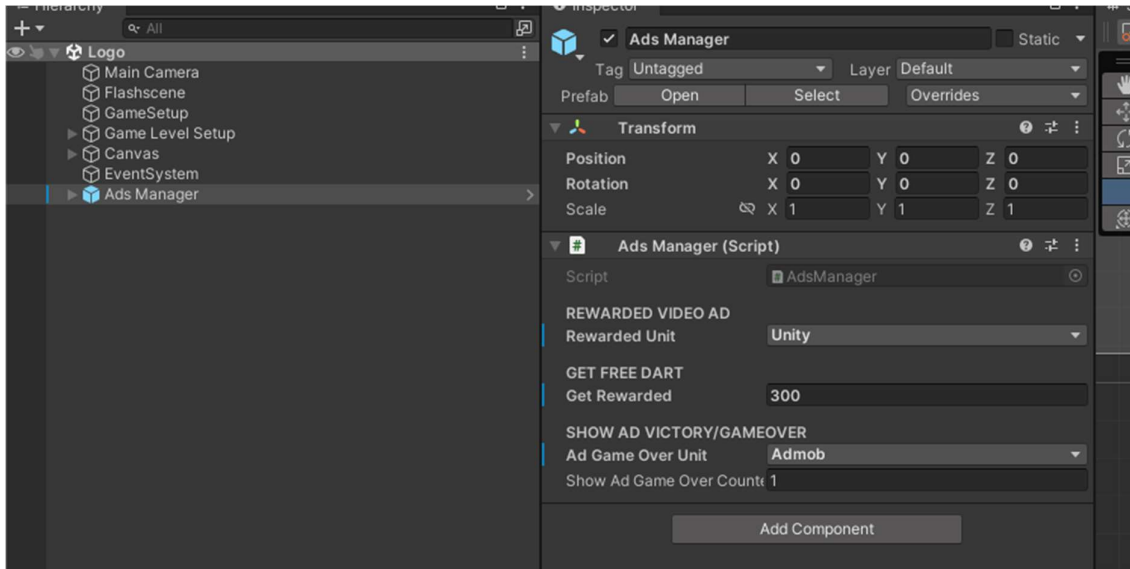Upgrade Steps: upgrade the character in shop

5. **Setup IAP**
   ➔ **Location: Logo scene/GameMode object**

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

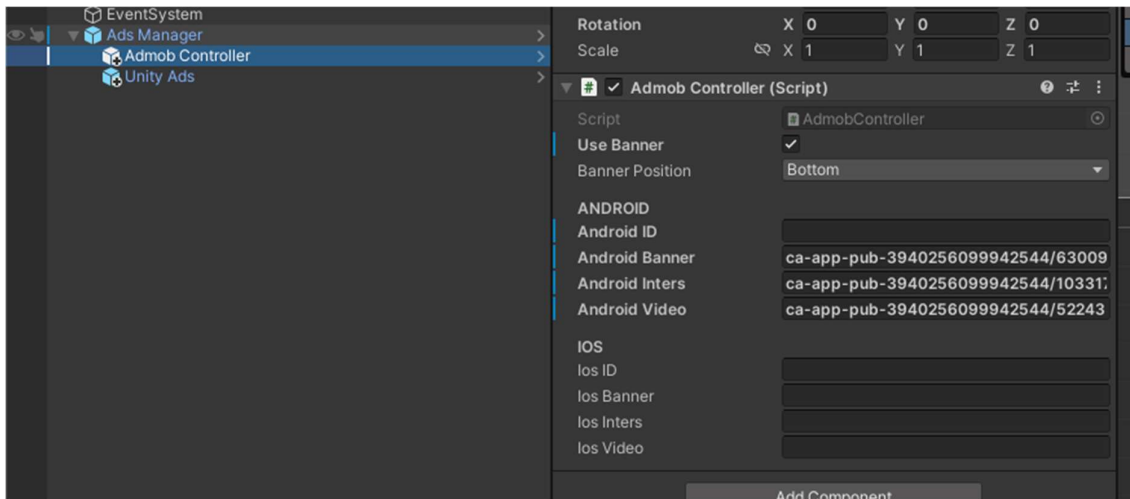6. **Setup Ads**

Choose Admob and Unity for interstitial and rewarded video ad

Setup Admob Ad ID

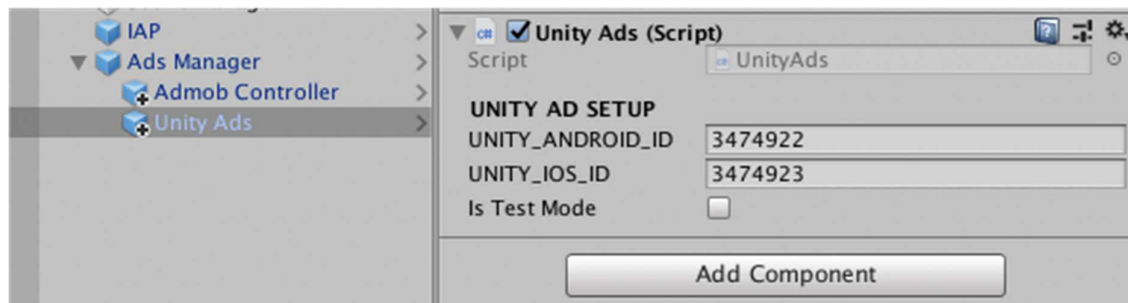If you switch on Android/iOS platform, you need install the Admob SDK:

https://github.com/googleads/googleads-mobile-unity/releases/tag/v7.4.1
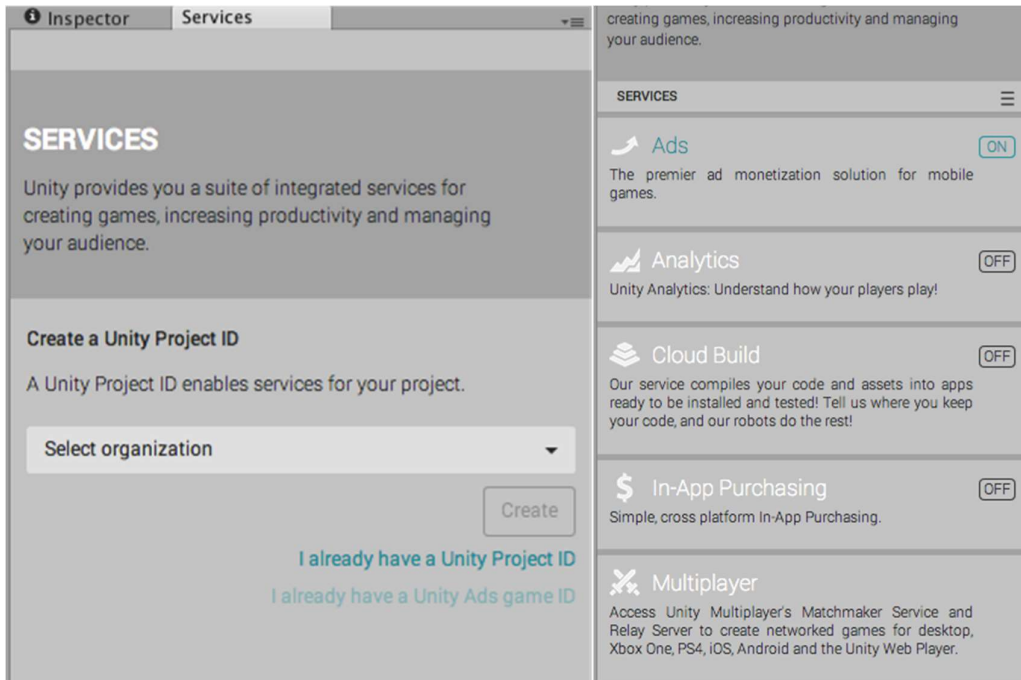
Place your admob id here:

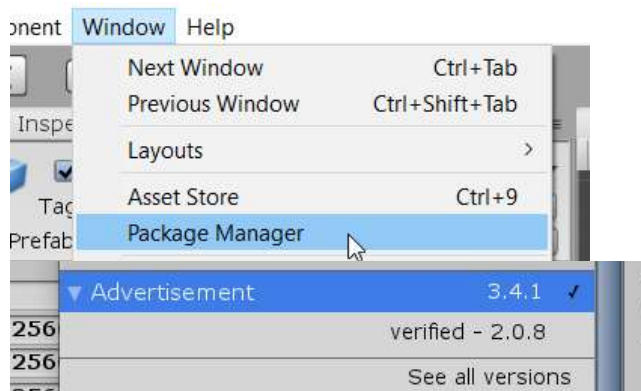Goto Admob Setting and fill your app id

c. Setup Unity Ad ID

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

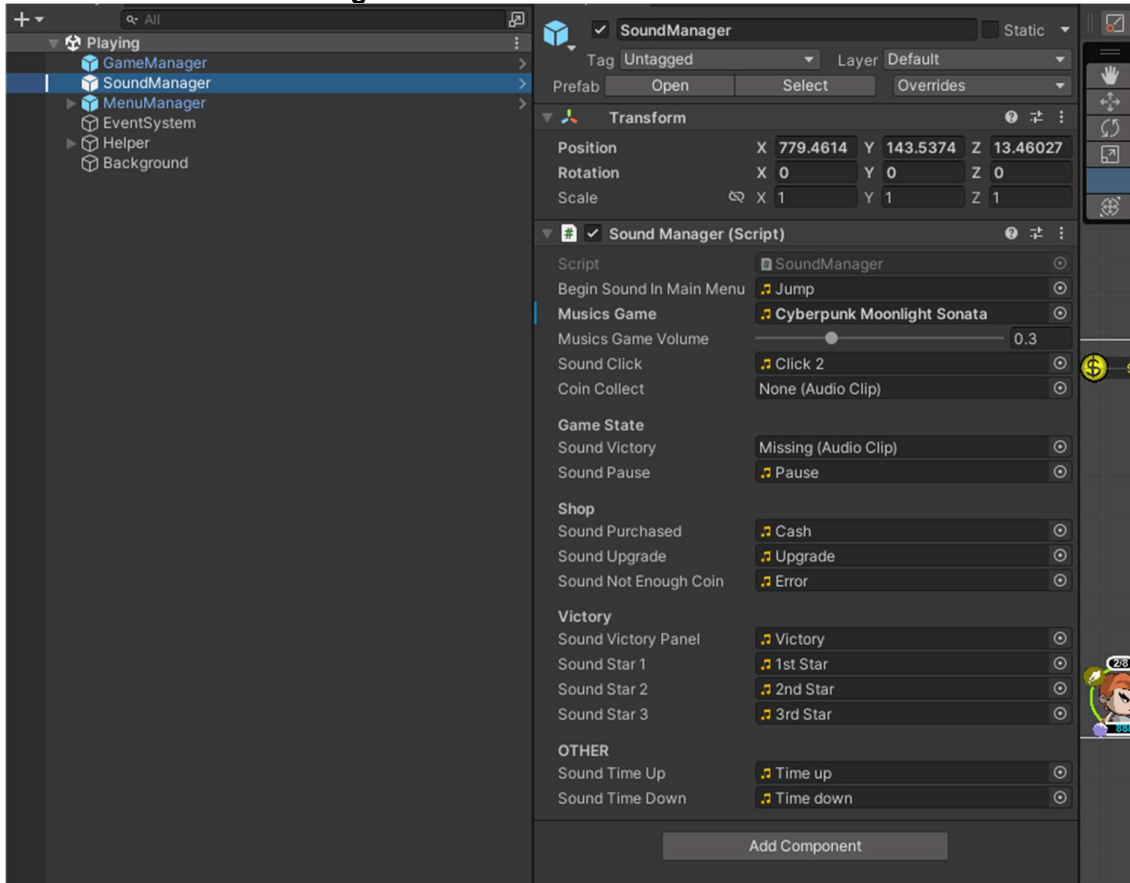**If still have problem, you need update the Ads package Go to Package Manager**

And Update Advertisement
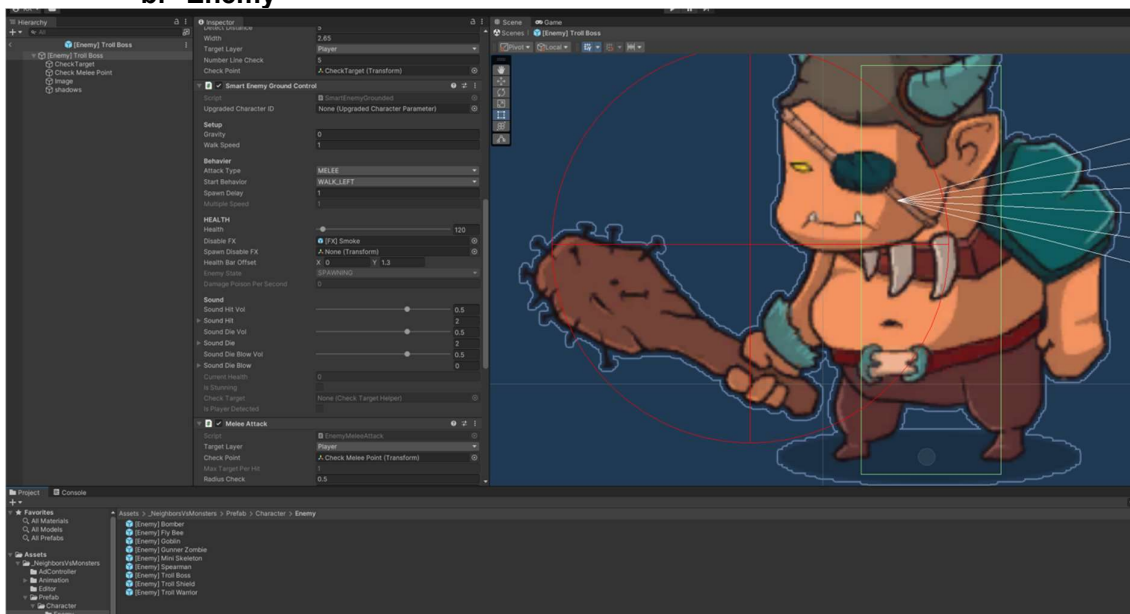
Finally, turn on the Ad

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7. **Other**

a. Sound Manager

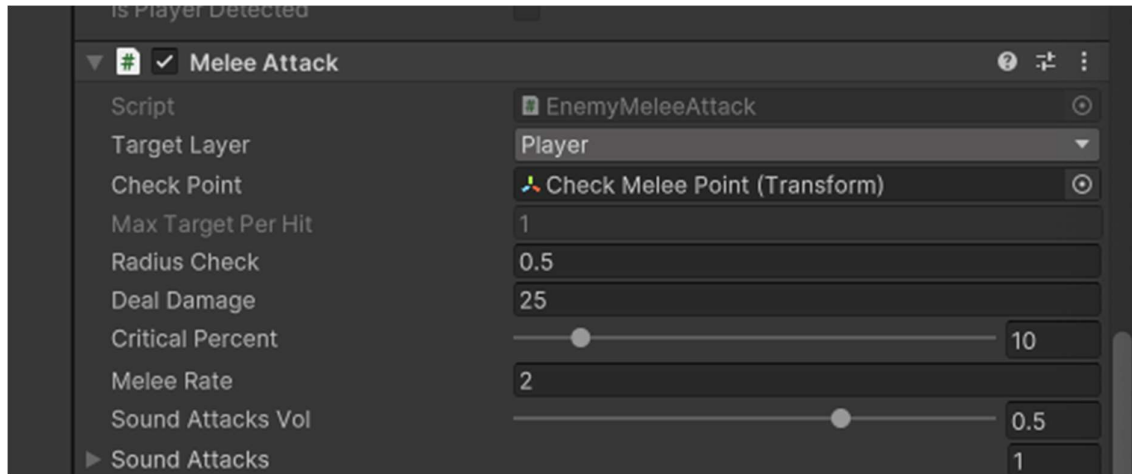Place the main sound/music in here and Apply the prefab to available on all scenes

b. Enemy

Main script control the Enemy (Normal, Boss)
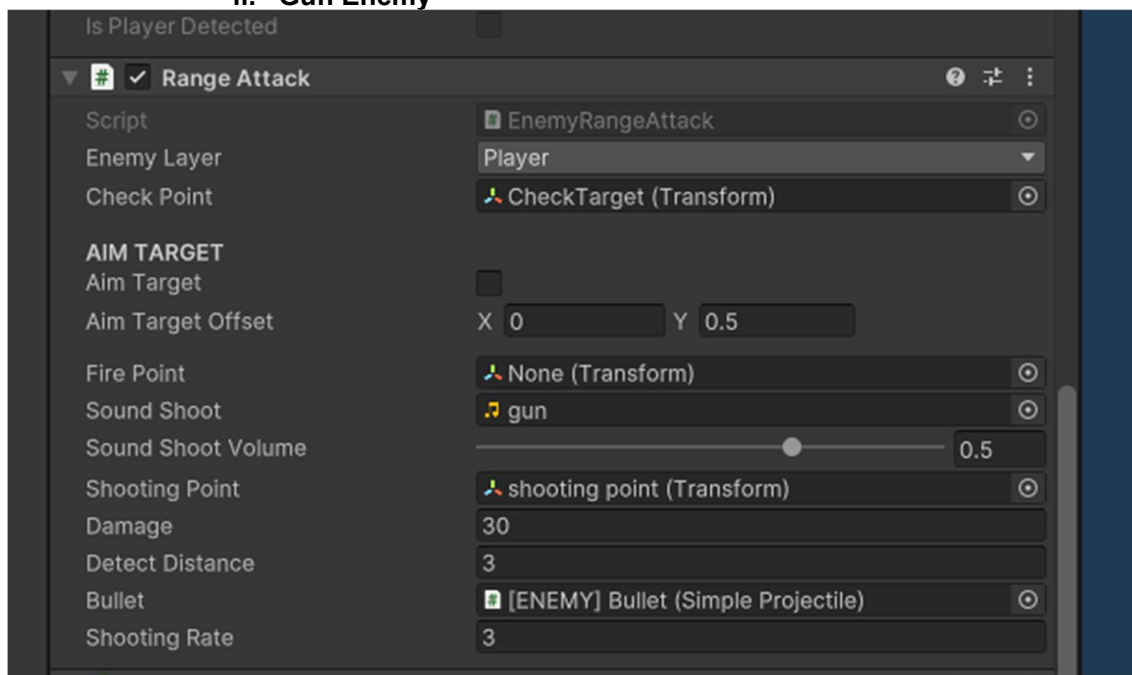
Find the enemy prefab in Prefab/Character/Enemy folder

+ Walk speed: move speed
+ Health: the number of health
+ Attack Type: Choose attack type for character: Melee, Range and Throw
+ Sound: set random sound for character (Hit, Die)

i. Melee Enemy

- Target Layer: set the enemy layer for this character
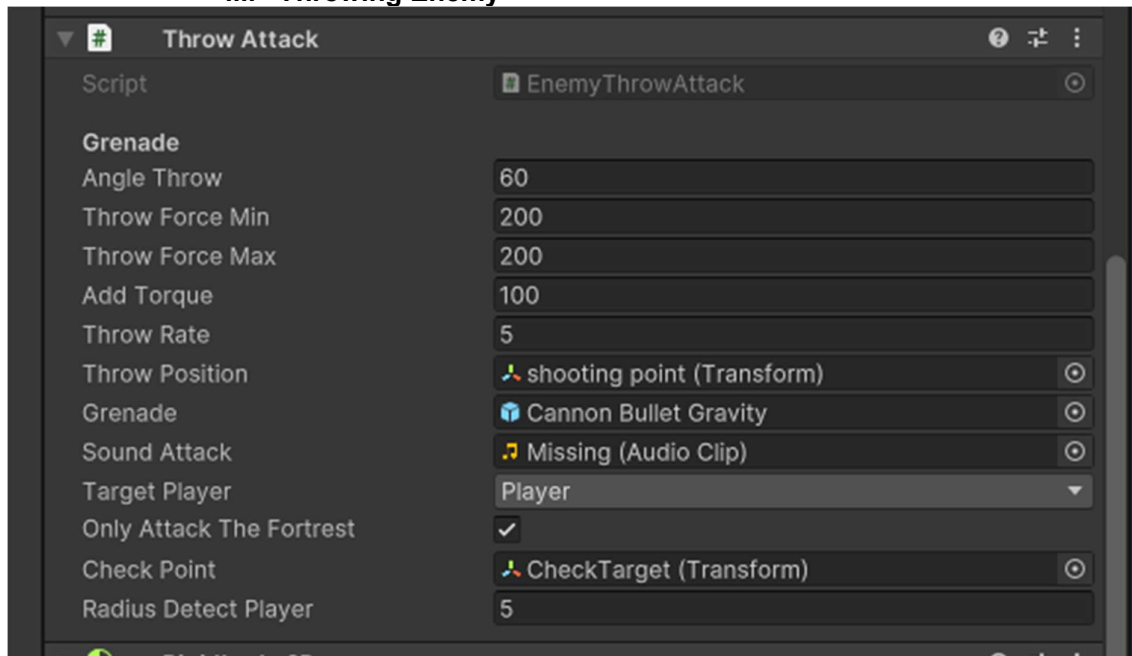- Radius Check: the zone to hit the target
- Deal Damage: default damage

ii. Gun Enemy

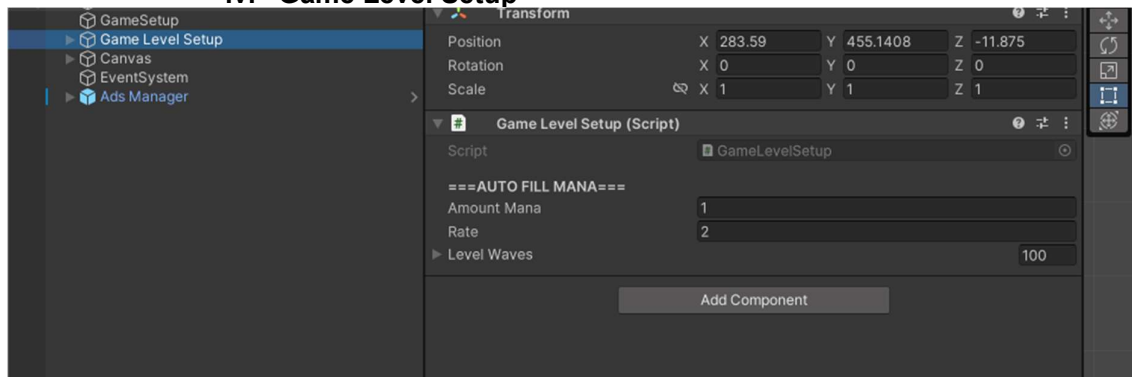

+ Damage: deal damage to the target

+ Detect Distance: distance to detect the target and stop move and start firing
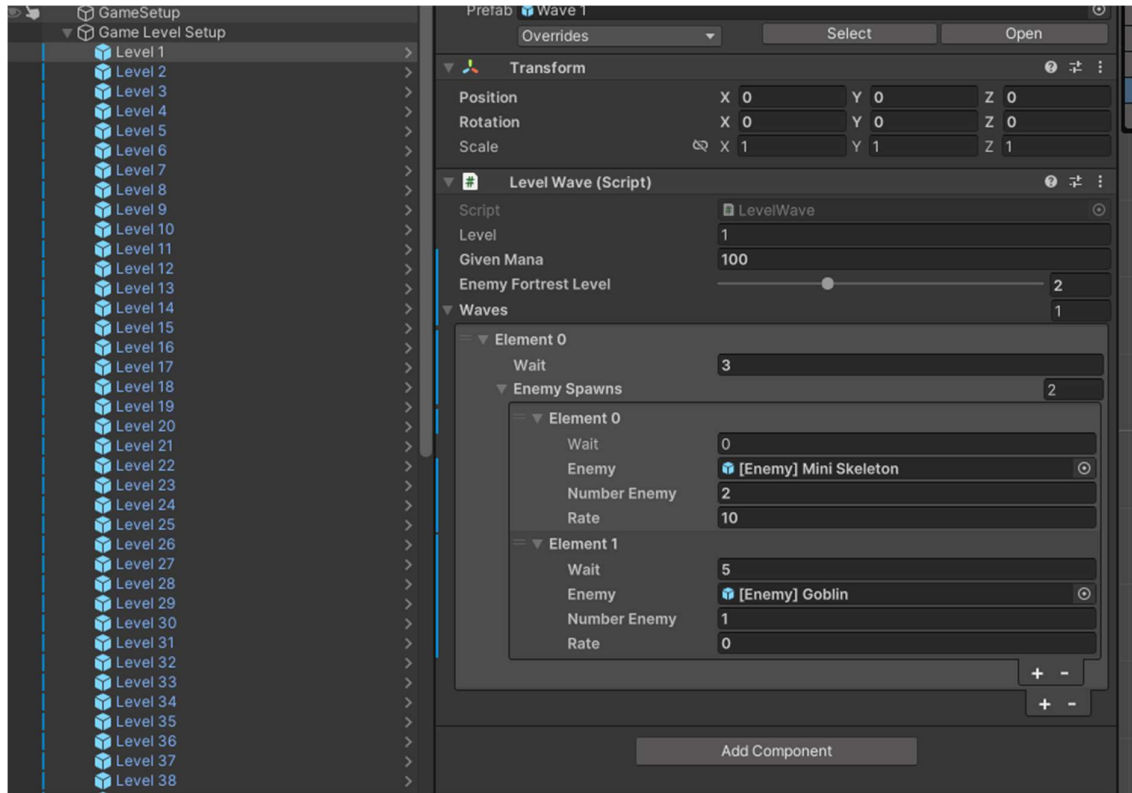+ Shooting Rate: time wait between shooting

iii. Throwing Enemy

 + Angle Throw: angle to throw the object
+ Throw Force Min/Max: Random force from min to max
+ Throw Rate: time wait between 2 attacks
+ Radius Detect Player: the distance can detect target and start throwing

iv. Game Level Setup

- Set the mana and rate time for auto add the mana in gameplay

v. Level Wave

- **Given Mana:** set the default mana of this level
- **Enemy Fortrest Level:** the strong of the enemy fortrest
- **Waves:** set the number enemy to spawn in the level, watch other level to know more about how to set it up

If you have any questions please contact me: *rinanh.contact@gmail.com*
Please rate my game if you like it.
Thank for your purchase! Good luck!