

## Penguin Run - Platformer Controller game kit

<b>I.</b>	<b>Introduce gameplay and features</b>
<b>II.</b>	<b>Tutorial Video Online</b>
<b>III.</b>	<b>Tutorial</b>

**1. Game Editor**

**2. Game Controller**

**3. Introduce Monsters and other things**

**4. Unity Ads**

**5. Facebook Invite friend**

**If you like this game, please review it, I appreciate it ;)**

<b>I.</b>	<b>Introduce gameplay and features</b>
<b>•</b>	Let's take adventure and help a little penguin fight against the alien monsters.

Simple gameplay, nice graphic, funny monsters and sound, classical controller, very funny and very interesting, you can help him slide, jump, fire, attack

### **FEATURES:**

- + 4 Worlds
- + 60 Levels
- + 4 Big Bosses
- + 2 Characters and custom more
- + Shop system
- + Nice sound and graphics
- + Classic platform game controller
- + Easy to reskin with sprite sheet
- + Addictive gameplay
- + Total C#, Easy to play, easy to learn, easy to reskin

### **TUTORIAL VIDEO ONLINE**

#### **I. Gameplay**

- 1. Add Platformer:** <https://youtu.be/wKUuoAXqazI>
- 2. Add Block:** <https://youtu.be/g04Sx7XBpAs>
- 3. Add helper:** <https://youtu.be/wt3KmWLWklc>
- 4. Add Items:** <https://youtu.be/OAXrpFymkRM>
- 5. Checkpoint and Camera Bound:** [https://youtu.be/\\_hjfsQCJYz8](https://youtu.be/_hjfsQCJYz8)
- 6. Add Monsters:** <https://youtu.be/tmOsyj8m268>
- 7. Add new world:** <https://youtu.be/1ysNF1iEht8>
- 8. Add new level:** <https://youtu.be/qlwGDpcjKiQ>

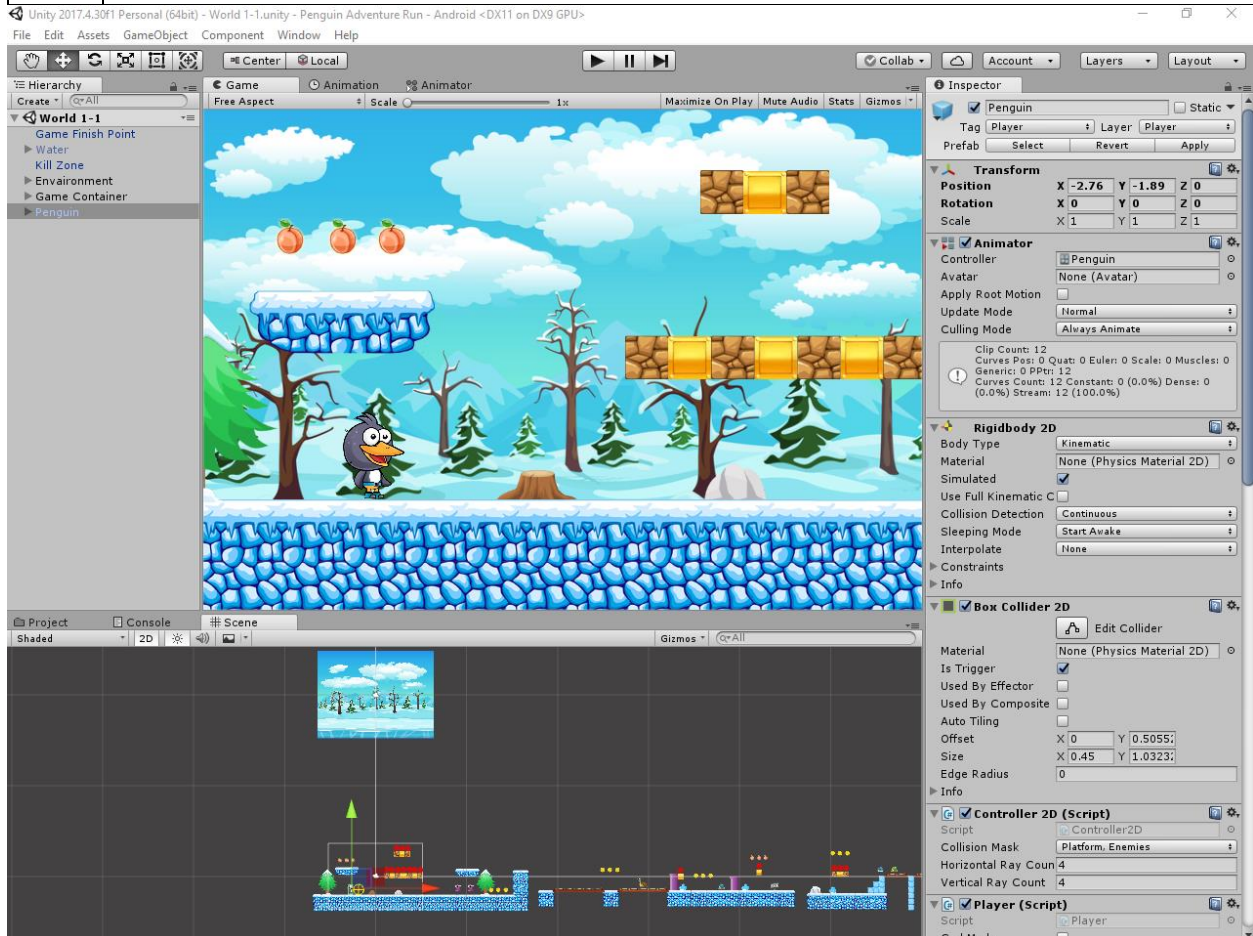
#### **II. Reskin character**

- 1. Reskin Monster:** <https://youtu.be/19RXDRdI2Zc>
- 2. Reskin Hero:** [https://youtu.be/U\\_PO7BTetA0](https://youtu.be/U_PO7BTetA0)

### III.

## TUTORIAL

### 1. Game Editor

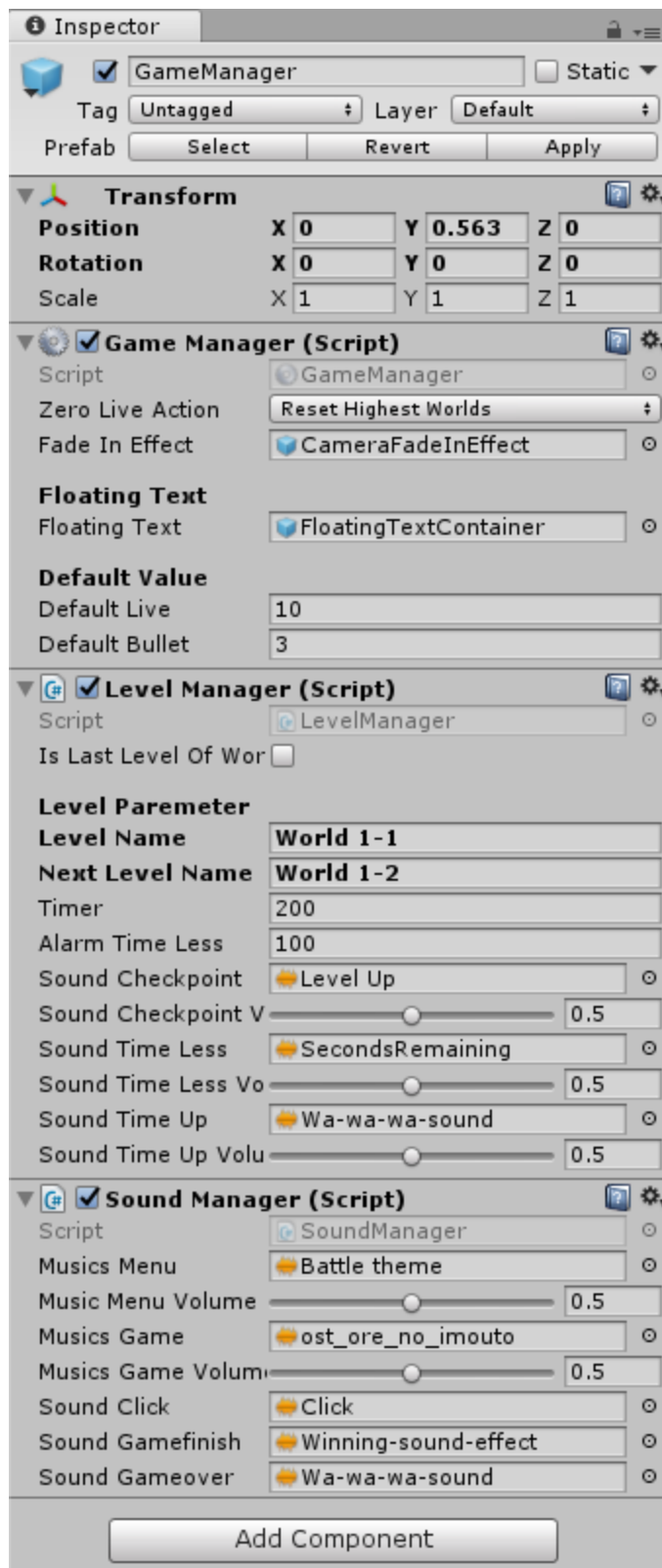


## 2. Game Controller

### Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Resource:** Holds all the prefabs used in the game. These are distributed to various folders for easier access.
- **Scenes:** The first scene that runs in the game is Menu. From this scene you can get to the Game scene and goto levels.
- **Scripts:** Holds all the scripts used in the game. Each prefab contains one or more of these scripts.
- **Audio:** Holds all the sounds used in the game. Jump, Click, etc
- **Sprite:** Holds all the textures used in the game which are used as sprites in Unity.

**Main Controller gamplay:**  
**a. Game Manager**



**GameManager** script control game state, store score, best score and Fail

*function. You can call the function directly.*

**Game Manager script:**

- ***Fade in Effect:*** the effect of camera come from black to white.

- ***Floating Text:*** floating text score on screen

**Level Manager:**

- ***Is Last Level Of World:*** check this box if this the the last level of the world

- ***Level Name:*** name of this level

- ***Next Level Name:*** the next level scene must be loaded when the player complete this level or press next level button

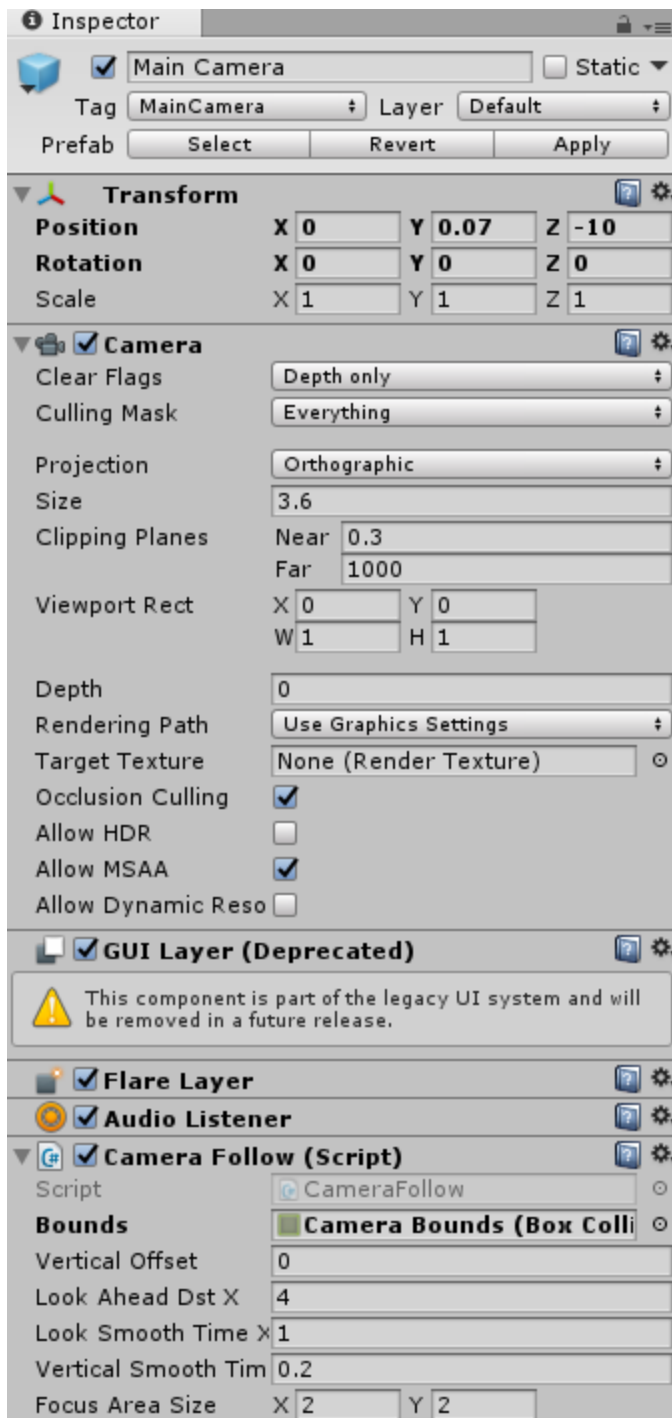
- ***Timer:*** the amount of time allow player alive

- ***Alarm Time Less:*** play alarm sound when timer is less than this value

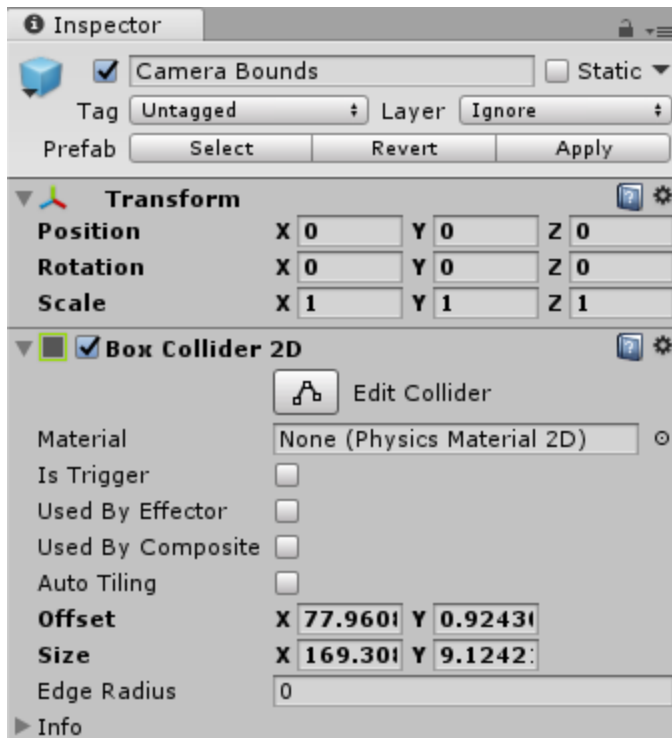
- ***Sound Checkpoint:*** play this sound when player reach to checkpoint

**Sound Manager** script: control the music and sound. In another script, you can play the sound clip by `SoundManager.PlaySfx(soundclip, volume)`

**b. Main Camera**

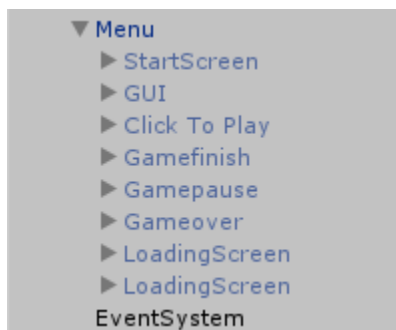


The Camera use this script to follow the player with **Bounds**:



Bound is a box collider 2D, used to limit the movement of the main camera

### c. Menu



*This is main GUI of game, it control all child in there: GUI, GameOver, Game Pause, Game finish, ... Place all items in it to setup correctly.*

### d. Controller: Support for both Mobile and PC

- **Mobile:** Move left, right, jump, melee attack, range attack

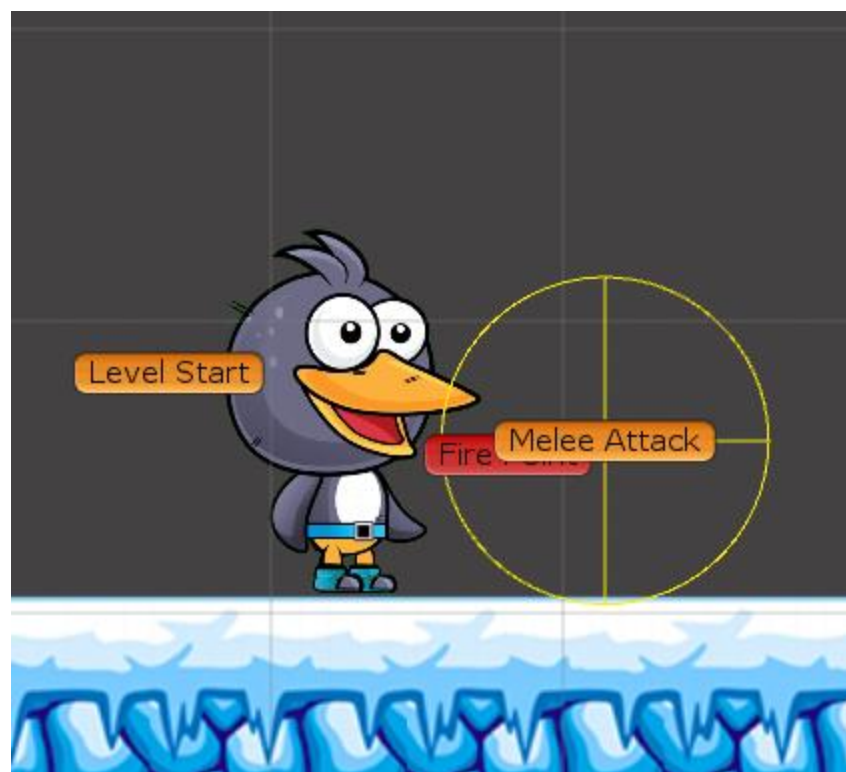


**PC:** you can change the keys in UI\_Controller script


- ☐ **Move Left:** Arrow Up
- ☐ **Move Right:** Arrow Down
- ☐ **Jump:** Arrow Right
- ☐ **Melee Attack:** X
- ☐ **Range Attack:** F

**e. Hero**





Inspector



☒ Penguin

☐ Static

Tag 

Player

 Layer 


Player

Prefab 

Select

Revert

Apply

 Transform

Position

X 

-2.76

Y 

-1.89

Z 

0

Rotation

X 

0

Y 

0

Z 

0

Scale

X 


1


Y 


1


Z 

1

 Animator

 Rigidbody 2D

 Box Collider 2D

 Edit Collider

Material 

None (Physics Material 2D)

Is Trigger ☒

Used By Effector ☐

Used By Composite ☐

Auto Tiling ☐

Offset 

X 

0

Y 

0.505528

Size 

X 

0.45


Y 

1.032326

Edge Radius 

0

Info

 Controller 2D (Script)

Script 

Controller2D

Collision Mask 


Platform, Enemies

Horizontal Ray Count 

4

Vertical Ray Count 

4

 Player (Script)

Script 

Player

God Mode ☐

**Moving**

Move Speed 

4

**Jump**

Max Jump Height 

3

Min Jump Height 

1

Time To Jump Apex 

0.4

Number Of Jump Max 

2

Jump Effect 

SmokeJumpFX

**Wall Slide**

Wall Jump Climb X  Y

Wall Jump Off X  Y

Wall Leap X  Y

Wall Slide Speed Max

Wall Stick Time

**Health**

Max Health

Hurt Effect

**Sound**

Jump Sound

Jump Sound Volume

Land Sound

Land Sound Volume

Wall Slide Sound

Wall Slide Sound Vol

Hurt Sound

Hurt Sound Volume

Dead Sound

Dead Sound Volume

Range Attack Sound

Range Attack Sound

Melee Attack Sound

Melee Attack Sound

**Option**

Allow Melee Attack ☒

Allow Range Attack ☒

Allow Slide Wall ☒

Input X  Y

**Range Attack (Script)**

Script

Fire Point

Projectile

Fire Delay

Fire Rate

Inverse Direction ☐

**Melee Attack (Script)**

Script

Collision Mask

Multi Damage ☐

Damage To Give

Push Object X  Y

Melee Point

Area Size

Attack Rate

**What he can does:** walk, jump, sliding on the wall, melee attack, range attack

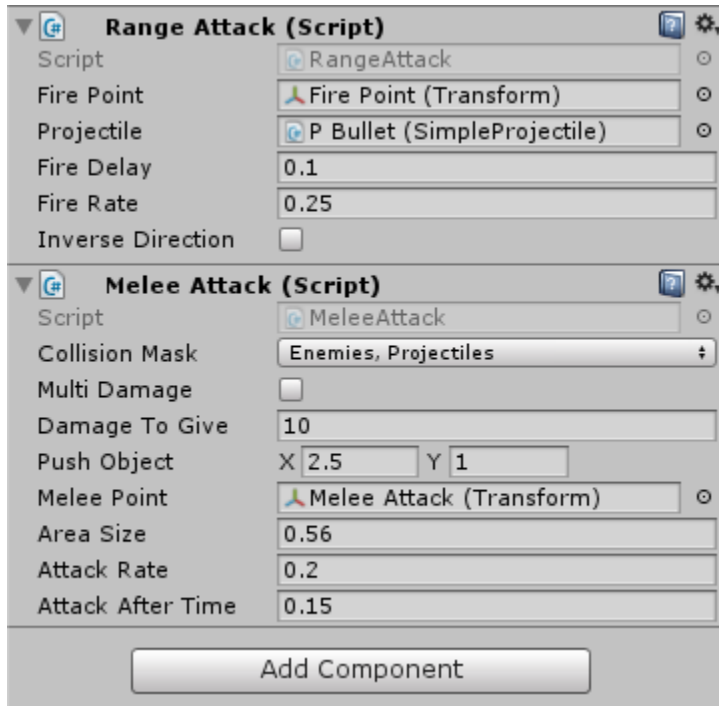
**God mode:** nothing can stop him

**Move Speed:** the speed of the player

**Max/Min Jump Height:** the maximum/minimum height the hero can jump

**Time To Jump Apex:** how fast the hero jump

**Number of jump max:** how many jump he can make



### **Range Attack:**

- Fire Delay: delay a time to sync with the action fire of animation, it depend on your attack animation, it can set to 0
- Fire rate: the delay of the next fire

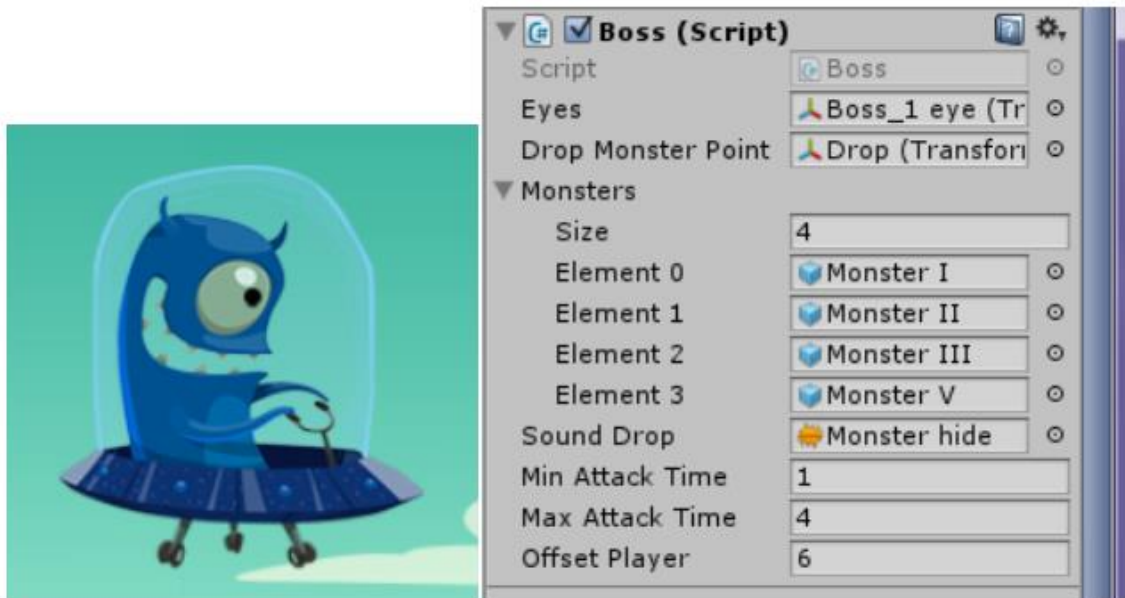
### **Melee Attack:**

- Multi Damage: hit enemies per attack
- Push Object: push the enemy back

## **3. Introduce Monsters and other things**

### **1. Monsters**

#### **a. BOSS**



*He will attack you by drop the monsters from sky in front of player.*

**Eyes:** The boss's eyes, they will look at player

**Drop Monster Point:** the position drop monsters

**Monsters:** random choose the monster to drop in this list, you can add more

**Sound Drop:** play sound when drop monster

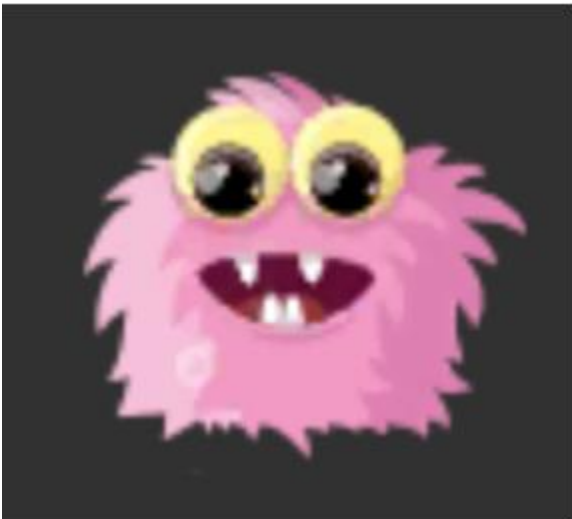
**Min Attack Time, Max Attack Time:** random choose the time between that value to delay before drop another monster

**Offset Player:** keep the distance with the player

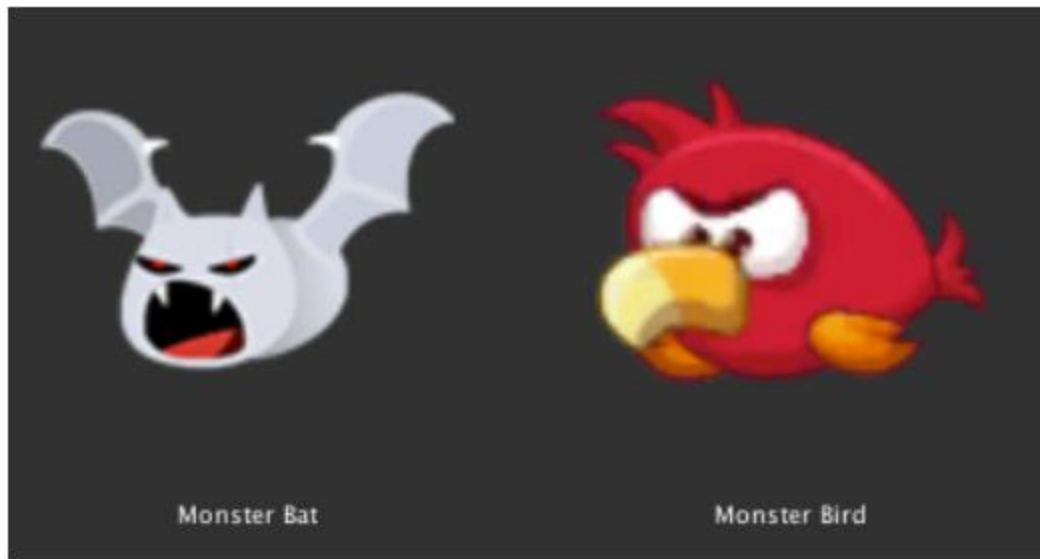
**b. Air Monsters**



*He will fly when he show up, so he should be placed in Monster Trigger object*



*He will fall down when the player come to near him*



*He will patrol left and right and chase the player when he detect the player*

### **Traps**

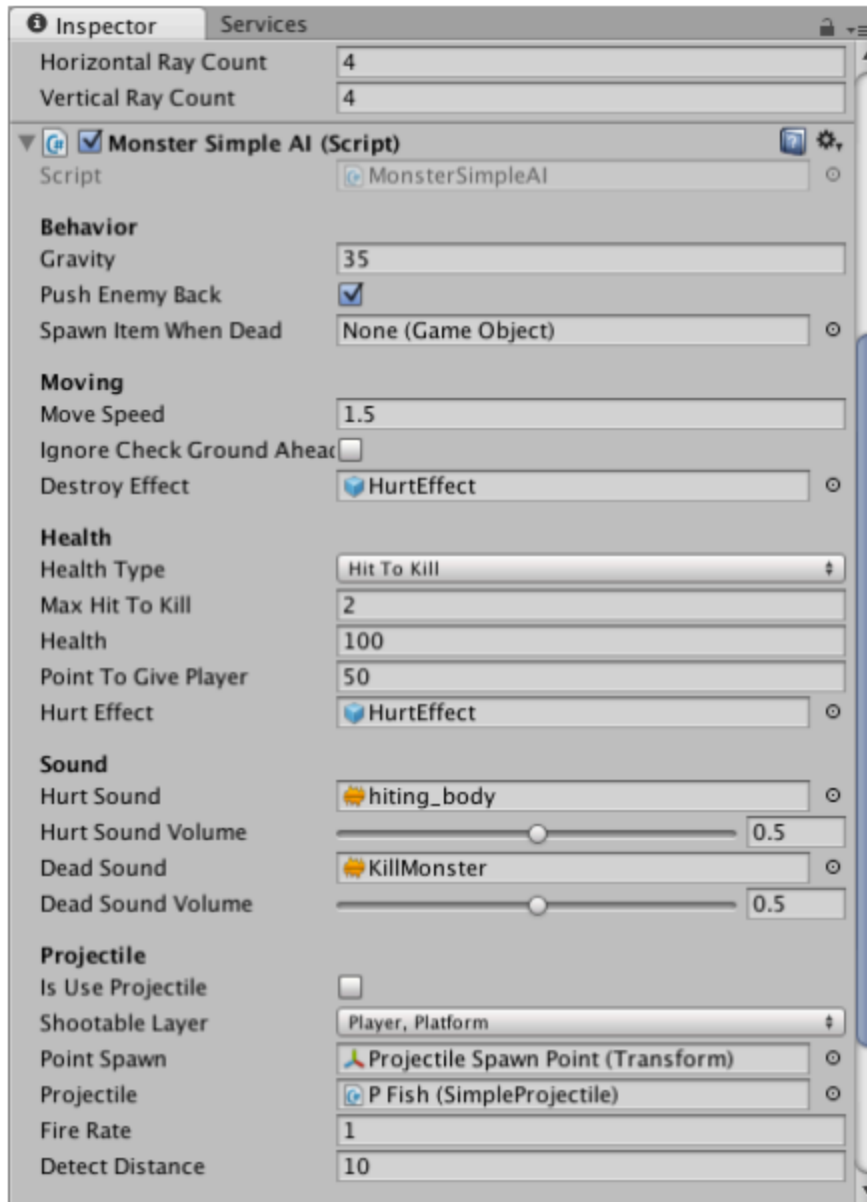


### **c. Monster Ground**



- Gravity:





set the

gravity for the monster

- Push Enemy Back:

push the enemy back when hit by  
player

- Spawn Item When

Dead: spawn any gameobject when  
he dead, like coins,etc

- Ignore Check ground

ahead: the monster will fall from  
the platformer when he left it

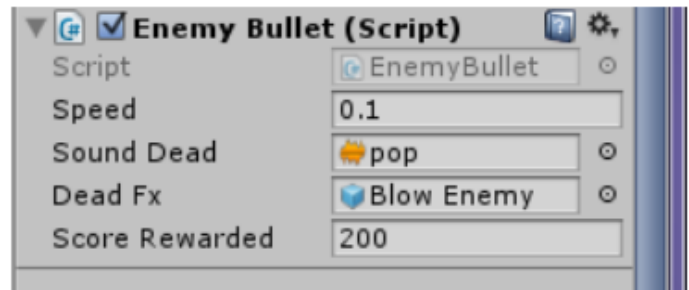
- Health Type: 2

options: hit to kill and health amount, if you choose the Hit to Kill option you must set Max Hit To Kill value.

- Is Use Projectile:

allow the monster fire the projectile on the player when he detect the player with the Detect Distance value, when this option is checked, you can see the distance line in Scene.

#### d. Big Bullet



*He attack the player with his power*

**Speed:** speed moving

**Sound Dead:** player can kill him by jump on his head, play this sound when he dead

**Dead Fx:** The smoke FX when he dead

**Score Rewarded:** add score when he dead

#### e. Monster Fish



*He are waiting for you, when you get to his range, he will jump on you suddenly*

**Jump Force:** the force applied when he jump

**Rotate:** He will rotate 60° before he jump

**Delay Attack:** After he rotate 60°, he will wait this time before he jump out of the water

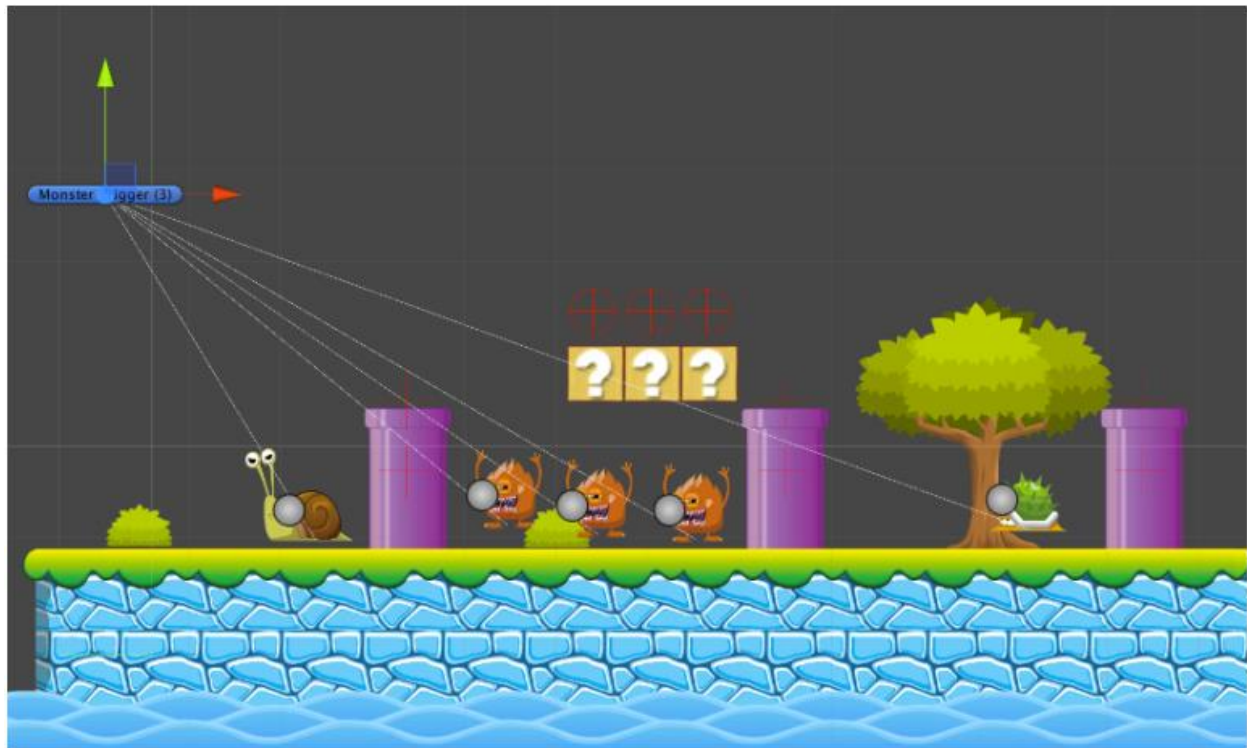
**Sound Attack:** play when he jump

**Sound Dead:** play this sound when he get killed

**Dead Fx:** The smoke FX when he dead

**Score Rewarded:** add score when he dead

**f. Monster Trigger**





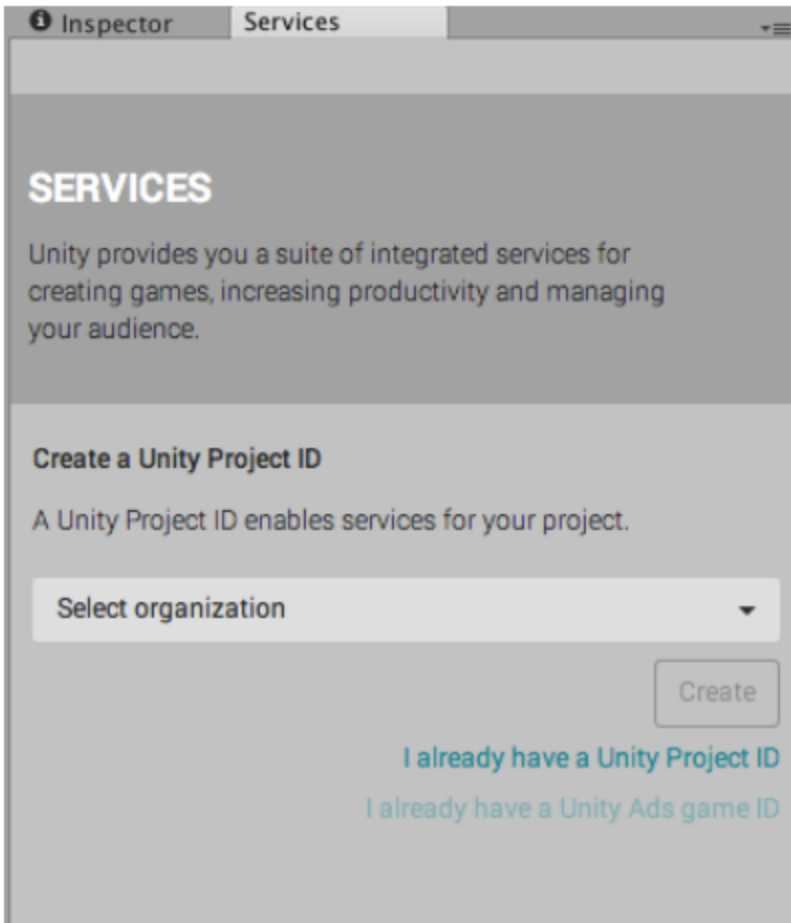
*It is used a lot in this game. This object will disable all monsters when start the game and when it detect the player then it will enable all the Monsters.*

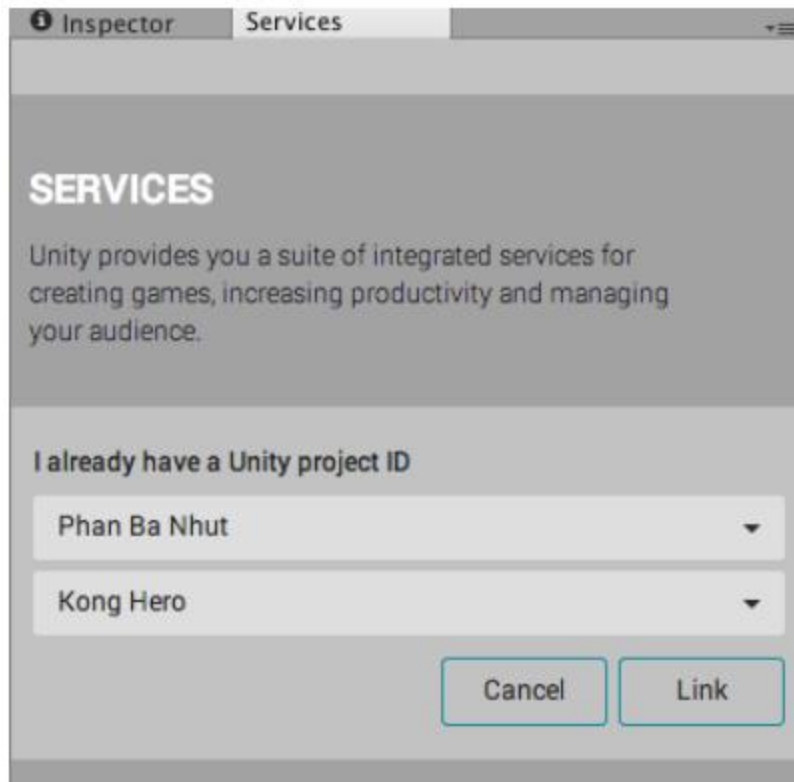
**Just drag the monster that you want to trigger**

#### **4. Unity Ads Reward**

You need to create a new game on <https://dashboard.unityads.unity3d.com/> to get Android and iOS ID.

Open Window/Services tab





☐ **If you already have the ID then click “I already have a Unity Project ID”**

☐ **If you don’t have the ID then choose your Unity ID and click Create.**

**In this case I choose the option 1 because I already have the IDs when I create a new game at the link above.**

**Choose your project ID and click Link**

**Finally, turn on the Ads  
Okay, now you have completed the integration  
Unity reward ads for this game. You can test this function by open Main Menu scene, hit Play and click the Video button to get the coins**

## 5. Facebook Invite friend

To use this feature, you can follow this facebook tutorial <https://developers.facebook.com/docs/unity/gettingstarted> to get the Key Hashes:

### For MAC:

1. Open terminal
2. Type **cd ~/.android** and hit enter to go to **.android** directory
3. If you want to open **.android** directory in finder, type **open .** and hit enter. Then **.android** directory will be opened in finder where you can find *debug.keystore*. If you do not want to open *.android* directory and only want to generate key hash, then skip this point and follow #4.
4. Copy your *.keytore* in this folder
5. In terminal where you are already in *.android* directory type **keytool -exportcert -alias alias\_name -keystore sample\_keystore.keystore | openssl sha1 -binary | openssl base64** and hit enter.
6. You are asked for password. Enter **your password of this keystore** and hit enter. Then you get key hash ending with "="
7. Copy key hash, enter in your facebook app setting page and save changes.

For WINDOWS: <http://stackoverflow.com/questions/4388992/key-hash-forandroid-facebook-app>

When you done setup facebook ID and fill the Key Hashes then you can invite your facebook friends.

If you want to allow everyone test this feature , goto your app on dev facebook then choose App Review and press make “your game name” public.

Okay, That’s it! If you have any questions please contact me:

Please review my game, I appreciate it!

Thank for your purchase! Good luck!