

## Monster Defense Tutorial



## **Menu**

- 1. Introduce the game**
- 2. How to edit main archer**
- 3. How to edit enemy**
- 4. Intergrate Admob ads , Unity ads**

## **1.Introduce the game**

**This template is ready for release. It is optimized for mobile (iPhone, iPad, Android, Windows Mobile) standalone (Windows PC and Mac OSX), web player and WebGL**

**Long, long ago in a far away land stood an impregnable castle.  
That castle was the key to unifying the people of the land.  
Warlords near and far sought to take it for themselves.  
Today, the castle will come under attack again.  
Can you defend the castle!?**

### **How to Play:**

- Tap on an enemy soldier to aim at them. Your bowmen will take care of the rest.Enemies will move towards your castle gate, so take aim and stop them from getting too close!**
- Use the coins you acquire to learn new Stratagems!  
Use the Stratagems you've learned to defeat hordes of enemies!**

### **Features and Requirements :**

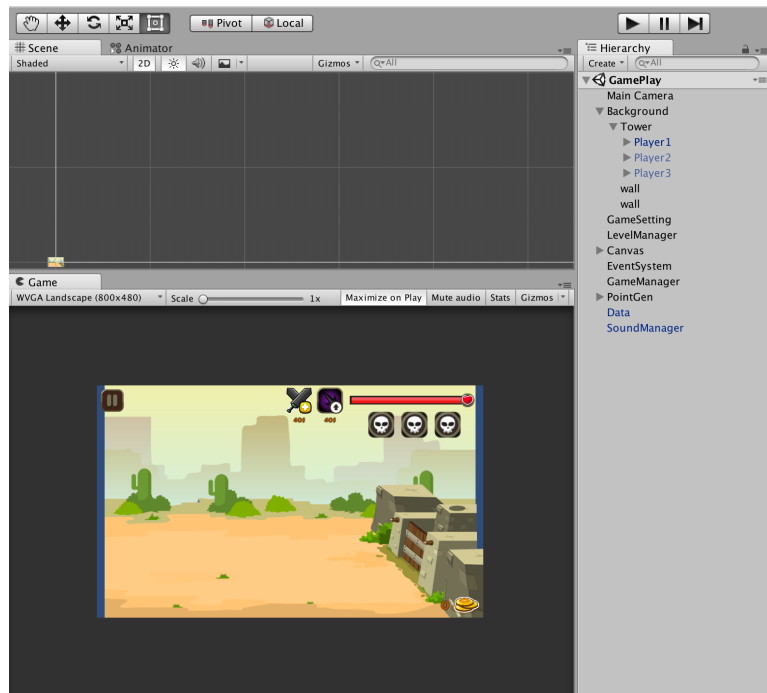
- Full game ready to use**
- Easy to customize**
- Ads implementation(Admob interstitial ads, Unity reward video)**
- Detailed documentation**
- 11 enemies**
- 3 skill with shop manager**
- 30 good levels with 4 worlds**
- Simple and easy to understand fully commented and documented C# code**



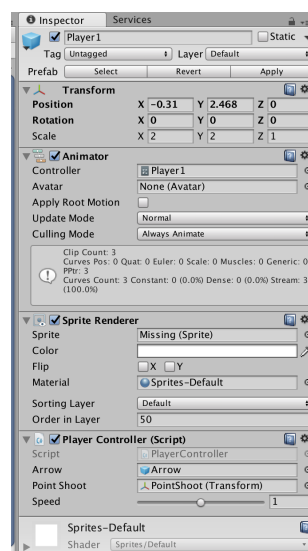
## 2. How to edit main archer

### 2.1 Find main character

Open GamePlay scene and find Background -> Tower -> Player object. The game include three characters, Player1 appears first time, player2 and player 3 are ready for sale



### 2.2 Edit main character

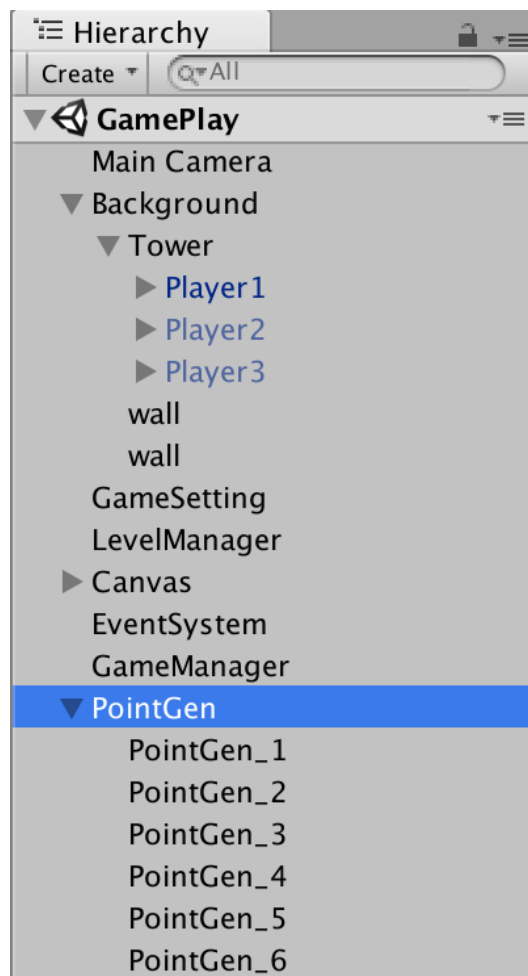


Choose player object and look inspector, change Speed or point shoot if you want player shoot more faster or change the shoot point

### 3. How to edit enemy

#### 3.1 point of enemy generator

Open Game play scene and find PointGen game object. It include 6 children objects that points enemies will start to run



#### 3.2 Enemy parameter

Open prefab/enemy to find all enemies

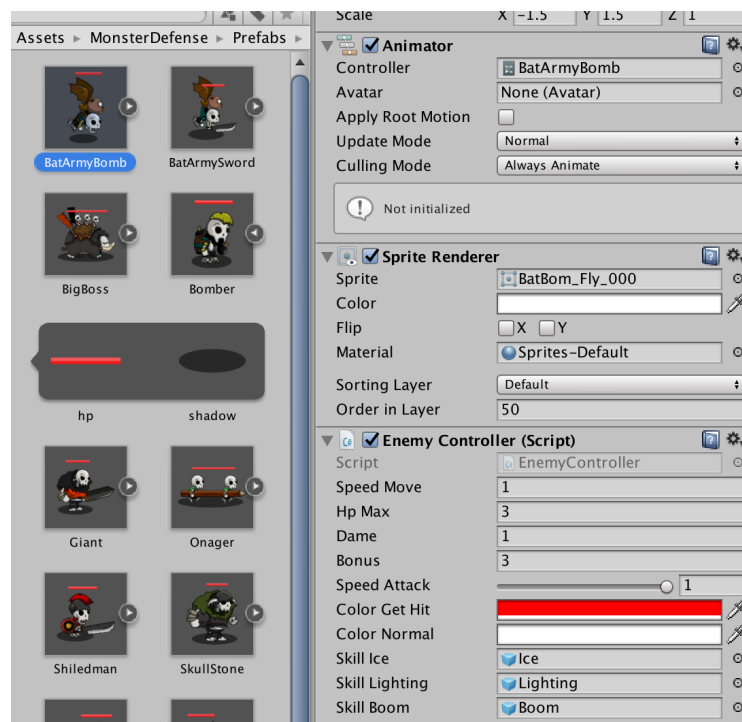
Speed move : speed of enemies

HP Max : value of health life

Damage : damage of tower when it's attacked

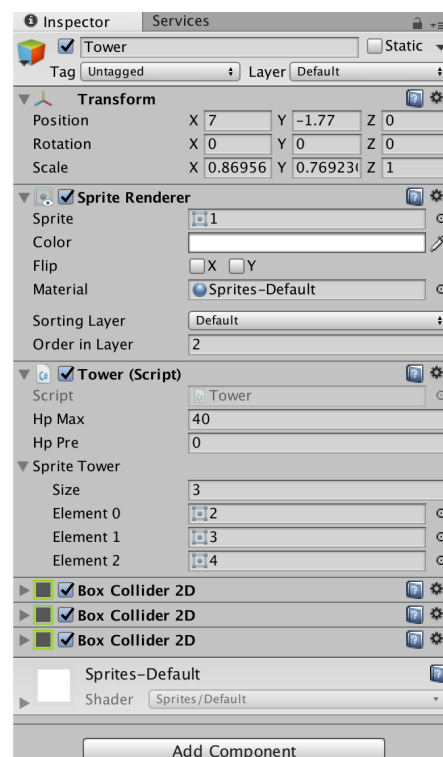
Bonus : coins you can get when enemy is died

Speed Attack : time of attack



### 3.3 Main tower

Find Tower object in game play scene and look inspector, you can change value HP Max to make tower more stronger



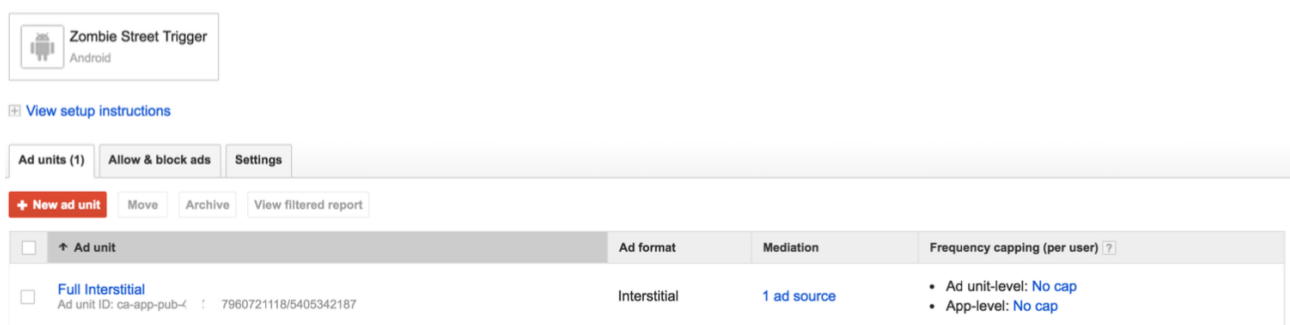


## 4. Intergrate Admob ads , Unity ads

### 4.1 import Admob sdk

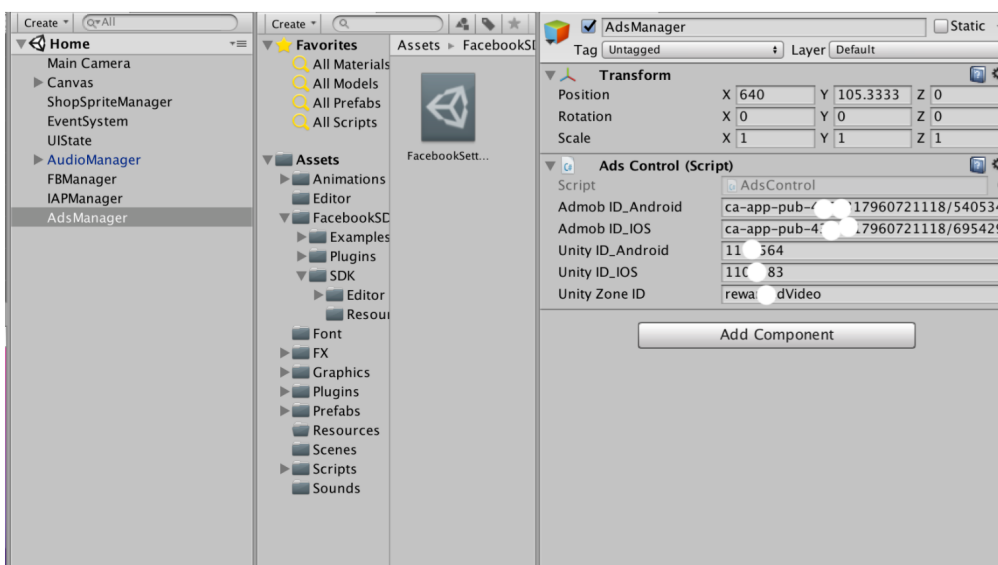
asset link for admob sdk : <https://github.com/googleads/googleads-mobile-unity/releases>

### 4.2 Get Ad unit ID in admob dash board



### 4.3 Put Ad unit ID in Unity project

- Open Home Scene in Scene folder, put Ad unit ID on Admob ID\_Android and Admob ID\_IOS



### 4.4 Import Unity ads asset

Get asset by this link and import to your project: <https://www.assetstore.unity3d.com/en/#!/content/21027>

## 4.5 Create new application on Unity dash board and get GAME ID and INTERGRATION ID



[Platforms](#) [Statistics](#) [Settings](#) [Instructions](#)

PLATFORMS	GAME ID	STORE GAME ID	STORE GAME NAME
Android Google Play	11 34	com.ponygames.ZombieStreetTrigger	Zombie Street Trigger
Apple App Store	11 83	1140797872	Zombie Street Trigger

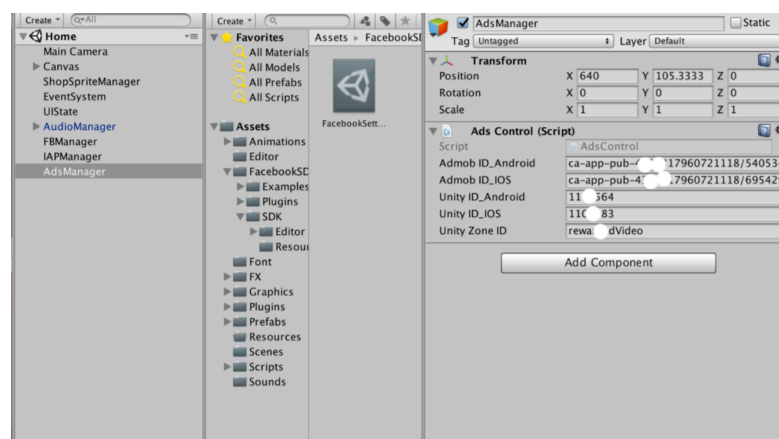


[Ad placements](#) [Ad Filtering](#) [Settings](#) [Details](#)

NAME	INTEGRATION ID	ALLOW SKIP	MUTE AUDIO	ENABLED	DEFAULT	EDIT
Video	video	after 5 seconds	no	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<a href="#">Edit</a>
Rewarded Video	rewardedVideo	no	no	<input checked="" type="checkbox"/>	<a href="#">Set</a>	<a href="#">Edit</a>

[+ Add new placement](#)

## 4.6 Open Home Scene, choose AdsManager and put key on Unity ID\_Android, Unity ID\_IOS, Unity Zone\_ID



## **4.7 Add symbol**

- Click File -> Build Setting -> Scripting Define Symbols

Add more ADS\_PLUGIN and press enter