TIKI 2.5D PLATFORM KIT

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I.   FEATURE

Tiki 2.5D Platform Kit is a 2.5D classic platform game kit with many new features,
Compatible with Character Controllers

Gameplay:
- 2.5D classical platform game with controller input buttons
- The Player can Walk, Run, Swim, Climb Ledge, catch the Rope, Hanging and Move, use Jetpack,...
- Many helper items, obstacles, enemies,...
- Level system with scrolling level items
- Shop system to buy heart and unlock characters
- 3 stars system
- Checkpoints
- Watch Admob to earn coin/lives
- Easy replace the character with other Humanoid characters
- Mecanim Animator system
- Collectable items: coin/heart/jetpack,...
- Sample Obstacles/Enemies

Player ability:
- Walk
- Run
- Slide down
- Throw bullet
- Jump
- Swimming
- Hanging pipe and moving
- Catch the rope and jump
- Fly with Jetpack
- Grab and climb ledge
- Auto climb up and over the low object
- Many helper objects to work with (hidden pipe path, teleport, jump zone, springs,...)

Camera script features:
- Follow the player
- Adjust the limit up and below position
- Set offset position to player
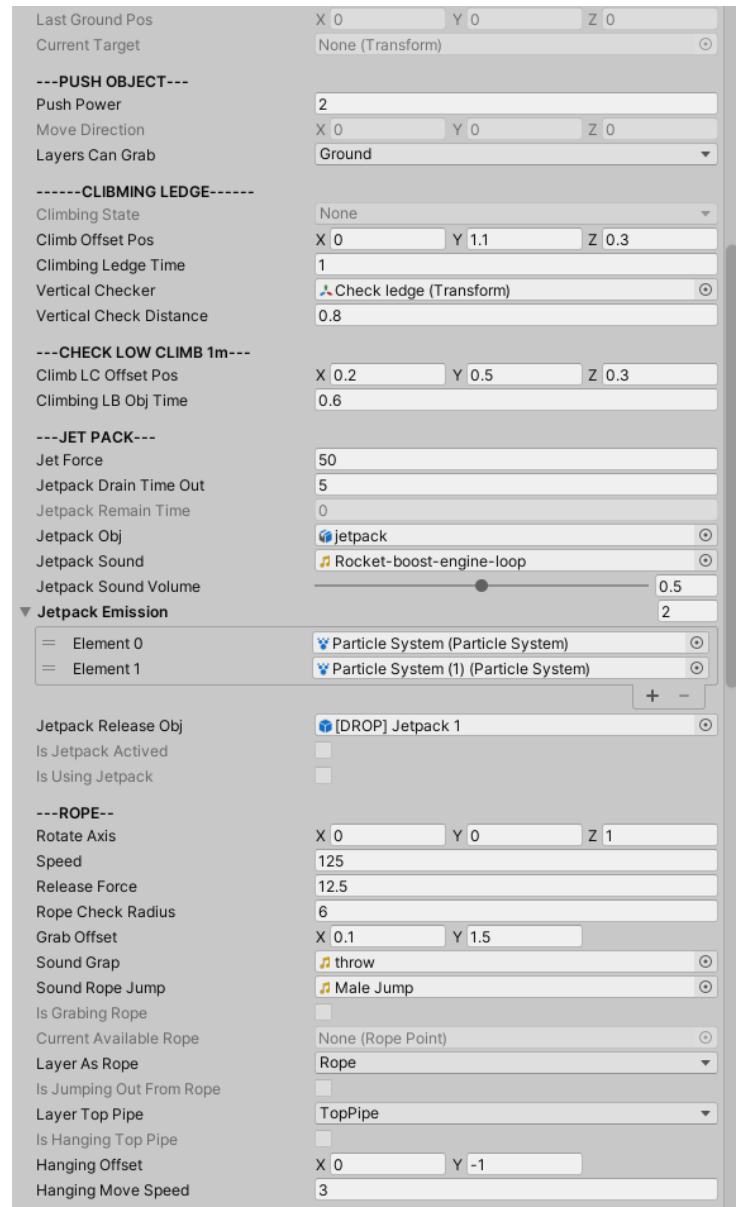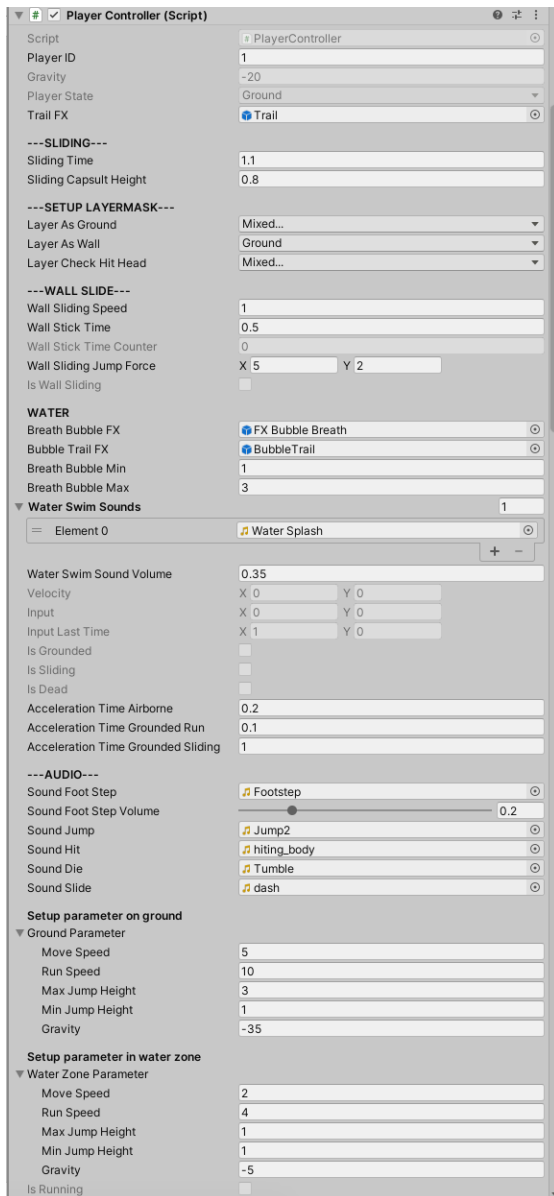
Enemy and Obstacles features:
- **Rolling Spiked object**
- **Show up spiked object**
- **Sample enemies can jump on head**
- **Sample enemies can't jump on head**
- **Bird, Fish, Throw-bullet Enemy**
- **Flying big bullet**
- **Rolling round blade**
- **...**

--------------------- **VIDEO TUTORIAL** -----------------------
https://youtube.com/playlist?list=PLHuyOBWrU-Q2tBBsljy4yT-7rA8iFN0NC

II.   GAMEPLAY
a. Player

Player Controller (Script)	
Script	PlayerController
Player ID	1
Gravity	-20
Player State	Ground
Trail FX	Trail
---SLIDING---	
Sliding Time	1.1
Sliding Capsult Height	0.8
---SETUP LAYERMASK---	
Layer As Ground	Mixed...
Layer As Wall	Ground
Layer Check Hit Head	Mixed...
---WALL SLIDE---	
Wall Sliding Speed	1
Wall Stick Time	0.5
Wall Stick Time Counter	0
Wall Sliding Jump Force	X 5 Y 2
Is Wall Sliding	
WATER	
Breath Bubble FX	FX Bubble Breath
Bubble Trail FX	BubbleTrail
Breath Bubble Min	1
Breath Bubble Max	3
Water Swim Sounds	1
Element 0	Water Splash
Water Swim Sound Volume	0.35
Velocity	X 0 Y 0
Input	X 0 Y 0
Input Last Time	X 1 Y 0
Is Grounded	
Is Sliding	
Is Dead	
Acceleration Time Airborne	0.2
Acceleration Time Grounded Run	0.1
Acceleration Time Grounded Sliding	1
---AUDIO---	
Sound Foot Step	Footstep
Sound Foot Step Volume	0.2
Sound Jump	Jump2
Sound Hit	hiting_body
Sound Die	Tumble
Sound Slide	dash
Setup parameter on ground	
Ground Parameter	
Move Speed	5
Run Speed	10
Max Jump Height	3
Min Jump Height	1
Gravity	-35
Setup parameter in water zone	
Water Zone Parameter	
Move Speed	2
Run Speed	4
Max Jump Height	1
Min Jump Height	1
Gravity	-5
Is Running	

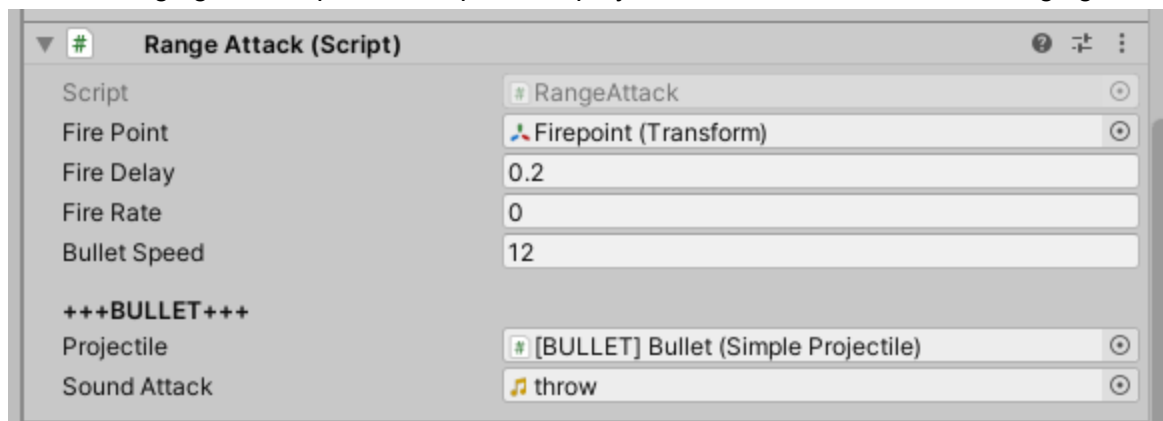|	
Last Ground Pos	X 0 Y 0 Z 0
Current Target	None (Transform)
---PUSH OBJECT---	
Push Power	2
Move Direction	X 0 Y 0 Z 0
Layers Can Grab	Ground
------CLIBMING LEDGE------	
Climbing State	None
Climb Offset Pos	X 0 Y 1.1 Z 0.3
Climbing Ledge Time	1
Vertical Checker	Check ledge (Transform)
Vertical Check Distance	0.8
---CHECK LOW CLIMB 1m---	
Climb LC Offset Pos	X 0.2 Y 0.5 Z 0.3
Climbing LB Obj Time	0.6
---JET PACK---	
Jet Force	50
Jetpack Drain Time Out	5
Jetpack Remain Time	0
Jetpack Obj	jetpack
Jetpack Sound	Rocket-boost-engine-loop
Jetpack Sound Volume	0.5
Jetpack Emission	2
Element 0	Particle System (Particle System)
Element 1	Particle System (1) (Particle System)
Jetpack Release Obj	[DROP] Jetpack 1
Is Jetpack Actived	
Is Using Jetpack	
---ROPE--	
Rotate Axis	X 0 Y 0 Z 1
Speed	125
Release Force	12.5
Rope Check Radius	6
Grab Offset	X 0.1 Y 1.5
Sound Grap	throw
Sound Rope Jump	Male Jump
Is Grabing Rope	
Current Available Rope	None (Rope Point)
Layer As Rope	Rope
Is Jumping Out From Rope	
Layer Top Pipe	TopPipe
Is Hanging Top Pipe	
Hanging Offset	X 0 Y -1
Hanging Move Speed	3

- **Player ID**: must a unique ID
- **Gravity**: the gravity force apply for this character (change the value in the Ground Parameter)
- Trail FX: turn the trail FX when run on-off
- **Sliding Time:** the sliding time before continue run
- **Sliding Capsult Height**: scale the height of the player collision to avoid hit the platform by head
- **Wall Sliding Speed:** when stick on wall, player will move down with this value speed

- **Wall Sliding Jump Force**: the jump force value applied when jump when stick on wall
- **Acceleration Time…**: the response time to the speed, try to change this value when run, jump to know more
- **Ground Parameter/Water Zone Parameter:**
    - **Move Speed**: moving speed
    - **Run Speed**: running speed
    - **Max Jump Height:** the highest Y value that player can reach if hold the Jump button
    - **Min Jump Height:** the lowest Y value that player reach to if user release the Jump button very fast
    - **Gravity:** set the gravity for the player depend on Ground or Water
- **Climb Offset Pos**: the offset value when grab and climb ledge, depend on the different height of the character, adjust this value to see the better result when the player climb on ledge
- **Climbing Ledge Time:** the time to finish climbing animation, must be adjust depend on the length of the animation clip
- **Climb LC Offset Pos:** read "Climb Offset Pos"
- **Climbing LC Obj Time**: read "Climbing Ledge Time"
- **Jet Force:** the force when use Jetpack
- ROPE
    - Rotate Axis: rotate along the Z axis
    - Speed: rotate speed
    - Release Force: when release the finger, apple this force to player
    - Rope check radius: the distance that allow the player catch the rope
    - Grab Offset: change this value depend on player model for best look
- Hanging Offset: change this value depend on player model for best look
- Hanging Move Speed: set speed for player to move horizontal when hanging

▼ #	Range Attack (Script)	❷ 🔧 ⋮
Script	# RangeAttack	◉
Fire Point	⚡ Firepoint (Transform)	◉
Fire Delay	0.2	
Fire Rate	0	
Bullet Speed	12	
+++BULLET+++		
Projectile	# [BULLET] Bullet (Simple Projectile)	◉
Sound Attack	♫ throw	◉

- Fire Delay: fire projectile after this delay, useful to sync with the animation of firing action
- Fire Rate: the time between 2 shoots
- Bullet Speed: set the speed for bullet

b. GameManager and SoundManager
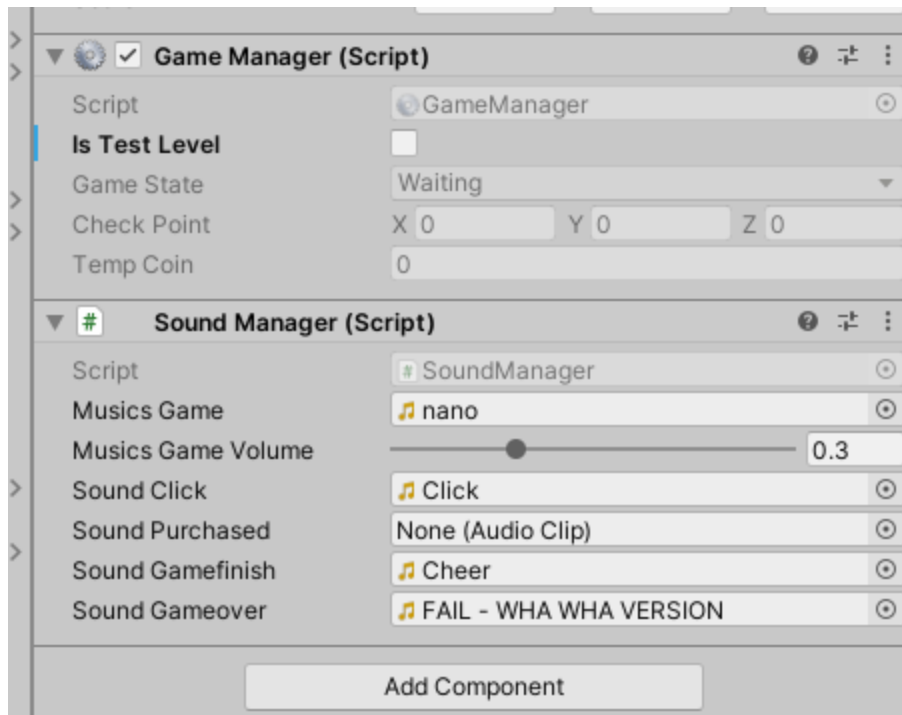
- Is Test Level: no limit live when this checked
- Sound Manager: place game music and sound

c. SHOP SYSTEM
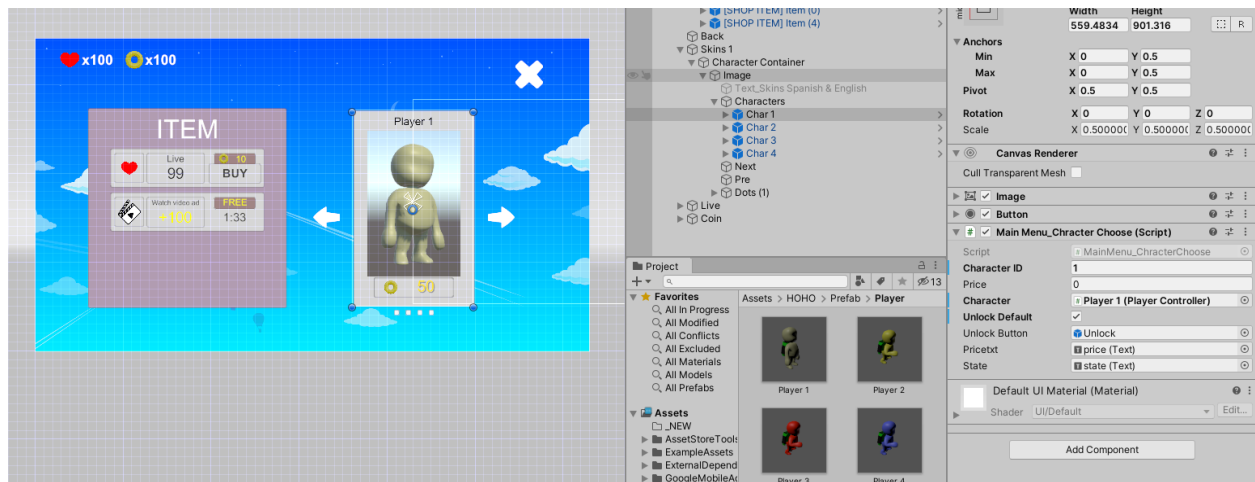
- **Player:**
  - **Character ID:** unique ID
  - **Price:** set price for the character
  - **Character:** link to the player prefab
  - **Unlock Default**: set as free character

d. ADMOB

For more information about setup admob:
https://developers.google.com/admob/unity/quick-start?hl=vi

Install the admob package:
https://github.com/googleads/googleads-mobile-unity/releases/tag/v5.4.0
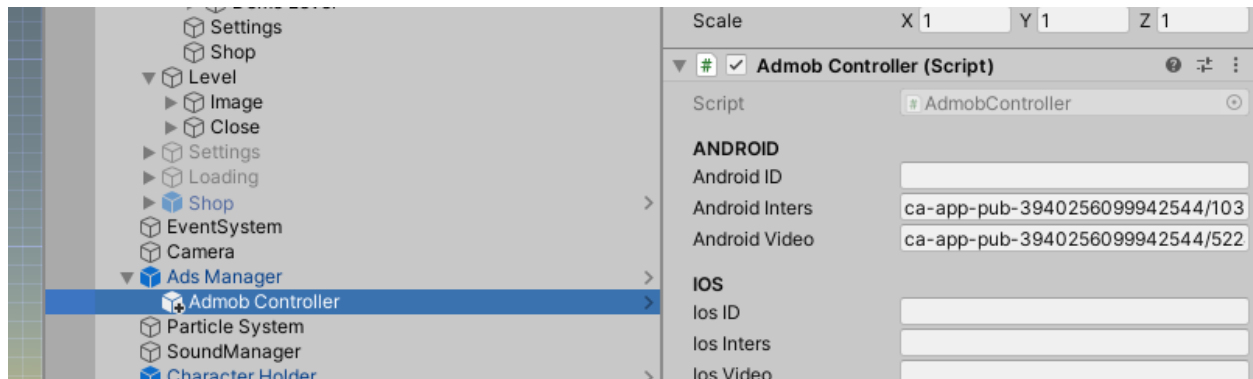
- Fill the Admob IDs here
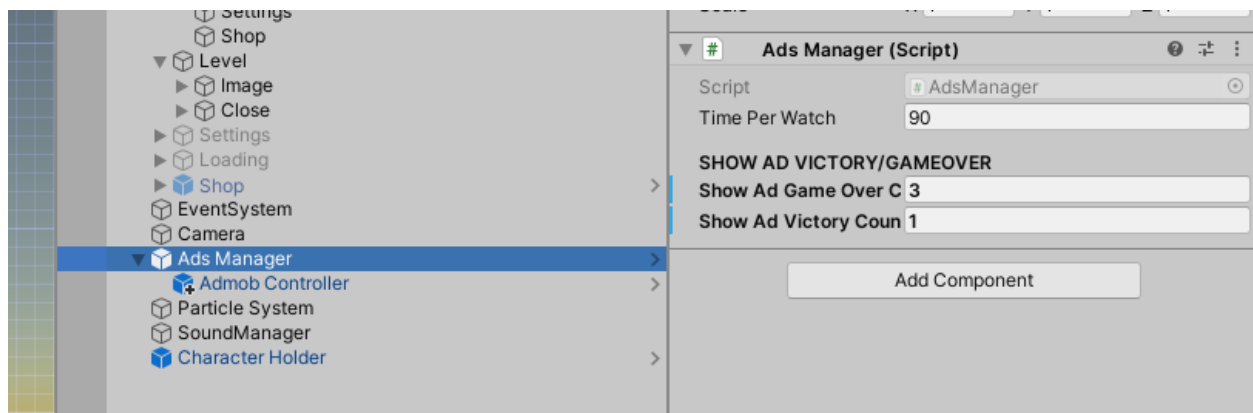
- **Time Per Watch**: after watch ad, must wait to able watch another ad
-
  - Go to Settings… (if you can't find Google Mobile Ads settings then you didn't install the Admob package, so please read the Readme first.txt file to know more
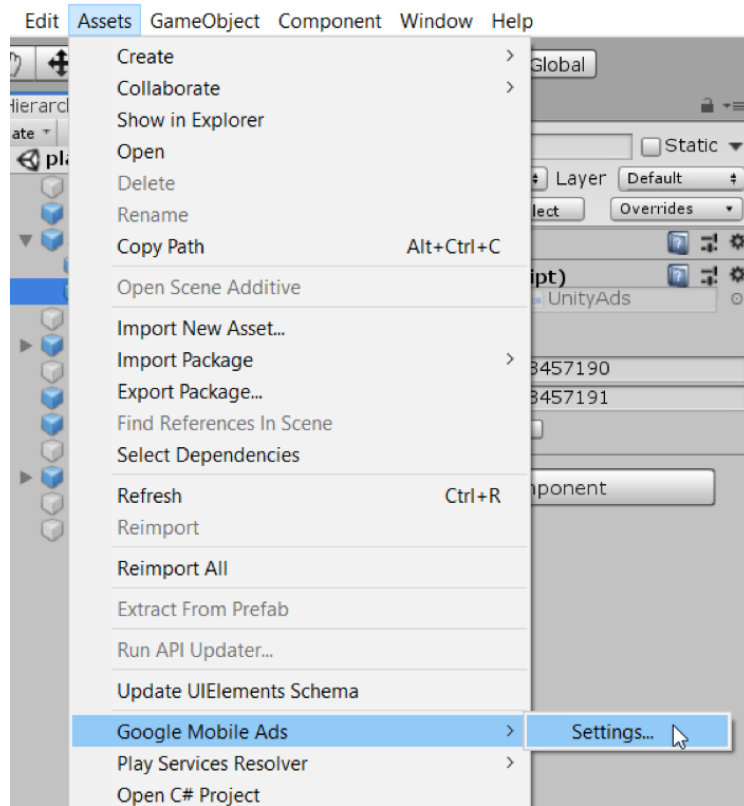
- Then tick Google Ad Manager enable
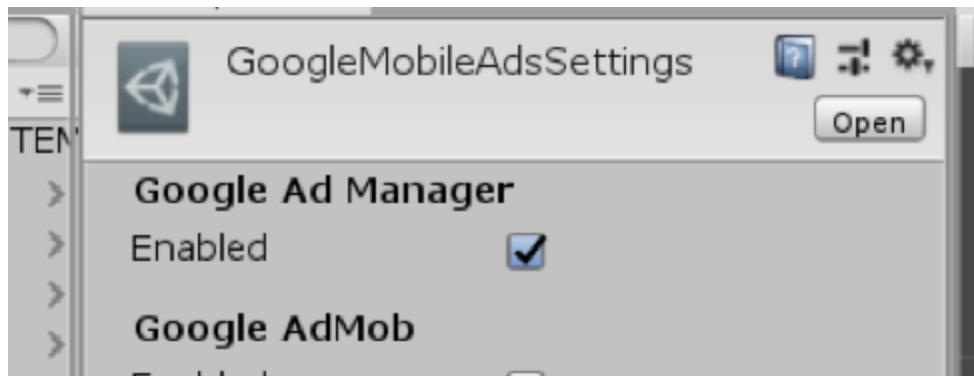
e. Finishpoint
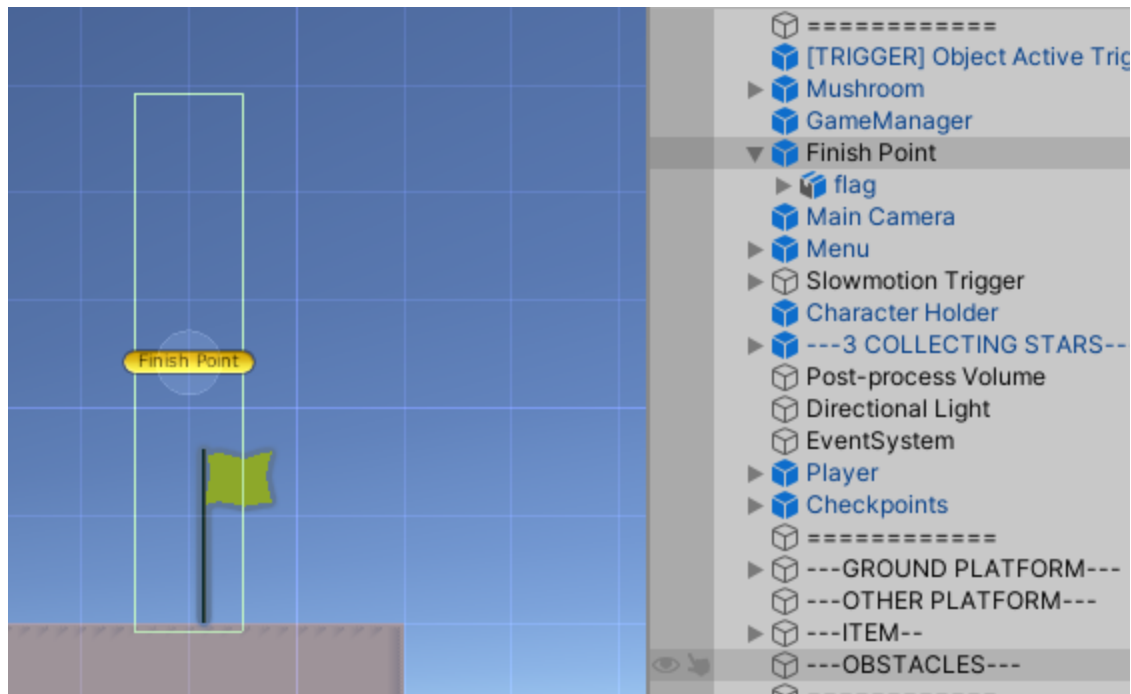
Place finish point to the correct position

f. Main Camera

- **Lerp Speed**: the smooth follow value
- **Offset Player**: the offset to the Player
- **Limit Camera Up/Limit Camera Below:** limit Up position that camera can't pass out (watch the Editor Scene to see the limit line when change this value)

g. Menu

- **Handle text/button/image**

h. Ask Save Me
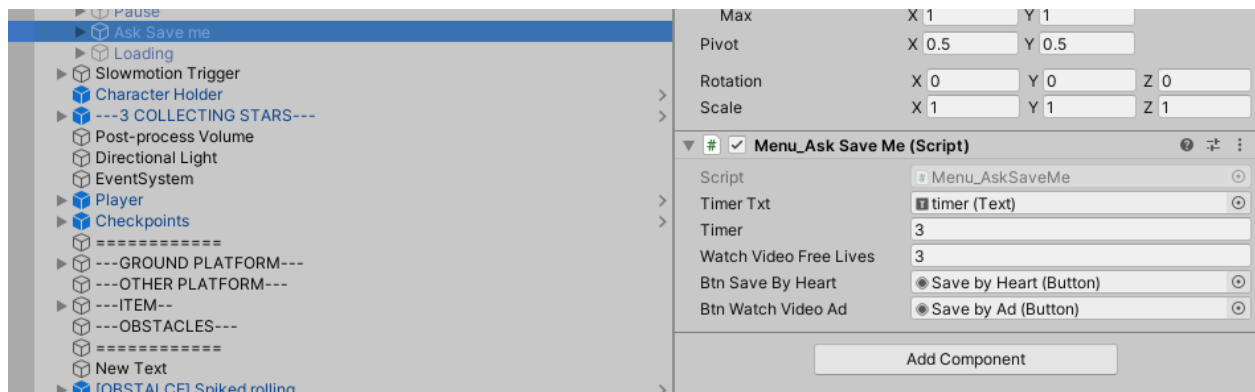
- **Timer:** time to make a choice
- Watch Video Free Lives: reward player lives after watch the video ad

i. Object Active Trigger Helper
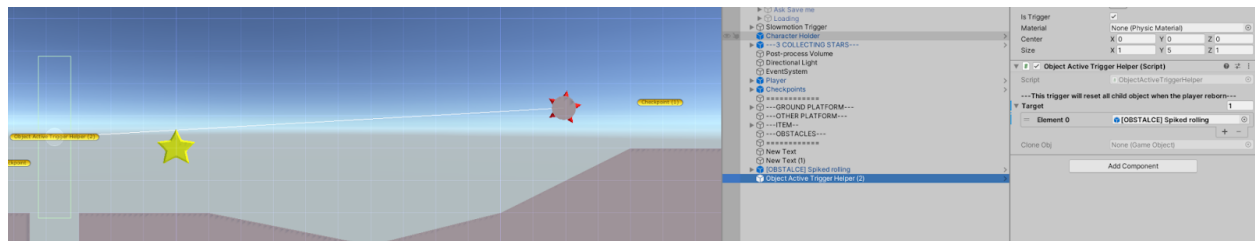
Place the object/objects wanna show it when player contact this trigger, they will be reset when player reborn

j. ENEMIES
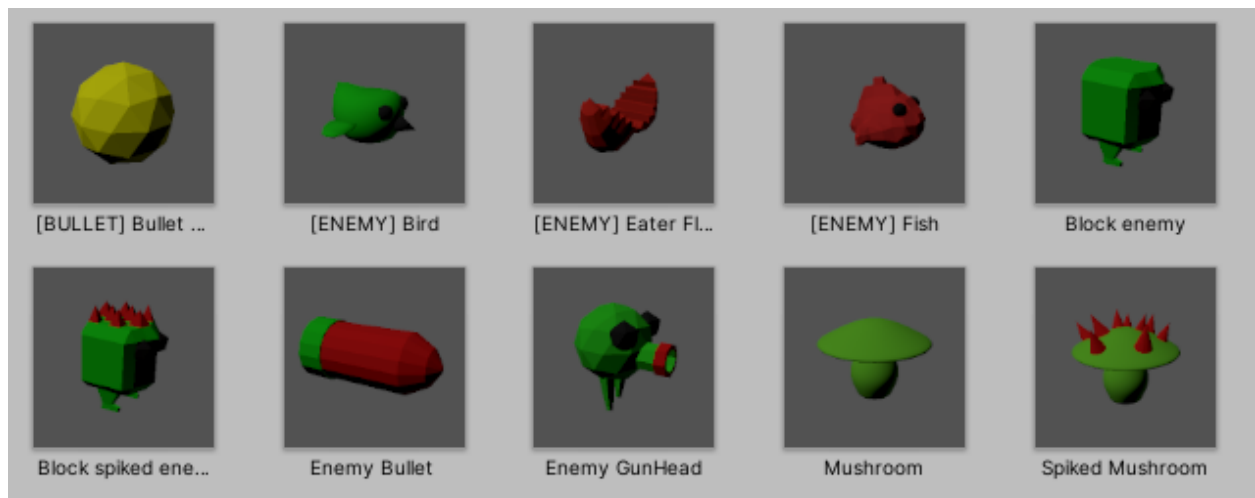
a. **Mushroom, Bird, Block Enemy, Gunhead, Bird:** use same Simple Enemy script

- **Can Be Kill When Player Jump On:** allow player kill this enemy by jump on his head
- Horizontal Input: set the first direction moving when start
- Gravity: set gravity for character
- Patrol
    - Use patrol: set the limit left and right for the character
    - Limit Local Left: set the left position X for character
    - Limit Local Right: set the right position X for character
- Fire Bullet
    - Allow fire bullet: allow the character shooting the bullet
    - Fire Rate: delay between 2 shoots
    - Bullet Speed: set speed for the bullet

b. **Eater Flower**
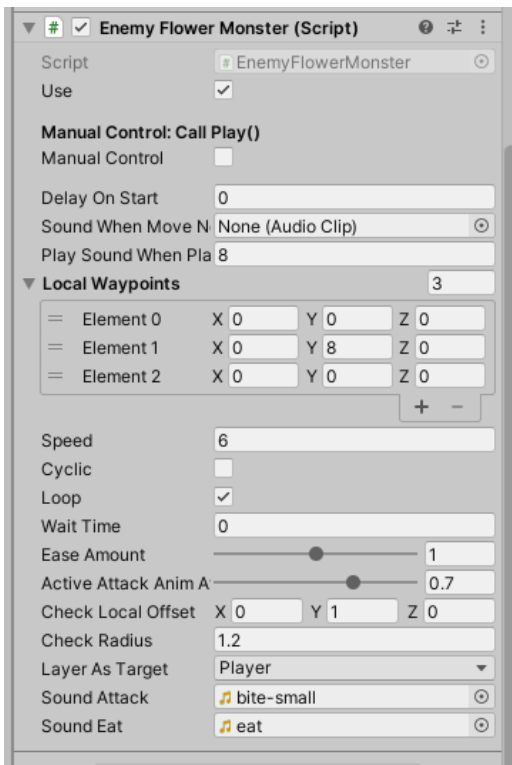
- **Delay on Start:** delay a while before moving
- Local Waypoints: set the points to move
- Speed: set the moving speed
- Wait Time: stop and wait before move to next point
- Check Local Offset: set the check target point offset with the object
- Check Radius: set the detect radius to catch the target
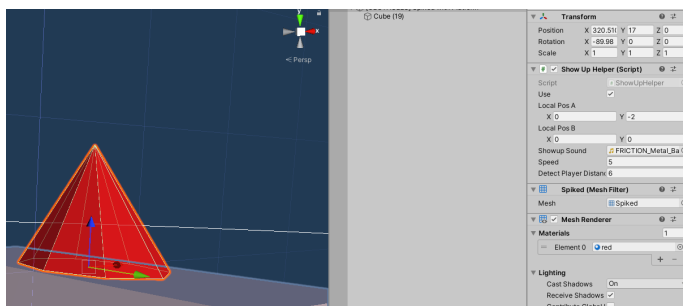
k. Enemy Bullet
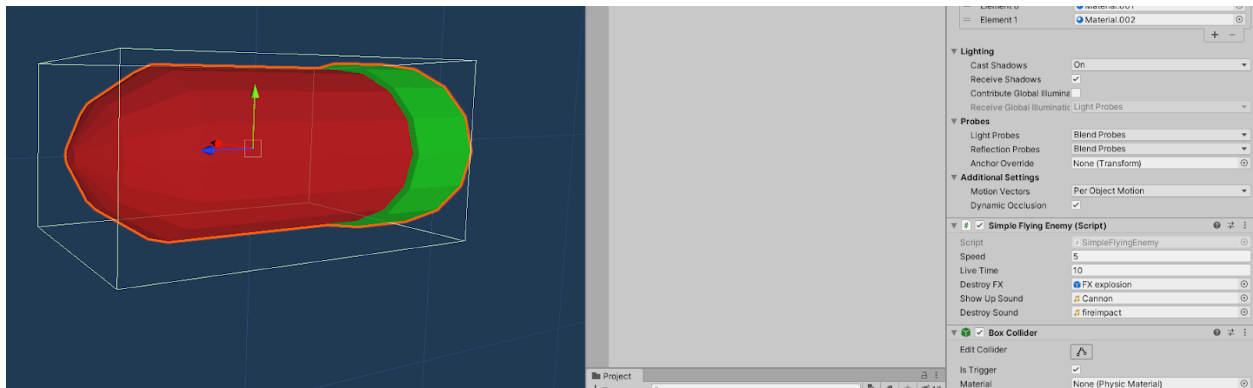
- **Live Time:** auto disable after this time value
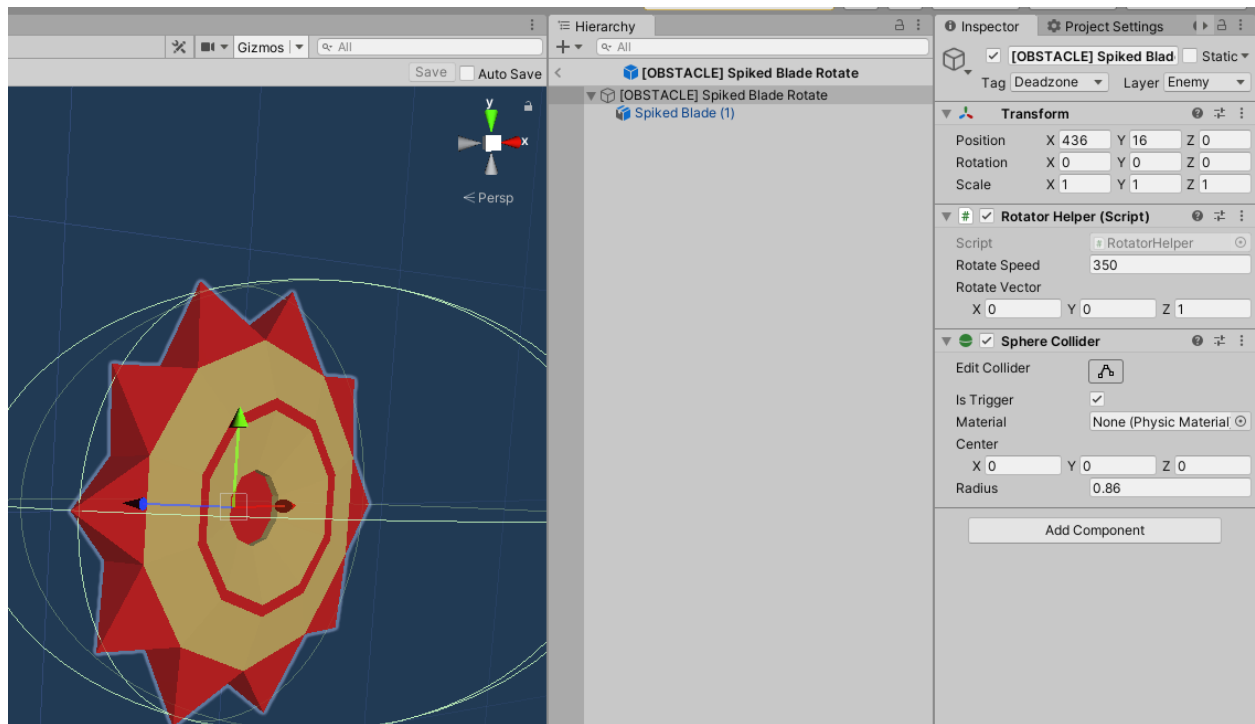
l. [OBSTACLES] Spiked Rotator
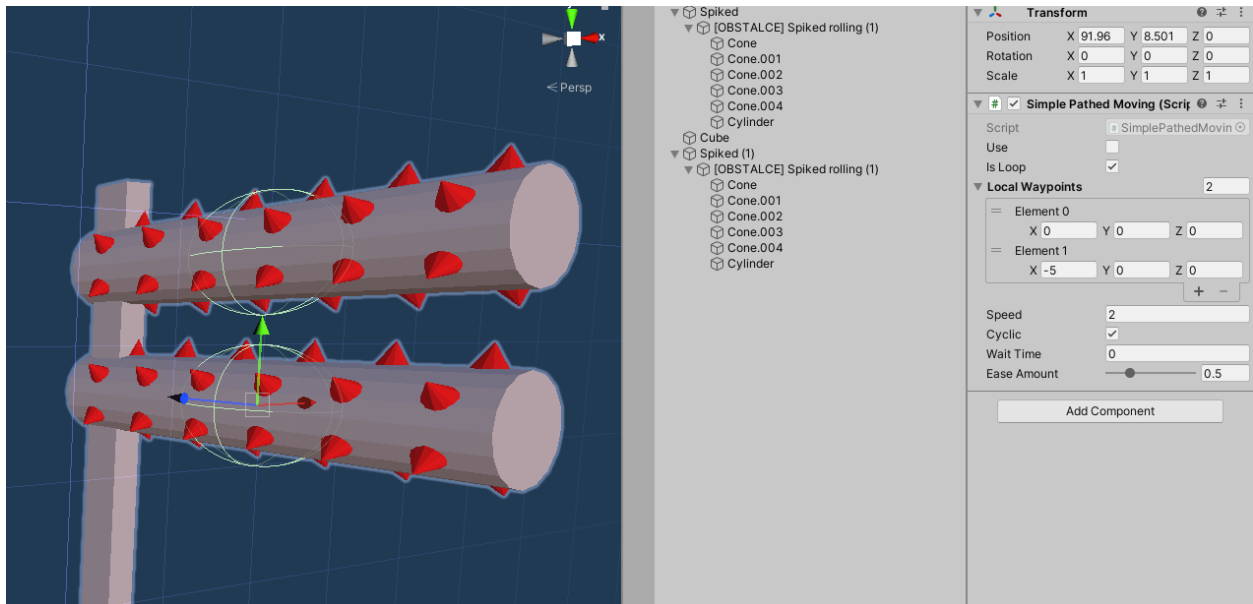
- **Use:** allow it moving or not
- **Local Waypoints:** set the local points to move

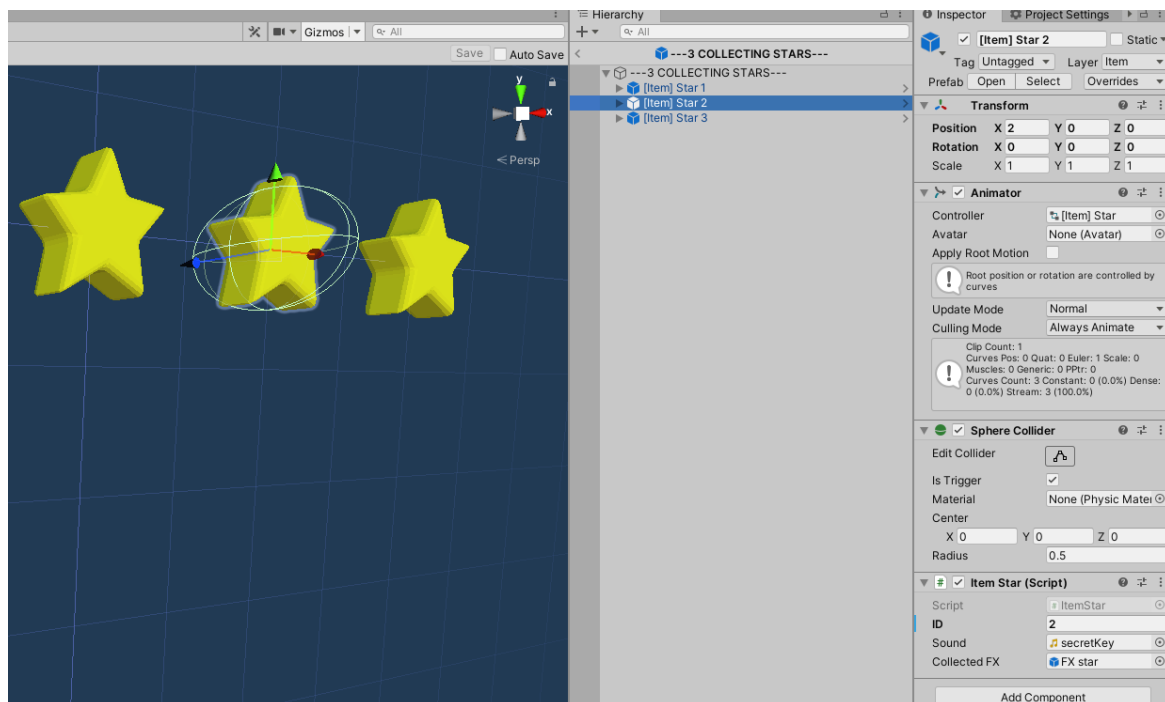### m. [OBSTACLES] Spiked with Platform

- **Use:** use move from A to B position or not
- **Detect Player Distance:** active when the player in this range
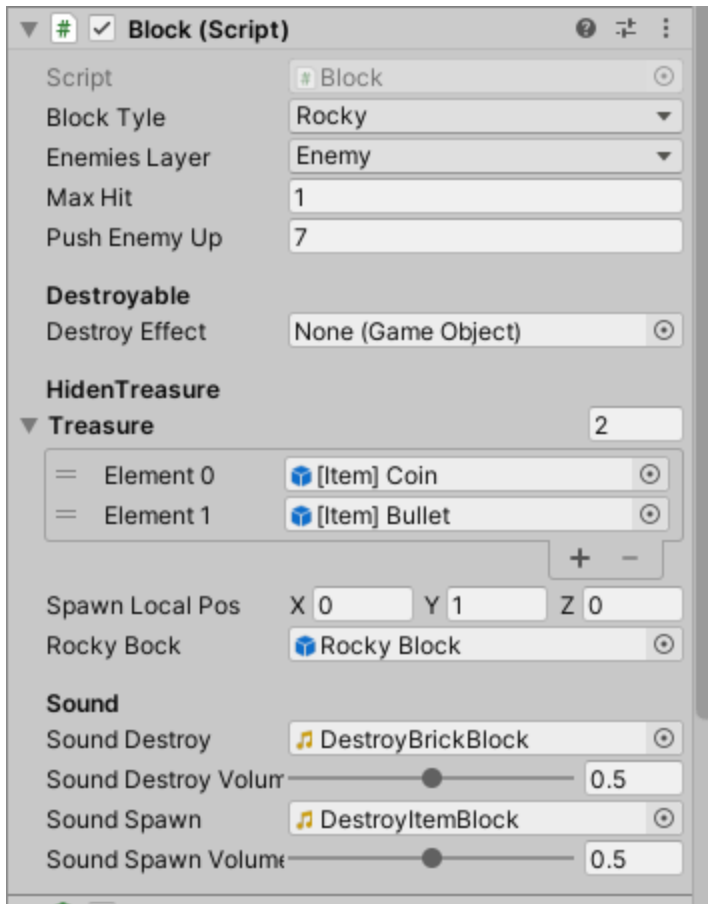
### n. [OBSTACLE] Spiked Blade Rotate

o. 3 COLLECTING STARS

- Place the star along with the level for player can collect them

p. Bricks

[BRICK] Normal   [BRICK] Random

Block (Script)	
Script	# Block
Block Tyle	Rocky
Enemies Layer	Enemy
Max Hit	1
Push Enemy Up	7
Destroyable	
Destroy Effect	None (Game Object)
HidenTreasure	
▼ Treasure	2
= Element 0	[Item] Coin
= Element 1	[Item] Bullet
	+ −
Spawn Local Pos	X 0 Y 1 Z 0
Rocky Bock	Rocky Block
Sound	
Sound Destroy	DestroyBrickBlock
Sound Destroy Volum	0.5
Sound Spawn	DestroyItemBlock
Sound Spawn Volume	0.5

- **Block Type:** Set block can be destroyed or turn to Rock object after player hit it
- Max Hit: how many time player can hit it before it turn out
- Treasure: place the item that you want it spawn when player hit it
- Spawn Local Pos: set the position to spawn the item

q. **Hidden Pine path**
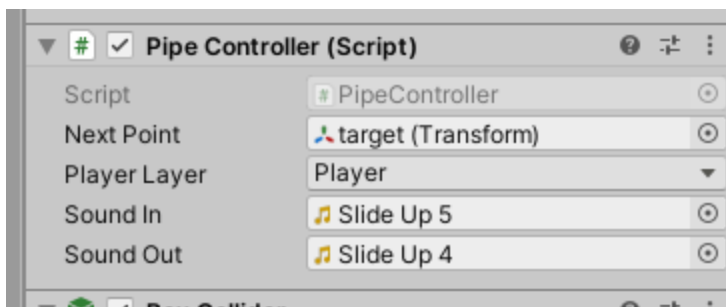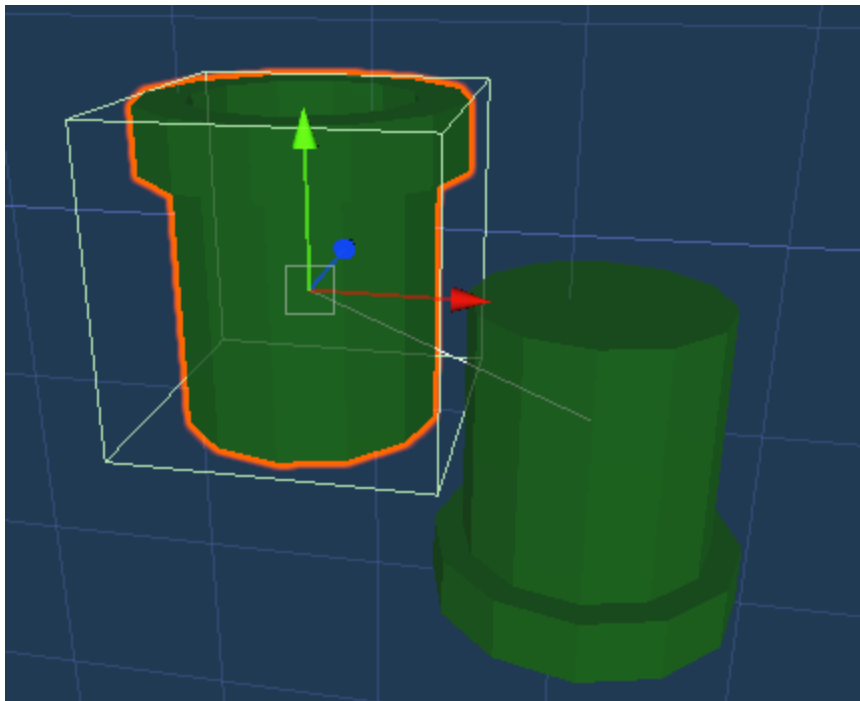
-> Drag the target pipe to the desire position that you want the player move to