

# **USER GUIDE**

## **KNIFE UP**

**-Onefall Games-**



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## I. INTRODUCTION



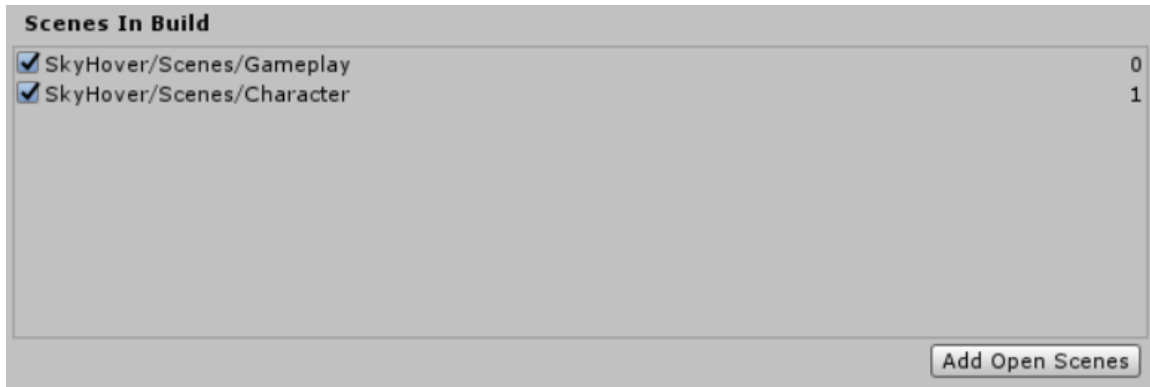
**Knife Up** is an exciting endless one-touch game in which you touch the screen to force up the knife. Try to avoid other knives and obstacles, collect coins to unlock new knives and fighting boss. The game is ready to release straight out of the box, and it can also be easily customized to make it even more engaging to your players. Supports for PC/Mac, iOS, Android, etc!. Some features:

- ❖ Addictive one-touch gameplay
- ❖ Daily reward system
- ❖ 20 built-in knives, very easy to add more knives
- ❖ Unlock knives with coins
- ❖ Endless level, config levels right in the editor
- ❖ 10 boss, very easy to new boss
- ❖ Ready to publish out-of-the-box
- ❖ Free-to-use assets (fonts, sounds, music, model, etc.)
- ❖ Unity Ads and Admob (banner, interstitial and rewarded video)
- ❖ General share Android/IOS
- ❖ Optimized for mobile

## II. TEMPLATE SETUP

This template was designed for mobile (Android, IOS, Windows Phone...) so after imported the package to unity, you need to switch to Android or IOS, or Window Phone.

The template contains two scenes. You need to start from scene Gameplay first.

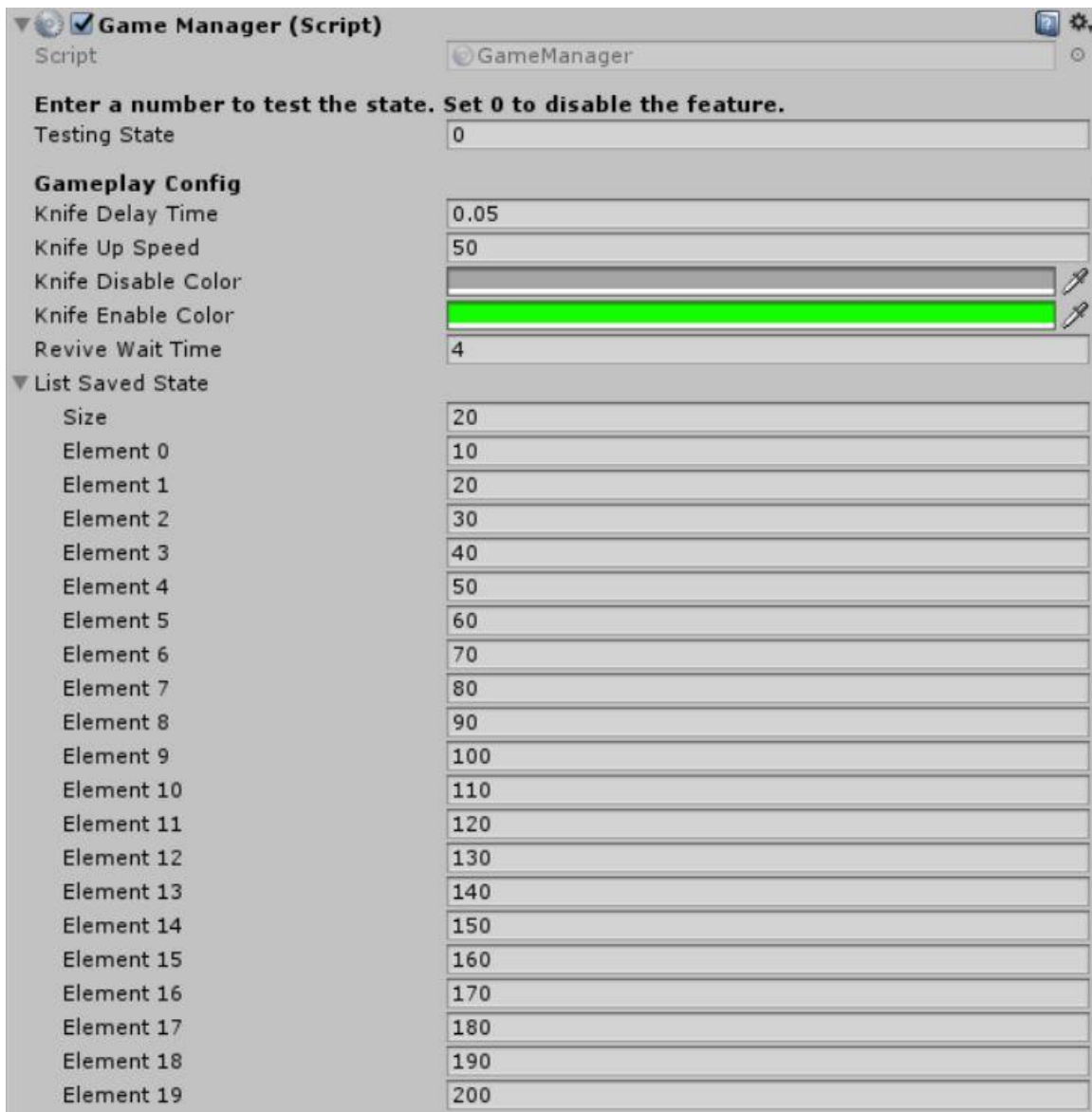


### III. TEMPLATE CUSTOMIZATION

#### 1. Gameplay Tweaking

##### *1.1. GameManager*

Most of important gameplay parameters can be configured within the GameManager component which is attached to a game object also named GameManager in the hierarchy.

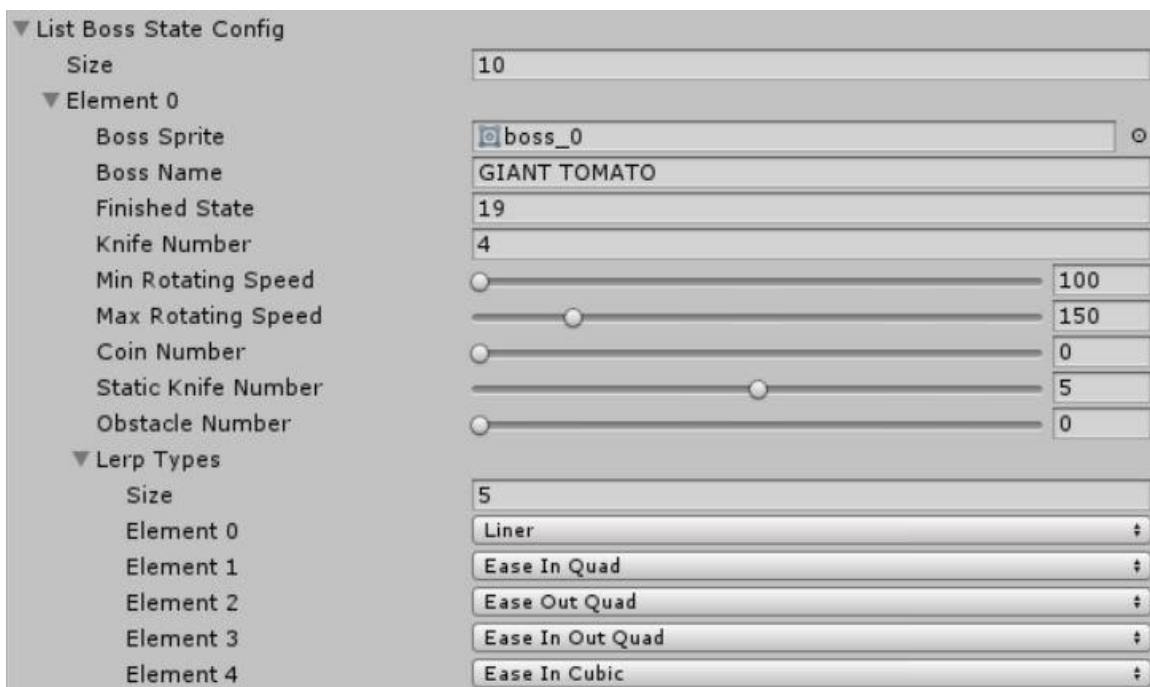


You can tweak the gameplay by modifying following variables:

- ❖ *Testing State*: after design states, you want to test some states. This number allow you to test the state without affecting gameplay. Set a number to test state and 0 to disable.
- ❖ *Knife Delay Time*: the delay time to creating knives.
- ❖ *Knife Up Speed*: the moving up speed of the knife.
- ❖ *Knife Disable Color*: the color when knife is already throwed (knives shadow on UI).
- ❖ *Knife Enable Color*: the color when knife isn't throw (knives shadow on UI).

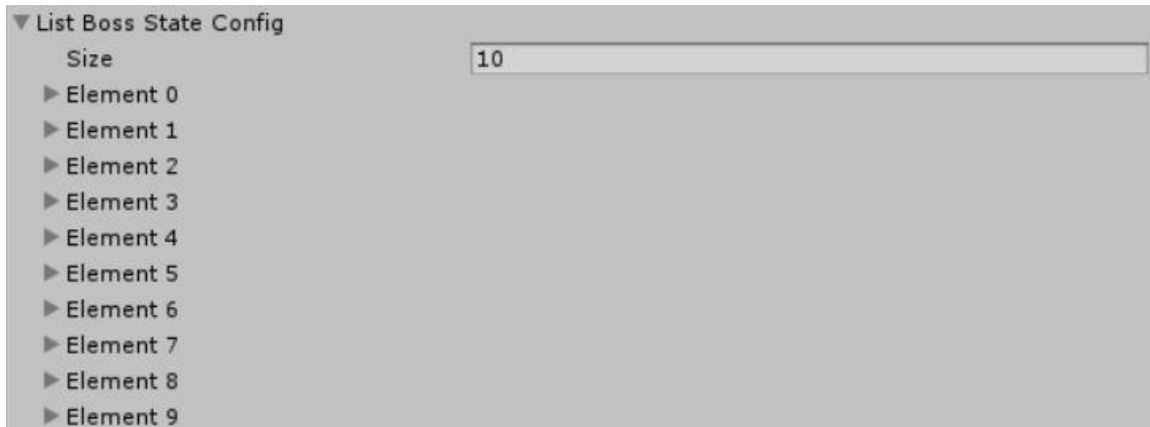
- ❖ *Revive Wait Time*: wait time for revive feature.
- ❖ *List Saved State*: the list contains the states that you want to save as check point. Example, you want to saved the greated state that you finished and when you lose ans restart the game, you will start from the greatest state that you save before.

In this game, there're two type of state: normal state and boss state. Normal state is the state that you play as main state. Boss state is the state that you fight with boss. GameManager object contains a variable named ListBossStateConfig allow you to config each boss state right in the editor.

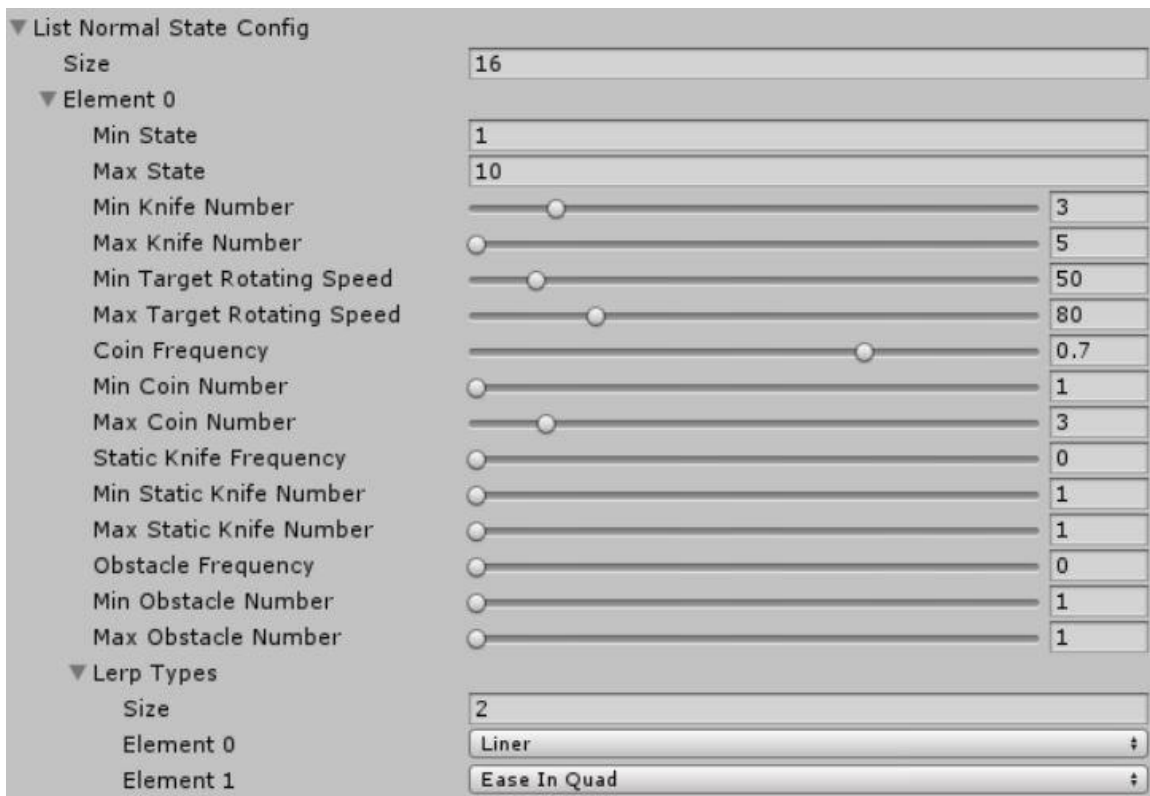


- ❖ *Boss Sprite*: sprite of the boss.
- ❖ *Boss Name*: name of the boss.
- ❖ *Finished State*: the state you need to finish before the boss state created.
- ❖ *Knife Number*: how many dymanic knife in this boss state (knives that you throw from the bottom).
- ❖ *Min rotating Speed & Max Rotating Speed*: minimum and maximum rotating speed of the boss. The actual rotating speed will be randomized between these two values.
- ❖ *Coin Number*: how many coins in this boss state.
- ❖ *Static Knife Number*: how many static knife in this boss state.
- ❖ *Obstacle Number*: how many obstacle in this boss state.
- ❖ *Lerp Type*: the type of lerping when the boss rotating (<https://easings.net/>).

The game currently has 10 boss that already designed. But you can add more boss id you want and it very easy. Just resize the *ListBossStateConfig* and adjust those values.



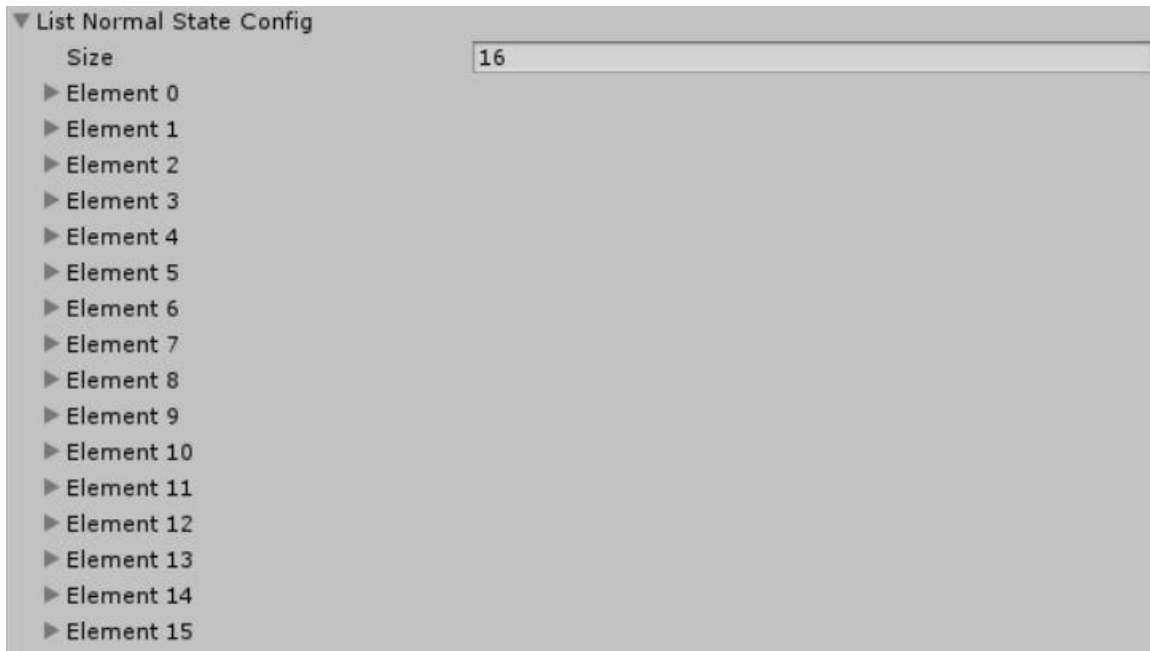
The variable named *ListNormalStateConfig* in GameManager object allow you to config each part of all states like state 1 to state 10, state 10 to state 20, state 20 to state 30...



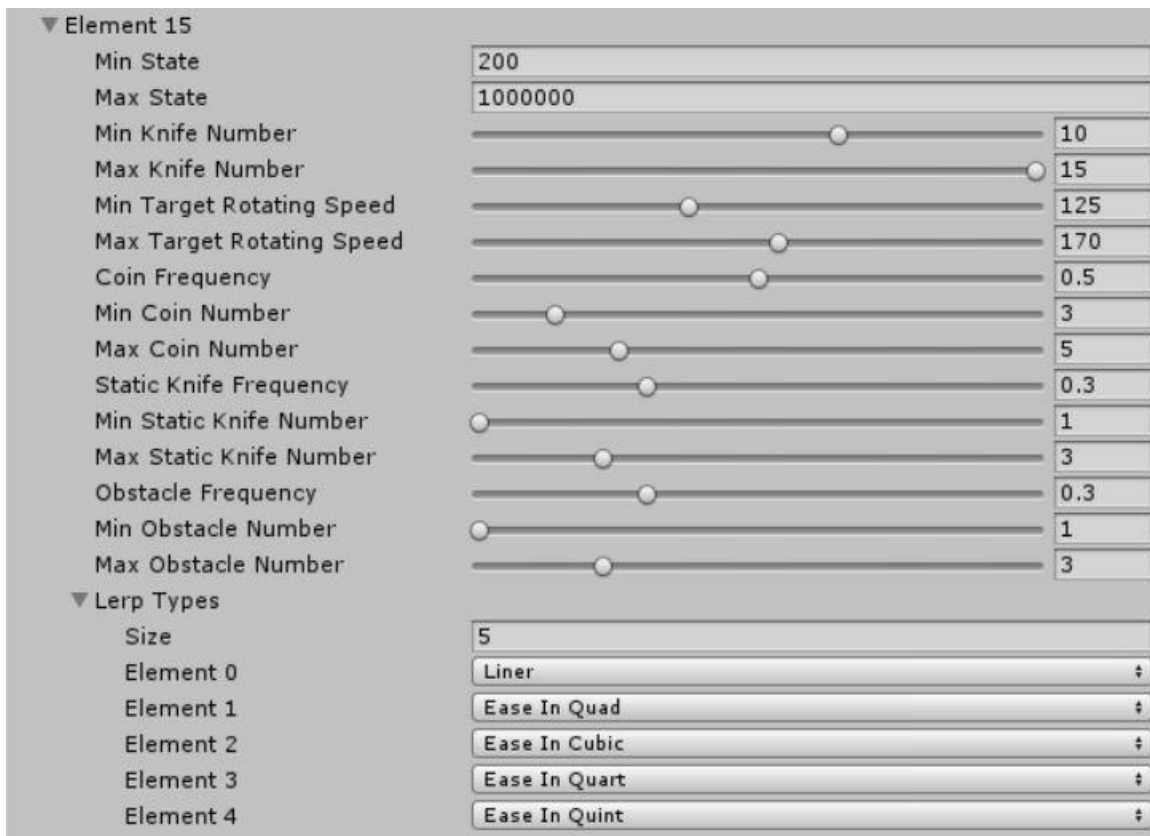
❖ *Min State & Max State*: the minimum and maximum state of the part. States

- between these two value will follow these config variables.
- ❖ *Min Knife Numer & Max Knife Number*: how many dynamic knife will be created in this state. The actual value will be randomized between these two values.
  - ❖ *Min Target Rotating Speed & Max Target Rotating Speed*: how fast the target rotate. The actual value will be randomized between these two values.
  - ❖ *Coin Frequency*: the frequency to create coins.
  - ❖ *Min Coin Number & Max Coin Number*: how many coin will be created in this state. The actual value will be randomized between these two values.
  - ❖ *Static Knife Frequency*: the frequency to create static knife.
  - ❖ *Min Static Knife Number & Max Static Knife Number*: how many static knife will be created in this state. The actual value will be randomized between these two values.
  - ❖ *Obstacle Frequency*: the frequency to create obstacle.
  - ❖ *Min Obstacle Number & Max Obstacle Number*: how many obstacle will be created in this state. The actual value will be randomized between these two values.
  - ❖ *Lerp Types*: the array of lerping type (you can check some lerp functions here: <https://easings.net/> ).

The game currently has endless level with 200 levels that already designed. But you can add more boss id you want and it very easy. Just resize the *ListNormalStateConfig* and adjust those values.

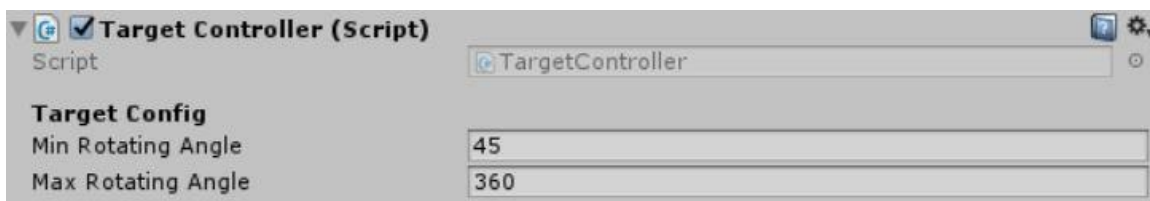






## 1.2. TargetController

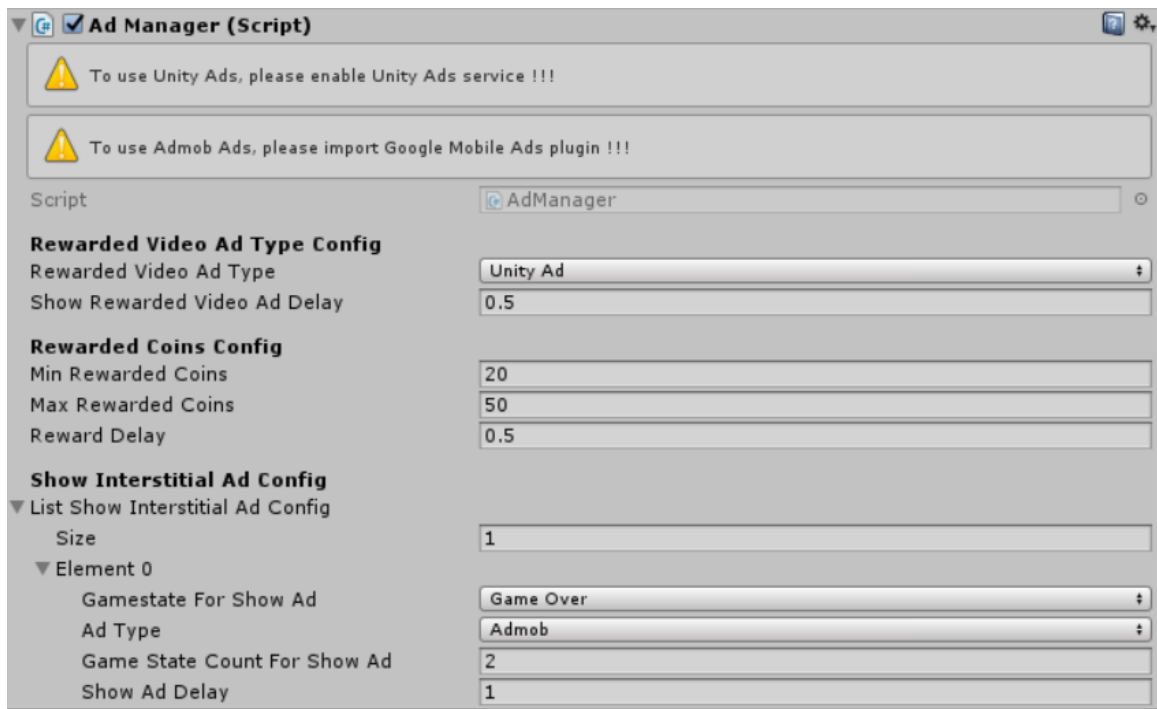
Target object in the hierarchy contains *TargetController* allow you to config the rotating angle of the target.



- ❖ *Min Rotating Angle:* minum rotating angle of the target.
- ❖ *Max Roating Angle:* maximum rotating angle of the target.

## 2. Ad Manager

The AdManager object in hierarchy contains AdManager component, in which you can customize which type of ads you want to use and how you want to show the ads.



In the image, you can see two warnings that tell you Unity Ads Services is disabled and Google Mobile Ads plugin is not imported.

To enable Unity Ads, switch the platform to iOS or Android, then go to Window > Services and select the Ads tab.

Inspector

Services


Go to Dashboard

## Project Template

### SERVICES


Unity provides you a suite of integrated services for creating games, increasing productivity and managing your audience.

SERVICESAGE DESIGNATIONSETTINGS

 Ads


Monetize your games

OFF

 Analytics


Discover player insights

OFF

 Cloud Build


Build games faster

OFF

 Collaborate


Create together seamlessly

OFF

 Performance Reporting

Discover app errors

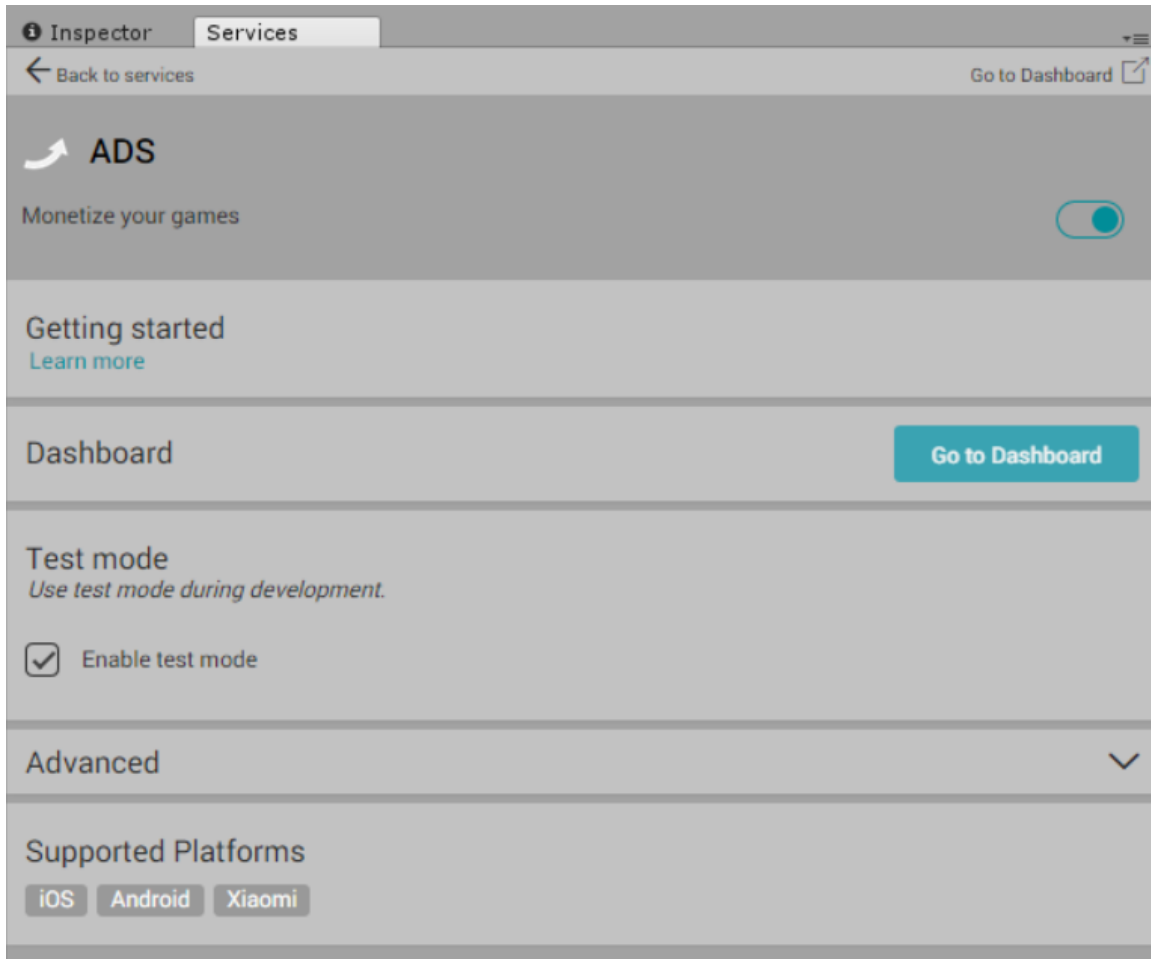
OFF

 In-App Purchasing

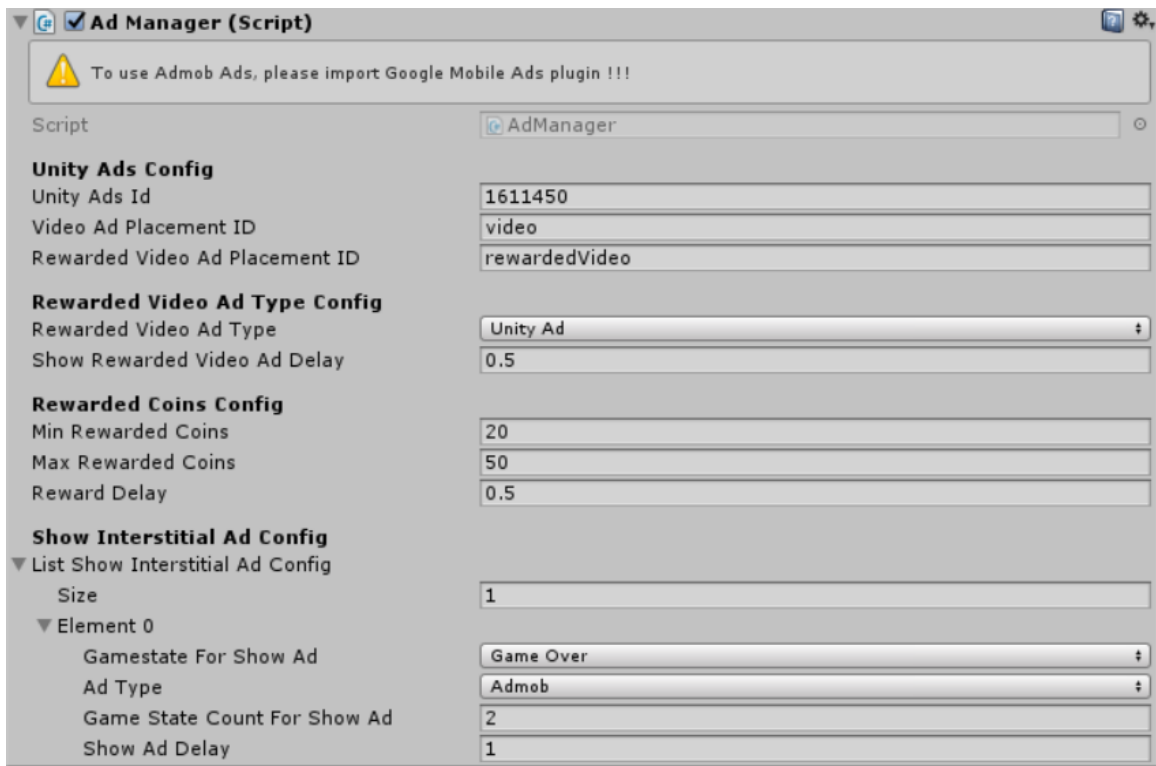
Simplify cross-platform IAP

OFF

In the opened configuration window, click the toggle at the right-hand side to enable Unity Ads service. You may need to answer a few questions about your game.



Now switch back to AdManager inspector.



You can see there's a field called "Unity Ads Config". This is where you can configure unity ad ids such as unity ads id, video ad id and rewarded video ad id.

To use Admob, go to this link: <https://github.com/googleads/googleads-mobile-unity/releases>, download and import the latest version of Google Mobile Ads plugin into your unity project.

After imported, switch back to AdManager inspector.

**Ad Manager (Script)**

Script: AdManager

**Unity Ads Config**

Unity Ads Id: 1611450

Video Ad Placement ID: video

Rewarded Video Ad Placement ID: rewardedVideo

**Admob Ads Config**

**Admob Id**

Android Admob App Id: ca-app-pub-1064078647772222~8462516402

**Banner Id**

Android Banner Id: ca-app-pub-1064078647772222/9329609006

Banner Position: Bottom

**Interstitial Ad Id**

Android Interstitial Id: ca-app-pub-1064078647772222/2139808686

**Rewarded Base Video Id**

Android Rewarded Base Video Id: ca-app-pub-3940256099942544/5224354917

**Rewarded Video Ad Type Config**

Rewarded Video Ad Type: Unity Ad

Show Rewarded Video Ad Delay: 0.5

**Rewarded Coins Config**

Min Rewarded Coins: 20

Max Rewarded Coins: 50

Reward Delay: 0.5

**Show Interstitial Ad Config**

▼ List Show Interstitial Ad Config

Size: 1

▼ Element 0

Gamestate For Show Ad: Game Over

Ad Type: Admob

Game State Count For Show Ad: 2

Show Ad Delay: 1

You can see the field called “ Admob Ads Config “. This is where you can config admob ads.

Unity Ads Config:

- ❖ *Unity Ads Id*: the ads id of your project.
- ❖ *Video Ad Placement ID*: the video ad id of your project.
- ❖ *Rewarded Video Placement ID*: the rewarded video ad id of your project.

Admob Ads Config:

- ❖ *Adroid Admob App Id & IOS Admob App ID*: the android and ios ids of your admob app.
- ❖ *Android Banner Id & IOS Banner Id*: the banner ad ids of android and ios.
- ❖ *Banner Position*: the position of banner ad.
- ❖ *Android Inserstitial Id & IOS Interstitial Id*: the interstitial ad ids of android

and ios.

- ❖ *Android Rewarded Base Video Id & IOS Rewarded Base Video Id:* the rewarded base video ad ids of android and ios.

Rewarded Video Ad Type Config:

- ❖ *Rewarded Video Ad Type:* the type of rewarded video ad (Unity Ad and Admob Ad).
- ❖ *Show Rewarded Video Ad Delay:* the delay time to show rewarded video ad.

Rewarded Coins Config:

- ❖ *Min Rewarded Coins & Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized between these two values.
- ❖ *Reward Delay:* the delay time to show rewarded video.

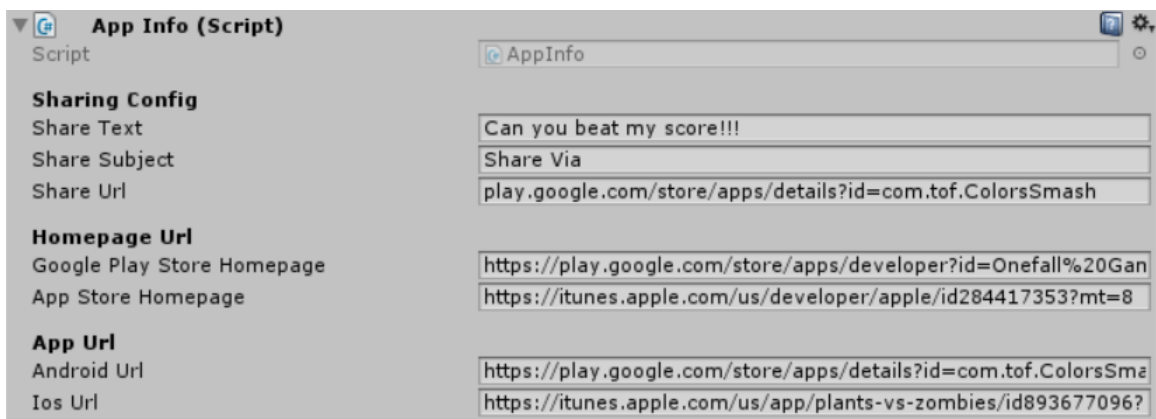
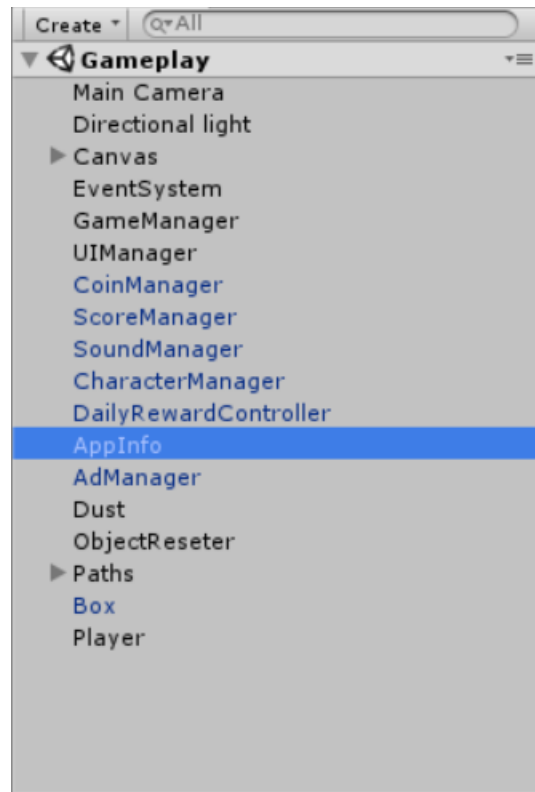
Show Interstitial Ad Config:

- ❖ *Game State For Show Ad:* the game state for the ad showing up.
- ❖ *Ad Type:* the type of ad to show.
- ❖ *Game State Count For Show Ad:* the number of game state that the game go through to show ad. Example: if 2 and *Game State For Show Ad* is GameOver, that mean the ad will show up after 2 times of game over.
- ❖ *Show Ad delay:* the delay time for showing ad.

### 3. App Information

All information of the app can be config in AppInfo game object. It contains the information to share image, texts rate app feature...You can config these features

from the AppInfo object in the hierarchy.

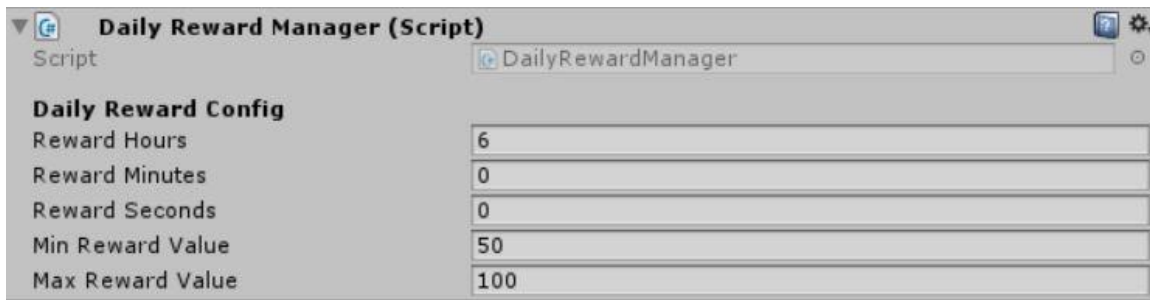


- ❖ *Share Text*: the text to for sharing feature.
- ❖ *Share Subject*: the subject for sharing feature.
- ❖ *Share Url*: the url for sharing feature.
- ❖ *Google Play Store Homepage*: the homepage url of your google play store.
- ❖ *App Store Homepage*: the homepage url of your app store.
- ❖ *Android Url*: the url of your android app.
- ❖ *Ios Url*: the url of your ios app.



#### 4. Daily Reward Feature

This template has a built-in daily reward system in which the user will be rewarded with coins every predefined interval of time. This is an effective way to increase user engagement and retention for your game. You can configure this feature from the *DailyRewardManager* object in the hierarchy.



- *Reward Hours, Minutes and Seconds*: the amount of time until the next reward.
- *Min Reward Value & Max Reward Value*: the actual rewarded coins will be randomized between these two values

#### 5. Adding More Characters

Endless Missiles is already packed with 15 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

- Create a character sprites.
- Navigate to *Assets/KnifeUp/Prefabs/Gameplay/Characters* and duplicate one of the available character prefabs.
- Change the name of the prefab to a preferred one.
- Replace the *Sprite* in the *Image* component of the children with your new sprite.
- Enter the character name and price to the *CharacterInfo* component. Check the *isFree* box if you want to give out this character for free (it will be automatically unlocked).
- Resize the character array in *CharacterManager* game object then drag the new character to it and hit *Apply* to save changes to its prefab.

Now the new character has been added and ready to use in game! You will see it listed in the *Character* scene.

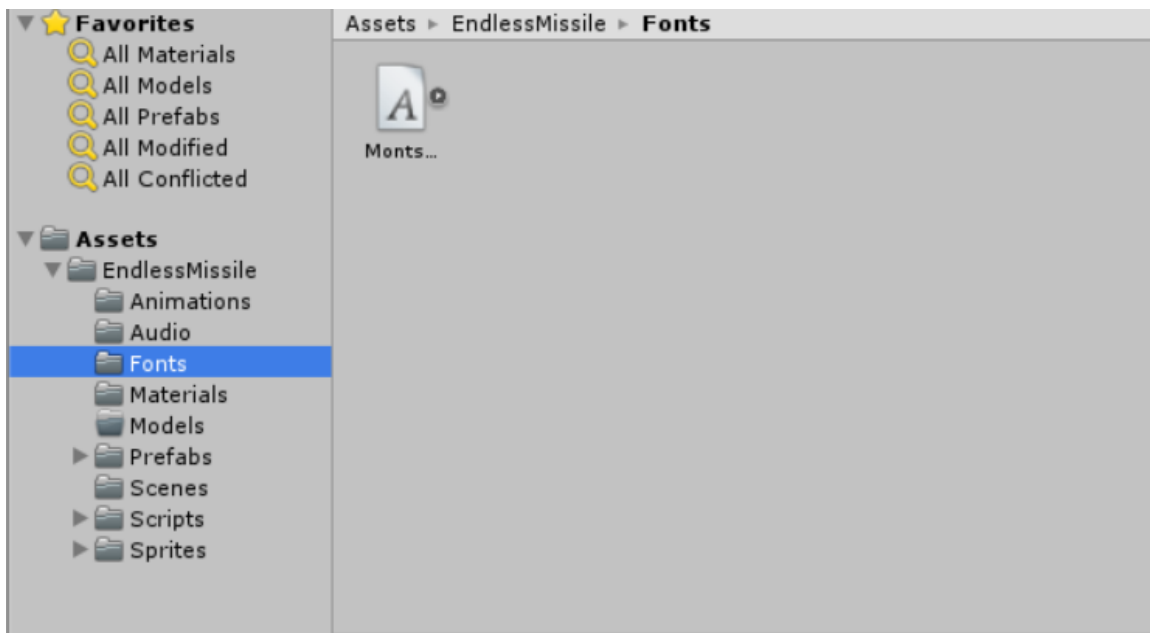
\* **IMPORTANT:** the new character's name must not repeat any existing character name.

## 6. Customizing UI

All sprites used in this game (for buttons and other UI components) are located under the *Sprites/UI* folder. You can replace them with your own sprites to modify the UI as you like.

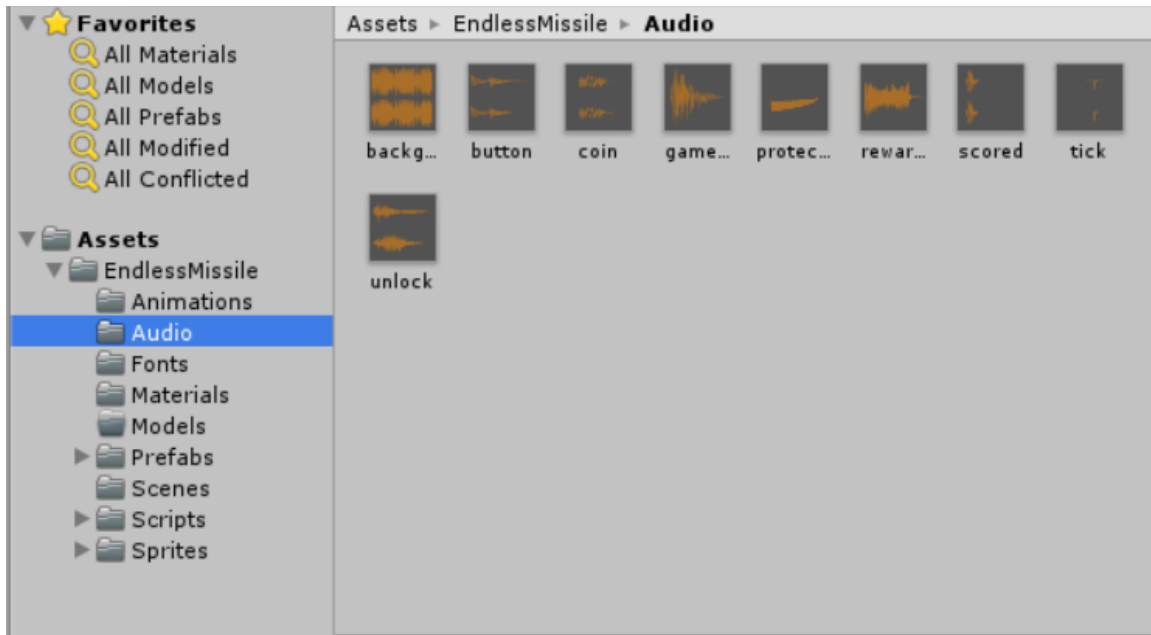


All fonts used in this game are free-to-use in commercial projects. Fonts are located under the *Fonts* folder together with appropriate license files.



## 7. Sounds

All sounds included in this game are free-to-use in commercial projects and are located under the *Audio* folder.



**THANK YOU AND GOOD LUCK WITH YOUR GAMES!**