

PEGUIN ADVENTURE- COMPLETE GAME KIT

- I. Introduce gameplay and features
- II. Tutorial
 1. Game Editor
 2. Game Controller
 3. Ads:
link download Admob package: <http://bit.ly/1ZxtkuL>
link download Applovin package: <http://bit.ly/1Y65vvq>
 4. Introduce Monsters and other things
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If you like this game, please review it, I appreciate it ;)

I. Introduce gameplay and features

Let's take adventure and help a little cute Penguin against the alien monsters.

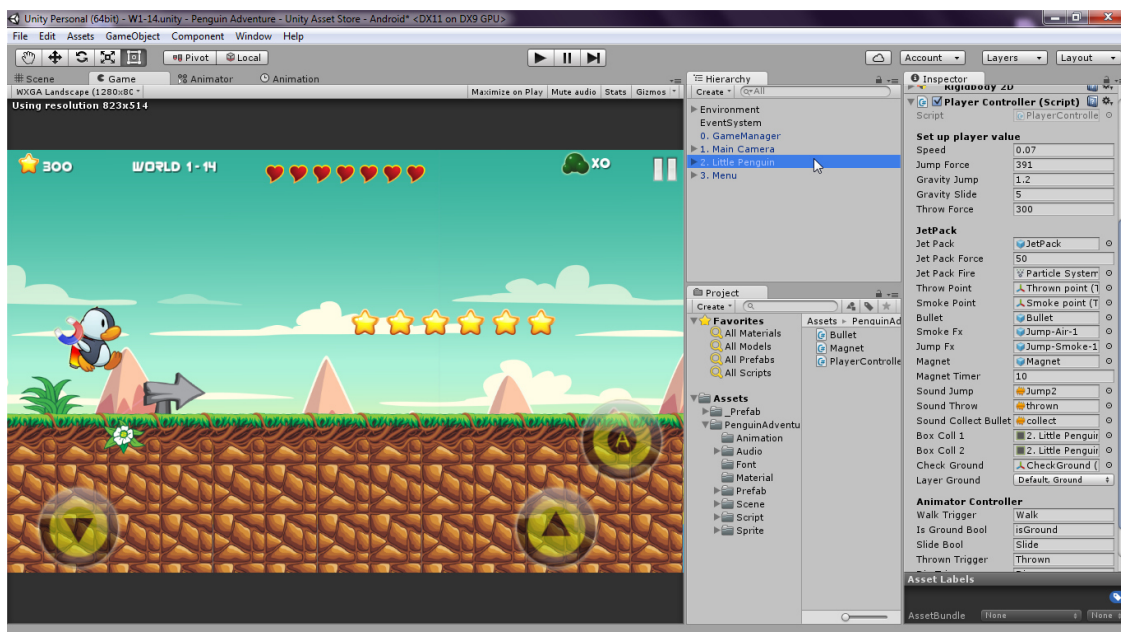
Simple gameplay, nice graphic, funny monsters and sound, very funny and very interesting, you can help him slide, jump, fire or even fly with a cannon or rocket, WOW

FEATURES:

- + Nice sound and graphics
- + Classic platform game style
- + Simple gameplay, just tap and tap
- + Monetization with Admob integrated
- + Addictive gameplay
- + Total C#, Easy to play, easy to learn, easy to reskin

II. TUTORIAL

1. Game Editor



2. Game Controller

Main folder:

- **Animation:** Holds the animation clips made with Unity's built-in animation system.
- **Prefab:** 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.

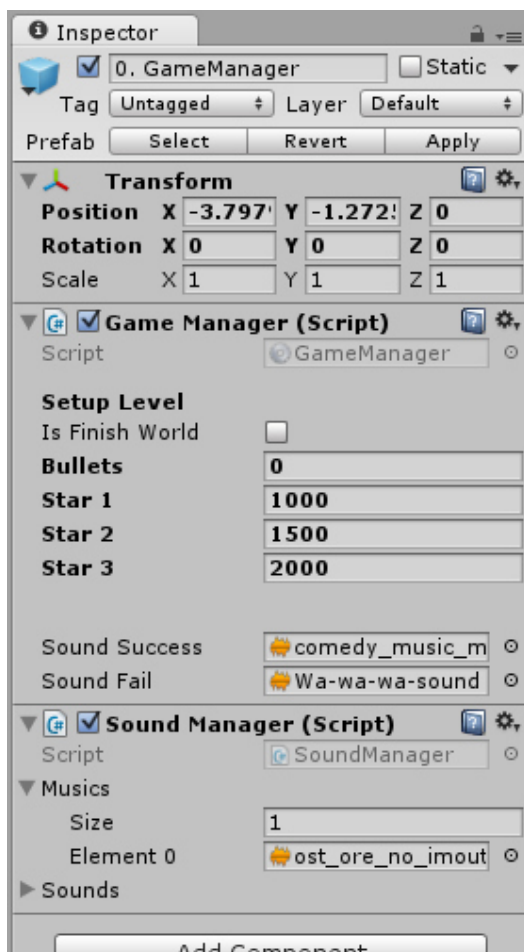
Main Controller gamplay:

a. Game Manager

GameManager script control game state, store score, best score and Fail function. You can call the function directly.

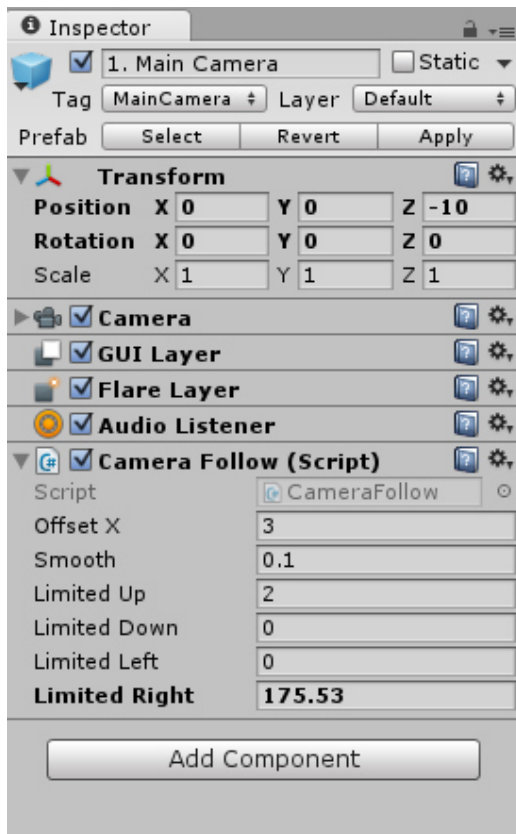
Setup Level:

- **Is Finish World:** check this if this is the final level of the world to make the game unlock next world
- **Bullets:** how many bullet do you allow the player have to use in game
- **Star 1:** scores needed to get 1 star
- **Star 2:** scores needed to get 2 star
- **Star 3:** scores needed to get 3 star
- **Sound Success:** play when player complete level
- **Sound Fail:** play when player fail
- **Menu:** don't change this



Sound Manager script: control the music and sound. In another script, you can play the sound clip by SoundMana

b. Main Camera



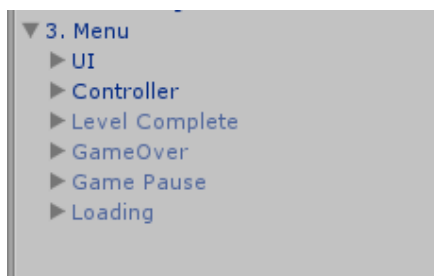
The Camera use this script to follow the player, look at those parameters:

- **Offset X:** the X distance of player and the camera.

- **Smooth:** how smooth the camera follow the player

- **Limited Up, Down, Left, Right:** the limited position of the Camera, it can't move out of that limited, you need to check and fill the **Limited Right**, it's is the length of your level, over the Castle object.

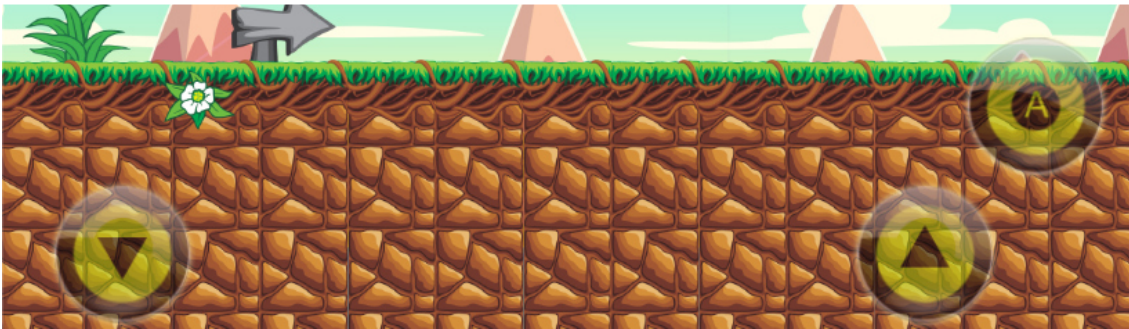
c. Menu



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

d. Controller: Support for both Mobile and PC

- **Mobile:**

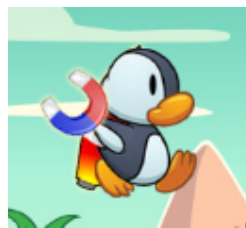
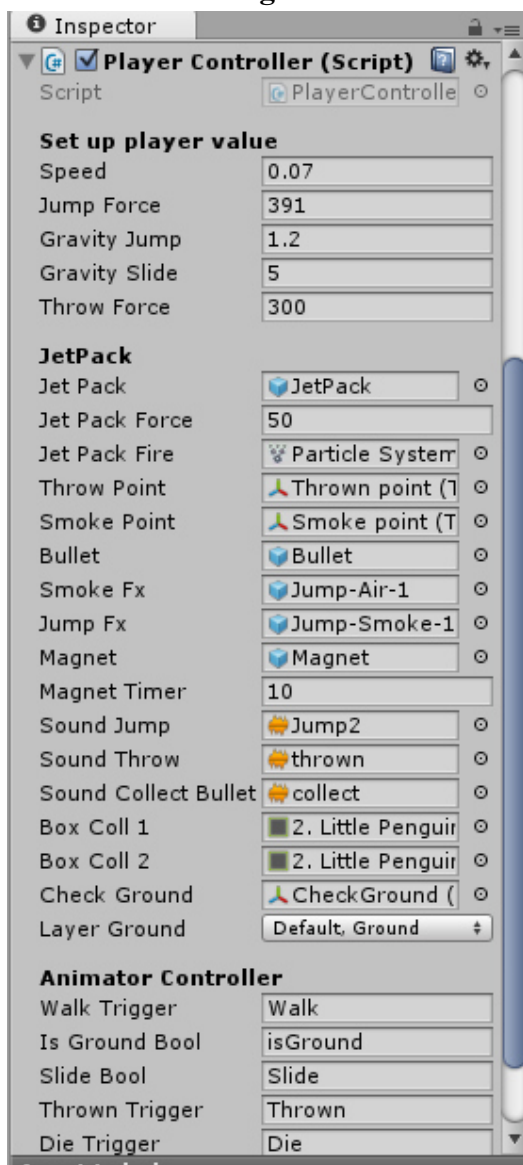


The Controller include 3 buttons: **Slide, Jump and Attack**

- **PC:** you can change the keys in UI_Controller script

- **Jump:** Arrow Up
- **Slide:** Arrow Down
- **Attack:** Arrow Right

e. Little Penguin



What he can do: jump, slide, throw bullet, magnet to attract all star object and he has the jetpack, that help him fly.....

Speed: the speed of player

Jump force: the force of jump

Gravity Jump: Change the gravity of the player to this value when it jump off the ground.

Gravity Slide: Change the gravity of the player to this value when it slide on the ground.

Throw Force: the force when he throw the bullet

Jet Pack Force: the force move him up when he uses the jet pack

Throw Point: the position of bullet come out

Smoke Point: the position of smoke, it must be under his feet

Bullet, Smoke Fx, Jump Fx: place the prefab in this

Magnet: place the Magnet object in Penguin in this.

Magnet Timer: time before disable magnet

Box Coll 1, Box Coll 2: the upper collider of Penguin, it should be disabled when it slide to avoid collide with other object

Check Ground: the position check if the penguin on the ground to allow jump.

Layer Ground: pick up what are you consider the penguin be able jump if stand on it.

Animator Controller: fill the parameters of Animator in this, it's useful when you want to change to another player with different animations, just fill the event values in this and see how it works.

3. **Admob Ads:**

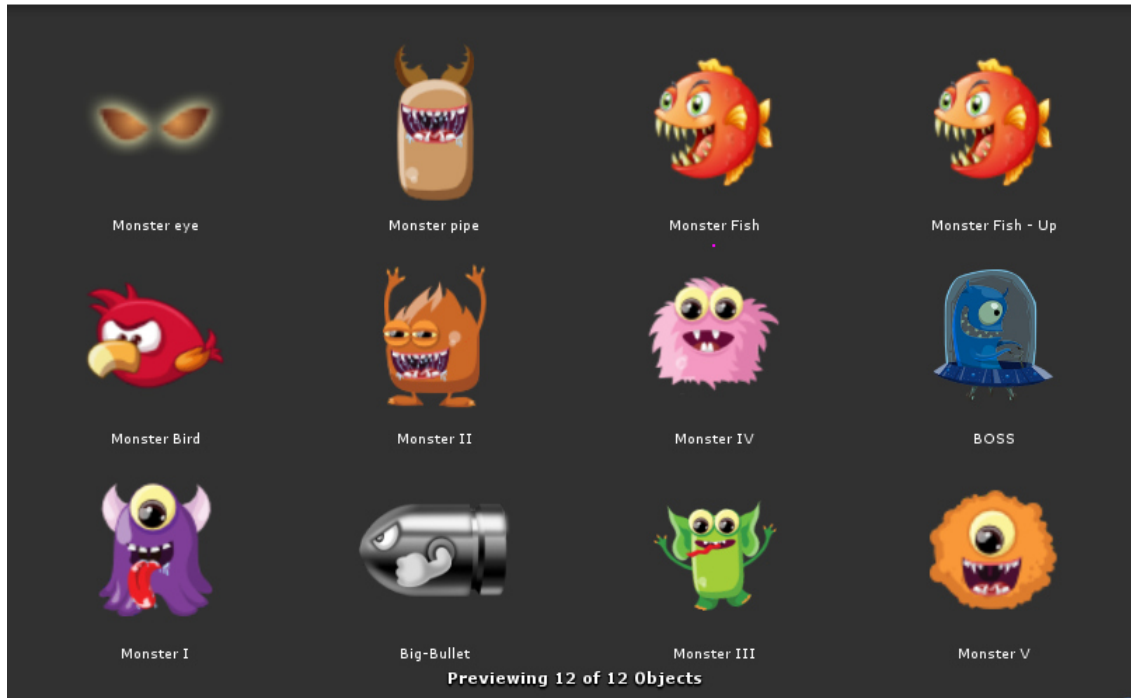
Please download the Ads package then install it to this project, read the tutorial/readme file in that folder to know how to integrate the admob.

Link Admob: <http://bit.ly/1ZxtkuL>

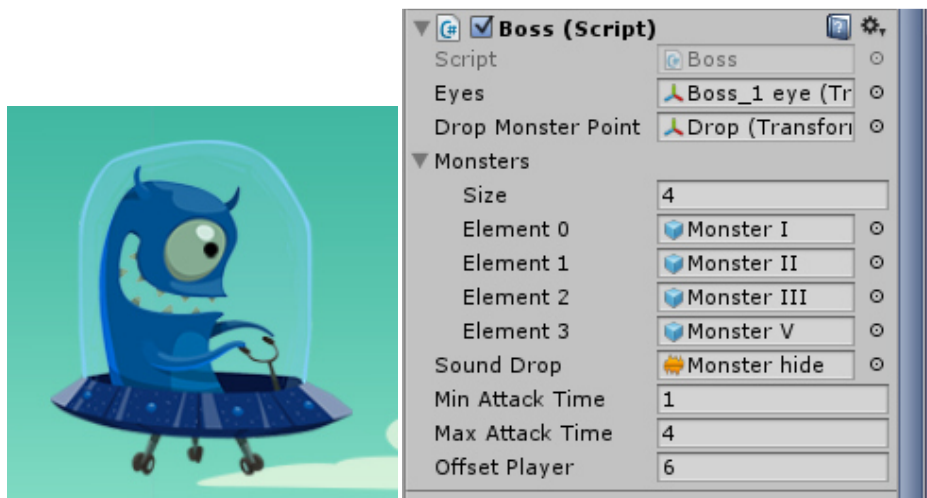
Link AppLovin: <http://bit.ly/1Y65vvg>

4. 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

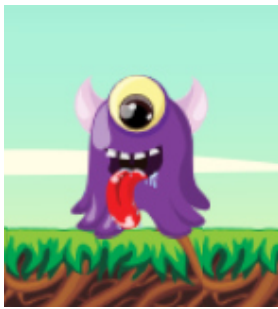
Monsters: random choose the monster to drop in this list, you can add more

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. Monster I



*He will moving when show up and change the direction when he hit other object in **Layer Turn**.*

Note that the player can kill those Monster by Jump on their head or fire bullet on them.

Sound Dead: play this sound when he get killed

Dead Fx: The smoke FX when he dead

Score Rewarded: add score when he dead

Speed: how fast can he moving

Die Delay: after the player jumped on his head, delay this time before he gone

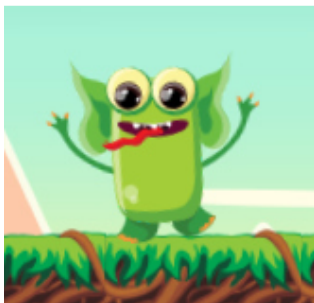
Layer Turn: Which layer is consider the Monster will turn direction when collide with

c. Monster II

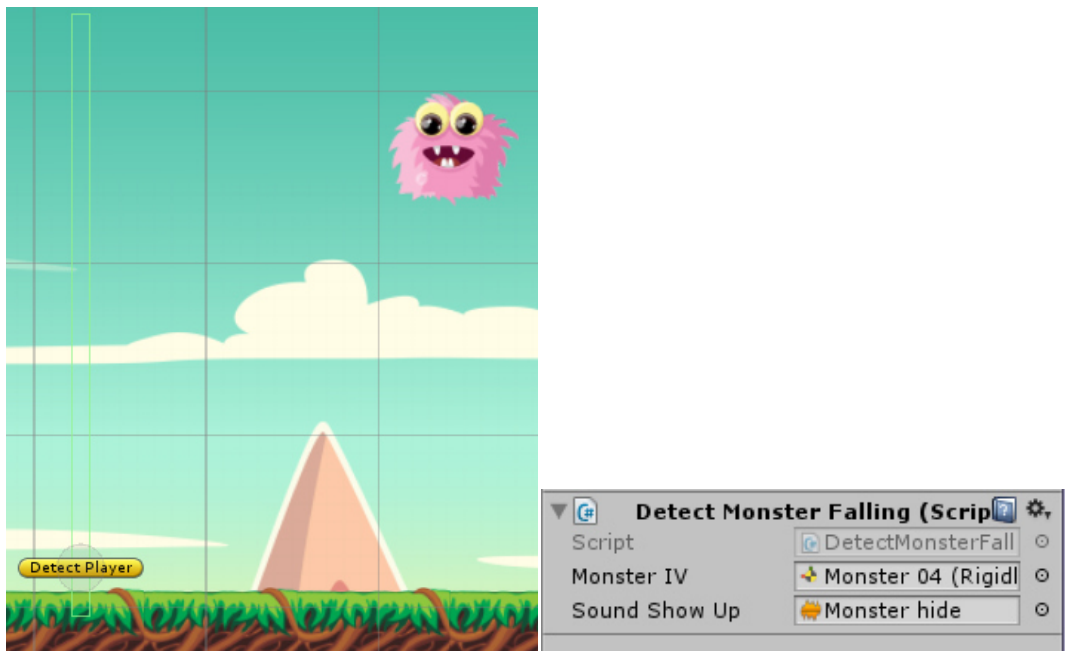


Same with Monster I

d. Monster III



e. Monster IV



He will fall when the Detect Player detect the player

Monster IV: Set the isKinematic to false to drop the monster down

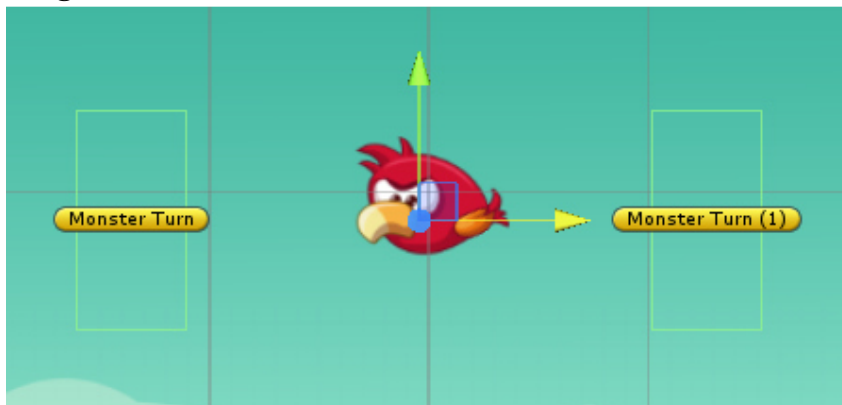
Sound Show Up: play this sound when he drop down

f. Monster V



Same with Monster I,II,III but simple than them, no moving.

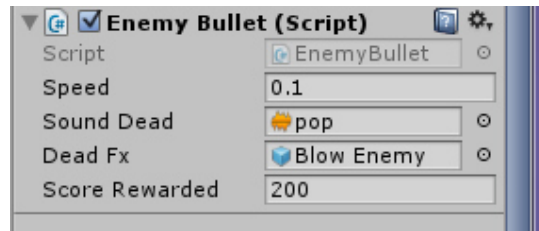
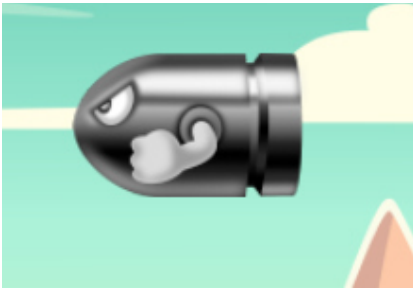
g. Monster Bird



He will fly on sky and change the direction when he catch the Monster Turn object

He uses MonsterWalk script as the same with Monster I,II and III

h. Big Bullet



He attack the player with his power

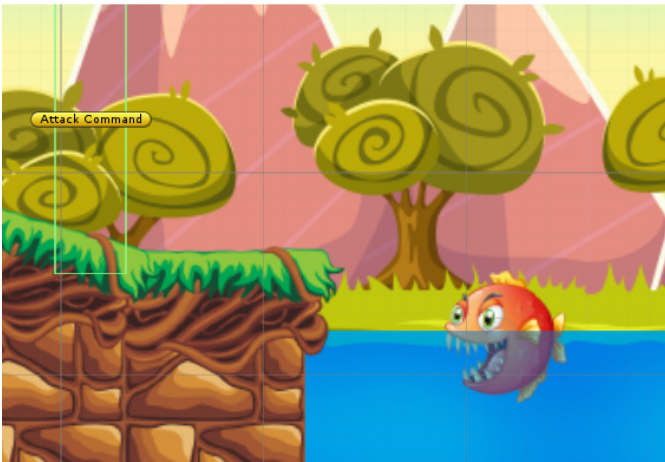
Speed: speed moving

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

i. 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

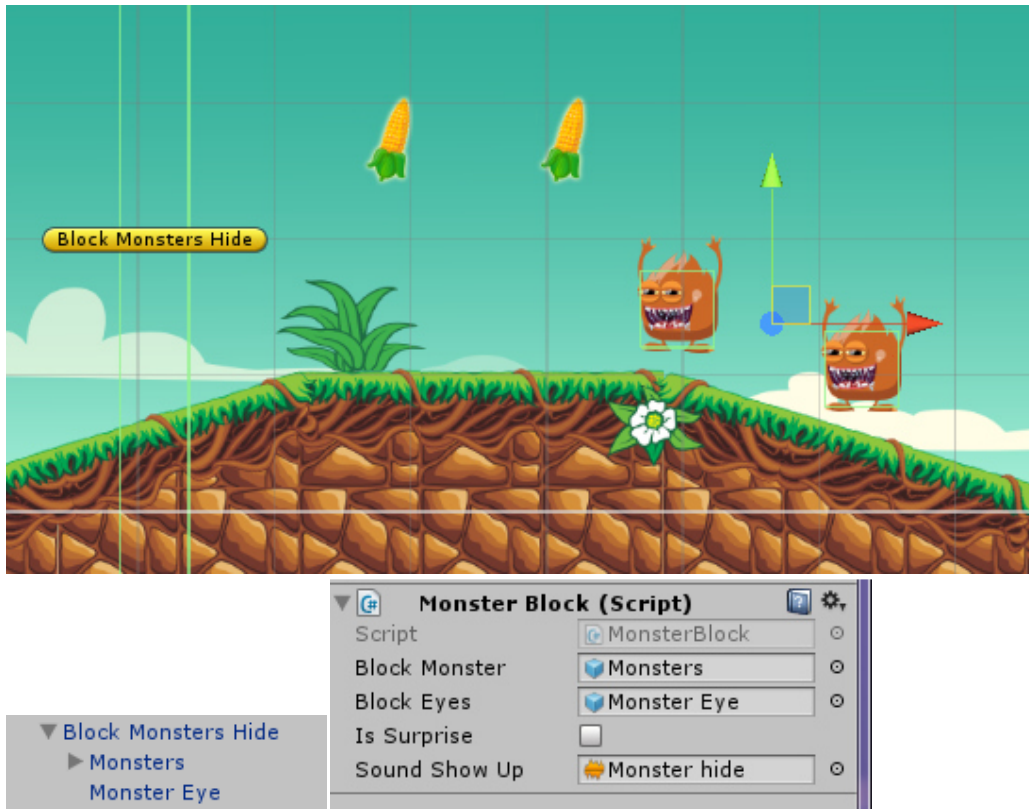
Sound Attack: play when he jump

Sound Dead: play this sound when he get killed

Dead Fx: The smoke FX when he dead

Score Rewarded: add score when he dead

j. Block Monsters Hide



It is used a lot in this game. The aim is to detect the player and enable the Monsters object contains all monsters you place in it.

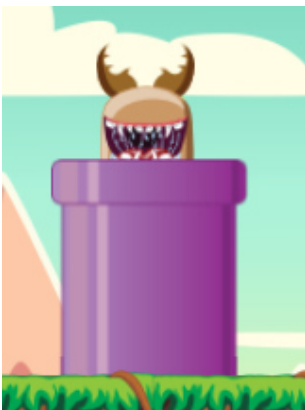
Block Monster: place all monster you want to show up when player trigger with Block Monster Hide

Block Eyes: place the Monster Eyes prefab in this object to make an effect about the location of the monsters – it's optional

Is Surprise: play sound when the monsters show up or not

Sound Show Up: play when **Is Surprise** is true

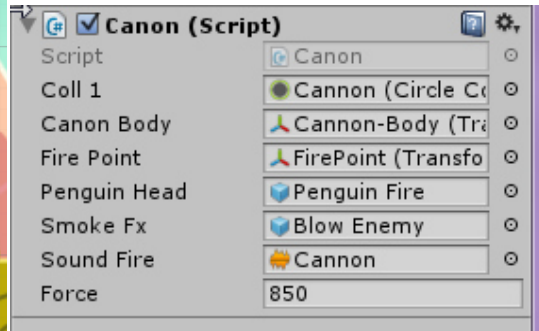
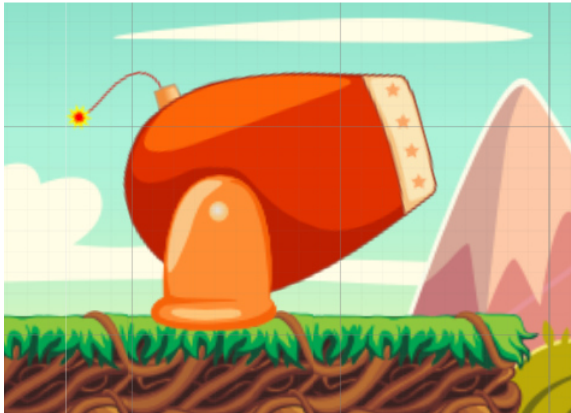
k. Monster Pipe



When player hit him, only way is die, so be becareful with this monster, just the bullet can kill him.

2. Some other things:

a. Cannon



Auto rotate Up and Down when player get in side, then if user press any key or any touch on screen the Cannon will fire the player out with the given force

Cool 1: the trigger of the cannon, disable this trigger when player get in side to avoid trigger again

Cannon Body: place the cannon body in here

Fire Point: the position fire the player

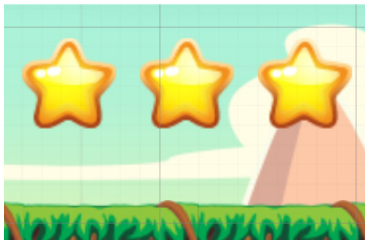
Penguin Head: enable player's head, it's just an image

Smoke Fx: spawn smoke when fire

Sound Fire: play sound when fire

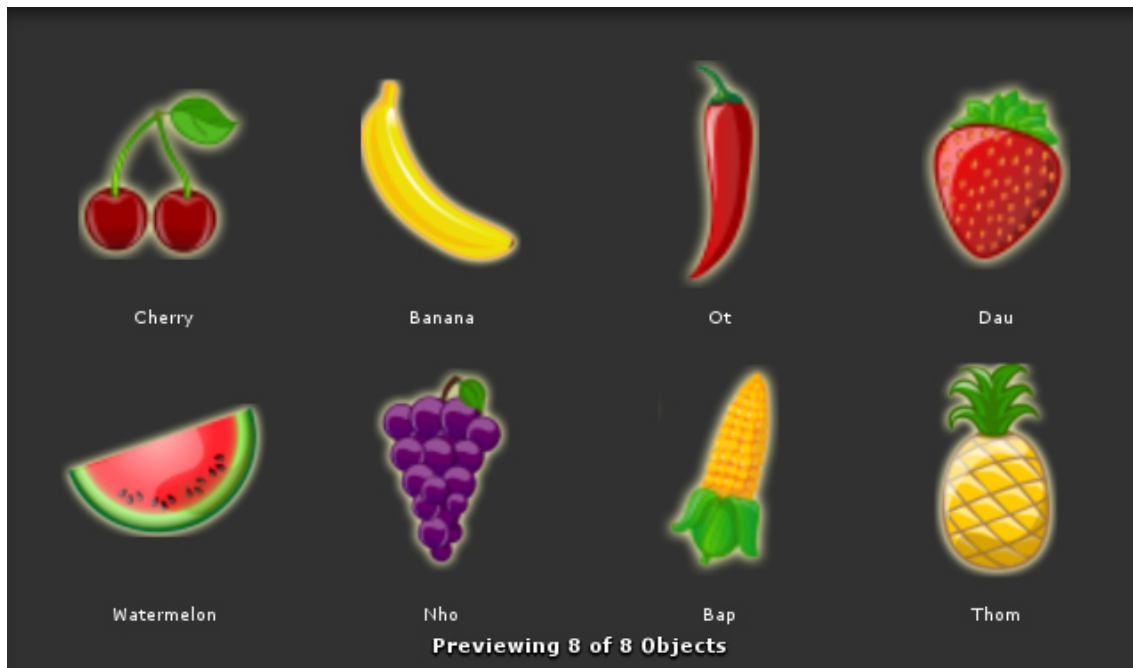
Force: the force applied on player

b. Stars



Attract by the magnet, play animation when player collect them

c. Fruit



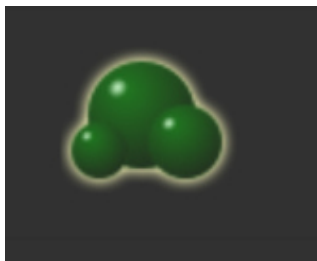
Restore hearth for player, it's very important! Player will be dead if not eat them

d. Magnet



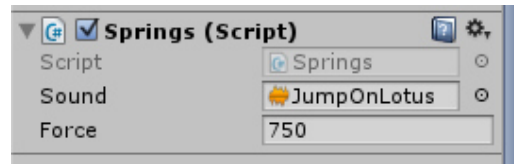
When player collect this object, the magnet in his hand will be enable and attract the stars to player

e. Bullets



When player collect this object, the bullet will be added and player can throw the bullet by press A button.

f. Springs

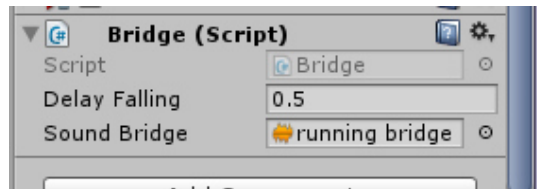


Push the player up when player jump on it

Sound: play when push the player

Force: the force applied to player

g. Bridge

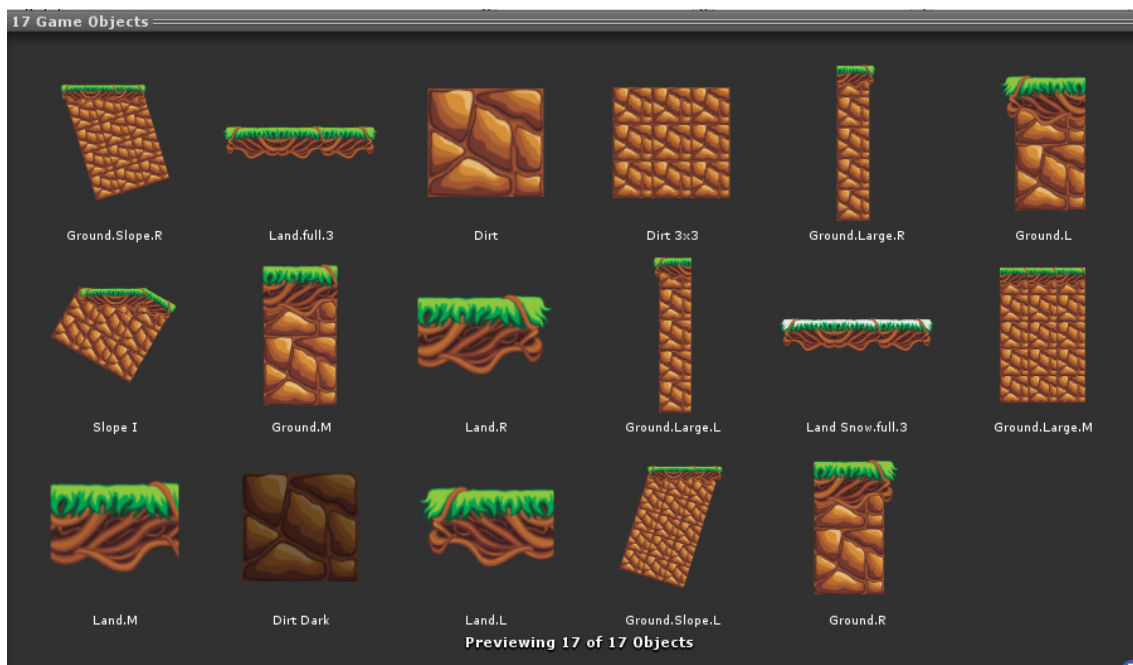


Auto fall when player on it after delay time

Delay Falling: the bridge will be fall after this delay time

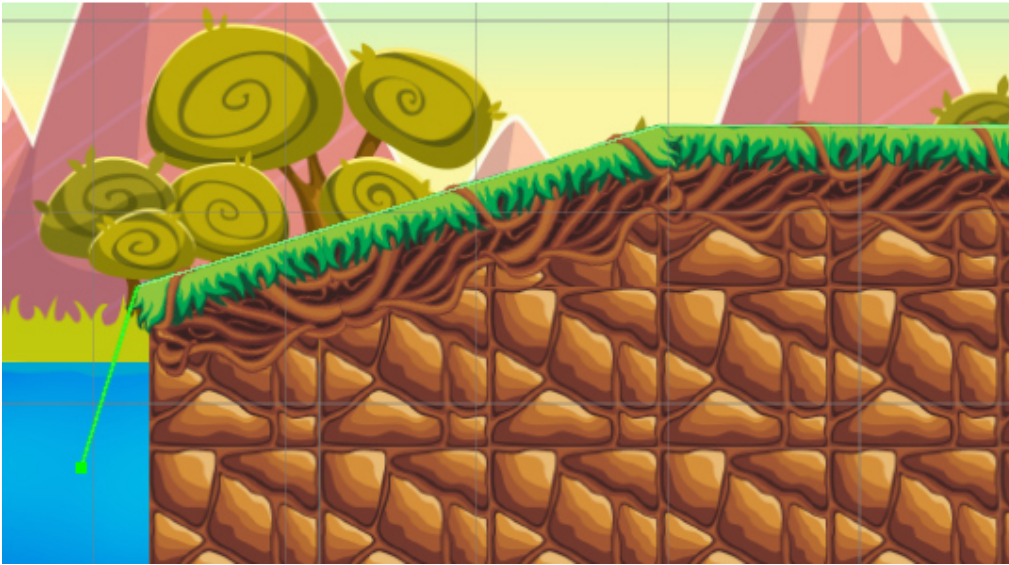
Sound Bridge: play this sound when player on it

h. HOW TO BUILD THE GROUND



You can find all the platform ground in Prefab/Platform/Ground

Note: use all of them to build a big ground, then parented to to one object and apply Edge Collider on it and edit it to fit the ground



If you build a square ground you can use Box Collider to simple



5. Basic Tutorial

Please watch clip on youtube:

+ Full: <https://www.youtube.com/watch?v=AOVESbmFEUU>

Parts:

- Create new ground:* <https://www.youtube.com/watch?v=0CMYKZz9v48>
- Add Monsters:* <https://www.youtube.com/watch?v=YVlFWTX7ME4>
- Add Castle- Finish level:* <https://www.youtube.com/watch?v=vIaCi-v2ox0>
- Save scene level and add new level in Menu:*

<https://www.youtube.com/watch?v=7ku1T6B5lY4>

- Add more block level:* <https://www.youtube.com/watch?v=39anVSN2VTw>
- Go direct to Level panel:* <https://www.youtube.com/watch?v=LilULEF6JvA>

Okay, That's it! If you have any questions please contact me:
phanbanhut@gmail.com

Please review my game, I appreciate it!
Thank for your purchase! Good luck!