USER GUIDE

BLASTY SHOOTING

-Onefall Games-

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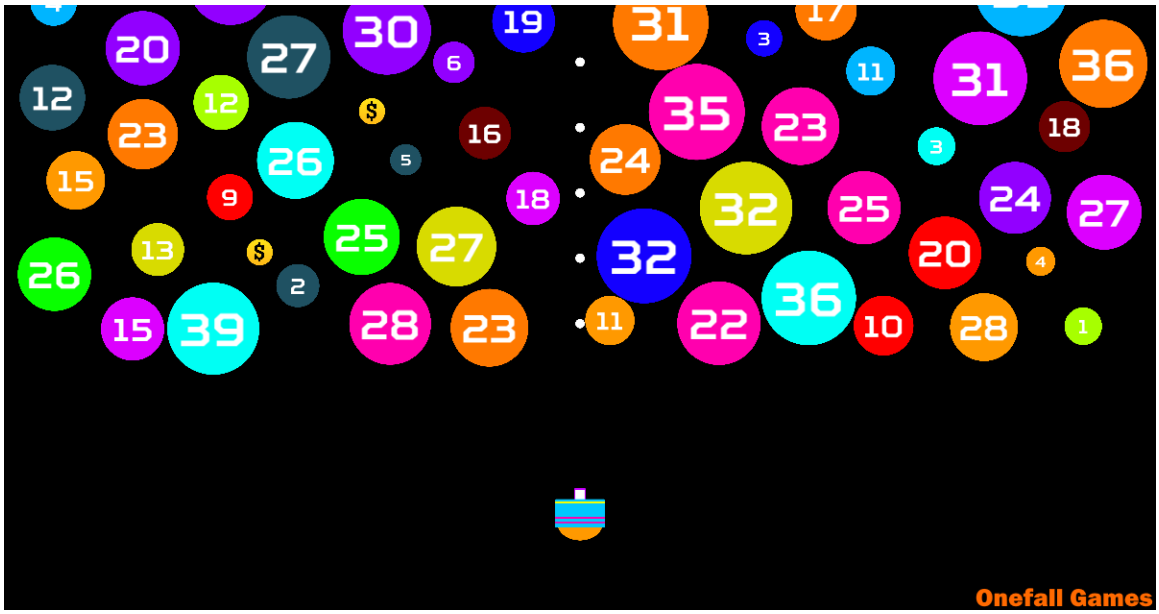
I. INTRODUCTION



Blasty Shooting is an exciting endless shooter game in which you touch and hold screen to control the plane flying around, Try to shoot the ball and don't let them go through, collect coins to unlock new plane, upgrading shooting speed and bullet speed. 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:

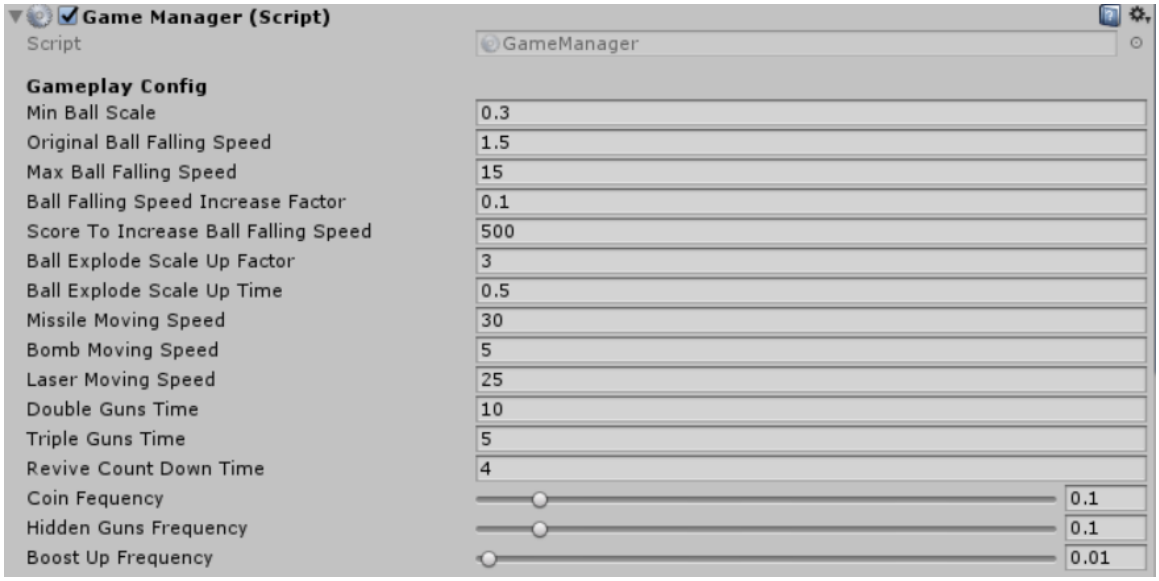
- Addictive endless shooting gameplay
- Daily reward system
- Upgrade shooting speed and bullet speed with coins
- Watch ad to continue
- Watch ad for coins
- 10 characters, easy to add more characters
- Free-to-use assets (fonts, sounds, music, model, etc.)
- Unity Ads and Admob Ads (banner, interstitial and rewarded video).
- Native share Android/IOS
- Facebook share
- Optimized for mobile

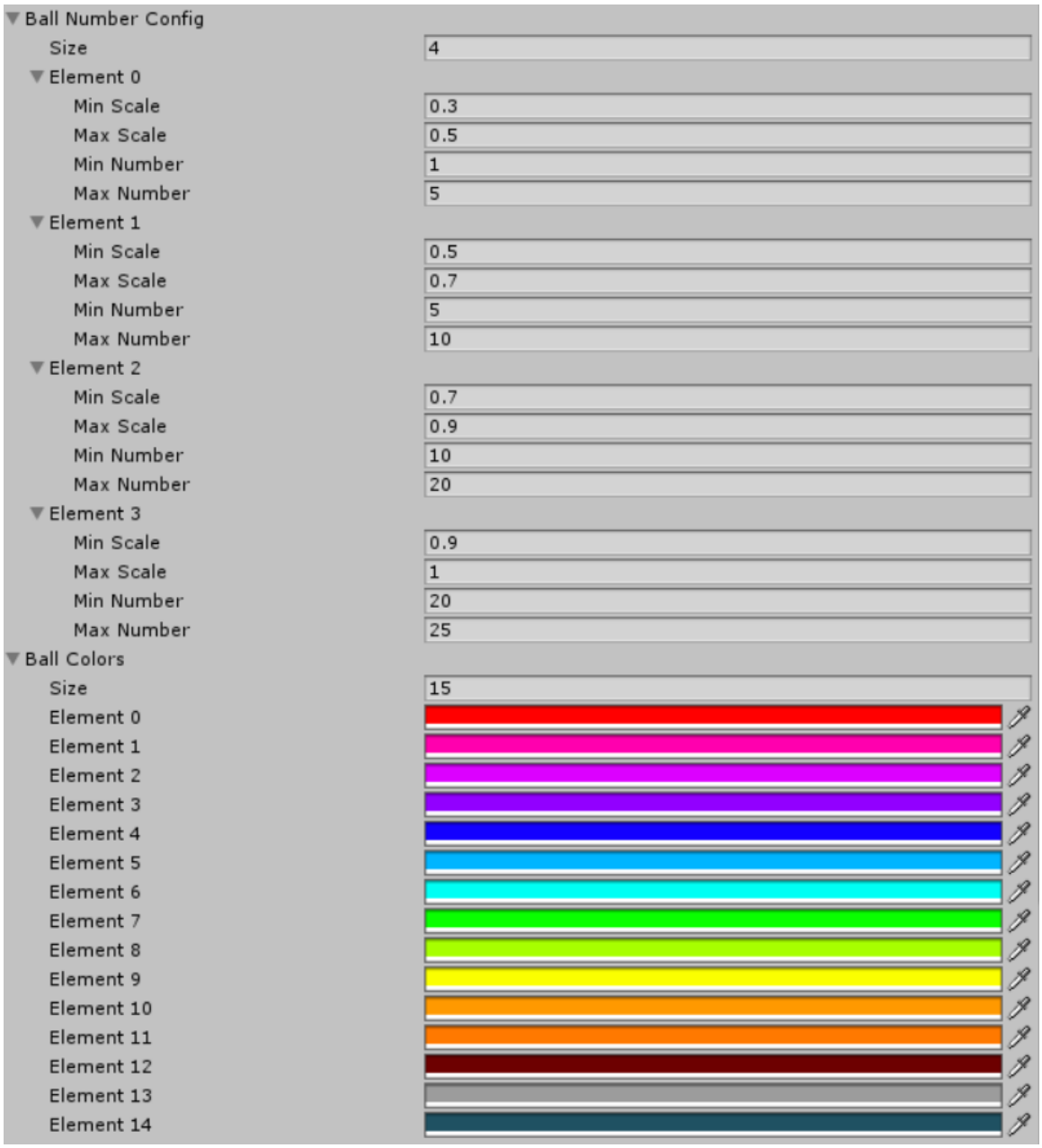
II. TEMPLATE CUSTOMIZATION

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.





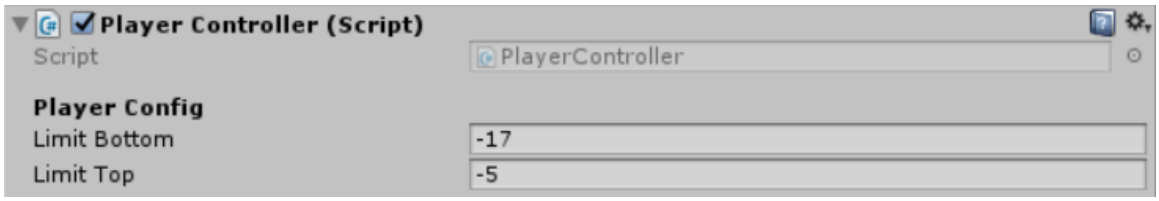
You can tweak the gameplay by modifying following variables:

- *Min Ball Scale*: the minimum scale of the ball.
- *Original Ball Falling Speed*: the first falling speed of the ball.
- *Max Ball Falling Speed*: th maximum falling speed of the ball.
- *Ball Falling Speed Increase Factor*: the increasing factor of ball falling speed.

- *Score To Increase Ball Falling Speed*: the score to increase ball falling speed. Every time user reached the score that divide for this value, falling speed of the ball is increase (500, 1000, 1500…).
- *Ball Explore Scale Up Factor*: the scale up factor of ball explore effect.
- *Ball Explore Scale Up Time*: the scale up time of ball explore effect.
- *Missile Moving Speed*: moving up speed of the missile.
- *Bomb Moving Speed*: moving up speed of the bomb.
- *Laser Moving Speed*: moving up speed of the laser.
- *Double Guns Time*: the time that player can use double guns.
- *Triple Guns Time*: the time that player can use triple guns.
- *Revivie Count Down Time*: the counting down time for revive.
- *Coin Frequency*: the frequency to create coin.
- *Hidden Guns Frequency*: the frequency to create hidden guns item. Hidden guns item can unlock double guns or triple guns for player to use.
- *Boost Up Frequency*: the frequency to create boost up items (missile, bomb and laser).
- *Ball Number Config*:
    - *Min Scale & Max Scale:* the minmum and maximum scale to check ball scale. The scale of the ball will be randomized between 1 and *Min Ball Scale* value.
    - *Min Number & Max Number:* the minimum and maximum number of the mall. The actual number will be randomized between these two values base on the *Min Scale & Max Scale.*
- *Ball Colors:* color array of the ball, the actual color will be randomized by this array.

1.2. PlayerController

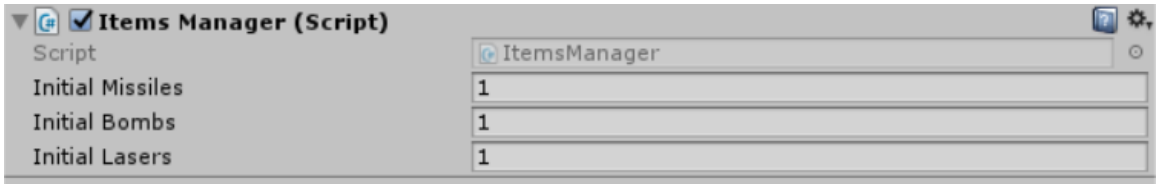
The Player object in the hierarchy contains a PlayerController component, in which you can customize the player (main character) behavior.



- *Limit Bottom*: the limited bottom position of the player .
- *Limit Top*: the limited top position of the player.

1.3. ItemsManager

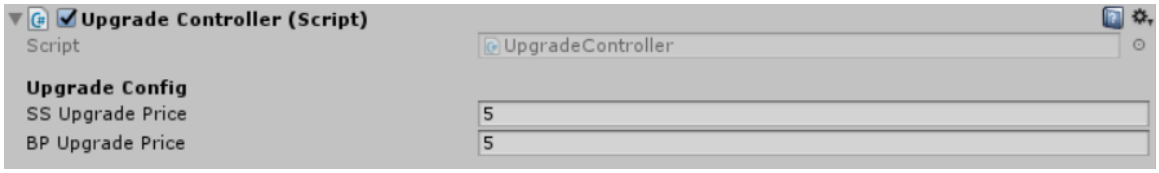
The ItemsManager object in the path Assets/Prefabs/Gameplay/ItemsManager contains ItemsManager component, in which you can customize the init value of these item.



- *Initial Missiles:* the init value of missile item.
- *Initial Bombs:* the init vlaue of bomb item.
- *Initital Lasers:* the init value of laser item.

1.4. UpgradeController

UpgradeController contains values that allow you config parameters for upgrading shooting speed and bullet speed. Go to Assets/BlastyShooting/Scenes double clicks to Upgrade scene. UpgradeController component is attached to game object also named UpgradeController in Hierarchy.

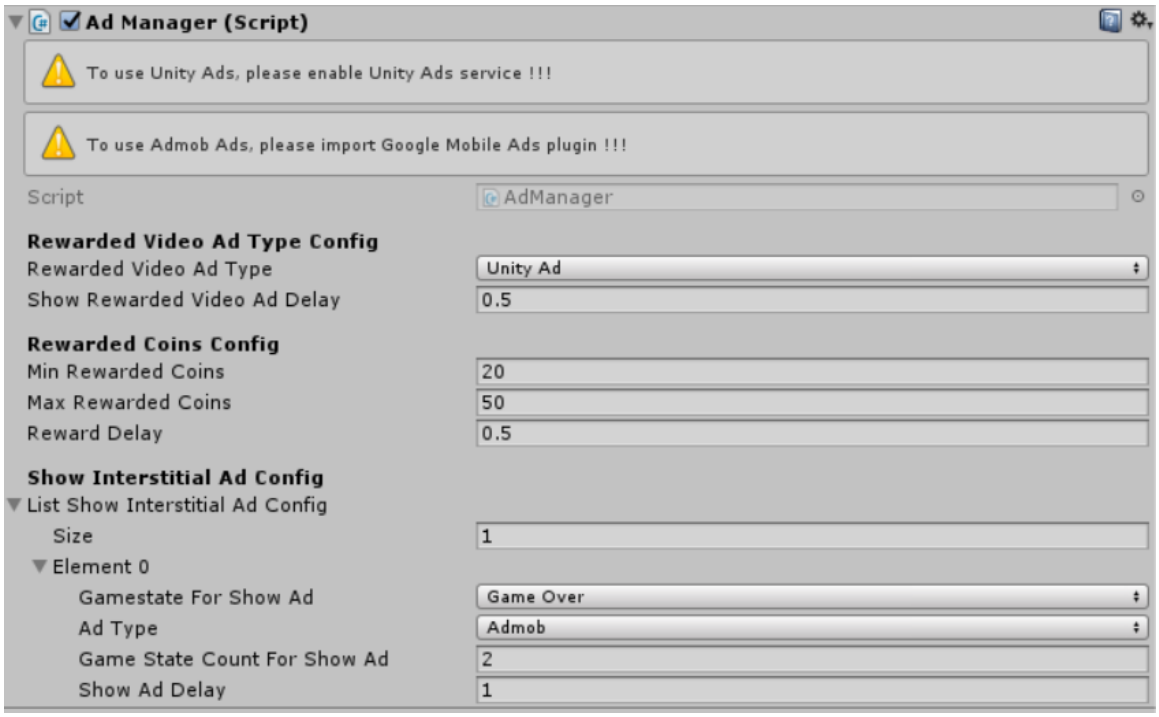


- *SS Upgrade Price:* the price for upgrading shooting speed.
- *BP Upgrade Price:* the price for upgrading bullet speed.

2. Ads Manager

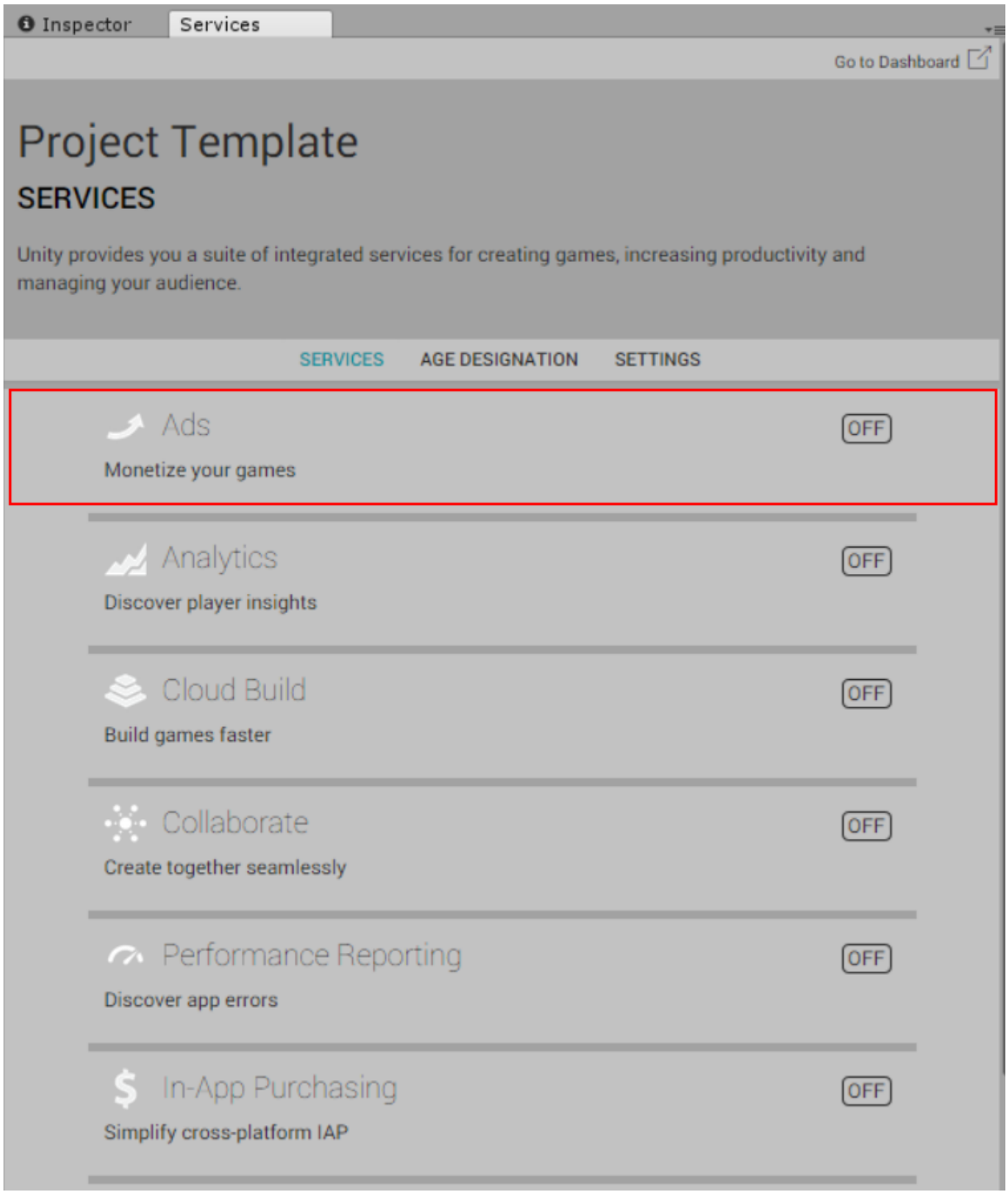
The AdManager object in hierarchy contains AdManager component, in which you can customize which type of ads you want to use and how you want to show the

ads.

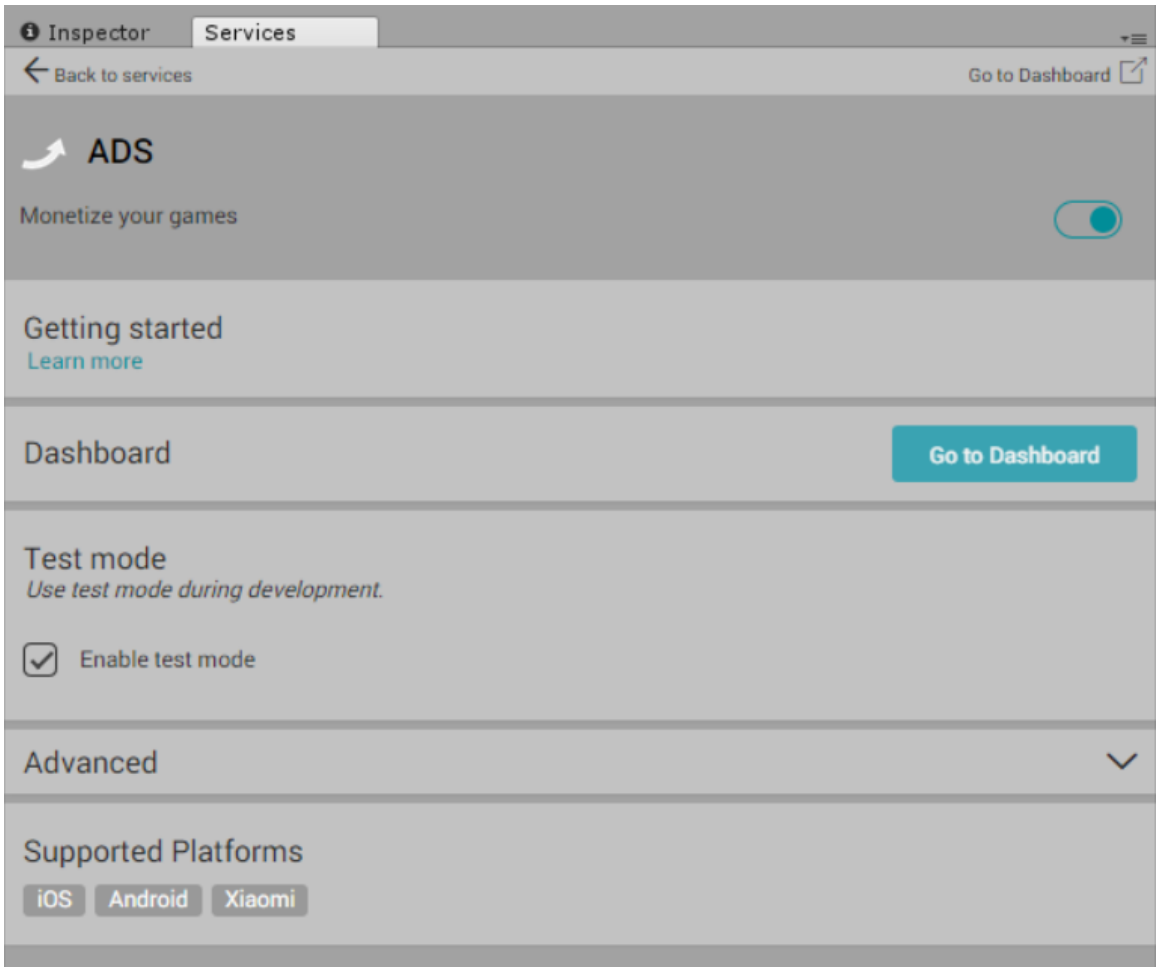


In the image, you can see two warnings that tell you Unity Ads Services is disable and Google Mobile Ads plugin is not imported.

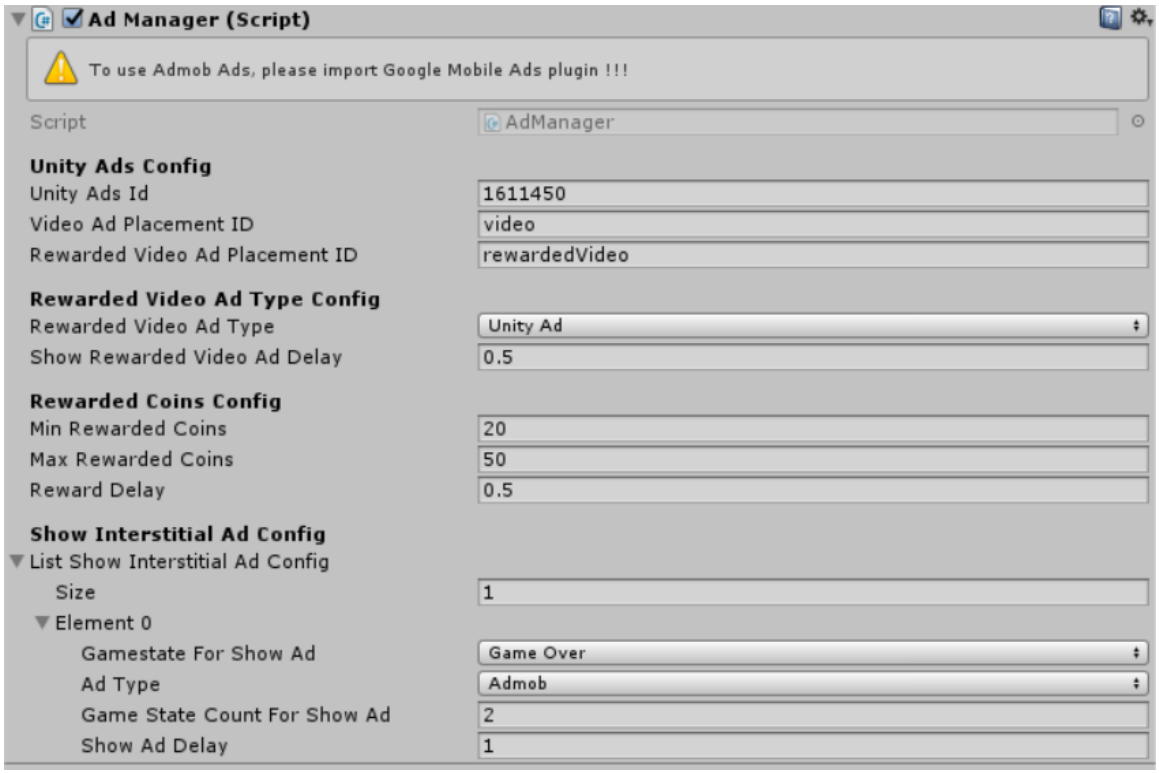
To enable Unity Ads switch the platform to iOS or Android, then goto Window > Services and select the Ads tab.


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.
SERVICES
AGE DESIGNATION
SETTINGS
Ads
OFF
Monetize your games
Analytics
OFF
Discover player insights
Cloud Build
OFF
Build games faster
Collaborate
OFF
Create together seamlessly
Performance Reporting
OFF
Discover app errors
In-App Purchasing
OFF
Simplify cross-platform IAP

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.



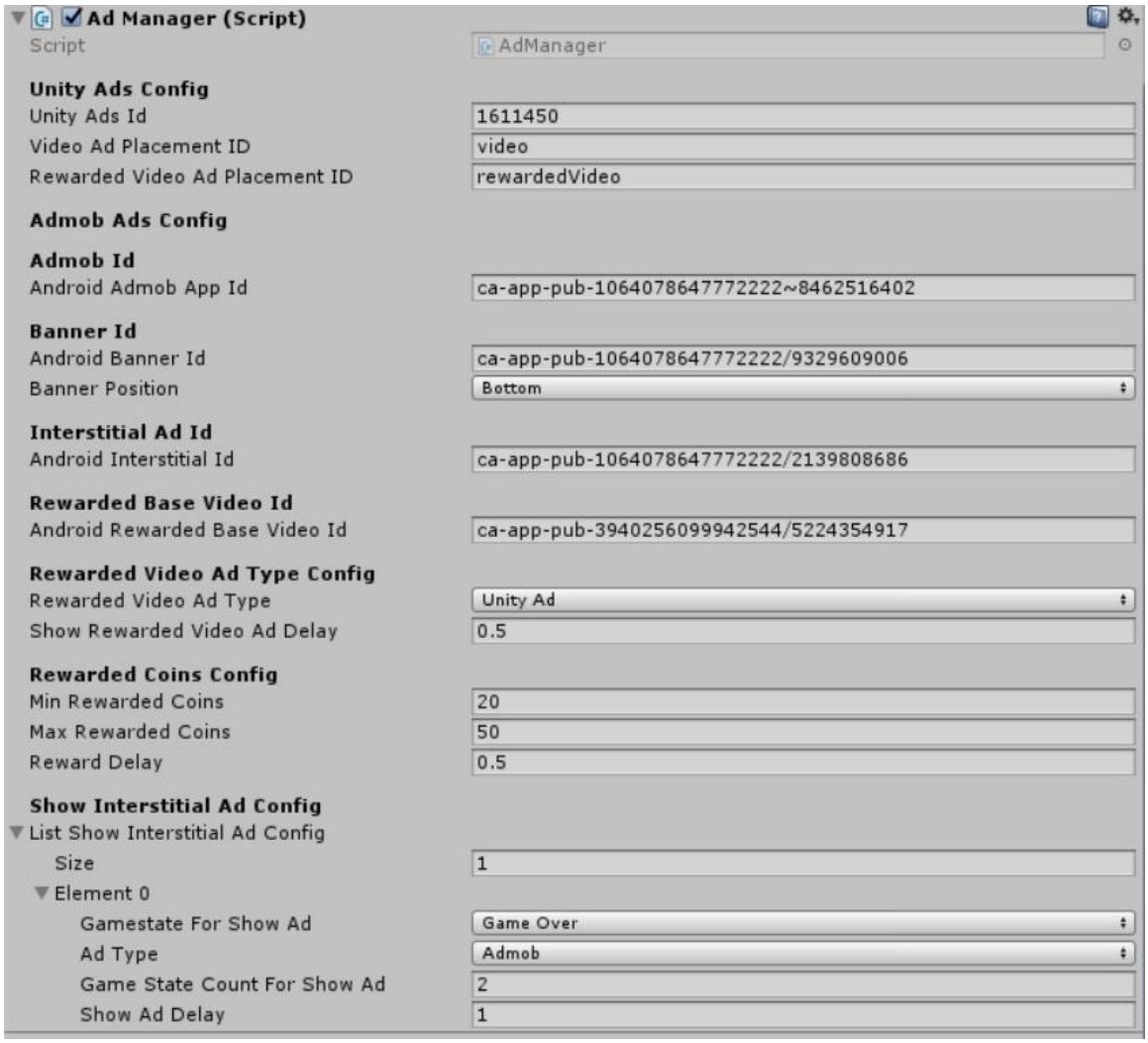
Now switch back to AdManager inspector.



You can see there's a field called " Untiy Ads Config ". This is where you can config 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.



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 rearded video ad.

Rewarded Coins Config:

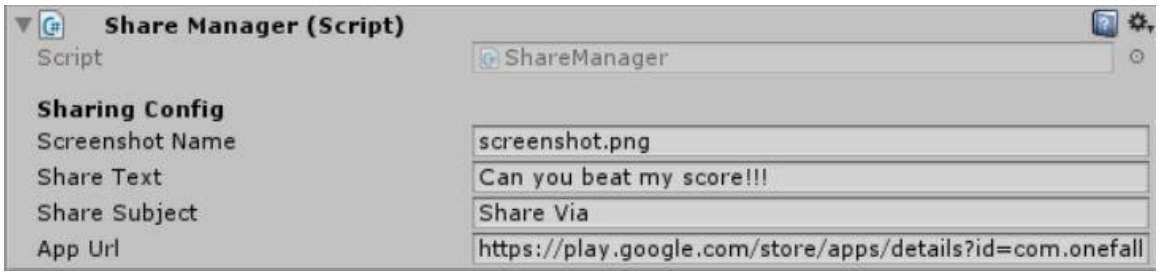
- *Min Rewarded Coins & Max Rewarded Coins:* minimum and maximum of rewarded coins, the actual coins will be randomized between these two values.
- *Reward Delay:* the delay time to show rewarded video.

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. ShareManager

All information for sharing feature can be config in ShareManager game object. It contains the information likes shreenshot's name, text, subject and url…You can config these features from the ShareManager object in the hierarchy.



- *Screenshot Name:* the name of screenshot for sharing feature.
- *Share Text:* the text for sharing feature.
- *Share Subject:* the subject for sharing feature.
- *App Url:* the url of the app (Google Play on Android and App Store on IOS).

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 10 characters, cute and ready to unlock! If you want to add more, follow these simple steps:

- ❖ Create a character model.
- ❖ Navigate to *Assets/BlastyShooting/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 *SpriteRenderer* component of the children with your new sprite.
- ❖ Reset *PolygonCollider* conponent of the character prefab.
- ❖ 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.

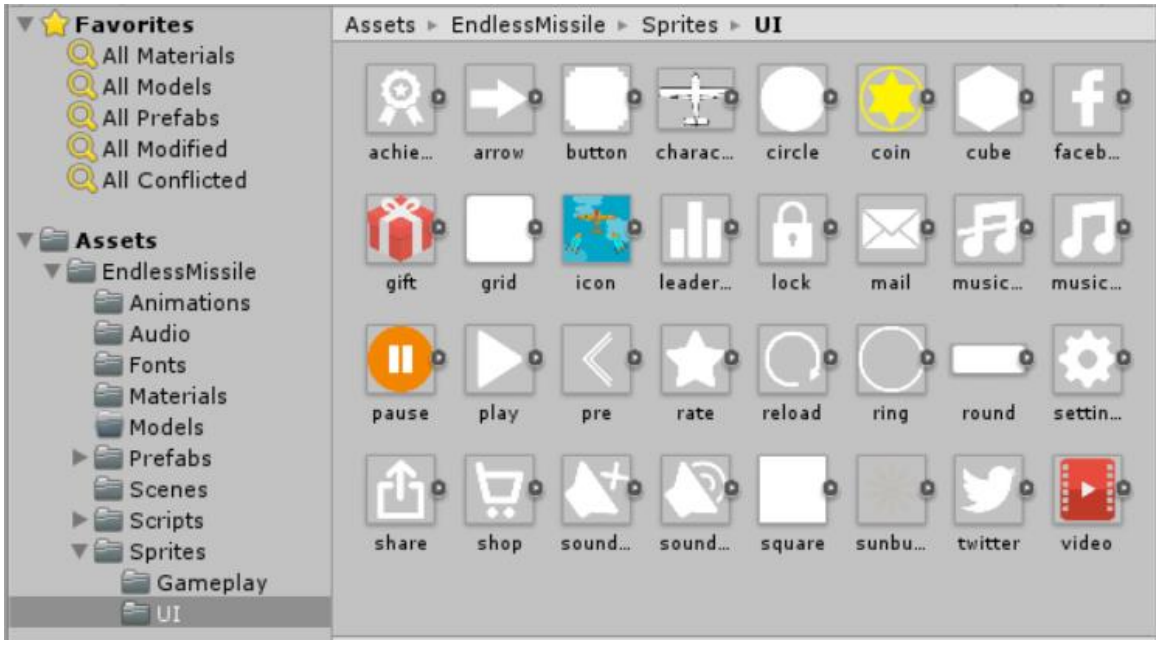
Now the new character has been added and ready to use in game! You will see it listed in the *Character* scene.

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

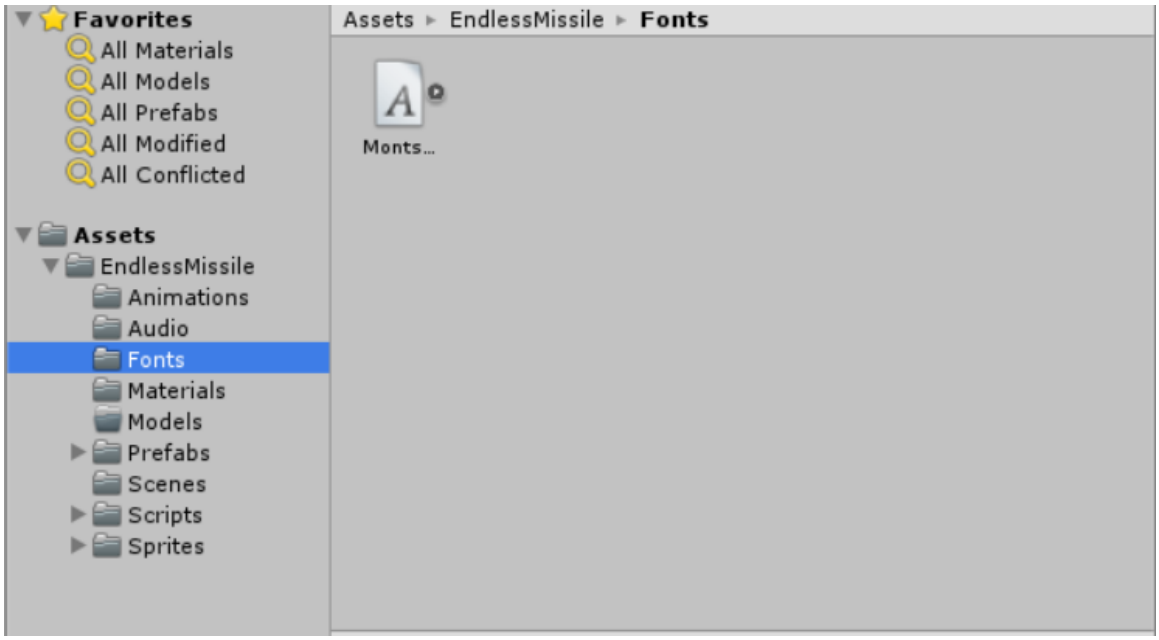
name.

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!