

Zombocalypse

V1 - For online version, visit

<https://docs.google.com/document/d/1o2VhvBaCl6GCSAKz0BNzkvvzbVign73t8MbrqWA-lv8>

Mio

Mio.Developers

Overview

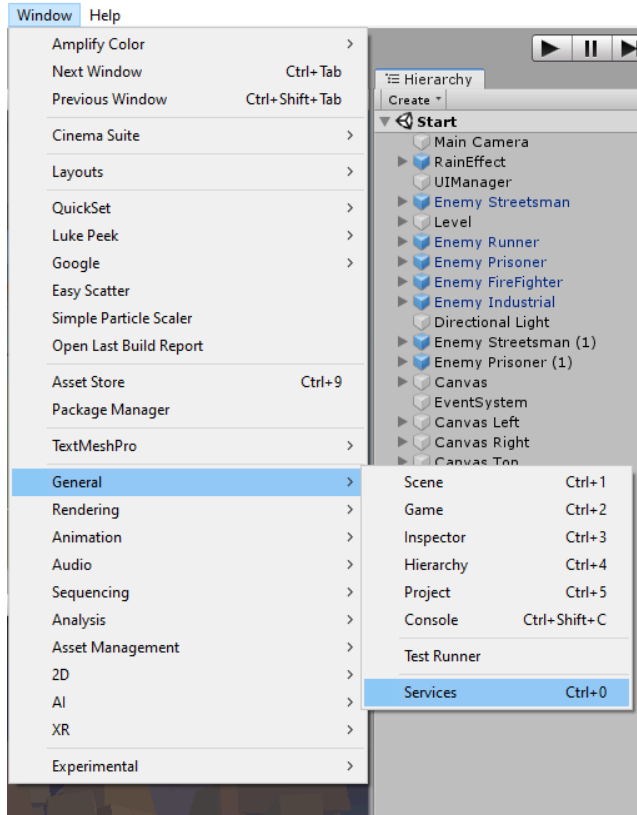
This is the documentation for our project **Zombocalypse** on Unity 2018.4 (LTS)

How to change Ad IDs

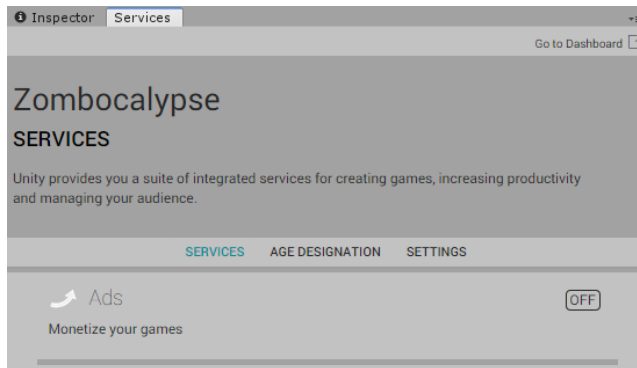
Currently, this project support 2 types of ads network: **Admob** and **UnityAds**

Setup Unity Ads

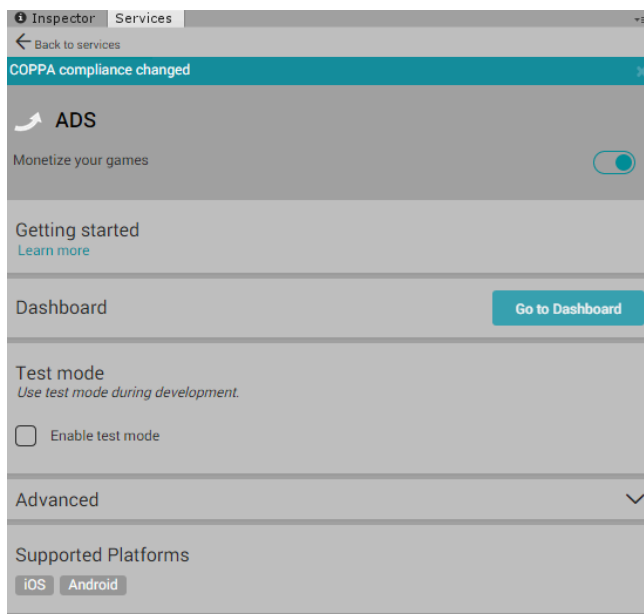
1. Navigate to Services tab of Unity



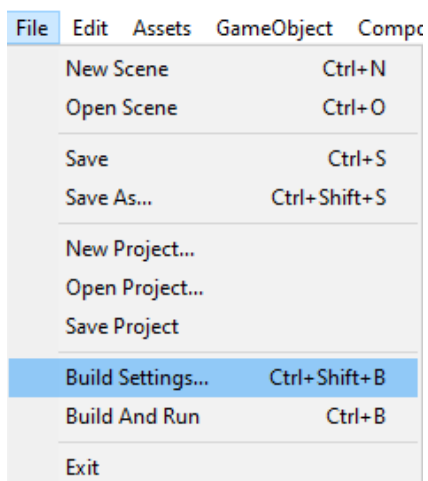
2. Open tab Ads



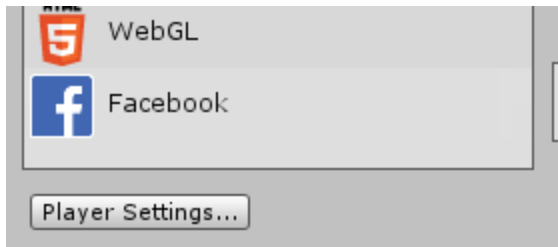
3. Enable Unity Ads



4. Open Build Setting



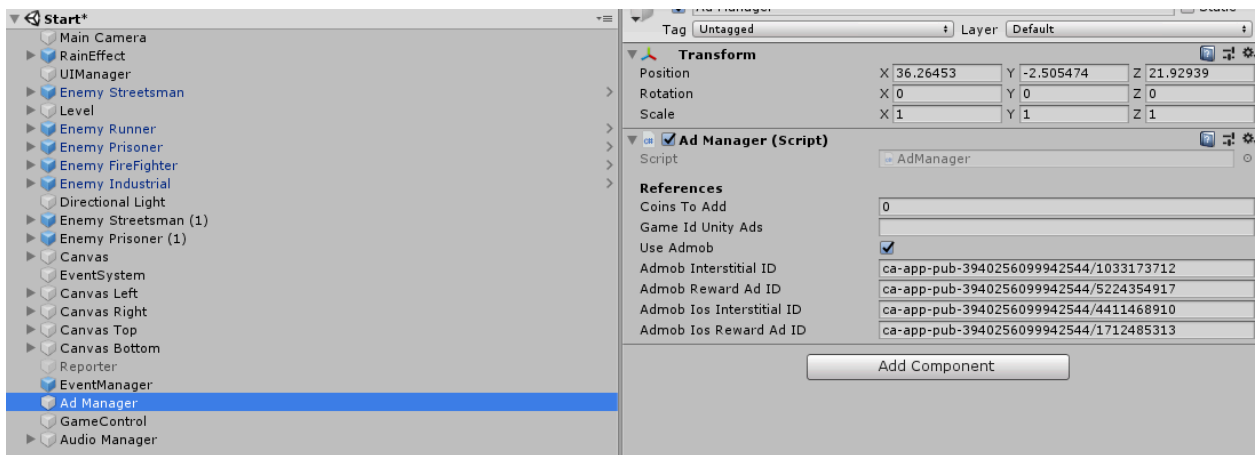
- Click on Player Settings



- Make sure there are NO "ADMOB" text in here at all



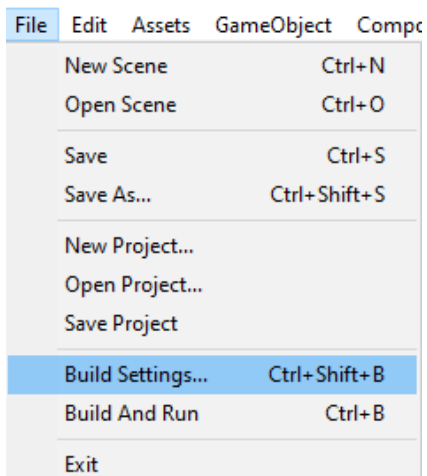
- Open scene "Start.unity", select the object AdManager and fill in the gameId field for UnityAds



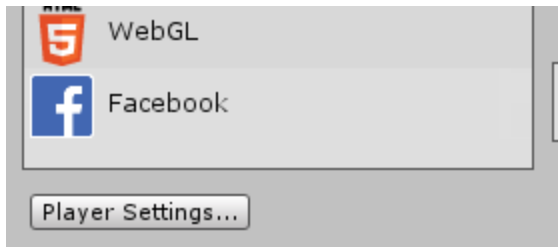
- Save and build, the UnityAds will be used to call for reward ads

Setup Admob

- Open Build Setting



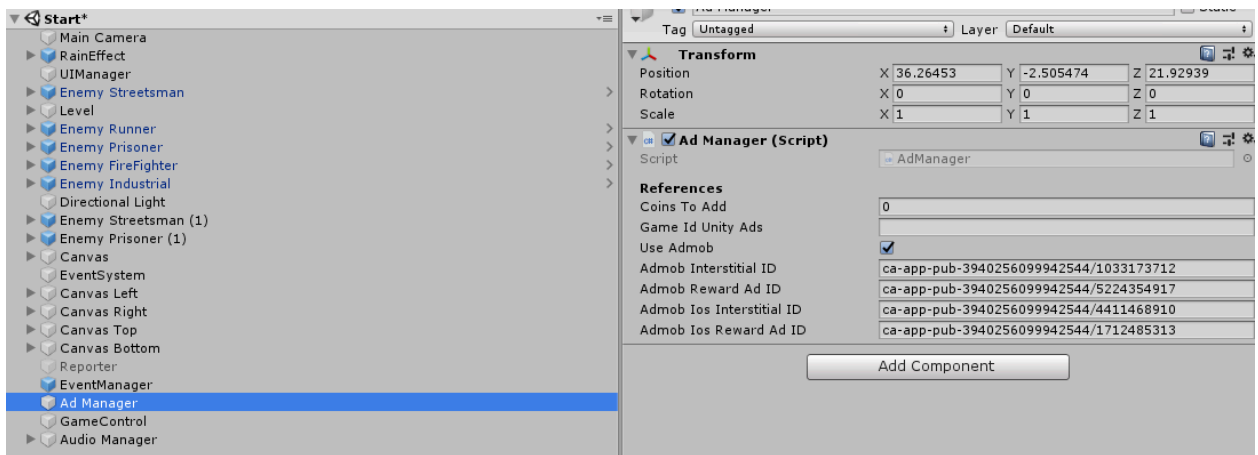
- Click on Player Settings



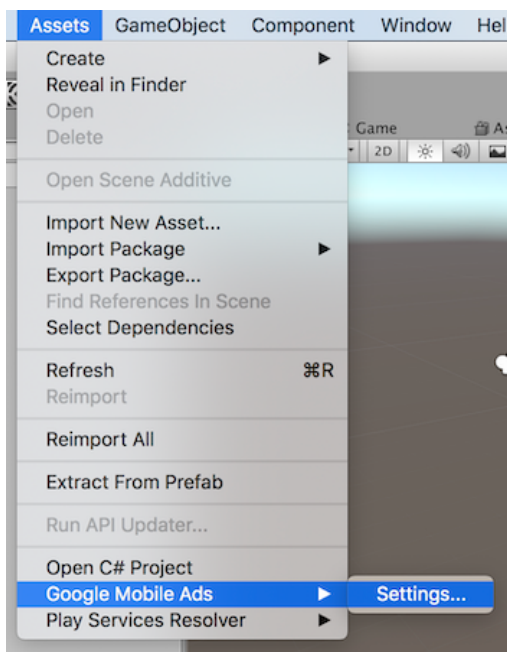
- Make sure there are "ADMOB" text in here



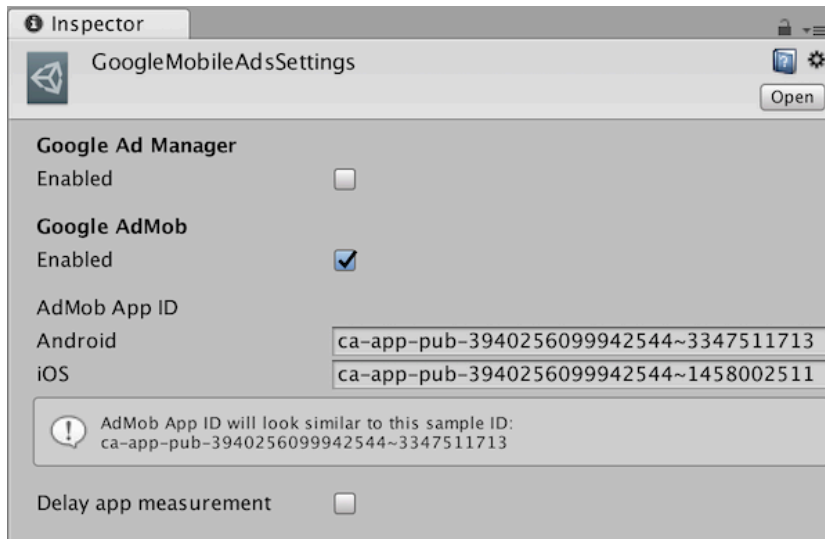
- Open scene "Start.unity", select the object AdManager and fill in the ID fields for Admob



- In the Unity editor, select **Assets > Google Mobile Ads > Settings** from the menu



6. Enable AdMob by clicking Enabled checkbox under Google AdMob section. Then enter your Android and iOS AdMob app ID in each field.



7. Save project and build the game

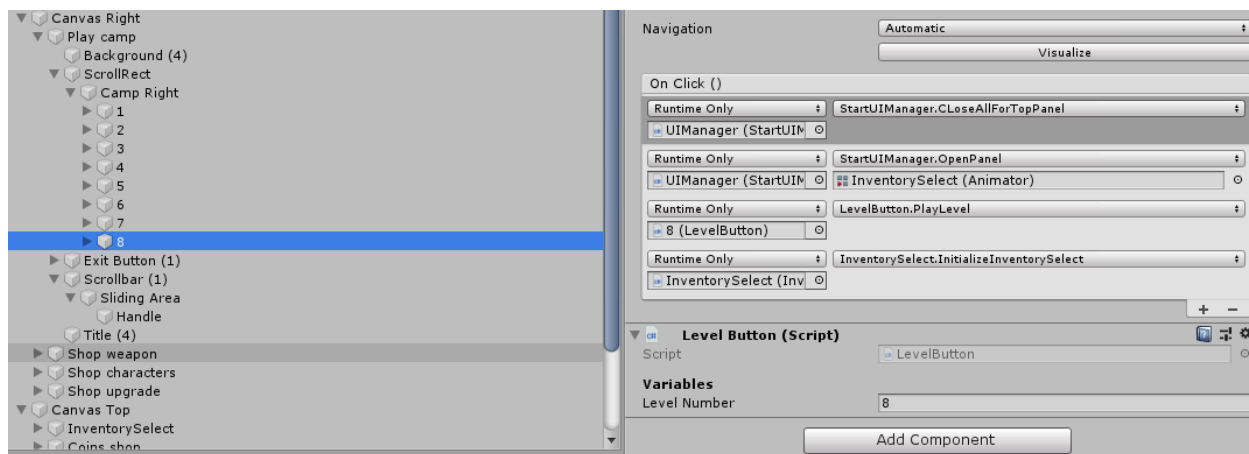
How to add new level

Levels are categorized into groups known as **world**, with the naming scheme as <world_name> <level>. For example Camp 1, Camp 2, Camp 3 are levels 1,2,3 of the world **Camp**.

To add a new level into an existing world, first you need to create a new scene. The fastest way to do this is to clone an existing level, then change the geography of that level into a new one.

After that, the newly created scene should be added into the Build Setting.

Finally, create a new button to select this level, and put it in **Camp Right** object of map select UI. Remember to set the level number to an appropriate number.

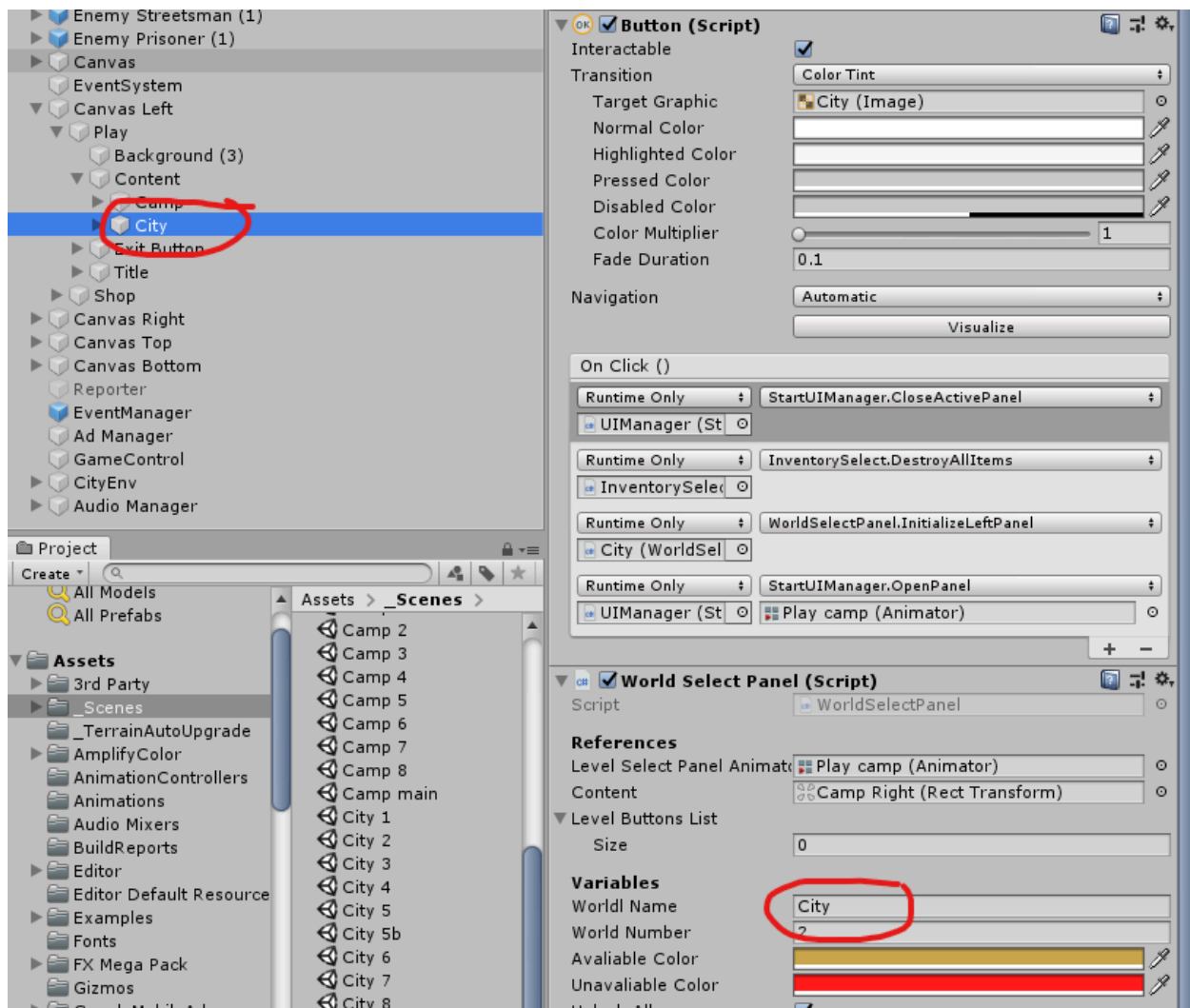


Then, play test to see your new level in action.

How to add new world

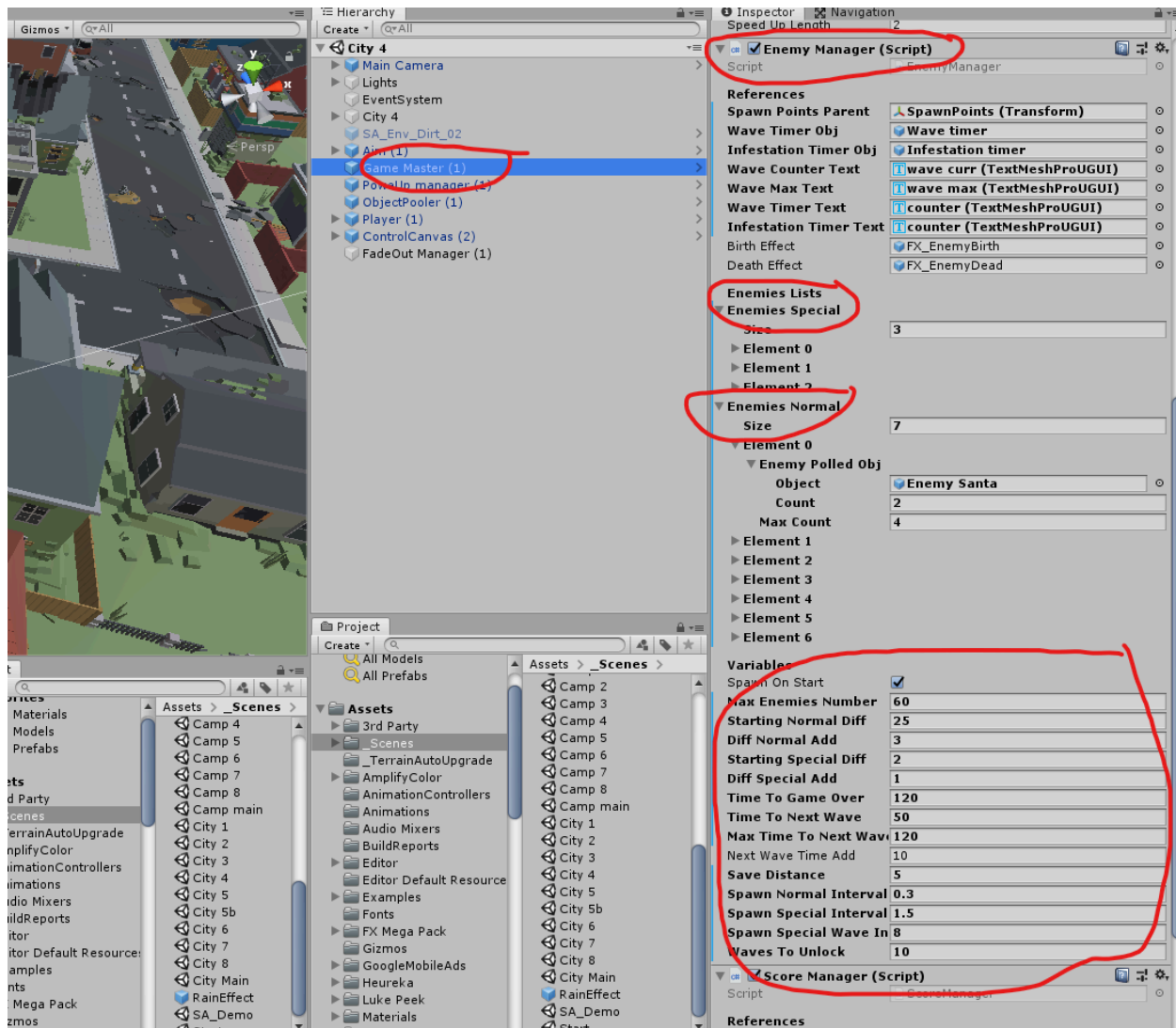
A world is like a collection of levels, currently we have "Camp" as a world.

You can add another world quite easily by cloning the Object "Camp" in CanvasLeft section of scene Start, then change the name of the world. This name will be used as a suffix to load the levels of that world.



How to change level's difficulty

You can change the difficulty of a level by adjusting the number of enemies there is in it. Also, you can customise the types of enemies will be spawned in a specified level by inspecting component EnemyManager of GameManager object



Contact

You can always contact me through the supports on the sites you purchase this package from. mio.developers