

Isometric Shooter

GAME TEMPLATE FOR UNITY



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1 Introduction

1.1 Summary

Isometric Shooter is a comprehensive game template for Unity to create your own game in isometric perspective. It includes both Javascript and C# code as well as example scenes to show the capabilities of this asset. This document covers the Isometric Shooter template and its add-ons.

1.2 Features

Isometric Shooter has been designed to fulfil most needs for the top down shooter genre, which includes among others:

- Isometric camera setup and input control mechanism
- User interface for map and character selection
- HUD to display health, ammo, kill count and experience points
- 2D and 3D prefabs to create and extend maps
- Campaign and skirmish mode
- Map trigger events to end a map and/or a game session
- Behaviour for regular and boss enemies including kill loot
- Different weapons with detailed bullet configuration including straight and ballistic shots as well as bounce and area effects
- Additional immersion by snow, puddles, crates, pipes, gore, etc.
- Unique 8-bit sound tracks

1.3 About

ASSETCREW currently is a one man show, which means that each code, sound, artwork and level design is provided by one person. Except, the teaser artwork is made by an external artist.

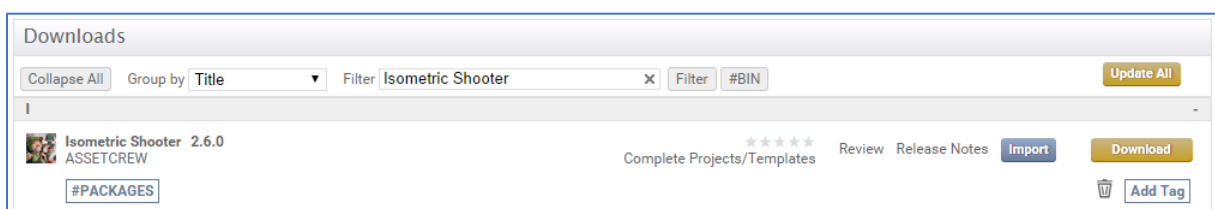
More of ASSETCREW can be found here:

- Unity Asset Store: <https://assetstore.unity.com/publishers/2522>
- Fiverr: <https://www.fiverr.com/assetcrew>
- Youtube: <https://www.youtube.com/playlist?list=PLCDEE7769C75597BA>

2 Setup

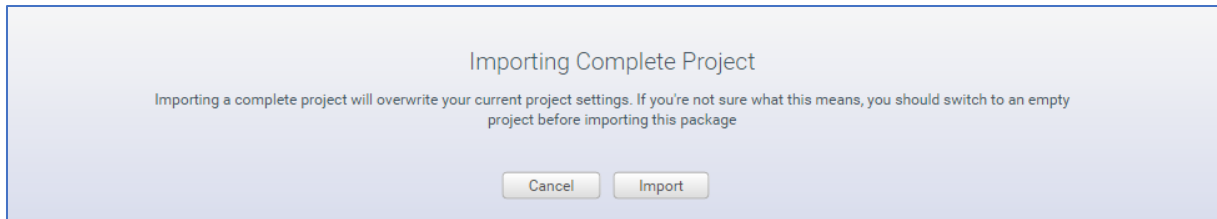
2.1 Download

As soon as you have purchased the Isometric Shooter asset you can download it by going to <http://u3d.as/8c9> or just open Unity and go to the Asset Store window to download it from your library (click on “Toggle Download Manager” button and navigate to the asset).



2.2 Import

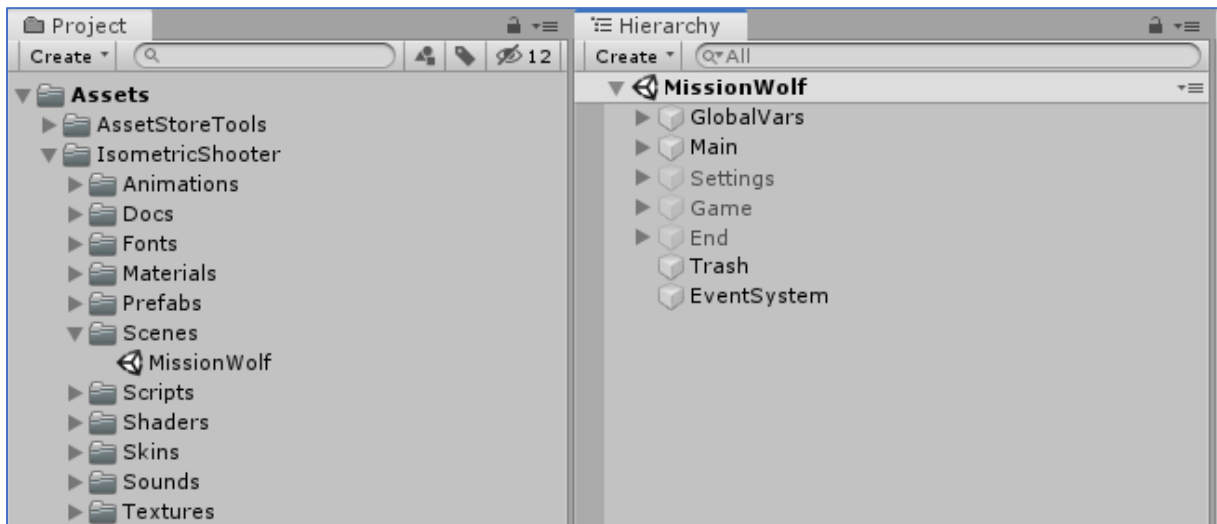
When importing the asset to your project please consider that this asset comes with predefined project settings which will overwrite the existing ones of your current project. So it might be a good idea to back up your project beforehand.



3 First steps

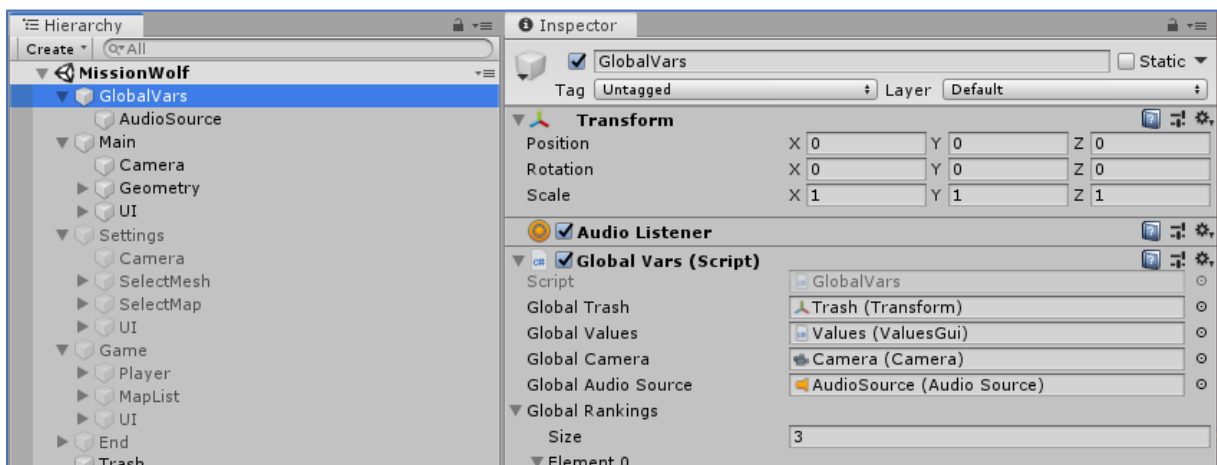
3.1 Folder structure

The folder structure is supposed to be flat and intuitive to enable developers organizing their stuff with ease. Below the main folders you will find some sub-folders, e. g. for CS and JS related files or to divide between music and sound effects and so forth.



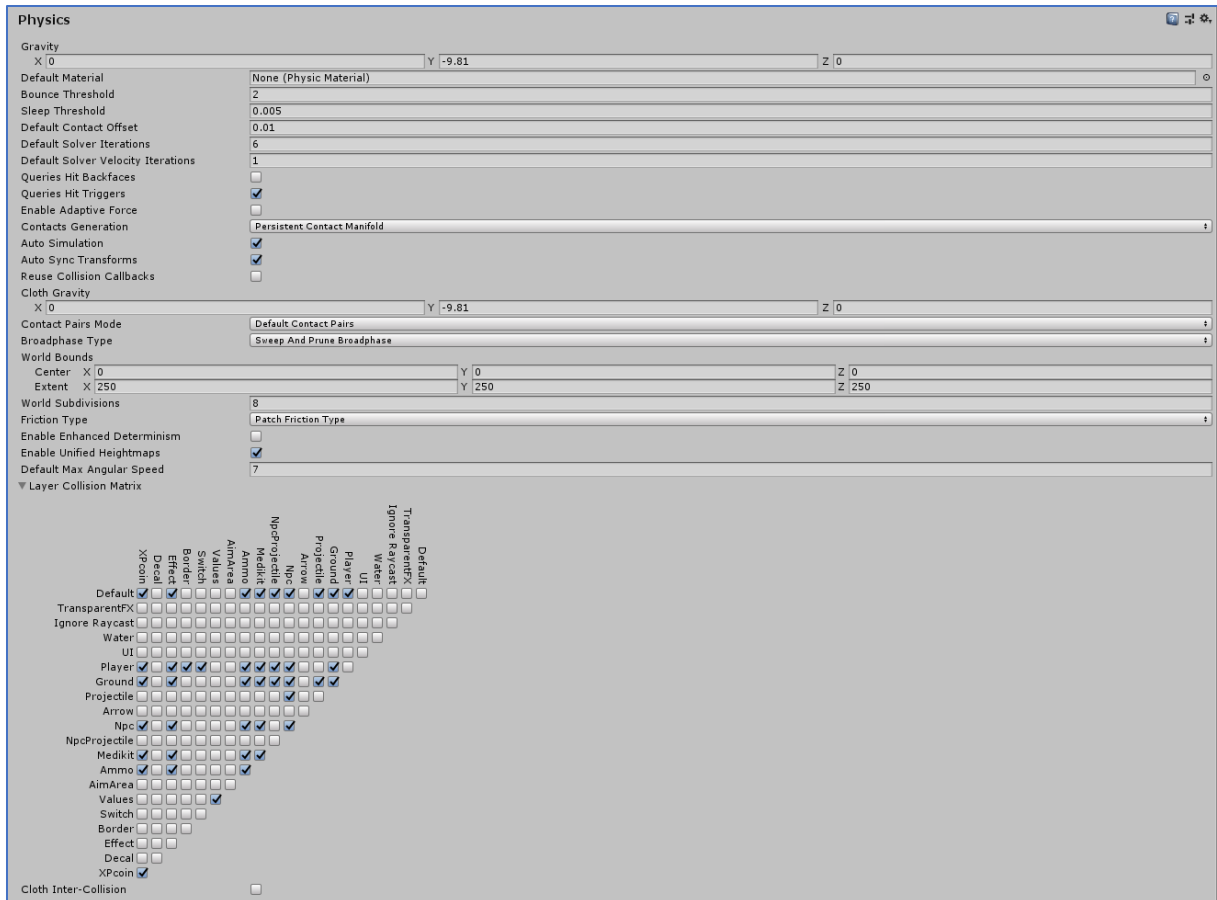
3.2 Scene structure

All scenes usually have the same segmented structure with main segments like Main, Settings, Game, End as well as some system specific parts. This way the application can easily activate and deactivate segments when needed.

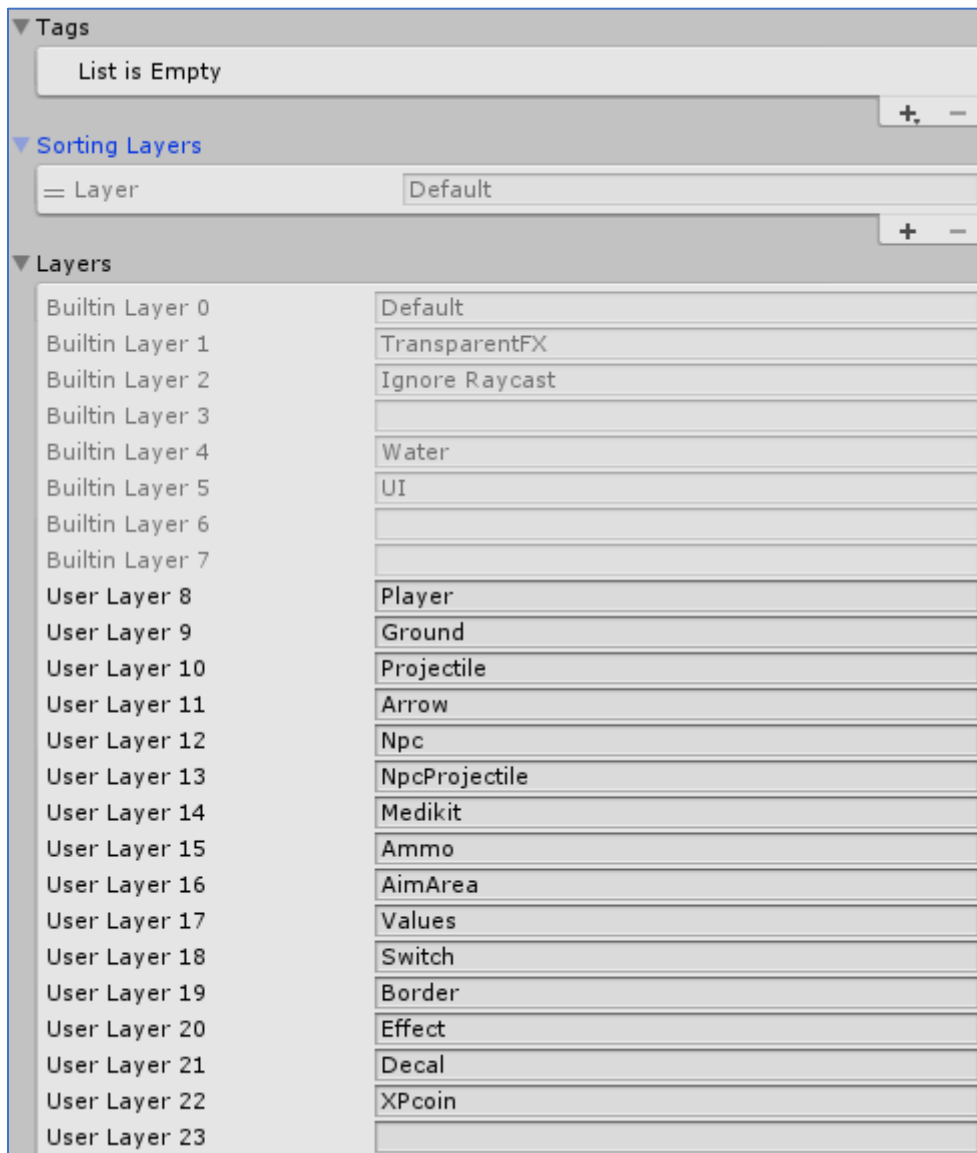


3.3 Project settings

The PhysicsManager settings are a crucial part and must not be changed unless you really need to. In case of any changes I cannot guarantee that the game will work without issues afterwards. So please handle that with extra care. Thanks!

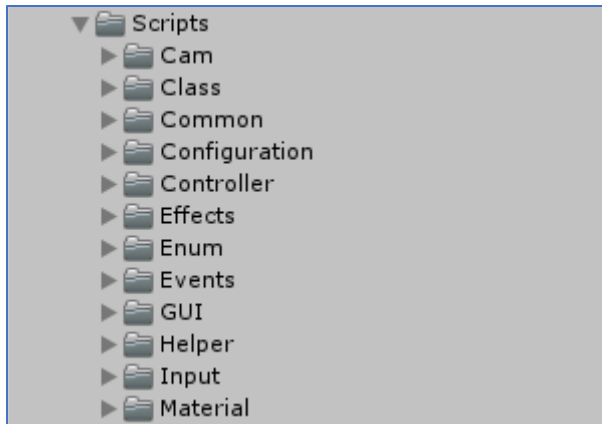


This is also essential for the Tags & Layers settings. Whenever you change, add or remove layers you have to consider and take a look into the physics settings as there will be some major impact.



3.4 Code style

The code is written in order to give also beginners a good understanding of how things are working. For instance, you have controller scripts with the logic and on the other hand configuration scripts which contain variables for keeping track to a specific object state.



4 Input controls

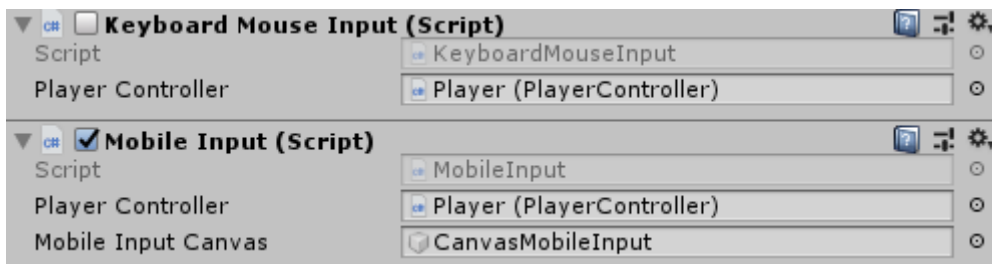
4.1 Keyboard + mouse

With keyboard and mouse controls the following keys are mapped:

- W, S, A, D for side and forward movement
- Space to jump
- Mouse for aiming
- Mouse wheel for weapon select
- Mouse left button to shoot

4.2 Mobile

You can switch to mobile input controls at the PlayerController.



Just uncheck “Keyboard Mouse Input” and check “Mobile Input”.

5 Scenes

5.1 Mission Wolf

The MissionWolf scene is a showcase for a specific setting where the player has to fight through the mad hordes of an evil leader. It contains two maps and shows the usage of different enemy behaviours like idle, waypoints, attack and spawning of additional enemies after certain time delay.



6 Contact

Please do not hesitate to contact me at support@assetcrew.com.