Unit 02 Games - Top Down Violent Shooter Starter Pack

This is a small project designed to emulate the gameplay of Hotline Miami.

If you didn't pay for this and you can, that would be appreciated (Or at least just subscribe to my youtube at https://www.youtube.com/channel/UCowmZQCmZIXuD-fEeYFnx0A). The art supplied in this project is for demonstrative purposes only and should not be used in any commercial project (or by anyone called digital homicide). Feel free to use the art supplied as a guideline for making your own though, I know how hard it can be to begin making sprites and it seeming like every one else does it better. But keep at it and you'll improve.

Notes For Use:

The "Testing" Example level will need to be added to the build settings in order for the menu screen to work.

Using the Astar pathfinding variants:

The program comes with two versions of the main enemy AI Script. One uses the Astar Pathfinding Project free version found at (http://arongranberg.com/astar/). If you choose to use this version then you will need to download and import these assets as well in order to use them. You will also need to add the AiPathFind script (found in the AI Variants folder) to the enemy as well as a seeker component (This is included in the Astar pathfinding project). You will also need to include an AstarPath script in the scene you wish to have pathfinding in as this draws the grid used for navigation. The example scene is set up to use 2D colliders on the layer "PathFindBlock" to mark where the AI cannot walk so be sure to select "Use 2D Physics" and add the "PathFindBlock" to the mask. You will also need to copy the code from the "AstarVersion" Script into the EnemyAI Script, replacing all its content and un-comment line 41 in the "LevelEscapeController" script to enable the functionality that uses the Astar pathfinding (Enemies reacting to player gunshots). By default the enemies have the basic AI on them (Without Astar).

You will need to un-comment all the code in the "AiPathFind" and the "AstarVersion" Scripts as well as copying the code from the Astar Version into the EnemyAI, replacing all the content of the class but keeping the class name "EnemyAI" and the imports it uses.

Creating new levels:

To create levels I used the CM Tools Tile Master asset which is free on the asset store. Also provided is an example sprite sheet of walls to show how to lay out the different sections of walls so they work correctly.

Any questions or errors should be sent to unit02games@outlook.com

Thank you for buying this and I hope it helps you make something amazing!

Credits:

Hitman - Kevin MacLeod (incompetech.com)
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Sound effects were sourced from http://www.freesfx.co.uk/