

# Megavaders 5000

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## Description

Megavaders 5000 is a complete retro-2d space shooter template inspired by the old-school Space Invaders(tm) arcade experience. The project is split into three scenes, where the first scene is an “Attractor Mode” intro. The second scene consists of the core gameplay, and the final “Game Over” scene collects a player’s high score, if said player achieves a place on the leaderboard.

**NOTE:** Please read the change log (bottom of document) and consider how the changes may affect any project based on Megavaders 5000.

## How To Play

Begin by pressing a fire button (see Project Setup Requirements). Move the player ship horizontally while attempt to blast the Megavaders. Utilize the shields as cover from incoming enemy missiles. Destroying the Megavaders increases the score. Once all enemies are destroyed, the next wave starts. Waves continue until the player ship is destroyed.

High Scores may be cleared by using the Megavaders 5000/Clear High Scores menu option from the Editor Window. The High Scores collection logic includes a time limit and if input is not captured prior to timeout, then the high score text is auto-saved and the game continues to the intro screen.

## Customization

Customizing the template is as easy as replacing the sprites in the included sprite-sheet, or as complicated as changing the included source code to add /change game mechanics.

## Visuals

- The game sprites are found in a single spritesheet: /\_Visuals/spritesheet.
- Icons set in player settings: /\_Visuals/Enemy\_32\_32 and Enemy\_132\_132. Both files are utilized for different Icon size settings.

## Audio

Audio files are contained in the /\_Sounds folder. Please note that the March\_BeatX sounds are short on purpose, as each sound is played in time according to the speed at which the enemies move one space.

## Other

- Enemy Layout features may be edited by adjust values in the Enemy Creator editor panel. Select the \_\_GameLogic game object in the Gameplay scene. Adjust values, press run.
- See /scripts/GameGlobals.cs. A few static values exist that are used to set movement constraints on the Player and Enemies. Adjust values there as necessary to reflect your target platform and desired behaviors.

## Project Setup Requirements

### Input Manager

Megavadaders was initially created to work with USB controllers plugged in to a PC. The 'controller' discovery process works by caching data related to the first fire-button pressed (should take place on the intro scene).

**Required input axis setup:** Fire1, Horizontal, Vertical

**Optional:** Fire2, Horizontal2, Vertical2, Exit

### Tags

In the Tag manager, **Enemy** and **Shield** must both be declared. If these are not declared, the game will most likely still run in the Editor by pressing "Play", however it will throw exception errors if played via Build.

### Build Settings

Make sure the following scenes exist in the Build Settings->Scenes In Build window:

GameStart, GamePlay, GameOver; They are found in the SCENES folder. GameStart is the entry/first Scene.

### Player Settings

Aspect Ratios of 4x3, 16x9, and 16x10 are supported; others are untested.

### Define Symbols

Megavadaders 5000 was initially designed to work on a shared stand up cabinet (The Lexitron). In order to play well with others, the game will auto-quit after 90 seconds if **AUTO\_KILL\_GAME** is defined as a define symbol. For most needs, defining the symbol is not required and is undefined by default.

## Support

Send all support questions, bug reports, and general inquiries to: [support@runefire.com](mailto:support@runefire.com)

## Attributions

Attributions to authors:

Font: Press Start 2P Regular Font maker Cody Codeman38 Boisclair

## Change Log

Version	Date	Notes
1.0	3/2016	Initial Release
1.1	3/2019	<p>Several big changes have taken place, mostly code and project refactoring. The refactor should make it much easier to customize the game template.</p> <ul style="list-style-type: none"><li>• Updated to Unity 2018.3</li><li>• Updated Documentation</li><li>• Refactored code and project</li><li>• Consolidated sprites into a single, easy to modify sprite-sheet</li><li>• Removed in-code scaling on the enemy sprite layout</li><li>• Player ship sprite scale set to 1.0f</li><li>• NOTE: Scaling changes also required changing the layout code for enemies and the camera size settings. Projects based on Megavaders may need to adjust settings!</li></ul>
1.1.1	7/2019	Updated to Unity 2019.1