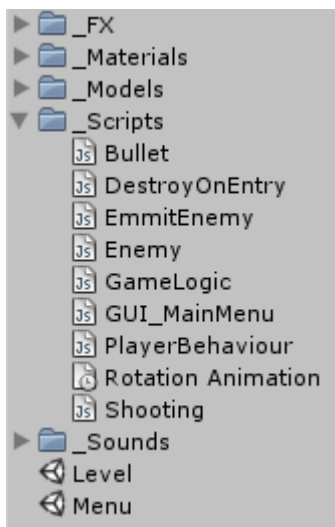


ASTEROIDS BELT PROJECT

Overview

This is simple space-shooter. Player fly forward and just need to survive among Asteroids. Complexity will be increased gradually – new enemies appear and Asteroids become stronger and bigger. Player receives points for enemy destroying and can earn up to 3 stars reward per level. Player use mouse to move your space-ship and left mouse button to fire.

General project structure



FX – Contais all special FX, like stars, explosions, etc.

Materials – Contais all textures and materials

Models – Contais all 3D models

Scripts – Contais all scripts

Sounds – Contais all sounds

Level – Main game scene. Game happens there indeed.

Menu – Scene with main menu

Main game objects



Bullet – object instantiated, when player press Fire button. Include all necessary scripts and FX

EnemyEmmitter – Object, that create and push enemies to player. Include all necessary scripts and FX.

Asteroid, SpikeBall - object instantiated by EnemyEmmitter. Actually they are enemies. Include all necessary scripts and FX

Environment – non-playable objects, those create background, lights, stars, etc.

GameConditions – Virtual object that contains main game variables, like initial level length (Level Time), music, etc.

GUI – Contains all user interface elements.

Player – the player avatar itself. Includes all necessary scripts, models and FX. Included **Shooter** object - contains script that allow Player shoot to enemies.

Some important scripts variables

Bullet.script

- LifeTime – time after which bullet will be destroyed
- EnemyCost - How much points player obtain for each destroyed enemy

EnemyEmitter.script

- Enemy – list of objects to instantiate
- EnemySpeed – speed of enemies
- FireRate – how often will enemies generated
- EnGenRange – in which diapason will they generated
- IncComplexityTime - time after which complexity will be increased
- Complexity increment – how much complexity will be increased

Enemy.script

- CurrentDetonator – explosion FX object
- Life – how many time need to hit enemy to destroy

GameLogic.script

- Level time - like initial level length
- StarSost - how much points need to earn to receive 1 star-award

PlayerBehaviour.script

- XLimit, Ylimit – limits for players movement
- MaxLife – player life how many time need to collide with enemy to destroy

Shooting.script

- Bullet - objects to instantiate
- Speed - bullet speed
- FireRate – how often can player shoot

P.S. Please don't hesitate to contact me if you have any questions or need an advice.