Neon space fighter

How to use this project? - Just open "gameScene" scene in main folder and there you go, whole game is ready for you.

Scripts

If you need to edit/change some code here is what you need to know about scripts:

asteroidStart – script used to spawn the asteroids

bestScore – used to write the highest score on UI Text in top right corner

bullet – this script will destroy bullet when it hits target or wall

bulletShoot – used for enemies to shoot the bullets

collectStars – when spaceship enters the colider near stars this script will pull stars toward spaceship

collisionWithEnemy – called when spaceship is colided with enemy. Also contants method "resetHealt()" that is called when player replay game, this method will bring players health to 100%.

destroyStar – this script is used to destory star when spaceship collect it

enemyBullet, enemyBullet1 – used for enemies to shoot bullets

enemyHit – when player hit the enemy to calculate emeny health and destroy enemy spaceship when health is below 0

EnemyMovement – for moving enemy spaceship

enemyShipRotation – to rotate enemy spaceship

EnemySpawn – used to spawn the enemies

enemyStart – enemy start moving when it is spawned

exitGame – get back from gameplay to main menu

exitGameOnBack – exit the game when esc is pressed

gameover – opens menu when players spaceship is destroyed

movement – players spaceship movement controls

openSettings – used to open settings menu when "settings" button is pressed

openUpgradeMenu - used to open upgrade menu when "upgrade" button is pressed

pause – used to open menu when pause button is pressed

play -used to start the game when play button is pressed

playerShooting – used for player spaceship to shoot the bullets. It will instantiate bullet from "resource" folder

randomMovement – for emeny spaceship to randomly move

replay – used to replay the game when "replay" button is pressed

scoreText – display score on UI Text

settingsMenu – used to change settings menu options

shapeMovement – used for moving and rotating asteroids

smoothCamera2D – used for camera to follow playes spaceship smootly

sound – turn on/off sound

starRandomMovement – used to move star randomly when enemy spaceship is destroyed

upgradeSpaceship – upgrade spaceship health/speed/damage/fire speed

Vars – used for static variables

THANK YOU SOOOO MUCH FOR CHOOSING MY ASSETS I REALLY APPRECIATE IT! I HOPE YOU WILL LIKE MY WORK! WISH YOU ALL THE BEST!