**MOBILE GAME GALAXY SPACESHOOTER**

**INTRODUCTION:**

Mobile game galaxy space shooter is a 2D shooting game which is implemented using Unity Game Engine and C# script.

**MODE:**Single-player video game

**ABOUT THE GAME:**

In mobile game galaxy space shooter,space ship is the player.Asteroids are obstacles in the game.There are two types of asteroids:small and large.

Space Ship rotates and shoots the asteroids which are coming from different directions using the bullets by a single tap.If the space ship hits large asteroids,chunks of three asteroids are produced.For blasting one asteroid 10 points are awarded ,if the score reaches 100,player wins the game,otherwise player looses the game.

**STEPS INVOLVED IN MAKING THE GAME:**

1. We start by creating a new Unity 2D project, saving the scene into a Scenes folder.
2. We import galaxy space shooter assets from the asset store.
3. Drag the spaceship from the folder to the hierarchy window and create an empty game object and name it as bullet Launcher and attach it to the spaceship and make it as a prefab and drag that prefab into the prefab folder in the project window.
4. Drag the asteroids and bullet into the hierarchy window and add the rigid body and colliders and make them as prefab and drag them into prefab folder in the project window.
5. Create scripts folder.
6. Create Ship Script and attach it to the Spaceship.
7. Create Asteroid Script and attach it to the Asteroid prefab.
8. Create Bullet Script and attach it to the Bullet Script.
9. Create an empty game object in hierarchy window name it as a game manager and create game manager script in the project window and attach the script to the game object in the hierarchy window.

10.Create an empty game object in hierarchy window name it as a pool manager and create pool manager script in the project window and attach the script to the game object in the hierarchy window.

11.Create an empty game object in hierarchy window name it as a prefab manager and create prefab manager script in the project window and attach the script to the game object in the hierarchy window.

12..Create an empty game object in hierarchy window name it as a User Input Handler and create User Input Handler script in the project window and attach the script to the game object in the hierarchy window.

13.Ship script is used for the rotation and movement of the space ship.

14.User Input Handler is for tapping on the screen to rotate on the space ship.

15.Bullet Script is for the movement of the bullet.

16.Prefab Manager Script is for creating the small and large asteroid prefabs.

17.Game Manager script is for the life of the player.

18.Pool Manager script is for creating pool for asteroids and bullets.