Top Down Turret Pack

I hope you find this pack useful. If you have any questions, or suggestions for improvements, please email robert.wells@gandhigames.co.uk.

Attribution

The external resources used in this pack can be found below.

Sprites are provided by BigRookGames and can be downloaded from: http://www.bigrookgames.com/files/UndeadEmpire2DAssets.zip see http://www.youtube.com/watch?v=5rvbbtqZh4c for more information.

Gun Shot Audio by Luke.RUSTLTD : http://opengameart.org/content/gunloop-8bit

Additional Resources

The below links to audio, while not included or affiliated with the package in anyway, are sounds that work well with the bolt, ice and rocket turret.

Explosion audio by Michel Baradari: http://opengameart.org/content/2-high-quality-explosions

Ice and electric audio by qubodup: http://opengameart.org/content/ice-electricity-magic

Turret Overview

Attached to each turret is a turret script with editable variables. Many of them are self-explanatory but I've given a brief overview of each below.

Shoot Speed: How quickly projectiles are released from the turret.

Turn Speed: How quickly a turret can turn to face its target.

Sight Radius: Only enemies within this radius are targeted. Enemies outside are ignored.

Pool Projectiles (Boolean): If true then the projectiles will be pooled. Rather than destroying/instantiating objects (which is computationally and memory intensive), the projectiles are enabled/disabled. This should be enabled for all

turrets except the flamethrower (which already enables and disables the flame animation automatically) See the below link for more information: https://unity3d.com/learn/tutorials/modules/beginner/live-training-archive/object-pooling

Projectile Launch Speed: The force at which projectiles are launched from the turret.

Projectile Damage: The damage caused to enemies when the projectile hits.

DPS: Damage-per-second. Some turrets (electric and ice) can cause damage over time.

DPS Time: The number of seconds that DPS is applied.