

Cherry on Top - Combat Logic

This asset is intended to give an implementation for a general combat system that can help developers to kick off their ideas without implementing all the combat logic from scratch.

This package implements and orchestrates:

- Entities system: Entities can interact with each other, and they have health points. Can also be given mana points.
- Attacks system: Entities can attack each other, and decrease life points from each other. Attacks can also have critical hit probability and a damage range (optional).

Types of attacks:

- Close attacks for melee combat.
- Ranged attacks of free shots (projectiles will move forward by their initial direction).
- Targeted to entity attacks (projectiles will follow an entity until they hit it).
- Health system: Entities can get damaged, deal damage, heal and die.
- Mana system: Entities can be limited by the energy they have, and won't be able to perform attacks if they don't have enough mana.
- Ammo system: Entities can have multiple weapons, with limited ammo, that can be refilled.
- Potions prefabs: Can be collected to restore health points, mana or ammo (ammo can be for specific weapons exclusively).
- Enemies AI: Enemies are entities that can fight the player. Can be extended in many ways. Can do close, free range and targeted to player attacks. Each enemy can cease from attacking the player if (optional, they can also attack until they or the player dies):
 - Too far from player
 - Too much time passed
 - The player hides behind a layerIn this demo you will find 3 types of enemies behaviors:
 - Idle enemy: Will stay idle even if attacked. Does no harm. Only takes damage.
 - Fighting back enemy: Will attack only once you attack it.
 - Fighting when in range enemy: will attack once you attack it OR if you are close to it (distance is configurable in editor).
- GUI to show stats of:
 - Health points
 - Mana points

- Ammo count
- Damage points popup
- Heal points popup

Demo scene is packed with everything, you will find that most of the features are configurable and visible in the Unity editor. The code is fully documented.

If you have any bugs or requests - please reach out! This package is quite wide and we want to make it as best as we can: reytangames@gmail.com

Our main goal is to give game developers a package that will enable them to kick off a project without the need to implement all that overhead. Happy to hear your feedback to improve it!