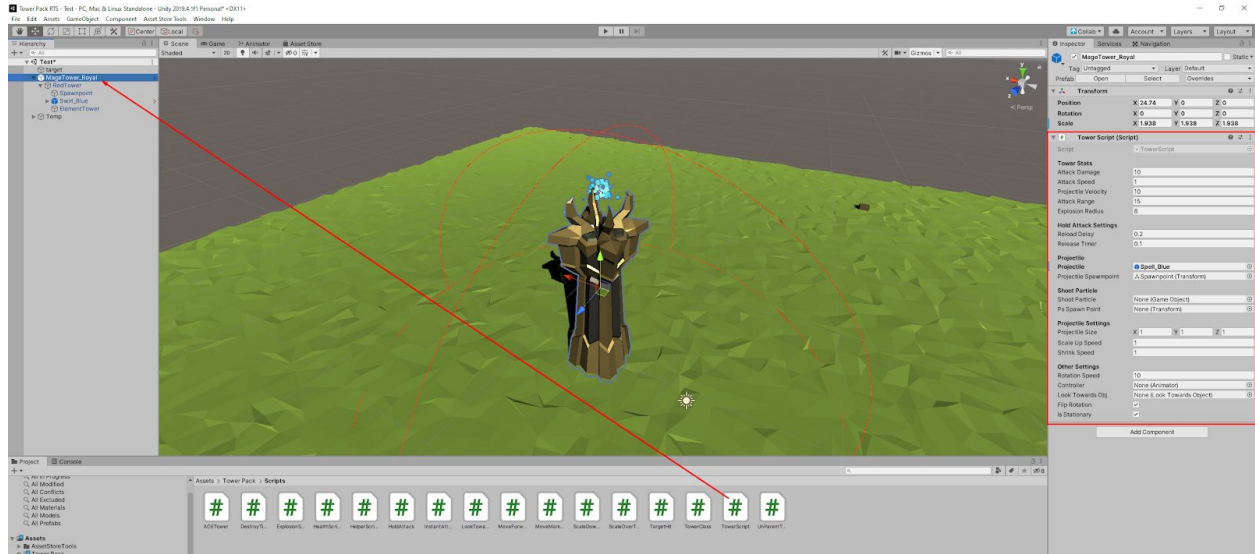


Tower Pack Documentation

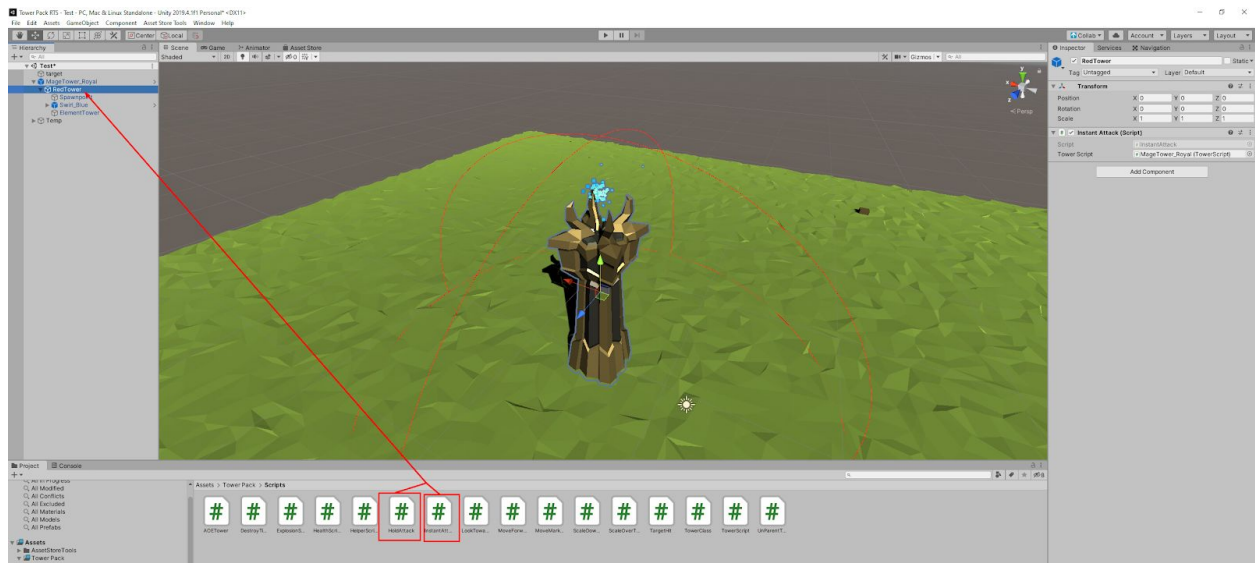
Tower Setup

- 1) Add Tower Script to the outer GameObject on the tower you want to set up.

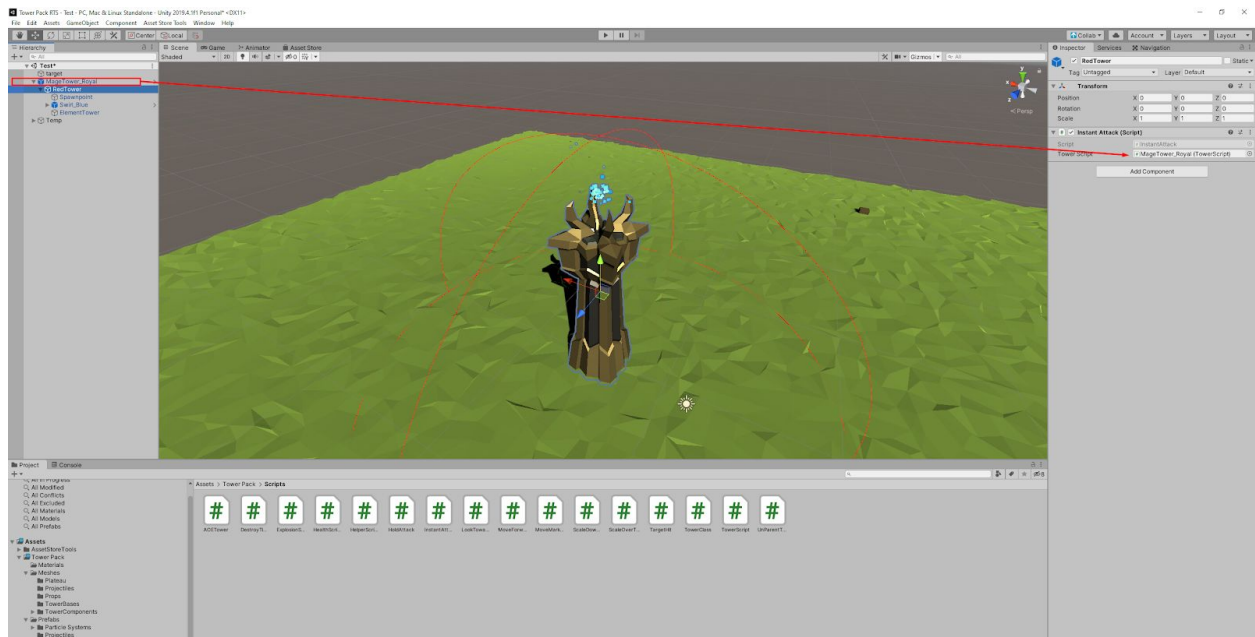


- 2) Add either Instant Attack or Hold Attack to the second GameObject.
Instant Attack will instantiate a projectile that will be fire instantly whenever an enemy is nearby.

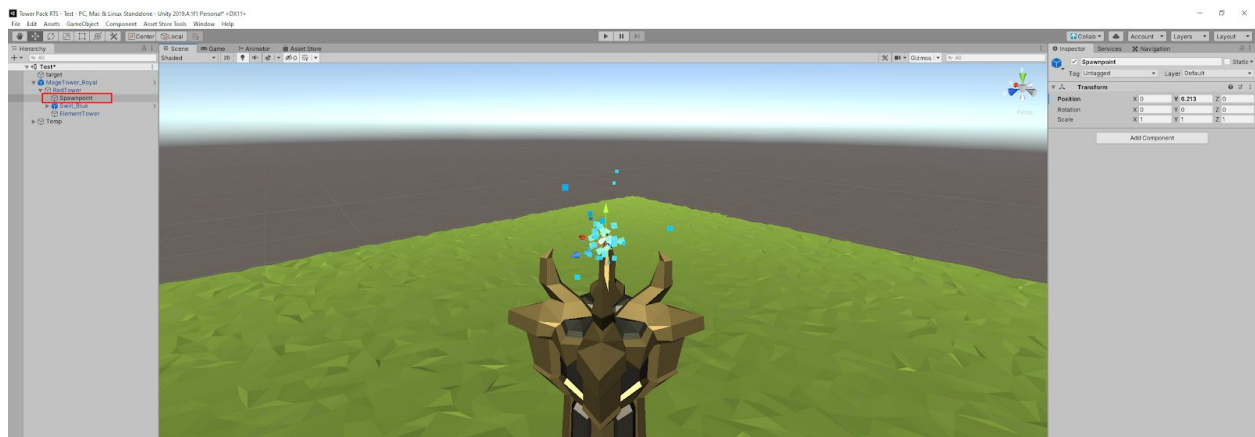
Hold Attack will instantiate a projectile that will stay in place before it will start to move towards an enemy. This is useful for example on a ballista where you want the projectile to stay on the string during the reload animation and then to be launched at the right moment.



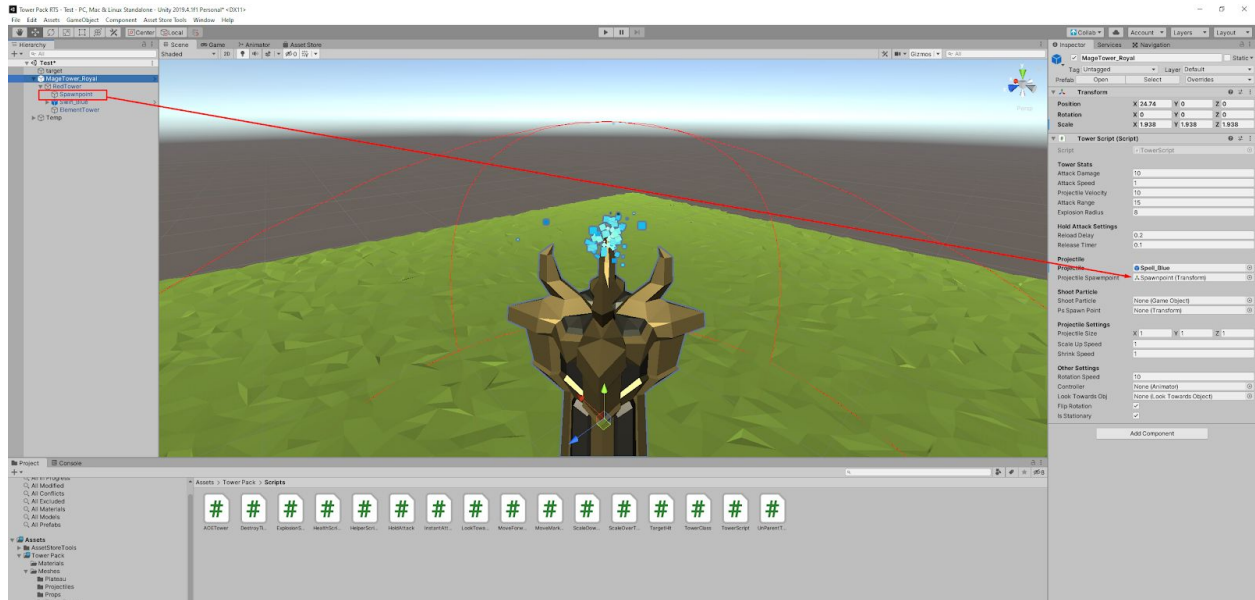
- 3) Drag the parent GameObject with the Tower Script attached to the child GameObject with Instant Attack or Hold Attack.



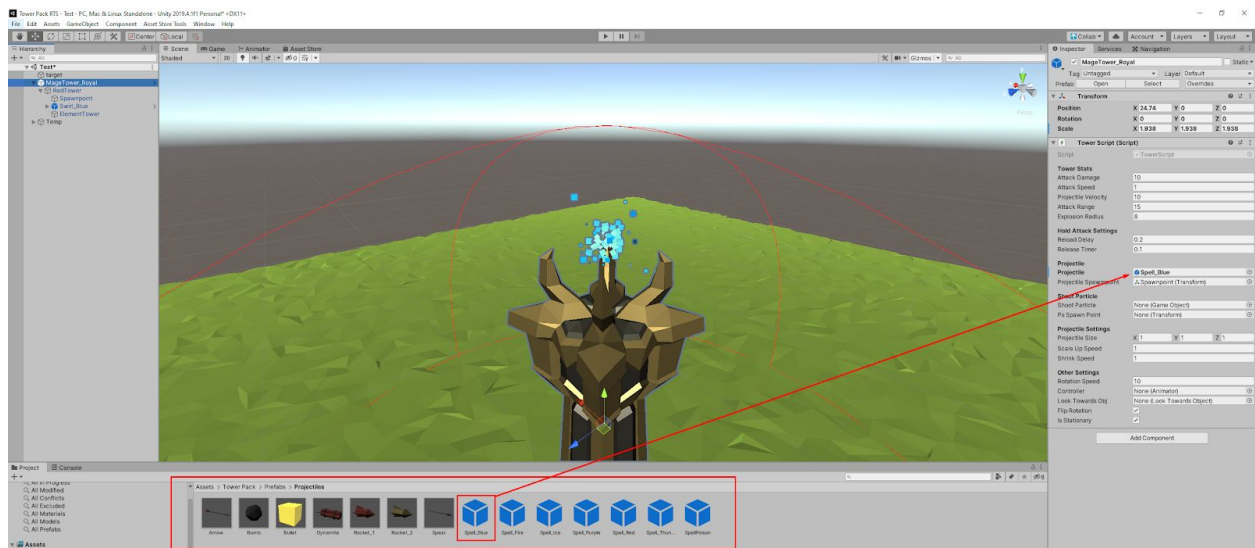
- 4) All the scripts are now in place, next up is to add a spawn point for the projectile. To do this you add in a new GameObject that you put somewhere under the GameObject with the Instant Attack or Hold Attack. The Spawn Point is where the projectile will be instantiated so it is best to position this GameObject in the location at a particle system, inside a cannon or on a string.



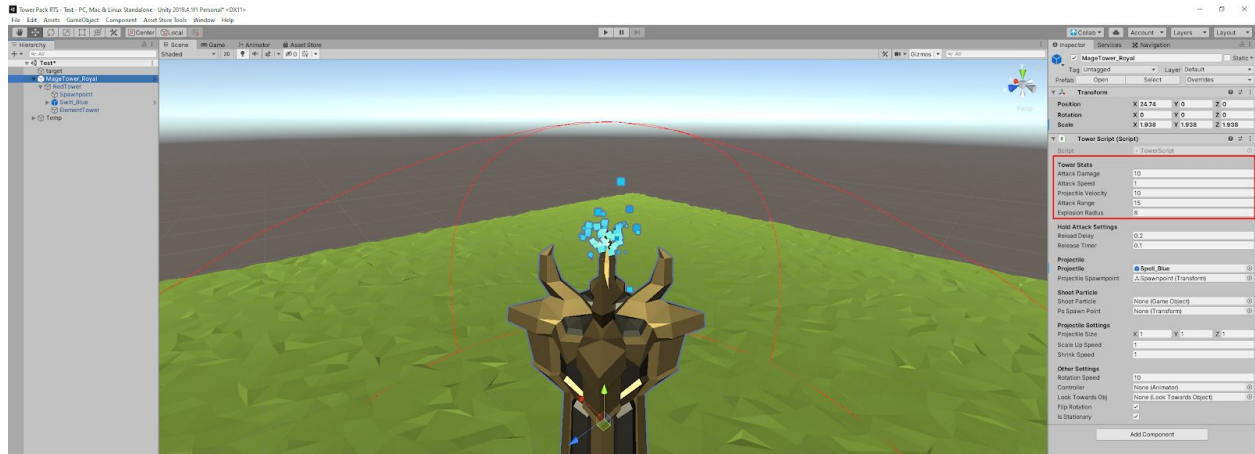
Then you want to add the spawn point to the tower script, click on your tower and drag the spawn point to Projectile Spawn Point.



5) The final step to get a working tower is to choose a Projectile, you can do this by going to Prefabs -> Projectiles.



Tower Stats



Attack Damage adjusts the amount of damage the projectile will deal to the enemy.

Attack Speed adjusts how often the tower instantiates a new projectile.

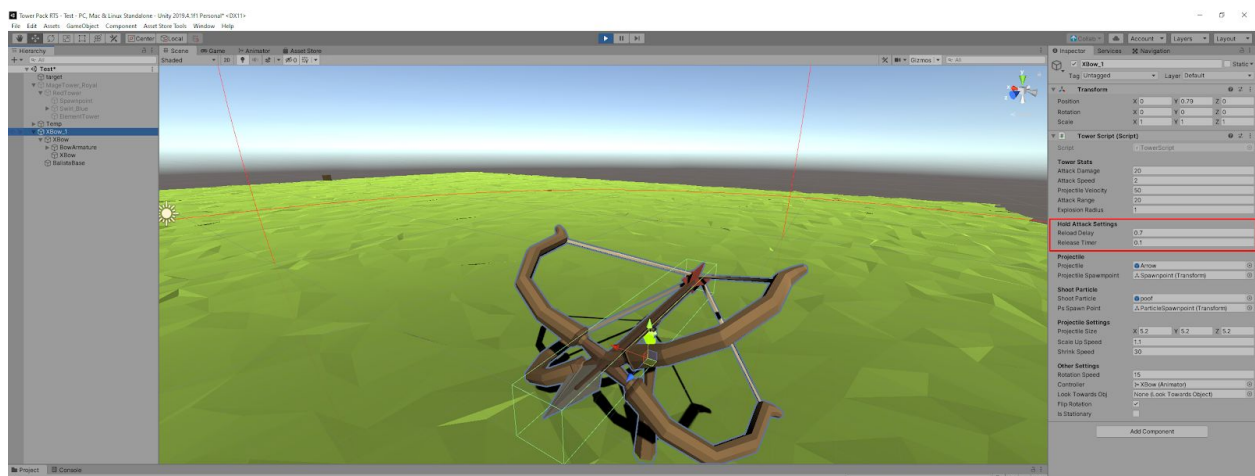
Projectile Velocity adjusts the travel speed of the projectile.

Attack Range adjusts how far the tower detects enemies.

Explosion Radius: Explosion Radius adjusts how big the explosion will be. *Only Works if the projectile has an Explosion Script attached to it!

Hold Attack Settings

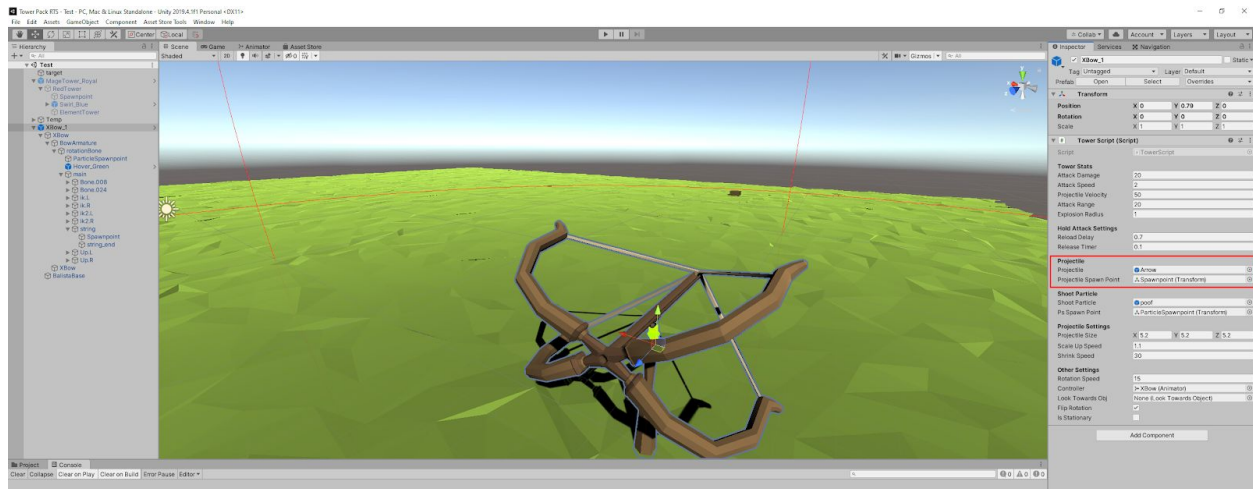
*These settings will only affect the tower if there is a Hold Attack attached to it!



Reload Delay adjusts the time before reloading the tower with a new projectile, *this affect how fast the tower is firing!

Release Timer is the time it takes for the projectile to let go of the spawn point. If the projectile gets stuck before it moves towards the enemy then try to lower the release timer.

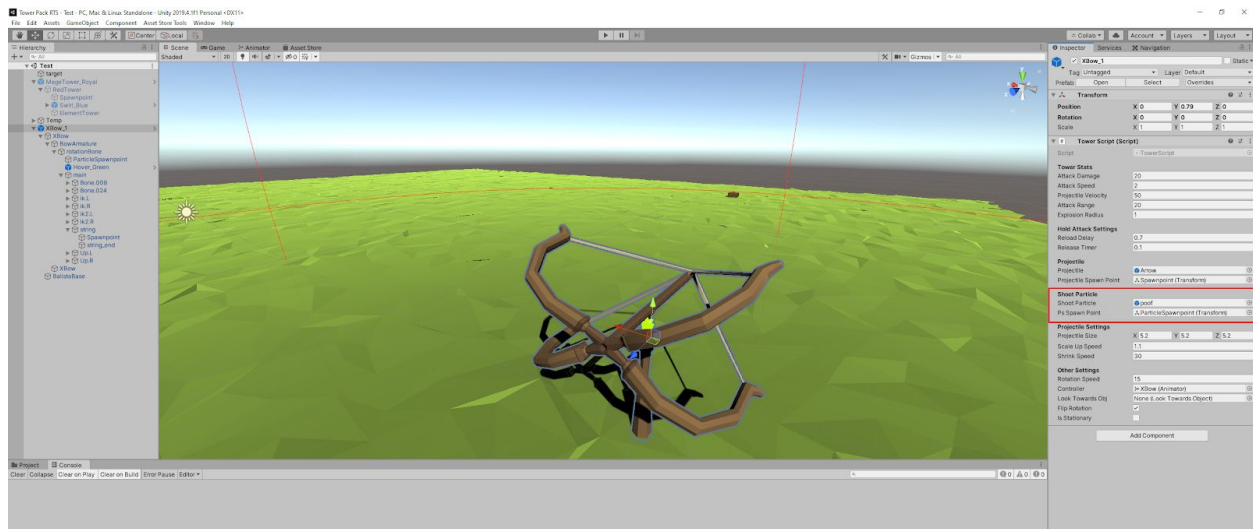
Projectile



Projectile is the prefab you wish to shoot from the tower.

Projectile Spawn Point is the location where the projectile will be instantiated at.

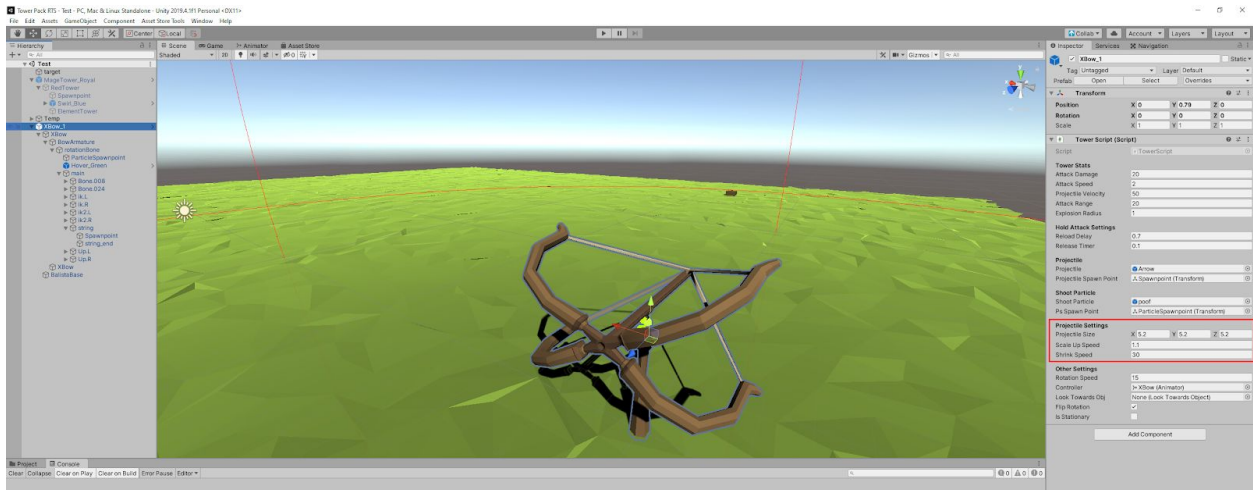
Shoot Particle



Shoot Particle plays when firing a projectile, for example, a muzzle flash.

Ps Spawn Point is the location where the projectile will be instantiated at.

Projectile Settings

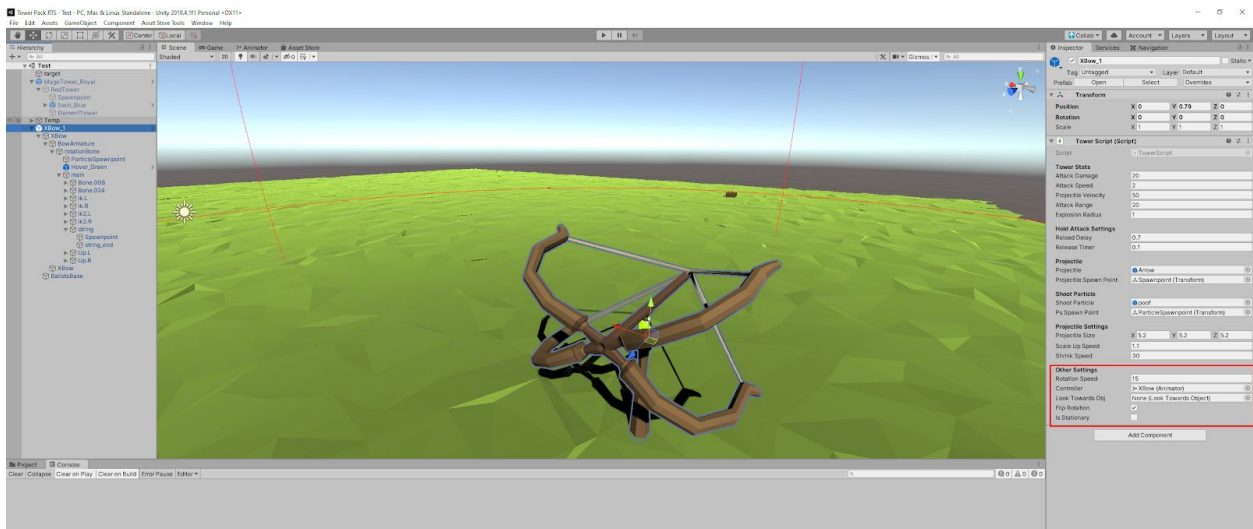


Projectile Size adjusts the size of the projectile.

Scale Up Speed adjusts how quickly a projectile scales up when it is first instantiated, *This affects how fast the tower is firing!

Shrink Speed adjusts how quickly a projectile shrinks to nothingness when it hits a target.

Other Settings



Rotation Speed adjusts how quickly the tower rotates towards the enemy.

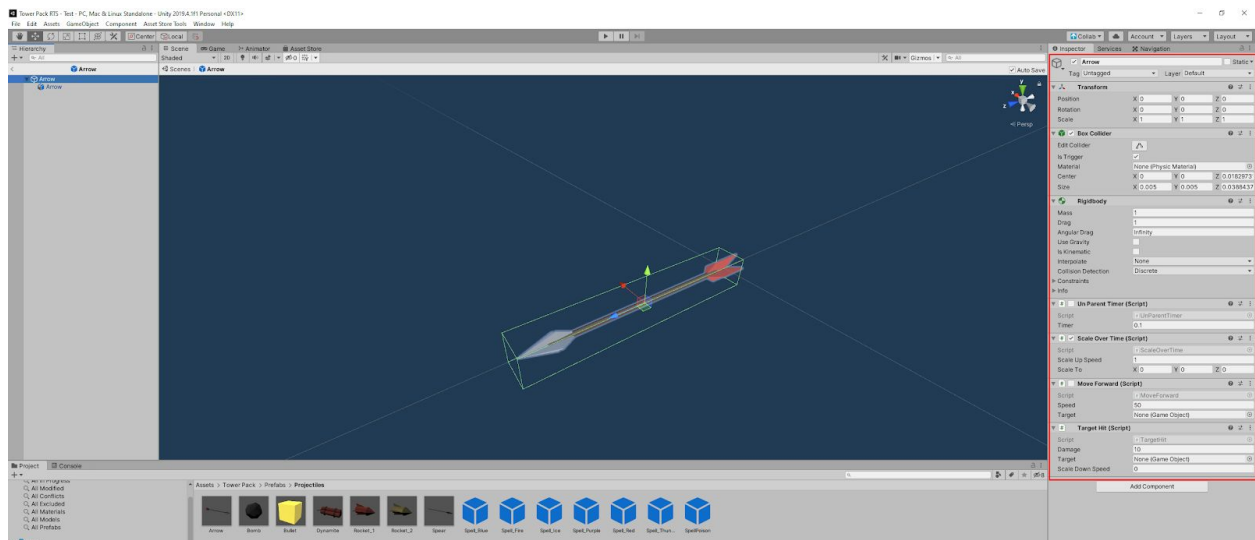
The Controller will default to the animator on the GameObject, if there is no controller leave this empty.

Attach a LookTowards Script on the base of the tower if you want the base to track the closest enemy.

If the tower is looking away from the target then enable this to flip the tower to look the right direction.

If the tower isn't supposed to move or look around check this box to make the tower stationary.

Projectile Setup



Necessary Components: Collider with isTrigger turn on, Rigidbody with useGravity turned off, UnParentTimer, Scale Over Time, Move Forward, TargetHit or ExplosionScript! All the settings on the projectile are adjusted through the Tower Script!