

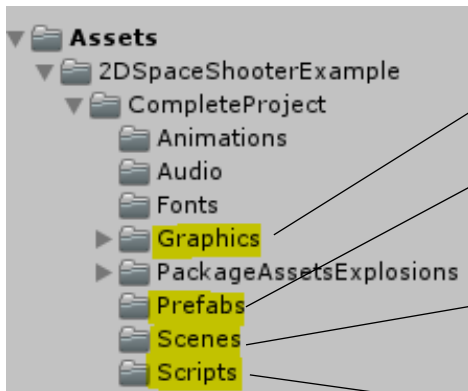


# CobaltSplosions!

Can you survive for a whole minute? Get 1000 points?  
Probably not without hacking the game first!



## Getting Started



Folder	Purpose
Graphics	This is where you can put graphics that you want to import into your game.
Prefabs	Prefabs are the games 'objects' such as Asteroids, Enemies, lasers, etc... You can modify some of their stats and how they look here. More advanced hacks/edits need to be done in their "scripts" (see Scripts below)
Scenes	This is where your "level" exists. There is only one level, called "Scene_01". There are a few things you can modify here, such as the player's ship and the camera.
Scripts	Contains the code you can modify for the most <b>advanced</b> "hacks"

## Cool Hacks or...Do Your Own!

Idea / Hack	Where you might do that
Increase your <b>Fire Rate</b> Increase your <b>Ship Speed</b>	In <b>Scene_01</b> under "Player_Script" section
Modify the <b>enemy's health/speed</b>	In the <b>Prefabs folder</b> , choose <b>EnemyBlue</b> or another enemy prefab, and look on the right bar under the "Enemy Blue_Script" section for some modifiable properties.
Modify the <b>look/Graphic</b> of an enemy...  ...or anything!	First, create/download your graphic, and put it somewhere into the <b>Graphics folder</b> .  In the <b>Prefabs folder</b> , choose <b>EnemyBlue</b> or another prefab, and look on the right bar under the "Sprite Renderer" section. The property called "Sprite" is the graphic for that enemy/object. You can drag your image file (from the <b>Graphics folder</b> ) into that field to update it.
<b>Upgrades!</b>  - Create a "multi Shot" - Create a bomb - Create a shot that splits after a short timer - Create dual machine guns - Make your bullets bigger - etc...	In the <b>Scripts Folder</b> , open up the <b>Player_Script</b> Take a look at the Update() method, it creates an object called "shot" through a method called "Instantiate". Consider <u>Instantiating</u> more than once. Instantiate also allows you decide its creation position and rotation!  For a bomb, consider using the following code: <code>GameObject[] enemies = GameObject.FindGameObjectsWithTag("Enemy");</code> The "enemies" variable now contains all enemies. You could use a loop, and the global method called Destroy() for example: <code>Destroy(enemies[i].gameObject);</code>
Add some <b>controls</b> to the game	In the Update() method of the <b>Player_Script</b> in the <b>Scripts Folder</b> , The code for a keyboard check (in the Update() method) is as followed:  <pre>if (Input.GetKey("w"))           // in this case, the 'w' key {     // YOUR CODE HERE }</pre>