2D High Quality pack | 2 stickmans | 23 weapons | working systems | + more

BMC Studio

Thank you for ordering our asset on unity . Before any introduction , i want to let you know that if any problems appears in your game , you can let us know on our Discord server :   [https://discord.com/invite/EHxsryJ5Dr] .

 If you dont have Discord , you can find us on our website : [https://bmc-studio.com] , or simply on our e-mail address at : [support@bmc-studio.com]

If you want to tell your friends about us , we have a free asset on unity for starting a 2D shooter :   [https://assetstore.unity.com/packages/tools/sprite-management/2d-weapon-pack-free205866?_ga=2.36539872.1926001195.1643513589-2122521180.1641510635]

The asset contains the following things :

1.Animations

2.Movement System

3.Shooting System

4.Health System

5.Parallax Background

6.Inverse Kinematics

7.Working Enemy

8. Enviorment

9.Guns

10.Melees

1. Animations :

The animations are : Idle , run , jump and crouch . If something is wrong with them or you prefer to make your own , you just need to go to the animator and edit or delete and start again with them .

2. Movement System :

The movement system is located in [Assets/Scripts/PlayerScripts/Movement] , and there you can modify or add something .

[W] --- is used to jump .

[A] --- is used to move left .

[S] --- is used to crouch .

[D] --- is used to move right .

After you atach the script to the player , you will have options for jump force … etc that you can modify for you game .

3. Shooting System :

After you atach the script to the player , in gun holder , you need to set the bullet and the effect that you will find in the project .

The shooting system is located in [Assets/Scripts/PlayerScripts/Guns] .

For shooting you will need to use the [Left click mouse] , or you can change in the script whatever button you want .

You will find a second script that will allow you to change the weapons from [scroll mouse button] , and the script is find here [Assets/Scripts/PlayerScripts/ WeaponSwitching] .

4. Health system :

So , the character can either lose health , or gain health , the AI that you are playing againts have damage scripts on them that you can modify how much damage to do (maybe if you want to make a boss , to make a lot of damage)

[Assets/Scripts/EnemyScripts/damageScript]

For the part that you want to gain health , you can use the healbox , that has heal script on it , and again , you can modify how much health the player to gain . To get health , you need to put a colider under the healthbox for this to work . You can find the script in :   [Assets/Scripts/HealBox/healthScript]

The script for health manager is find in [Assets/Scripts/HealthManager/healthManager]

5. Parallax Background :

If you dont know what a parallax background is , il say that it is a background that you can make it move with the camera in your game . You will need to set the speed for all the layers how fast you want them to move .

The best is to move faster as close as the player is .

You will find the parallax script here : [Assets/Scripts/Parallax/ParallaxScript]

You will need to atach this script directly to the background image and then you need to adjust the speed .

6. Inverse Kinematics :

Inverse Kinematics is something that will help you for making animations with the caracter beacause it can hold the bones togheter and move with the part that you want to move as in real life

For on/off the bones you will need to press on the gizmos button . And turn on/off the IK manager .

7. Working Enemy :

You just need to create an enemy or take our red stickman and atach the Enemy script found in :

[Assets/Scripts/EnemyScripts/Enemy] , and this will turn on/off the idle and walk animations and make the enemy to follow the player that you will set in the proprieties of the enemy after you atach the script to him .

Idle animation is on when the player is not in the range that you set in the enemy script , and after the player enters the range , the enemy will start to follow the player aswell turn on the walk animation .

You can put the enemy directly in the game , or you can get the enemy spawner found here :

[Assets/Scripts/EnemyScripts/EnemySpawner] , and make the enemy spawn where you want .

8. Enviorment :

For the map , we added some design that you can place where you want . We gave you a health box for the HealthSystem , a crate for enemy to not pass certaing areas and a street light where you can put the health box for looking more natural .

The enviorments are found here : [Assets/Sprites/Enviorment]

9. Guns :

We prepared you game with some nice HD weapons for using in your scene .

5- assault rifles

4- pistols

4- smgs

2- snipers

2- shotguns

The guns are found here : [Assets/Sprites/Gun]

10. Melees :

A knife a machete a grenade a molotov a bat and an axe .