🔫 Shooter Survival - Template

Project Overview

The **Shooter Survival Game Template** helps developers quickly create shooter games with ease. It includes all the basic elements, such highly customizable scripts and a predefined environment, to get started fast. The user interface (UI) is designed to be simple and friendly for both developers and designers, while the codebase is filled highly detailed explanations for game programmers as well.

Two tutorial videos are provided:

1. The first video explains the project and its features.

2. The second video shows how to add custom elements to the template.

An example game made using this template is shown below.

> https://www.youtube.com/watch?v=SrsWFHD1vjY

Getting Started

Requirements

Unity Versions

The project is compatible with either of the versions listed below.
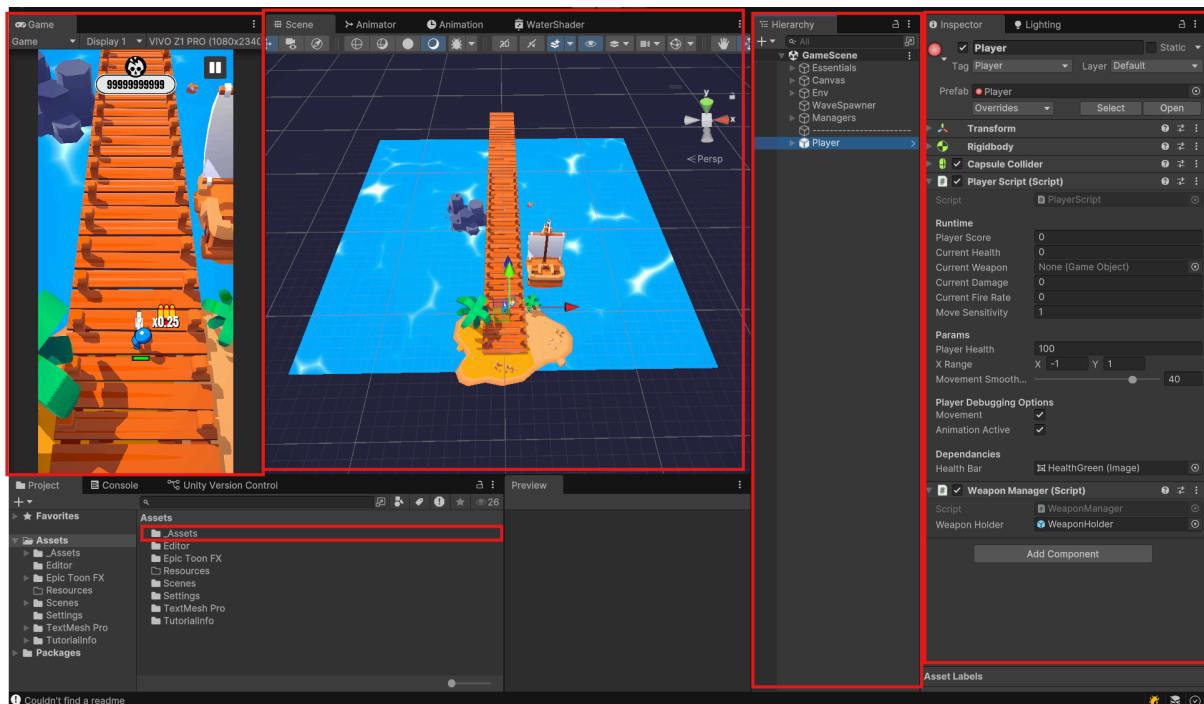
- **Unity 2021.3 (LTS)**

- **Unity 2022.3 (LTS)**

- **Unity 6000.0.25f1 (LTS)**

Packages

- Unity Toon shader

- TextMeshPro

- Post Processing

Scene

The project sections have been rearranged from the traditional Unity layout to best suit for mobile game development


All creations, modifications, and stored files will be located within the

_Assets folder, with a few exceptions related to specific scripts, which will be discussed later in the documentation. To facilitate quick access and organization, the assets are classified into the following categories. Each category is further divided by entity type for better structure and management.

Each game object in the Hierarchy is very designer friendly with easy-to-read UI and options. Here are some examples.
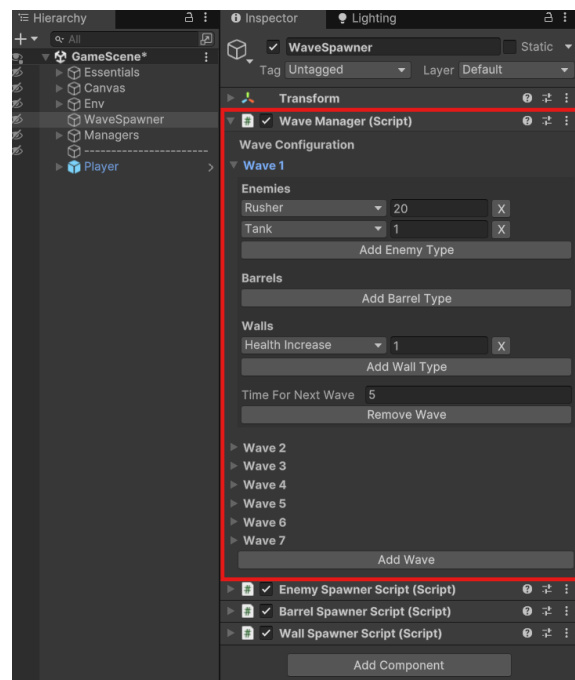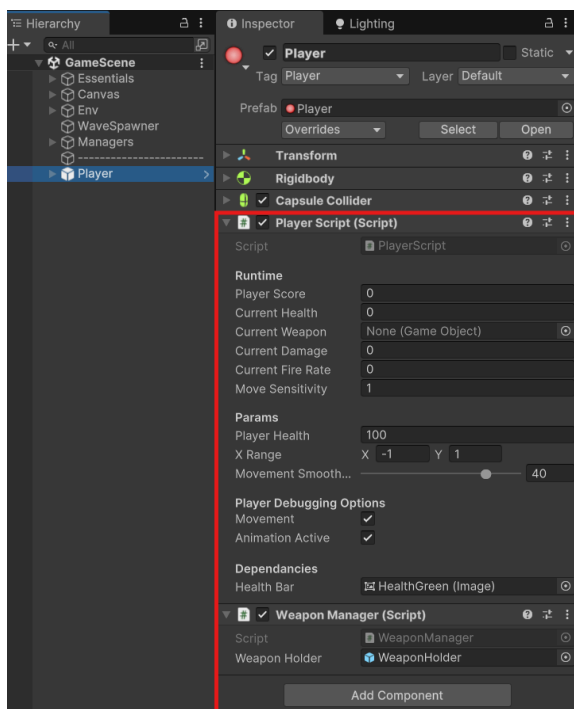
Core Game Mechanics

PLAYER	
Movement	Slide anywhere on the screen to move the player.
Attack	Weapons are auto-fire. The player has to align the line of fire with

PLAYER	
	the enemy to deal damage.
Health	Health of the player. Indicated by the green health bar

WEAPONS	
Weapon Type	4 types of weapons are present in the project. Pistol, Rifle, Shotgun and Minigun. Each with varied stats.
Damage	Damage output by the weapon. Can be customized in its corresponding scriptable object.
Fire Rate	Rate at which the bullet is shot from the weapon. Can be customized in its corresponding scriptable object.

ENEMY	
Enemy Type	3 types of enemies are present in the project. Walker, Rusher and Tank. Each type having varied stats.
Enemy Movement	Spawned randomly within the specified spawn range. Walk in the direction of the player.
Health	Enemy health is varied for each enemy type. Can be customized by editing their corresponding scriptable object.
Damage	Enemy damage is varied for each enemy type. Can be customized by editing their corresponding scriptable object.
Speed	Enemy speed is varied for each enemy type. Can be customized by editing their corresponding scriptable object.

ENEMY	
Score Upon Death	Score awarded to player upon killing the enemy. This value is varied for each enemy type. Can be customized by editing their corresponding scriptable object.

WEAPON BARRELS	
Barrel Type	The barrel type determines the weapon the player receives upon its destruction. There are 4 types of weapon barrels in the game.
Movement	Moves in the direction of the player. Spawned in random position within the specified spawn range
Health	Barrel Health set for each type of weapon. Can be customized in the BarrelScript in the Inspector.
Damage	If the player does not destroy the barrel and collides with it, player health is reduced by the Barrel Damage amount. Can be customized in the BarrelScript in the Inspector
Death Radius	Upon destruction, in the defined Death Radius, all enemies and the player in the radius are dealt Death Damage. Can be customized in the BarrelScript in the Inspector.
Death Damage	The amount of damage to deal to entities present inside the Death Radius. Can be customized in the BarrelScript in the Inspector.

BUFFS AND NERFS WALLS	
Wall Type	Each wall is classified as a Buff or Nerf type. These types are further split into effects. The buffs present in the project are Health Boost, Fire Rate Boost and

BUFFS AND NERFS WALLS	
	Extra Helper. The Nerfs include Health Reduce and Fire Rate Reduce.
Movement	Moves in the direction of the player. Spawned in a random position within the specified range.
Apply Effect	When the player passes through these walls, the corresponding effect is applied to the player. Each effect properties can be set in the Wall Script in the Inspector.

More detailed information here

🪖 <u>Player</u>

👿 <u>Enemy</u>

🔫 <u>Weapons</u>

🚌 <u>Weapon Barrels</u>

⚡ <u>Buffs and Nerfs Wall Effects</u>

⚙️ <u>Game Managers</u>

🖼️ <u>UI and Settings</u>

🎨 <u>Game Visuals</u>