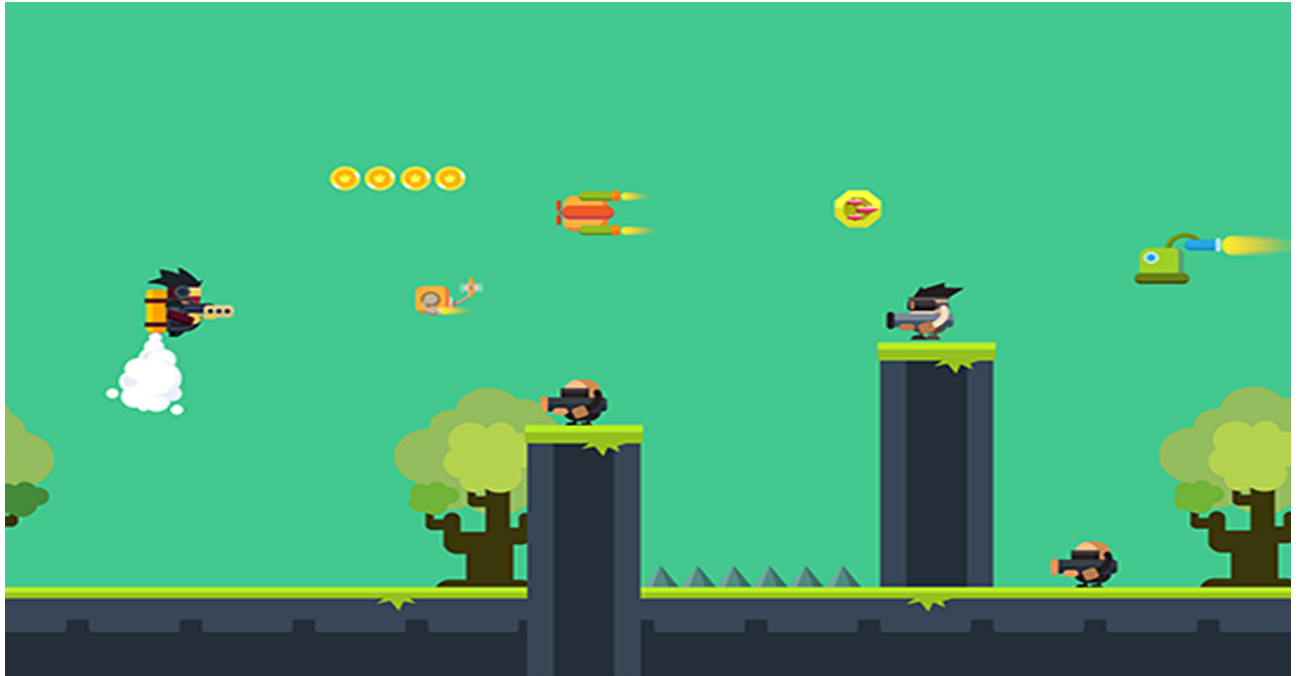


Complete Game Template - Jet Fire



Menu

1.Introduce Jet Fire Game

1.Edit main Player

2.Edit enemies

3.Game controller and how to edit

4.Edit Background

1.Introduce Jet Fire Game

Jet Fire is a criminally simple amazing game.

Use your favorite jetpack, snazzy outfit and stock up on items then get out there for a quick joyride!

Jet Fire is Free to play and can give you hours of fun and frustration!

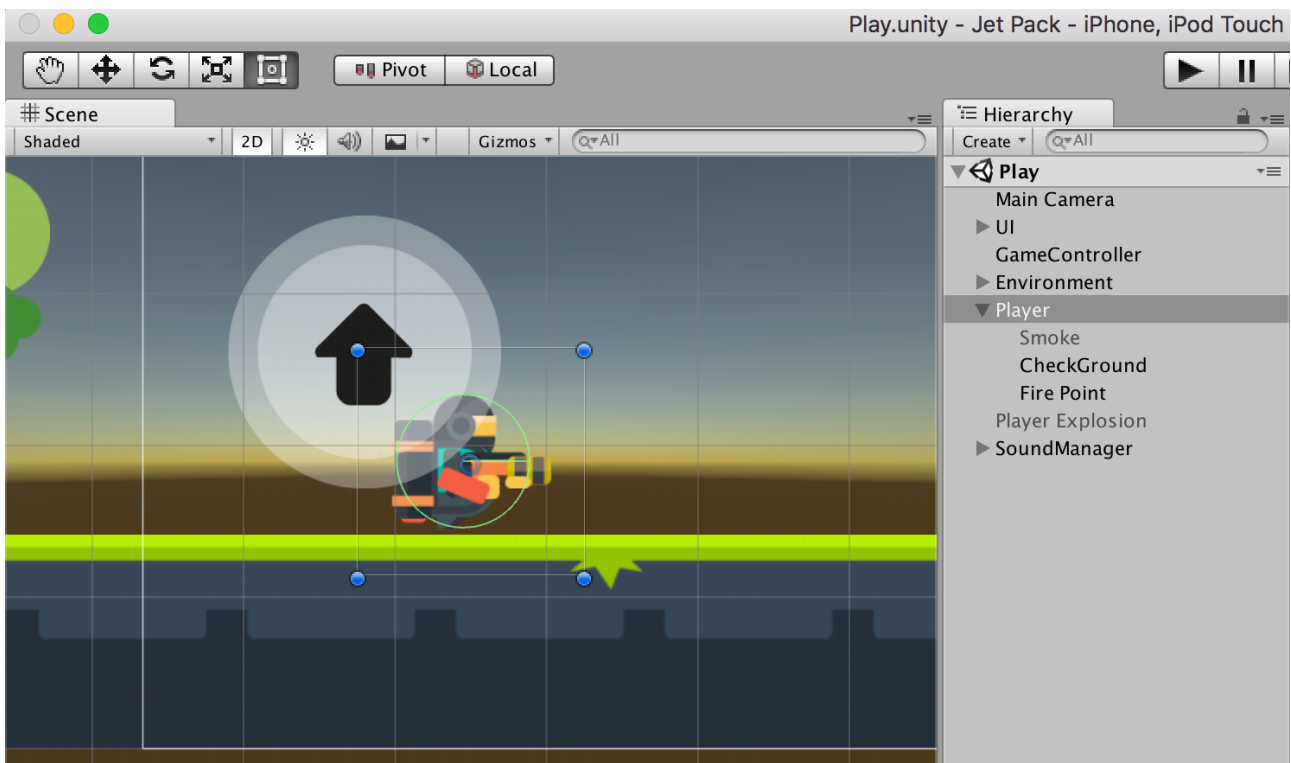
Controls

- Tap the left button to use your jetpack
- Tap the right button to fire the bullet
- Collect super bullet while you are flying
- Collect health pack to go further
- Random Levels, never play the same level twice
- Addictive Gameplay

1.Edit main Player

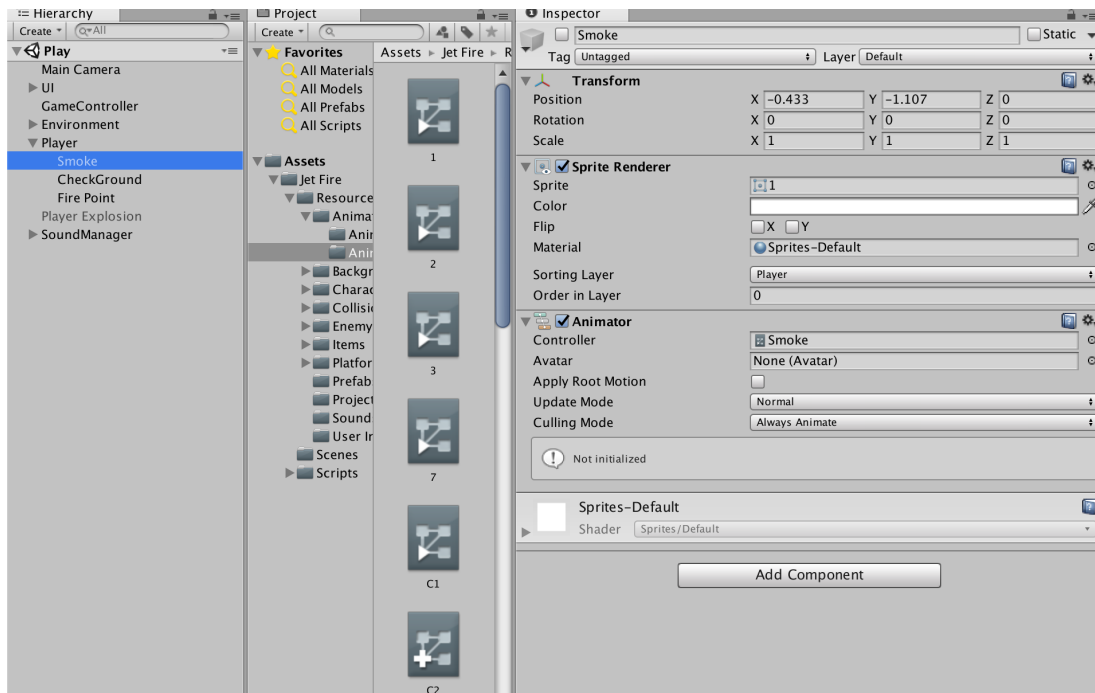
1.1 Find player object

- Go to Scene folder, open Play scene and find Player Object



1.2 Player component

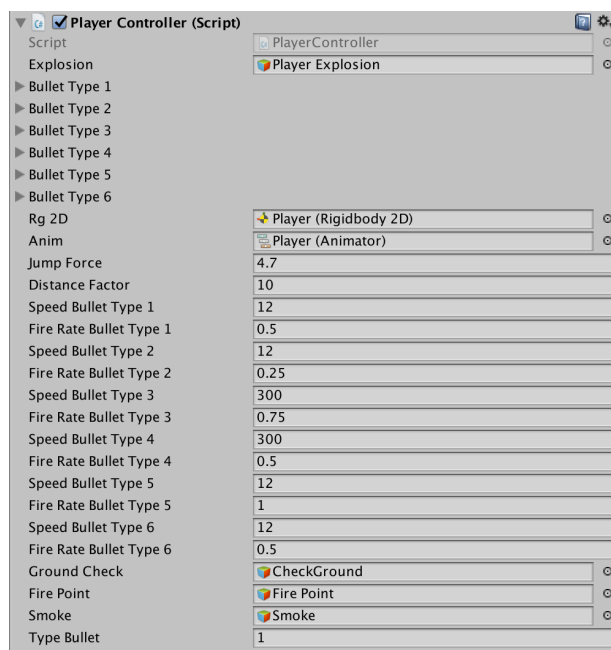
- Choose Player object and look children component



- Smoke : jectpack particle animation. It's frame sprite animation
- CheckGround : the point to determine where the contact with the ground
- FirePoint : the point to fire the bullet

1.3 Charater controller

- Choose Player Object to look inspector,

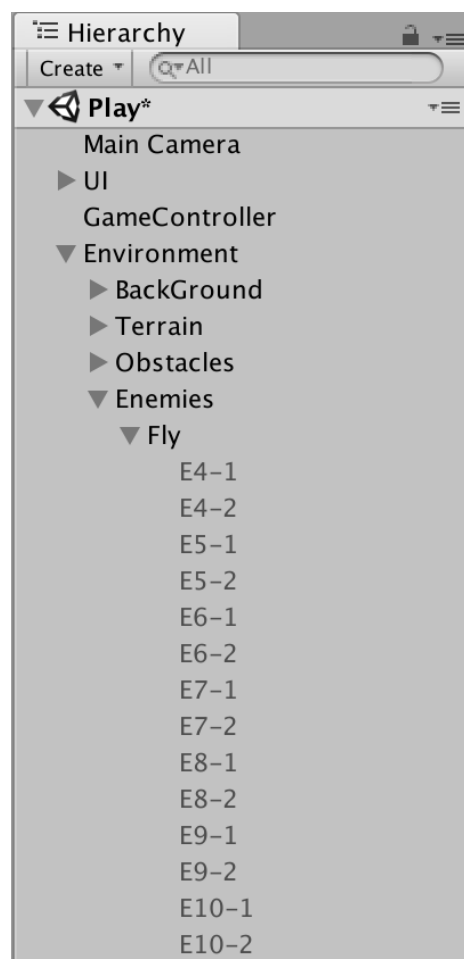


- Explosion : explosion particle when Player collide with enemies bullet
- Bullet Type : type of bullet, there 6 type bullet in this game
- Rg 2D : Rigidbody 2d of Player object
- Anim : Animator of Player object
- Jump Force : if you want to speed of jectpack increase, let' increase this parameter
- Speed Bullet : speed of bullet
- Fire Rate Bullet : coolDown time of bullet
- Type Bullet : current type bullet player are using

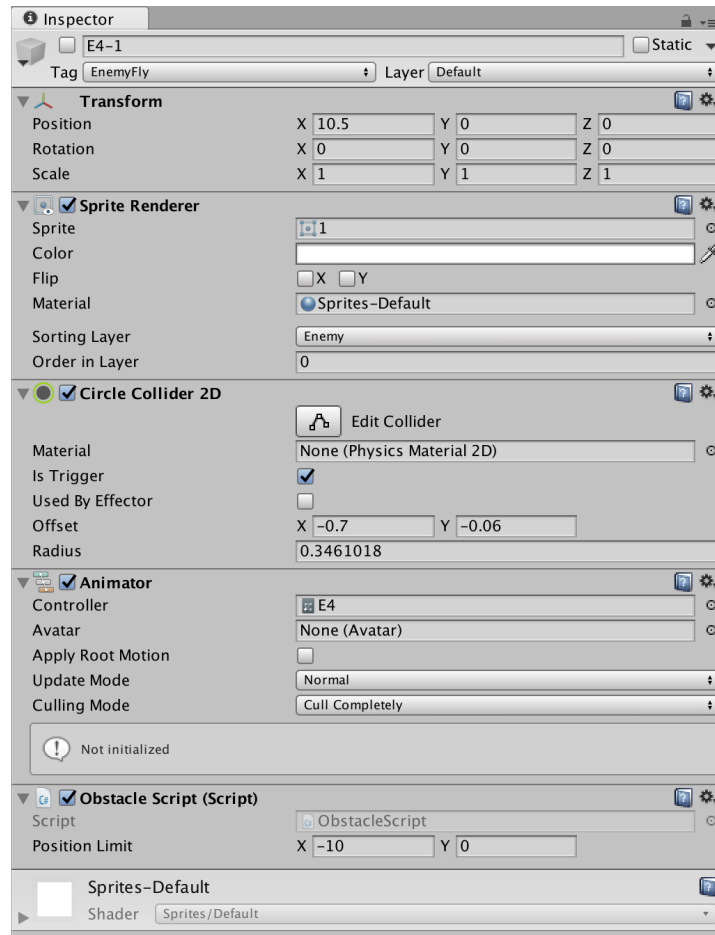
2.Edit enemies

2.1 Find Enemies Object

- Go to Play Scene, choose Environment->Enemies->Fly. Enemies are children object



2.2 Enemy component

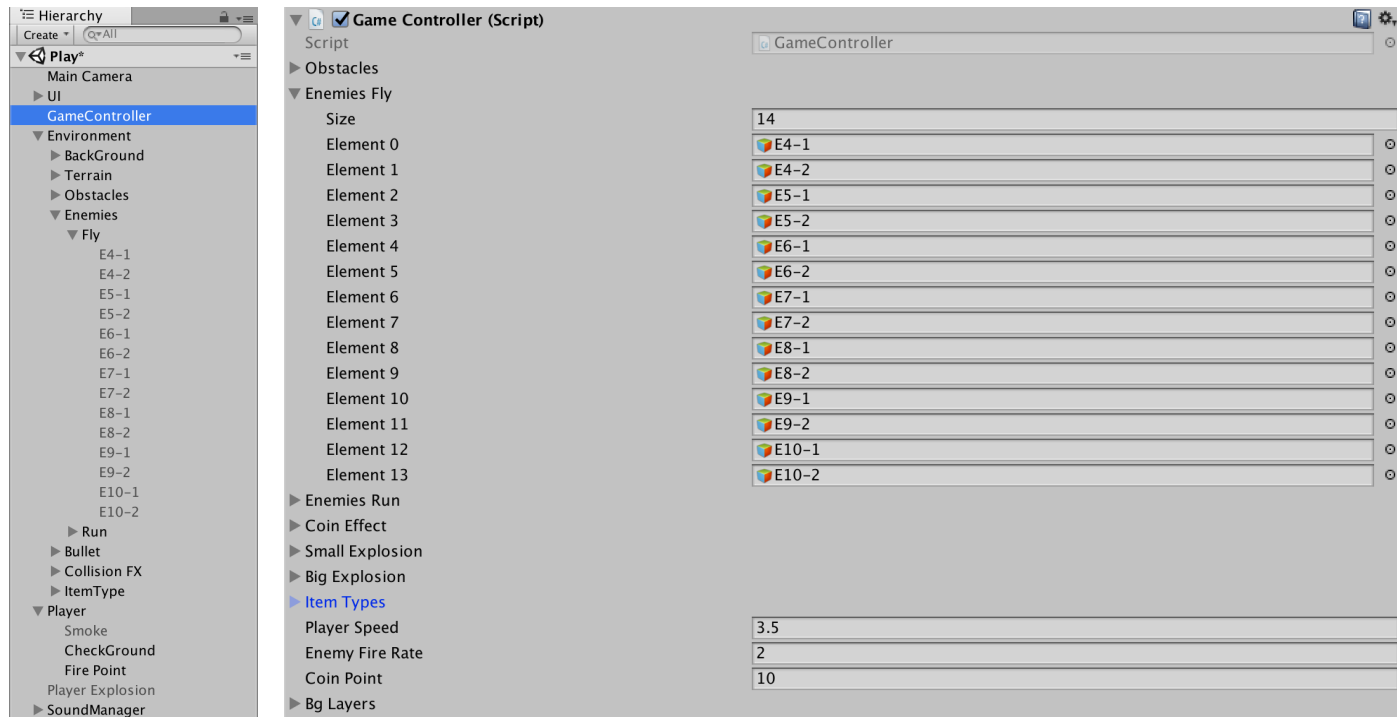


3. Game controller and how to edit

3.1 Find Game Controller

- Open Game Scene and find GameController Object

3.2 Game Controller Component

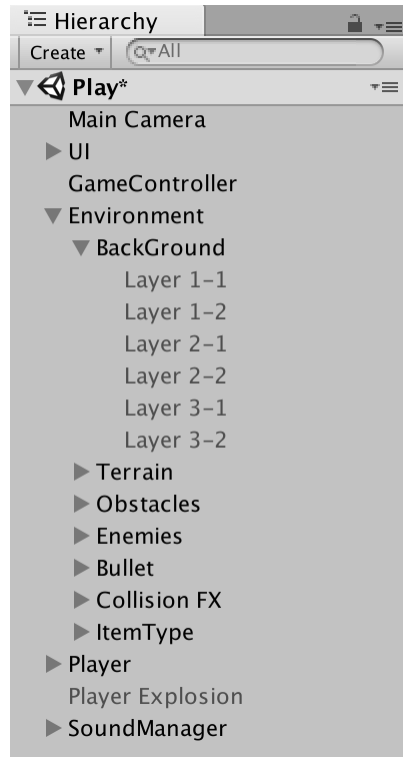


- Obstacle : Obstacle can take damage player like spike
- Enemy Fly : Fly Enemies can generate endless
- Enemies Run : Enemies run on ground, they can shoot or take damage player
- Coin Effect : effect appear when player hit coin
- Explosion : explosion appear when bullet take damage enemies
- Item type : contain bullet and health pack
- Player speed : run speed of player
- Enemy fire rate : rate of bullet when enemies fire them
- Coin Point : the point is added when player hit coin
- Bg Layer : Layer of background, 4 type of background in this game

4.Edit Background

4.1 Find background object

- Go to Play scene and choose Environment-> Background



4.2 Edit background

For each layer, you can change image by replace sprite in sprite Renderer

