Lander

A complete Unity Project

This is a complete Lander game with Physics, Particles, lightsources and Scorecounting.

You can easily expand and continue to build more scenes and more complex scenerys, use the imagination to add challenges such as enemies to avoid for example.

The structure is based from the Startscene and it's script where the score keeping and the start game initiation is.

When starting the first Scene Lander1 opens and the game begins.

If you succed to land without running out of time, fuel, flying out in space or crashing you will gain points within the script ScoreEvaluation and the next Scene Lander(x) opens.

This continues until you dont succeed when the game returns to the startscene where the score is saved in a file locally on your disk, Startscene is then ready again to start a new game.

The playercontrol script is the central code where the control is handled. Landersense is a crash script based on 2D Rigid Body physics collision.

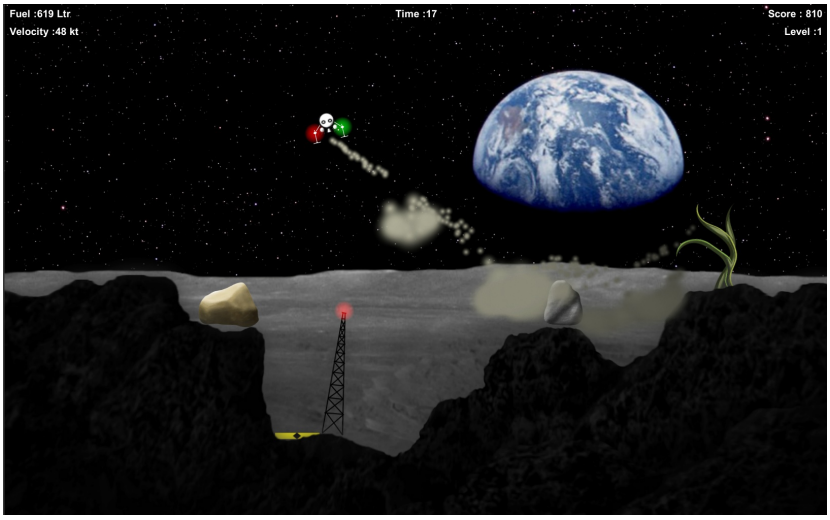
The lander in it self is a multiple sprite which have different graphics depending on which one of the rocket engines are lit. (Simultaneus bursts are possible, you can fire off all three engines at the same time for example)

The Collider handles each of the landers legs to see if they are in the right spot for a succesful landing. When this happens and the resulting speed vector is not exceeded you get a succesful landing, otherwise a ”too hard landing” event occurs and the game is over.

There is a script containing certain global data which is called each time the game is started to reset all the parameters such as fuel and time.

The Blink script handles the lights in the scene to set the type, intensity and make them blink within a certain time interval. Particles are handled in two particle systems which are childs to the Lander object. One of the systems handles the smoke from the rocket engines, the other one handles the fire which is activated when a crash occurs.

Feel free to continue to evolve the game in every way you can imagine.



Questions can be sent to kjelle69@telia.com
Good luck !