

HALLOWEEN RANGE

Important note: *If you need any help with this project or even some changes/updates/improvements for it - please don't hesitate contact me (mail to AllebiGames@gmail.com) - and i will try to provide them as soon as possible.*

Overview

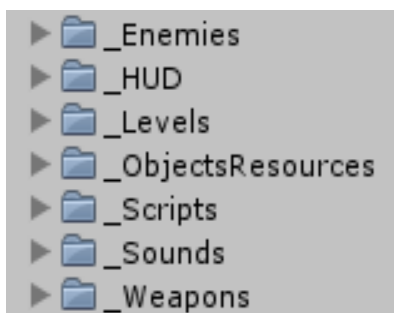
This project will help you to make your own shooting game fast and easy! It contains fully functional game - Halloween Range with nice FX, graphics and gameplay and even more cool and useful stuff:

1. 3 scalable types of weapon
2. Shell, muzzle and decal generating
3. Fully functional Shop, Main and Quest menus
4. Integrated quest system that allow to combine different winning conditions
5. Clear scoring and reward system
6. Unlimited quantity of enemies types allowed to be added to advanced Enemy emitters
7. Easy system to script enemy movements
8. Simple save/load system
9. Clean and straight code help you to understand and update game easily
10. Plenty useful scripts will help you to make own game fast and easy

Halloween Range - is pretty shooter game that gives you a lot of fun or may by scary moments! Enter the spooky Halloween's graveyard and try to hit horrible targets and strange creatures!

- Use mouse to target and shoot spooky creatures
- Earn money to buy advanced weapons and ammo
- Finish different task to earn even more money in reward

General project structure



_Enemies - contains all enemies models and materials

_HUD - contains all HUD/GUI textures, fonts and skins

_Levels – contains all levels

_ObjectsResources - contains all models and materials, terrains, etc

_Scripts - contains all scripts

_Sounds - contains all sounds effects and music

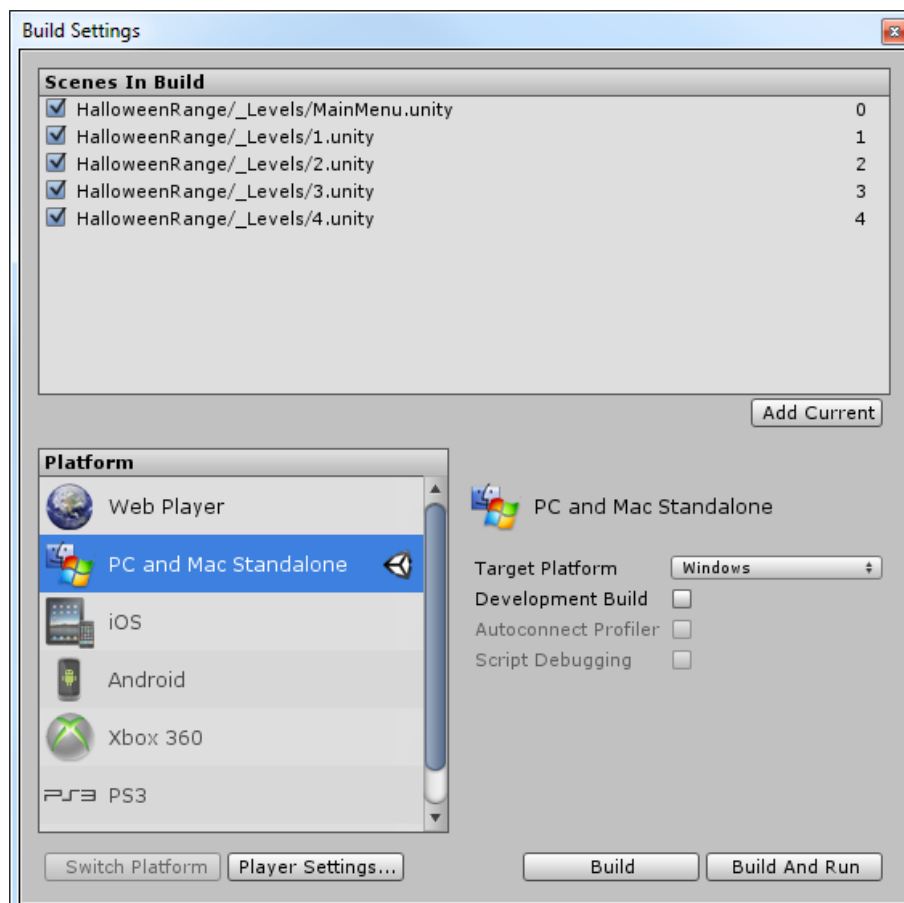
_Weapons - contains all related to weapons models, materials, animations, decals, shell etc

Build settings

To have game with all levels included and proper functionality - you should include all scenes (*MainMenu.unity*, *1.unity*, *2.unity*, etc) to build.

To do this:

- Choose **File -> Build Settings...** in the Main Menu or just press **Ctrl + Shift + B**
- In the **Build settings** window (below) check **Scenes** those already **In Build**. You should have all scenes here in proper order and *MainMenu.unity* should be on the first place with index 0 (as on image below)
- If you don't have all *MainMenu.unity* or any other scenes in **Scenes In Build** window – just drag and drop them from **Project** (from folder *_Levels*) window/tab to this window:



Important scripting hints

The most important game objects are:

- **Player** - Move you around the game world
- **Player->MainCamera->Shooter** – Contains all weapons settings (models, damage, sound, etc)
- **Quest** – There setup all tasks, quest conditions, and related texts
- **GUI** – Contain BuyMenu window and all HUD's settings
- **EnemyEmitter** - object with list of enemies to emit.

Necessary scripts to be assigned to:

- **Enemy** – Rigidbody, BoxCollider, ENemyScript, MaterialType script (+ Moving script if enemy should moves)
- **GUI** - BuyMenu script
- **Player** – please use First Person Controller from Standard Assets
- **Player->MainCamera->Shooter** – Shooting script
- **Quest** – QuestScript and QuestWindow script
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Please also don't forget to assign suitable objects/scripts to those scripts fields.

GOOD LUCK!