Super-Casual Shooter

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On the unity asset store

Introduction

Super Casual shooter is a hyper-casual first person shooter game template. It has various mechanics for a first person shooter game and it is aimed towards a more casual style game.

Basic controls

Use the arrow keys or the WASD keys to move the player around.

Use the spacebar key to jump.

Move the mouse to look around.

Use the left mouse click to shoot.

Use E to pick up collectable items.

Use T to drop an item.

Understanding the Project Files

Scene Objects (The main scene objects with scripts attached)

- **Player:** Contains the FirstPersonController script as well as the PlayerInput and PlayerCollectibleManager script. This is the object the player will be controlling.

- **Death Zone:** It basically inflicts maximum damage on any damagable that collides with it. It is mainly there to restrict the player from falling forever. You can also use it to restrict movement of drones flying too high.

- **Moving Platform:** object contains the SineWaveMotion class which uses sine wave mathematics for repeated "to and fro" movements. This could be in the x, y or z axis.

Prefabs

- **AK47:** This object holds the AutomaticWeapon script, which is a type of Gun script. The Gun script is a type of Collectable. It also holds other required components of the collectable component such as the Rigidbody component

- **Drone Maker:** Holds the DroneMaker script responsible for spawning enemy drones. It also has a sphere collider attached that triggers drone spawning when the player enters the collider.

- **Explosion Particle:** Particle system for explosion effect.

- **Gas cylinder:** This script contains an Explodable and Damagable object. Shooting the gas cylinder will make it explode and cause damage to nearby Damagable objects.

- **Grenade:** Contains the Grenade and Explodable script . This object can be picked up by the player and thrown at the enemy drone. Shooting this object also makes it explode.

- **Health Box:** If the player collides with this object, it adds health to the player.

- **Huge Expo blaster bullet:** This object gets instantiated by the Huge Explo Blaster Gun, it explodes when it collides with any object.

- **Huge Expo blaster Gun:** This object is a Gun type object which is also a Collectable. Player can pick up this item and shoot a bullet that explodes on collision

- **Jumper Platform:** This platform makes the player jump really high when the player colliders with it.

- **Laser Gun shot load:** A UI object that shows the damage progress of a laser gun.

- **Laser gun:** The player can pick up this Collectable and use it to shoot drones. It has a line renderer component to show where you are specifically shooting at.

- **Quad Leg Drone:** This is the enemy drone that attacks the player once it is spawned. It has a Damagable component and can be damaged by Guns and explodables.

- **Time bomb:** An explodable object that can get triggered by the bomb controller object. It also explodes when damaged by a gun or other Explodable objects.

- **Vacuum fan:** It pulls player towards itself and damages player when the player becomes too close to it.

- **Bomb controller:** This Collectable item is used to trigger time bomb objects.

- **Hovercontroller:** Used for controlling Hoverboard;

- **HoverBoard:** Contains the hoverboard scripts.

Contact Me

Feel free to contact me on "olusola.i.olaoye@gmail.com" if there are further questions concerning this project.