**Zombie Game Info**

2D Zombie Shooting game is a shooting style zombie game in which there are total 5 levels and in first four levels you have to kill the zombies and in the 5th level you kill the boss.

In this document I will tell you about the structure of this unity game project. There are total 10 folders in the assets folder of unity. Now let me tell you one by one about each folder of this unity project.

**2D Zombie Folder**: In this folder an enemy of zombie is available. “2D Zombie/ Unity Native Animations/Baked “, in this path you will find a prefab of the skeleton zombie which is used in this game. This enemy has been rigged with spine 2d animations.

**Animations Folder:** Animations folder contains animations of player and zombies which are created by unity animation system.

**Audio Folder:** This contains audio sounds. There are 3 audio sounds here, first one is for gun shooting second one is for zombie hitting and third one is the main menu music.

**BADMAN Folder**: This folder contains the main character of game.

**JAMOASSETS Folder:** This folder contains the particle effects and we are using blood particle effect from this folder.

**Prefab Folder**: In the prefab folder we have all the prefabs of game objects.

**Scenes Folder:** This game has total 5 levels and one main menu screen. So, there are total 6 scenes which are using in this game.

**Scripts Folder**: There are many scripts in this folder which are using in this game let me tell you about each script one by one.

* AIZombie Script is used for first skeleton zombie at level 1 and level 2 attacking and moving towards player
* Attack script is used for another zombie which is used in level 3 and level 4
* Bone script is used on bone to move towards the player when thrown by boss zombie.
* Boss Zombie script is used for attacking of boss and its health decreasing when shooting on him.
* Bullet script is controller bullet movement and its collisions.
* Game Manager script is controlling the whole game and it is attached to the Game Manager game object in each level scene
* Player Controller is the main script that is controller our player.
* UIController is the script which is used in mainmenu to controller the UI like play button clicked, exit button clicked and level button clicked
* Zombie script is used on zombie moving towards player
* ZombieSpawner script is attached to zombie spawner at level 3 and level 4 it is spawning zombies after some seconds.

**Sprites Folder:** This folder contains sprites and images for each and every thing in the gameincluding background, player, zombie and guns. Player has different images for each animation and also zombie have different images.

This is the whole structure of this 2D zombie shooting game.