

Documentation

Mobile 2D Tower Defense

Getting Started

If you have just purchased the Mobile 2DTower Defense, Please click on Installation on the left hand side to begin.

Enviroument

For the start you have to put on the scene: **Enviroument prefab**, **WayPoints prefab**, **SpawnPoint prefab** and **BuildingPlace prefabs**(as many as you want).

Camera Controller

Use the **Main Camera prefab** from the **Prefabs** folder. It contains a customized **CameraController** script.

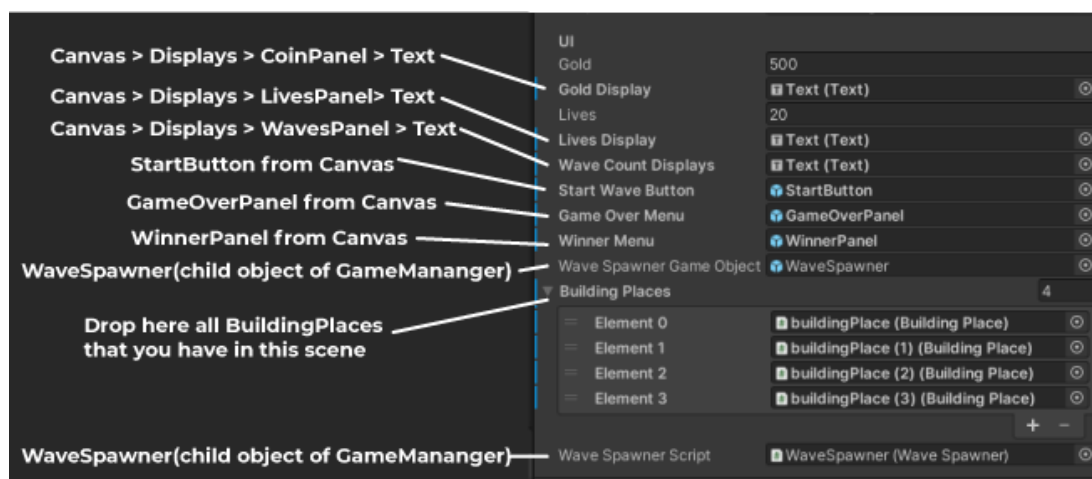
Canvas

Put the **Canvas** from the **Prefabs** folder into the scene. Then create an EventSystem to make buttons work. Drop GameManager object from the scene to buttons OnClick event and choose the correct order:

- **StartButton** - **StartWaveButton** method from **GameManager** script;
- **RestartButton** - **RestartButton** method from **GameManager** script;

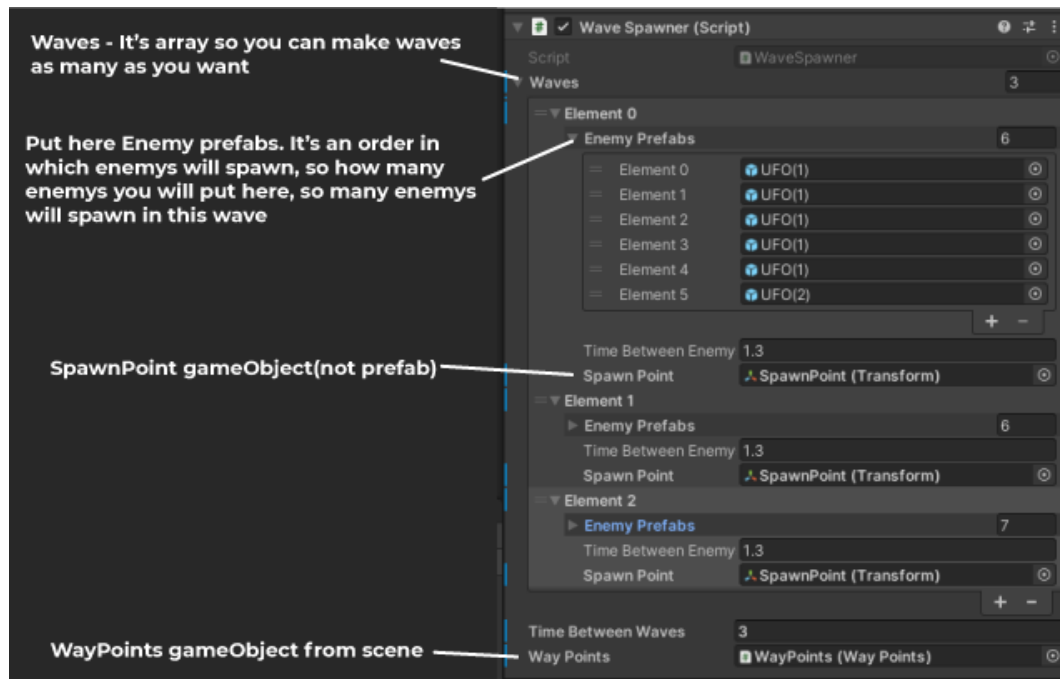
Game Mananger

Put the **GameManager** from the **Prefabs** folder into the scene. Then customize it like that:



Wave Spawner

WaveSpawner - It's a child object of **GameManager**, so you don't need to create it, but you still have to customize it:



WayPoints

if you read **Enviroument(above)** you would probably created **WayPoints** gameObject, so the last thing you have to do - It's customization:

