Space of War

GitHub: https://github.com/LuqmanFarooq/Shooter-Game-Project

How to Run:

- **Import the project with all assets in unity.**
- **Open scenes folder.**
- **Open "SplashScreen" Scene.**
- **Play the scene.**

Assets exported, zipped and submitted as well on Moodle

References:

Assets:

https://assetstore.unity.com/packages/essentials/asset-packs/2d-pack-18684

Bullets:
https://opengameart.org/

some assets created from scratch such as score, lives box and image used for splash image.

Text Mesh Pro for UI Main Menu, Pause Menu and Game Over Menu.

Main Menu Background Image created from the cover image used in design document.

Sound:

https://assetstore.unity.com/packages/audio/sound-fx/sound-fx-retro-pack-121743

Informative unity videos

https://www.youtube.com/watch?v=OABEsy_WOl0

https://www.youtube.com/watch?v=YMj2qPq9CP8

https://www.youtube.com/watch?v=ED96wcBlXck

https://www.youtube.com/watch?v=I4Z7F34ZVc0

https://www.youtube.com/watch?v=tnA_4hJ70yg