

Endless Space Pilot

Game Kit

Requires Unity3D V4.5.2 or higher (Compatible with Unity v5)
Supports Android, iOS, WebPlayer, Windows and Mac

Dear Customer,

Thank you so much for purchasing this game kit. Here you can find the most important information on how to use this project efficiently. All script and code assets are fully commented, but if you ever needed a hand on a block of code or anything else, feel free to contact me at ali.nwdo@gmail.com. I'll try my best to support you with your questions with utmost respect and as soon as possible.

Overview

Endless Space Pilot is a full Unity game ready for release. It consists of a menu scene which covers the "control Setting" and "high Score" , and a game scene which holds all the thrills. The game-play is very fast and challenging, making the players want to hit the last score again and again.

This is a full game, meaning that you can publish it right out of the box. It is also extremely easy to customize and re-skin, to match your own style. It also uses a genuine design scheme that enables you to freely choose 2D or 3D environment inside the game.

This kit is multiplatform and you can export to WebPlayer, Android, iOS , Windows and Mac.

How to play?

Select the control type to either "Touch" or "Tilt" via menu scene.

[Tilt control use handheld device acceleration sensors to read the device position and move the player accordingly, while the Touch control will move the player to follow the touch position on screen.]

Start the game and try to avoid doors, traps and lasers. Beat your high score and have fun.

Quick Notes:

* The game accepts both touch and mouse inputs, and thus, can be tested on Android, iOS, WebPlayer and Stand-Alone platforms.

** This kit has been developed to achieve maximum performance on old mobile devices. You do not have to worry about poor performance or lag, at all. We guarantee a solid 60Fps for all platforms.

*** This kit works flawlessly on both Unity3d Free and Pro. It is also fully compatible with Unity3d v5.

!Important:

Please note that your imported project must have "helperPlusLive" in "Tags & Layers" .

Also make sure to add all scenes to the "Build Settings" in order to experience a smooth flow in scene transitions.

Try the Webplayer demo: www.finalbossgame.com/endless-space-pilot-unity3d/

Watch the trailer: <https://www.youtube.com/watch?v=bl6xUbndrek>

Project Explained

This project uses two separate scenes "Menu" and "Game".

In "Menu" scene, you have access to "MenuManager" which controls the user inputs on menu buttons, and is also responsible for recalling player's best and last score and shows them on screen.

In the "Game" scene, we have the "GameController", which handles all maze [Doors, Lasers and other Gfxs] instantiation, and "Player" which is the protagonist of the game, under user's command.

"BackgroundHolder" uses 4 child gameObject to give the illusion of motion.

- "BGPlaneFar" slowly scrolls the texture on the plane to simulate the movement.
- "BGPlaneNear" covers the sides of the screen with a carefully designed texture and hides screen borders and maze's endings.
- "BGPlaneBlackCover" hide mazes status when game is playing in wide screens.

Game camera must always be set on Orthographic projection with a size of 5.85. If you intend to change the size, you should also reposition every other elements.

"GameController" is initially setup with arrays full of different mazes and game objects. You can freely choose which object is allowed to be instantiated by GameController. This controller also manages gameOver status of the game, by activating required gameObjects.

"HelperController" is responsible for cloning 1up life helpers for the player. You can define and add new helper elements via *Helpers* array of this controller.

"PlayerController" class handles player movement based on Touch or Tilt control types.

"PlayerManager" class is responsible for player's health, Score and Collisions.

"GameOverManager" saves the player's highscore and make the game ready for another turn.

Other cool stuffs



Restaurant & Cooking Starter Kit
[Unity Assetstore](#) | [WebPlayer Demo](#) | [Youtube](#)



Stealth Action Game Kit
[Unity Assetstore](#) | [WebPlayer Demo](#) | [Youtube](#)



Snakes & Ladders Framework
[Unity Assetstore](#) | [WebPlayer Demo](#) | [Youtube](#)

If you have any questions, feel free to ask me at: Ali.nwdo@gmail.com and I will get back to you as soon as possible.