Nadja Hernandez

ID: 007669487

Shmup Game

Link to game: https://play.unity.com/mg/other/shmuppublished

1. Download sprites from sprites.zip folder.

2. Open sprite editor for tiles animation. Only use top right corner for the background of the game.

3. Create rectangular tile map.

4. Open tile palette and create new palette and save under tiles folder. Drag background to tile palette. Use paint tool to display tile in the main game. Make background tile as -1 in layer.

5. Create player game object. Add box collider 2D and edit collider to fit the player object. Add rigid body 2D.

Graphical user interface

Description automatically generated

6. Create playercontroller.cs and attach to the player game object.

Application

Description automatically generated with medium confidence

Text

Description automatically generated

Graphical user interface, text, application

Description automatically generated

7. Attach playercontroller.cs and change speed, shooting speed, health, and bullets.

Graphical user interface, application

Description automatically generated

8. Create player bullet game object and create bulletcontroller.cs. Attach script file to bullet game object. Create bullet as a prefab.

Graphical user interface, text, application

Description automatically generated

9. Create enemy 1 and enemy 2. Attach box collider 2D and edit the collider. Attach rigidbody 2D.

A screenshot of a computer

Description automatically generated with medium confidence

10. Create enemycontroller.cs and attach it to enemy1.

Text

Description automatically generated with medium confidence

Graphical user interface, text, application, email

Description automatically generated

10. Create enemy bullet game object. Unpack completely.

Graphical user interface, application

Description automatically generated

11. Create enemybulletcontroller.cs and attach to enemy bullet game object.

Graphical user interface, text, application

Description automatically generated

12. Create game controller game object. Create gamecontroller.cs and attach to game object.

Text

Description automatically generated with medium confidence

Graphical user interface, text, application, email

Description automatically generated

Graphical user interface, application

Description automatically generated

13. Create HealthParent for the hearts. Attach horizontal layout group.

14. Create new image and drag heart to new image. Place heart image under HealthParent.

15. Create new text UI to hold score text.

16. Create gameover UI. Create text UI under gameover to display “Game Over. Press any key to Restart.”

17. Edit sprite for explosions. Create 7 slices on the explosion’s sprite.

18. Create explosioncontroller.cs and attach to explosion’s game object.

Graphical user interface, text, application

Description automatically generated

19. Download flash.zip and add to sprites folder. Save flash animation as a game object.

20. Attach explosion script to flash game object. Save flash as a prefab.