

AgeOfHeroes Documentation

Overview

The **AgeOfHeroes** project is thoughtfully developed and user-friendly. Function names are clear, and scripts provide step-by-step guidance. This documentation explains the project folders functions. If you encounter any issues, please contact us at blackrosedevelopers@gmail.com.

Project Structure

1.Art

Art folder is subdivided into six folders.

A. Materials

Contains 45 various materials used in the game, which can be customized with different colours or sprites.

B. Animation

Contains 178 animations of characters and UI elements.

C. Sprites:

Contains 572 unique UI sprites (PNG)

D. RenderTargets:

Contains 2 render targets of avatar and main menu

E. Shader:

Contains 2 shaders of characters when locked or unlocked

F. Textures:

Contains 50 textures that can be applied to different materials (PNG)

2. Prefabs

The 209 Prefabs are divided into folders with clear names ranging from character to UI prefabs.

3. Scenes

There are three scenes in this folder. Main Menu is the first scene of the game, Exploration scene is where player can explore freely and collect coins and choose levels and lastly the Fight Scene is the main gameplay scene of the game.

4. Scriptable Objects

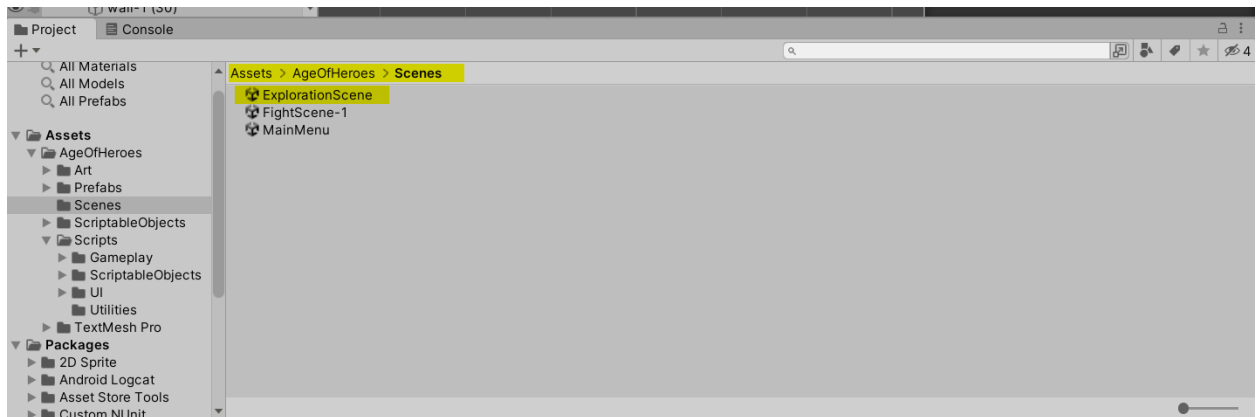
With 19 different folders and 309 modifiable scriptable objects.

4. Scripts

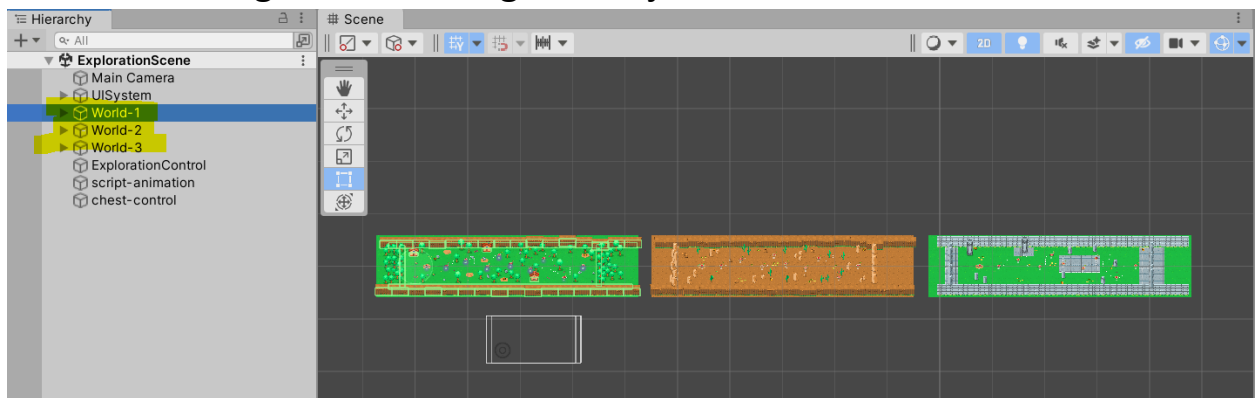
174 Scripts are categorized into four main folders with their subfolders as well and clear names and functions to ensure easy understanding.

How to add new levels:

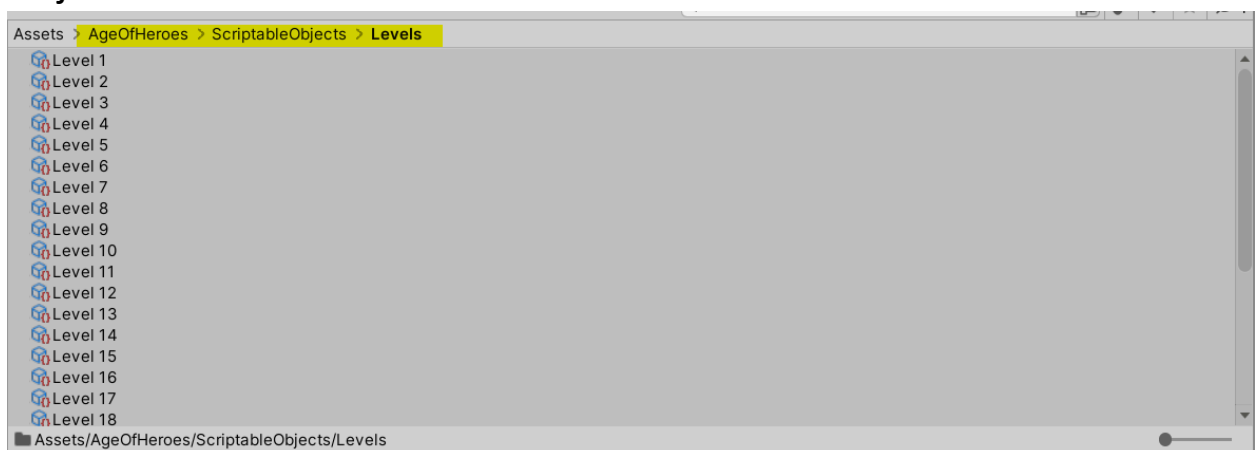
1- Navigate to Project – Scenes folder. Choose ExplorationScene



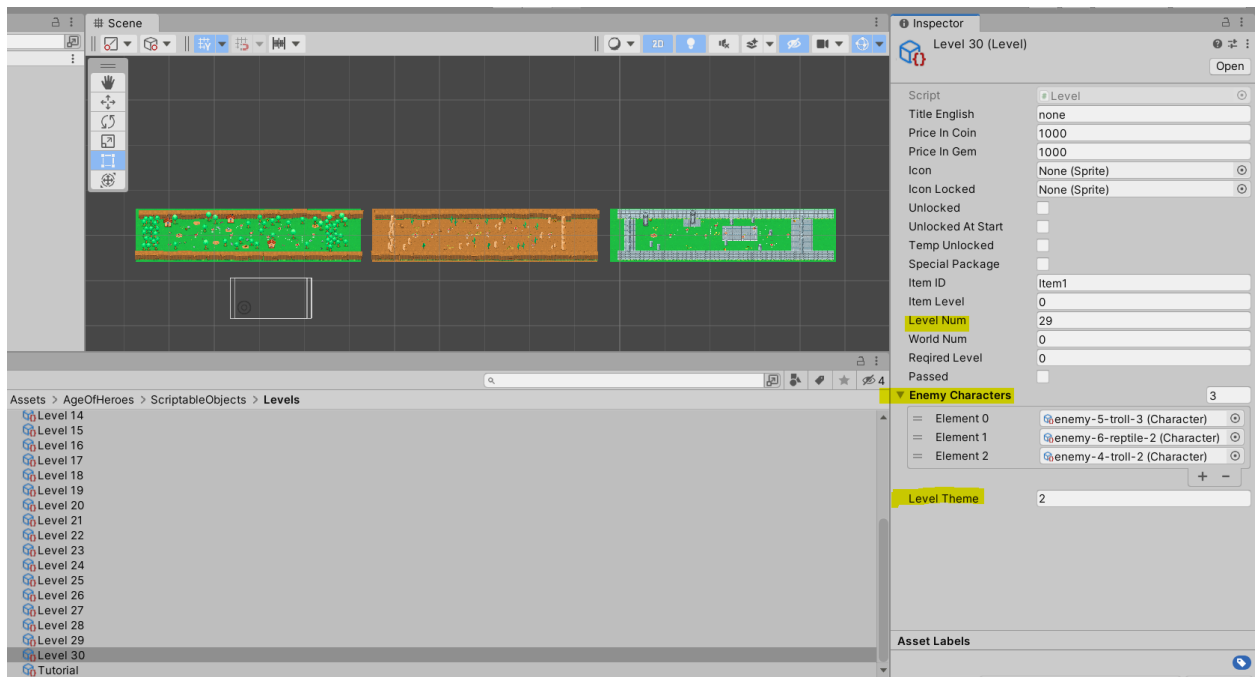
2- In this scene we have 3 different worlds and each world contains 10 levels. Navigate to World game object.



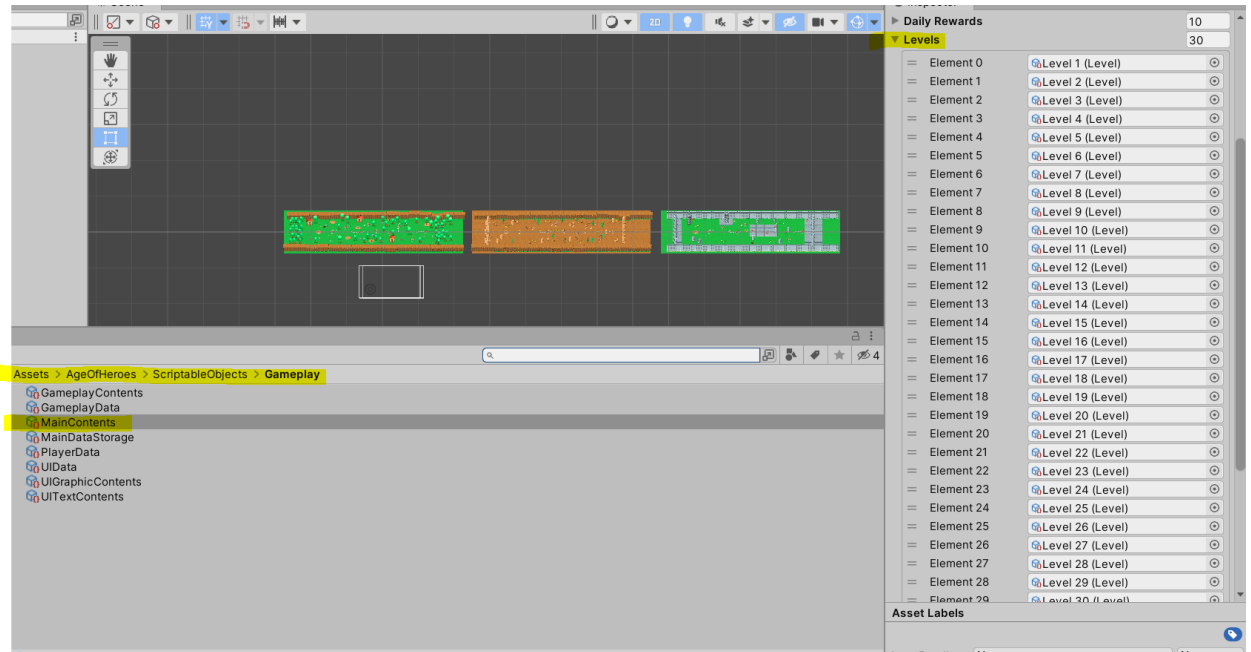
3- You can set up a new world game object with your preferred design. (check world-1 to world-3). Then navigate to Scriptable Objects – Levels folder.



- 4- There are 30 levels in the game, if you want to add new levels, simply copy one of the scriptable objects there and make these changes. The first change is the name of the scriptable object. Name it Level 31 in order to keep it clean. Secondly, change Level num to 30 (as we start with 0). Thirdly, choose the enemies you desire to have for that level from Scriptable Objects – enemies folder. And lastly choose level theme number.



5- The last step is to getting into Scriptable Objects – Gameplay – MainContents. Update Level variable there as well.



For any questions or further assistance, please reach out to blackrosedevelopers@gmail.com.