

Installation PM-Zombie Conga

1. Start a new Project

The project was created with Unity 2019.4.40f1. However, it should also work in higher versions of Unity.

Create a new project in Unity 2D Core (Build-in Renderer)

2. Install Playmaker

The project was originally created with Playmaker version 1.9.1p5. Please install the latest version via the Package Manager or the Asset Store (online).

The addon "Ecosystem" is not required, but could also be installed.

3. Install TextMeshPro

TextMeshPro was used for the text display. Please install TextMeshPro via the Package Manager.

4. Setup Tags and Layers

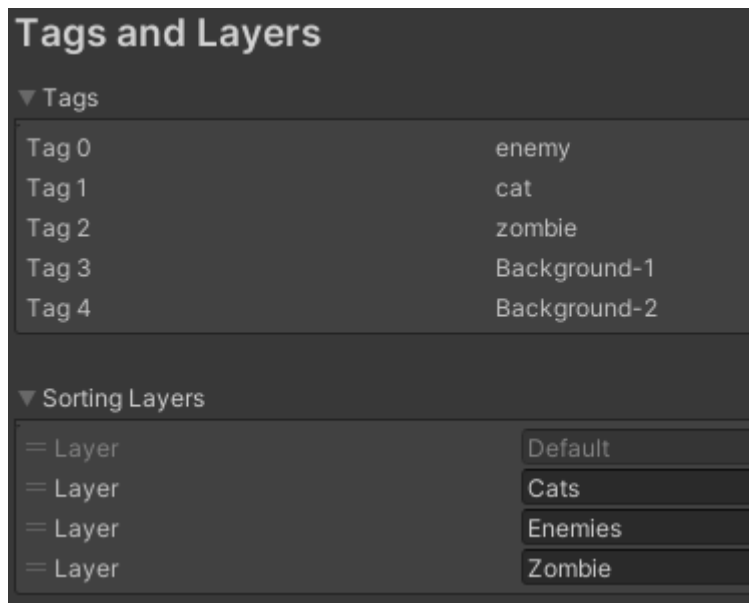
Menü: Edit / Project Settings / Tags and Layers

The following tags must be set:

- enemy
- cat
- zombie
- Background-1
- Background-2

The following sorting layers must be set:

- Cats
- Enemies
- Zombie



5. Physics Layer Collision Matrix

No changes have been made to the matrix. Please leave as default.

6. Install Project

Install „PM-ZombieConga.unitypackage“ into the Projekt

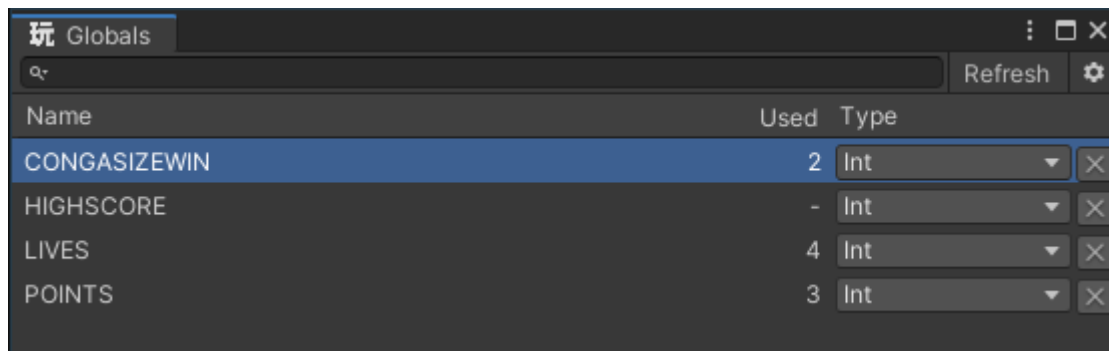
7. Global PM-Variables

Global variables were used in Playmaker. The variables can be accessed via the menu PlayMaker / Editor Windows / Global Variables.

The following variables have been set:

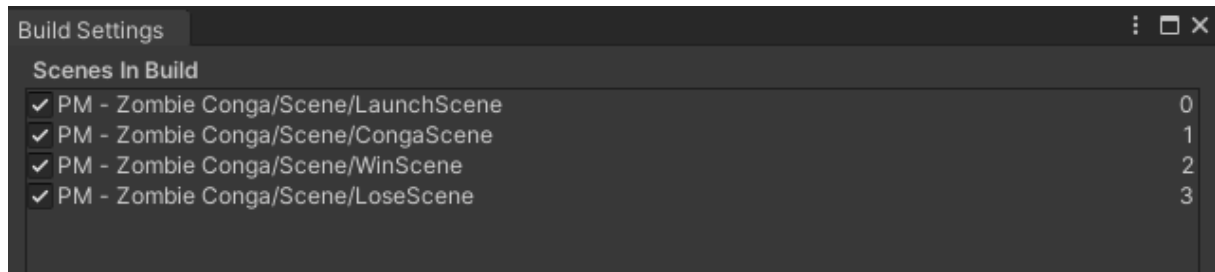
- CONGASIZEWIN Type: Int
- HIGHSCORE Type: Int
- LIVES Type: Int
- POINTS Type: Int

The variables can be inserted using the enclosed file "PlayMakerGlobals.unitypackage" via the menu Playmaker / Tools / Import Globals.



8. Set Scenes In Build

The scenes must be used in Build Settings. The following graphic shows the sequence. Menu: File / Build Settings.



The project should now work correctly 😊

Have fun with it