

How does it work.

Let's start with the variables of the scripts that are in the **Main Camera**.

<Resources Castle>:

- Coins - Responsible for the number of coins you have.
- Experience - Responsible for the amount of experience you have.
- Level Castle - Responsible for the current level of your castle.
- Wave - Responsible for the wave of opponents at the moment.
- Cl 1, Cl 2, Cl 3, - Responsible for parts of the castle.
- Coins Text - It is responsible for displaying the number of coins (UI text.).
- Experience Text, Level Castle Text, Wave Text - I think that it's not worth explaining.

<Enemy Spawn>:

- Enemy – he array is responsible for spawning enemies. (Look at the script itself)
- Spawn Point – The point of spawning opponents.
- Timer Min, Timer Max – A random amount of time for spawning opponents.

<Pause>:

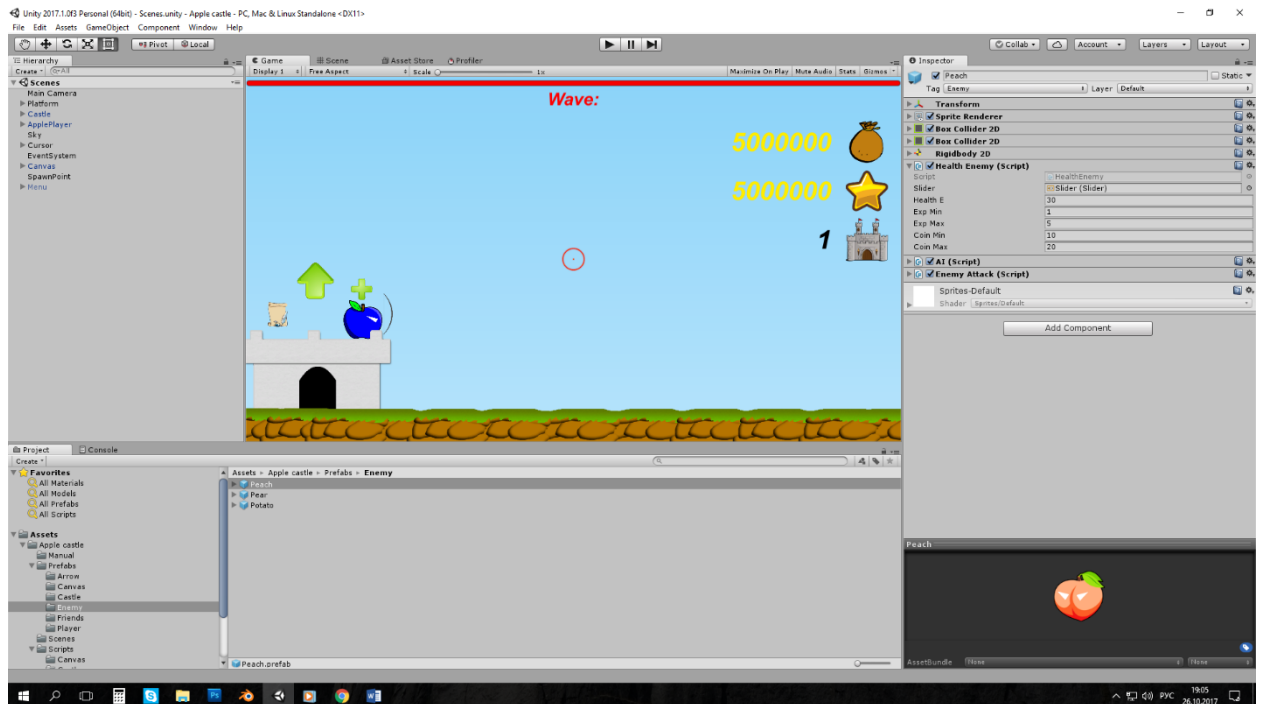
- Menu – Prefab is responsible for displaying the pause. (UI)

Now the variables that are in **Castle**.

<Castle Health>:

- Sliders – Слайдер отвечающий за количество здоровья. (UI)
- Health Castle – The amount of health.
- You Lose – Prefab is responsible for displaying the UI element if Health Castle is $<$ or $= 0$.

In total there are 5 waves, editing of which takes place in the script [<Enemy Spawn>](#). With each wave a new enemy appears, and the time for its appearance decreases. Also, coins and experience accumulate on condition that one or another enemy is killed. And this is edited in the script [<Health Enemy>](#).



Enemy

In the script [<Health Enemy>](#) there are variables Slider - which is responsible for displaying the health of the enemy (UI), Health E which is responsible for the amount of health of the enemy, as well as the variables Exp Min, Exp Max, Coin Min, Coin Max - which are responsible for the amount of money received and experience for killing an enemy.

The [<AI>](#) script contains the variables Speed and Obj Point. Speed - the speed of the enemy. Obj Point - where the enemy is moving.

The [<Enemy Attack>](#) script contains the variables Dammage Castle and Time Left. Dammage Castle - damage inflicted by the enemy. Time Left - how quickly damage is applied.

Friends (Army)

<BowAI>

- Arrow – prefab arrows.
- Spawn Arrow – the position of the spawn.

<LookAtAI>

- Automatically selects a target.

The army can buy <BuyArmy> and improve <ArmyLvlUp> (in Folder [Scripts / Canvas](#)). Buying an army costs 500 coins, and an improvement of 300 experience and 600 coins.

Player

All scripts are in the Scripts / Weapon folder.

P.S. Please forgive my English.