Top-Down SHOOTAH — Unity Tools Instructions Manual

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Project: *Top-Down SHOOTAH*
Tools Included: Enemy Data Editor, Prefab Menu, HUD System, Spawn Gizmos, Validation System

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Setup

1. **Import the *SurvivalGame* folder into your Unity project** (if not already present).

2. Make sure the *Editor, ScriptableObjects*, and *Prefabs* folders remain intact for tools to work properly.

Creating Game Elements

Create Enemy Data

● Right-click in the **Project window** → *Create > Survival Game > Enemy Data*

● Fill in fields like health, speed, and assign a valid prefab

● ⚠️ Missing prefab or other fields will trigger error logs during runtime

Create Player / Spawner / Visuals

- Go to **GameObject menu** → *Survival Game* → choose:

  - *Create Player*

  - *Create Spawner*

  - *Create Breathing Circle*

These spawn prefabs directly into your scene, ready for use.

Enemy Data Editor Features

- **Spawn in Scene:** Use the "Spawn In Scene" button to preview the enemy prefab directly (no need to enter Play Mode)

- **Validation:** Warnings will appear in the Console if critical fields like prefab or effects are missing

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HUD System

- The HUD is created using **UI Toolkit** (UXML + USS)

- Displays:

  - **Player Health**

  - **Timer**

- You can change the font, layout, or add new fields via the UXML layout

To have the UI up and Running please do the following

- Create an empty object in your hierarchy and add component - UI Document - Panel Settings Tab (Add - New Panel)
- Source Asset - GameUI
- Add Component - Game HUD

Gizmos & Visual Debugging

- Spawner objects display **visible gizmos** in-scene

- Each gizmo includes:

    - Spawn radius outline

    - Label of the spawner type

- Useful for level planning and understanding where enemies will appear

The Limitations

- Gizmo color/size is fixed in code (could be updated in future)

- Some prefab menu actions may not be fully undoable with Ctrl+Z

- Objects created from the menu do not auto-group (consider grouping for organization)

Tips for Beginners

- Double-check that your *Enemy Data* assets have all required fields filled in

- If something doesn't appear when you press play, check the Console for validation errors

- Use the **Spawn In Scene** button to test designs without hitting Play