UNITY GAME WORKSHOP CHEAT SHEET

- Import the Package - https://github.com/Shalin-developer/Unity-Workshop-Whac-A-Mole-Game-
- Add the scenes to the Build Setting (Build Profiles).
- Add Game Resolution – 1080 x 1920 and select it in the Game Window

Start Scene

- Add **background1** and **background2** to the hierarchy.
- Position of background1 – (-6.09, -0.13, 0)
- Position of background2 – (-24.43, -0.13, 0)
- Create a "**ScriptHolder**" GameObject (empty) and add the **BgMover Script** to it. **Make it a Prefab**. Drag and drop the Background1 and Background2 to the respective fields.
- Add Animation "**MoleAnim**" at (0.06, 0.44, -3.96) and add a **animator** component to it.
- Create a **Animation Controller** and name it "**AnimControl**".
- Open the "**AnimControl**" and drag and drop the "**Diglet_Anim**" animation to it.
- Drag and drop the "**AnimControl**" from the project files to the **animator** component.
- Create a Empty GameObject called "**Loader**" and add **GameLoader Script** to it. **Make it a Prefab**.
- Click **+** and drag and drop the **Loader GameObject** to the slot and select the **drop down -> GameLoader -> GameLoad()** under the button.
- Select **SpriteSwap** under **Transition** then drag and drop **play_pressed** (sprite) to **Pressed Sprite**.
- Create an Empty GameObject called "**BgSong**" and add a **Audio Source** Component to it and add the "**bg_song**" audio clip to the AudioClip field. **Make it a Prefab**.

SampleScene (Game Scene)

- Select "**Score**" and "**Time**" Text Elements and change the font from **Arial to Arcade**.
- Drag and drop the "**BgSong**" Prefab into the hierarchy.
- Open the **Mole Prefab** and add the **Polygon Collider 2d** component, **Mole Script** and create a "**mole**" tag and attach to it.
- Open the **Time Prefab** and add the **Polygon Collider 2d** component, **Mole Script** and create a "**time**" tag and attach to it.
- Open the **Bomb Prefab** and add the **Polygon Collider 2d** component, **Mole Script** and create a "**bomb**" tag and attach to it.
- Drag and drop the **Spawn Manager to the Main Camera** and drag and drop the **mole, bomb and time Prefabs** to the slots in the inspector.
- Drag the **Scene Loader script to the Main Camera** and drag and drop the score and time text elements to the slots.

GameOver Scene

- Create an Empty GameObject called "**ScoreManager**" and attach **BestScore Script** and drag and drop score and **bestscore**.
- Drag and drop the "**Loader**" Prefab to the hierarchy. Add it to the Button.
- Drag and drop the "**BgSong**" Prefab to the hierarchy.
- Drag and drop the "**ScriptHolder**" Prefab into hierarchy and drag and drop the backgrounds into the fields.
- Change the font of the **BestScore and Score** to **Arcade**.