

Top Down Shooter Toolkit - Documentation

By Burning Flame Games
Version 1.0

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Introduction

Welcome to the **Top Down Shooter Toolkit** by **Burning Flame Games**! This asset provides a complete framework for creating a **top-down shooter** game in Unity. It includes player movement, shooting mechanics, ammo pickups, damage systems, and visual effects—all optimized for ease of use and customization.

Features

- ▣ **Player Controller** – Smooth movement & mouse-based rotation.
 - ▣ **Weapon System** – Magazine-based shooting, reloading, and muzzle flashes.
 - ▣ **Ammo Pickups** – Collect bullets or full magazines.
 - ▣ **Damage System** – Health management with damage flashing.
 - ▣ **HUD Integration** – Real-time ammo display.
 - ▣ **Animated Props** – Bobbing & rotating objects for interactivity.
 - ▣ **Customizable Inspector UI** – Easy-to-use editor tools.
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Installation

- 1. **Import the Package** into your Unity project via the **Asset Store**.
 - 2. **Drag & Drop** the desired prefabs into your scene.
 - 3. **Configure** settings in the Inspector for each script.
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Scripts Overview

Script	Purpose

BFG_PlayerController	Handles player movement and camera follow.
BFG_ShootingManager	Manages shooting, reloading, and ammo.
BFG_ShootingHUD	Displays current ammo count.
BFG_BulletSettings	Configures bullet speed, damage, and hit detection.
BFG_PropHealth	Adds health and damage effects to props.
BFG_AmmoPickup	Allows players to collect ammo.
BFG_ObjectAnimation	Adds bobbing and rotation animations to objects.

Detailed Script Usage

BFG_PlayerController

Description: Controls player movement, rotation, and camera follow.

Key Properties:

Property	Description
Speed	Movement speed of the player.
Fixed Movement	If enabled, movement is grid-based (WASD only).
Smooth Rotate	Smoothly rotates the player toward the mouse.
Camera Offset	Adjusts camera distance from the player.

Usage:

1. Attach to the **Player GameObject**.
2. Assign the **Player Body** (the object that rotates).
3. Configure movement and camera settings.

BFG_ShootingManager

Description: Handles weapon mechanics (shooting, reloading, ammo).

Key Properties:

Property	Description
Bullet Prefab	The projectile fired.
Mag Size	Maximum bullets per magazine.
Reload Time	Time taken to reload.
Infinite Ammo	If enabled, no reloading is needed.

Usage:

1. Attach to the **Player GameObject**.
2. Assign **Bullet Prefab** and **Muzzle Flash** (if used).
3. Set ammo and reload settings.

BFG_ShootingHUD

Description: Displays current ammo count in a TextMeshPro UI element.

Key Properties:

Property	Description
Shooting Manager	Reference to the BFG_ShootingManager.
Bullet Text	The UI text displaying ammo.

Usage:

1. Attach to a **UI Text GameObject**.
 2. Assign the **Shooting Manager** reference.
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BFG_BulletSettings

Description: Configures bullet behavior (speed, damage, hit detection).

Key Properties:

Property	Description
Speed	How fast the bullet travels.
Damage	Damage dealt on hit.
Hit Layers	Layers the bullet can collide with.

Usage:

1. Attach to a **Bullet Prefab**.
 2. Configure speed, damage, and collision layers.
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BFG_PropHealth

Description: Adds health and damage effects to objects.

Key Properties:

Property	Description
Health	Max health of the object.
Damage Flash	Flashes when hit.
Pickup Particle	Spawns a particle on destruction.

Usage:

1. Attach to any **destructible object**.
 2. Set health and visual effects.
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BFG_AmmoPickup

Description: Allows players to collect ammo (bullets or magazines).

Key Properties:

Property	Description
Is Clips	If true, gives full magazines instead of bullets.
Bullet Amount	Number of bullets given.

Usage:

1. Attach to an **ammo pickup GameObject**.
2. Configure ammo type and amount.

BFG_ObjectAnimation

Description: Adds bobbing and rotation animations to objects.

Key Properties:

Property	Description
Bobbing Height	How much the object moves up/down.
Rotation Speed	Speed of rotation.

Usage:

1. Attach to any **animated object** (e.g., collectibles).
2. Adjust bobbing and rotation settings.

Troubleshooting

▮ **Player doesn't rotate?**

- Ensure **IgnoreMask** excludes unnecessary layers.

▮ **Bullets not damaging props?**

- Check **HitLayers** in `BFG_BulletSettings`.

▮ **Camera not following?**

- Enable **Follow Player** in `BFG_PlayerController`.

Support & Contact

For **bug reports** or **feature requests**, contact:

▮ support@burningflamegames.com

▮ **Leave a review** on the Asset Store if you enjoy this toolkit!

Thank you for using the Top Down Shooter Toolkit! ▮