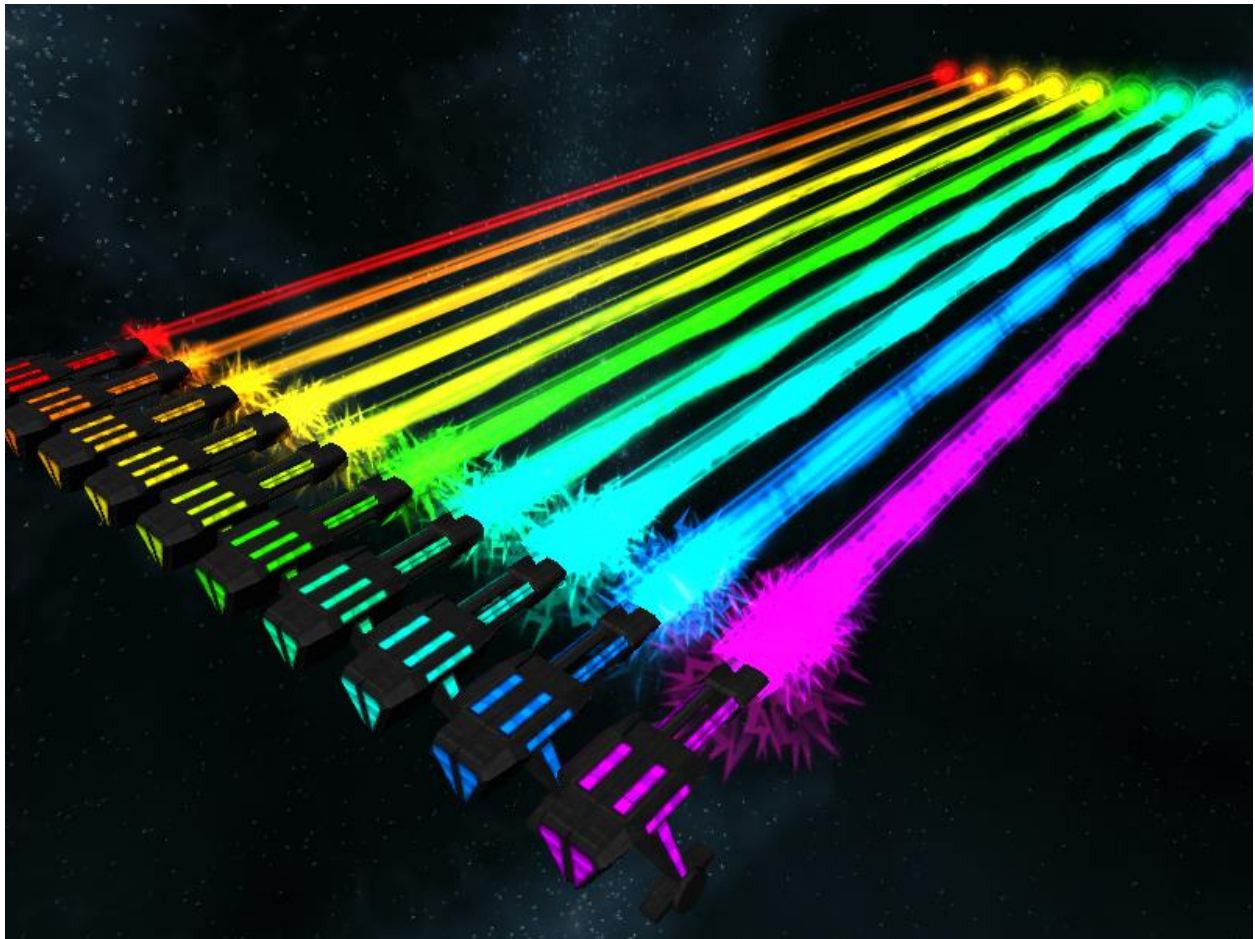# LASER BEAMS - WEAPON SYSTEMS PACK FOR UNITY DOCUMENTATION

RELEASE VERSION 1.1

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Laser Beams - Weapon Systems Pack - Overview:

Requires Unity 4.3.0 or higher.

Laser Beams - Weapon Systems Pack Laser Beams - Weapon Systems Pack, has 10 levels of Laser Beam Weapons effects. The pack also includes two demo scenes showing setup and usage, a Laser Beam Demo Scene and a sample Tower Defense setup with a complete, working, upgradable Laser Beam Turret to add to your game

Laser Beams - Weapon Systems Pack Features:

- 10 Levels of Laser Beam Effects
- Easy to use scripts written in C#
- Bonus: Mini Tower Defense Demo Scene
- Bonus: Complete Laser Beam Turret with Target Tracking

The asset package uses NGUI Free Version for GUI elements. The [NGUI Full Version](#) would be a great tool to purchase and add to this package but is not required.

LASER BEAMS - WEAPON SYSTEMS PACK WEBPLAYER DEMO LINK:

[Play the Laser Beams - Weapon Systems Pack Webplayer Demo here!](#)

Laser Beams - Weapon Systems Pack - Usage and Version History:

Usage and Installation:

To use this package:

- Start a new project and import the Laser Beams - WSP Asset Package into the project.

- Open the *lasersBeamsDemoScene.unity* located in the **LasersBeamsWeaponPack** folder. This scene contains the main menu fully setup and working, complete with laser beam turrets and tower defense like gameplay.

Version History:

Version 1.0 -

- First Release Version of Laser Beams - Weapon Systems Pack.

- Includes a demo scene of the upgradable Laser Beams via Turret tower defense like gameplay.

Version 1.1 -

- Re-structured file folders to allow for importing of only Laser Beams WSP assets without Demo Scene Content

- Re-designed laser beam hit graphic