Flowchart ZhanmingLiu

Player
Variables
float rotSpeed

Update → Rotate player's direction → transform.up → Vector2 direction

Bullet
Variables
float speed

Start → Get the same direction

Update → transform.position → check position

Flying by player's direction (will not change direction after spawned)

if the position of the bullet is within the enemy's position

→ destroy that bullet prefab
→ destroy that enemy prefab
→ StartCoroutine

Coroutine → Enemy dying!

UnityEvent → Enemy's localscale ++

Enemy
Variables
speed

instantiate

Update → Vector2 pos → minus → transform.position

WorldToScreen → CameraPos

destroy enemy ← touches left edge!

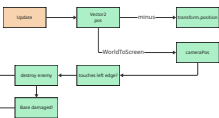Base damaged!

GameManager
Saving only a script but super useful
Variables
float z   float speed

Transform player's shooter

public reference of enemy prefab   public reference of bullet prefab

Reference of Timer   Reference of HP

UnityEvent!

Update → left mouse button down → by Transform → Instantiate bullet prefab → destroy in 5 seconds

Reload time

Coroutine

Spawn enemy in every 3 seconds → Decrease total time → Reduce spawn waiting time with total time getting longer

Screen.width → Random.Range → Screen.height

Decreasing length of Timer → length <= 0 → SetActive → GameWin Page