

2D Aircraft Combat - Endless Runner Mobile

By

Quadrante Studio

Game for all ages; adults and children will love.

OVERVIEW

Fly over the mountains eliminating your opponents. Its functionality recalls the games "flappy" but you have two (2) buttons for navigation and shots.

Do not fire against the mountains, because you lose points (we should not destroy nature). Shots only against the opposing aircraft (all aircraft are controlled by remote control, are not manned).

you'll love it and we are already working on a lot of features to make it even better.

The game is simple. Tap the button to fly, fly and shoot.

Features:

- Tap the buttons to fly and shoot;
- Beautiful graphics and scenarios;
- Get coins to win many points;
- Collect hearts for life;
- Collect powerup Flash to shoot and destroy everything in 05 seconds;
- Avoid mountains. Do not shoot against them, you will lose points, unless you are with PowerUp Flash;
- If you keep the top of the screen to divert the mountains, will not count points. So always looking forward them!

Enjoy.

Official page:

<http://www.quadrantestudio.com>

Official Facebook page:

<https://www.facebook.com/quadrantestudio>

Test:

Download APK:

<https://play.google.com/store/apps/details?id=com.quadrantestudio.aircraftcombat2>

Package Includes:

- Source code and commented;
- Full game (examples scene);
- Power-ups:
 - hearts for life;
 - flash to shoot and destroy everything in 05 seconds.
- Fully controllable Airplane;
- Custom players (sprites);
- All necessary scripts, sound effects, particle effects, animations, materials and graphics;
- Prefabs:
 - coin;
 - healt (power-up);
 - flash (power-up);
 - player;
 - player dead;
 - enemy;
 - rock pair (obstacle).
- Controllers:
 - platform mobile (tap);
 - desktop (ctrl left + mouse click).
- Save and load player scores;
- Unity 5 support;
- Mobile friendly;
- Documentation.

Fist To Do!

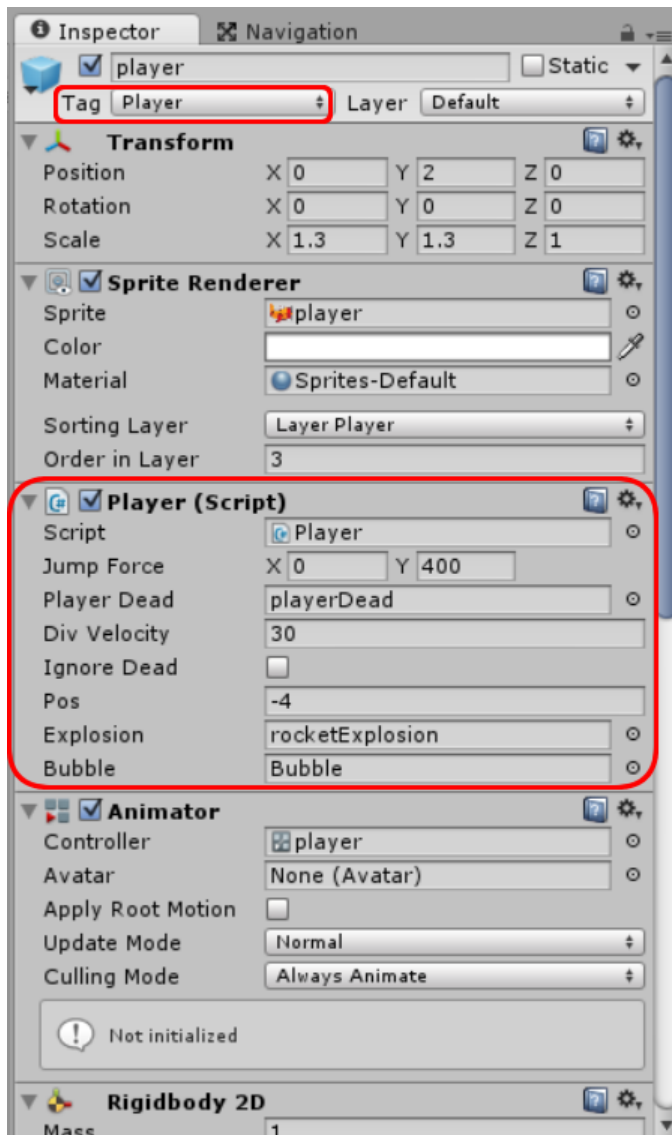
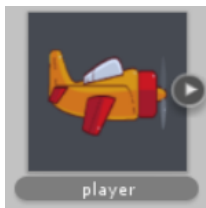
You don't have to do anything at first initialization. Just be sure you don't have any errors on your Console after importing the package.

Important!

All prefabs have configurable scripts and tag name.

All images have a vector version at the following address: Sprites / Textures / Vectors.

Player Controller:



Parameters:

Jump Force: Force required to move the moving object "player", to the left, right, up or down;

Player Dead: Prefab player dead;

Div Velocity: It operates in conjunction with the "pos" thus setting the speed of the player and background objects;

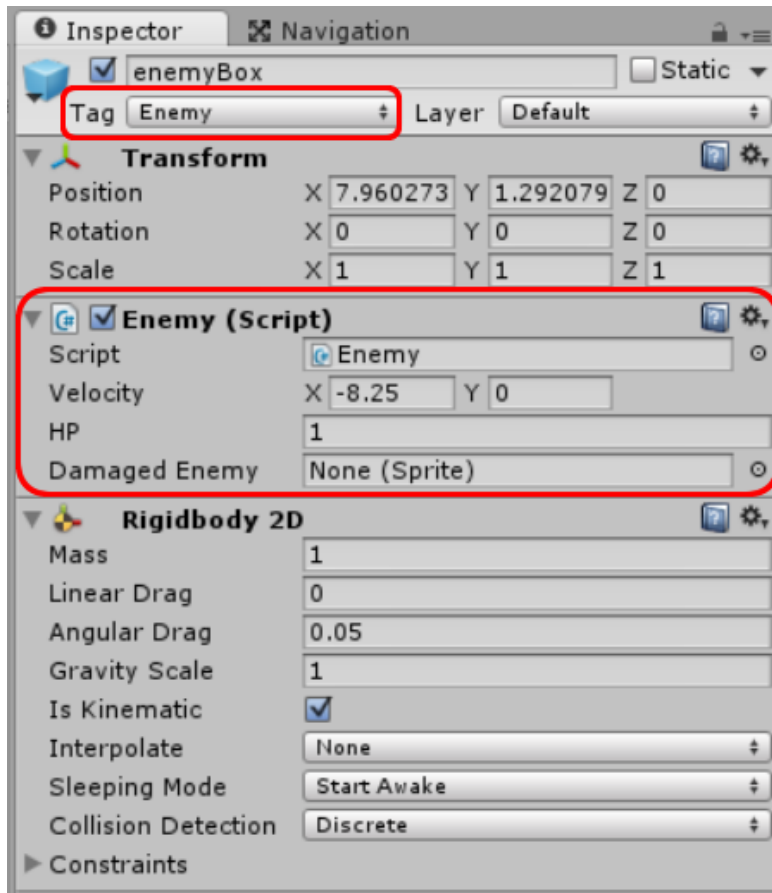
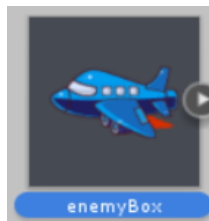
Ignore Dead: For testing. Ignores the collision of objects, thereby facilitating, developer tests;

Pos: Analyze **Div Velocity** parameter;

Explosion: Prefab rocket explosion;

Bubble: Reference to object bubble particle.

Enemy Controller:



Parameters:

Velocity: Force required to move the moving object "player", to the left, right, up or down;

HP: How many times the enemy can be hit before it dies;

Damaged Enemy: An optional sprite of the enemy when it's damaged.

Coin, Heal and Flash Controllers:

Although possess separate scripts, the code is pretty much the same. This was an initial choice of design and can keep them in a single file or define different behaviors in each of the files separately.

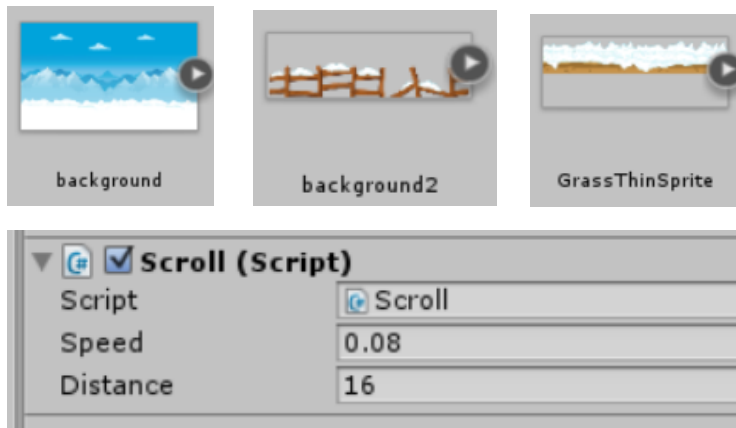


Parameters:

Velocity: Force required to move the moving object "player", to the left, right, up or down.

Background Controller:

Script by setting controls all game backgrounds, there is no limit backgrounds.

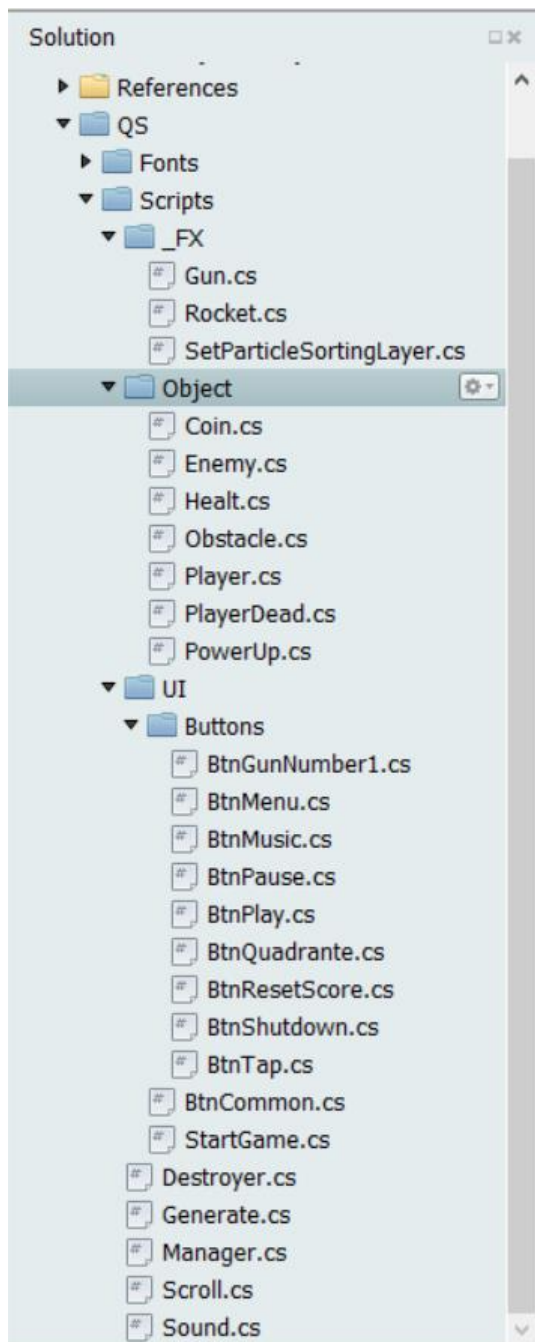


Parameters:

Speed: Speed fund drive;

Distance: Distance the object relative to the "player" to occur destruction.

Scripts:



BtnCommon.cs

Focus common functions related to the buttons.

Detect platform image exchange to occur one click, play sounds and other.

It is the base class for all other classes related to the buttons: Menu, Tap, Shutdown, Reset Score, Play, Pause, Music, Gun, Site Quadrante Studio.

Important!

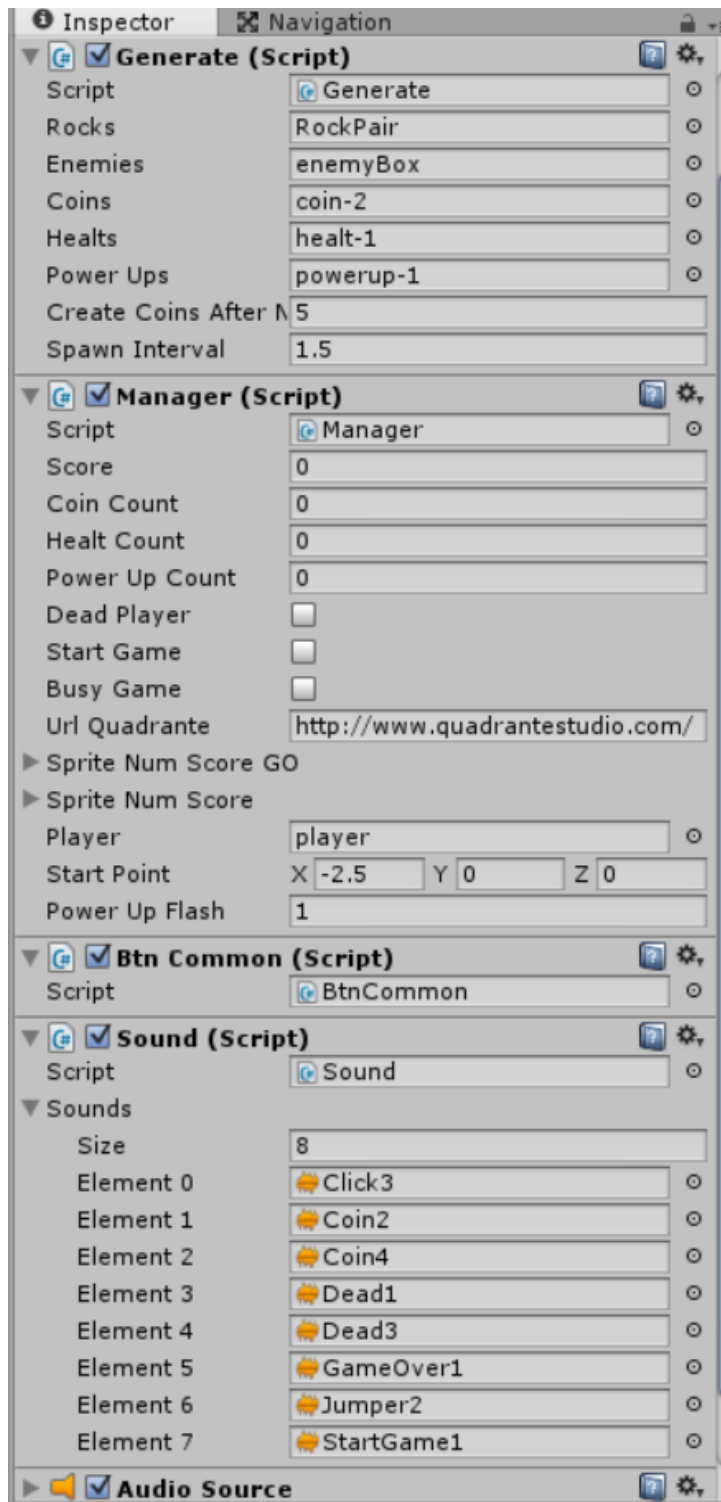
For best performance and control of simultaneous clicks of the buttons (Jump and Gun), the **OnMouseDownMobile** event is triggered.

Music and Sounds, Generate and Manager:

The music and sounds are managed by sound.cs script.

Generate, manages the creation of dynamic objects of the game.

Manager, manages the state of the game.



END

support@quadrantestudio.com