

General Documentation

How does the probability system work ?

Some features like the Spawn of an enemy or the loot of a power up require a probability variable and here is how to use them. For `EnemySpawn` for example, you have a list of potential enemies and the probability of spawning each enemy that is defined in the `Enemy` script, the probability variable is a simple float and the chance of an enemy spawning will be equal to : the probability variable divided by the sums of probability variables of each enemy in the list, so if in the `EnemySpawn` list we have 2 enemies with `{(Enemy1 probability = 1), (Enemy2 probability = 2)}`, the chance of Enemy1 to spawn will be 1/3 and the chance of Enemy2 will be 2/3.

How to create an enemy ?

On your Prefab, simply add the `Enemy` and `Health` script, and possibly the `LootOnDie` script if you want your enemy to be able to drop something when he dies.

How to configure the Enemy Spawn ?

To allow enemies to appear, you will need two scripts on the stage, first the script `BoundariesArea` to define a play area and then the script `EnemySpawn`. After that you just need to call the method `EnemySpawn.StartSpawn()` in your Level Manager.

How can the UI access weapons statistics and upgrades?

From your script, retrieve the `Weapons` script on the player, then register to the `Weapons.onStatsChange` event and use the methods: `Weapons.GetCurrentStat`, `Weapons.GetTemporaryUpgrades` and `Weapons.GetPermanentUpgrades` to retrieve data and update your user interface.

How to upgrade weapons from the UI ?

From your script, retrieve the `Weapons` script on the player, then call the method `Weapons.UpgradeWeapons` and pass in parameter a list of Upgrades you want to add.

How do I create a new Upgrade pickup?

On your Prefab, just add the `Pickup` and `UpgradePickup` scripts and configure them.

Refer to the scripting documentation to see how to configure the scripts.