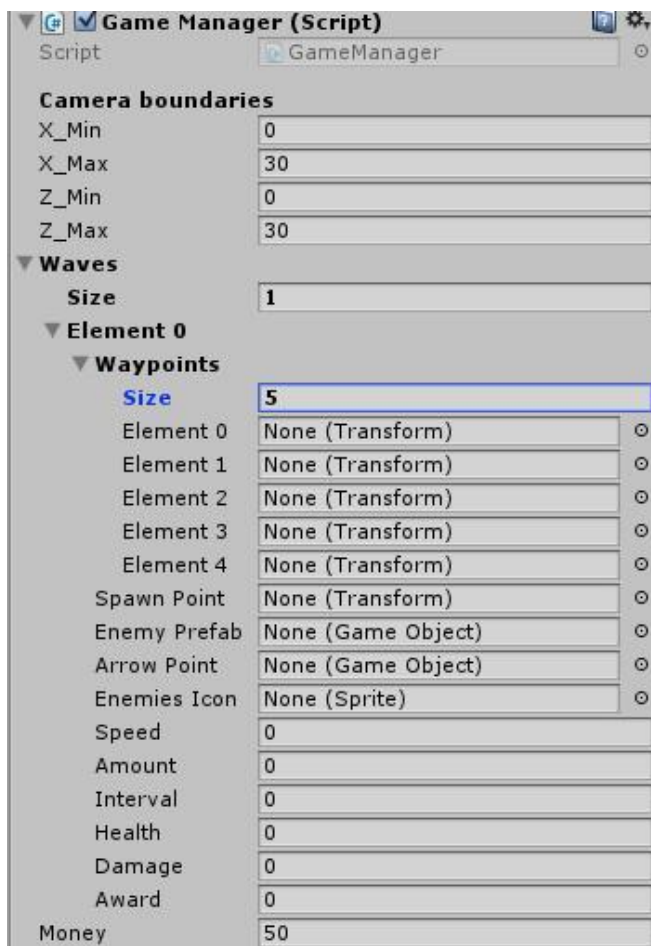


# Hello!

## Setting up the scene.

1. Create new scene and import the TowerDefenceTemplate asset.
2. Create terrain and make a game level (Tip: best size for terrain is 200x200).
3. Add prefabs TowerPlate in the scene and place them wherever you want the towers to be located.
4. Place the camera at the position you want. The best rotation is 70 degrees by X and 0 by Y and Z.
5. Add prefab UI\_Controller into the scene. It's all the GUI.
6. Add prefabs Waypoint and pave the path with them.
7. Add prefab SpawnPoint where you want the enemies to be spawned (Rotate it so that blue arrow points at their desired start rotation).
8. Add prefab Arrow near the SpawnPoint. It will be marking where the enemies of next wave will go from.
9. Add prefab GameManager into the scene and adjust it:



**Camera boundaries** – these value clamp the camera position;

**Waves** – adjusting every wave;

**Waypoints** – waypoints for selected wave;

**Spawn point** – spawn point for enemies of selected wave;

**Enemy prefab** – enemy for this wave (take them from prefabs/enemies folder);

**Arrow point** – prefab we dropped into scene near spawn point;

**Enemies icon** – icon that will be shown in upper panel while this wave is active (take them from textures/GUI folder);

**Speed** – enemies' speed (2-9);

**Amount** – enemies' amount;

**Health** – enemies' health (20-500);

**Damage** – enemies damage to base (0-100);

**Award** – award you get by killing enemy.

If you have any questions, or issues, or want to add any function and don't know how, feel FREE to write me at **[keereedev@gmail.com](mailto:keereedev@gmail.com)**.