

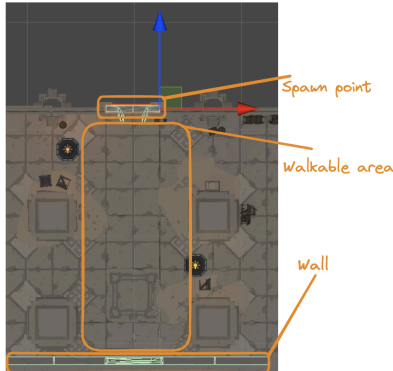
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Download:

<https://github.com/artemtarassov/gametest001/> -> Code -> Download ZIP.

The unity project contains 3 asset packs purchased from Sythy Studios and one level example. You can mix all these assets/prefabs in order to create new levels. Copy-Paste the example-level to get started.

About the game:



Knights fight in a dungeon against each other. Enemies spawn from the upper side of the map (door) and attack the "wall" at the bottom side of the map.

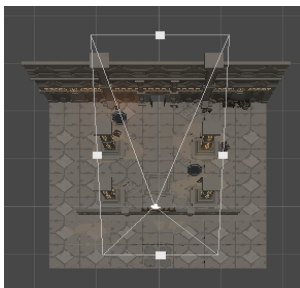
Each level has its own scene.

Therefore, each level has the following requirements.

Requirements:

- Distance between the wall and the door: 22 - 24.
- Number of spawn elements: 1-3. Light: Colorful lighting with at least two different colored lights. Light sources may include fire particles (optional). All lights should be real-time (no baking).
- Setting: The "fighting" takes place in a dungeon, but the theme is flexible. Feel free to add any elements from the asset pack, such as cars, skeletons, lava, crystals, or furniture, to make the level look unique or crazy.
- Camera: Maintain the current camera settings, except for its position.
- Prefabs: Do not alter existing prefabs. If you wish to create new ones, please add them to a new folder in Assets/XXX.
- The walkable area should be free of stairs or any elements that change the Y-Position of objects on top. Decorative elements like stones, grass, or sand are allowed, but they should not obstruct the knight's path.
- When creating a new GameObject/Prefab, ensure its contents are not positioned too far from the Zero-Position. For example, a GameObject with elements placed at (x:10, y:-1, z:22) is not advisable. The same applies to elements within the Scene itself.

Resolution:



The default resolution is 2688x1242 (iPhone 11 Pro Max), and the game supports only portrait orientation. However, ensure there are sufficient elements and content around the main visible area to support different device resolutions.