



Version (See Asset Store):

All updates will be featured on the Asset store “version notes”.

Are there any more features planned?

Depending on the kind of support we get from users and if they are more interested in seeing more, then why not 😊

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Welcome to Side Scrolling (Scroller) 2D – Monster Worm Survival KIT Documentation. This will tell you everything you need to know about the KIT.

First of all, thank you for buying the KIT!

So, ever wanted to create your own monster game?

Have you ever wanted to create something like "Monster Worm" game"? **Then this is what you need!**

What is this KIT?

This is a kit which contains models, prefabs, items, player, and settings and scripts both JS and C# which was made for those who are new and want to learn more about creating a monster survival game or any other similar type but don't know where to start! This KIT provides you with simple codes, models, animations, menu, textures and everything to start your own game! Including 2 example projects, and over 5 player models. You can simple drag and drop the scripts, learn from them and drag prefabs to create your own game or just edit the example scenes itself for your needs!

This pack includes;

- Fully **animated, scripted**, worm character with **Footsteps, Sounds, growing feature and more!**
- 6 different character worm models with their own unique design to create your best monster game!
- 2 Type of game mode and example projects.
 - Desert Scene
 - Sea Scene
- Fully animated and beautiful game menu which can be customized!
- Fully function worm growing feature.
- Fully function survival time feature.
- Player worm sounds which can be customized! (Dirt, grass, wood etc.)
- Player roaring customizable sound feature.
- Fully function spawning prefabs system!
- Fader system with GUIs!
- Custom GUIs
- Over 50+ prefabs and sprites!
- Movable creates and boxes!
- Spawning of objects, food and prefabs which can be edited to your choice.
- A fully function pause menu in game
- A fully function help in game.
- *and many many more!*

This pack contains:

6+ Playable worm characters.
10+ Humans.
1+ Dog.
7+ Poison bugs.
20+ Animations.
20+ Sounds, audio and music.
7+ GUIs to use for your game.
12+ Ocean ground sprite with animated waves.
5+ Ground sprites.
30+ Prefabs such as bombs, food, humans and poison bugs.
3+ Scenes.
50+ Sprites of humans, bugs, buildings, vehicles and misc.
1+ Sky
25+ Scripts
And many many more!

What can I create with this?

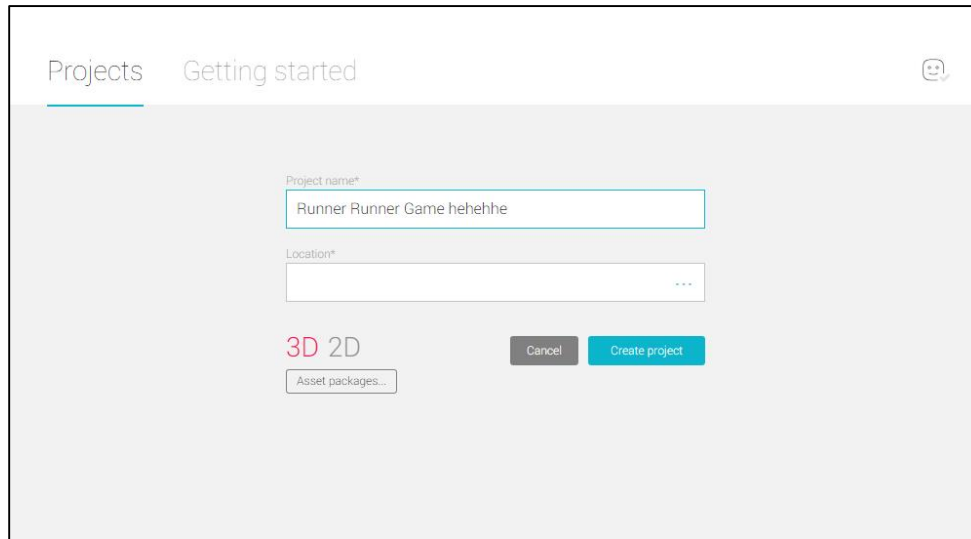
- Monster Survival Game
- Giant Worm Game
- Monster Destroy Game
- Sandbox Survival Game

Even though this is a worm survival template kit, you can always edit it to your needs to create other games too.

LETS START!

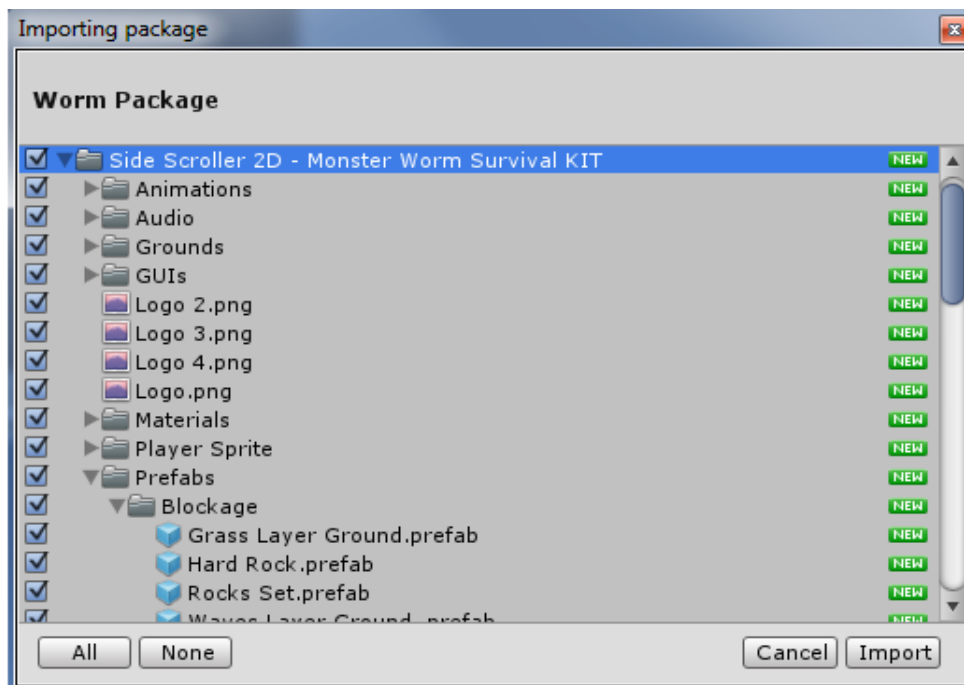
1.Create a new empty project

Create a new empty project, set defaults for 2D (3D works too) and Import this package into the NEW EMPTY PROJECT. **Please note:** Importing into an OLD Project may result in damaging your old project.



2.Import Package

Import the package inside Unity



3. Explanation of FSS.

Now you see a folder called “Side Scrolling 2D - Monster Worm Survival KIT” which is the folder that contains all the stuff you need. Let’s explain some of the folders inside before we start building!

Animations

This is the folder that contains all the simple animations and menu animations. I advise not to touch these as they aren’t required unless you want to edit the animations.

Audio

The audio folder contains all the KIT sounds and music.

Grounds

This is the grounds folder. Here you will have the ground terrains to use for your 2D game, the grounds are split into normal grounds from lower to darker and ocean grounds from lower to darker.

Materials

The materials of the game objects.

Player Sprites

These are your player (worm) sprites and body. Here you have 2 folders one called “Worm Body” and one called “Worm Heads”. These can be dragged so you can choose and customize your worm that you want to play with by dragging the body or head into the “player worm”.

Sprites

Contains the KIT’s sprites. The sprites are the 2D “textures” that you will be using to create your game such as barrels, trees etc. Also contains the sprites of the characters etc.

Prefabs

The most important folder, contains the whole prefab that you can drag and drop into your scene such as Player, enemy bugs, bombs etc. All comes as a whole, complete and ready to use just drag and drop.

Example: To create a simple worm survival game, the most important prefabs you need are – PlayerWorm, Generator and MainCamera. (See page 7 to start creating)

Scenes

*Example scenes with 3 different scenes. The scenes you see here are **Menu**, **Desert Scene** and **Sea Scene**.*

Scripts:

This folder contains IMPORTANT scripts for your game for player, obstacles, generator etc.

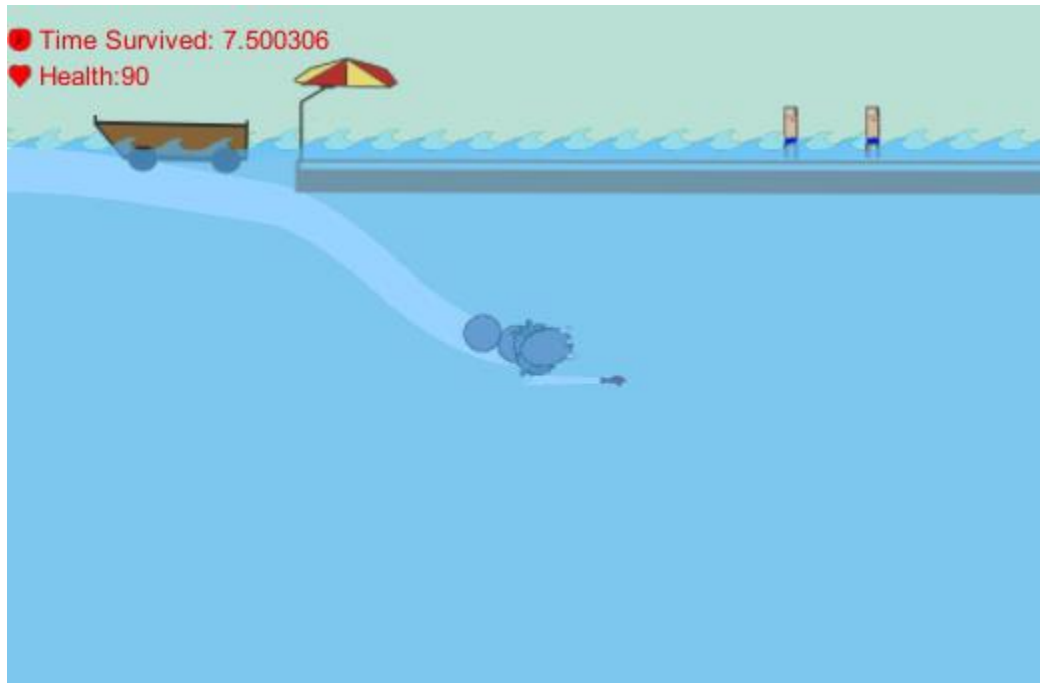
Textures:

Simple textures of the game settings.

4. Creating your game

Now that you know what your folders are about, it's time to start creating your own game!
So you want to make a simple runner game, **something like this below?** **SUPER MEGA TREGA EASY!**

Step-by-step ... Let's go! (Don't worry, this example scene is included too so you can also edit it!)



4.1 Creating your game

Step 1: Create a new scene, delete the Main Camera so your scene will be clean and new.

Step 2: Create a directional light and add a ground from grounds folder.(be sure 2d is selected)

Step 3: Go to the **PREFABS** folder, drag send drop these prefabs names into the scene:

- **PlayerWorm, MainCamera and Generator.**

Now you should have a player worm, a main camera, a generator and a ground as you can see it's almost already finished! Go to Main Camera and select the "Camera follow" script. In "My Play" put the "Main Body" in your playerworm prefab so now the camera follows your main body of the player.

Your scene now contains these; **PlayerWorm, Ground, Generator and a Main Camera.**

Now, the "generator" prefab will start to make the work, which will spawn your food (humans) your enemys (bugs) and the bombs in a random location. The generator is made that the humans will always spawn at the top of the ground, others will spawn at a random location unless you edit the scripts. Put the ground down and tweak it a bit too seems like the people are spawning on top of the ground, put in a sky and some sprites and play around a little with it and you will get something like this;



Everything will start doing its work! The generator will now spawn humans, your worm will grow within time, the bombs and enemy bugs will start random spawning to try to kill you and your health will go down if you don't eat. Enjoy!

Simple right? Then go and create some games!

4.1 F.A.Q

1. Why can't I place any of the sprites in the scene?

Be sure that you will select the "2D" in the scene when placing 2d sprites or else it won't work. The "2D" is located at the left-upper side under the "Animator" next to the "Scene"

2. Can I keep the same Main Camera in the scene?

Yes, all you have to do then is go to the scripts folder and select "Camera Follow", "Toggle Pause" and "Toggle Help" and place them and edit them in your main camera.

3. Why is my worm not appearing when I drag him in the scene?

If that happens, switch to the button "3D" in the scene and go to the PlayerWorm preference. Grab the Z axis and put it a little bit higher (Example: -13.61) and switch back to "2D"

4. Help! The camera is not following my player?

Be sure that you attach the "Main Body" of the PlayerWorm in "Camera Follow" script where it says "My Play".

5. How can I change the max objects/different objects to spawn in Generator?

The generator is made to spawn 1 enemy food, 1 bug and 1 bomb every few seconds. If you want to change that open up the "Enemy Generator" Script and go to line;

yield return new WaitForSeconds (5f); and change that (5f) to any other seconds you want so the humans spawn faster. (5f = 5seconds)

For the bugs and bombs go to line; *yield return new WaitForSeconds(Random.Range(2f, 5f));* and change the (2f, 5f); to something else. (spawn between (2f = 2seconds) to (5f = 5seconds))

If you want to spawn more enemies, just place another script "enemygenerator" in the "Generator" prefab and edit the enemies, bugs and bombs to your choice.

6. Can I add more to this KIT?

Once you buy it, the KIT is yours to edit. This KIT was actually made as a "learning project" for others to learn on how to create a similar. Yes, you can modify the code and add your own to improve this KIT for your project.

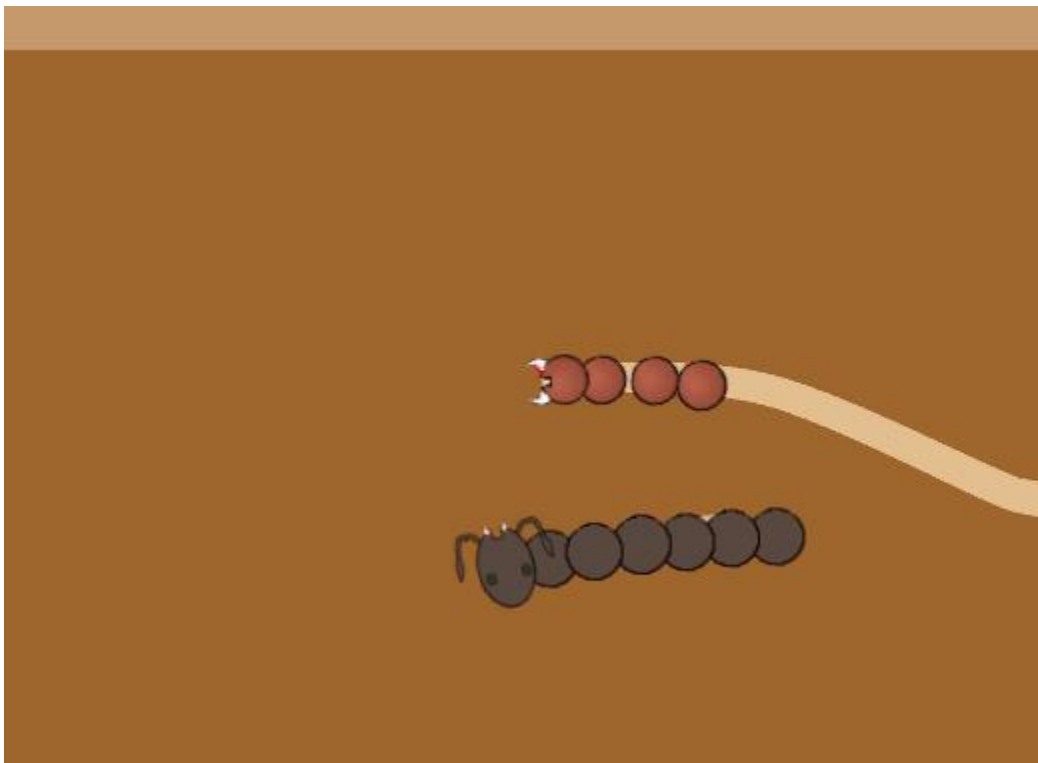
7. How can I add more bodies to the player?

To add more bodies to the player (So it grows bigger) all you need to do is go to the last body of the player which is "Body 6". Copy and paste "Body 6" and change it to "Body 7" and select the go leader in "Bodyhead" script as the last body, in this case it's "Body 6". In the body there is also a "Body sprite" and this is the sprite that will spawn on your player which you can change to your choice. In the "Body sprite" there is a script called "Body 40s" and this is the spawn time on when the body sprite will spawn. Create a new script and name it "Body 50s" go to the "Body 40s" script and copy/paste it, the script is the same but just change the *WaitForSeconds(40);* to *WaitForSeconds(50);* so it would spawn after 50seconds and save.

Remember, if you have any trouble you can always use the example scenes provided and edit them! 😊

PS: *Always create an empty project and NEVER import it into an old project because it might (and will) damage your old project!*

PS: *NOTE, THAT THIS KIT WILL BE UPDATED AND NEW THINGS WILL BE CHANGED EVERY VERSION UPDATE SO PLEASE DO SEE “VERSION NOTES” IN ASSET STORE TO SEE THE NEW FEATURES AND CHANGES.*



ENJOY!