Archer Shooter

How to play

1. Before running the game, add the"loading" "charSelect" "game" scenes in the folder scene to the "scenes in build" column of the "build settings" interface.
2. select the " charSelect " scenario and start the game.

1)

Choose appearance props

2) Each appearance props correspond to the price and purchase button.

3) The amount of gold coins currently owned

4) Click the "BEGIN" button to start the game.

3. start the game

1) By buying the unlocking weapon button.

2) Unlocked weapon button

3) Automatic fire button

4)

After selecting the weapon button, click the game screen and use the weapon to attack the puppet.

5) Return to appearance props selection interface

Advanced Scripts

1. atkTank.cs : Tank weapon attack mobile control

```
void FixedUpdate () {
    if (!stopDO) {
        transform.Translate (Vector3.forward * speed * Time.deltaTime);
        if (transform.position.x > posXstop) {        //Move to target location stop
            stopDO = true;
            timeTemp = Time.time + atkCD;
        } else if (transform.position.x < posXbegin) {
            Destroy (this.gameObject); //The end of the attack is moved to a certain location and destroyed.
        }
    } else {
        tankHead.rotation = Quaternion.Slerp (tankHead.rotation, Quaternion.LookRotation (playerPoint.position - tankHead.position), 2 * Time.deltaTime);//Slow steering target
        if(Time.time>timeTemp){
            Instantiate (fxFire, firePoint.position, firePoint.rotation);
            GameObject bulletObj = Instantiate (bullet, firePoint.position, firePoint.rotation)as GameObject;//Create attack shells
            bullet b = bulletObj.GetComponent<bullet> ();
            if (b) {
                b.forceCount = forceCount;
                b.scoreAtk = scoreAtk;
            }
            GameObject.FindGameObjectWithTag ("MainCamera").GetComponent<cameraJump> ().camera_jump ();//Camera vibration
            Handheld.Vibrate();
            atkNum += 1;
            if (atkNum == atkNumMax) { //Number of attacks
                stopDO = false;
                speed = -speed;
            }
            timeTemp = Time.time + atkCD;
        }
    }
}
```

Control tanks from creation, movement to target location, fire, exit and destruction.

2. atkTankGun.cs : When there are no tanks in the scene, new tanks can be created.
3. autoFireCD.cs : Automatic attack time setting
4. btncontrol.cs : Weapon buttons, automatic fire and weapon unlocking control

```
{ //Judgement button type
    gm=GameObject.FindGameObjectWithTag("gameManage").GetComponent<gameManage>();

    timeText = this.transform.parent .Find ("timeText").GetComponent<Text> ();
    if ((atkObjNum == 0||atkObjNum == 5) && this.name == "btnAutoFire") { //Flying knife and tank have no automatic firing function.
        this.gameObject.SetActive (false);
        timeText.gameObject.SetActive (false);
    }
    if (atkObjNum == 0 && this.name == "btnAtkObj") //Flying cutter is the weapon selected by default.
        this.GetComponent<Image> ().color = new Color (0.32f, 1, 0);

    if (atkObjNum == 0 && this.name == "btnUnlock") { //Flying cutter is the weapon of default release.
        this.gameObject.SetActive (false);
    }
    if (PlayerPrefs.GetInt ("atkObj" + atkObjNum) == 1 && this.name == "btnUnlock") {        //Lock the lock button when the weapon is unlocked.
        this.gameObject.SetActive (false);
    } else if (PlayerPrefs.GetInt ("atkObj" + atkObjNum) == 0 && this.name == "btnUnlock") {        //Unlocked weapons do not display automatic fire button, do not show countdown, show price
        this.transform.parent.Find ("btnAutoFire").gameObject.SetActive (false);
        this.transform.parent.Find ("timeText").gameObject.SetActive (false);
        this.transform.Find ("piece").gameObject.GetComponent<Text> ().text = "" + unlockPiece;
    }
```

By naming the button function

5. bullet.cs : Bullet hit judgement
6. bullet_fire.cs : Fire weapon hit judgement
7. bullet_light.cs : Hit judgement of laser weapon
8. cameraJump.cs : Camera vibration
9. coinMove.cs : Gold flying animation
10. control.cs : Basic game operation
11. existTime.cs : Special effects are broadcast and destroyed.
12. gameManage.cs : Basic functions of game

```
for (int i = 0; i < atkObj.Length; i++) {
    GameObject btnObj = Instantiate (btn);
    btnObj.transform.SetParent (btn.transform.parent);
    btnObj.transform.localScale = new Vector3 (1, 1, 1);
    btnObj.transform.Find ("btnAtkObj").gameObject.GetComponent<btncontrol> ().atkObjNum = i;
    btnObj.transform.Find ("btnUnlock").gameObject.GetComponent<btncontrol> ().atkObjNum  = i;
    btnObj.transform.Find ("btnUnlock").gameObject.GetComponent<btncontrol> ().unlockPiece = atkObjPiece [i];
    btnObj.transform.Find ("btnAutoFire").gameObject.GetComponent<btncontrol> ().atkObjNum  = i;
    btnObj.transform.Find ("btnAutoFire").gameObject.GetComponent<btncontrol> ().autoFireCD   = autoFireCD ;
    //btnObj.transform.Find ("btnAtkObj/name").gameObject.GetComponent<Text > ().text = "" + atkObjName [i];
    btnObj.transform.Find ("btnAtkObj/Image").gameObject.GetComponent<Image> ().sprite = wqImage[i];
    btnObj.SetActive (true);
}
```

Automatically create weapon buttons and give corresponding settings.

13. gameManage_charSelect.cs : Role switching function
14. gun.cs : Weapon orientation and firing
15. knife.cs : Hit control of flying knife attack
16. LoadingScene.cs : Loading end jump scene
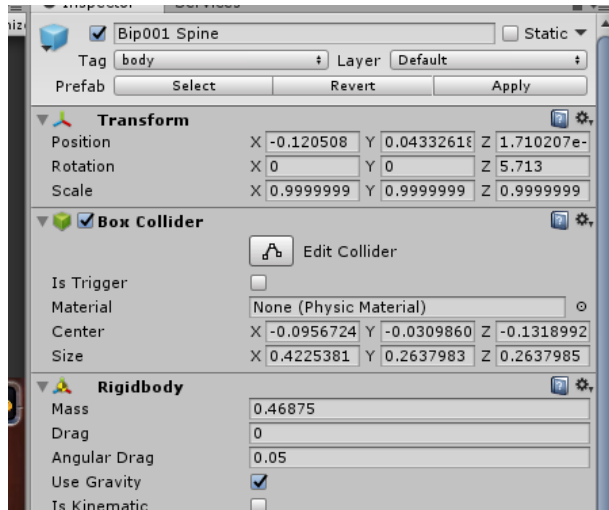17. soundResources.cs : Voice playback control

Create Ragdoll

1. in order to achieve the real physical effect of the role being hit, we need to use Create Ragdoll.
2.

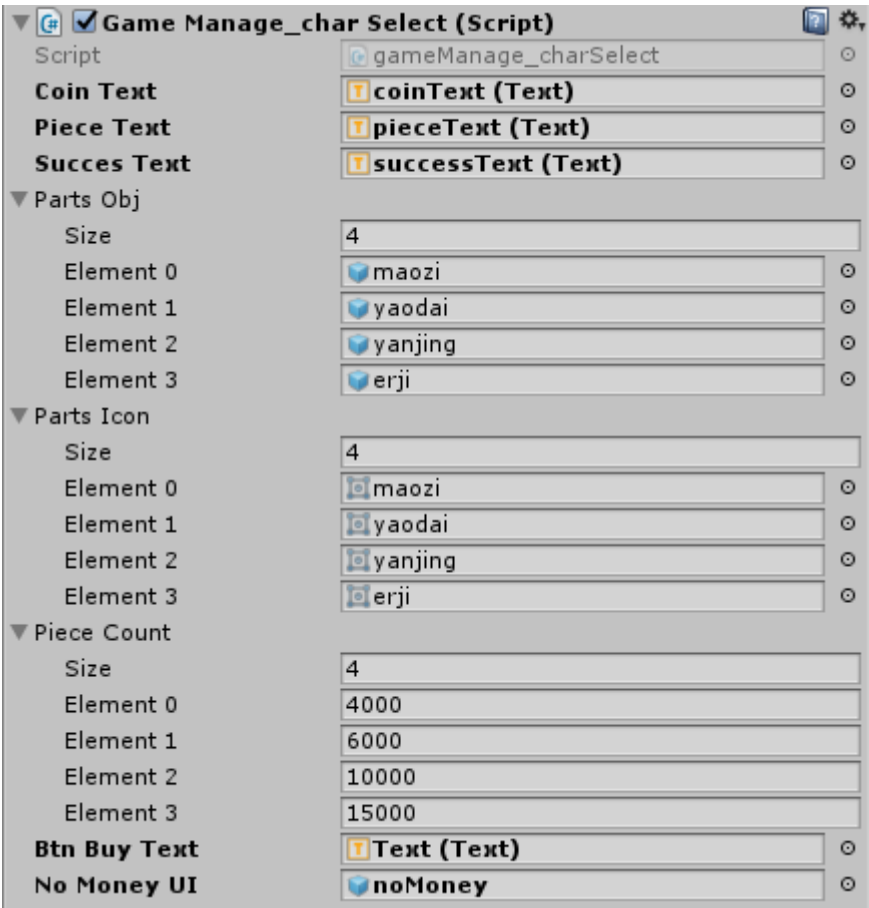The implementation process can refer to the following links

http://www.ceeger.com/Components/wizard-RagdollWizard.html
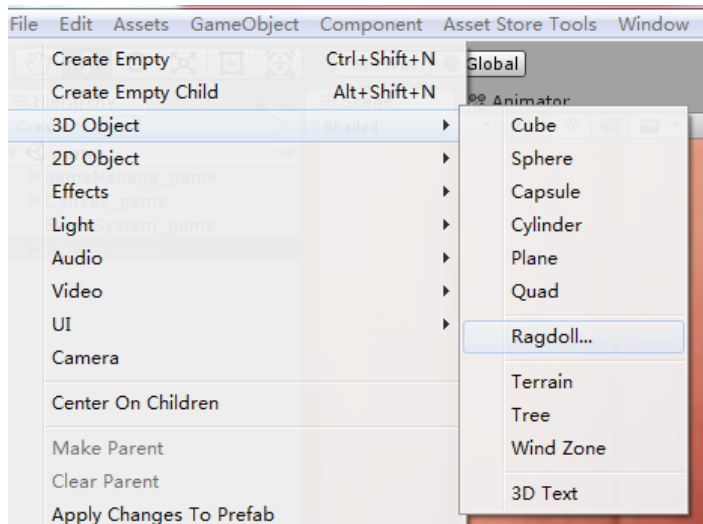
3. You need to add BoxCollider to the hit part of the character and change the tag to "body".
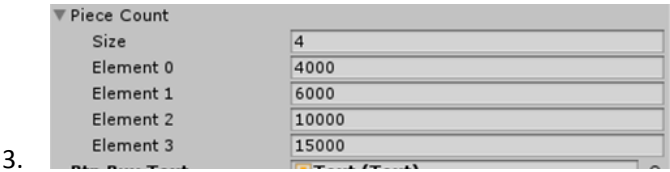
4. hang the role on cube.
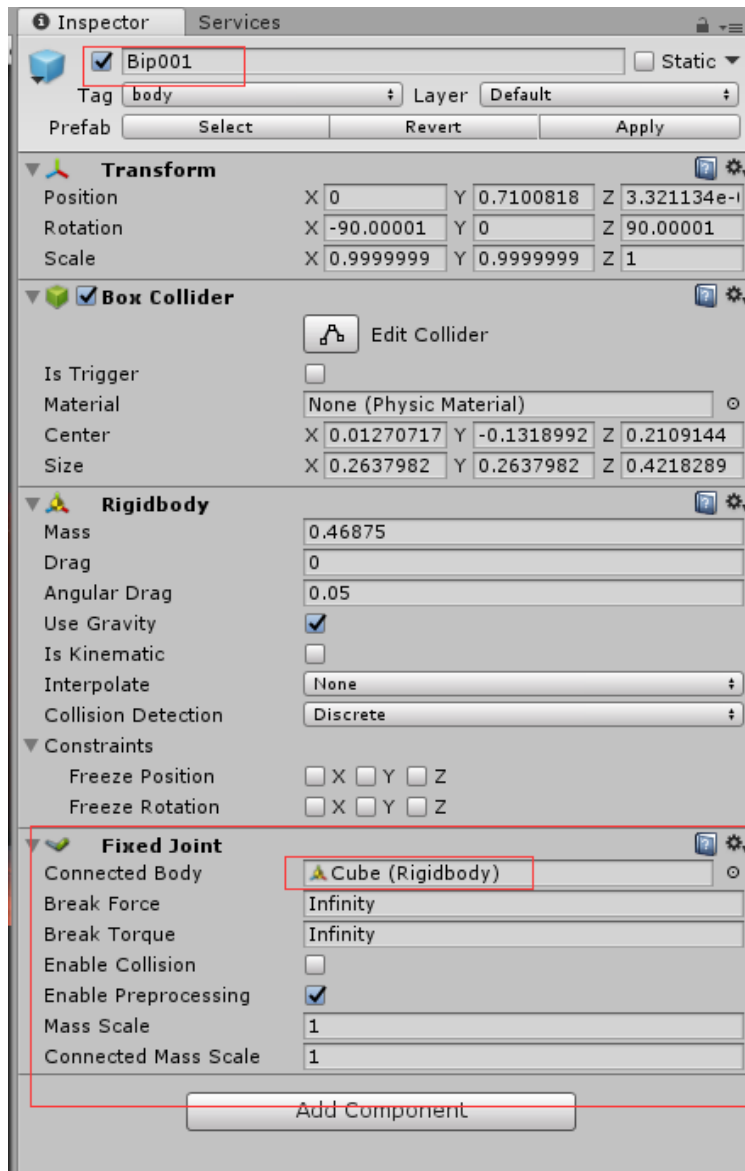
Make your own game

Basic function control of charSelect

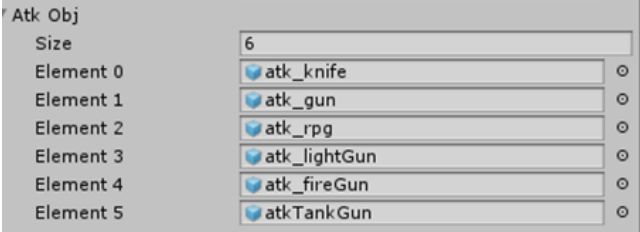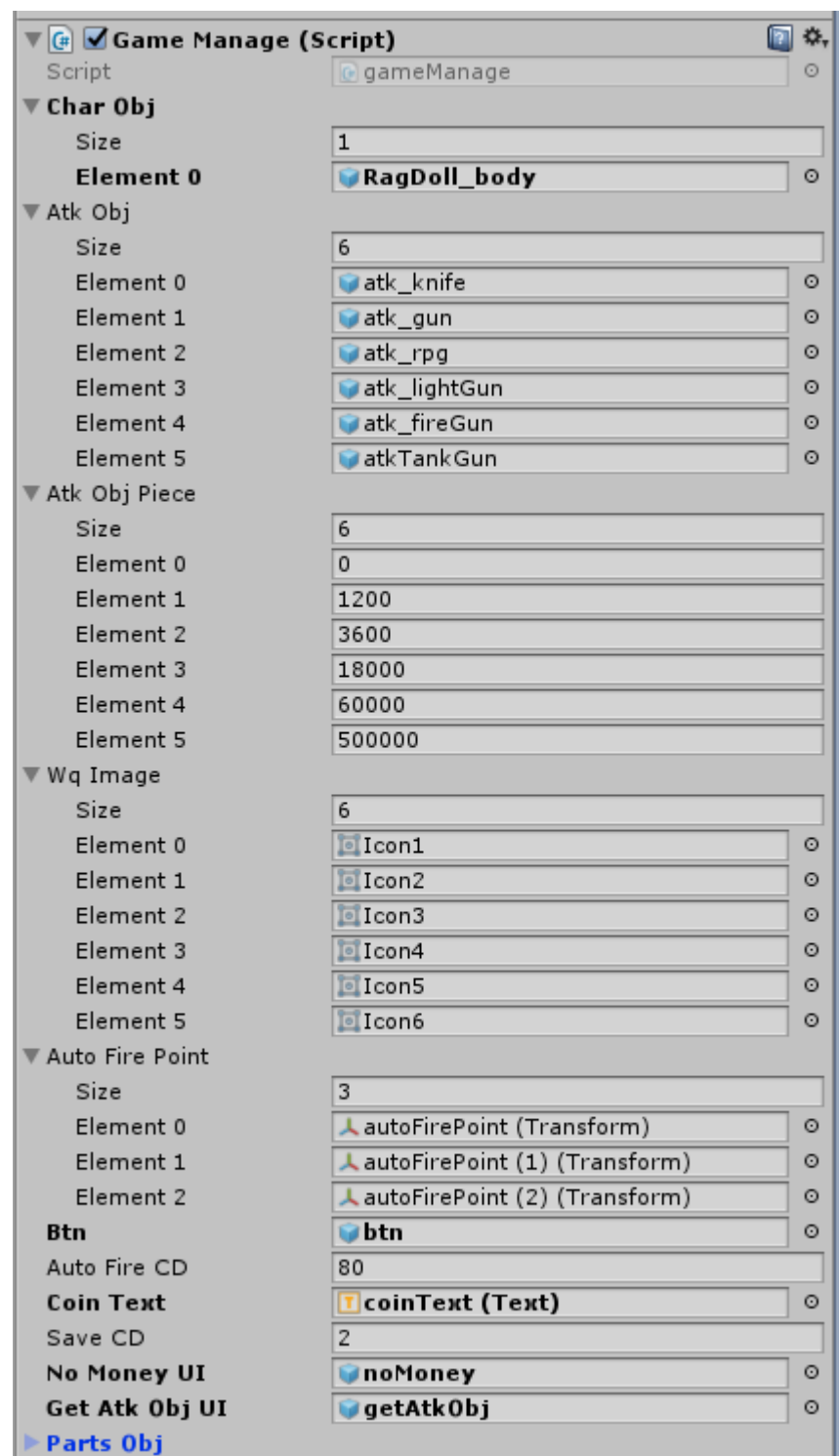1.   Appearance props resources

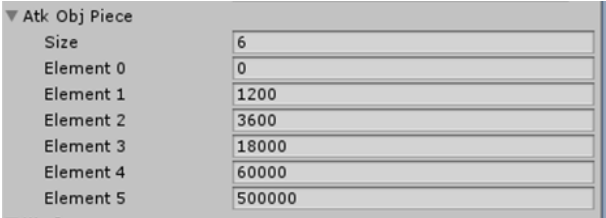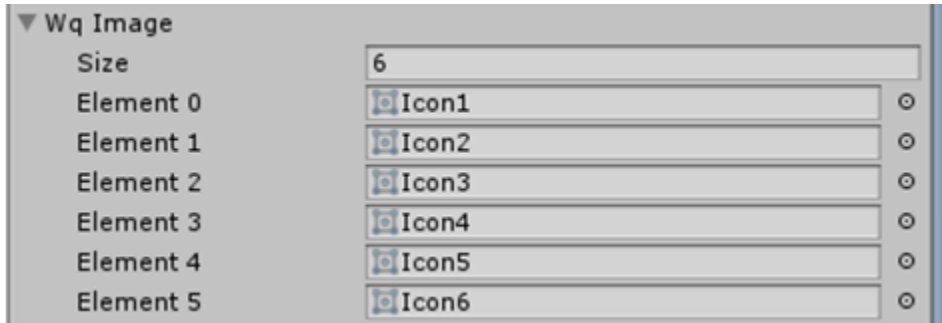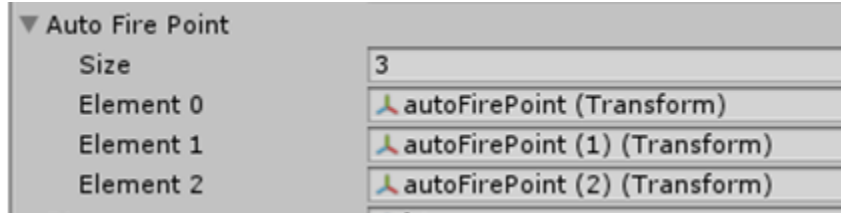2.   Appearance props Icon

3.   Appearance props price

Basic function control of game

Game Manage (Script)
Field		Value
Script		gameManage

Char Obj
	Value
Size	1
Element 0	RagDoll_body

Atk Obj
	Value
Size	6
Element 0	atk_knife
Element 1	atk_gun
Element 2	atk_rpg
Element 3	atk_lightGun
Element 4	atk_fireGun
Element 5	atkTankGun

Atk Obj Piece
	Value
Size	6
Element 0	0
Element 1	1200
Element 2	3600
Element 3	18000
Element 4	60000
Element 5	500000

Wq Image
	Value
Size	6
Element 0	Icon1
Element 1	Icon2
Element 2	Icon3
Element 3	Icon4
Element 4	Icon5
Element 5	Icon6

Auto Fire Point
	Value
Size	3
Element 0	autoFirePoint (Transform)
Element 1	autoFirePoint (1) (Transform)
Element 2	autoFirePoint (2) (Transform)
Btn	btn
Auto Fire CD	80
Coin Text	coinText (Text)
Save CD	2
No Money UI	noMoney
Get Atk Obj UI	getAtkObj

▶ **Parts Obj**

1. Weapons resources

2. Weapon price

3. Weapon icons

4. Automatic firing position

5. Automatic fire duration

How to get support

Contact to us ： soyskyapple@outlook.com

Remember attach your invoice otherwise there would not be my reply.

NOV
14

Unity Technologies ApS
Payment

Paid with
PayPal balance

Transaction ID
33A████████████

Seller information
Unity Technologies ApS
+45 70301303
http://unity3d.com
support@unity3d.com

Invoice ID
2006█████████

The invoice you can get from your paypal account records.
If you do not have a invoice. Grab some screenshot to confirm your buy successful flow is also ok.