Touchdowners

Thanks for downloading the asset.

We also would be **very grateful** if you **write a review**, as it is very important for us☺
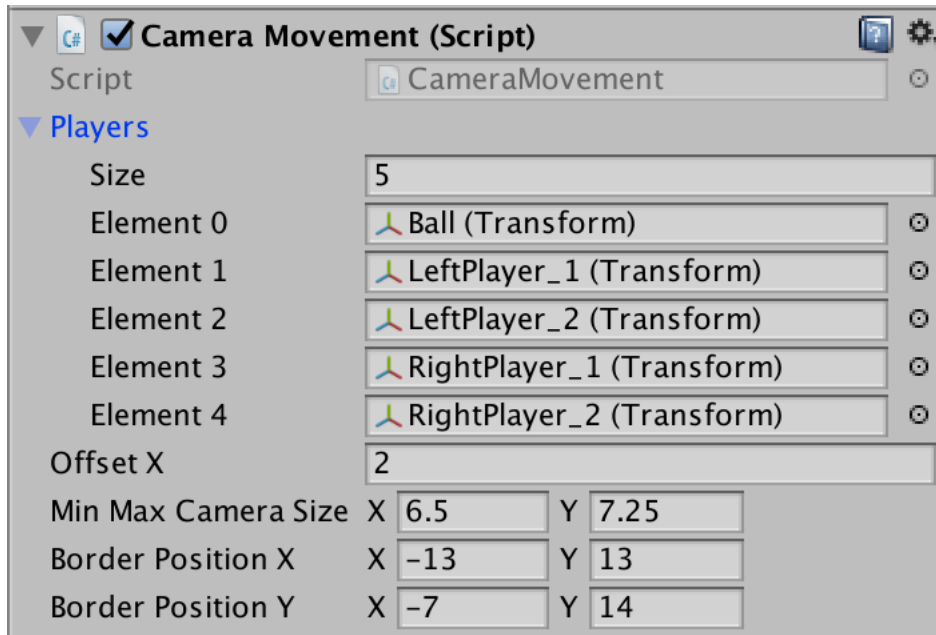
If you have problems, questions or proposals, contact us
lightdevgames@gmail.com

How to setup

1. Camera
2. Input
3. Player
4. GameManager

1. Camera

Camera movement script is used on mobile platforms.

- **Players** contains all moveable GameObjects in order to make them always visible.

- **Offset X**. Extra space between player that has minimal X position and player that has maximum X position.
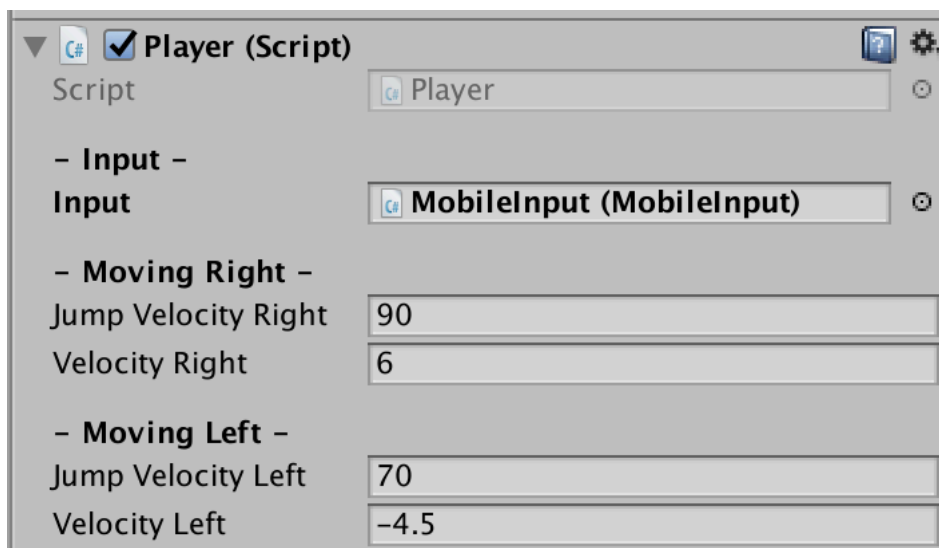
2. Input

- All input has to be inherited from IPlayerInput abstract class and implement IPlayerInput methods.
- The asset contains input for Mobile and Desktop platforms.

3. Player

- Player consists of 2 essential scripts and 1 additional.

```
▼ Player
    ▼ Arm
        BallPosition
    ▼ Head
        Helmet
```

1. In a top of hierarchy GameObject has Player script.

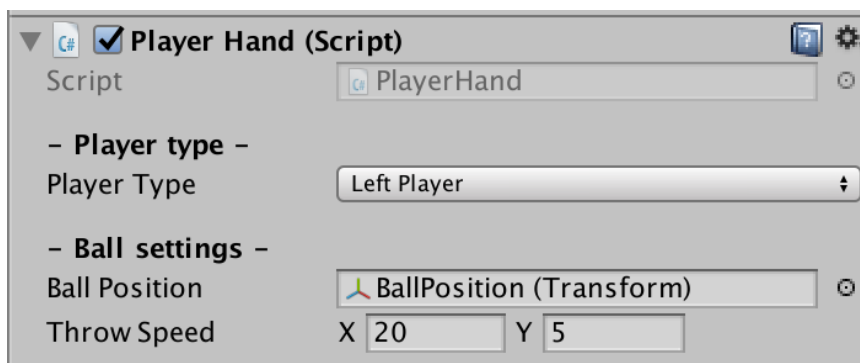| ▼ C# ☑ **Player (Script)**		
Script	C# Player	⊙
– Input –		
Input	C# **MobileInput (MobileInput)**	⊙
– Moving Right –		
Jump Velocity Right	90	
Velocity Right	6	
– Moving Left –		
Jump Velocity Left	70	
Velocity Left	–4.5	

Input – input that controls this player.
Jump Velocity Right / Left – velocity along Y axis.
Velocity Right / Left – velocity along X axis.

2. Arm has PlayerHand script

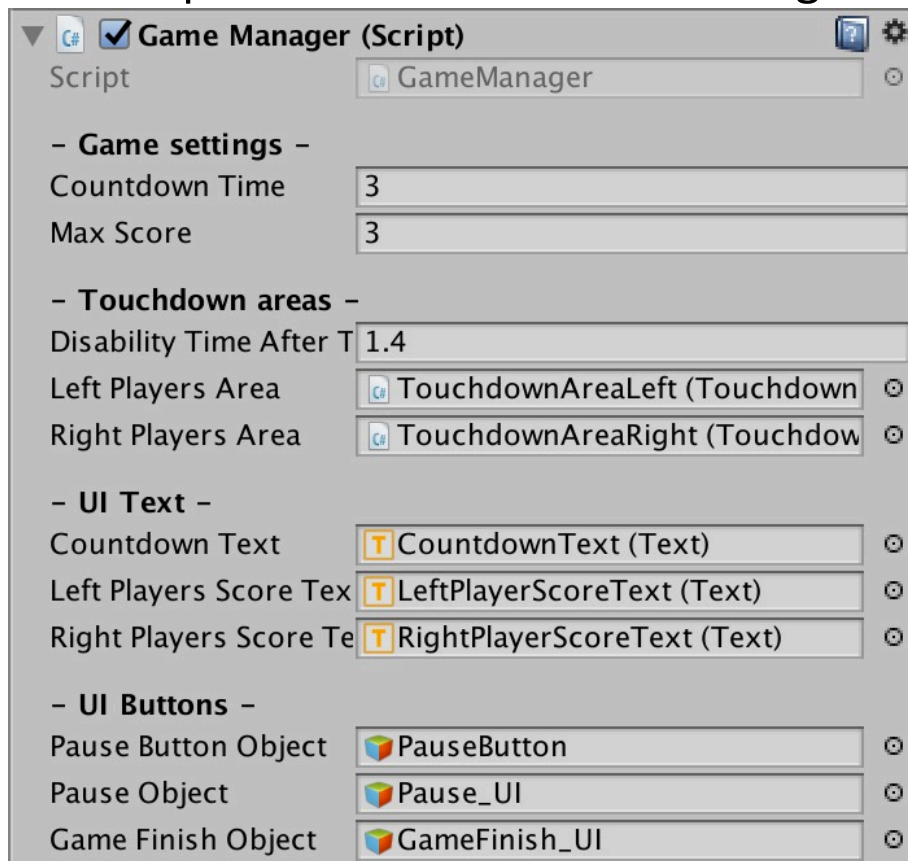| ▼ C# ☑ **Player Hand (Script)**		
Script	C# PlayerHand	⊙
– Player type –		
Player Type	Left Player	⬍
– Ball settings –		
Ball Position	⊥ BallPosition (Transform)	⊗
Throw Speed	X 20 Y 5	

3. Additional script is PlayerHelmet.
It allows helmet to be detached from the head.

▼ C#	**Player Helmet (Script)**		🔲 ⚙,
Script		C# PlayerHelmet	⊙
Detach Min Ball Velocit	10		
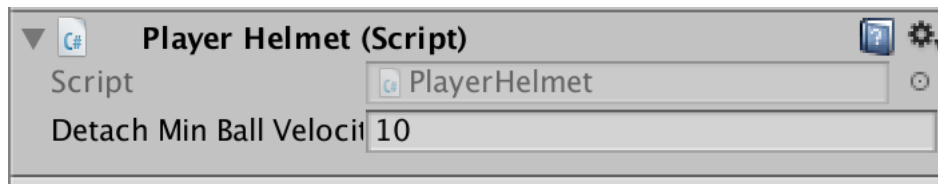
Detach Min Ball Velocity – min velocity of the ball to make helmet be detached from the head.

4. GameManger

- This scripts controls the state of the game.

▼ C# ☑	**Game Manager (Script)**		🔲 ⚙,
Script		C# GameManager	⊙
– Game settings –			
Countdown Time	3		
Max Score	3		
– Touchdown areas –			
Disability Time After T	1.4		
Left Players Area	C# TouchdownAreaLeft (Touchdown		⊙
Right Players Area	C# TouchdownAreaRight (Touchdow		⊙
– UI Text –			
Countdown Text	T CountdownText (Text)		⊙
Left Players Score Tex	T LeftPlayerScoreText (Text)		⊙
Right Players Score Te	T RightPlayerScoreText (Text)		⊙
– UI Buttons –			
Pause Button Object	🟫 PauseButton		⊙
Pause Object	🟫 Pause_UI		⊙
Game Finish Object	🟫 GameFinish_UI		⊙

Countdown Time – time before game will be started.
Max Score – how much has to be scored in order to game will be finished.

Left / Right Players Area – touchdowns area. Touchdown area has **Touchdown area** script that has PlayerArea field. It has to be equal to PlayerType that can touchdown on this area.