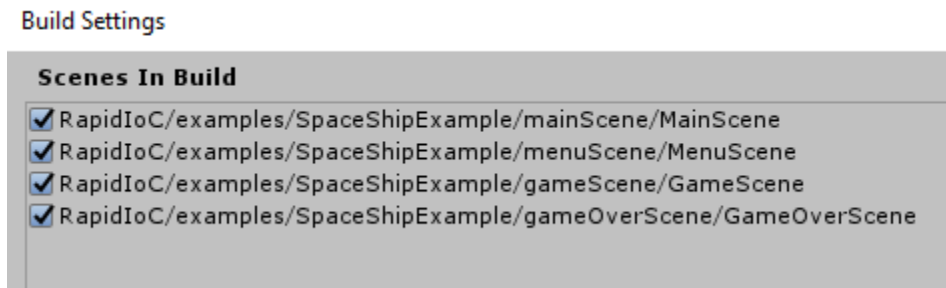


Space Ship Example

The following example demonstrates how to use RapidIoC to create an actual game. It is based off of Unity's Space Ship Tutorial. I recommend to check out `GettingStartedExample` and `SceneManagementExample` first.

How to run this example

1. Open **BuildSettings** (File->BuildSettings).
2. Add the following scenes to **Scenes in Build**:
 - `RapidIoC/examples/SpaceShipExample/mainScene/MainScene.scene`
 - `RapidIoC/examples/SpaceShipExample/menuScene/MenuScene.scene`
 - `RapidIoC/examples/SpaceShipExample/gameScene/GameScene.scene`
 - `RapidIoC/examples/SpaceShipExample/GameOverScene/GameOverScene.scene`
3. Your build settings should look something like this:



4. Load **MainScene** (`RapidIoC/examples/SpaceShipExample/mainScene/MainScene.scene`)
5. Run the game.

