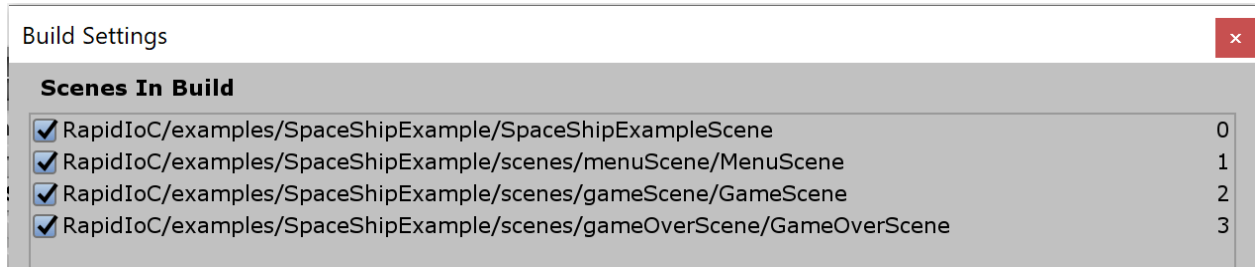


Space Ship Example

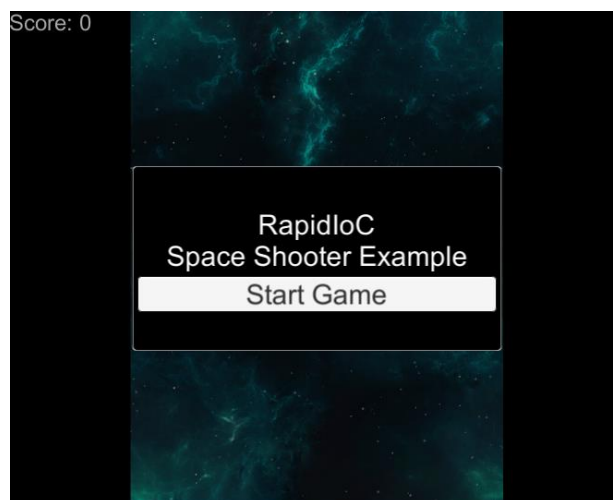
The following example demonstrates how to use RapidIoC to create an actual game. It is based off of Unity's Space Ship Tutorial. I recommend to check out `GettingStartedExample` and `SceneManagementExample` first.

How to run this example

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



4. Load **SpaceShipExampleScene**.
5. Run the game.



6. Arrow keys control the ship. Left ctrl fires the gun. Shoot everything and earn score.

