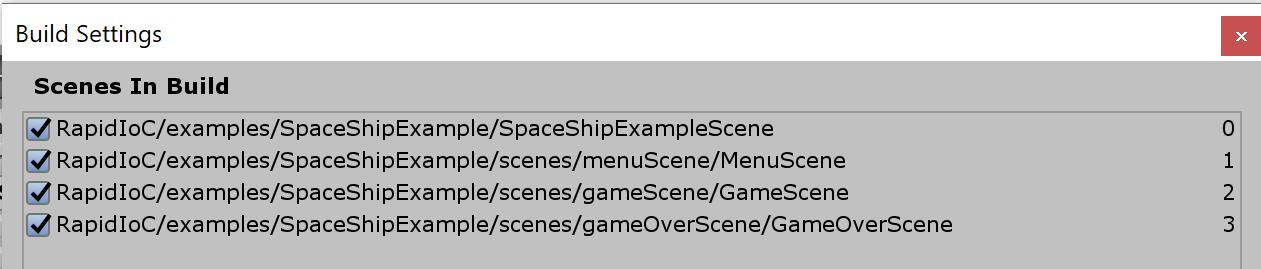
Space Ship Example

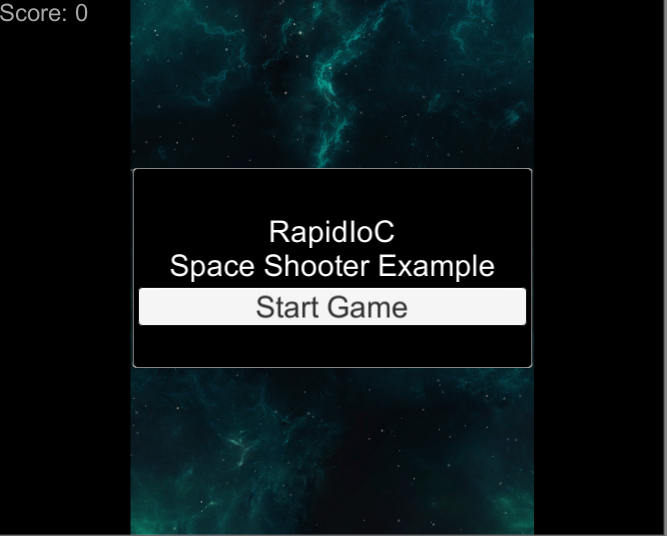
The following example demonstrates how to use RapidIoC to create an actual game. It is based off of Unity’s Space Ship Tutorial. I recommend to check out GettingStartedExample and SceneManagementExample first.

# 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:



1. Load **SpaceShipExampleScene**.
2. Run the game.



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

