



## Script Documentation

## Scripts

Asteroid – Changing the falling force of the asteroids at random.

AsteroidSpawner – Assigned the game object (asteroid), created a timer, and a radius of the asteroids. Then the script initializes a spawning routine for the asteroids which will randomly spawn at given points.

Button – Used to load scenes.

CameraFollow – Set the speed of the camera following the player. The camera is set to follow the player's movements.

Crate – The crate is set to break upon collision with the player. Inside it, there's a life that is set as an inactive child. When the crate breaks, the life point comes active.

GameManagerScript – Allows the transitions between the UIs created.

LevelGenerator – It tracks down the player's movement and spawns tiles when the player reaches a set point which will trigger the loop.

LivesCounter – The lives system takes the lives game object and sets the number of lives. Upon starting the game, the script knows what the number of lives is set to. Upon taking the damage by colliding with the asteroids, they lose a life. If the player interacts with the heart which is found inside the crate, they gain one life, and the object gets destroyed. If the player has zero lives left, the game is over.

MovingPlatform – The platform is given the speed, distance, and waypoints it needs to travel between. When the game starts, the platform moves between the assigned waypoints.

PlayerMovement – The player's speed, the jumping speed, and the direction facing (-x or x) are set. The ground check, the radius of it,

the layer, and a bool asking if the player is touching the ground or not are also set. The audio components, the dash, and the animator are also initialized. The script then tackles the movement of the player, the jump, the respawn upon colliding with the kill box, the dash, the animator, and the sound.

PointCollider – The collider increases the score if the player lands on the tiles according to the last y position.

Score – Updating the score UI in accordance with the tiles the player has landed on and plays background animation according to the score.

ScoreDisplay – Shows the score at the end of the game.

TilesMetrics – Declaring the transform position for the tiles spawner.

Timer – A background timer set for the asteroid spawner.

## Functionalities

- Movement system,
- Jump system,
- Dash system,
- Lives system (lose and gain),
- Enemies,
- Scoring system,
- Respawn system.
- Fluid UI,
- Map spawner,
- Sounds,
- Music,
- Animations.

Itch.io link : <https://delreyx.itch.io/astro>