

Bullet - Documentation

Thanks for purchasing!

About the game

You must control a sniper bullet and kill many soldiers as possible.

My other games:

Hanger Square (Use a cool grappling hook system)

<https://www.assetstore.unity3d.com/en/#!/content/98572>

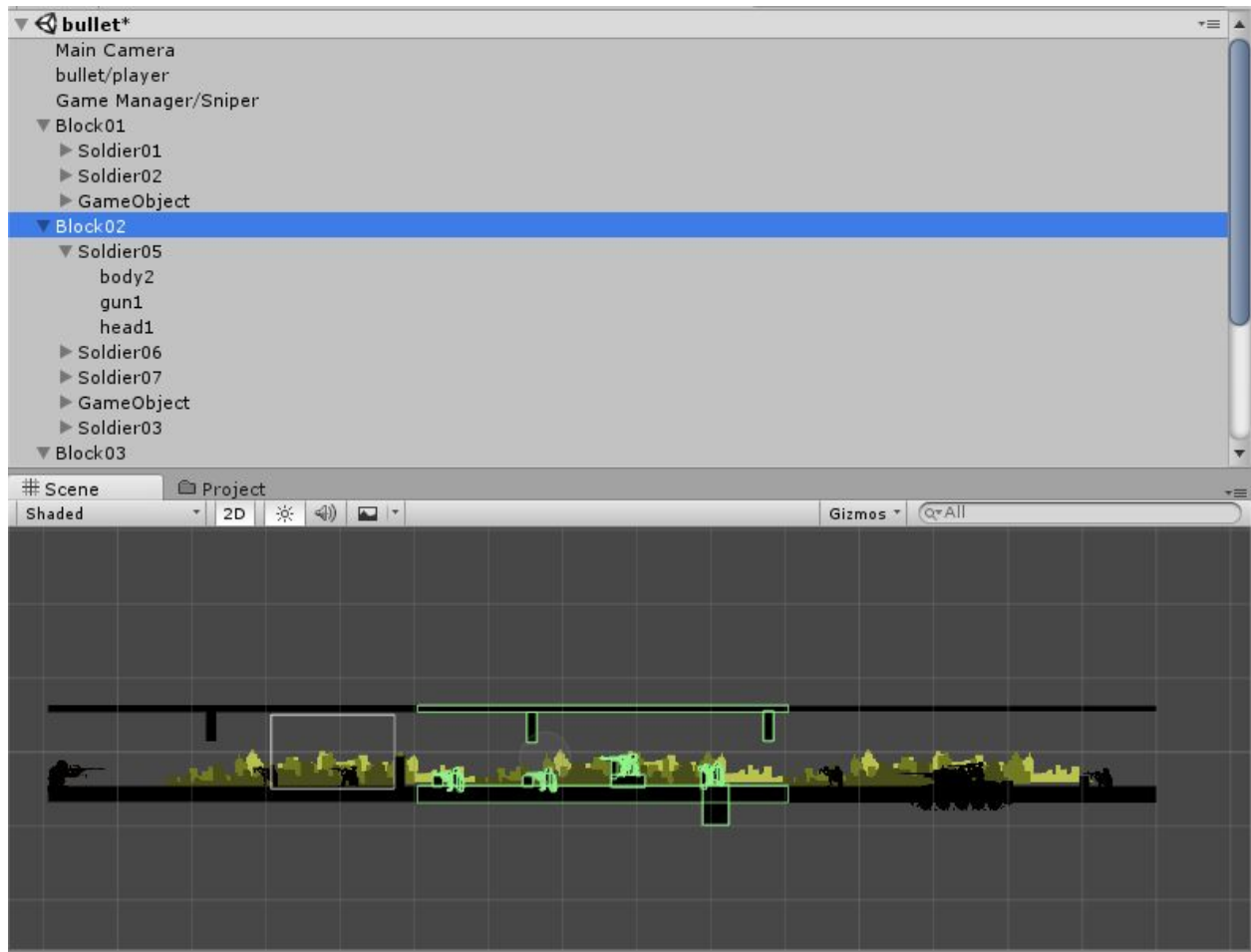
Capture the Monsters (You have to draw on the screen to capture the little squared monsters)

<https://www.assetstore.unity3d.com/en/#!/content/95635>

How to change the level design

All the environment objects are inside of the blocks 1,2 3 on the hierarchy, they need have a tag, that can be either head, body, barricade, and tank, each time that the bullet hit on these objects will lose health, more the tank and barricade and less on head and body. The game ends when the bullet health go to zero.

See the image bellow:



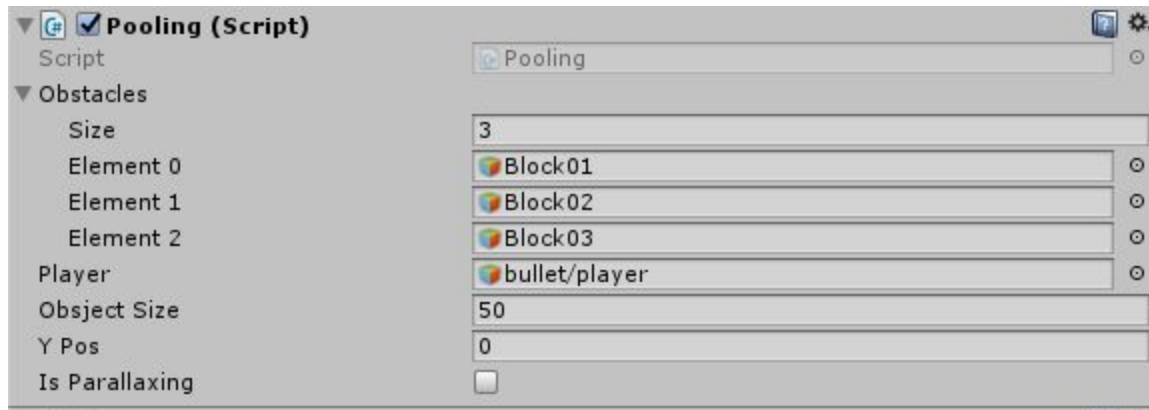
Each game object must be child of one the blocks in order to the pooling system works well.

The pooling system

The pooling system is handle by the pooling script, which is attached on the on the GameManager/Sniper object on the hierarchy.

Is parallaxing variable must be checked only on the background object (The same system is used on the Blocks and the Background).

Check Image below

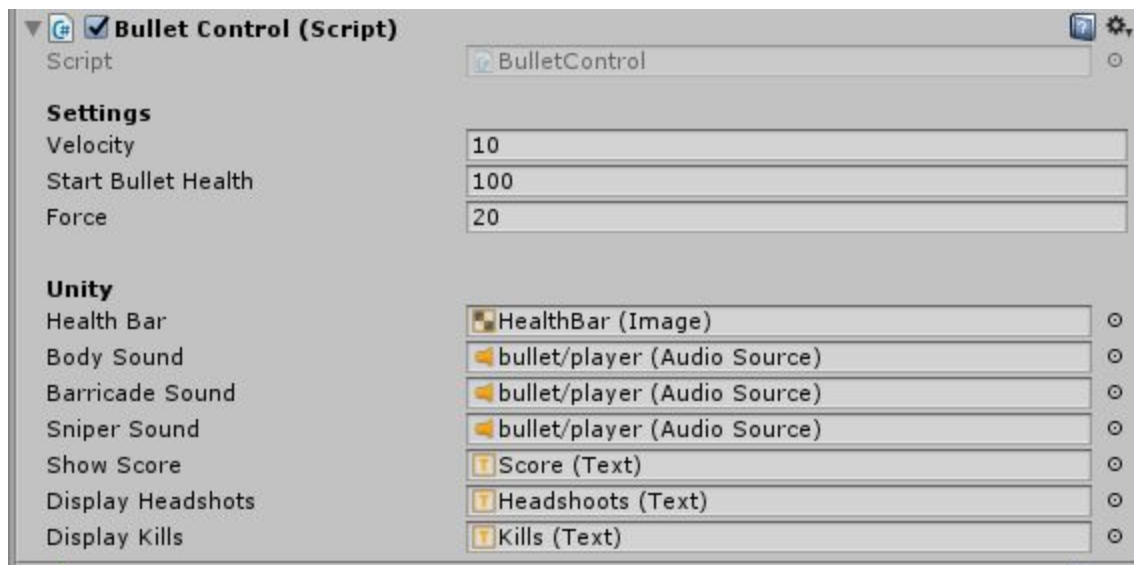


To see how the pooling system works, look to scene window while playing the game.

Game Settings

Velocity: How fast bullet goes

Force: The force that ball goes up when is pressing mouse or touching the screen



You can contact me on the e-mail: heisenberglopes@gmail.com