Ball Blaster! (Template)

Thanks for downloading the asset.

We also would be **very grateful** if you **write a review**, as it is very important for us☺

If you have problems, questions or proposals, contact us
lightdevgames@gmail.com

Setup complete game

Each scene has to have such components:

1) GameManager with GameManager script.
2) Input that implements IPlayerInput interface.
3) Player.
4) Bounds. In order to stone does not go out of a view.
   - Asset contains BoundsGenerator for generating bounds at left and right side;
   - To setup bottom bound, do it by yourself.
5) StoneGenerator.

Additional components:

1) ScoreCounter.
2) CoinsCounter.
3) UpgradeManager.

See how it is implemented in Main.scene if you want to extend your game.

If you have questions, feel free to contact.
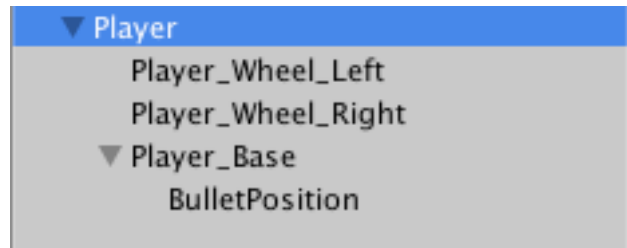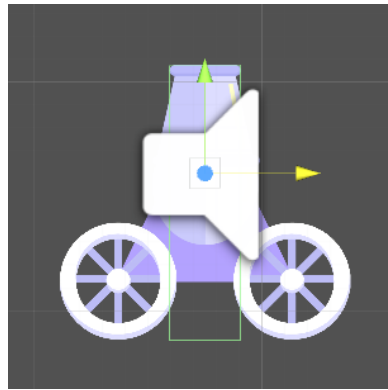
Setup some game components:

1) Input
2) Player
3) Stone/Coins

Input

- Scene has to have only 1 active GameObject with script that implements IPlayerInput interface.
- GameObject with such script has to be tagged as Input.

P.S. Asset supports input for Desktop and Mobile platforms. It is made in form of a touchpad that works on UI object.

Player

- The root object is an empty gameObject that has Player script, Collider2d and it has to be tagged as Player. The object can have Animator that will animate the player before game is started.
- Each wheel can have Wheel script in order to Wheel rotated when the Player moves.
- PlayerBase can have PlayerBase script that will animate the player while shooting. This gameObject has to have Animator component.

Stone/Coins
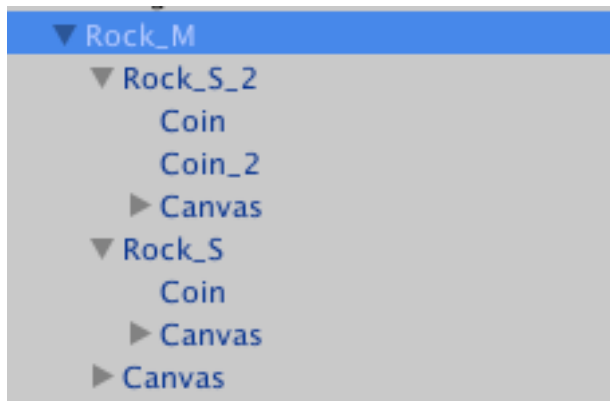
- The root GameObject is the first Stone that will be only active after StoneGenerator will spawn it.
- When it is broken by bullets, child stones will be active and coins will be dropped.
- Each stone and coin has to be tagged as Stone and Coin.