

These are just some of the notes that I have gone over in the video tutorials and some reminders on how some things work inside the pack.

Shmup Boss Core Elements

- 1- Level, Multiplier & Input Handler
- 2- Game Fields
- 3 -Pools
- 4- Level UI & Level Audio
- 5- Main Menu
- 6- Camera
- 7- Background
- 8- Agents
- 9- Agents FX
- 10- FX Eliminators
- 11- Spawners & Waves
- 12- Weapons
- 13- Movers
- 14- Trackers
- 15- Mover Components
- 16- Rotators

All Components

1- Level Core

Level
Multiplier
Input Handler

2- Game Fields

Play Field
Despawning Field
Ground Enemies Spawning Field
Particle Destruction Field

3- Pools

Enemy Pool
FX Pool
Pickup Pool
Munition Pool Enemy
Munition Pool Player

4- Level UI & Audio

Level UI
Joystick
Hold Button
Level Audio Manager

5- Main Menu

Game Manager
Main Menu Audio Manager
Main Menu UI

6- Camera

Level Camera
Camera Player Tracker

7- Background

Scrolling Background
Background Objects Spawner
Treadmill

8- Agents

Player
Enemy
Enemy Detonator
Boss Sub Phase

Agents Related

Boss
Pickup

9- Agent FX

SFX (P/E)
FX Spawner (P/E)
Flash FX (P/E)
Camera Shake (P/E)
Vitals Slider
Visual Upgrade

10- FX Eliminators

FX Eliminator
Animated FX Eliminator

11- Spawners & Waves

Finite/Infinite Spawner
Side Spawnable Wave Data
Curve Wave Data
Waypoint Wave Data

12- Weapons

Shooter (P/E)
Particle Weapons (P/E)
Munition Weapons (P/E)

Munition

Bullets
Missiles

Weapon FX

Weapon Fire FX
Munition Hit FX
Particle Hit FX

Weapon Components

Weapon Rate Controller

13- Movers

Player Mover

Enemy Movers

Simple Mover
AI Mover
Magnet Mover Side Spawnable
Missile Mover Side Spawnable
Waypoint Mover
Curve Mover
Directional Mover

Pickup Mover

Magnet Mover

Munition Movers

Missile Mover Following Player
Missile Mover Following Random
Enemy

14- Trackers

Tracker Player
Tracker Random enemy

15- Movers Components

Roll By Level Direction
Mover Speed Control
Gradual Sprite Swapper
Sprite Swapper By Four Direction
Sprite Swapper By Eight Direction

16- Rotators

Simple Rotator
Circular Rotator
Rotation Stabilizer
Focus Rotator

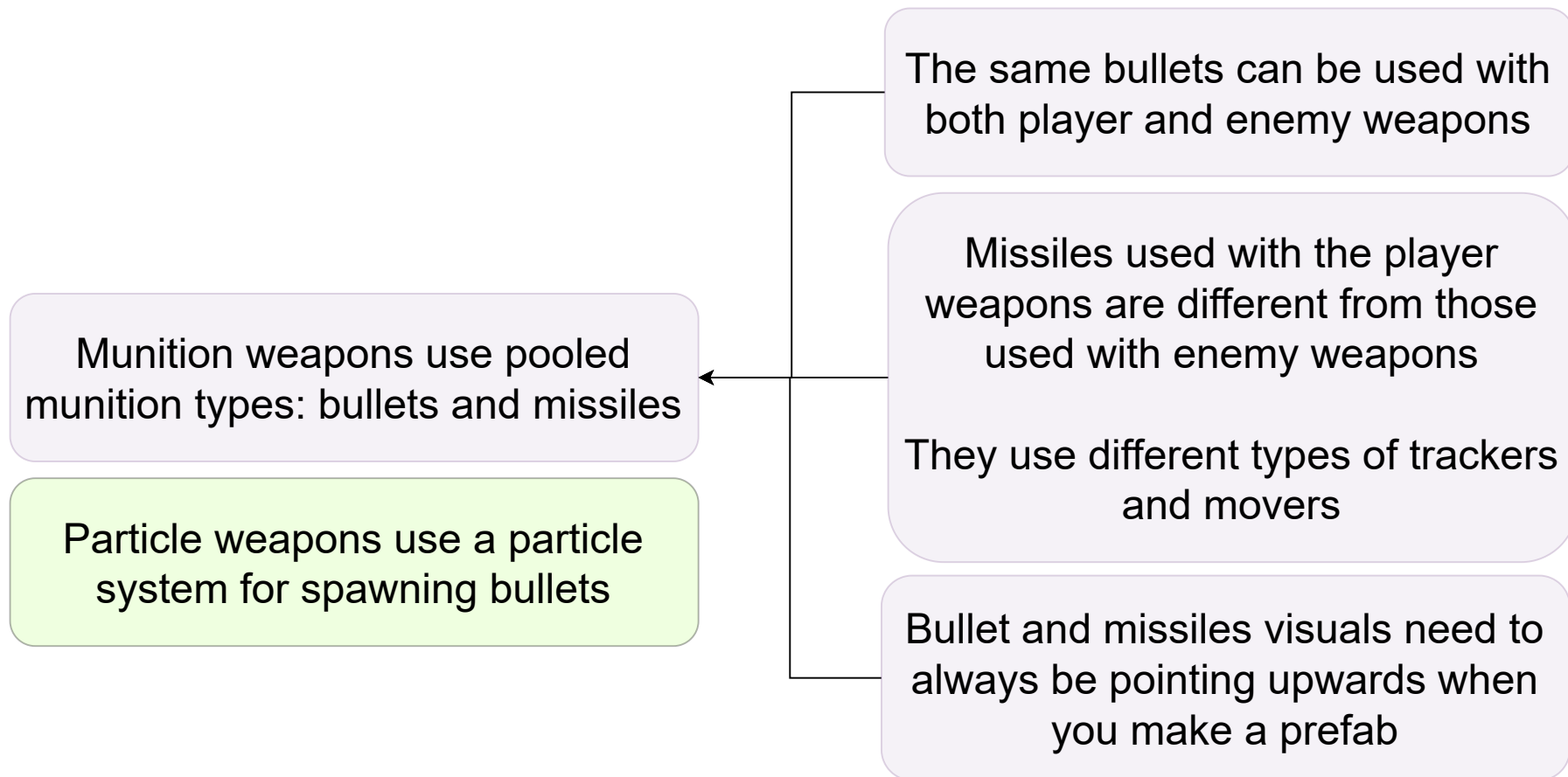
Backgrounds Notes

- Background needs to be a prefab
- To have a trigger collider 2D (This also applies to background objects, without a trigger 2D collider they won't despawn.)
- All backgrounds in all background layers must have the same size
- Pay attention to the depth index

Two Types Of Weapons:

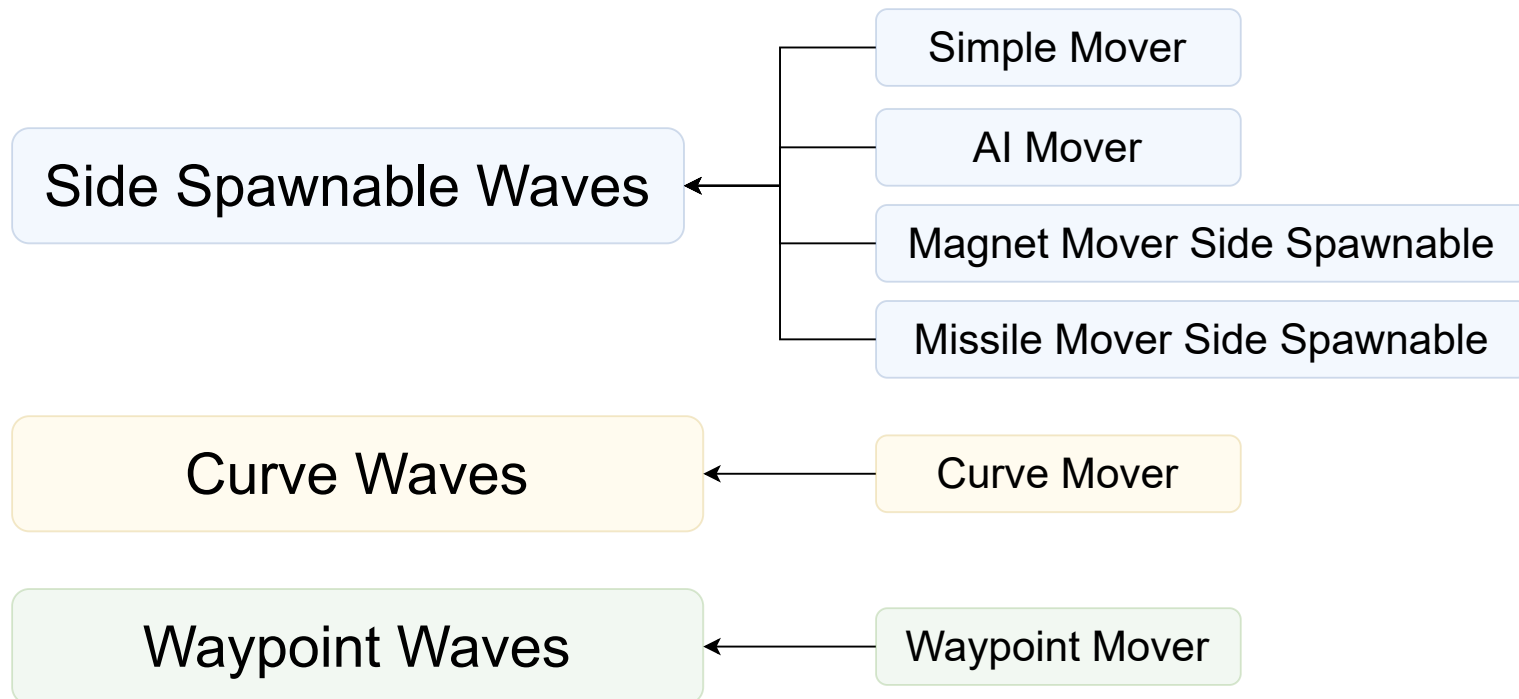
- Munition Weapons
- Particle Weapons

Always remember to reference the weapons in the agent weapons lists



Three types of waves for spawning enemies in a spawner:

- Side spawnable waves
 - Curve waves
 - Waypoint waves



Components which require a tracker

- Missile Movers
- Magnet Movers
- Focus Rotator

Types of trackers:

- Player Tracker
- Random Enemy Tracker

Preview Button

In order to see preview of munition, effects, etc..

- The object previewed must be inside the scene and not in its prefab window.
- Double check things like scale, rate of fire, speed, the sprite frame used etc.. (Having something like a rate of fire of zero means there will be nothing to see.)
- If you still can't see anything, just try clicking on the preview object in the hierarchy and seeing the object listed underneath it.