

NinjaVsZombies2

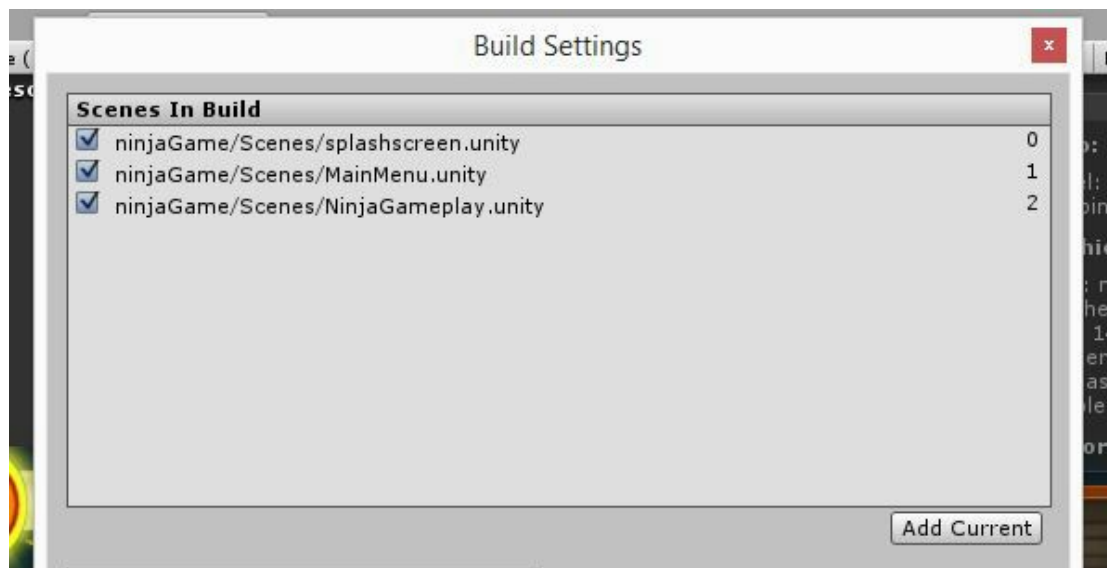
Thank you for purchasing this Game.

This game can be build to android,ios & windows phone 8.

It is strongly recommend to import this package in an empty Project to avoid tag conflicts.

BUILD SETTINGS

Make sure you added these scenes as per order.



Scripts :

GameController.cs

This script will handle the game states ,new enemies creation,new worldblocks ,new coins ,new power ups .

GameplayStart.cs script will set the currentState variable to GameState.GamePlay. in Fixed Update we based on the states ,we will start the gameplay new zombies creation and coins.

Zombies ,Obstacles ,powerups and coins are created from basis of player position .see CreateNewCoins(),CreateZombies(),CreatePowersUps() functions .

CreateWorld() will instantiate new world object chosen randomly from worldtype forestworld or castleworld Array.

SwitchWorlds() will change currentWorld either to Worldtype.forest or worldtype.castle

PlayerController.cs

This script handles player movement and collision and triggering events with others game objects .this script had playerAnimator variable ,if want to replace the model,assign new model animator component to this Animator.

PlayerSelection.cs

This script will set the static int playerindex value to 1 to 4 , based on this we will change the player material text at Start() of playercontroller.cs .

Animation state trasnsistion is done by only Trigger parameters ,no booleans or integers .

isPlayerOnGround() will set the isPlayerOnTheGround boolean true or falsed based upon raycasting to ground , within this function we were enabling or disable the particle effects based upon ray collision with ground name ground1 or ground 2.

OnControllerColliderHit() here will handle collision with zombies ,obstacles ,rock with player shield is on or off .

OnTriggerEnter() here will check trigger collision for powerups magnet,multipler,coins,shield based up on triggered object ,we will set variables and reference shieldobject to active or deactivate .

SoundController.cs

This script will handle all sounds related to game . this is a independent prefab used in all scenes . you can add your new audio clips to the Clips array and and its name to the ClipsName array , make sure that both clips and clips name are in same order .by using this statement

SoundController.Static.playSoundFromName("death") ,you can write this in any script if desired .

Ace InGameUIController.cs

Pause menu and gameEnd menu ,HUD elements are coded inside here . All inGame button click actions are done here .

GameEnd.cs

This script will show the end result of the gameplay, if you want to fire your own ad related event, you can do so in this script.

Destroyer.cs

This script will destroy the attached gameobject once it becomes invisible to camera. This will only work if the gameobject is at least visible to the main camera for 1 time.

InAppMenu

This script has a function `OnButtonClicked` with a dummy switch case, you can implement in-app purchases plugin calls here. On successful purchases, you can give coins to the player with `TotalCoins` script, just call this statement `TotalCoins.Static.AddCoins(1000);`

Support

For quick questions & support, contact me at kiran.killstreak@gmail.com

PLEASE GIVE REVIEW ON ASSETSTORE

link <https://www.assetstore.unity3d.com/en/publisher/920>

Thanks for purchasing
Kiran Kumar
Ace Games