# Capture the monsters - Documentation

Thanks for purchasing!

Game description:

The goal of the game is capture the maximum of mini - monsters as you can, to capture the monster you have draw lines on the screen such way that the enemies can't move. For each enemy that you capture you earn extra time and line to draw. Each enemy appears in a fixed period of time. There is 3 ways to lose the game: time ending, line ending and more than 5 enemies at the same time.

How to personalize the game:
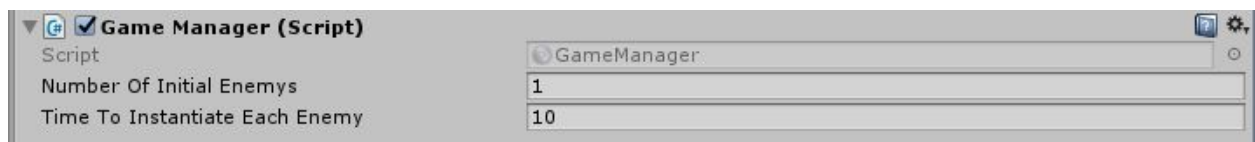
Number of Initial Enemy: With how much enemies (Monsters) the game will starts.

Time to instantiate each enemy: Time in seconds to instantiate a new enemy
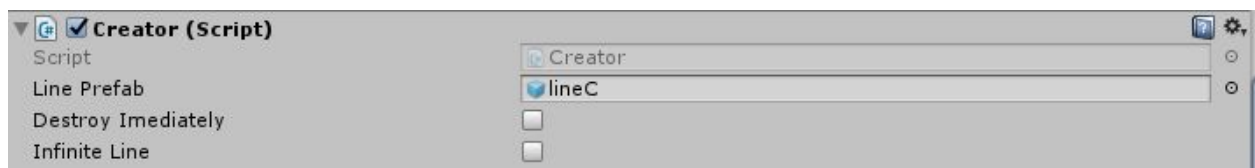
Destroy immediately: If check the line will be destroyed immediately after draw.

Max Points: Amount of line that can be draw

Line Reward: Reward when you kill an enemy

Max Objects: Max of objects allowed on the same time

Max time: The time that the player has to capture the enemies
Time reward: How much time the player earn when he captures an enemy

Classes

Game manager

This class handle the game logic, like score and game over, also the instantiate the enemy's.

Creator

This class draw the lines on the screen.

Time limited

Handles the time logic.

Enemy movement

This class make each enemy move around, its attached on enemy prefab.

Maker

Create the line renderer used on the lines, this script is attached on lineC prefab.

Load Scene

Used to load the main scene.

The music used in the game is from Eric Matyas, http://soundimage.org/

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