

Air Fighter

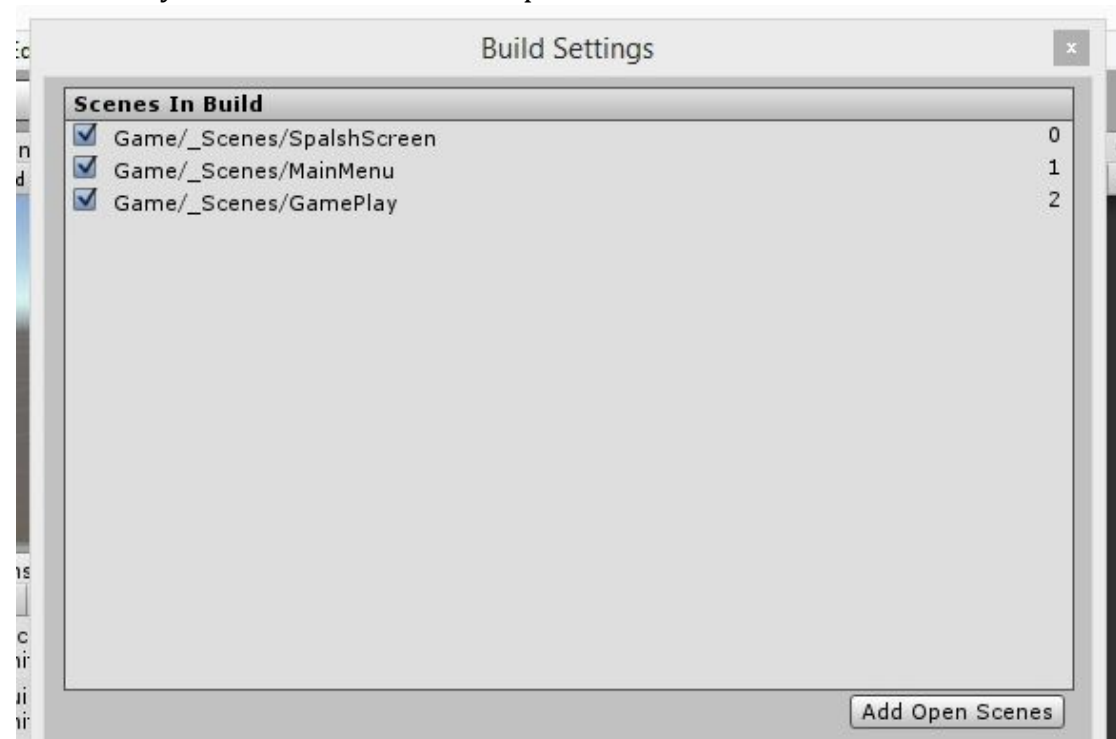
Thank you for purchasing .

This game can be build to android,Io's,Web Gl.

It is strongly recommend to import this package in an empty Project to avoid tag conflicts.if by chance you imported in to an non empty project ,please re-import into an empty project .

BUILD SETTINGS

Make sure you added these scenes as per order.



Scenes :

splashscreen,mainmenu and gameplay scenes are located in Game\scenes .you need to add them as 0,1,2 order.

Scripts

To find which script is attached to which object, right click the script and select 'find references in scene', to show all or one objects that using the script .

GameStarter:

This script will show will tutorial menu screen for 5 time in game life time ,after that it will directly call gameControll script onGameStart().

GameController:

This script will create player object on scene based on player preference "PlayerIndex", which is set by playerSelection script in mainmenu. This script also handle gameStart's activating objectCreatorOnScene ,and gameEnd's UI Menu gameObject activation.

CameraController:

This script will have touchPoint variable, it will set this vector to click/touch position on scene . player script uses this point as a target ,to translate from its current position to target.

PlayerController:

This script will control Player plane, and translating to target location, also all triggered events like coin pickup, shield pickup are done hear. firing bullets is done in guncontroller script .health management is done by healthController script .

GunController:

This script will fire bullets from its child transform based on its current gun type. this script uses bulletPoolManager as bullet objects supplier .

BulletPoolManager:

This script pools the bullet object created ,and reuses them, there two pools in scene ,one is player and another is for All Enemies plane .Dynamic Enemies will find the poolmanager by seaching.

ObjectCreatorOnScenecs:

All Dynamic Objects are generated by this script, different plane prefabs are created at its owner transform position. based on time difference between each generation and start time .

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 ui button click actions are done here .

GameEnd.cs:

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

Support

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

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Thanks

Kiran Kumar