

# Towers

- You can control **tower's rotation** by corresponding bones in the hierarchy named Horizontal and Vertical.



- Each tower has its **particles** inside of “Vertical” or “Gun” objects. You can control them from script



# Animation

The following towers have **attack animations** - Anti Air, Cannon and Minigun.  
AntiAir and Cannon animations have events that call “Fire” function of attached script (TowerCore.cs). You can observe how it works in the demo scenes.

5 Units have **movement animation** - Drone, Hummer, Spaceship, Stryker and Truck.

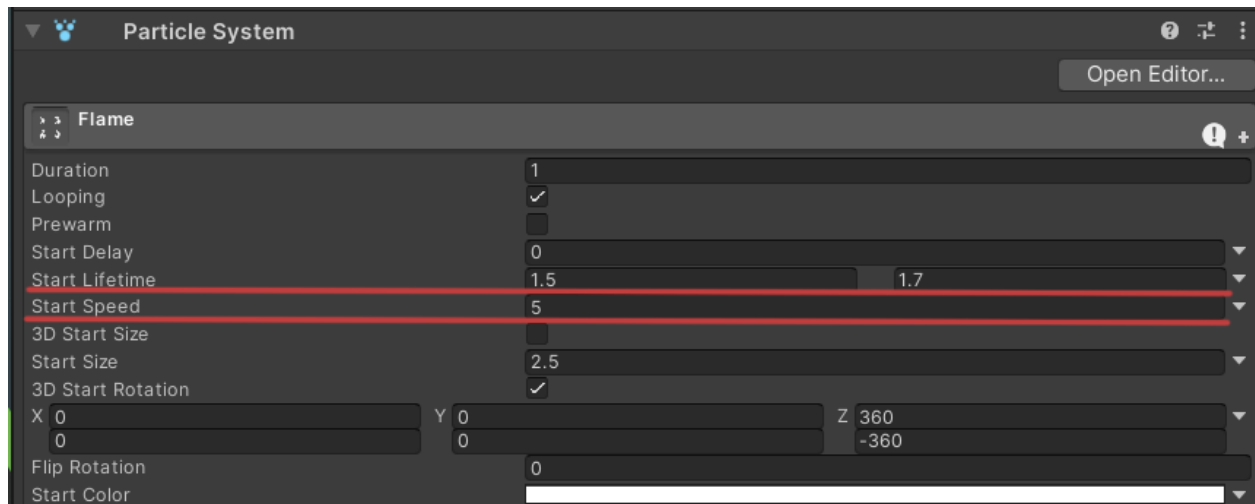
Corresponding **animators** are already attached to prefabs and can be found in the Animator folder. For attack animations bool parameter is “Attacking”. For movement is “Moving”.

1 Building - Research center - has idle animation. It is played by default.

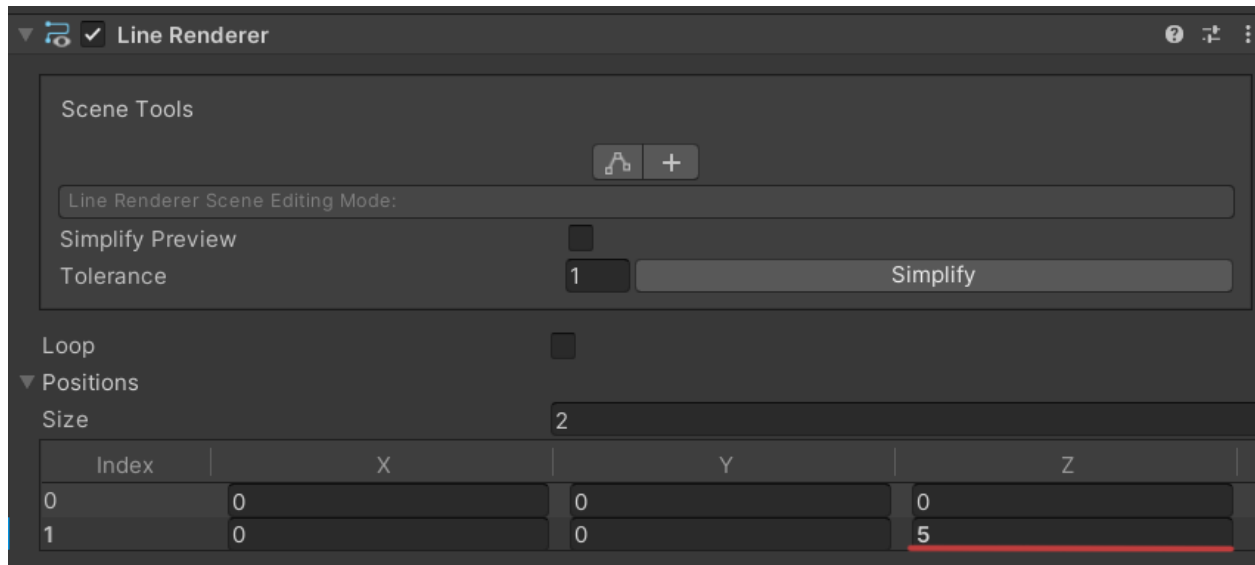
# Particles

In VFX folder you will find files for the particle effects. Prefab folder has all the effects that you will need. Hit, explosions and tower particles are also in the prefab folder.

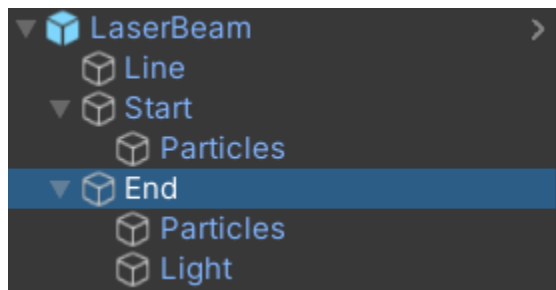
You can control **particle distance** by changing its lifetime or speed.



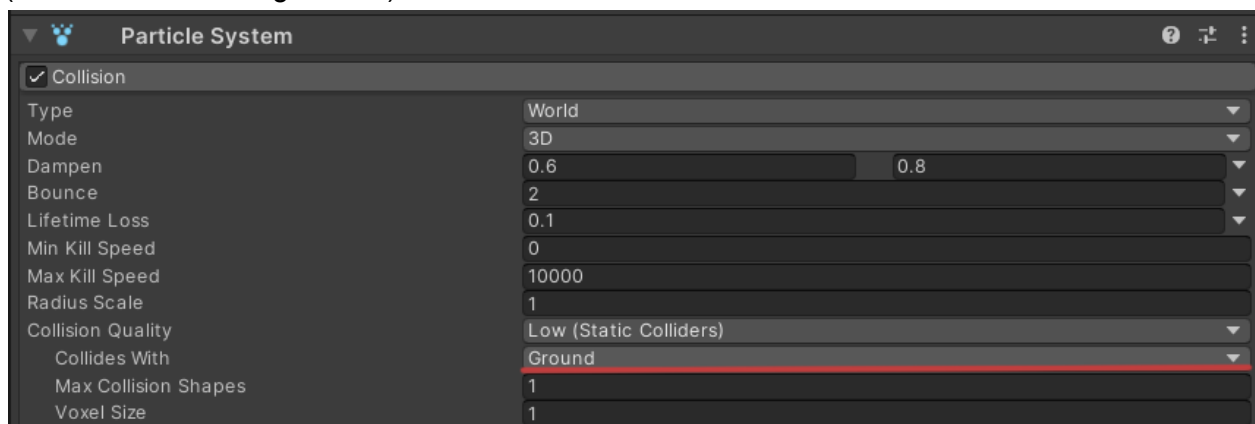
**Laser beam** effect is achieved with line renderer. You can change its distance by modifying the following parameter of “Line” object.



Don't forget also to change the Z position of “End” object



**Minigun shells** may have collisions with selected layers. If you want to have that effect add the layer in your project (For example Ground) and change minigun shell prefab collision parameter (in VFX/Prefabs/MinigunShell).



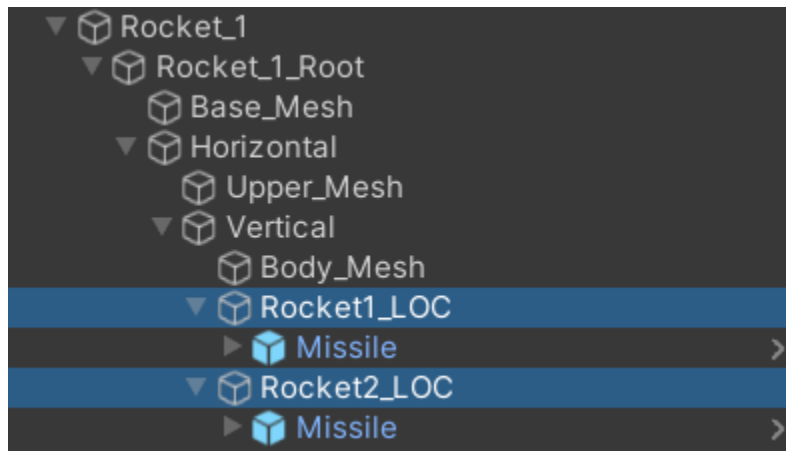
# Scripts

Scripts are provided for demonstration only. They are not suitable for game mechanics.

**TowerCore.cs** - has a simple Fire() function that plays assigned particle effect when called.

**ShockTower.cs** - every N seconds creates assigned projectile particle as a child of assigned LOC object.

**RocketTower.cs** - every N seconds sends flying Rocket gameobject at given speed from the position of LOC object.



**ShockProjectileDemo.cs** - simple script that moves shock projectile forward at assigned speed

**TopDownCamera.cs** - simple top down camera script that is used in demo scene for demonstration.