SHOOT ‘EM UP
2D
Starter Kit

by Fome development

Hello, dear Developer!

Thank you for purchasing our asset “Shoot’em Up 2D Starter Kit”. Fome development team hopes you will get the maximum possible from our work!

The “Shoot’em Up 2D Starter Kit” is a top down endless shooter game template, which is constructed using best practices of gaining popularity top down genre. We hope that you will be the one who’ll bring the world a new masterpiece.

If you have any questions, remarks or just want to chat, feel free to write us on fomedevelopment@gmail.com

If you want this asset to be updated or if you want our team to create new assets – help us by rating this asset.

Content

Folder structure

In our asset you can find such folder structure:

- Sprites
- Scripts
- Scenes
- Materials
- Prefabs
- Animation
- Audio (empty)
- Fonts (empty)

Sprites

Despite our main goal is to provide ready-to-go game for reskin, “Shoot’Em Up 2D Starter Kit” comes with premade sprite sheet, that fits gameplay and adds little specific. Art materials (sprites) provided solely for informational purposes. You can not use it for any purposes.

Aggregation all sprites in one file improves the performance of the game.

Scripts

All scripts are written in C Sharp and fully commented.

Scenes

You can find here one scene: “game” scene. We use modern and popular practice of aggregation the game and the main menu in one scene

Fonts

We can't include Google fonts in out package, but it's free and we recommend to use Google font called "VT323-Regular" in your game, you can find it here:
https://www.google.com/fonts/specimen/VT323

Materials

In our game we use at two materials: pixel snap (to improve pixel graphics performance) and hitted material (as a classic 2D game effect).

Prefabs

Here you can find characters, barriers and other game elements, which you can customize, reskin and place in a game scene.

Animation

Animator controllers and animations are distributed by names.

Audio

This folder is empty, because we can't include 3rd party audio files in our package. In order to find proper sounds for your game, we recommend you visit such websites like https://www.freesound.org. Download sounds and follow instruction to paste them in your game.

Gameplay

The player fights his way through endless map, shooting enemies and blowing up obstacles. Player is able to select different characters with different range/melee weapons (shotgun, minigun, flamethrower, mines, chainsaw, etc.), speed and health.

You can create as many different characters, as you want, and use them as a playable character or as an enemy.

Game template comes with complete menu, premade in-game currency (coins), gift system, character and map selectors, with option to buy new characters and maps.

Keyboard control:

W/A/S/D – to move
Arrows – to shoot

Touch input control:

Put one finger to a left button on a screen and move it to move fighter. Put second finger on a right button on a screen and move it to make character shoot.

User interface

All user interface is gathered is a Canvas.

Here is it’s structure:

- Menu (main menu)
    - Play button
    - Scores bar
    - Rate button (leads to URL)
    - Open character selection button
    - Open gift button
    - Quit button
- gameUI
    - Open inGame menu button
    - Distance bar (how much meters did player made)
    - moveButton
    - shootButton
    - healthBar
- character selector
    - Avatar (shows what player is selected)
    - Left
    - Right
    - Select (select character)
    - But (buy character)
- InGame menu
    - Restart
    - Back to menu
    - Resume
    - Disable audio
    - Enable audio
- Money bar (how much coins does player have)
- Pop up (showed only when needed)
- Map selector
    - Select
    - Buy

Left

Right

GameObjects’ system

We have gamePlayManager, which responsible for organization game process.

- It counts score and refreshes score bar.
- It operates with coins
- It operates with application levels
- It plays win/fail/score audio clips and background music
- It stores array of playable characters and maps

We have keyboard input manager.

We have touch input manager.

We have gift manager, which manages presenting gifts (coins) to a player.

We have premade characters prefabs. You can customize them as you want. You set them both like playable characters or like enemies.

We have main camera, which is located in camera container. Container is following player’s character. Camera is struggling to achieve dynamic effect.

Technically, character is a game object, which overlaps surrounding area to find enemy character. If there are enemy, it will attack enemy.

Package comes with a zombie characters. They are melee weapon characters with a special script, which makes them follow ally characters. You can change them to skeletons, criminals, robots or anybody else in your own game.

We have barriers, which player explodes with an attack. Explosion hits selected layers (enemy, as default).

We have level designer, which draws map on and on while player passes it.

Animation

Every character should has his own animation controller. But you can copy premade animation controller and fill it with new character’s animations. In default, every character has 2 animations: idle and run. Every weapon has it’s own animation, which makes it struggle while shooting or move while attacking.

Scenes

You can find 1 scene in a “Scenes” folder.

It is an modern and popular practice to aggregate main menu and game process in one scene.

Scripts

- cameraBehaviour

This scripts sets camera’s size. You should fill in your preffered size, and script will calculate the closest pixel perfect camera size.

- gamePlayManager

This script organizes game process.

It counts coins, distance, refreshes UI elements, plays audio tracks, displays text in pop up, plays background music and sound effects, manages character and map selection.

This script tells all input managers and camera’s container what character to control/follow.

As default, all UI elements and containers are stored in a proper variables in gamePlayManager.

- characterBehaviour

This script makes characters move, follow, attack, look for enemies.

All character’s settings are stored here. With this script you can fully customize your fighter and select his side (ally or enemy).

- IWeapon

This script is a weapon interface, which makes every weapon type able to attack and trigger up.

- bulletBehaviour

This script makes bullet move according to shot direction and hit characters and barriers.

- cameraContainerScript

This script makes camera’s container follow player’s character.

- giftManager

This script presents a gift to player after every determined time.

- Level designer

This script draws map. “Environments” is an array of “environment” classes. “Environment” class is a class, which stores all parts of a map: ground, ground decorations, barriers, roads.

Script checks, how far did player gone, and extends map on and on with player passing it.

- moveBehaviour

This scripts makes visual effects (zombie parts) move to make an falling apart effect.

- barrierBehaviout

This script applies health and destruction ability to barriers. Customize explosion class to set, if destruction will cause explosion or not.

- meleeWeapon

This script allows weapon to hit gameobjects in a circle in front of an attacking character.

- splitfireBehaviour

This script allows weapon to hit gameobjects in a circle in front of an attacking character.

- mineBehaviour

This script makes mine detect enemies around and explode, if they are nearby.

Preparing game

Reskin

You need to make steps to reskin this game:

- Draw your game.
- Put your atlas in “Sprites” folder, instead of original.
- Put all sprites in one atlas, arrange sprites to all gameObjects.
- Create/download audio clips and put it in proper variables in gamePlayManager and weapons.
- Manage animators and animations
- Create/download font and put it to all UI elements.
- Change url in gamePlayManager script.
- Customize level designer.
- Publish your game.

Credits

Fome development team wants to thank

- Unity
  Thanks for making it all happen
  https://unity3d.com/

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