

# AsteroidNavigator

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PLEASE LEAVE A REVIEW OR RATE THE PACKAGE IF YOU FIND IT USEFUL! Enjoy! :)

## Contact

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Questions, suggestions, help needed?

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## Description/Features

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A Space themed physics game!

- GaussianBlur Pause Effect
- ShockWave Effect
- Carousel Picker
- Multiple Characters
- Unity Ads
- Saves Last Score and High Score!
- Scene Transitions
- Fully Commented C# code
- And More
- ...Reach out to me to request new features!

## Terms of Use

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You are free to add this asset to any game you'd like However:

please put my name in the credits, or in the special thanks section. :)

please do not re-distribute.

# Table of Contents

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## Systems/Effect

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There are a few different Systems/Effects that are within this asset below will give a small discription of some of them.

### **SceneSwitchAnimator:**

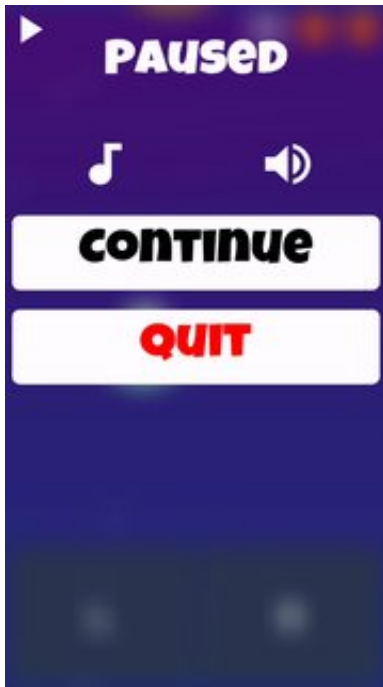
This controls the changing of one scene to another.

### **ShockWave:**

This creates a small shockwave effect when the ship crashes

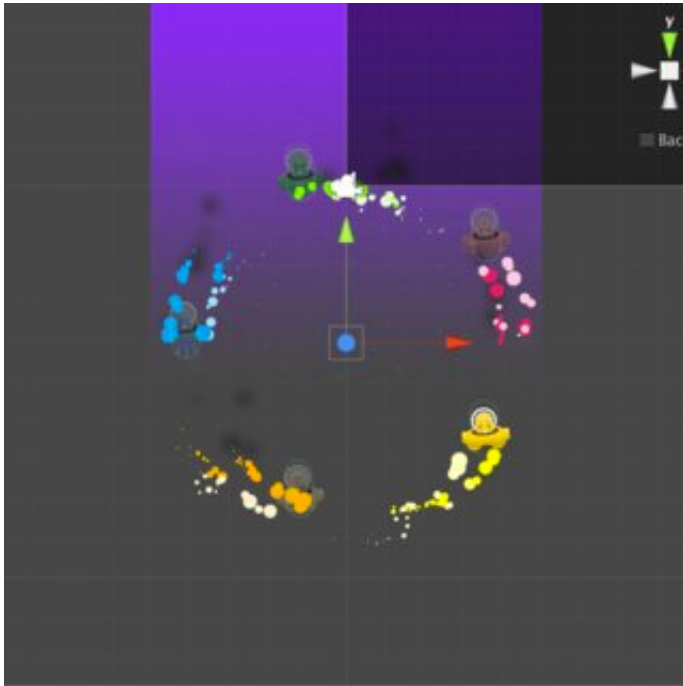
### **GaussianBlur:**

This creates a blur effect, this can be seen during pause. (see image below)



### 3D Carousel Picker:

This 3D Carousel Picker is used for picking your character, and repairing them.



### Pool Manager:

This system (PoolManager.cs, **ObjectPool.cs**, and RecycleAfter.cs\*\*) is used for Spawning and Recycling objects, instead of creating and destroying since creating and destroying objects takes up too much resources.

### Repairs/Ads:

When you lose with a character their ship breaks, and the only way to repair the ship is to watch an ad. please see `CharacterSelectManager.cs`\*\* for more details.

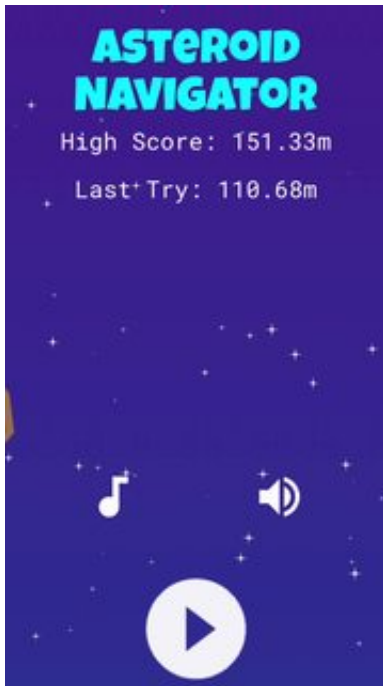
## Scenes

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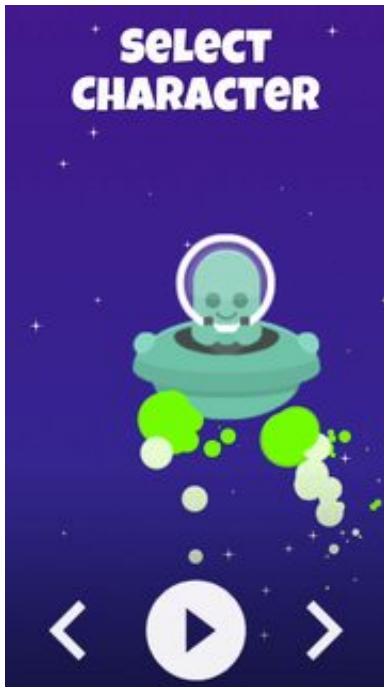
Here is a List of Scenes, and a breif description of what they do.

### **TitleScene**

This is exactly what it sounds like... it's a setup/title screen.

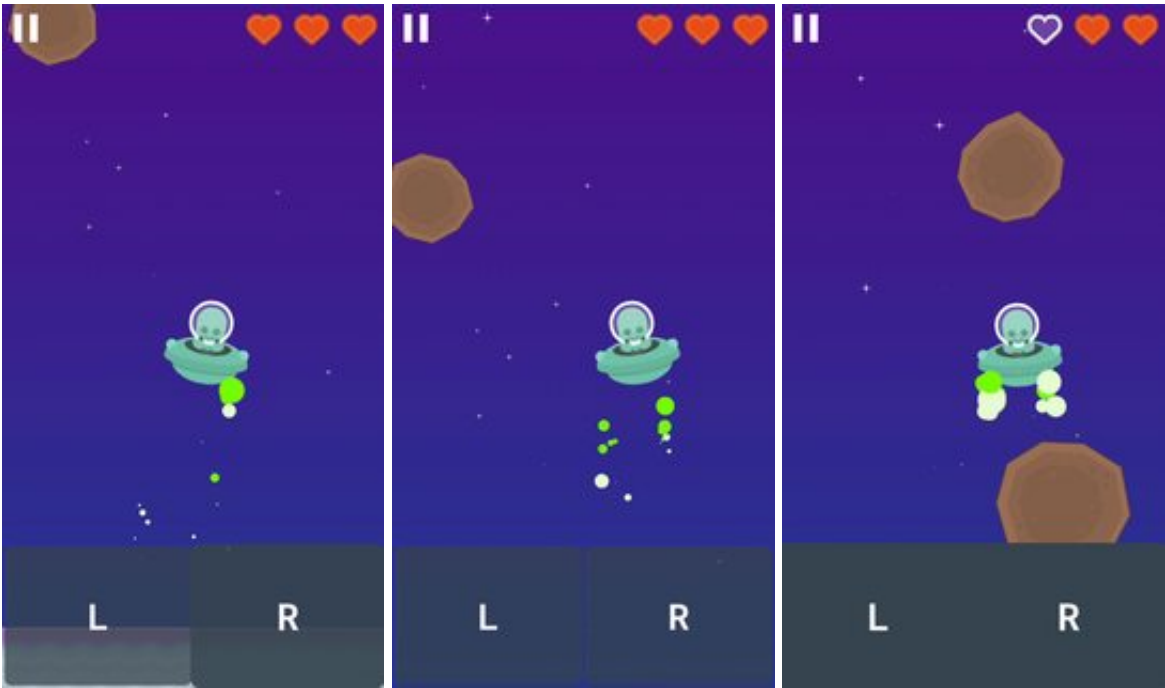


**CharacterSelect** This is where the user can select a character, or repair a character with a broken ship.



**Game**

This scene stores the core game. Tap the L and R buttons to control the trust of your rockets, and Navigate the Asteroid field.



**Scripts**

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Here is a list of some of the scripts that are in this asset, along with a breif description.

**BlurControl.cs**

Used to allow the animator to control the Blur Material during pausing/unpausing.

**CameraBounds.cs**

sets bounds to determine what is in the camera's view

**CameraFollow.cs**

Used to Move the camera during the Game

**CharacterSelectManager.cs**

Used to Select Character, repair Characters/ShowAds, and more.

**ControlButtons.cs**

This script matches a down press on a button to the player's action

**createAsteroids.cs**

This Script creates the Asteroids in the game

**createAsteroidsTitleScene.cs**

creates Asteroids on the TitleScene

**createSoftCircles.cs**

create soft circles at random position in the game...just to make things look nice

**DestroyAfter.cs**

Destroys a the GameObject it is attached to after time

**displayPlayerPref.cs**

this script will display PlayerPrefs Data.

**DontDestroy.cs**

This script will allow an object to live on after scene transition.

**DontRotate.cs**

used to force an Object to not rotate (dispite the rotation of the parent object)

**Floaty.cs**

Used to move the object as if it was floating...used in the CharacterSelect scene

**GameManager.cs**

Used to manage the states of the game (StartGame, Play, Win, Death, Pause)

**GoToScene.cs**

This Script can be assigned to buttons to Switch Scenes.

### **Hearts.cs**

Manages the Hearts in the HUD.

### **loopMe.cs**

Loops objects to the other side of the screen, requires the camera to have CameraBounds.cs\*\* attached

### **MusicManager.cs**

This script is used to manage the music.

### **ObjectPool.cs**

A pool of objects that can be reused.

### **PauseButton.cs**

Used with the toggle PauseButton.

### **Player.cs**

This script manages the player

### **PlayerPrefsBool.cs**

Contains methods for storing bools in the PlayerPrefs. Note: stores 0 and 1 as int, but converts it to a bool on return

### **PlaySound.cs**

This script is used to play a sound

### **PoolManager.cs**

This script manages pools of objects Spawning and Recycling.

### **RecycleAfter.cs**

This script Recycles an Object after t seconds

### **SceneMusic.cs**

Changes the music track on Start

### **SetUp.cs**

Creates GameObjects on Awake...but don't create them if they exists.

### **SoundManager.cs**

This script is used to manage the Sounds.

### **VolumeSwitch.cs**

This Script can be assigned to a toggle to control Music or Sound

## Special Thanks

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Kenney Vleugels [www.kenney.nl](http://www.kenney.nl)

(he provided most of the images assets for free!)