

AsteroidNavigator

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

Enjoy! 😊

Contact

Questions, suggestions, help needed?

Contact me at:

Email: jgarza9788@gmail.com

Cell: 1-818-251-0647

Contact Info: justingarza.info/contact

Description/Features

A Space themed physics game!

- GaussianBlur Pause Effect
- ShockWave Effect
- DropShadow 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

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.

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Systems/Effect

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:

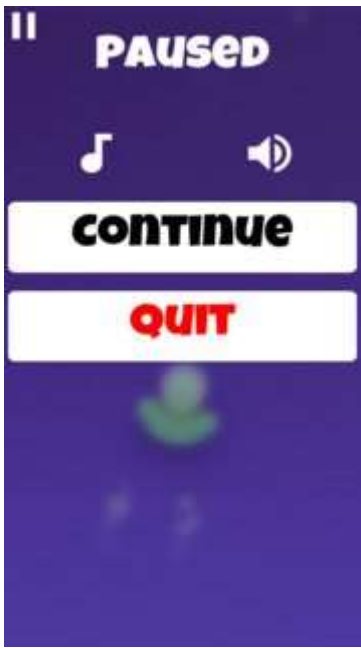
This creates a small shockwave effect when the ship crashes

DropShadow:

This creates a shadow behind the player and the asteroids

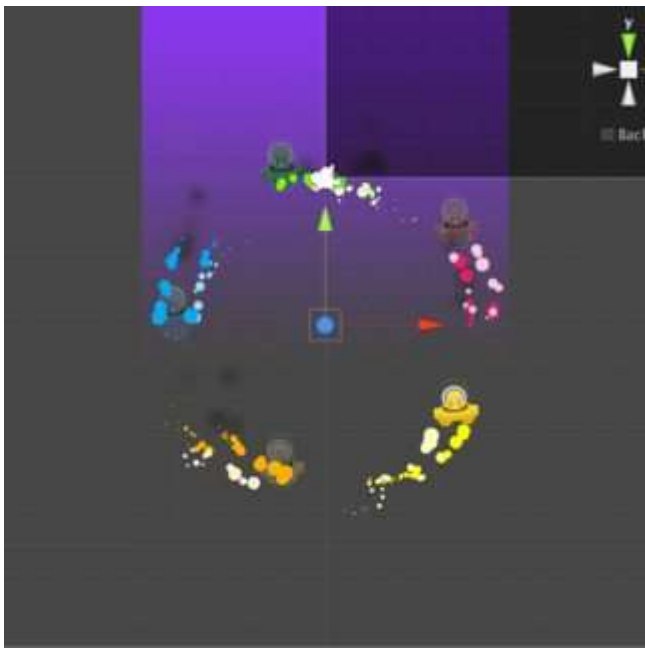
GaussianBlur:

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 destorying since creating and destorying objects takes up too much resources.

Repairs/Ads:

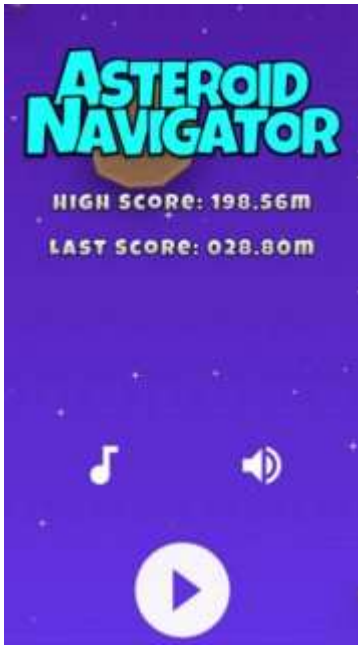
When you lose with a character their ship breaks, and the only way to repair the ship is to watch an ad. please see **CharacterSelectManager.cs** for more details.

Scenes

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

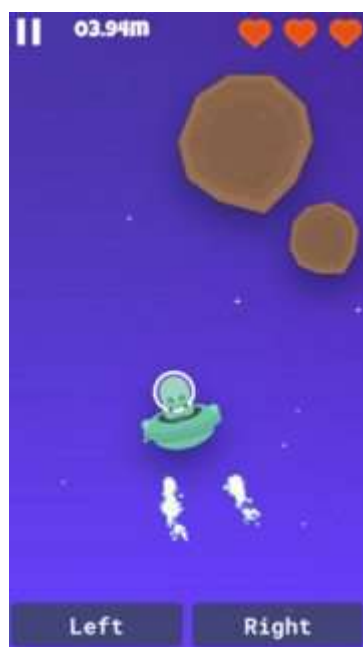
This is where the user can select a character, or repair a character with a broken ship.



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

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 Materail 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 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

Kenney Vleugels www.kenney.nl

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