

RedRain

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

Contact

Questions, suggestions, help needed?

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Description/Features

A redesigned version of a classic game

- One handed Gameplay
- Save HighScore
- Optimized for mobile
- Fully commented C# code

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. :)

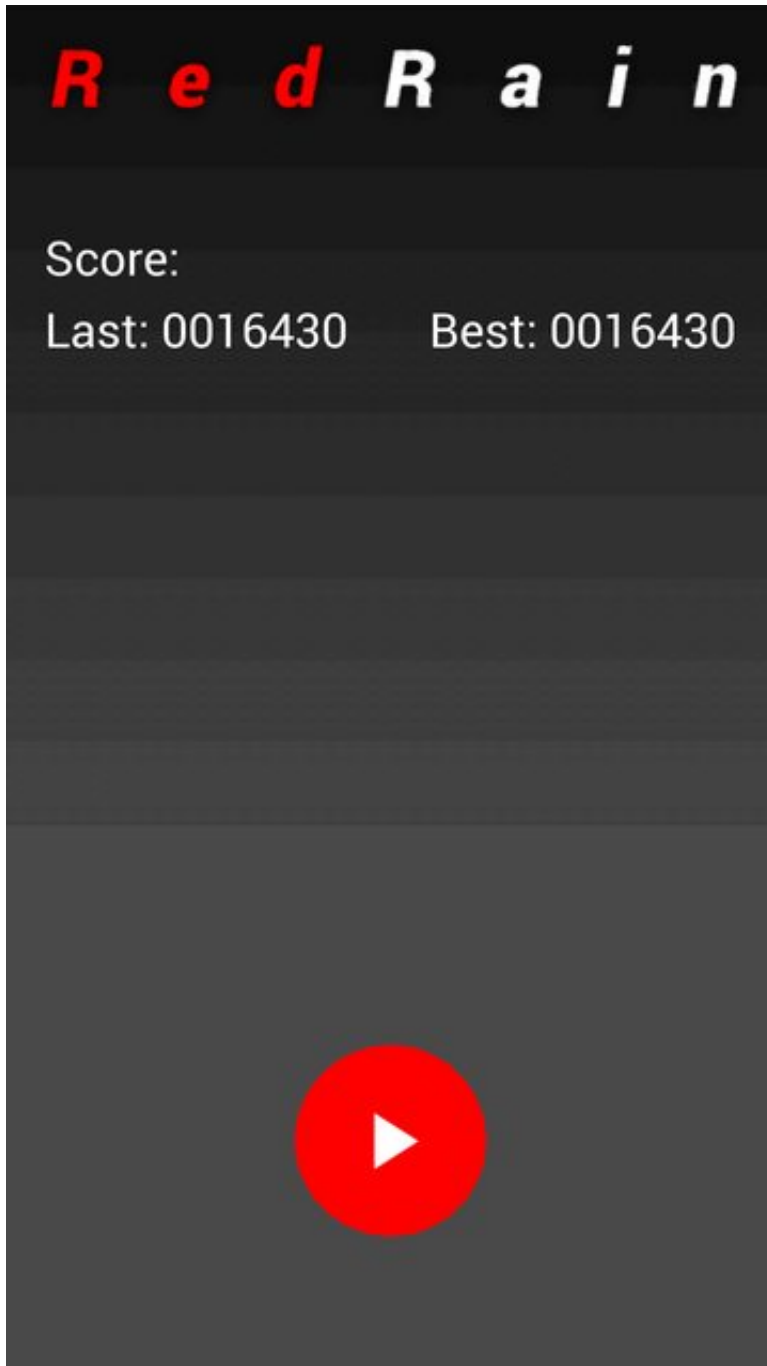
please do not re-distribute.

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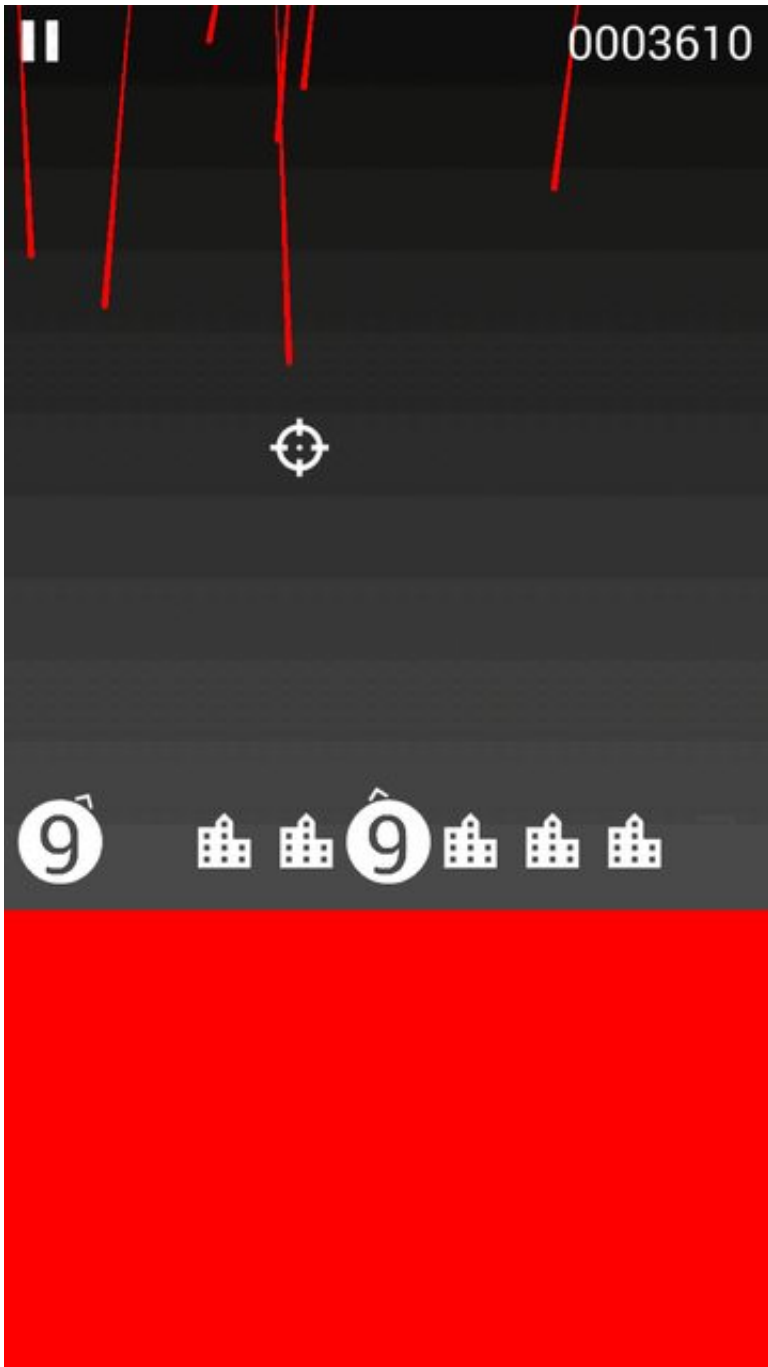
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How to Play

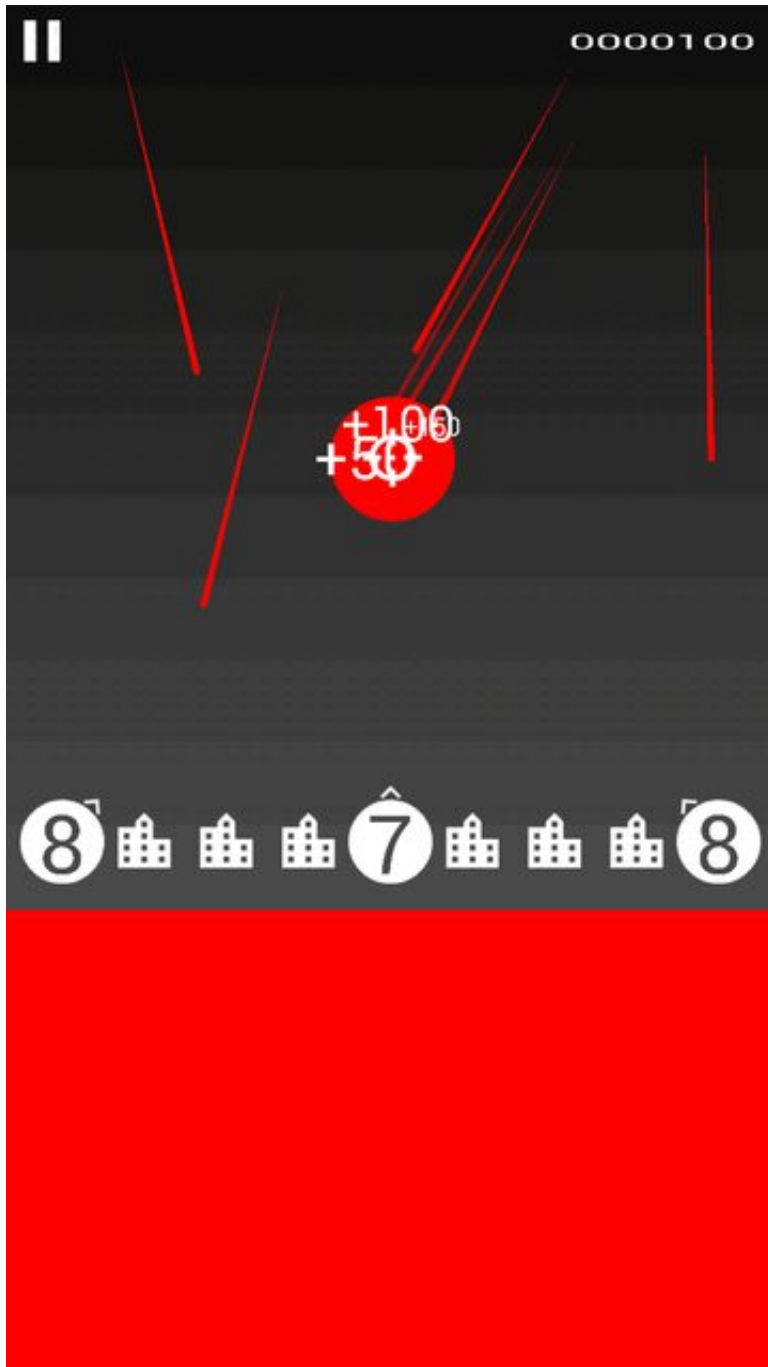
1. Hit Play Button



2. Drag your finger on the bottom part of the screen to move the cursor/crosshairs.



3. Double tap to shoot!



Scripts

This section will be a list of the scripts and a breif description of what they do, but for more information please see the comments in the scripts and/or each out to me.

AudioManager.cs

A central gameobject to handle audio.

Base.cs

This script that handles the 3 bases in the game. Also manages ammo in each base. Inherits from Location.cs

CameraBounds.cs

Sets bounds to determine what is in the camera's view.

Canvas.cs

Just used to reference the GameManager.cs and set the state to play again.

City.cs

The script that handles the 6 Cities in the game. Inherits from Location.cs.

Constants.cs

Variables and methods that can be used in other scripts.

Cursor.cs

This is the Cursor or the CrossHair in the game.

EnemyProjectile.cs

This script controls the EnemyProjectile. Also controls when these enemyProjectiles split. Inherits from Projectile.

EnemyProjectileSpawner.cs This Script spawns enemyProjectiles. Controls number of projectiles, speed, and the split frequency, and split possibility. Increments projectile variables to make the game harder for each wave.

Explosion.cs

This script controls the explosions that occur, when a missile blows up, a missile splits, or a location is hit. Gen (short for generation counts the chain reactions of explosions), more points are provided based on this value. If explosion has a trigger collider the explosion will interact with projectiles.

GameManager.cs

This script serves as a center of control for the game. States of the this script determines the state of the canvas.

Location.cs

This is the parent class (base class for City and Base).

ObjectPool.cs

A pool of objects that can be reused. See PoolManager.cs for more details.

PlayerProjectile.cs

Used to control the player's projectile. Inherits from projectile.

Points.cs Used to control the points during the current game.

PoolManager.cs

This script manages pools of objects. Spawning and Recycling is used instead of creating and destorying since it uses less resources.

Projectile.cs

This is the parent class (base class) for PlayerProjectile and EnemyProjectile.

RecycleObject.cs

Used to recycle objects in the pool manager.

RowOfObjects.cs

Controls the row of objects (Cities and Bases).

TouchController.cs

Cool little thingie that switches between a playbutton and a touchpanel.