

# MissileCommand

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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 redesigned version of a classic game

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

## 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

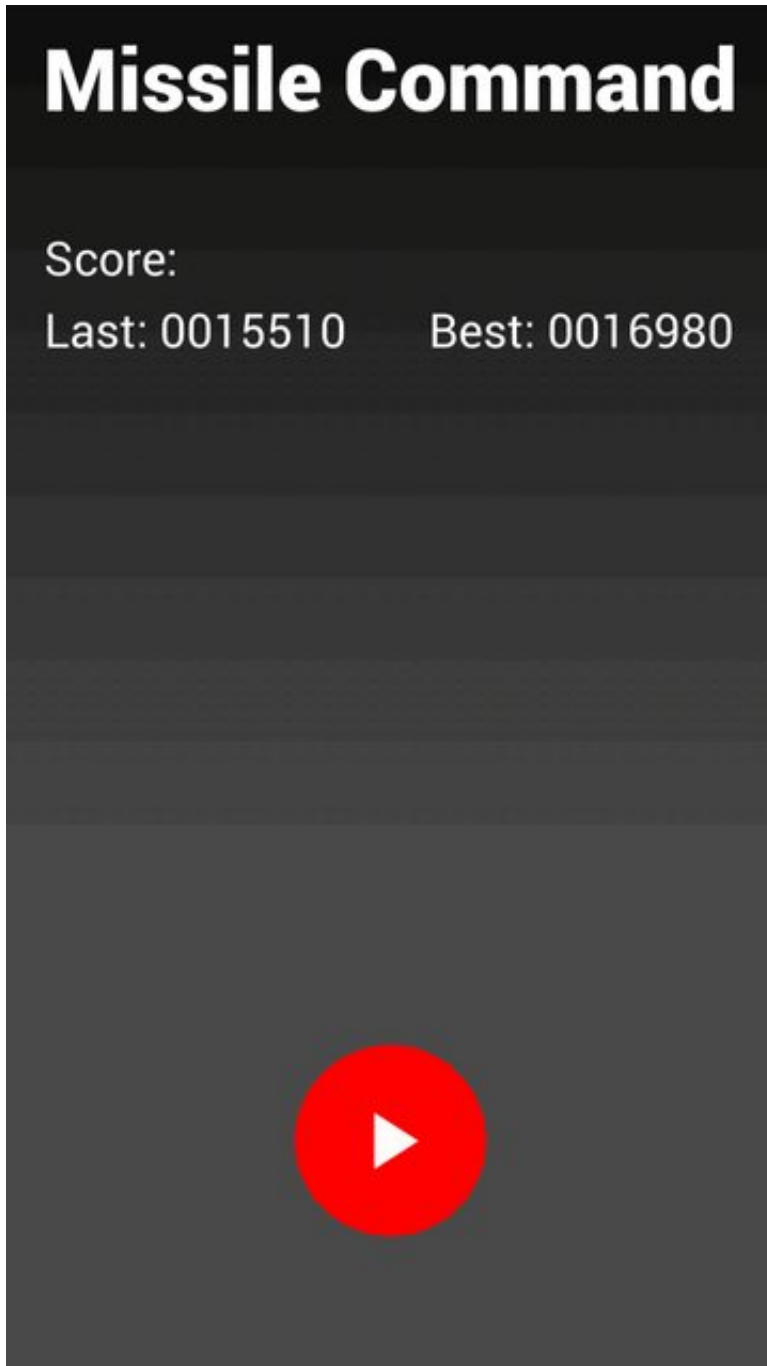
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1. How to Play
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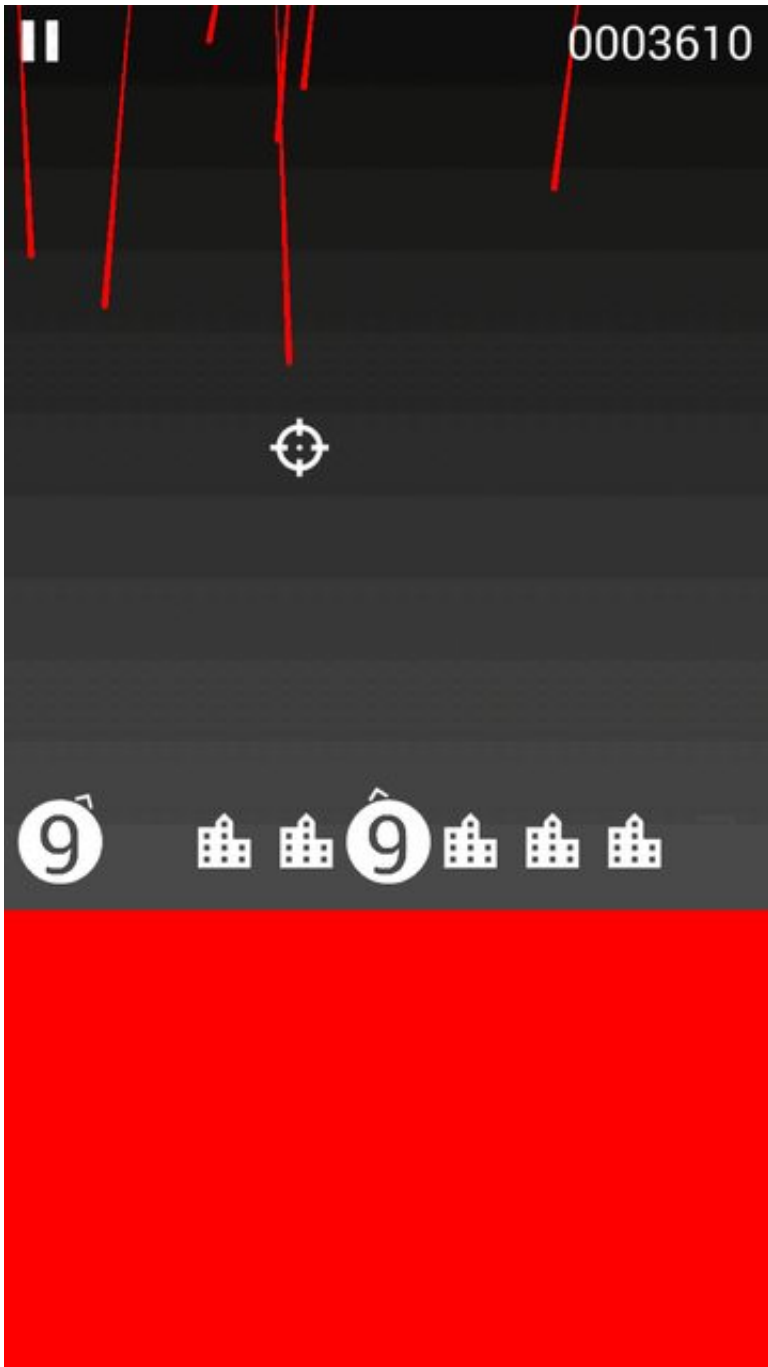
# How to Play

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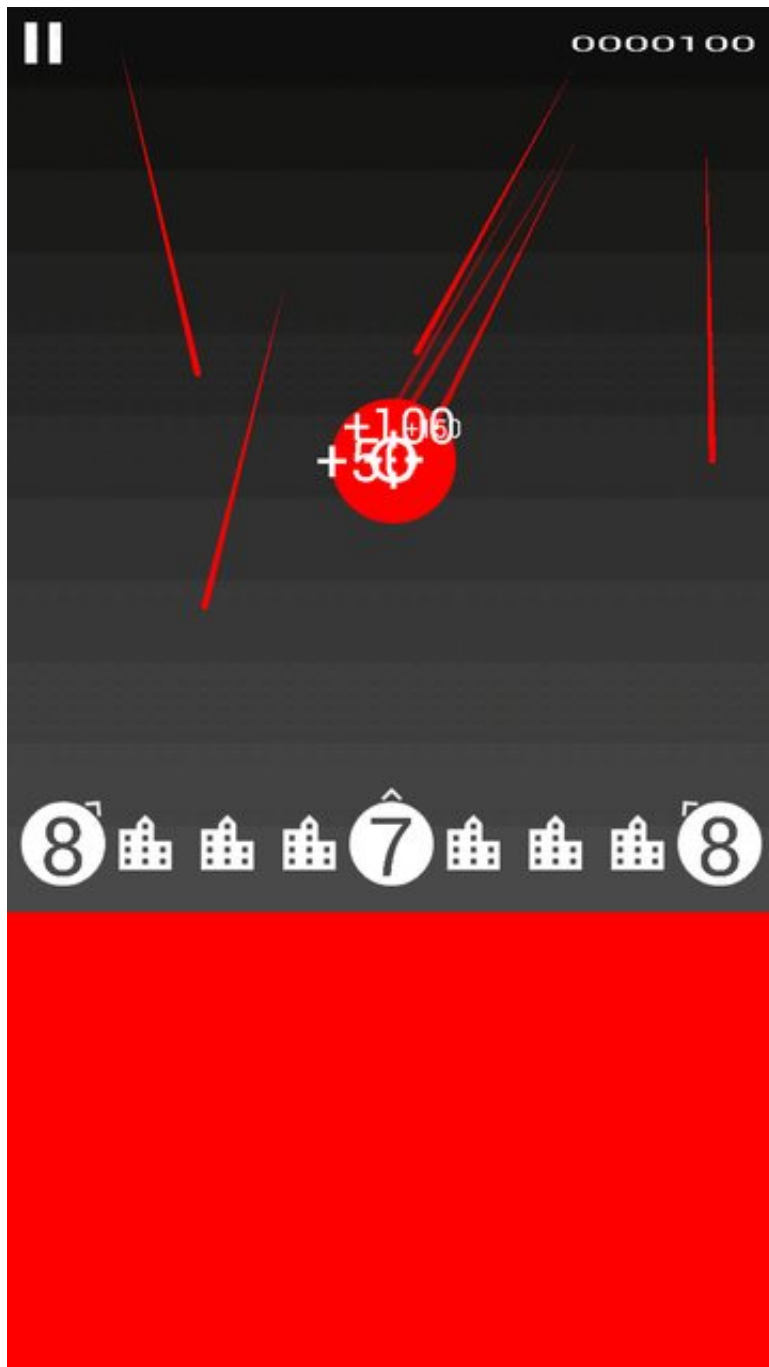
1. Hit Play Button



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



3. Double tap to shoot!



## Scripts

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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.