

# Nightmare Vs. Nightmare

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[Asset Store Link](#)

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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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This game is ment to be played by two players on the same device. For best results use Tablet.

- Unique Mobile Game
- Multiplayer OnScreenControls
- Over 1500 Icons
- ShockWave Screen Effect
- Unity Ads
- Share Button

...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.

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## Required Imports

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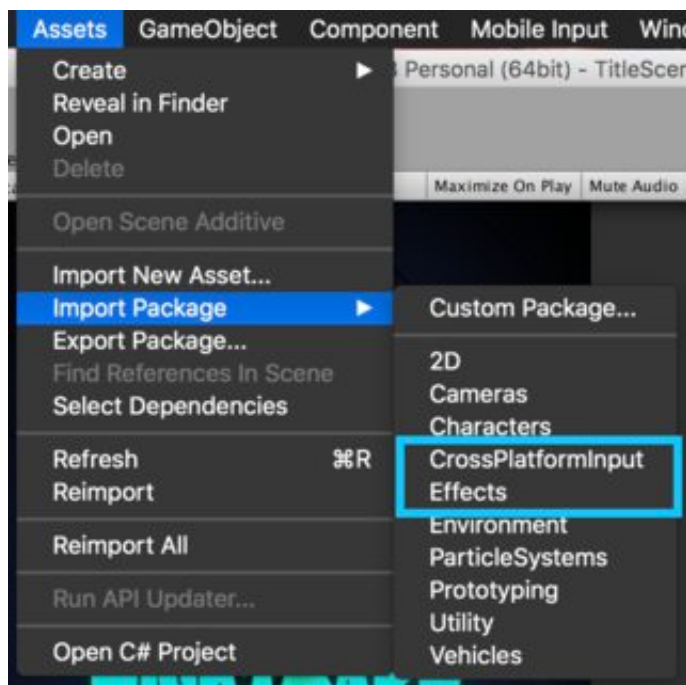
Before this game can work you must import a few Standard Assets.

### CrossPlatformInput

this will allow the OnScreenControls to work.

### Effect

this will allow the Camera Effects to work.



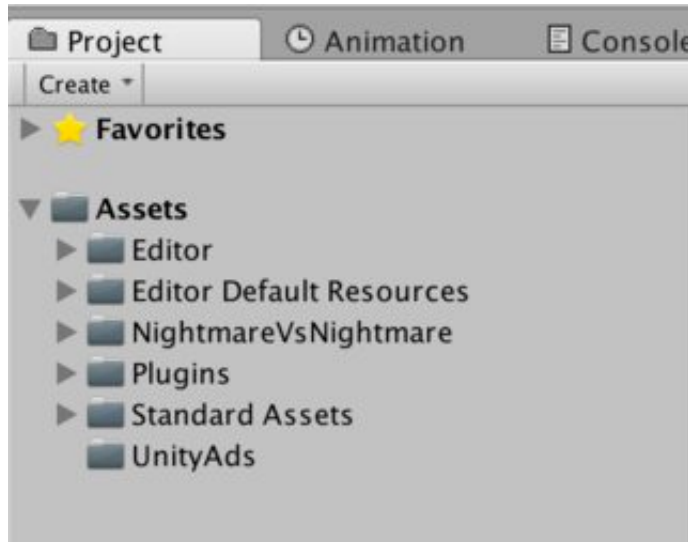
## Unity Ads 2.0

Also download Unity Ads 2.0 from the asset store (if needed, pending on the unity version this can be imported via the services window)

## EveryPlay

Also download EveryPlay from the asset store

After importing these your asset folder should look like this



# Scenes

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## StartScene

This scene will provide the players information about how the game works.



**TitleScene**

This scene allows the players to start the game, toggle music/sounds, share the game, or go to the Info scene.



**Game** This is the actual game. Note: it has 4 different status (Intro, Play, P1Win, P2Win)



**Info** This scene can provide legal info about the game.

The Scenes will look a little different than the images above.  
In order to make them look the same please apply the following effects to the cameras in each scene:  
Bloom, Vignette and Chromatic Aberration, and Color Correction Curves.



[LinkToImage](#)

or you can unzip the MainCameraWithEffects.zip and use that prefab to replace the MainCamera.prefab.

# Systems/Effects

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## Audio (Music/Sound)

MusicManager and SoundManager are two Objects that are never destroyed. They are used to play Music or a Sound without the need for each object to have it's own AudioSource Component, and this allows us to play sounds while the scene is switching. Read MusicManager.cs\*\* and SoundManager.cs\*\* for more info.

## SceneSwitchAnimator

This GameObject will allow us to have a nice scene animation while changing scenes.

## Native Sharing

This is an OpenSourced asset that can be found at...

<https://github.com/ChrisMaire/unity-native-sharing>

# Scripts

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Below is a list of the scripts that make this game work, along with a breif description of what they do.

## ~Assets/NightmareVsNightmare/Scripts/

### AmmoUIManager.cs

This script manages the ammo (number of UIBullets) that are seen on the screen

### BlurControl.cs

Used to allow the animator to control the Blur Material

### BothPlayersReady.cs

This Script will transition to the Game scene when both players are ready.

### CameraBounds.cs

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

### CameraControl.cs

Moves the camera to show the winner when the game is over

### ChildrenAlpha.cs

Used to change the alpha of the menu icons and text.

### DontDestroy.cs

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

**EveryPlayButton.cs** takes the users to everyplay community

**explosionDamage.cs**

causes damage to the player if it is hit by an explosion particle.

**GameManager.cs**

This Script controls the state of the game. Intro, Play, P1Win, P2Win.

**GameUI.cs**

this script allows the UI to execute methods

**GoToScene.cs**

This Script can be assigned to buttons to Switch Scenes.

**LightFlash.cs**

controls the light in the explosion

**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.

**OpenMenu.cs** used to open and close the menu

**playerHP.cs**

this script controls the player's HP.

**playerMovement.cs**

this script controls player movement

**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

**playerShoot.cs**

this script allows the player to shoot!

**PlayRecIcon.cs** used to set the icon for playing the recorded match.

**PlaySound.cs**

This script is used to play a sound

### **PoolManager.cs**

This script manages pools of objects Spawning and Recycling.

### **projectile.cs**

this script is used to detect projectile collision

### **RecToggle.cs**

used to set the RecToggle in the menu if the device is supported, or not.

### **RecycleAfter.cs**

This script Recycles a projectile (needed so the projectile fades out)

### **RecycleAfter.cs**

This script Recycles an Object after t seconds

**RecycleAfter\_Projectile.cs** This script Recycles a projectile (needed so the projectile fades out)

### **Rematch.cs**

used on the Rematch button when the game is over

### **SetUp.cs**

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

### **ShareButton.cs**

Used to Share this app

### **SoundManager.cs**

This script is used to manage the Sounds.

### **StartScene.cs**

used to go to the TitleScene on tap

### **ToggleAnimControl.cs**

used to control toggles

### **ToggleIconSwitch.cs**

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

### **TurnOnParticles.cs**

turns on the lights and Particles on the TitleScene

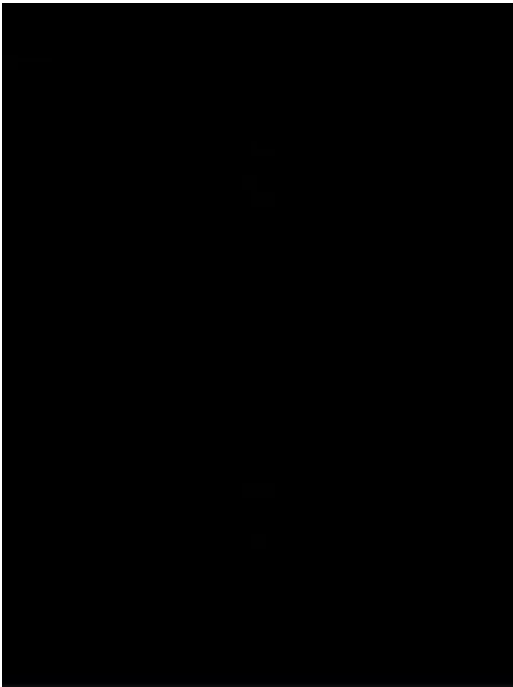


# Gifs

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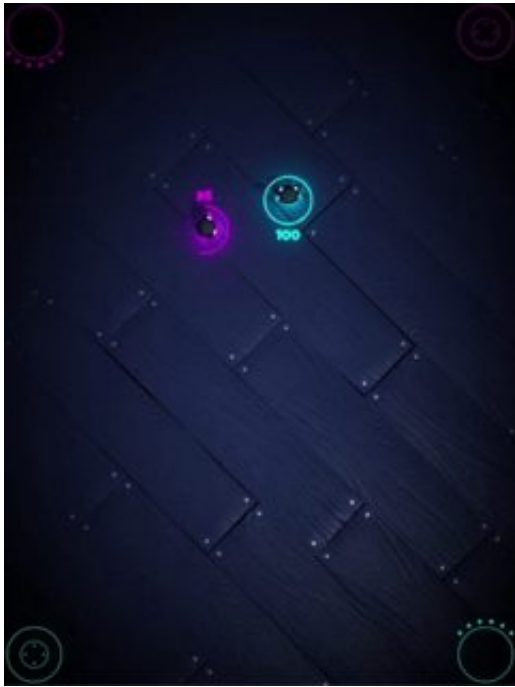


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