Nightmare Vs. Nightmare

Asset Store Link

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

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Contact

Questions, suggestions, help needed?
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Description Features

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

- Unique Mobile Game
- Muliplayer OnScreenControls
- Over 1500 Icons
- ShockWave Screen Effect
- Unity Ads
- Share Button
- Share Video of GamePlay

...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:
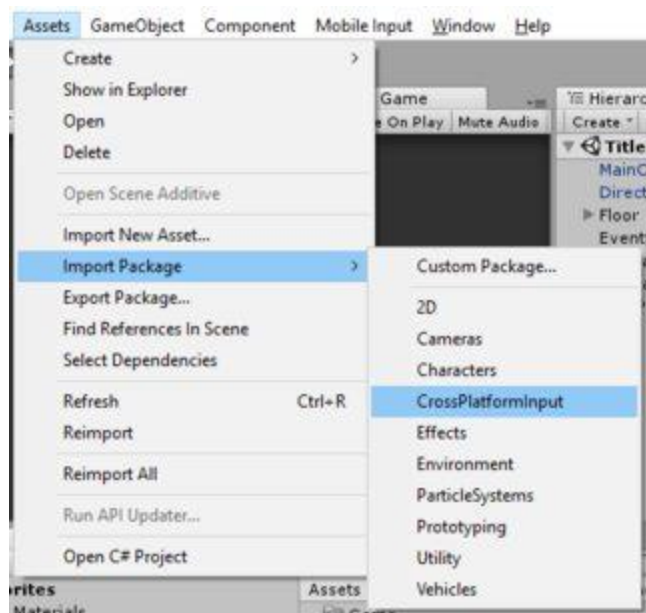please put my name in the credits, or in the special thanks section. :)
please do not re-distribute.

Required Imports

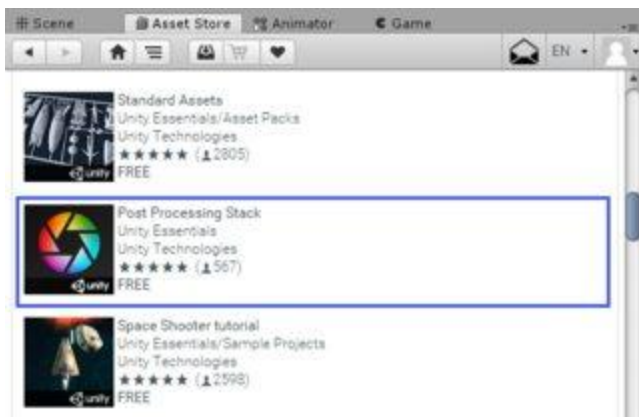Before this game can work you must import a few Standard Assets.

CrossPlatformInput
this will allow the OnScreenControls to work.
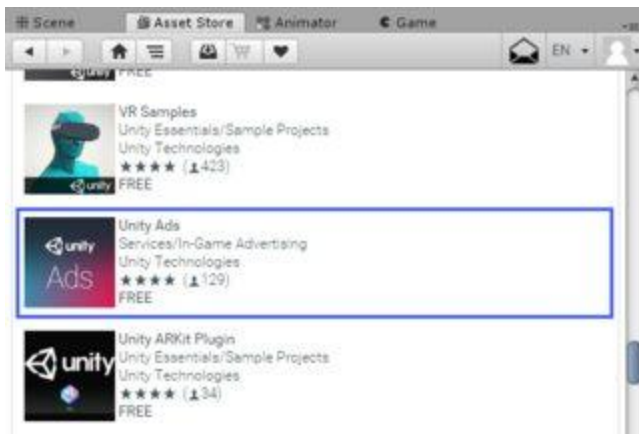

Post Processing Stack
this allows you to add camera effects

Unity Ads 2.0

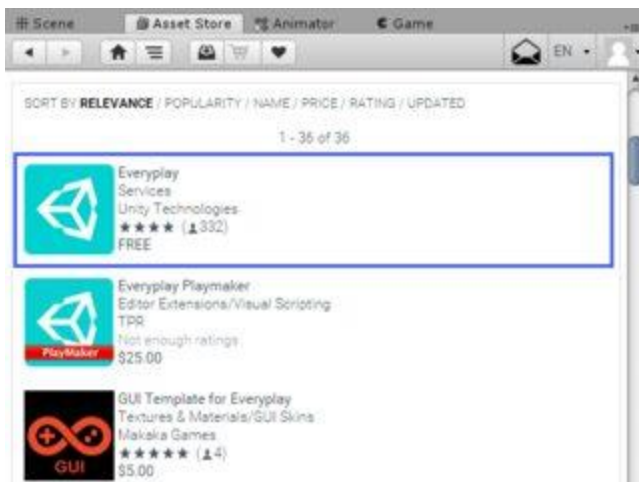Also download Unity Ads 2.0 from the asset store

(if needed, pending on the unity version this can be imported via the services window)
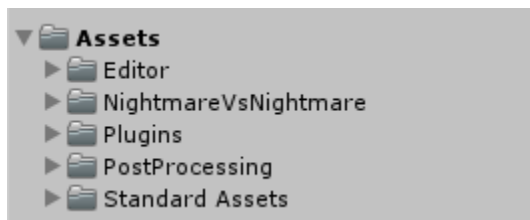

EveryPlay

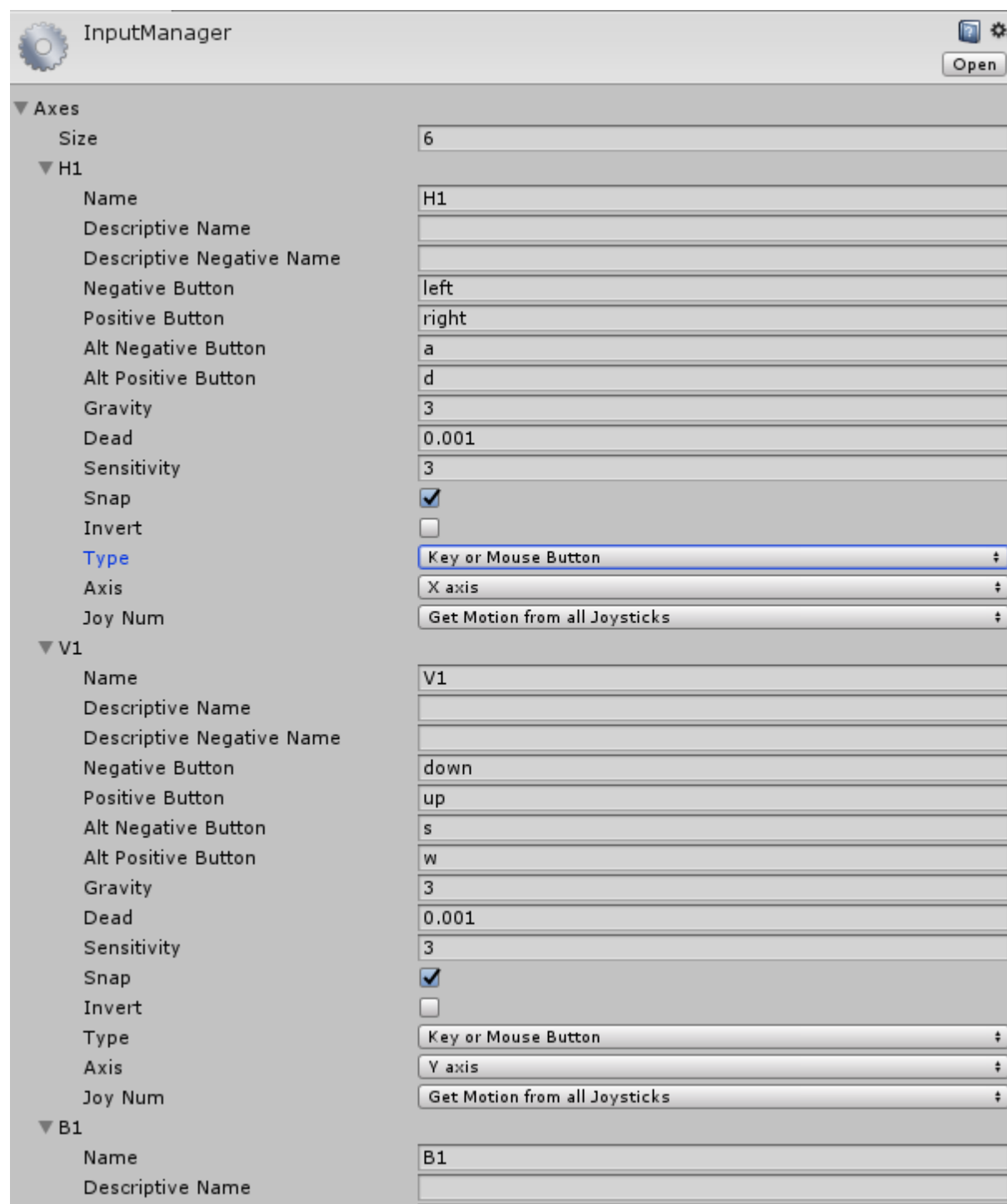Also download EveryPlay from the asset store

>

After importing these your asset folder should look like this

Inputs

pending on how you downloaded/imported the project files you might need to set up the inputs.

the inputs should look like this.

Descriptive Negative Name	
Negative Button	
Positive Button	z
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	☐
Invert	☐
Type	Key or Mouse Button ⬧
Axis	X axis ⬧
Joy Num	Get Motion from all Joysticks ⬧

▼ H2

Name	H2
Descriptive Name	
Descriptive Negative Name	
Negative Button	j
Positive Button	l
Alt Negative Button	
Alt Positive Button	
Gravity	3
Dead	0.001
Sensitivity	1000
Snap	☐
Invert	☐
Type	Key or Mouse Button ⬧
Axis	X axis ⬧
Joy Num	Get Motion from all Joysticks ⬧

▼ V2

Name	V2
Descriptive Name	
Descriptive Negative Name	
Negative Button	k
Positive Button	i
Alt Negative Button	
Alt Positive Button	
Gravity	1000
Dead	0.001
Sensitivity	1000
Snap	☐
Invert	☐
Type	Key or Mouse Button ⬧
Axis	Y axis ⬧
Joy Num	Get Motion from all Joysticks ⬧

▼ B2

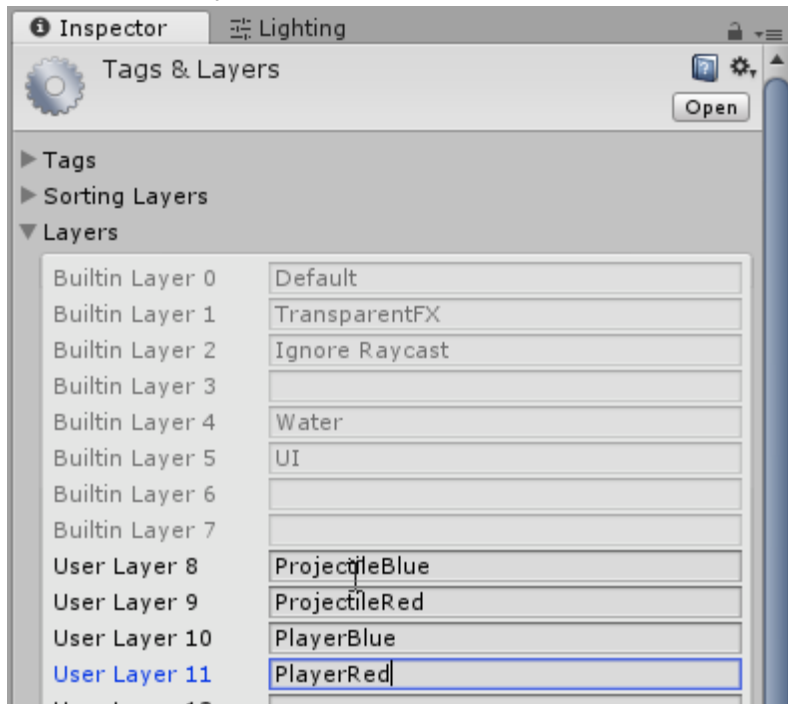| Name	B2
Descriptive Name	
Descriptive Negative Name	
Negative Button	
Positive Button	n
Alt Negative Button	
Alt Positive Button	
Gravity	0
Dead	0

Collision SetUp

Depending on how you got this asset you might need to set up the collision rules. below are the instructions on how to do it.

Add Layers

go to Edit->Project Settings->Tags and Layers
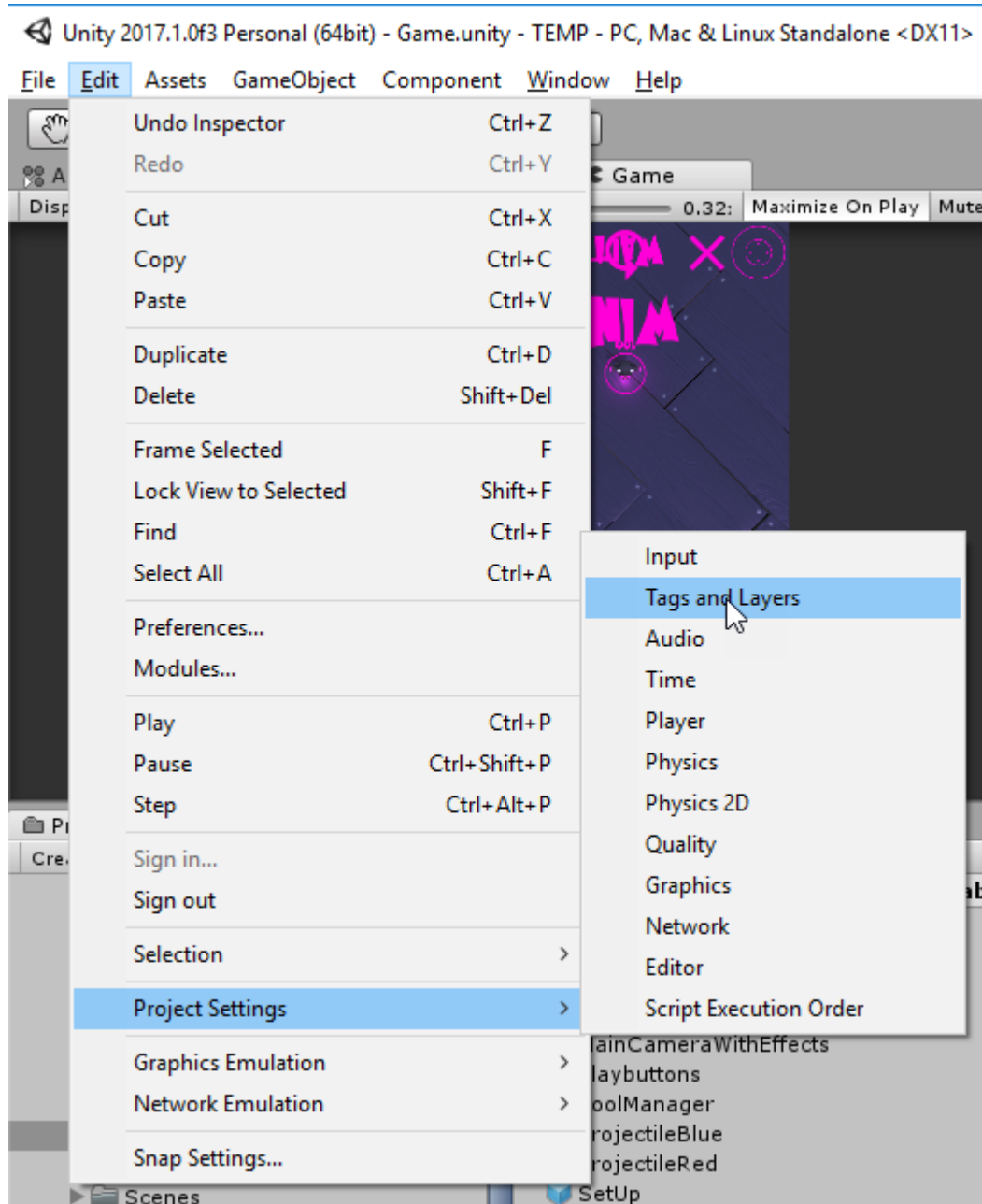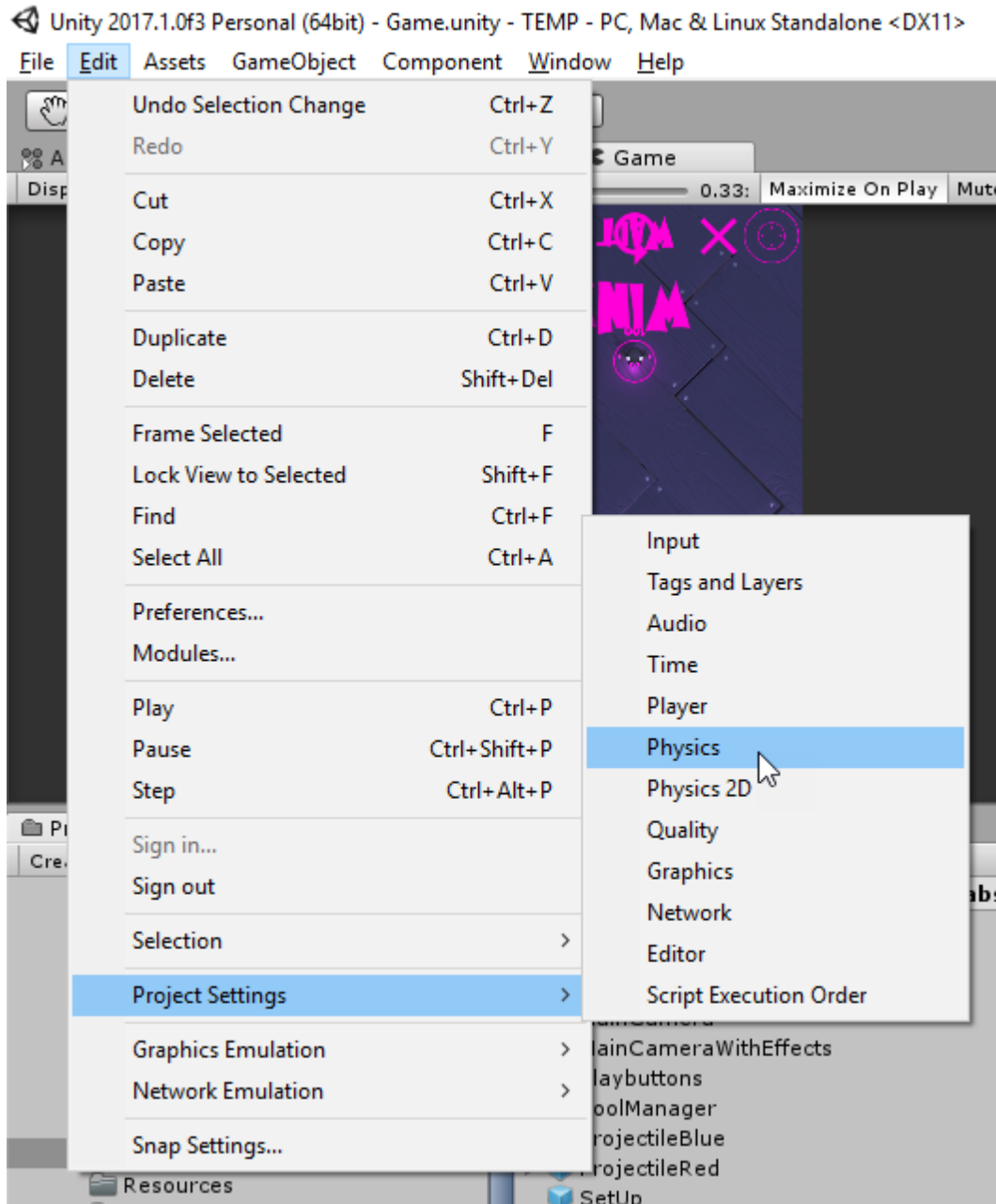
create these 4 layers

Assign Layers

go to the prefab folder and assign the layers to the objects

Edit the Collisions

go to Edit->Project Settings->Physics

Edit the Layer Collision Matrix to match the image (below)
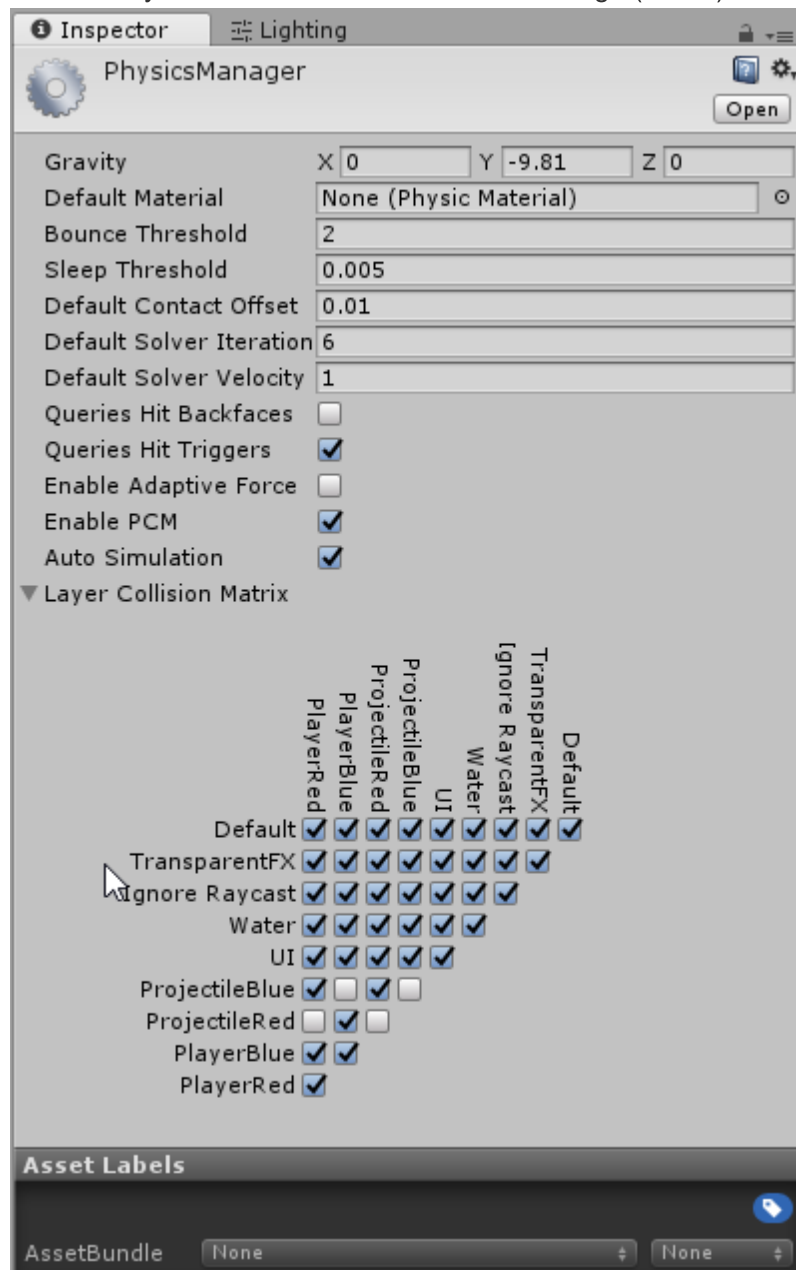
Scenes

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.

Systems/Effects

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

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

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

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

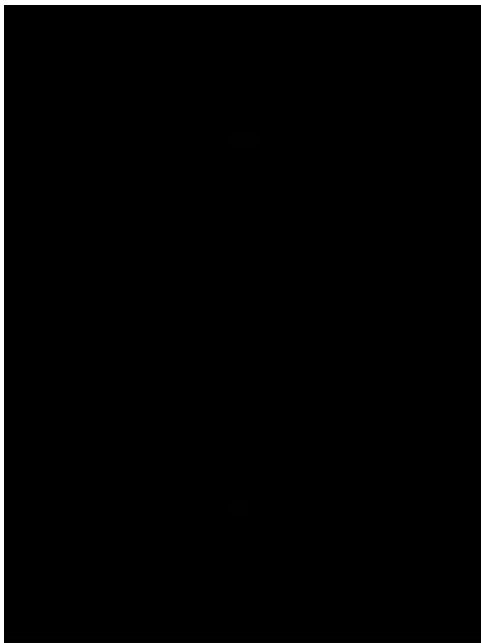This Script can be assigned to a toggle to control Music or Sound

TurnOnParticles.cs
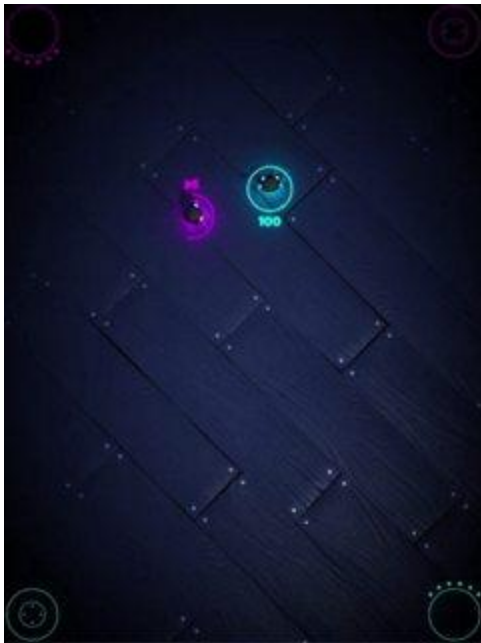
turns on the lights and Particles on the TitleScene

Gifs

Imgur

Imgur

Imgur

Imgur