

# 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! :)

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## 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
- Share Video of Gameplay

...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.

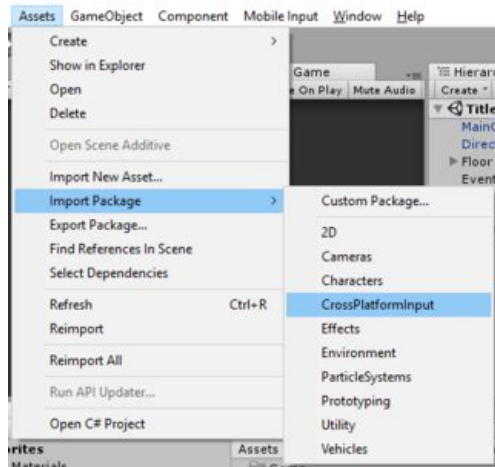
## Required Imports

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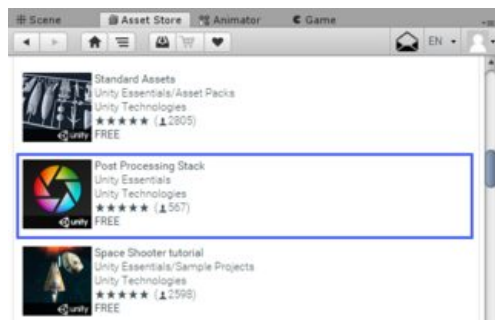
Before this game can work you must import a few Standard Assets.

## CrossPlatformInput

this will allow the OnScreenControls to work.

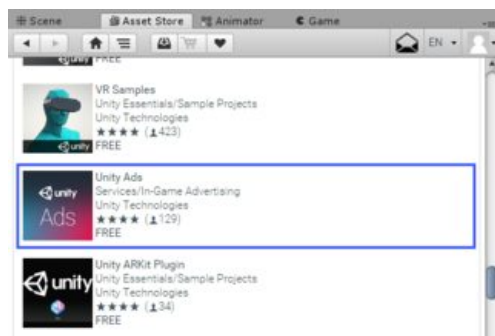


**Post Processing Stack** this allows you to add camera effects



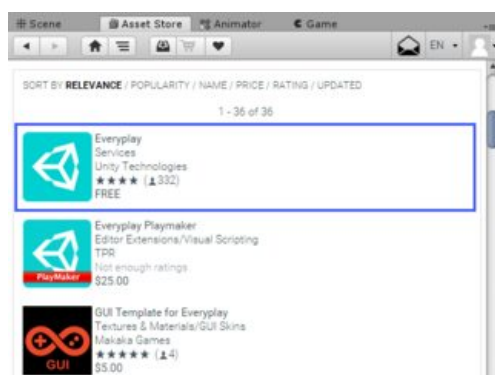
## Unity Ads 2.0

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)

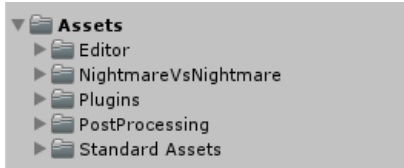


## EveryPlay

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.



InputManager

Open

▼ Axes

Size

6

▼ H1

Name

H1

Descriptive Name

Descriptive Negative Name

Negative Button

left

Positive Button

right

Alt Negative Button

a

Alt Positive Button

d

Gravity

3

Dead

0.001

Sensitivity

3

Snap

☒

Invert

☐

Type

Key or Mouse Button

Axis

X axis

Joy Num

Get Motion from all Joysticks

▼ V1

Name

V1

Descriptive Name

Descriptive Negative Name

Negative Button

down

Positive Button

up

Alt Negative Button

s

Alt Positive Button

w

Gravity

3

Dead

0.001

Sensitivity

3

Snap

☒

Invert

☐

Type

Key or Mouse Button

Axis

Y axis

Joy Num

Get Motion from all Joysticks

▼ B1

Name

B1

Descriptive Name

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	<input type="checkbox"/>
Invert	<input type="checkbox"/>
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	<input type="checkbox"/>
Invert	<input type="checkbox"/>
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

## 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

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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 brief description of what they do.

**~Assets/NightmareVsNightmare/Scripts/**

## **AmmoUIManager.cs**

This script manages the ammo (number of UJBullets) 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!

**PlayReclcon.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**

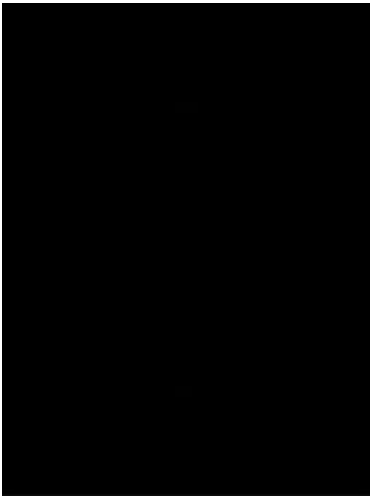
turns on the lights and Particles on the TitleScene

## Gifs

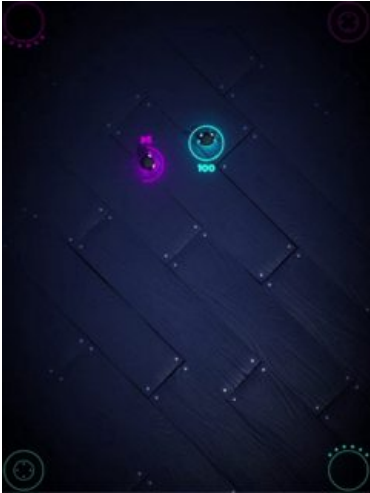
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[Imgur](#)



Imgur



Imgur



Imgur