PlanetDefense (a Unity Asset)

by Justin Garza

Introduction

Hello Thanks for purchasing this product.
If you need to contact me for any reason you can find my contact information here.

Description

A simple touch game where you protect earth from asteroids.

Features

Material UI.
Commented C# source code.
Records best score.
ShockWave Effect.
Blur Effect.

Note: If you use this asset in your game, please put my name in the credits/special thanks. :)

Table of Contents

Scripts and Description

AddScore.cs
This script manages the "+1" text that apprears when a point is added.

BlurControl.cs
This script blurs the screen while on Pause, and removes the blur during play.

CameraControl.cs
Controls the camera and move it between 2 different positions.

Constants.cs
Variables and methods that can be used in other scripts.

CustomEditorBase.cs
This script allows for the fancy Arrays and Lists in the inspector.

GameManager.cs
This Script manages the states of the game.

ObjectPool.cs
A pool of objects that can be reused.

PoolManager.cs
This script manages pools of objects
Spawning and Recycling.

Projectile.cs
This Script manages the projectiles

ProjectileSpawner.cs
This script spawns the projectiles and launches them

RecycleAfter.cs
Recycle object after a specific number of seconds

Rotate.cs
rotates an object over time.

Score.cs
This script manages the Score

ShieldMovement.cs
rotates the shield...to align to the touch point

Open Source Components
This list is available in the read me file of the purchased asset.