Shooting Star

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

Contact

Questions, suggestions, help needed?

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Description/Features

A simple game template with a Level Menu, Level Data Management, Level Unlocking, and more!

- LevelMenu
    - Touch Gestures
    - Level Unlocking
    - Level to Scene Mapping

- Scene Transition
- 20 Pre-made levels
- Prefabs
    - Blocks
    - ForceAreas
    - And MORE!

- Code Comments …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.

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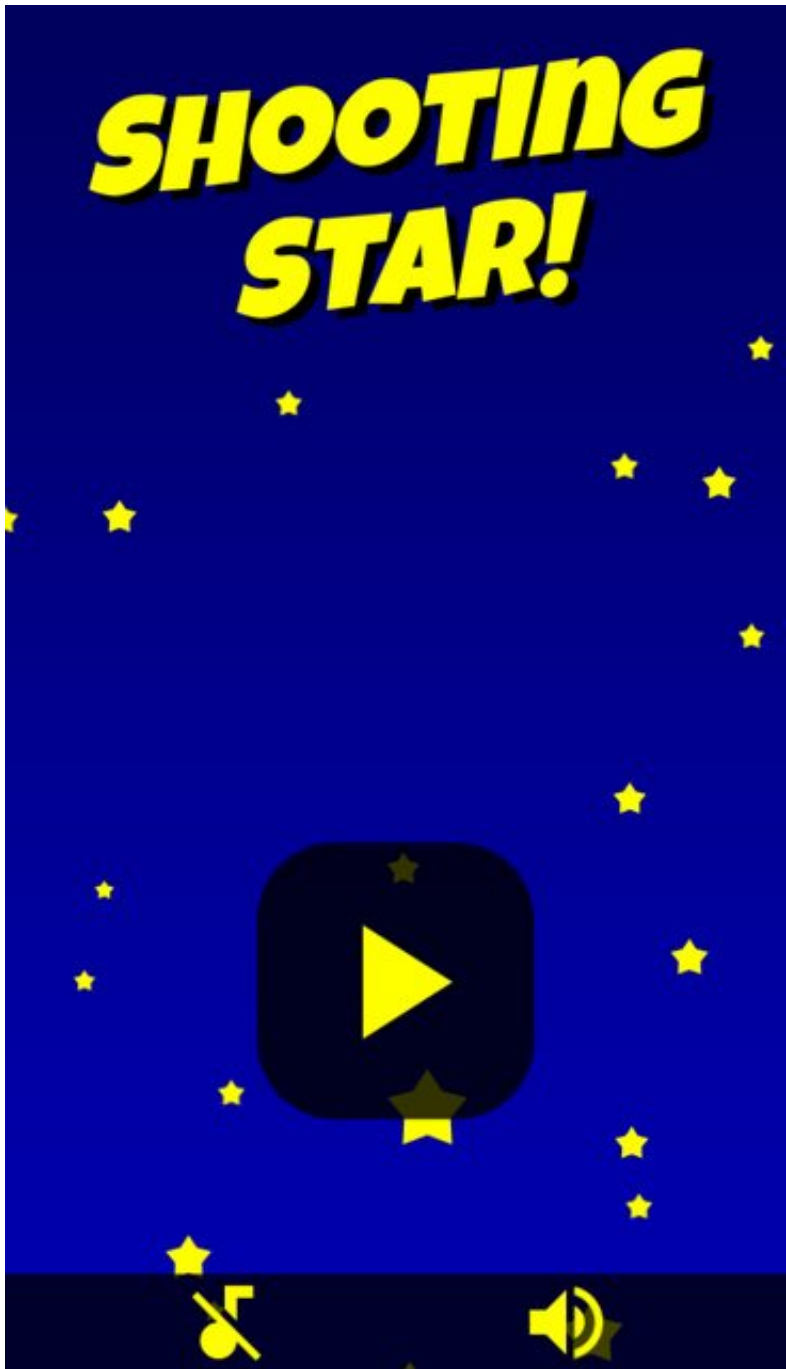   - GameManager
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Overview

The point of the game is to get the star to the "StarGate" by pulling back and shooting it (pulling back on the star and letting it go).

There are 3 Parts to this game.

MainMenu
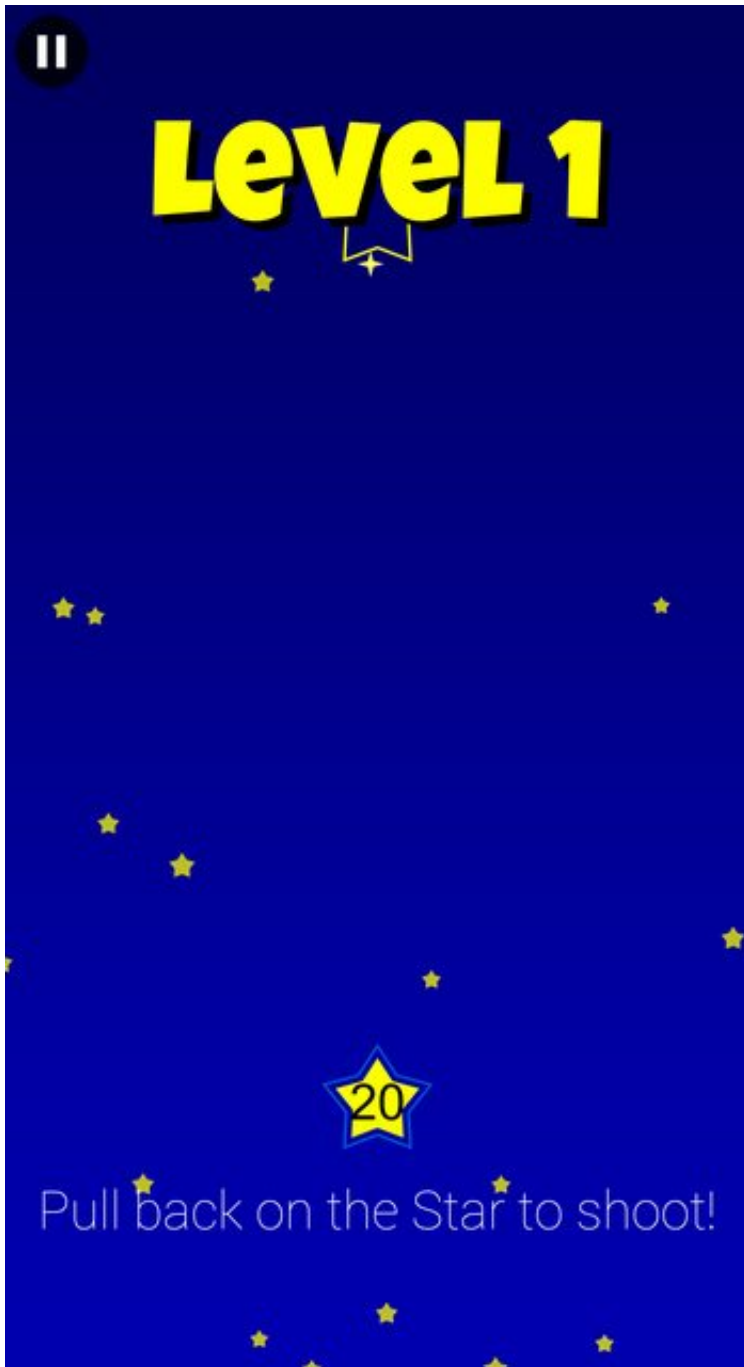This is the basic intro to the game

LevelMenu

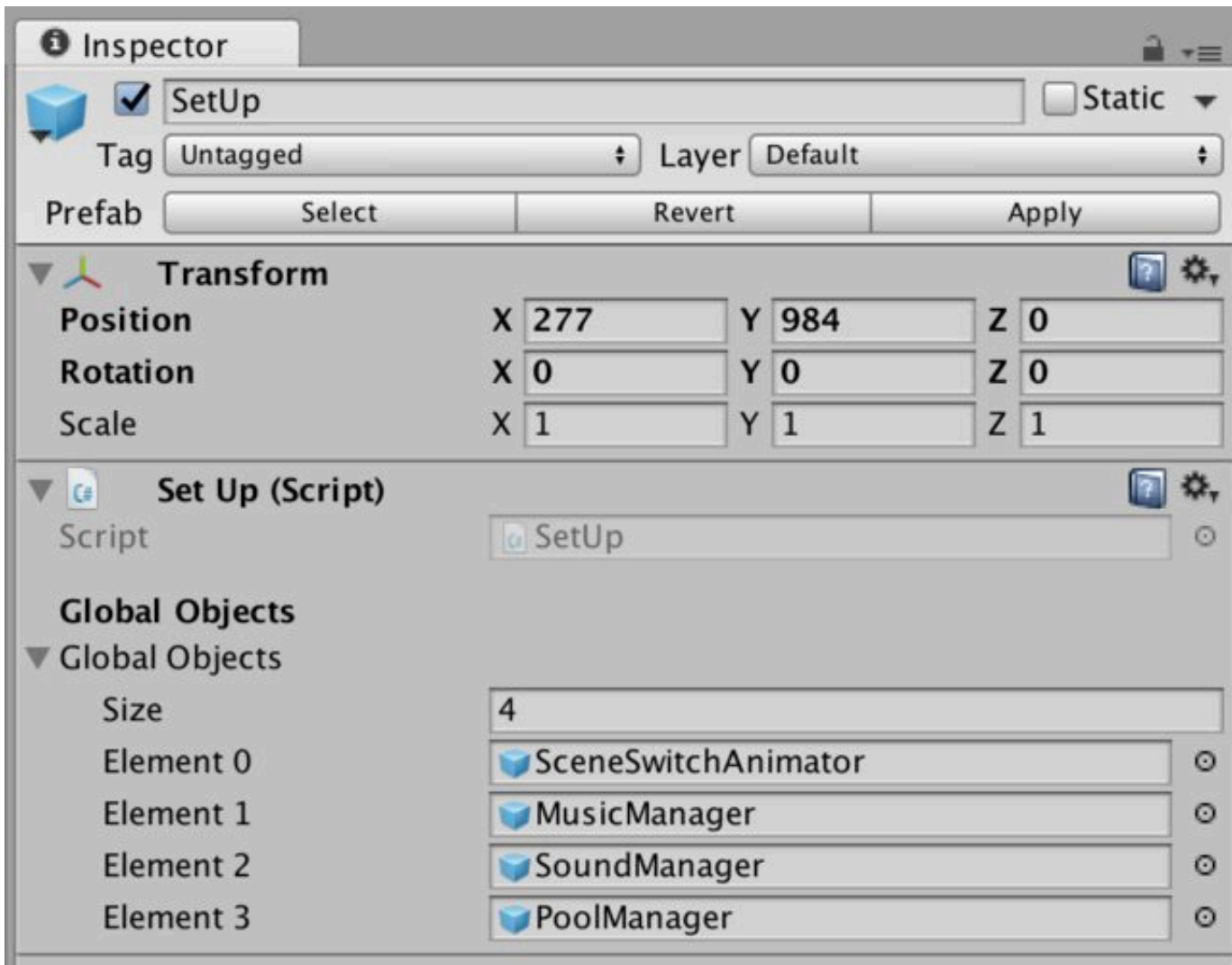This is where the player picks a level to play

Levels

SetUp and GlobalObjects

SetUp.cs
The SetUp.cs script creates 4 objects, if they don't already exists. These 4 Objects will not be destroied (see DontDestroy.cs) and will last the entirety of the game...hence GlobalObjects.

Audio System

MusicManager && SoundManager

These two gameobjects are created at the start of the game to play the music and any sound we would like to be played. Since these objects are not destroied during the scene change there is no stop in the music or the sound.

Please see the following scripts for more information:

MusicManager.cs

SoundManager.cs

VolumeControl.cs

PlaySound.cs

Scene Transition System

SceneSwitchAnimator

This gameObject is used to switch the scenes in an elegant and easy way.

```csharp
//displays animation than switch scene...
SceneSwitchAnimator.Instance.ChangeScene(SceneName,gameObject.transform.position);

//Note: The position passed into the method is where the transition will start.
```

LevelMenu

The LevelMenu is it's own asset and it's documentation can be found in Assets/ShootingStar/LevelMenu/.

GameManager

The **GameManager.cs** is the main piece of each level that controls The Level's State (StartGame, Play, Win, Reset, and Pause). The GameManger.cs will also interact with the AnimUI (the object that shows/hides menus), the DTTR (double tap to reset), and the PauseButton.

The GameManager.cs and all the other scripts are commented in detail, but please reach out to me if you have any questions.

Script List

Below is a List of Scripts and a breif description.

Border.cs
Sets a border based on the screen's edges.

BrakeArea.cs
This is used to slow down all objects that have a tag in the TagList

BreakBlock.cs
Manages blocks that will break when the star hits it.

DestroyAfter.cs
Destorys a the GameObject it is attached to after time.

DisableNextLevel.cs
This will disable the NextLevel button if it's the last level.

DontDestroy.cs

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

ForceArea.cs

this is used to add a force to all objects that have a tag in the TagList

GameManager.cs

This script manages the game's state. Possible states include; StartGame, Play, Win, Reset, and Pause.

GoToScene.cs

Allows a button to change the Scene

LevelTitle.cs

Sets the Title of the Level

MoveObject.cs

This script manages the movement of objects

MusicManager.cs

This script is used to manage the music.

ObjectPool.cs

A pool of objects that can be reused. (used with PoolManager.cs)

PlaySound.cs

This script is used to play a sound

PoolManager.cs

This script manages pools of objects for Spawning and Recycling. (spawning and recycling is more mobile friendly than creating and destorying)

RecycleAfter.cs

This script Recycles an Object after t seconds. (used with PoolManager.cs)

RecycleObject.cs

This script is used to recycle objects in the pool manager. (used with PoolManager.cs)

SetUp.cs

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

SoundManager.cs

This script is used to manage the Sounds.

Star.cs

This script manages the Star

VolumeControl.cs

This script can turn music or sound off/on.