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Easy Splatters

THANKS FOR YOUR PURCHASE!

We are a small Indie Studio from Argentina. If you didn't get EASY SPLATTERS from Unity's Asset Store and you plan to use it Commercially, please consider supporting us by buying our package!

<https://www.assetstore.unity3d.com/#!/content/70679>

THANKS! - Trick's Team

Package Description

*Easy Splatters is a **MUST** if you really want your game to stand out between the thousands of games that are released daily.*

We built this splatter system after not being able to find any simple-to-use, high-quality splatter systems that required minimum configuration and at the same time were highly customizable.

This package will allow you to have Splatters up and running in your 2D game in no more than 5-10 minutes.

Configure Everything:

- Amount of splatters per collision*
- Splatter scale*
- Splatter color*
- Splatter sprites*
- Splatter FadeIn/FadeOut*
- Splatter Alpha*
- Splatter Rotation*
- Splatter pooling and Pool Size*

Set your own values or allow the system to calculate random values in your given ranges so every splatter looks different!

Since performance is a concern, special care was used to make this implementation very efficient, supporting hundreds of splatters even on Mobile!

Version History

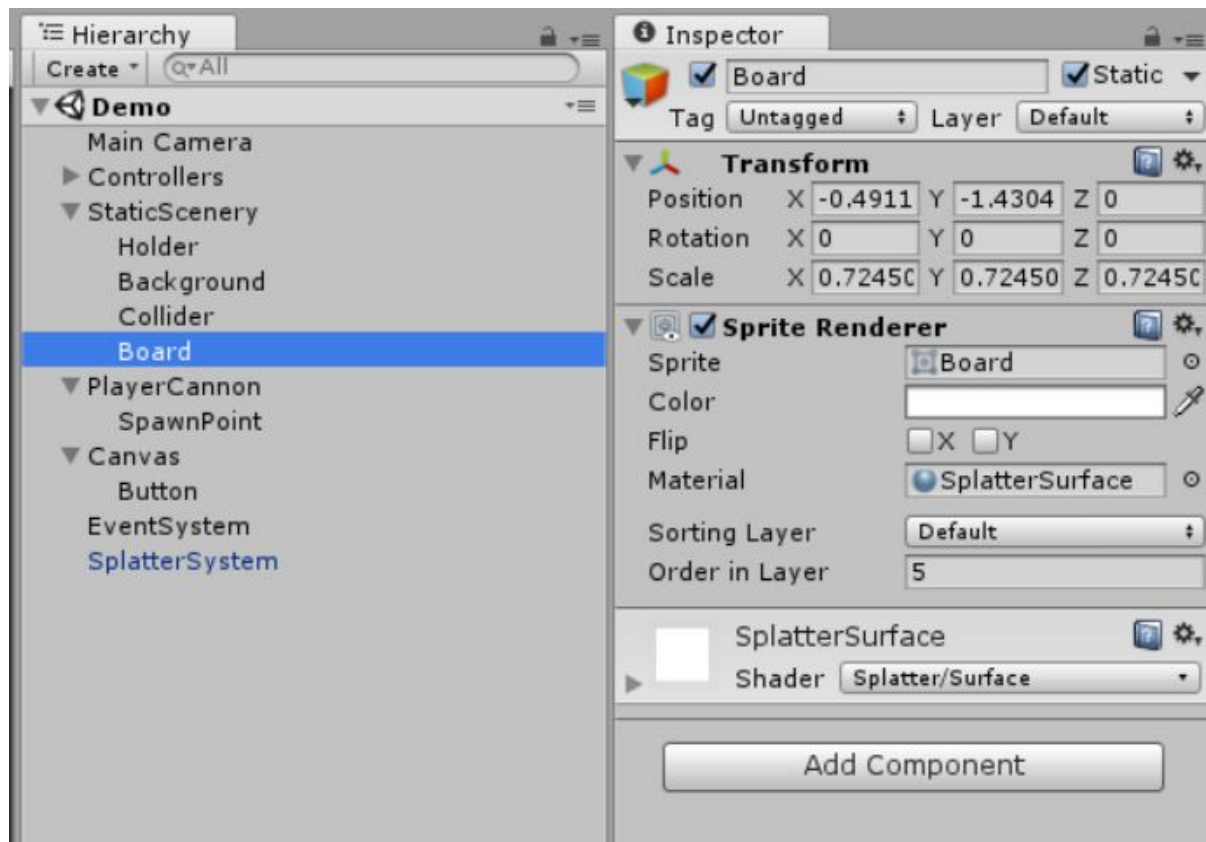
Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
1.0	<i>Trick</i>	<i>08/31/2016</i>	<i>Trick</i>	<i>08/31/2016</i>	<i>Initial version</i>

How to use

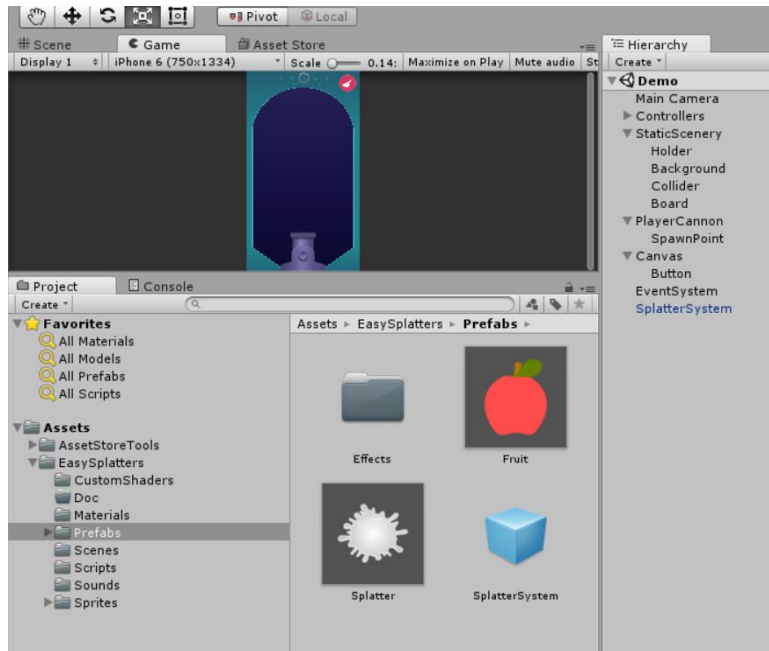
Getting started with Easy Splatters is very simple.

Step 1: you need to define which elements in your Scene will be considered “Surfaces”, so the Splatters can “stick” to them. Defining a new “Surface” is as simple as replacing the “**Sprites-Default**” Material for the “**SplatterSurface**” Material included in the project.

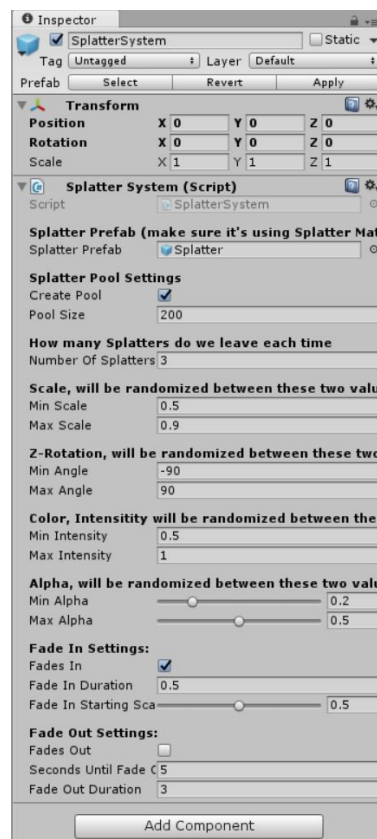
In the included **Demo** Scene, the Board Game Object is a “Surface”.



Step 2: drag and drop the **“SplatterSystem”** prefab from Prefabs folder onto your Scene.



Optional: configure the parameters (or use the provided values).



Step 3: your Splatter System is ready to Splat!

All you need to do now is invoke the “**LeaveSplatter**” method from your “**SplatterSystem**”, for example, every time a certain enemy or projectile hits one of your “**SplatterSurface**” objects.

The following code is part of the included **Demo** Scene:

```
public class Fruit : MonoBehaviour {

    public GameObject ExplosionParticles;
    public Color FruitColor;

    void OnCollisionEnter2D(Collision2D collision)
    {
        if (collision.gameObject.CompareTag("BOARD"))
        {
            var collisionPos = collision.contacts[0].point;

            //Spawn some particles
            var explosionParticles = Instantiate(ExplosionParticles);
            var explosionScript = explosionParticles.GetComponent<ExplosionParticles>();
            explosionScript.SetColor(FruitColor);
            explosionParticles.transform.position = collisionPos;

            //Leave a Splatter
            SplatterSystem.Instance.LeaveSplatter(collisionPos, FruitColor);

            SoundManager.Instance.PlaySquishSound();

            Destroy(gameObject);
        }
    }
}
```

All you need to do is pass a position (in this case the Collision point) and a color (just pass white if you don't want to tint your sprite).

Optional - Step 4: Take it further by replacing the Splatter Prefab provided with the package. You can add your own Sprites to match the look and feel of your game. Just make sure you don't change the “**Splatter**” Material.

Troubleshooting:

Make sure the “Order in Layer” for your splatter is higher than the “Order in Layer” for your surface.

Make sure your “Splatter” Prefab has a Sprite Renderer Attached.

Advanced - Splatter System Configuration

Splatter Prefab: Every time you Invoke *SplatterSystem.Instance.LeaveSplatter*, the SplatterSystem will create instances of the provided Splatter Prefab. You can use the provided Prefab or customize it/create your own.

Splatter Sprites: The SplatterSystem will choose a Random Sprite in order to add more variety to the splatters. Here you can provide your own Sprites. If you don't want random splatters, just provide a single Sprite.

Splatter Pool Settings: These two options will let you decide if you want to create a Pool of Splatters during Scene Initialization and how large that pool should be. It is recommended to create a Pool for performance reasons.

Number of Splatters: Every time you Invoke *SplatterSystem.Instance.LeaveSplatter*, the SplatterSystem will generate as many Splatters as defined by this parameter. You may want to have a simple Splatter, or multiple smaller Splatters that will look as a more organic larger Splatter. Play around with the setting that makes sense for your game and keep an eye on performance if you decide to Instantiate too many splatters.

Scale: Provide your Min and Max scale. The SplatterSystem will uniformly scale the Splatter in a Random value that will fall between your ranges. If you don't want any scaling, just enter 1 as both MinScale and MaxScale.

Z-Rotation: Provide your Min and Max angle. The SplatterSystem will rotate the Splatter in a Random value that will fall between your ranges. If you don't want any rotation, just enter 0 as both MinAngle and MaxAngle.


Color: Provide your Min and Max Color Intensity. The SplatterSystem will grab the color you pass when invoking *LeaveSplatter* and darken/lighten it based on a Random value that will fall between your ranges (For example: a red color could end up being a darker red or a lighter red, but it won't change the base color provided). If you don't want any Color variation, just enter 1 as both your Min Intensity and Max Intensity.

Alpha: Provide your Min and Max alpha. The SplatterSystem will change the Alpha component of the Splatter color in a Random value that will fall between your ranges. If you don't want any modifications to the Alpha Channel, just enter 1 as both MinAlpha and MaxAlpha.

Fade In: Indicate if your Splatters appear at their Full Size, or if they grow to their final size over time.

Fade Out: Indicate if your Splatters will disappear after some time, or will forever stay on the Scene. If you choose to make them go away, you can enter values for both the time until they start fading out (Seconds Until Fade Out) and the time it takes for the fading out to complete once it has started (Fade Out Duration).

For example, for values “Seconds Until Fade Out” = 5 and “Fade Out Duration” = 3, your Splatter will stay on the scene unchanged for 5 seconds. After that time, it’ll start fading out, and will have completely disappeared after 3 more seconds (total life: 8 seconds).


Splatter System (Script)

Script

SplatterSystem






Splatter Prefab (make sure it's using Splatter Material):

Splatter Prefab

Splatter

Different sprites to add variety to the Splatters

▼ Splatter Sprites

Size	<div>5</div>
Element 0	<div> splatter</div>
Element 1	<div> splatter2</div>
Element 2	<div> splatter3</div>
Element 3	<div> splatter4</div>
Element 4	<div> splatter5</div>

Splatter Pool Settings

Create Pool ☒

Pool Size

200

How many Splatters do we leave each time

Number Of Splatters Per Emission

3

Scale, will be randomized between these two values:

Min Scale

0.5

Max Scale

0.9

Z-Rotation, will be randomized between these two values:

Min Angle

-90

Max Angle

90

Color, Intensity will be randomized between these two values:

Min Intensity

0.5

Max Intensity

1

Alpha, will be randomized between these two values (Min is 0, Max is 1):

Min Alpha

0.2

Max Alpha

0.5

Fade In Settings:

Fades In ☒

Fade In Duration

0.5

Fade In Starting Scale

0.5

Fade Out Settings:

Fades Out ☐

Seconds Until Fade Out Starts

5

Fade Out Duration

3