BATTLESHIP

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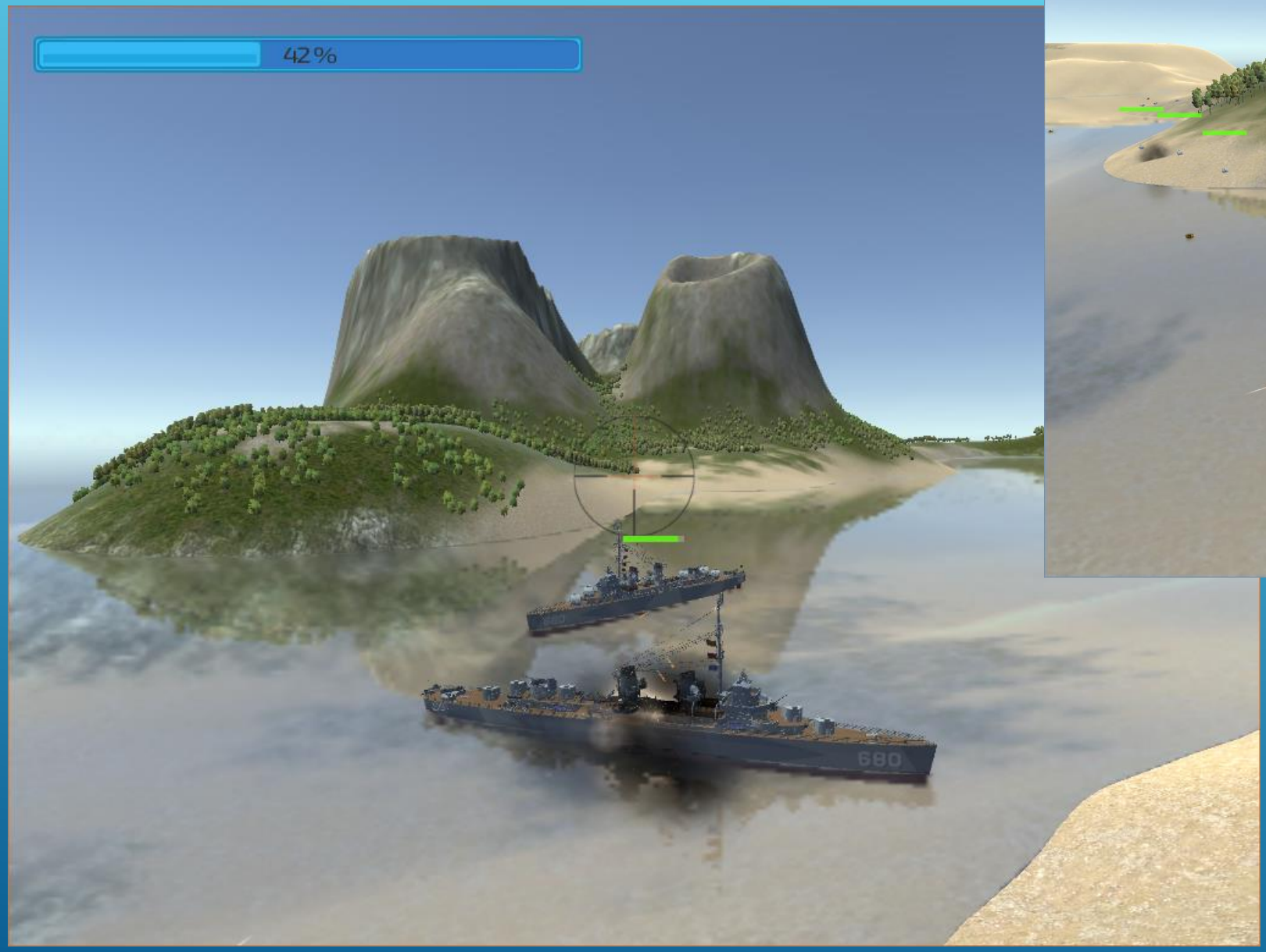
BATTLESHIP

- Аркадный симулятор морских сражений.
- Реализован мультиплеер.
- Вы управляете крейсером от третьего лица.
- Задача – уничтожить всех врагов.


42%
680

76%

СУНДУКИ С БОНУСАМИ

ДИАГРАММА КЛАССОВ

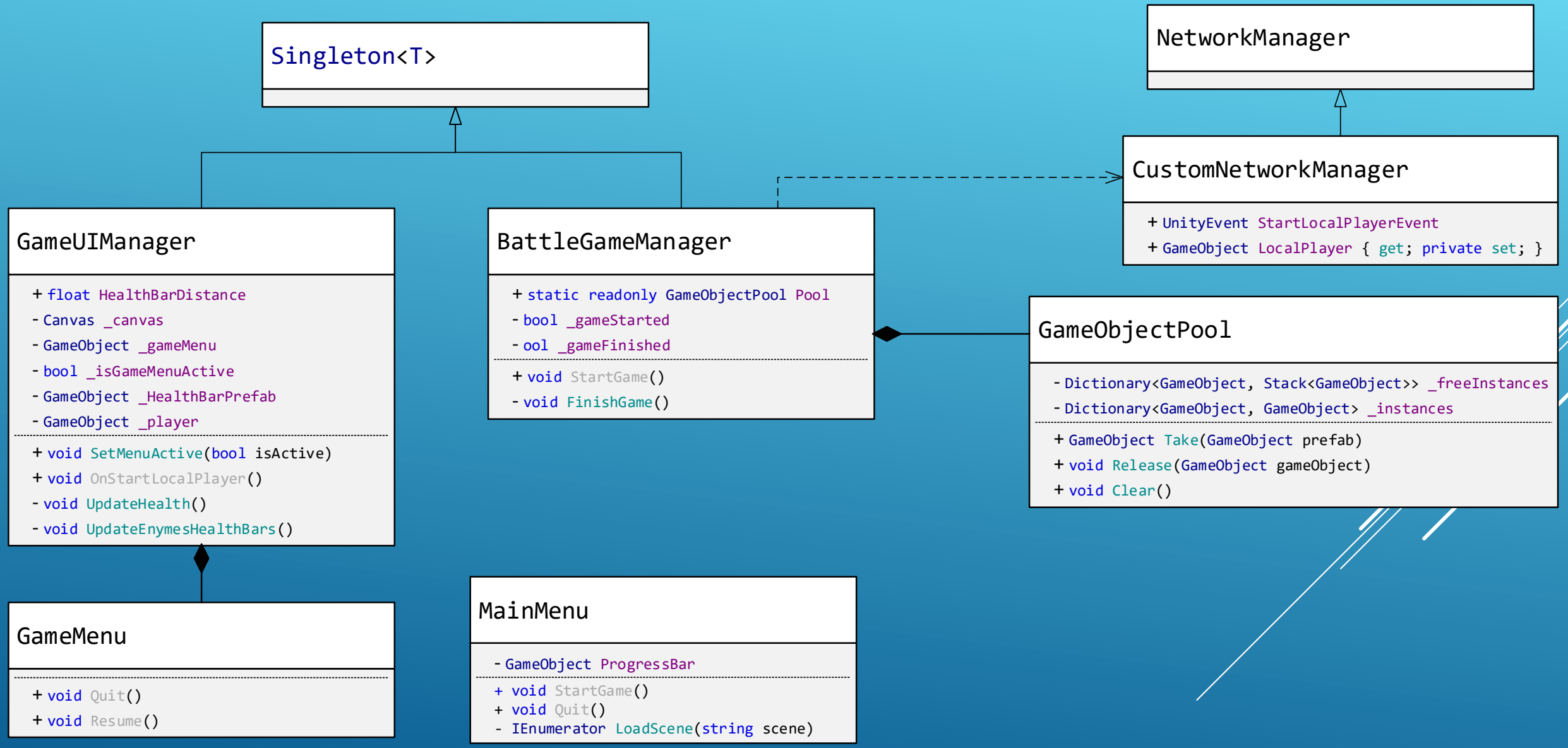
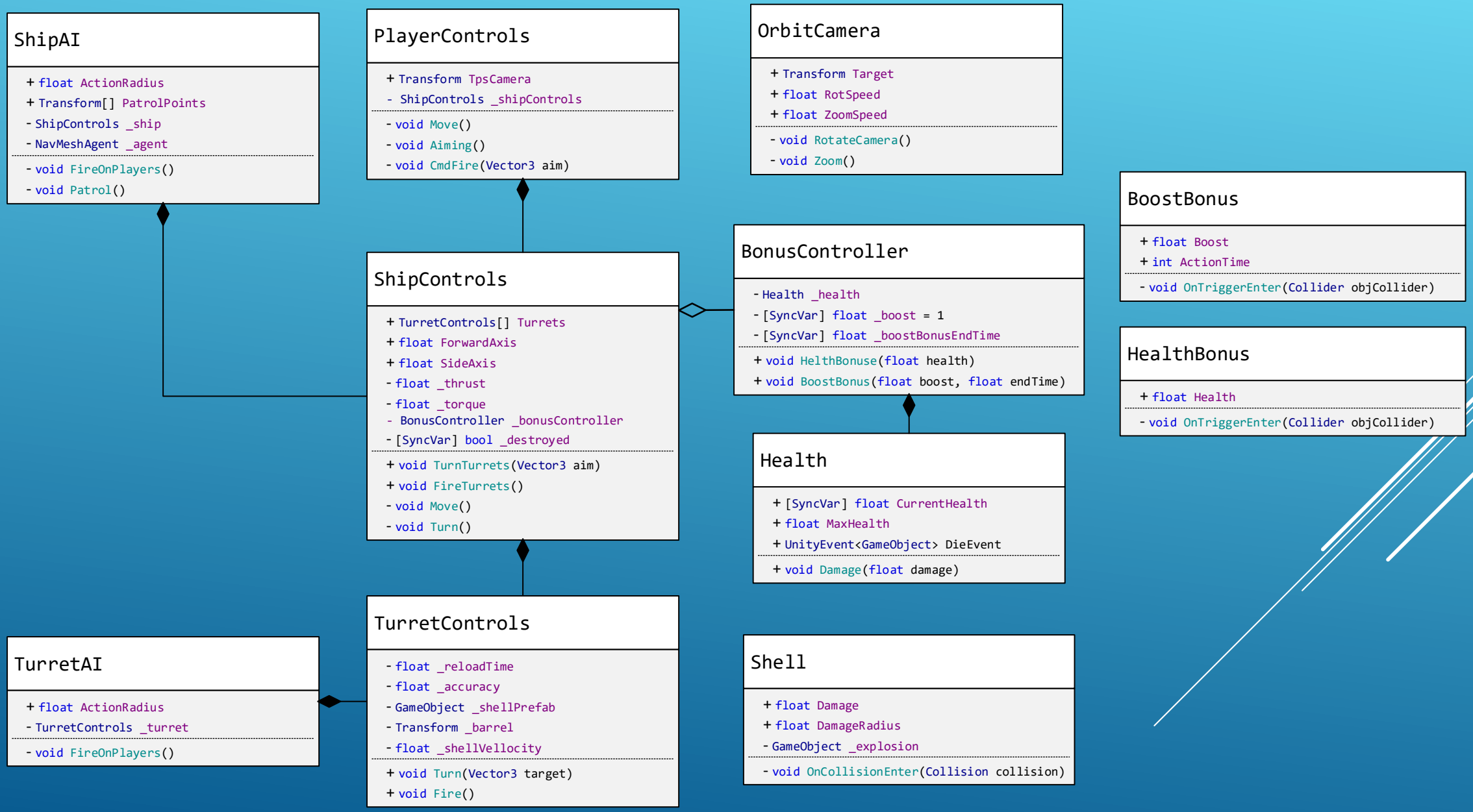


ДИАГРАММА КЛАССОВ



Inspector

Turret — Static

Tag: Enyme — Layer: Default

Transform

	X	Y	Z
Position	3696.3	38.2	1901.3
Rotation	0	360	0
Scale	1	1	1

- Box Collider
- Turret Controls (Script)
- Health (Script)
- Turret AI (Script)
- Network Identity (Script)
- Network Transform (Script)

Inspector

Shell — Static

Tag: Untagged — Layer: Default

Transform

	X	Y	Z
Position	998.6	13.38	1103.0
Rotation	0	0	0
Scale	1	1	1

- Line Renderer
- Light
- Box Collider
- Rigidbody
- Shell (Script)
- Network Identity (Script)
- Network Transform (Script)

Default-Line

Shader: Particles/Alpha Blended Premultiply

Inspector

PlayerShip — Static

Tag: Player — Layer: Default

Transform

	X	Y	Z
Position	1000	8.3	2150
Rotation	0	0	0
Scale	1	1	1

- Box Collider
- Rigidbody
- Player Controls (Script)
- Ship Controls (Script)
- Health (Script)
- Bonus Controller (Script)
- Network Identity (Script)

Server Only cannot be set for Local Player Autho

Local Player Authorit

- Network Transform (Script)
- Network Transform Child (S
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Inspector

HealthBonus — Static

Tag: Untagged — Layer: Default

Transform

	X	Y	Z
Position	1655.4	0	2302.4
Rotation	0	0	0
Scale	1	1	1

- Box Collider
- Health Bonus (Script)
- Animator
- Network Identity (Script)

СПАСИБО ЗА ВНИМАНИЕ