

Thank you for choosing this package! If you have any questions please do not hesitate to contact us anytime:

info@eldamar-studio.com

We hope you enjoy your work with our package.

The package contains Demo-Scene that demonstrates the possibilities of the pack.

First of all, you need to add the following tags to your project:

Asteroid

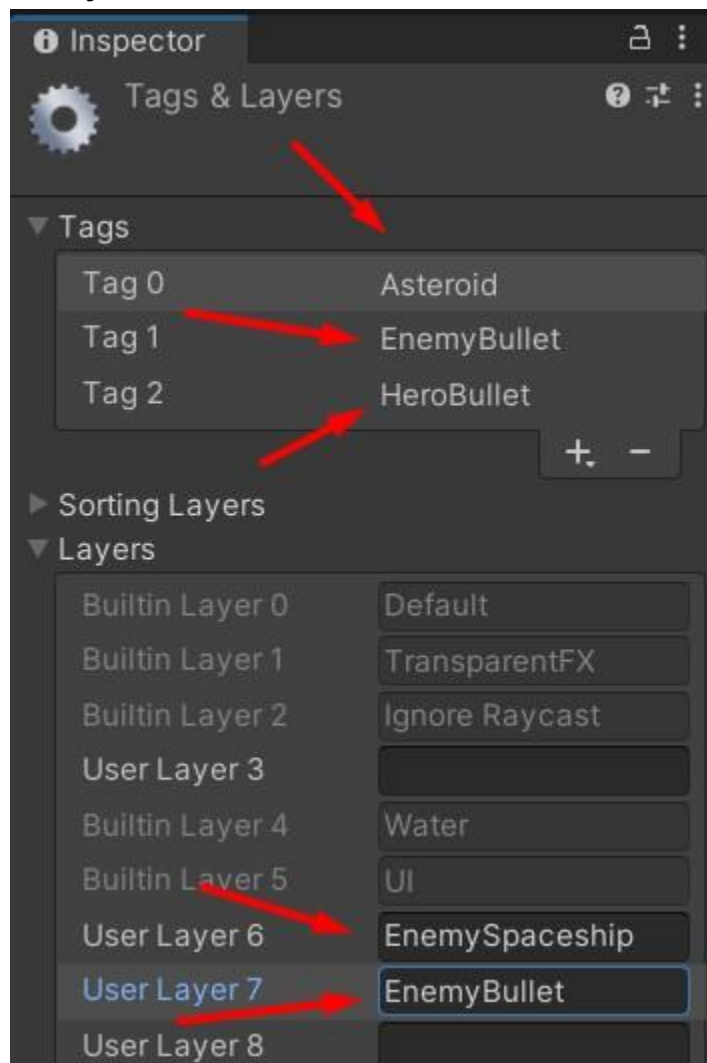
EnemyBullet

HeroBullet

The next step is to add the following layers to your project:

EnemySpaceship

EnemyBullet



The camera contains the "Camera Follow" script.

This script allows the camera to track the target (in this case the player's object) at a certain set speed.

The planets contain the "Object Health" script.

This script sets the object's health and also in case of destruction of the object, creates an explosion, emits the sound of an explosion, and removes the game object.

The Player contains the following scripts:

Player Movement Script

Shooting Script

Player Script

The Player Movement script is responsible for the player's movement.

The Shooting Script is responsible for the shooting.

The "Fire Points" variable must contain the points from which the lasers will fire.

The Player Script is responsible for the Player's health and UI.

The EnemySpawner contains the "EnemySpawner" script.

This script is responsible for enemy spawns with set spawn intervals and enemies counts.

Crosshair contains the "CrosshairCursor" script.

This script is responsible for the custom cursor.

MeteorsSpawner contains the "MeteorsSpawner" script.

This script is responsible for the meteor spawns with set spawn intervals.

The pack contains a number of different scripts, and inside every script, you will find the description. You are able to change parts of the code according to your needs. If you have any questions or suggestions please contact us:

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