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Core GameKit: Introduction

Congratulations on your purchase of Dark Tonic's Core GameKit! You now have a very flexible yet easy to use wave editing system and multi-genre game kit at your fingertips. Core features include a full-featured object pooling system and a full combat system! We also include many event-driven spawning and despawning scripts to save you countless hours of coding. This plugin is designed to do as much as possible without you writing even one line of code, and yet if you wish to go beyond its extensive capabilities and hook up custom code to the events, you can also easily do that.

There are multiple demo videos here that go through a quick demo of the new features in each version. Make sure to watch all the videos to get an idea of the more advanced features.

The Core GameKit online help website can be found here:
http://www.dtdevtools.com/docs/coregamekit/TOC.htm

The programming API is located here.

Note: When using the API, at the top of each code file that uses the Core GameKit API, add the following:
using DarkTonic.CoreGameKit;

Summary

That's it for now! We hope your enjoy this plugin as much as we have. Now get making awesome games with this! Dark Tonic will also help you promote your games made with Core GameKit. Email us for details!

Thank you, All at Dark Tonic

Make sure to check out our other plugins such as the top-selling Master Audio at https://assetstore.unity.com/packages/tools/audio/master-audio-aaa-sound-5607. Support is available by emailing info@darktonic.com. You can also post on the Unity Forum Core GameKit thread here: [Released] Core GameKit! Pooling / Spawning / Combat! Or use the official Dark Tonic forums here: http://darktonic.freeforums.net