

Laser Hit 2D Documentation

Overview

The **Laser Hit 2D** project is thoughtfully developed and user-friendly. Function names are clear, and scripts provide step-by-step guidance. This documentation explains the project folders functions. If you encounter any issues, please contact us at blackrosedevelopers@gmail.com.

Project Structure

1. Art

Art folder is subdivided into two folders.

A. Materials

Contains 4 various materials used in the game, which can be customized with different colours or textures.

B. Sprites:

Contains 40 unique sprites game UI (PNG)

2. Prefabs

The Prefabs folder has 28 prefabs in 4 different folders (Gameplay, Levels, Particles and UI) that can be used throughout the gameplay.

3. Scenes

- **MainMenu**: this is the starting scene of the game which will guide you to the main game play scene or exiting the game and has level buttons in it.
- **Scene-1**: this is the main game play scene

4. Scriptable Objects

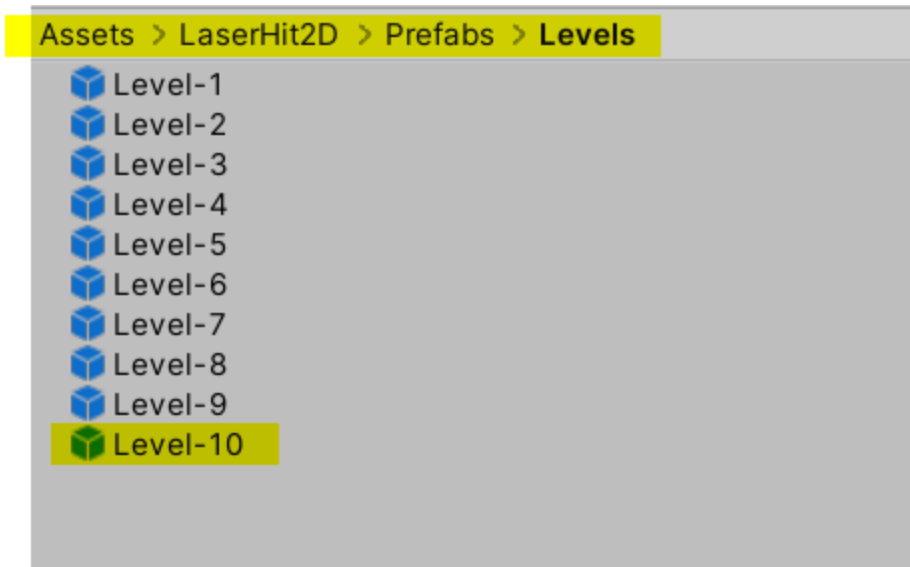
- **Data Storage**: Main storage of game data (number of levels and unlocked ones)
- **Contents**: this scriptable object contains the 10 ready levels
- **Gameplay Data**: Contains level number, win state and the game result
- **UIData**: Contains 4 different UI elements
- **Level 1 - 10**: contains scriptable objects of the game levels which have data (prefabs) of each level

5. Scripts

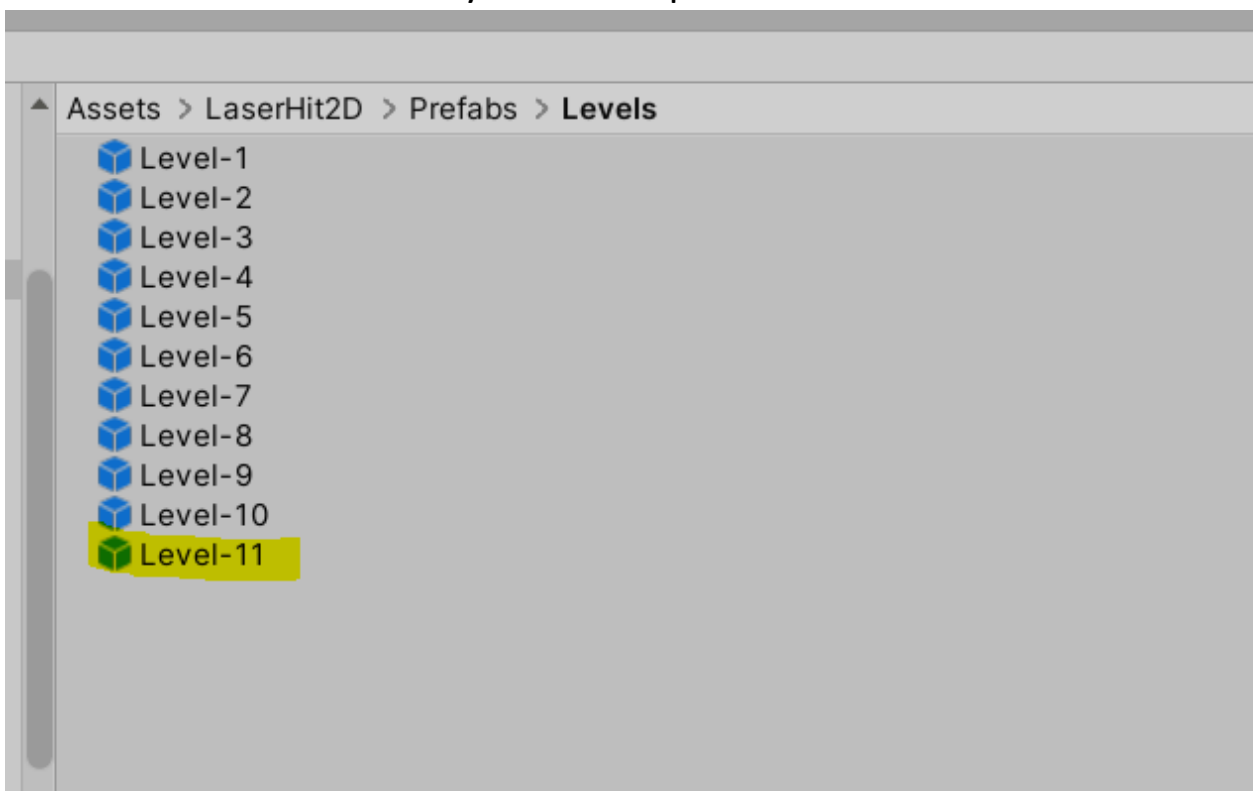
20 Scripts with clear names and functions to ensure easy understanding.

How to add new levels:

- 1- Navigate to Project – Prefabs folder. You can see we have 10 different levels so far.

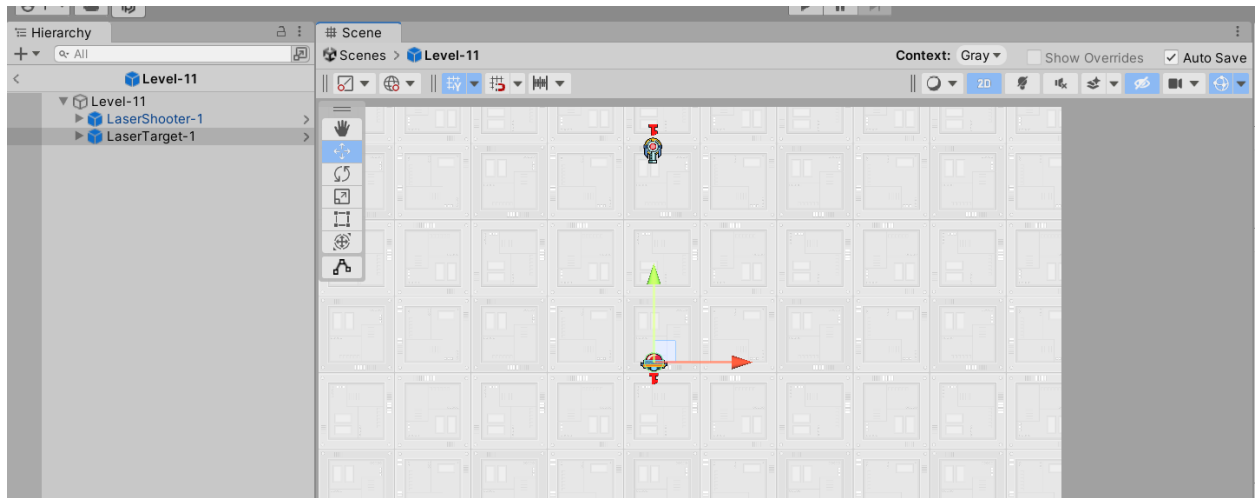


- 2- In order to create a new level, we need to create a new prefab. Here I create level-11 as my new example level.

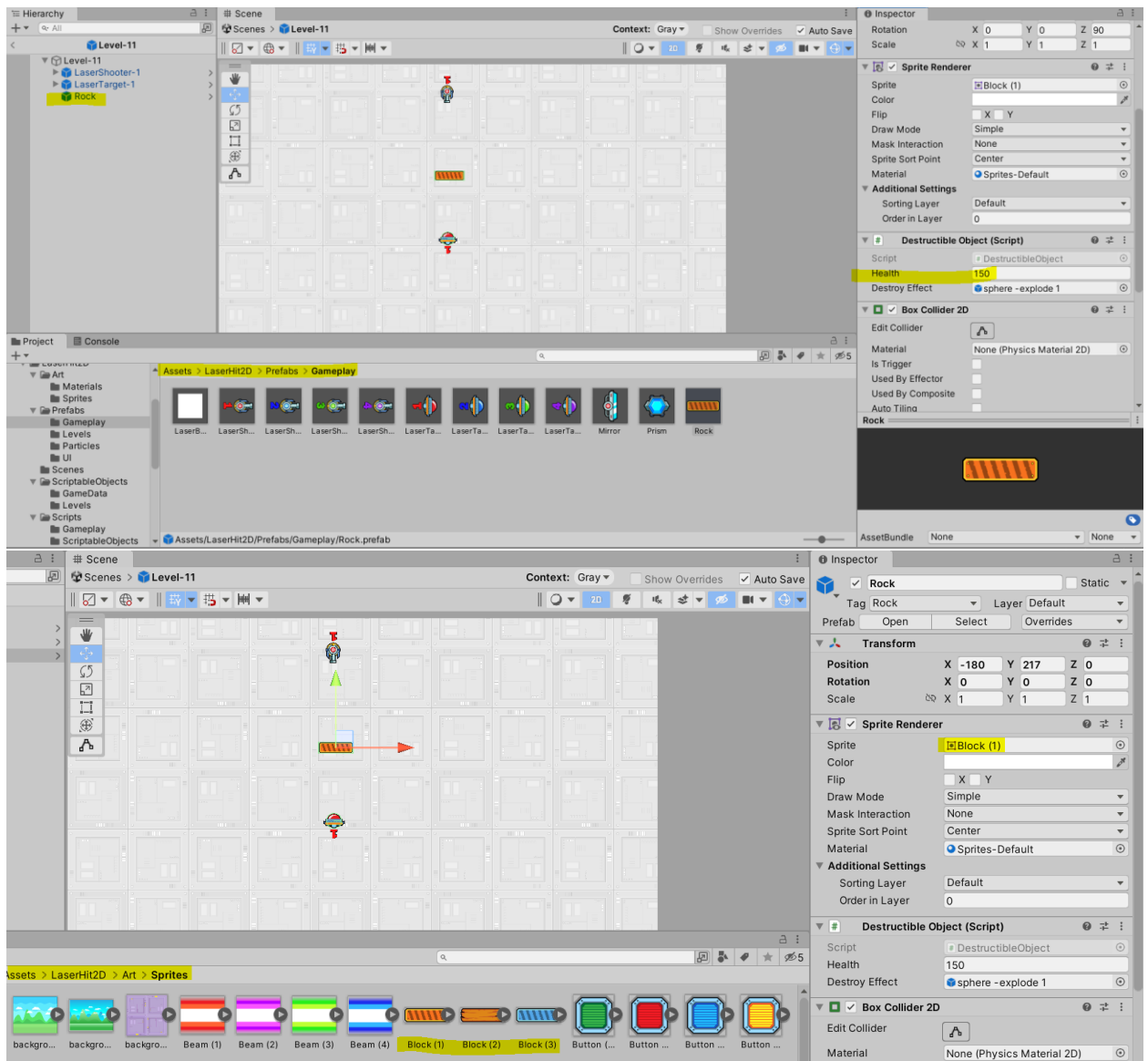


- 3- Now you can navigate to prefabs – level elements folder and decorate your level with prefabs there. The basic prefabs you need

for every level are at least one laser shooter and one laser target.

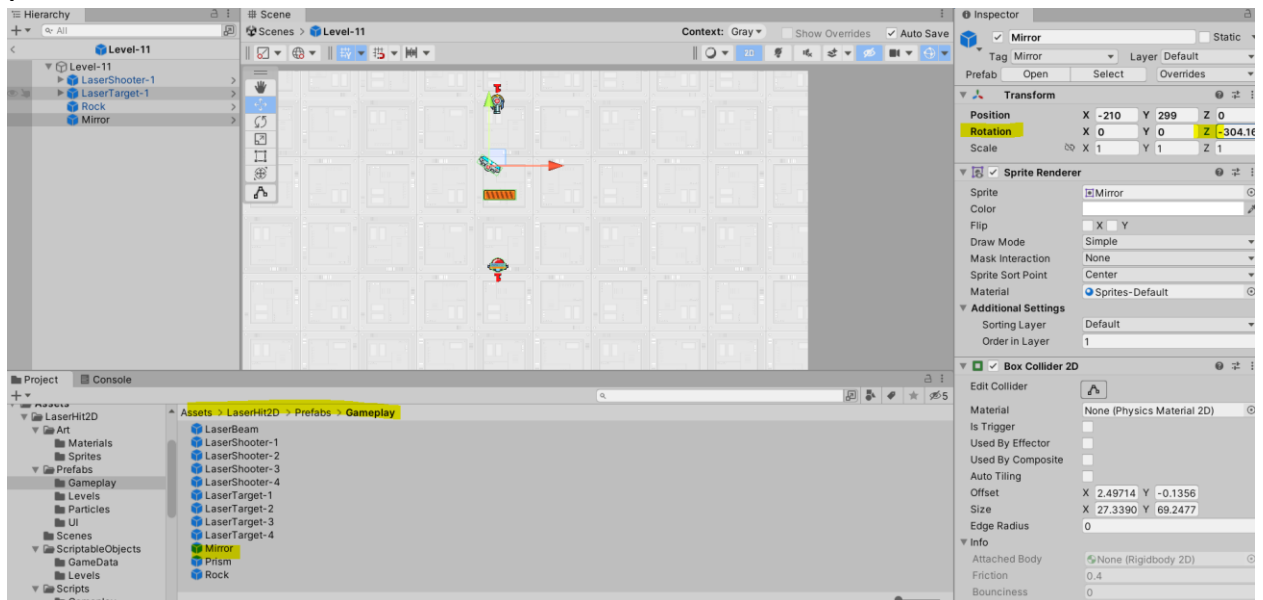


- 4- You can design your puzzle by adding rocks, mirrors or prism. As an example, here I add a rock (Prefabs – Gameplay). For rock you can set the health which determines the time needed for it to break. You can also change the sprite of the rock and choose other sprites for it (Art-Sprites).

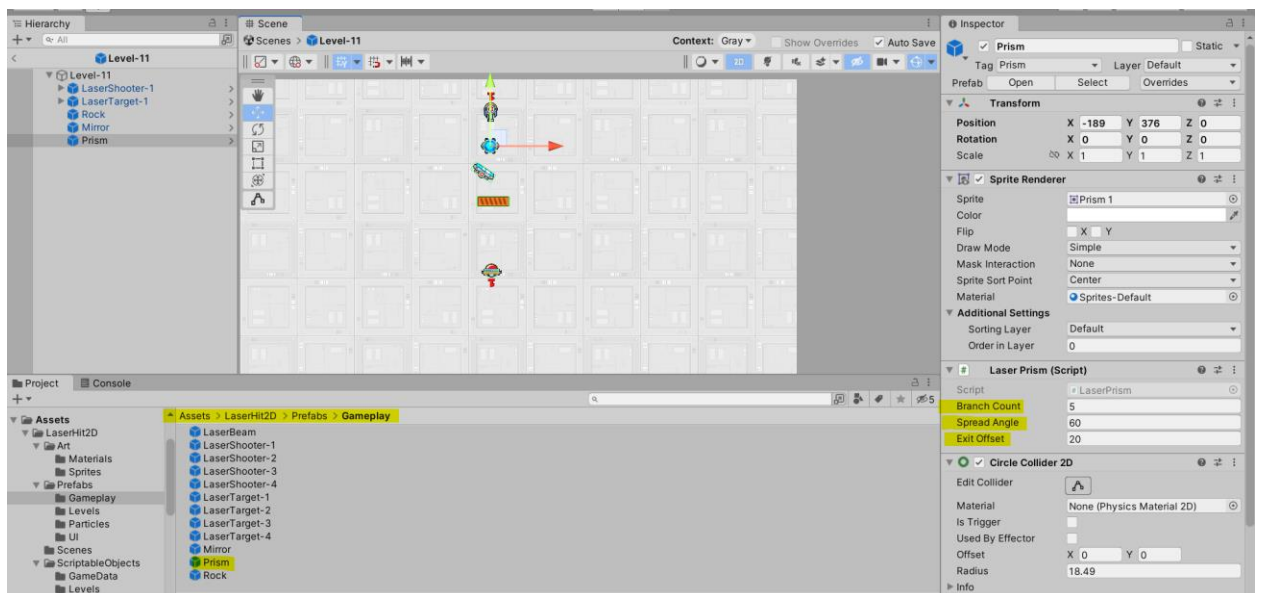


5- Then I add mirror (prefabs – gameplay). Mirrors can rotate by players. You can change the rotation (z) of the mirror for its first

position.

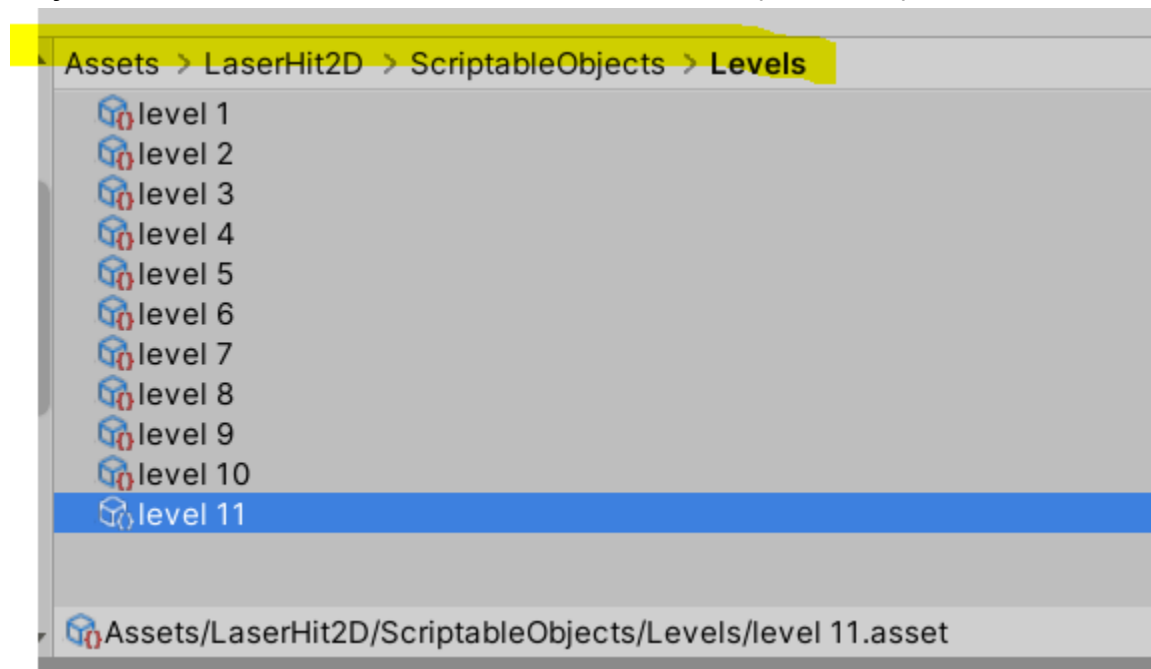


- 6- Then I try adding prism(prefabs – gameplay). The prism emits the lasers in different directions and you can simply decide how many lasers it emits.

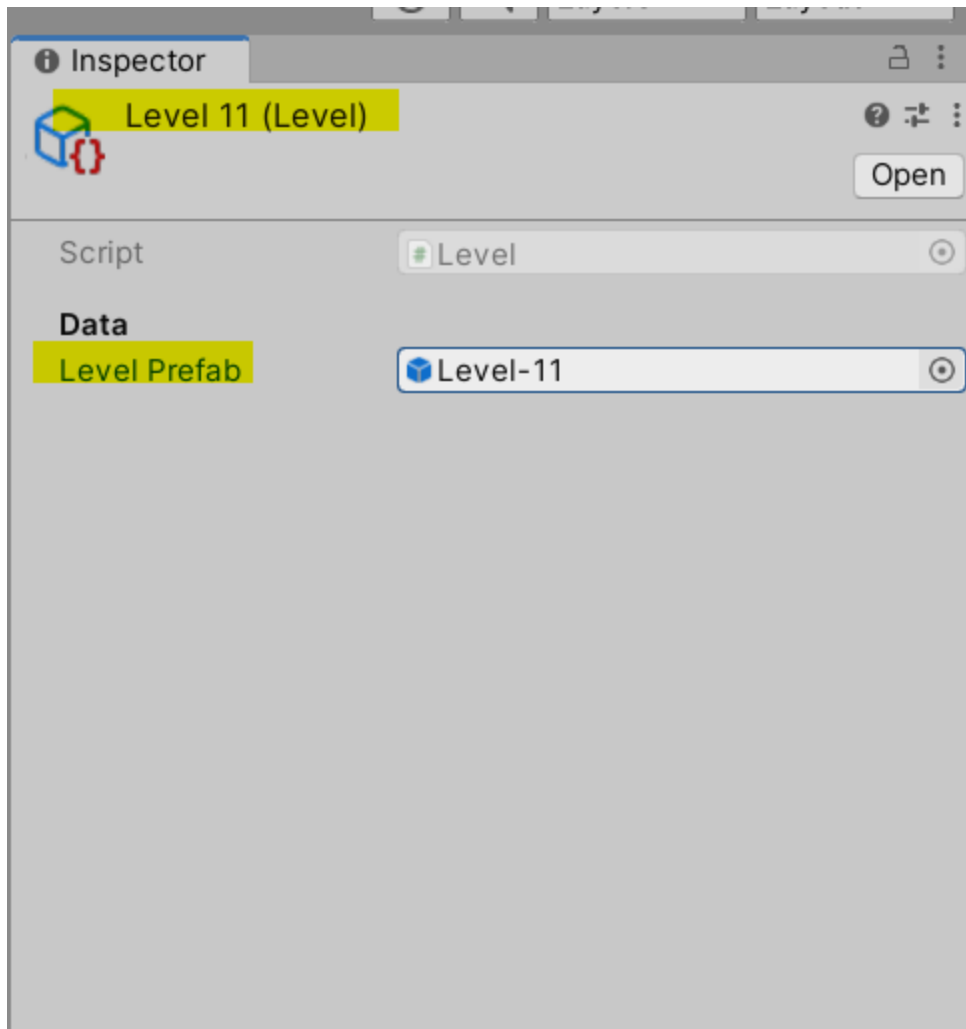


- 7- After you are done with designing your level, navigate to scriptable objects – levels folder. We already have 10 scriptable

objects for our levels, so I add the new one(level 11)

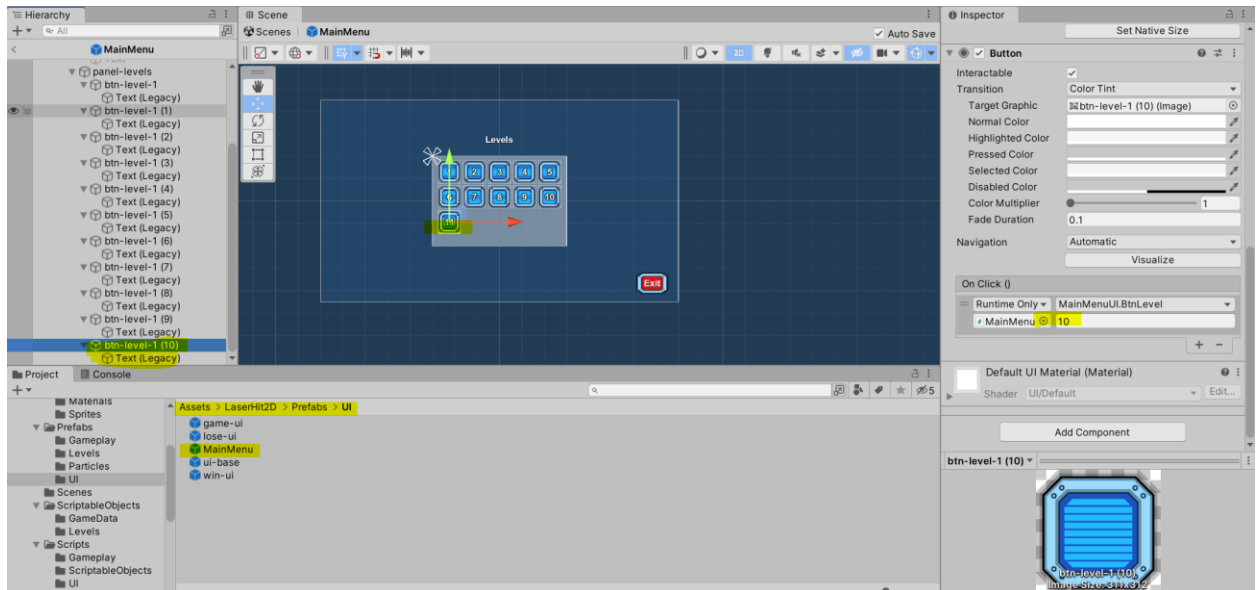


6- You should assign the new prefab of your level to the scriptable object.

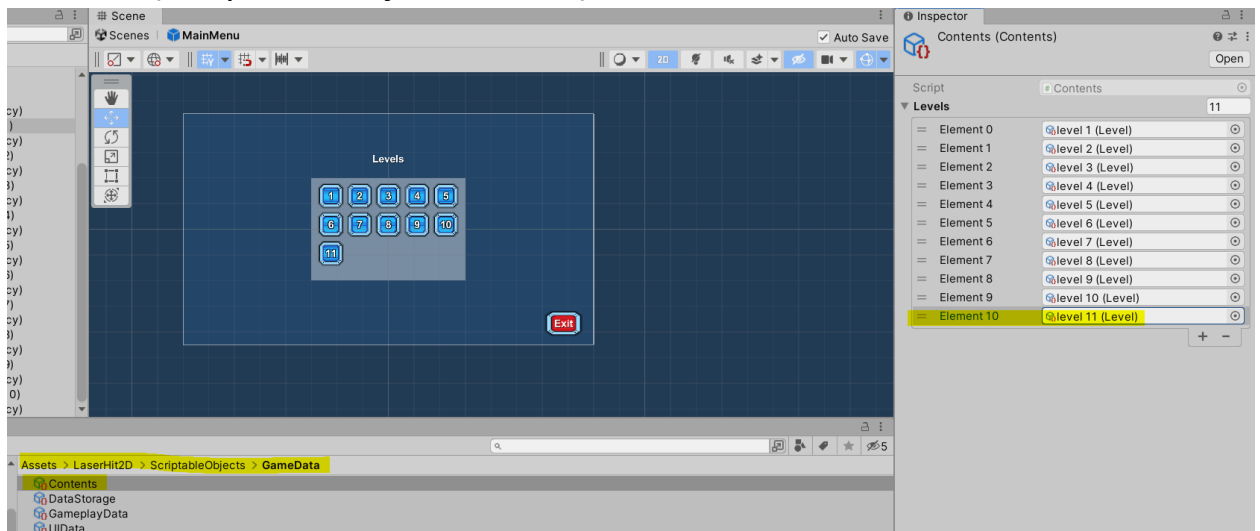


- 7- You should also update your MainMenu prefab by adding the new level number in the UI and assign it's click function to play new

level as shown in screens.



8- Also, you need to assign the new level scriptable object to your content (ScriptableObjects folder).



For any questions or further assistance, please reach out to blackrosedevelopers@gmail.com.