

Do not shoot Aliens

Thank you for downloading the simple mobile shooter 'Do not shoot Aliens'. The main idea behind this small project is to completely turn around the mechanics you would expect in a top down shooter; instead of controlled shooting and aiming to defeat enemies, the player character is a bit aggressive and decides to shoot everything around him. The player's goal is to hit the least amount of Alien characters so they don't get upset and try to kill him. The more Aliens get hit, the more difficult the game will be, as the player will need to hit them a second time to stop them. Run from checkpoint to checkpoint to collect points and reload your gun.

This project was made in less than 15 hours total, if you're interested in the making of the game, please check out the timelapse. It does include the main features like running around, shooting enemies, collecting points via checkpoints etc. but please feel free to modify and improve the project.

I hope this is helpful, please don't hesitate to contact me for questions via;

codeerstudio@gmail.com

Other assets: <https://assetstore.unity.com/publishers/17956>

Making 'Do not shoot Aliens': <https://www.youtube.com/watch?v=PQa9-QfZXFO>



If you enjoy the asset, please let me know what you think by reviewing in the asset store.