Bullet Hell Starter Kit

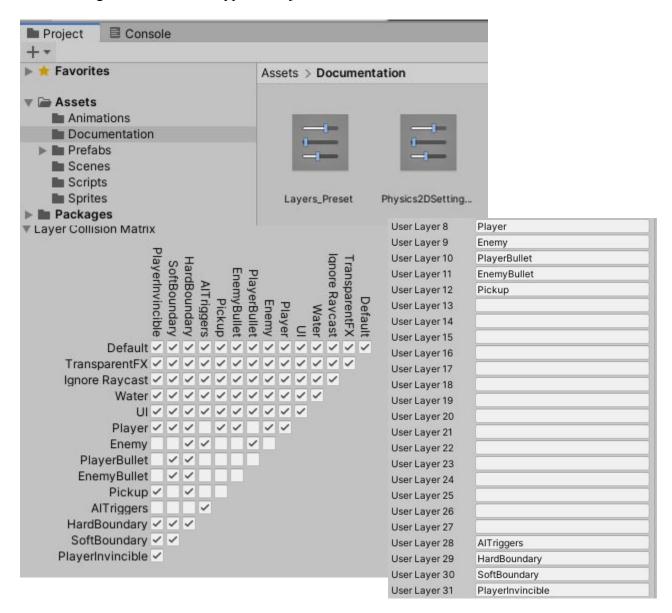
Documentation

Table Of Contents

- 1. Setup
- 2. Getting Started
- 3. Making Modifications
- 4. Notes

1. Setup

After importing the package into your project you will need to setup the layer collision matrix in physics 2D settings. Edit \rightarrow Project Settings \rightarrow Physics 2D. I have included 2 physics settings presets in the documentation folder than you can use to import them into your project, they will overwrite any previous settings. They are necessary for the kit to work and include all the collision detection flags for the different types of objects.



2. Getting Started

In the Scenes folder there is a "Demo" scene which contains a fully playable level including a boss fight that has 2 stages (after boss is half health it becomes harder). I recommend you try it out to get a feel for all of the included features and how the package works.

Once you are finished there, take a look at the scene objects and the inspector, I included tooltips for most of the inspector fields. This will give you an understanding how to use the prefabs/scripts to create your own levels.

You can duplicate the demo scene to create your own levels, and then adjust the inspector fields to adjust most aspects of the kit.

3. Making Modifications

To create new enemies, simply duplicate one of the existing enemy prefabs, change the sprite graphics and modify the "EnemyAI" script inspector fields. An enemy prefab must have the "EnemyAI" script attached

The EnemySpawner prefab will spawn whichever enemy prefab is dropped in the inspector periodically, simply modify the values to your needs.

When creating new prefabs, be sure to correctly apply the corresponding layer to the prefab so the system will treat it properly(See section 1. physics layers)

There are numerous ways to modify the kit to your needs. I did my best to document every inspector field and section of code in each of the scripts. Hopefully this kit will help you get started with your game and teach you many things.

4. Notes

If you run into any issues, have questions, or need assistance with this kit, don't hesitate to ask me for support. I am available via email & Discord if needed.

Support Contact - stalliongamedev@gmail.com