

2D Archery Kit

V1.0.0

Indie Games Studio

www.assetstore.unity3d.com/en/#!/publisher/9268

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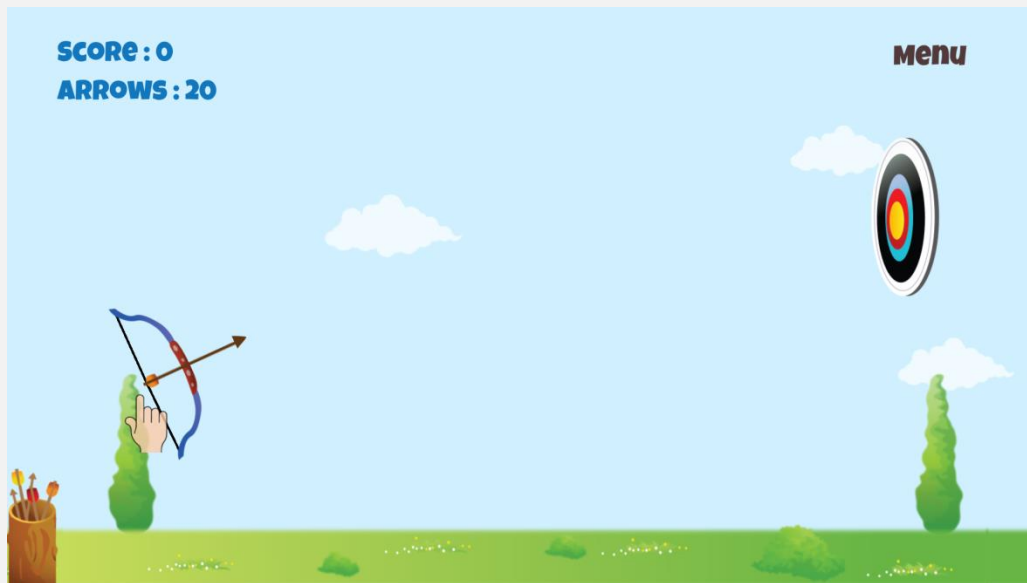
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1.0 - How to Play

Shoot the target with bow and arrow. You have 20 arrows and you will get two arrows bonus, each time you shoot at center of the target board.

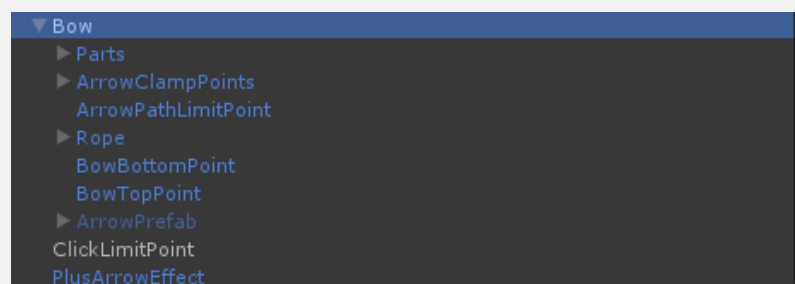
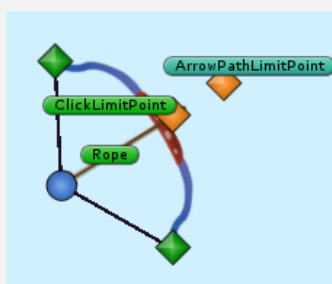
To shoot, touch on screen and aim at the target.



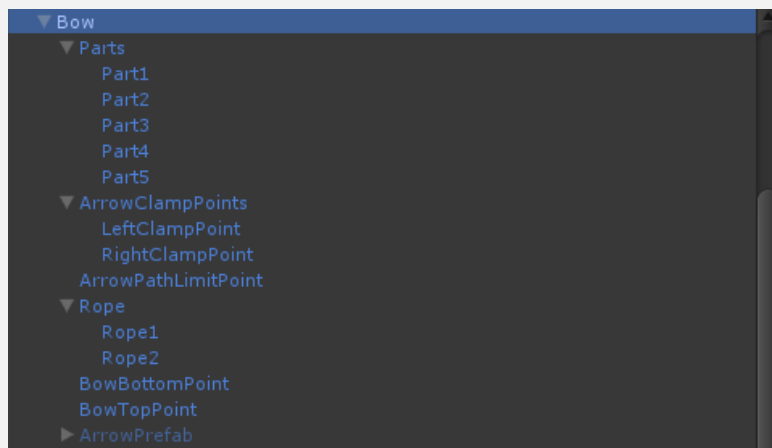
2.0 - Bow & Arrow

The following figures show the bow and the arrow in the Hierarchy and in the Game View.

The Arrow is a child of the bow. When the Bow is rotated using the BowController.cs script, the arrow will be rotated relatively to the Bow.



- Bow Contents:



- **Parts** : the bow is separated into a set of parts , which could be connected with each other using joints.[part1 - part 5].
- **Arrow Clamp Points** : these points used to clamp the position of the arrow in the bow.
- **Rope** : the rope of the bow ,which contains two lines , the first line is between the BowTopPoint and the ArrowLowPoint, and the second one is between the BowBottomPoint and the ArrowLowPoint.

- *The rope of the bow is managed using the BowRope.cs script.*

- Arrow Contents:



- **ArrowHead** : Used to detect the collision with the target using ArrowHead.cs script.
 - **ArrowBody** : the body of the arrow.
 - **ArrowLowPoint** : the lower point of the arrow which contains the trail, and it's used as a line point to draw the rope of the bow.
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- The arrow is launched using the BowController.cs script.
 - The arrow direction is managed using the DirectionManager.cs script.
 - The arrow position is clamped using the Arrow.cs script.
 - The power of the arrow is calculated using the Arrow.cs script.

3.0 - Target Board

The target board is divided into five areas (colliders) as the following figure :



Target Area :

The position of the target is measured randomly in the Target Area by the Target.cs script.

