

## 3D BACKWARD SHOOTER

### Cheat Sheet

- Player values:
  - Amount of Bullets to pre-instantiate (under “PLAYER CONTAINER + POOL”);
  - Movement Speed;
  - Rate of Fire, higher value = faster rate;
  - Fire Power, higher value = faster bullet speed;
- Enemy values:
  - Amount of enemies to pre-instantiate (under “ENEMY CONT. + POOL + SPAWN”);
  - Enemy Spawner
    - Array of Spawn Points (6) – you can move them all together by dragging the “SpawnPoints” gameobject. Which spawn point is used at the time of spawn is randomly chosen.
    - Spawn Rate, higher value = faster spawning;
    - Max Enemies to Spawn, the maximum number of enemies that will spawn in a single run – when enemies killed = max enemies spawned, you win the game;
  - Enemy Movement (Under prefab “Enemy”), self-explanatory – sweetspot between value 7 and 8;
- Map values:
  - Tiles to spawn (under “GroundGenerator”) – length of the map, last tile is goal line.