
Quick RTS

Getting Started

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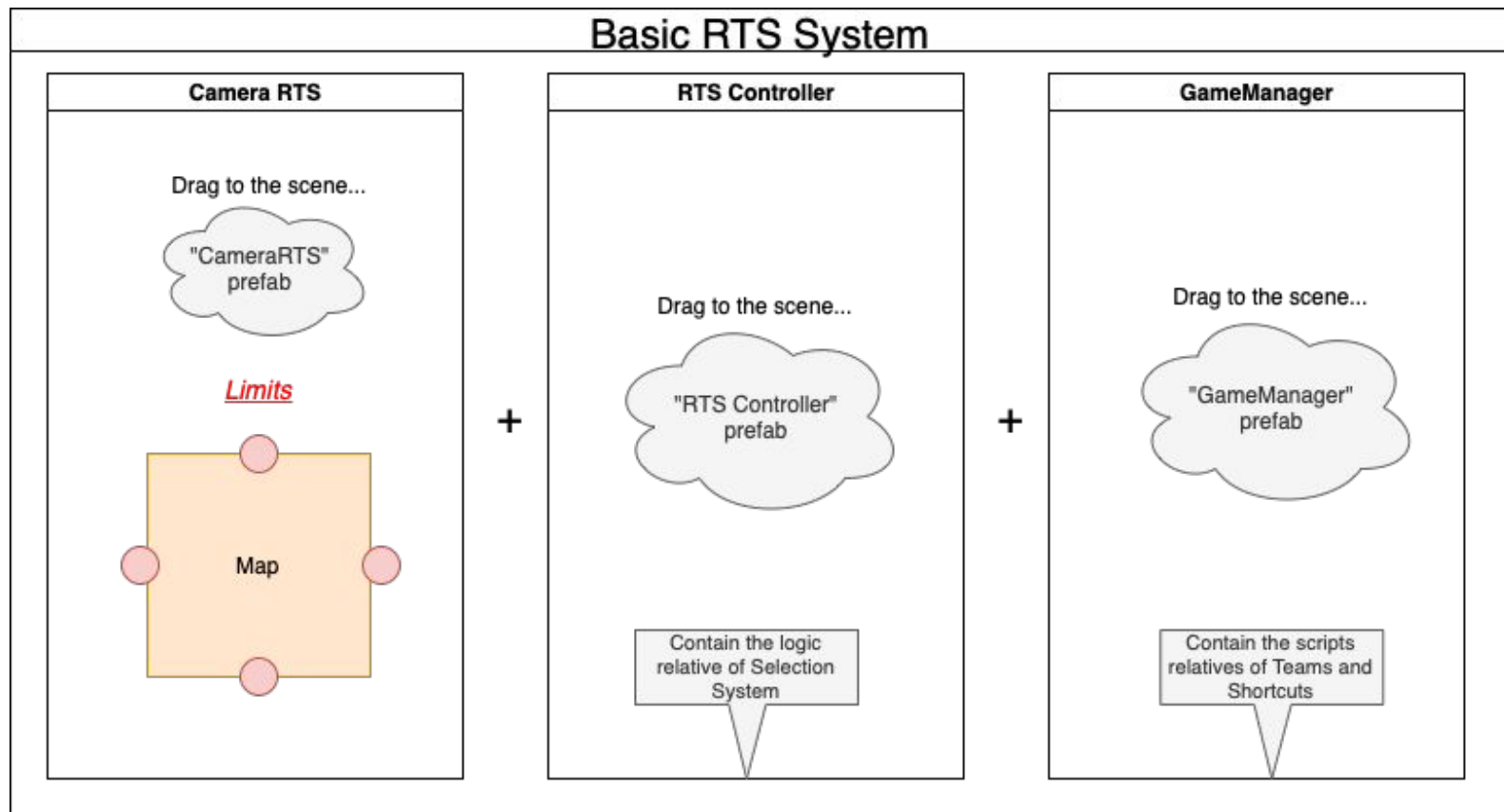
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1. Dependencies

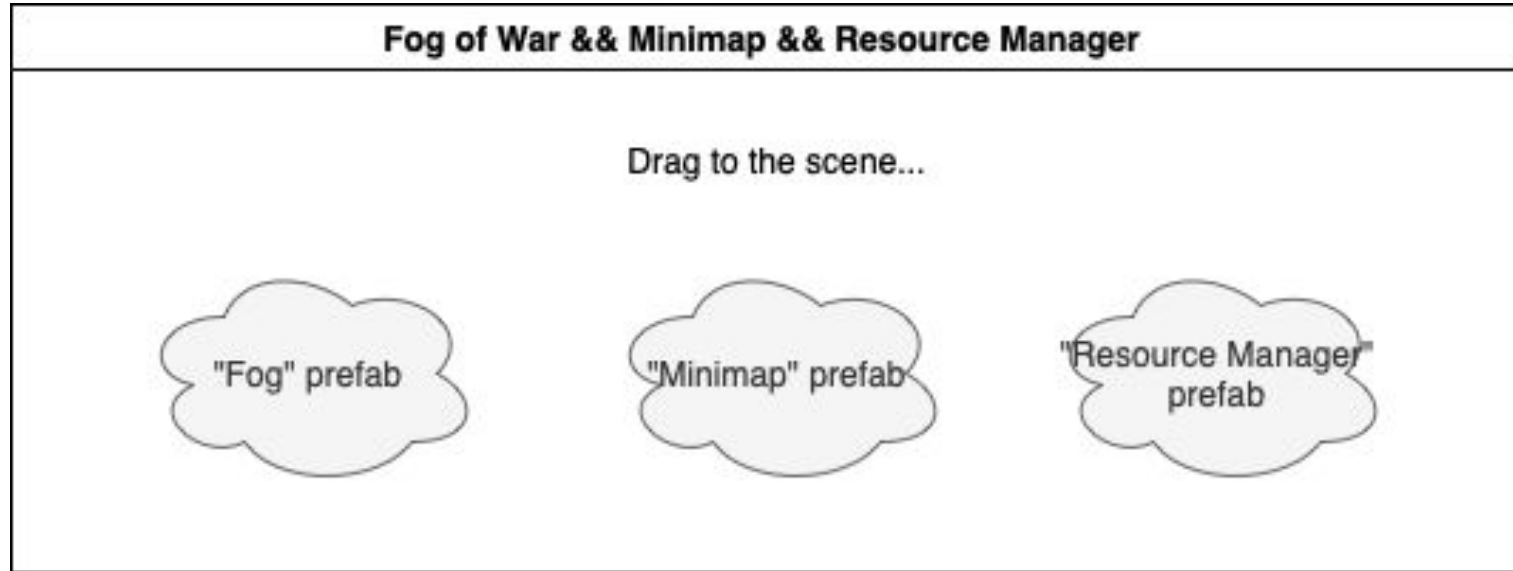
- [DOTween \(HOTween v2\)](#) → Used for feedback when a selectable object receive damage.
- [Quick Outline](#) → Used for feedback when a selectable object is selected.
- [Hologram Effect Shader](#) → Used for Building Blueprint.



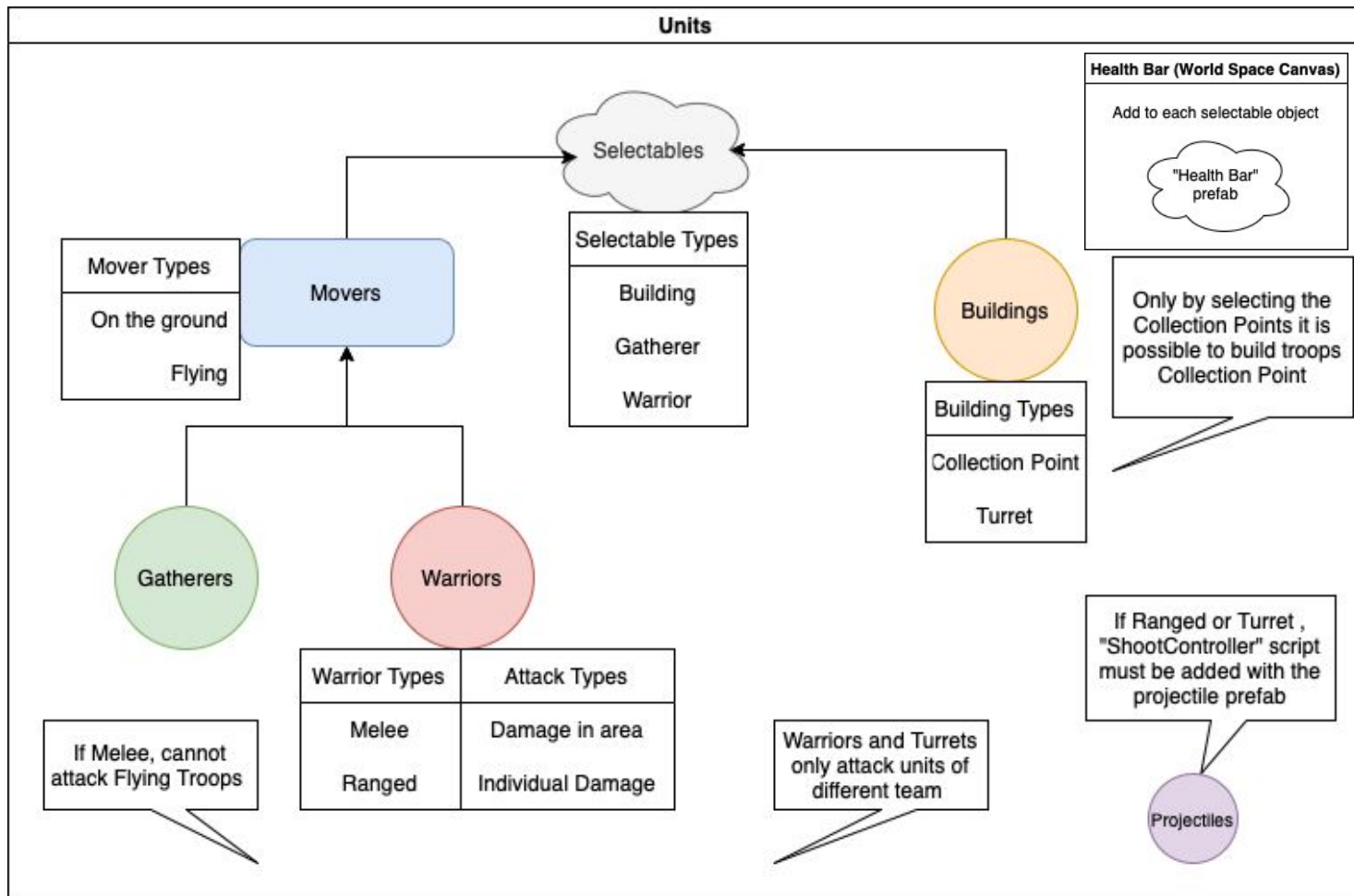
2. Basic RTS






3. Fog of War & Minimap & Resource Manager



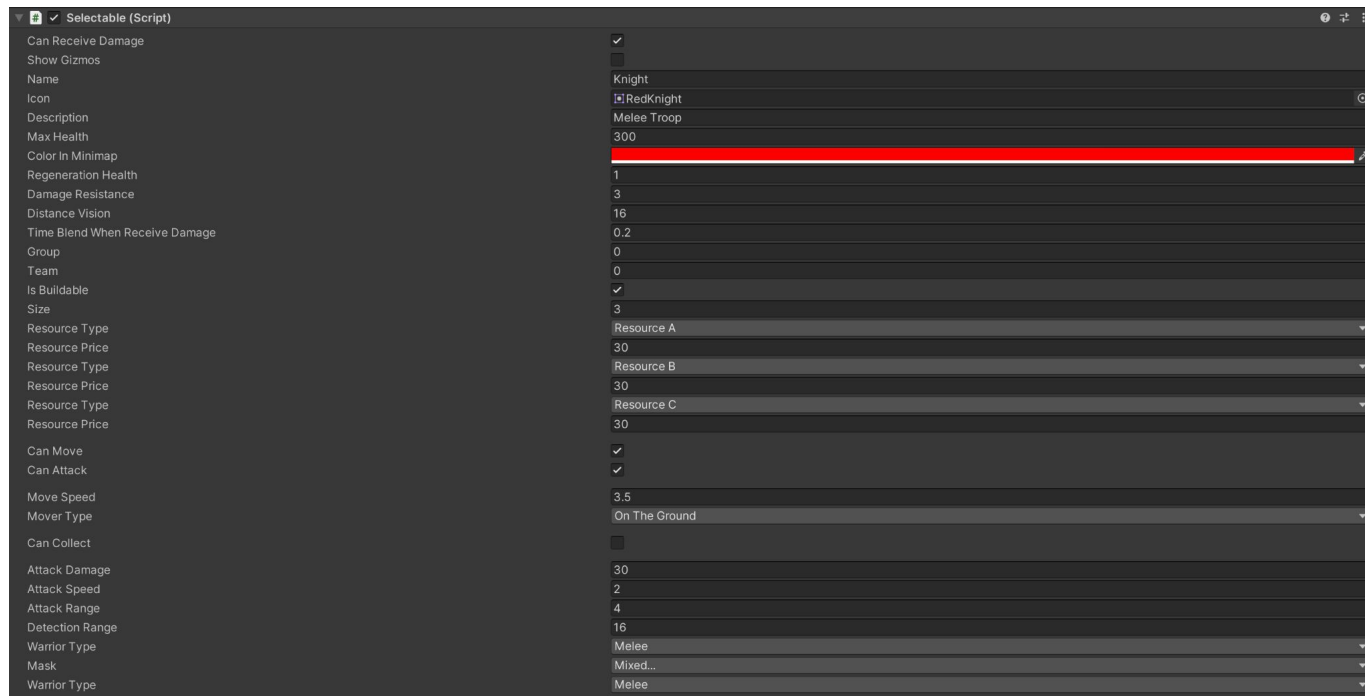
4. Units



5. Setup Units

 RTSUnit	Hierarchy
 Model3D	1. Create Empty Object
 MinimapVision	2. Add Model 3D 2.2. Add a Collider 2.3. Add Selectable Script
 Vision	3. Add Vision Prefab (Customizable)
 HealthCanvas	4. Add MinimapVision prefab (Customizable) 5. Add HealthCanvas (Customizable)

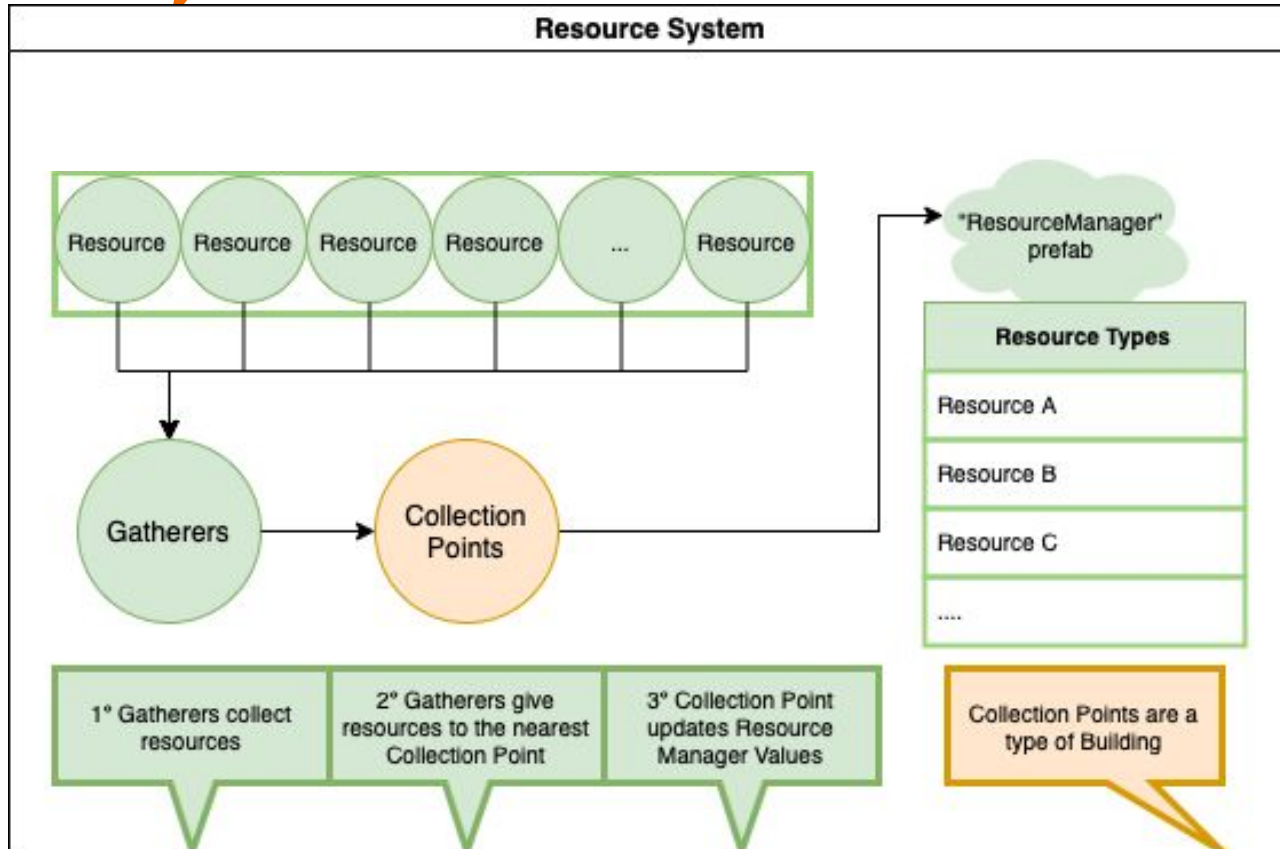
6. Setup Units 2



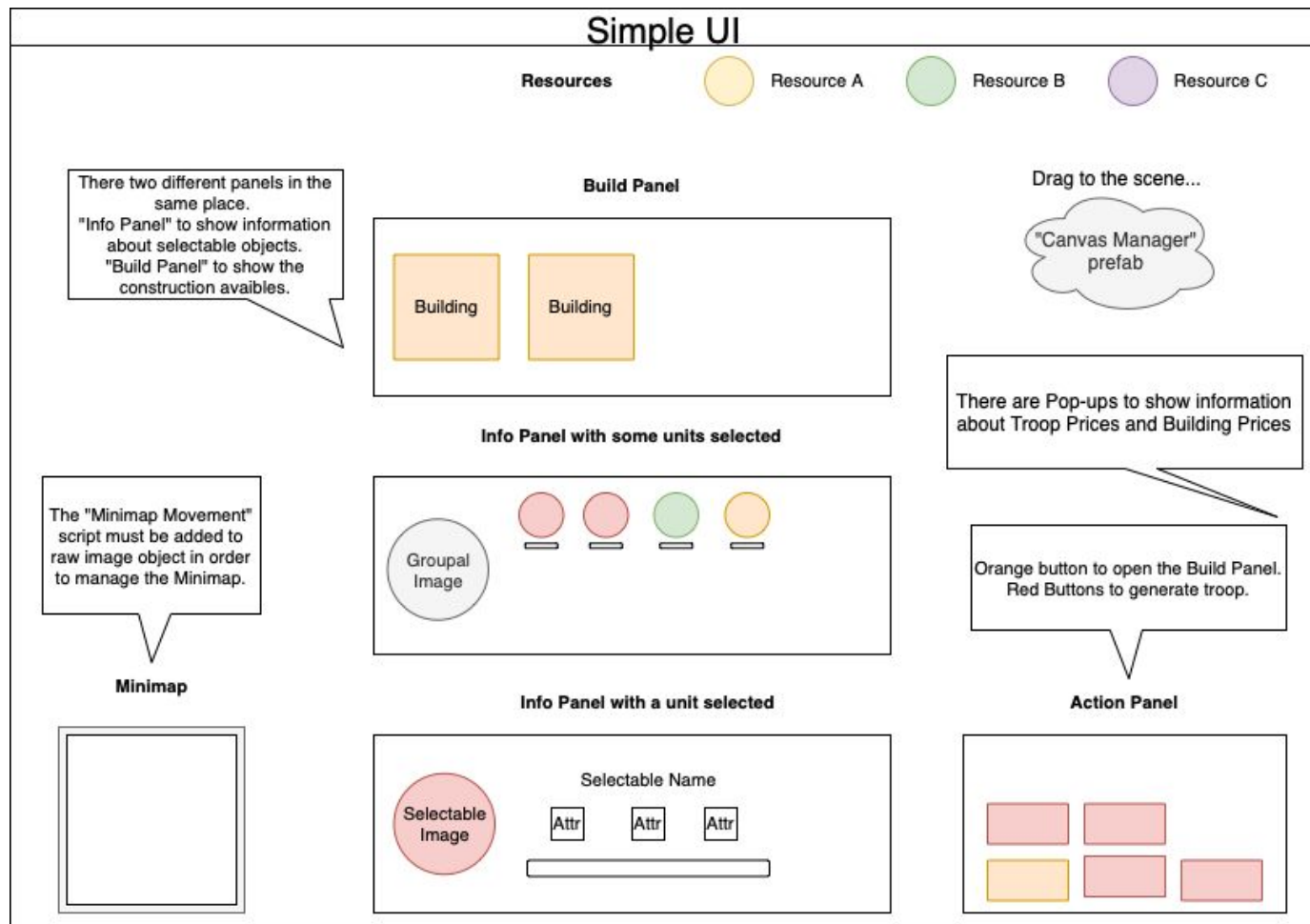
Components, Tags, etc are updated automatically in this script.

You don't need to modify anything.

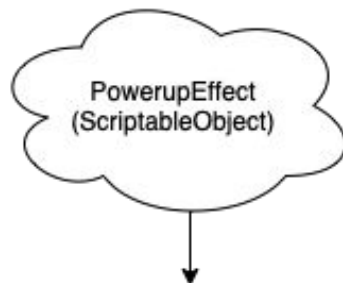
7. Resource System



8. Simple UI



9. PowerUps



BUFFS	AttackBuff	AttackRangeBuff
	SpeedAttackBuff	SpeedBuff
	HealthBuff	RegenerationBuff

