

DOCUMENTATION

BULLET MASTER

**INTEGRATION OF SIDE PLUGINS IS YOUR OWN RESPONSIBILITY. WE
DON'T SUPPORT MODIFIED PROJECTS.**

**WE ARE NOT ENGAGED IN ADDITIONAL CUSTOMIZATION OF THE
PROJECT.**

**ALL RIGHTS OF THE SOURCE CODE BELONG RESERVED BY ZAAMPO GROUP. AFTER PURCHASE YOU
WILL HAVE THE RIGHT TO USE IT TO CREATE YOUR OWN GAMES AND PUBLISH IT ON STORES.
RESALE OF THE SOURCE CODE IS PROHIBITED.**

Technical Requirements

For the project to work correctly, please comply with all requirements.

- **Unity version: Latest LTS version (Unity 2020.3.X)**
- **Target platforms: Android, iOS**
- **Minimum iOS version: 10.0**
- **Minimum Android version: API level 29**
- **Scripting Runtime Version: .NET 4.x Equivalent**

Project structure

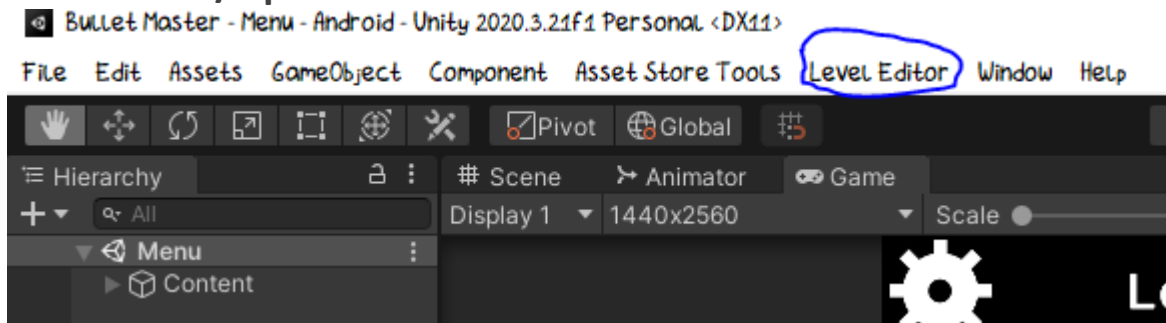
- *Assets/Bullet Master/Animation - UI animations*
- *Asset/Bullet Master/Editor - level editor script*
- *Asset/Bullet Master/Particle - finish particle prefab*
- *Asset/Bullet Master/Plugins - vibration plugin*
- *Assets/Bullet Master/Prefabs - ui, player, enemy, box, bullet prefabs.*
- *Assets/Bullet Master/Resources - preview image for level editor.*
- *Assets/Bullet Master/Scenes - menu and level scenes.*
- *Assets/Bullet Master/Scripts - all scripts: ui, player, enemy, bullet controller ...*
- *Assets/Bullet Master/Settings – player skins, sounds, cartridges count per level settings.*
- *Assets/Bullet Master/Sounds - all sounds.*
- *Assets/Bullet Master/Sprites - environment and ui sprites.*

How to start

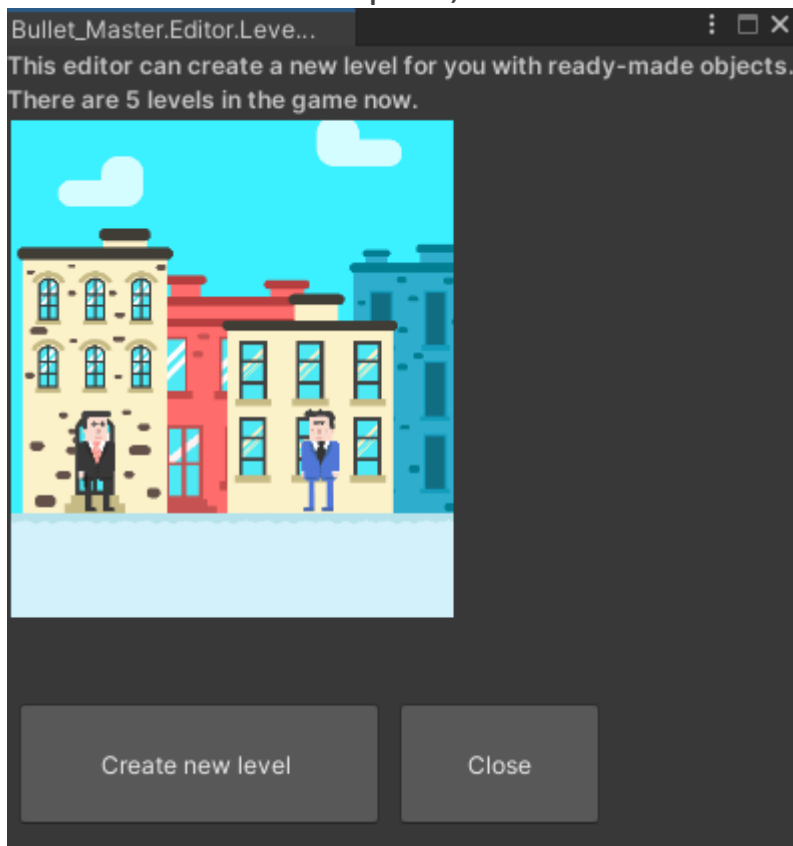
1. [Download](#) and install recommended Unity version (2020.3.21f)
2. Create new unity project
3. Import **.unitypackage** to the project.
4. Build the game.

How to create new level

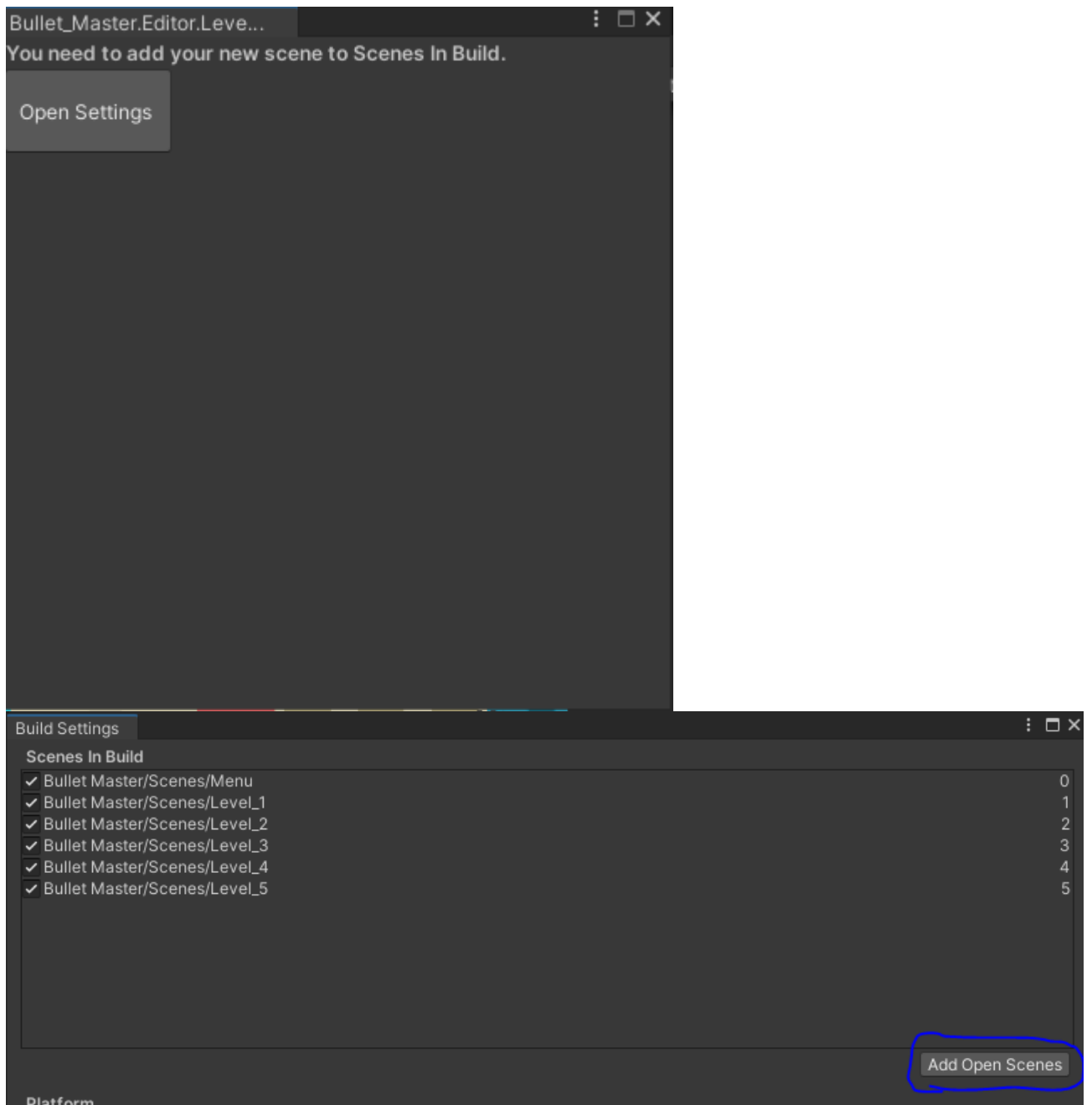
1. To create a new level, you can use a small editor that will automatically create a scene for you with standard objects. Click the top menu on **Level Editor/Open Editor**.



2. In the window that opens, click create a new level.



3. Now press **Open settings** and add your scene to the list of scenes in the build.

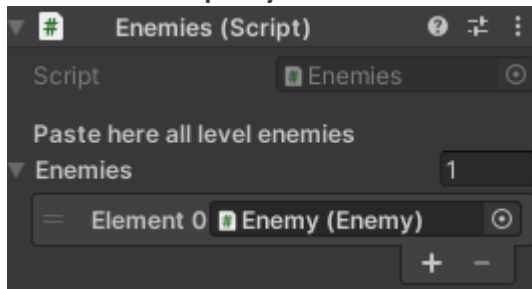


4. This completes the automatic creation.

Now you can redesign the next level as you like. To do this, you can use resources from the folder **Prefabs** and **Prefabs/LevelDecorations**.

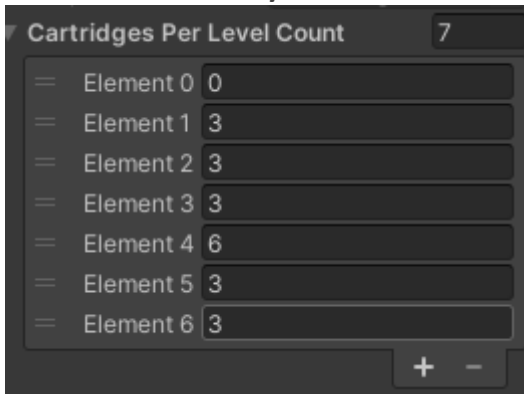
How to add enemy

1. If you want to add a new enemy, you need to open the folder **Prefabs** and choose the prefab you want, right or left looking enemy.
2. Now add it to the stage and then throw the array of enemies in the script **Enemies** at the **Enemies** facility. This is necessary so that the game knows how many enemies exist when the player will shoot at them.



How to change cartridges count for level

1. To change the number of cartridges issued for a level, you need to go to the folder **Settings / Cartridges** and change the value for your level knowing its **id**.

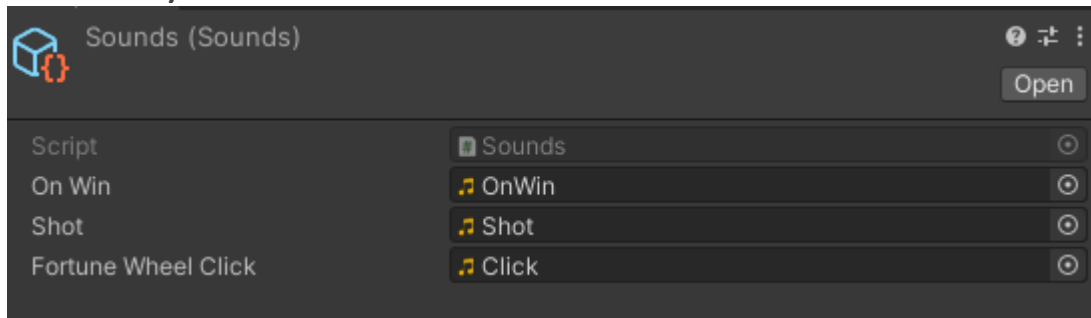


The screenshot shows a settings window titled "Cartridges Per Level Count" with a value of 7. Below the title is a list of elements with their respective cartridge counts. The elements are labeled "Element 0" through "Element 6". The counts are: Element 0: 0, Element 1: 3, Element 2: 3, Element 3: 3, Element 4: 6, Element 5: 3, and Element 6: 3. At the bottom right of the list are two buttons: a plus sign (+) and a minus sign (-).

Element	Count
Element 0	0
Element 1	3
Element 2	3
Element 3	3
Element 4	6
Element 5	3
Element 6	3

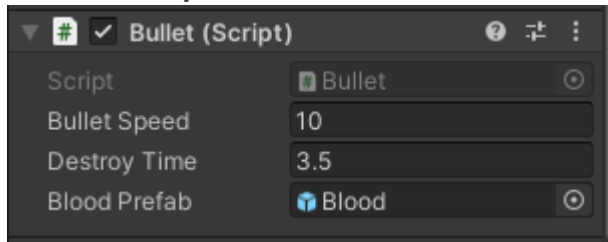
How to add sounds

1. If you want to remove some sound or replace, you need to go to the folder **Settings** and in the **Sounds** file, either replace the sounds with your own, or leave them empty so that they are not used.



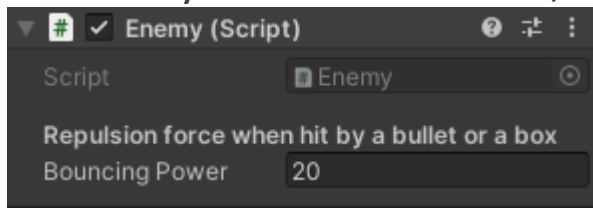
How to change bullet life time or speed

1. Open the folder **Prefabs/Auto-used** and open the **Bullet** prefab.
2. Now set your values.



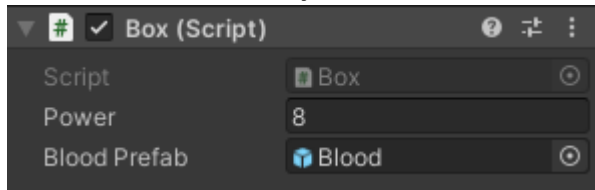
How to change enemy repulsion force

1. Open the folder **Prefabs** and open one of the **Enemy** prefabs.
2. Now set your values for this, and then for another.



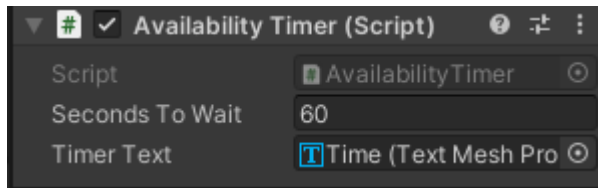
How to change box repulsion power

1. Open the folder **Prefabs** and open the **Box** prefab. Replace the value with your own.



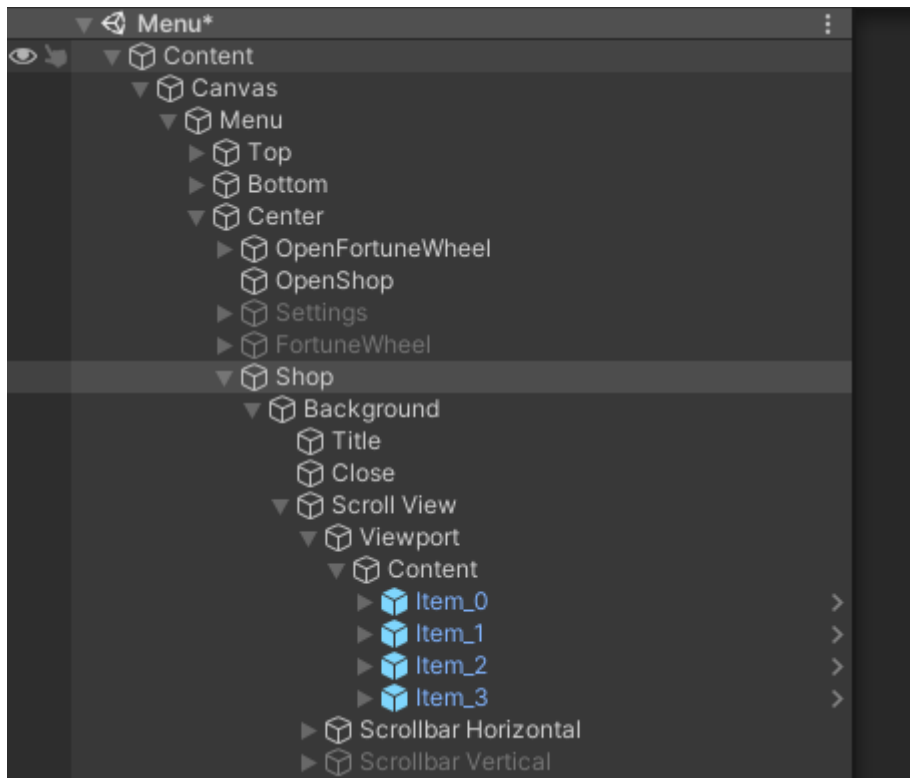
How to change fortune wheel timer time

1. Open the menu scene, then find the object **OpenFortuneWheel** in **Content/Canvas/Menu/Center** and replace the value with your own. Consider what you need to write in seconds.

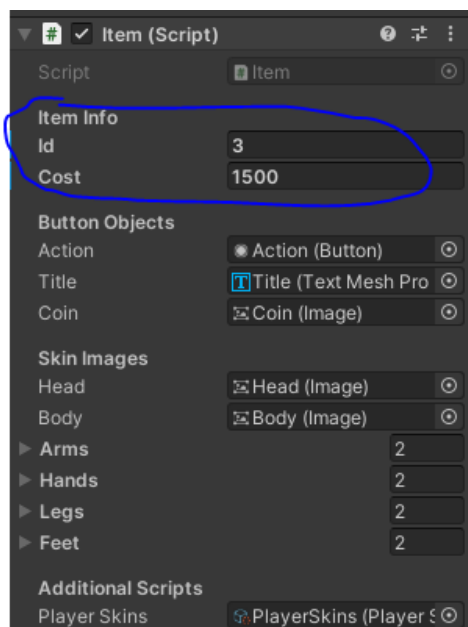


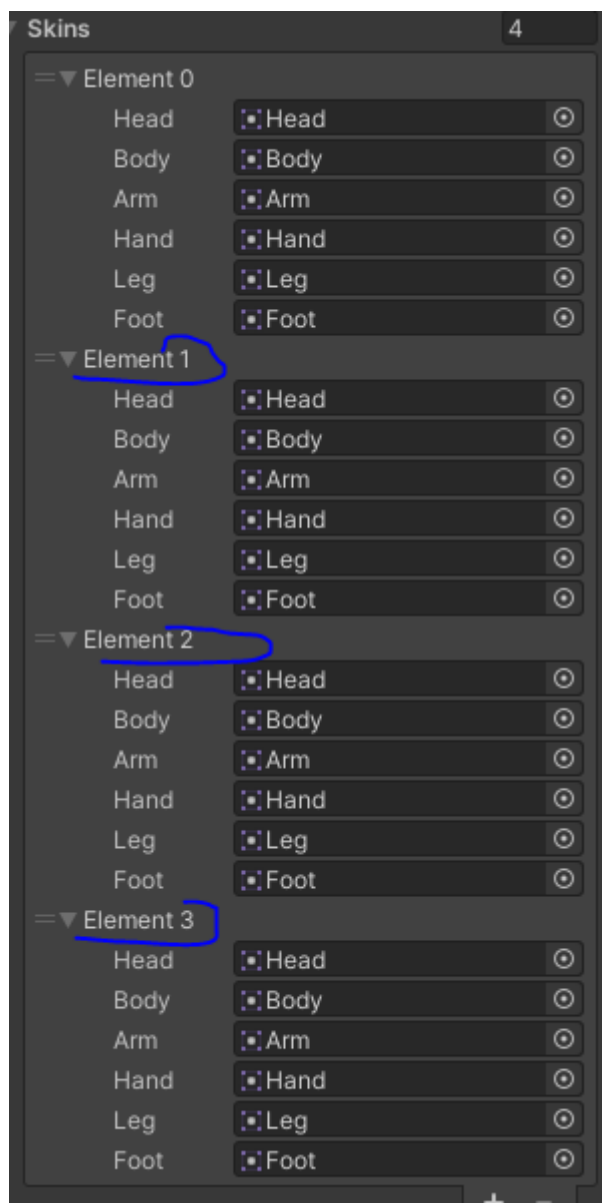
How to add item to shop

1. If you have made your own skin, you must first add it to scriptable object with all skins. It is located in the **Settings** folder and is named **PlayerSkins**.
2. After that, open the menu scene and enable the store panel: **Content/Canvas/Menu/Center/Shop**.
3. Now you need to open the folder **Prefabs/Ui** and the **Item_0** object to the hierarchy in **ScrollView/Viewport/Content/** to the rest of the items.

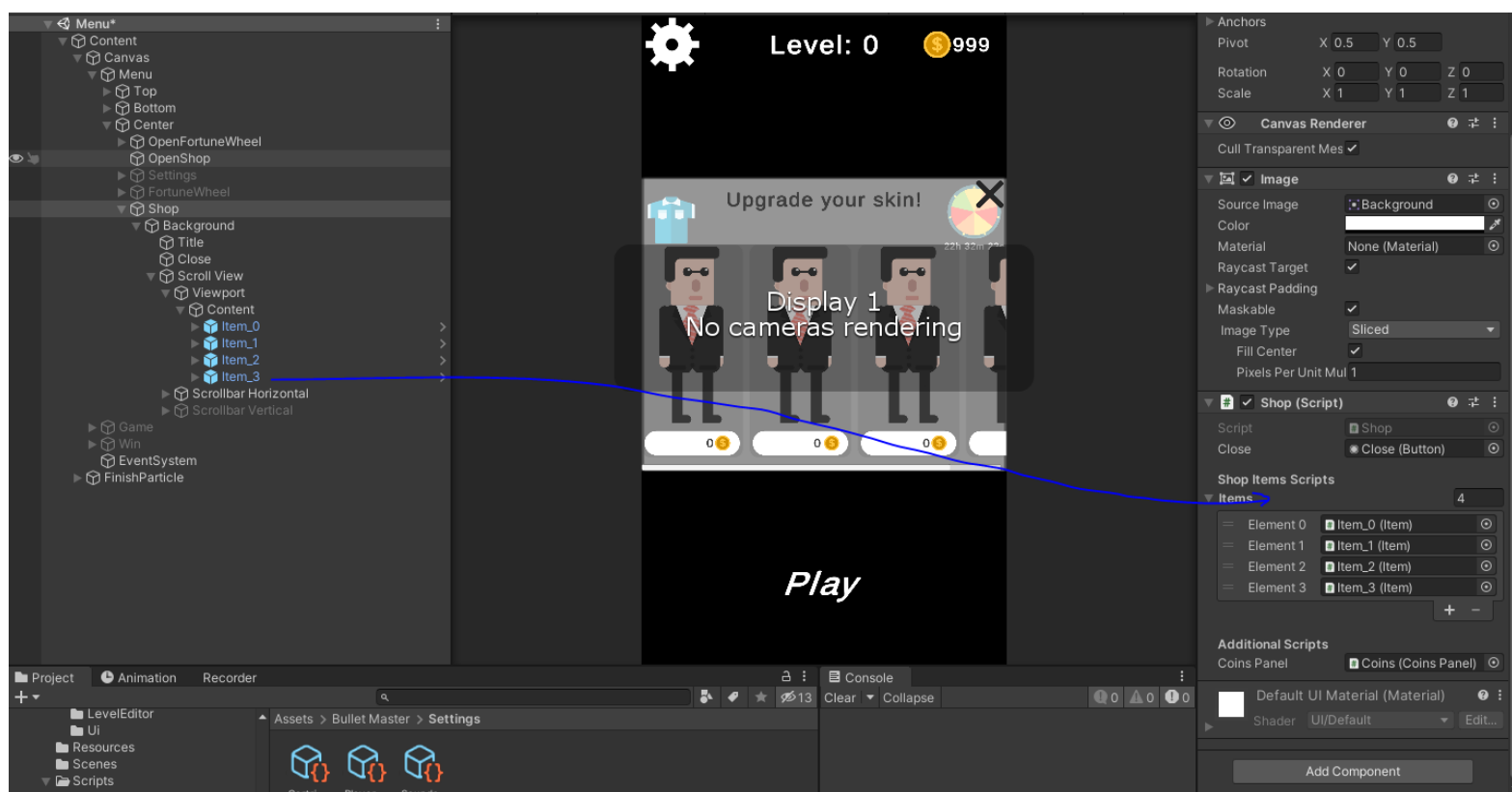


4. Now you need to set a price for the item and a new **id**. **Id** you can find in **PlayerSkins**, when you add a skin, next to it there will be its serial number.





5. Now add a link to the store script for a new item by simply dragging and dropping the item into the store script.



6. If you did everything correctly, this setup is over. Don't forget to turn off the shop panel.

If you have any questions, do not hesitate to write to us by mail zaampo.g@gmail.com, we will be happy to help!