



# Sling Fighter

style guide

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## Model: Cactus



## Description

The main player character. This feisty cactus is a champion fighter and has only one mission in life, to defeat the dummy.

## Components

- Transform - decides starting position
- Player Controller Script - camera, damage, particle system
- Player Movement Script - sling and sidestep functionality
- Character Controller - manages hitbox
- Hitlag Component - aids in timing of hits
- Gravity Component - max distance of ground from origin
- Rigidbody - helps simulate physics
- Player Animator Script - starts and plays animations

## Materials



MTL\_CelDefault



MTL\_Crown



MTL\_Trunks

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## Model: Dummy

## Description



The antagonist of the game. The dummy's only objective is to remain alive and watch the cactus perish.

## Components

- Transform - decides starting position
- Dummy Controller - manages health, falloff damage, and knockback strength
- Character Controller - manages hitbox
- Hitlag Component - aids in timing of hits
- Gravity Component - max distance of ground from origin
- Rigidbody - helps simulate physics
- Dummy Animator - starts and plays animations
- Hurtbox - capsule collider to register damage
- Hit Particles - hit animations

## Materials



MTL\_Dummy

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## Model: RopeNStuds



## Description

These ropes sling the player into the fight. The studs hold them in place for maximum power.

## Components

- Transform - decides starting position
- Mesh Renderer - renders the mesh
- Box Collider - cube-shaped collider
- Rope Script - manages rope functionality

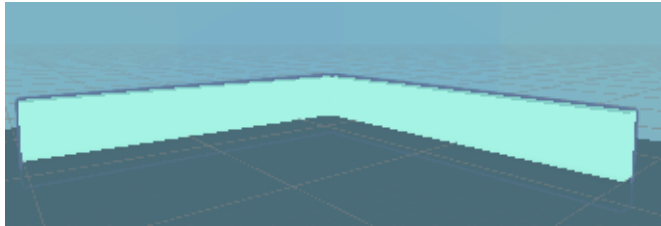
## Materials



MTL\_Rope

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## Model: Corner



## Description

The corners help bounce the player back into action. Try to aim for these when you're about to fall.

## Components

- Transform - decides starting position
- Wall - used to make corners
  - Mesh Renderer - renders the mesh
  - Box collider - cube-shaped box collider

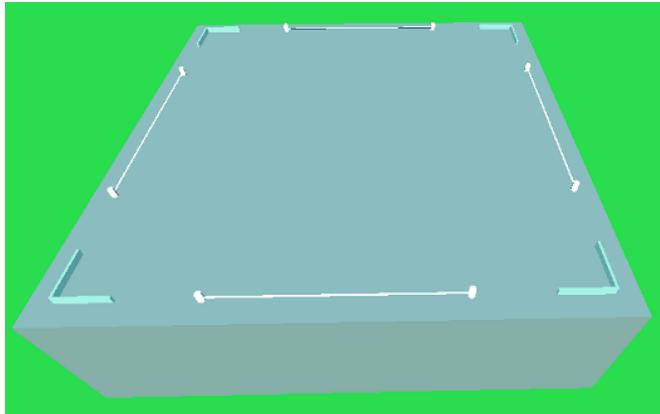
## Materials



MTL\_Corner

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## Model: Floor



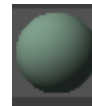
## Description

The arena floor is the main base of the arena. You would be wise to stay on it or risk a lower score.

## Components

- Transform - decides starting position
- Mesh Renderer - renders the mesh
- Box Collider - cube-shaped collider

## Materials

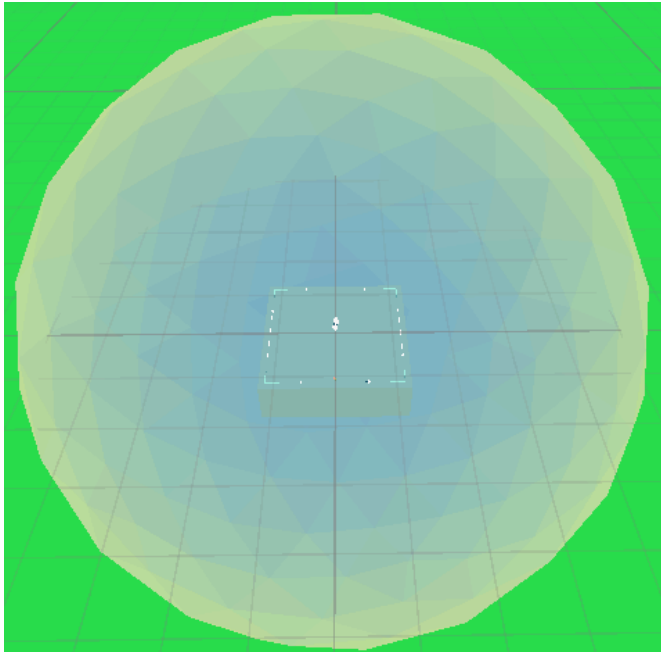


MTL\_ArenaFloor

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## Model: Skysphere



## Description

The skysphere provides the visual background for Sling Fighter.

## Components

- Transform - decides starting position
- Mesh Renderer - renders the mesh

## Materials



MTL\_Skysphere

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## Model: Wizard



## Description

The wizard makes its first appearance on wave 6, its job is to shoot projectiles at the player, taking away some of their precious time.

## Components

- Transform - decides starting position
- Bouncer Script - manages how far to bounce player
- Capsule Collider - capsule shaped collider
- Wizard Controller - manages spawn cooldown and rotation speed

## Materials



MTL\_ObstacleMain



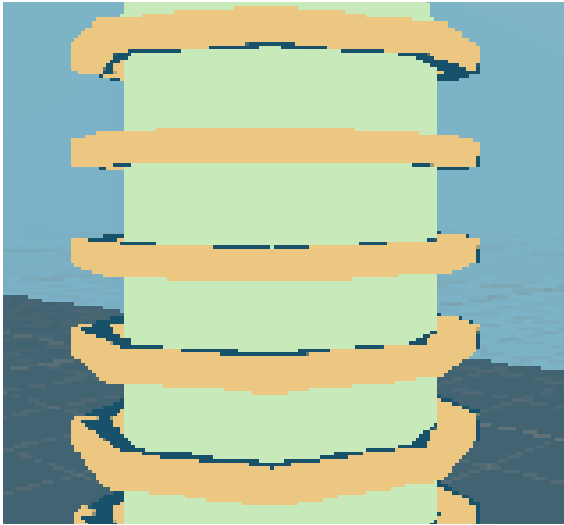
MTL\_ObstaclesBumper

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## Model: Pillar



## Description

The pillar makes its first appearance on wave 2. It has elastic properties that will bounce the player off the ring and serves as a defense for the dummy.

## Components

- Transform - decides starting position
- Bouncer Script - manages how far to bounce player
- Capsule Collider - capsule shaped collider
- Projectile Hitbox
  - Capsule Collider - capsule shaped collider
  - Rigidbody - helps simulate physics

## Materials



MTL\_ObstacleMain



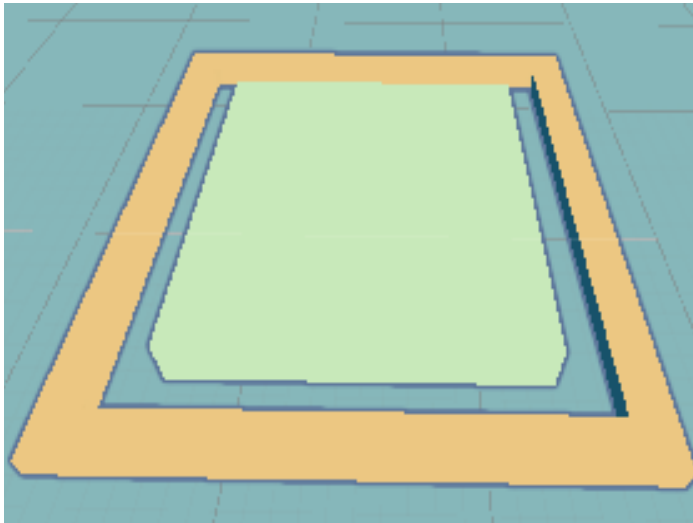
MTL\_ObstaclesBumper

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## Model: Oscillator

## Description



The oscillator makes its first appearance on wave 4. It has elastic properties that will bounce the player off the ring, but it can also move, adding to the challenge.

## Components

- Transform - decides starting position
- Bouncer Script - manages how far to bounce player
- Oscillator Script - manages the movement of the oscillator
- Mesh Renderer - renders the mesh
- Box Collider - cube-shaped collider
- Projectile Hitbox
  - Box Collider - cube-shaped collider
  - Rigidbody - helps simulate physics

## Materials



MTL\_ObstacleMain



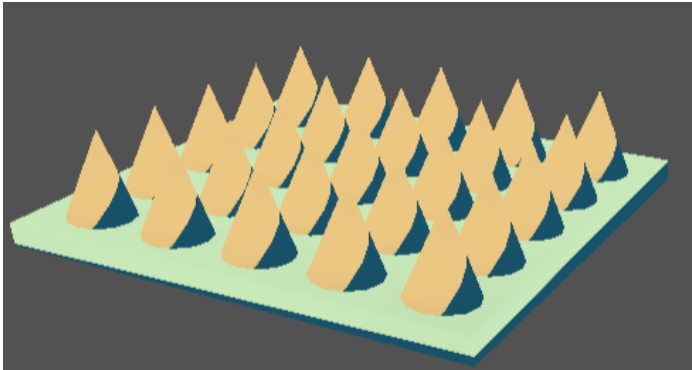
MTL\_ObstaclesBumper

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## Model: Spikes

## Description



The spikes make their first appearance on wave 9. They routinely appear, so be cautious where you step.

## Components

- Transform - decides starting position
- Spikes Script - manages height, move speed, and damage cooldown
- Rigidbody - helps simulate physics
- Hitbox
  - Box Collider - cube-shaped collider

## Materials



MTL\_ObstacleMain



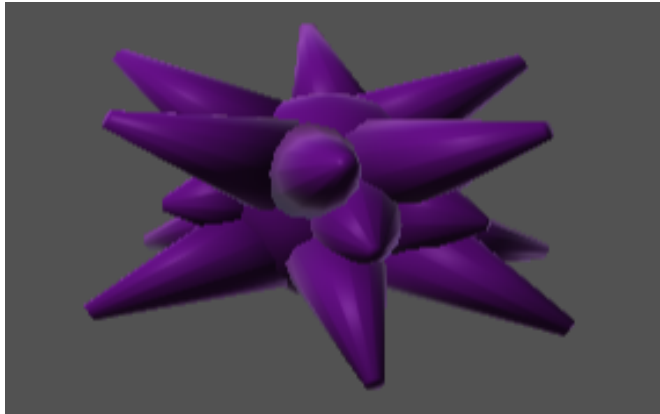
MTL\_ObstaclesBumper

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## Model: WizardProjectile

## Description

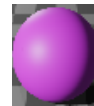


The wizard's projectiles pack a mean punch! Be careful to avoid getting hit by them or you will lose time.

## Components

- Transform - decides starting position
- Wizard Projectile Controller - manages tracking speed and time subtraction
- Rigidbody - helps simulate physics

## Materials



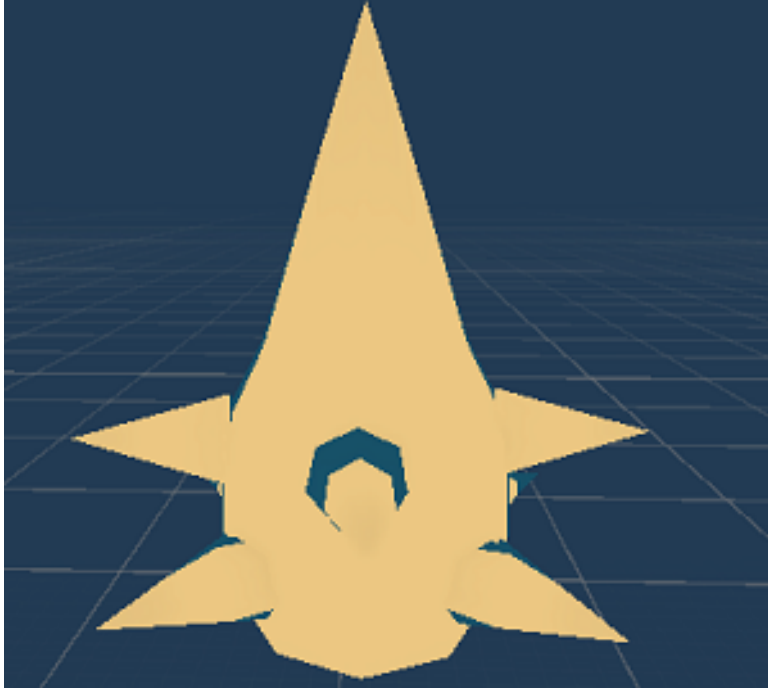
Purple

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## Model: Orbiter

## Description



The orbiter first appears on wave 6. Not only does it bounce you off the ring, but it also rotates, making it difficult to get near the dummy.

## Components

- Transform - decides starting position
- Bouncer Script - manages how far to bounce player
- Capsule Collider - capsule shaped collider
- Rotator Script - manages rotation speed
- Rigidbody - helps simulate physics

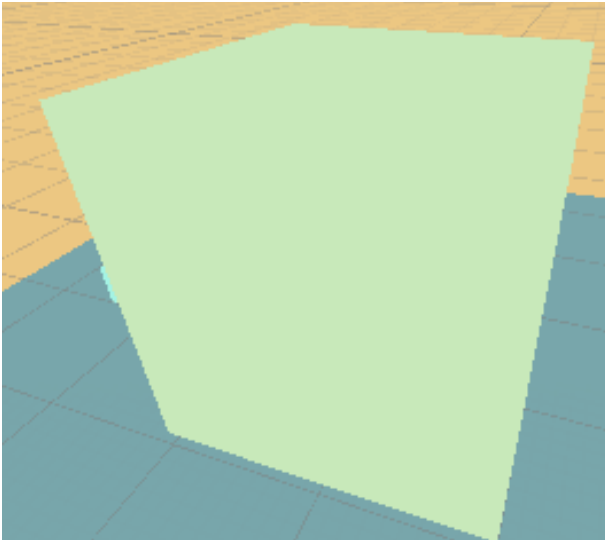
## Materials



MTL\_ObstaclesBumper

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## Model: Sweeper



## Description

You don't get to meet the sweeper until the final wave. It's a good thing too as this enemy will sweep anything in its path off the ring.

## Components

- Transform - decides starting position
- Sweeper Script - manages how far to bounce player
- Box Collider - cube-shaped collider
- Mesh Renderer - renders the mesh
- Rotator Script - manages rotation speed
- Projectile Hitbox
  - Box Collider - cube-shaped collider
  - Rigidbody - helps simulate physics

## Materials



MTL\_ObstacleMain

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