

Laser 2D

Version – 0.01

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Content

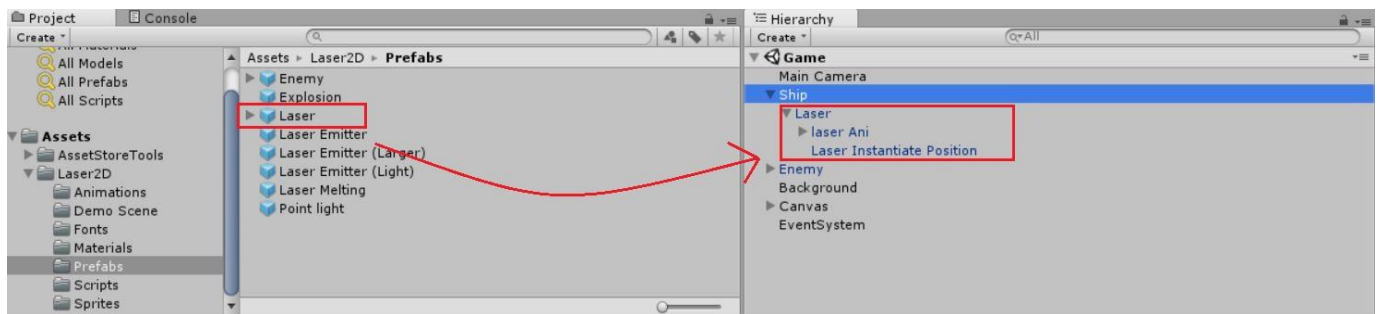
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How To Use

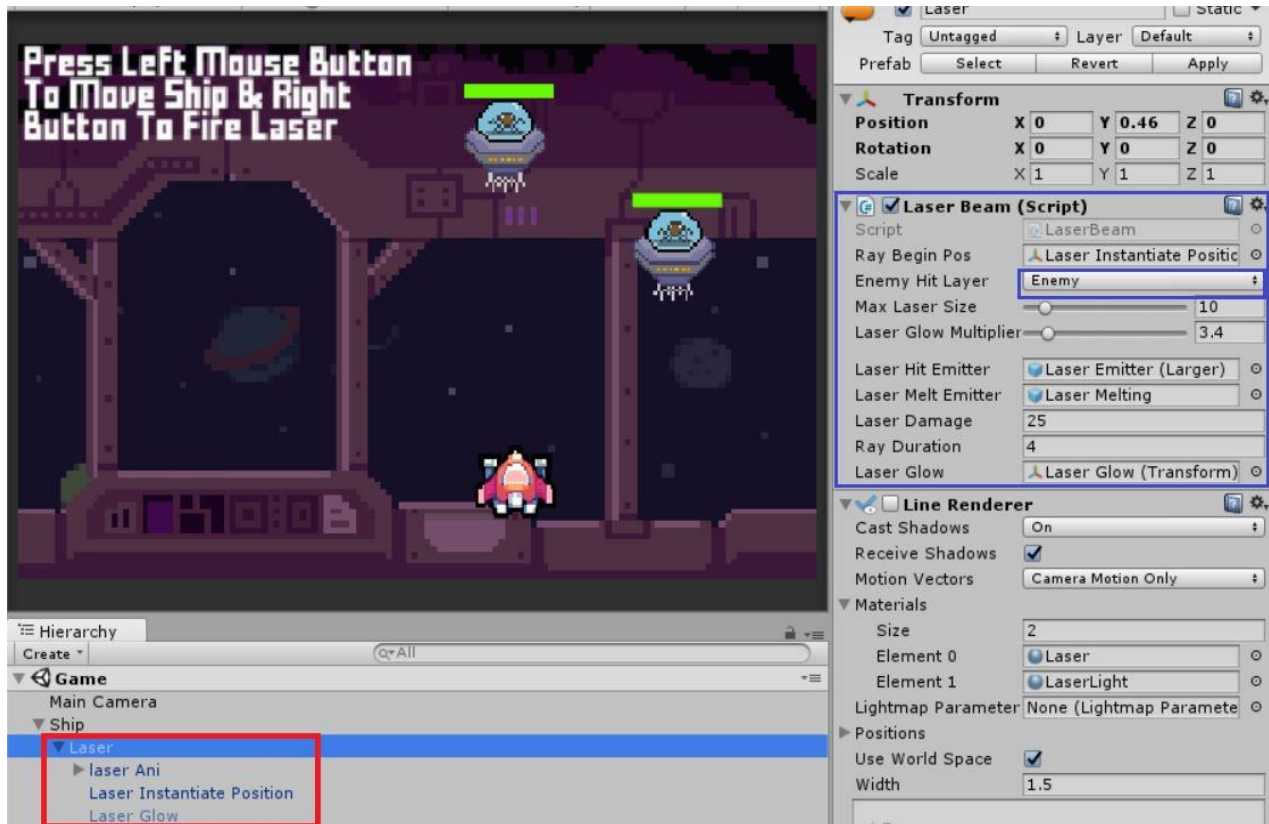
This laser2D asset pack is specially designed for top-down space shooter game. You can easily modify it for sidescroller or other 2D game genera.

Step 01 : Create a gameObject like spaceship or player character etc attach the **Laser Prefab** with it as child gameobject.



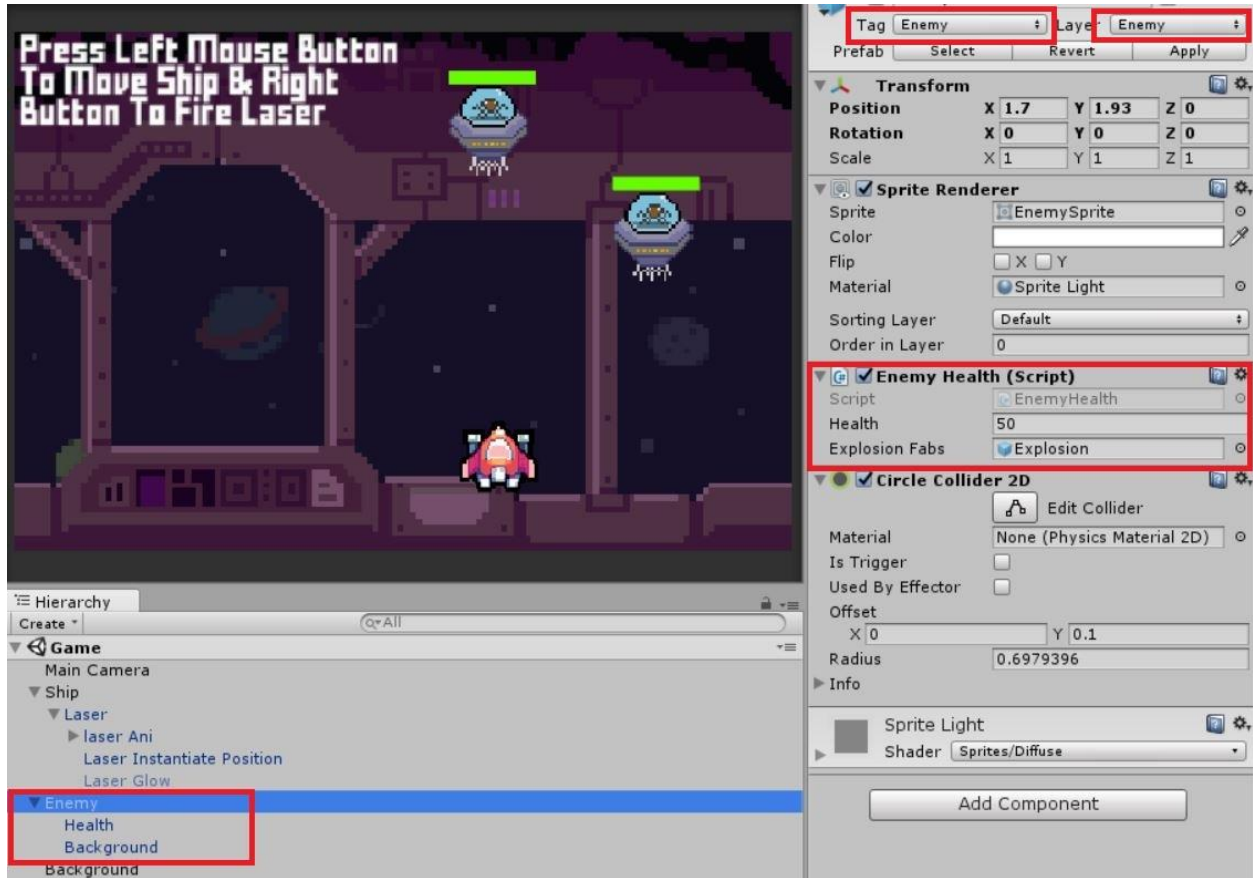
Step 02 : After step 01 you are done actually now you need to attach a Player Movement script there is a script “**PlayerController**” in the scripts folder you can use it or you can use your own controller script.

In the Laser Prefabs define the **Enemy Hit Layer/Layers** which will get damage by the Laser.

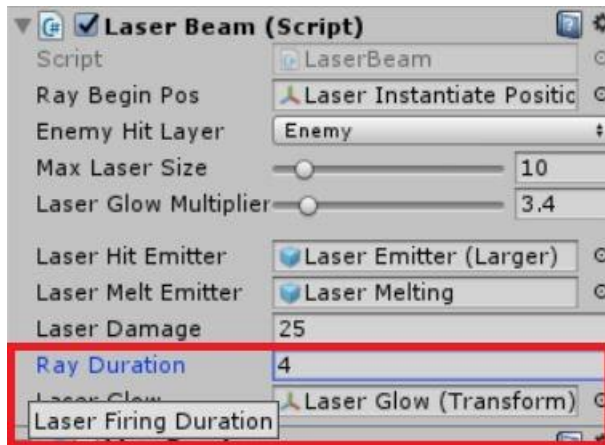


Step-03 : Now you need some Enemies to get hit by the laser. Drag the “Enemy” prefab from the Prefabs folder in Scene.

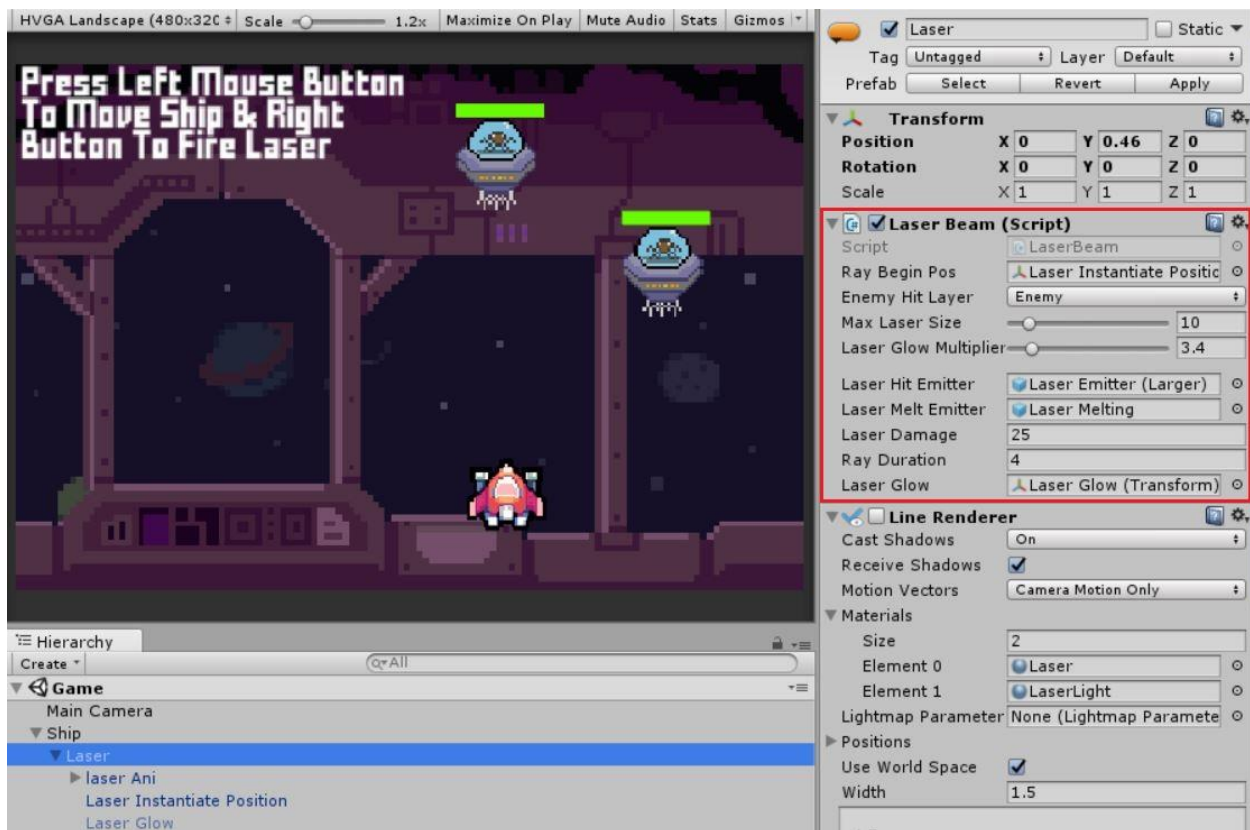
The Enemy has a tag “Enemy”, Layer “Enemy” and attached a script “EnemyHealth”, these three things are required to interact with Laser. If you want custom enemy then you must add the tag and layer and the script to it. (The script, tag and layer name can be modified inside LaserBeam script)



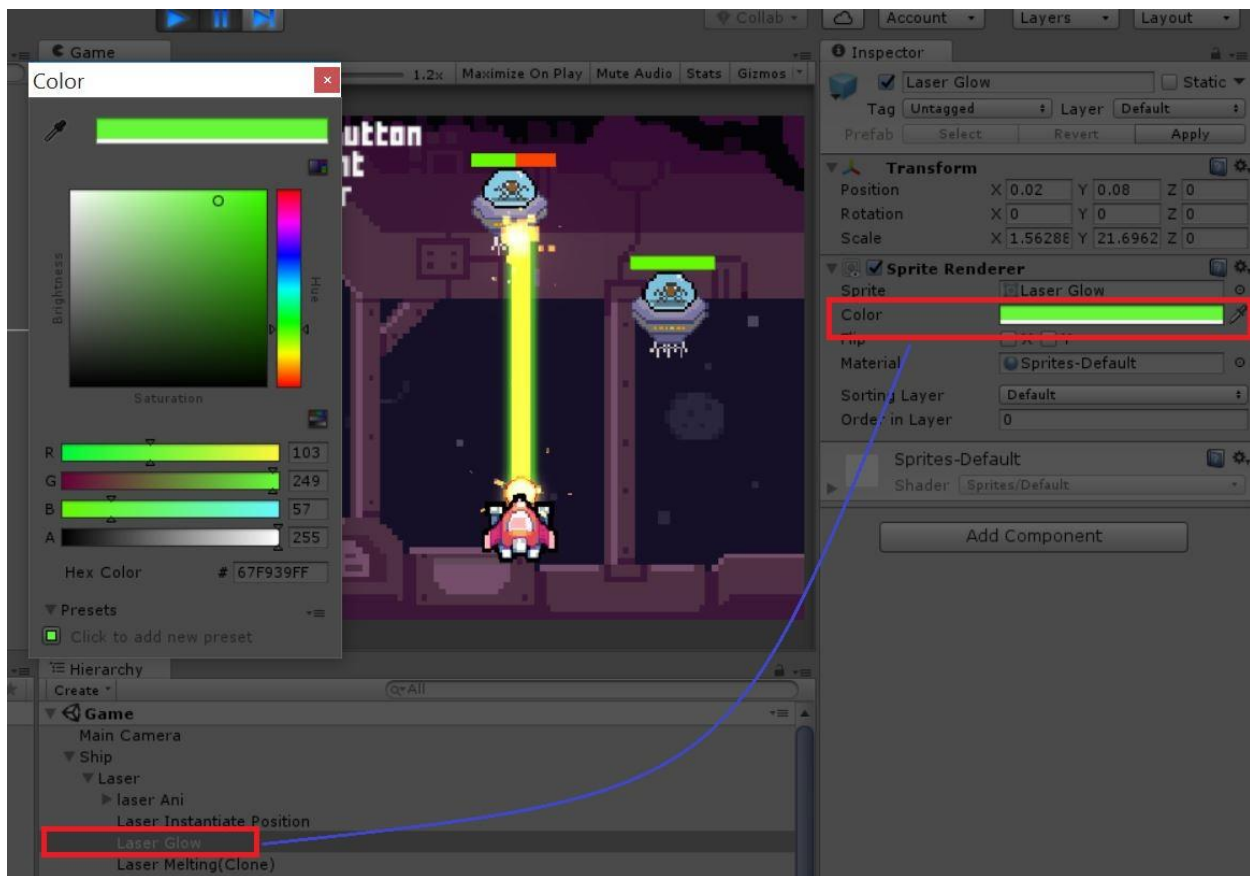
Laser Beam Customization : Every field of the LaserBeam has tooltips you can get proper information of the each by dragging mouse on it.



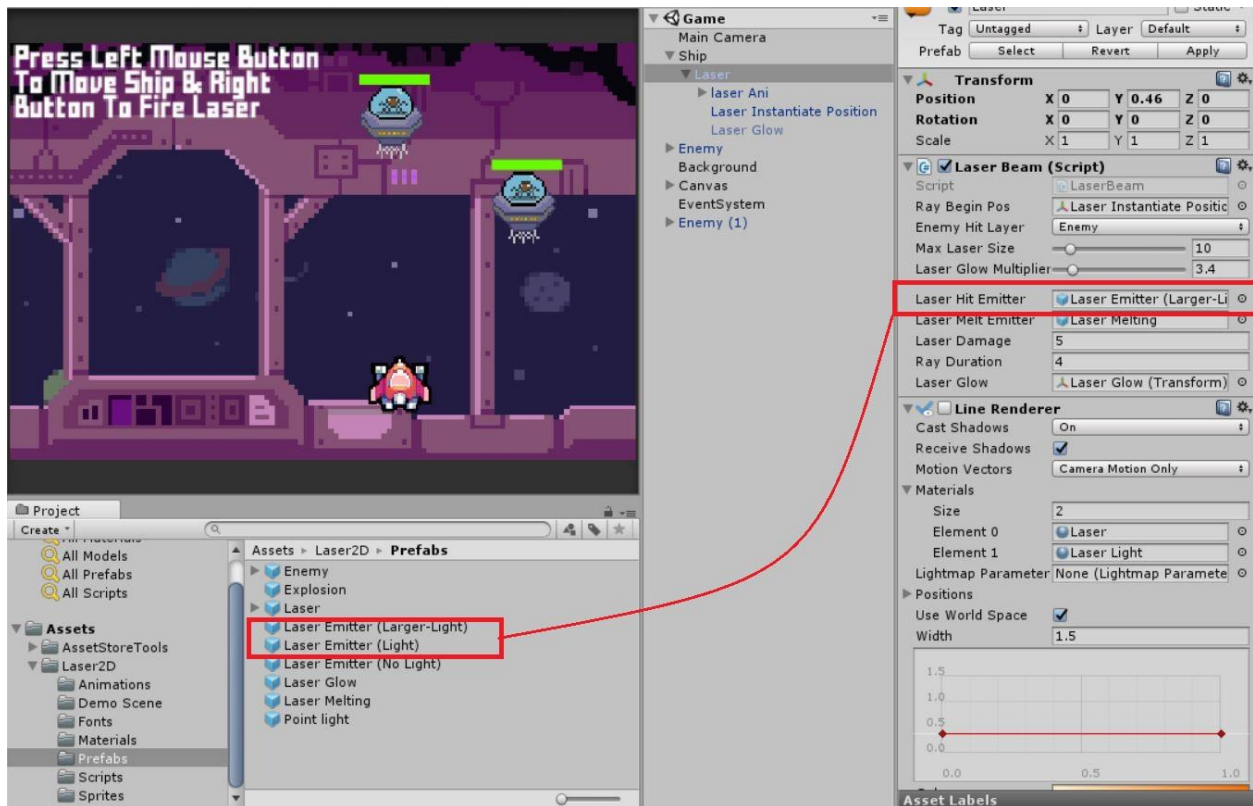
The “**LaserBeam**” script is easily customizable, you can modify the LaserSize, LaserDamage, Laser Duration you can also change the LaserGlow Prefabs.



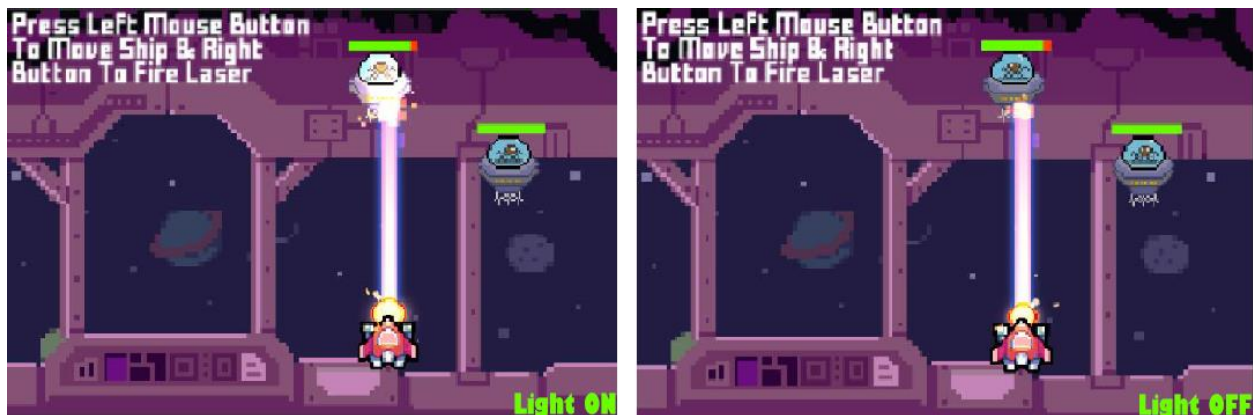
You can even change the LaserGlow Color like this,



Lighting To Sprite : To add lighting to a sprite you need to add “**Sprite Light**” Material on it and you should select the Laser Prefabs which has Light enabled.



Here is the difference when Light On and Off.



The Laser is mobile friendly you can easily use it for your mobile game.

***If you found any bug please send me a mail.*

Thanks