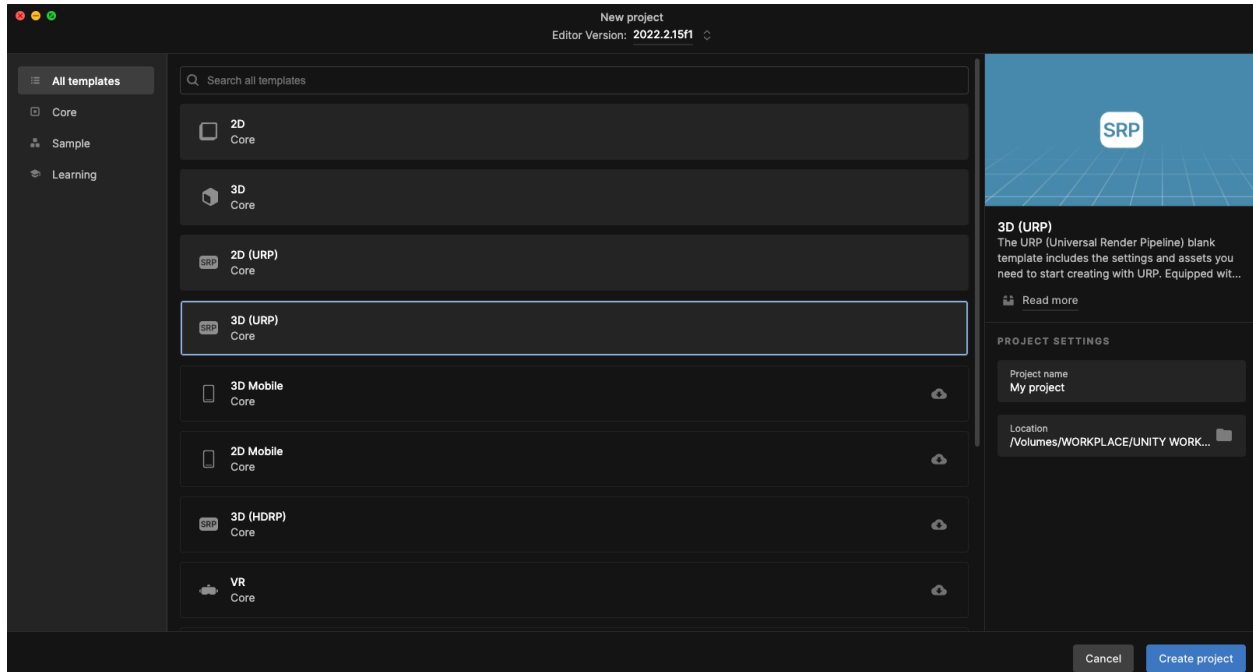# SHOOT'EM UP 2.5D

I. **Main Setup**

   a. Need creating the Unity URP project to able run this game without broken materials

   b. Audio file install, download and install audio file to get full sound for this game:
https://drive.google.com/drive/folders/123uI_S4JmnhDKcWWpaZ6_-ZeDymDoxTv?usp=sharing

II. **Tutorial video**

   a. Creating a new level:
https://www.youtube.com/playlist?list=PLB2eqVl6rTyNG9lHcIWsPn0GQFsXNzXPy

   b. Changing the characters:
https://www.youtube.com/playlist?list=PLB2eqVl6rTyNG9lHcIWsPn0GQFsXNzXPy

   c. Creating a new wave and camera:
https://www.youtube.com/playlist?list=PLB2eqVl6rTyNG9lHcIWsPn0GQFsXNzXPy

   d. Other tutorial clips:
https://www.youtube.com/playlist?list=PLB2eqVl6rTyNG9lHcIWsPn0GQFsXNzXPy

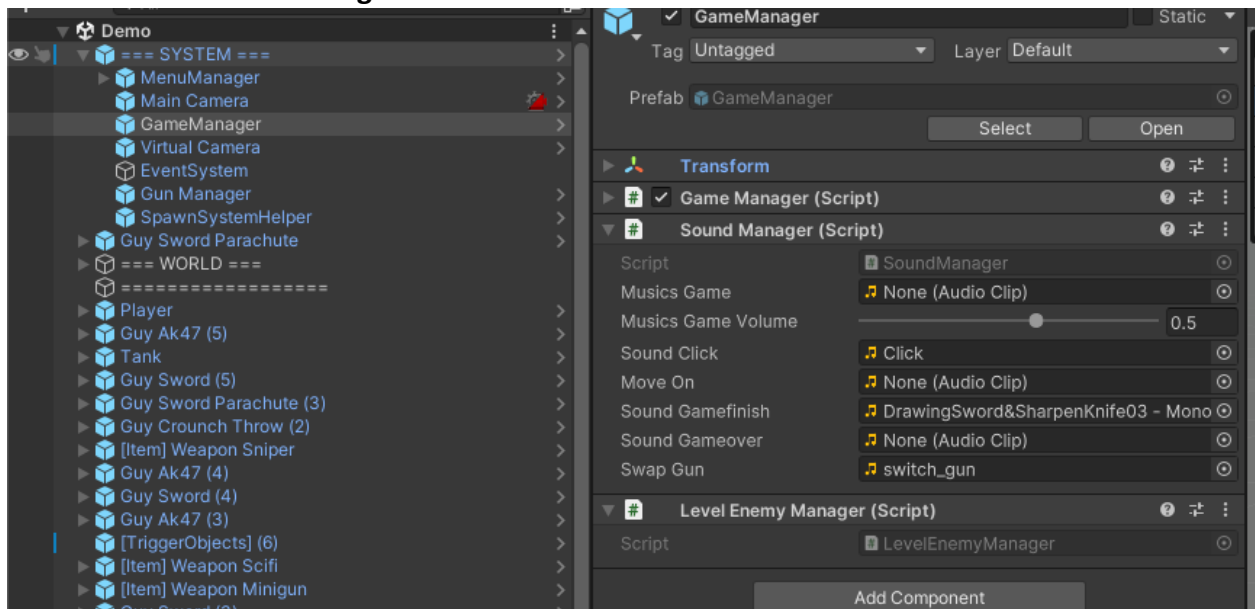*For more information and Support: phoenixa.link@gmail.com*

III. Important script
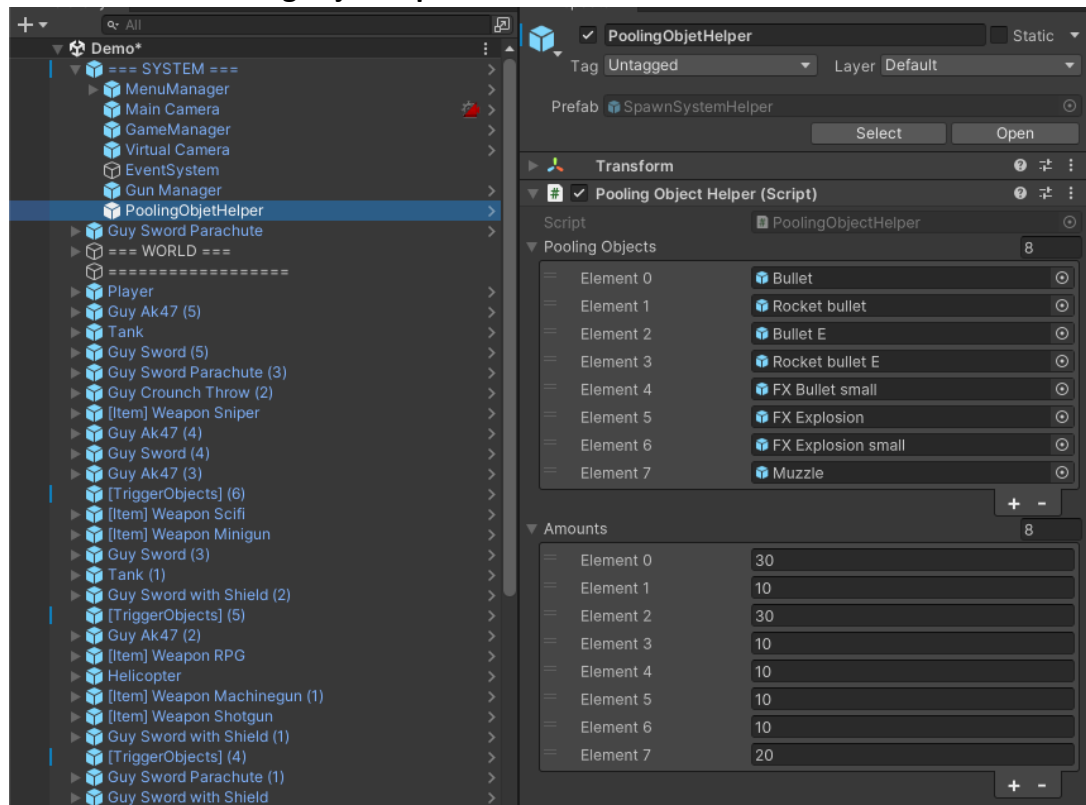   **a. GameSetup**
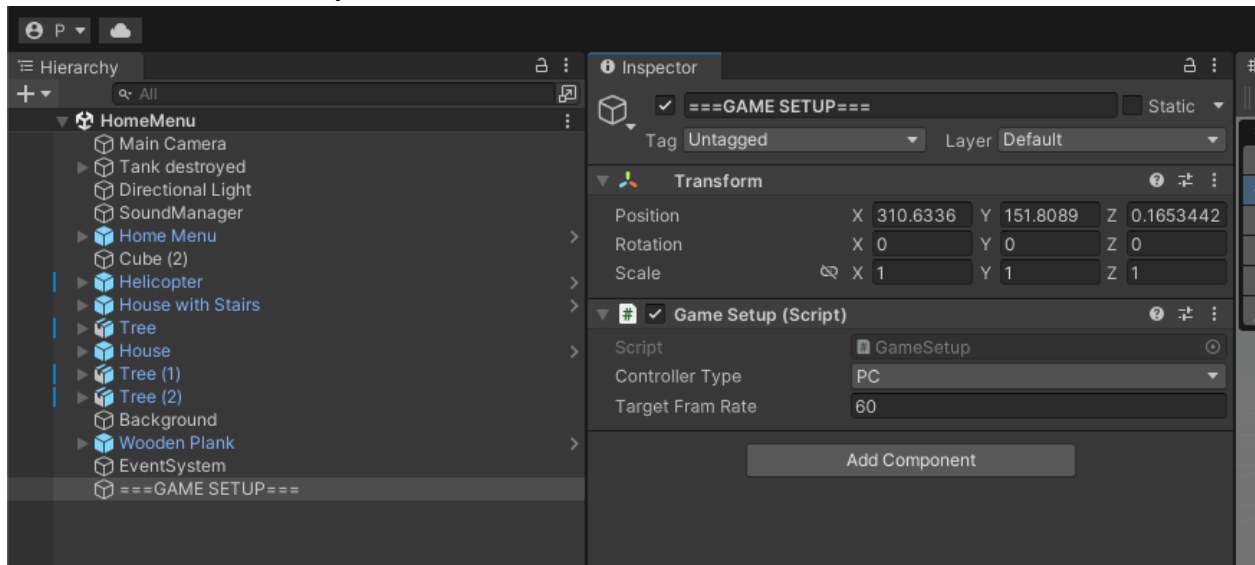
➔ Set the controller type for the game here to force all level scenes use this settings
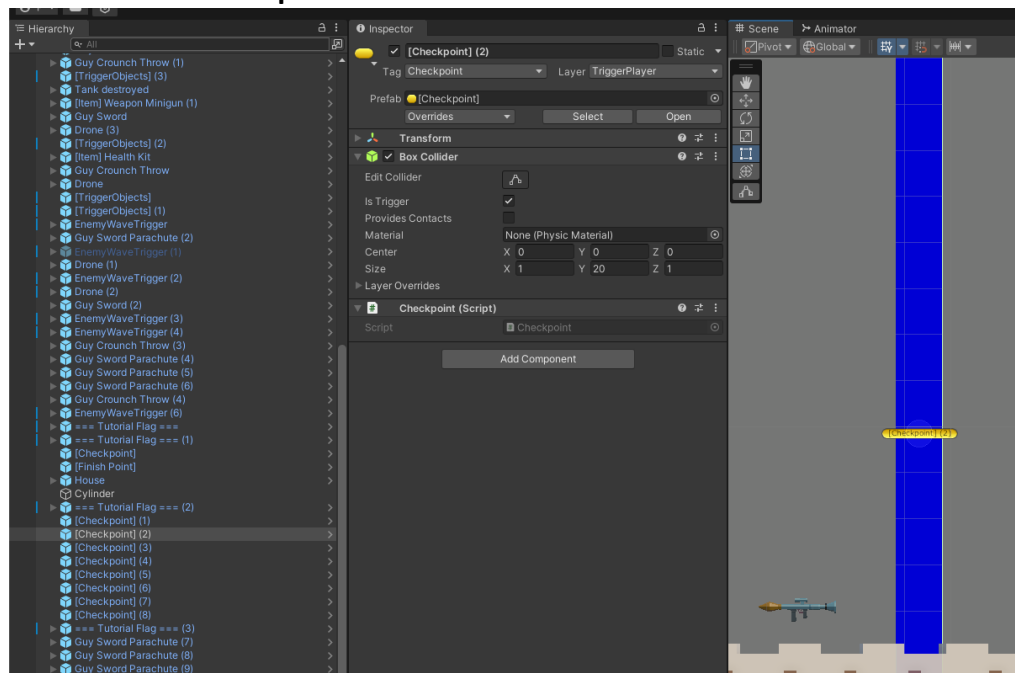
b. SoundManager

➔ Place the audio file here, remember apply it to make it work on all other scenes
➔ Read the section 1 (**Main Setup**) to download and install all the audio files
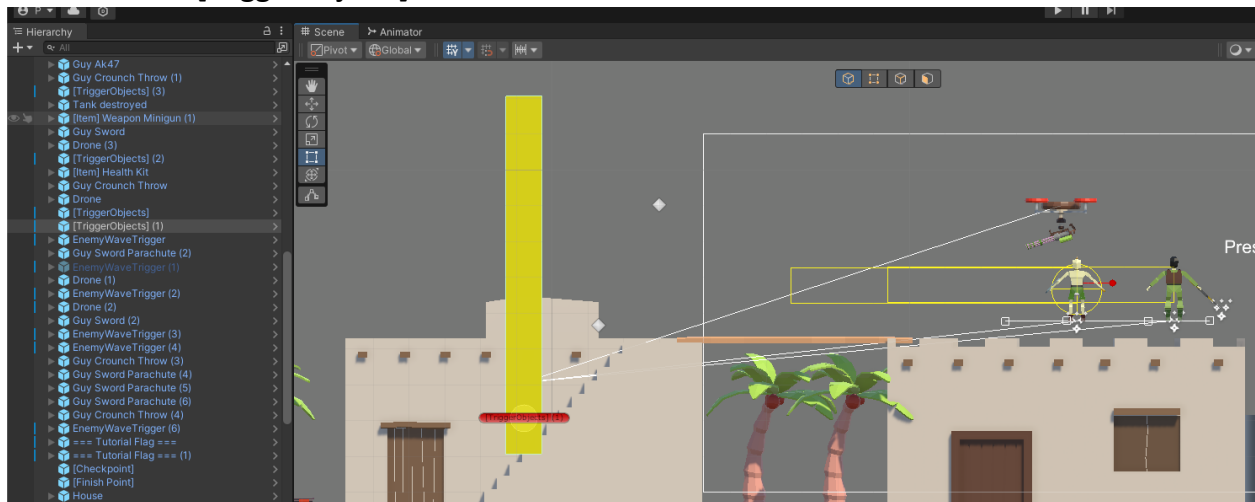
c. PoolingObjetHelper

➔ This pooling system help improve the performance of the game.
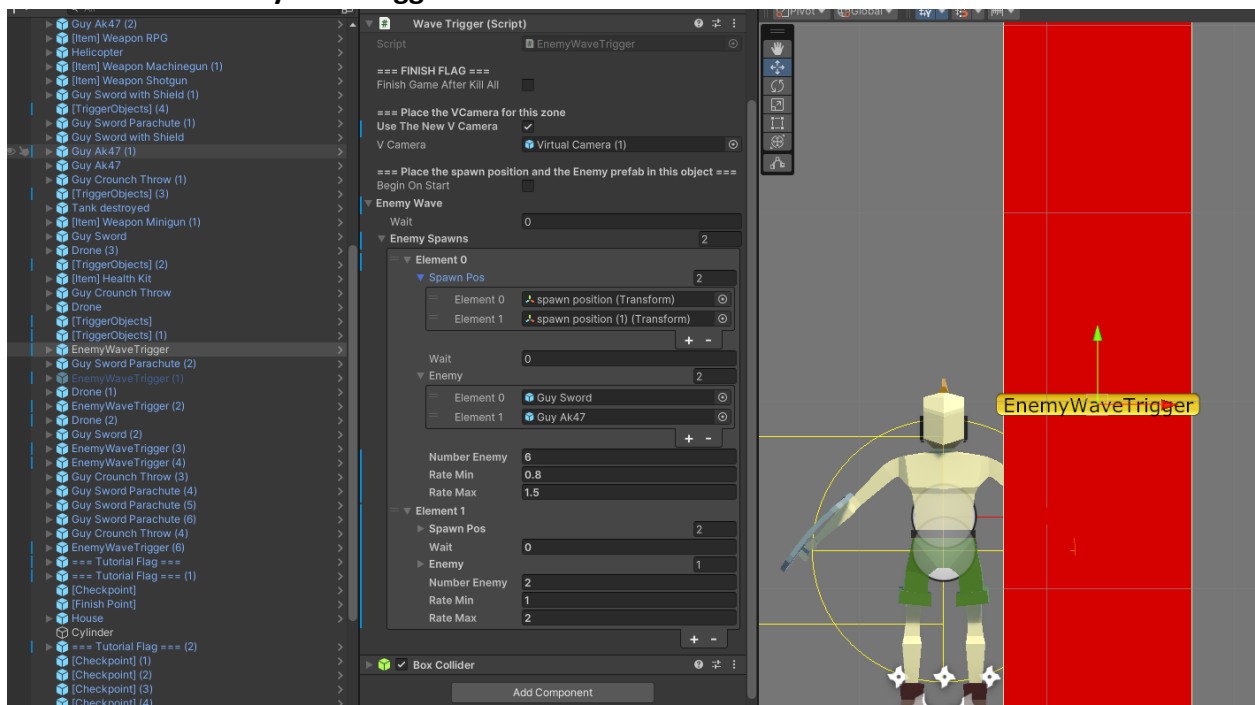
d. Checkpoint

➔ Place the checkpoint through the level scene, it helps player re-spawned at this point after he die.

e. [TriggerObjects]

➔ This trigger allows the object in the list start to work if player contact it.

f. EnemyWaveTrigger

➔ This wave trigger allow spawn the amount of the enemy to the spawn points.
  o Finish Game After Kill All: allow game finish after all enemies in the list is killed
  o Use the New V Camera: allow show the new camera, you can find the new camera in the child of this object, enable it then move the camera to the right position.
  o Begin On Start: start spawning the enemy when begin the game without player contact.
  o Enemy Wave:
   ▪ Wait: wait the time before spawn the enemy

- Element 0 (1,2,…): a wave
  - Spawn Pos: place the random points for this wave
  - Wait: wait the time before spawn the enemy
  - Number Enemy: the amount of enemy
  - Rate Min/Max: the rate to spawn the next enemy, randomly

g. **PlayerController**
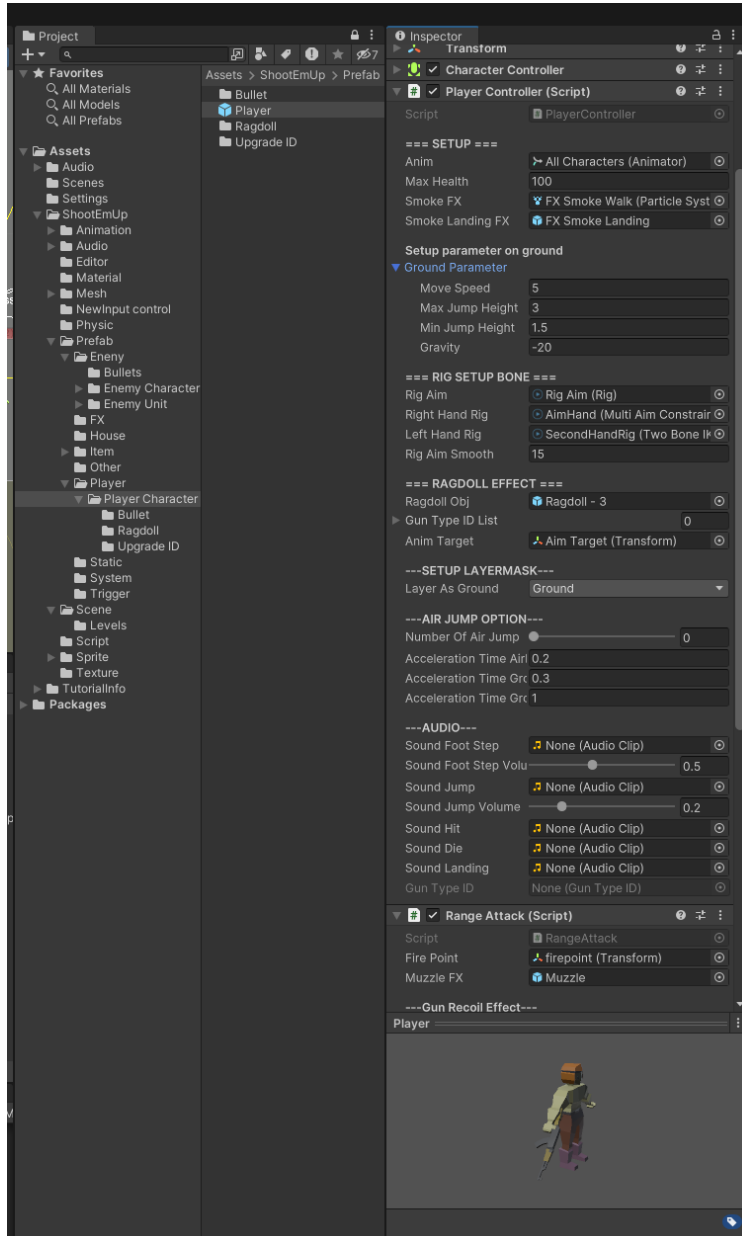
- Max Health: the health amount of the enemy
- Move Speed: moving speed.
- Max/Min Jump Height: the max and min jump distance when hold the jump button
- Ragdoll Obj: spawn the ragdoll object when this character dead

h. GunTypeID
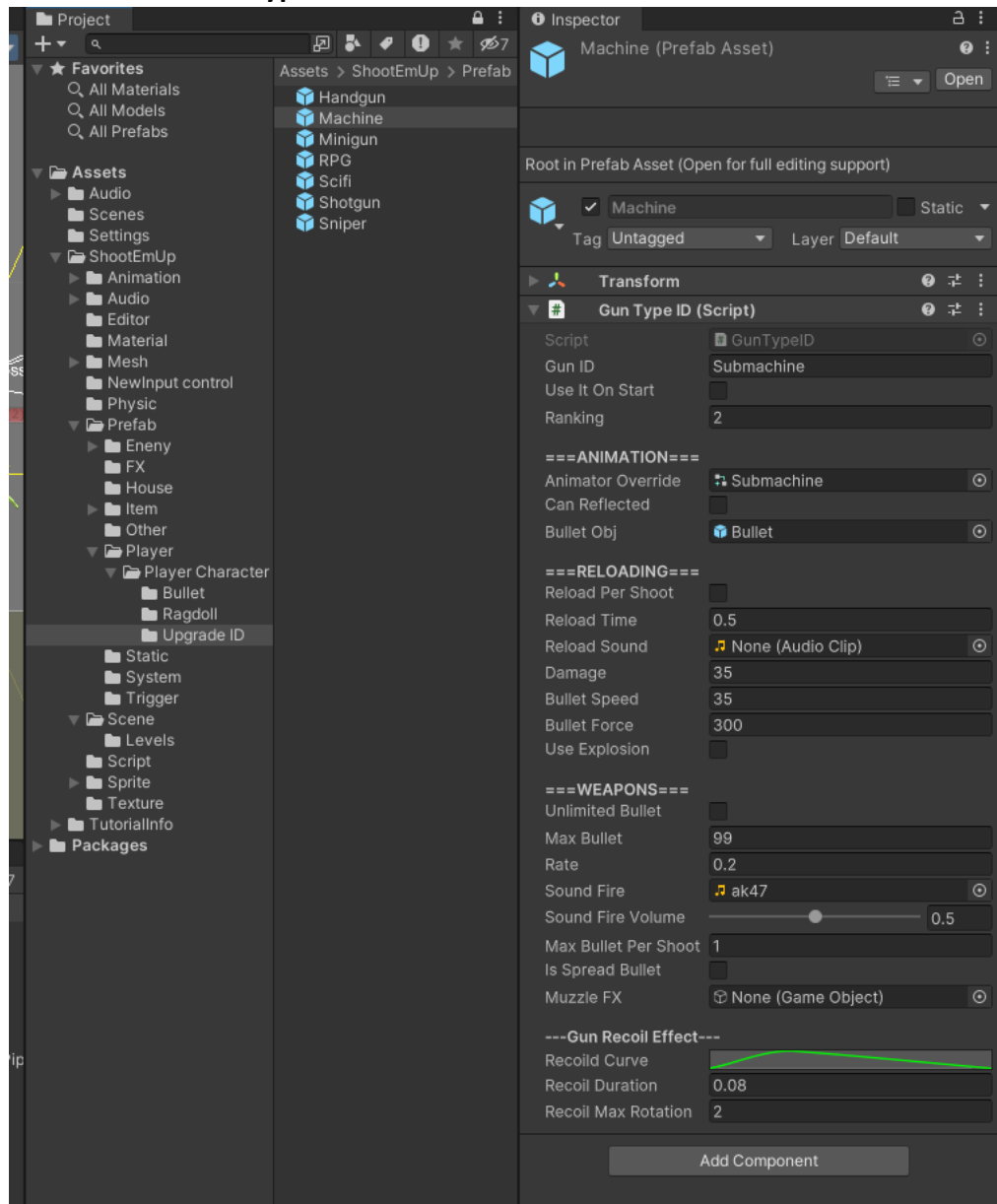
➔ Set the parameters for the gun
  - Gun ID: unique name of the gun
  - Use it on Start: add the gun to the list at the beginning, no need collect the gun item to get it.
  - Ranking: set the Rank for the weapon to make it priory in the list, it will be chosen if the previous gun run out of the ammo.
  - Can Reflected: the bullet can reflect the wall/ground
  - Reload Per Shoot: delay between shoots
  - Damage: set the damage for the bullet
  - Bullet Speed: Set the speed for the bullet
 - Bullet Force: set the force for the bullet

- o Use Explosion: make the explosion if the bullet contact to the target
- o Unlimited Bullet: no limit the amount of bullets
- o Max Bullet: set the maximum bullet for the gun
- o Rate: delay between 2 shoots
- o Max Bullet Per Shoot: the spread bullets

i. MeleeEnemy (Guy Sword)
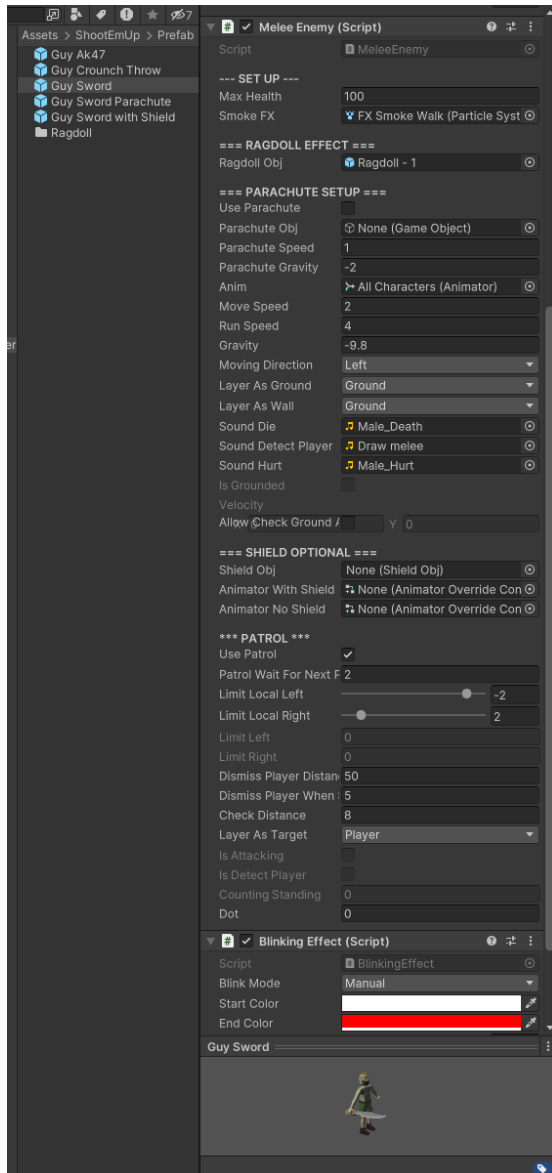
- Max Health: the health amount of the enemy
- Ragdoll: spawn the ragdoll object when this character dead
- Move Speed: moving speed.
- Run Speed: running speed after detecting the target.
- Gravity: set the gravity for the character
- Moving Direction: start moving to the Left or Right
- Use Patrol: moving between Limit Local Left/Right point
- Dismiss player distance: stop follow the target if he reached out this distance value
- Check Distance: the distance to check the target

j. EnemyController (Guy Ak47)
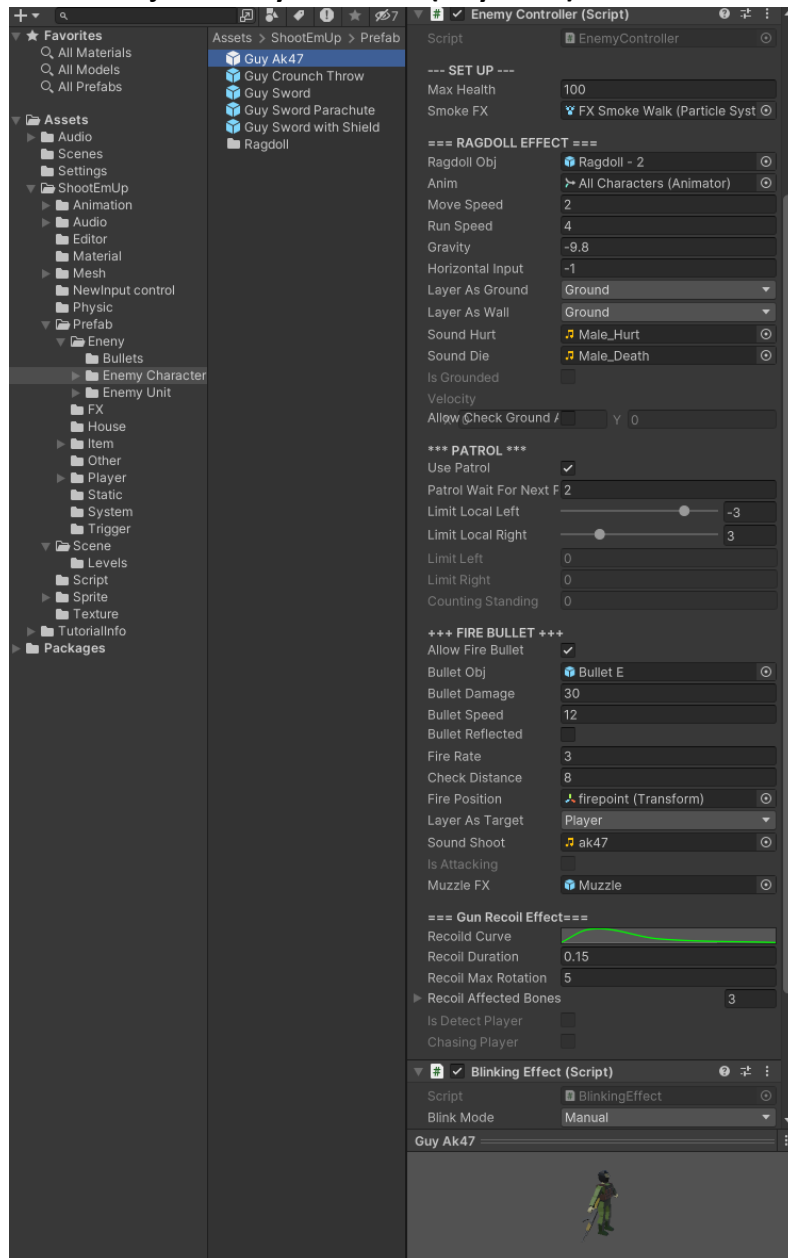
- Allow Fire Bullet: allow shoot the bullet if detect the target.
- Bullet Damage: set the damage for the bullet.
- Bullet Speed: set the speed for the bullet.
- Bullet Reflected: allow the bullet can be reflected
- Fire Rate: the delay between 2 shoots

k. ThrowGrenadeEnemy (Guy Crounch Throw)
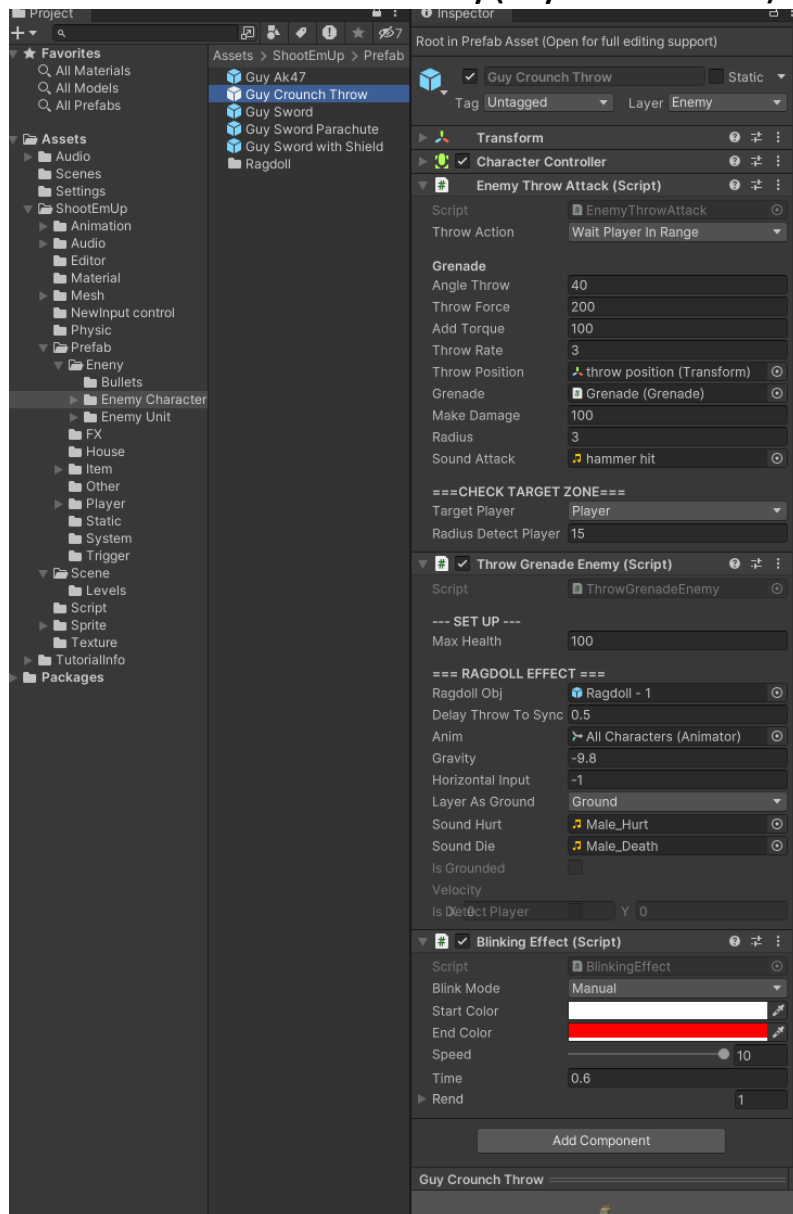
- Angle Throw: the angle to throw the object
- Throw Force: the force to apply to the object
- Add Torque: add torque to the object
- Throw Rate: the delay for the next throwing
- Make Damage: set the damage to the Grenade

I. EnemyTank (Tank)
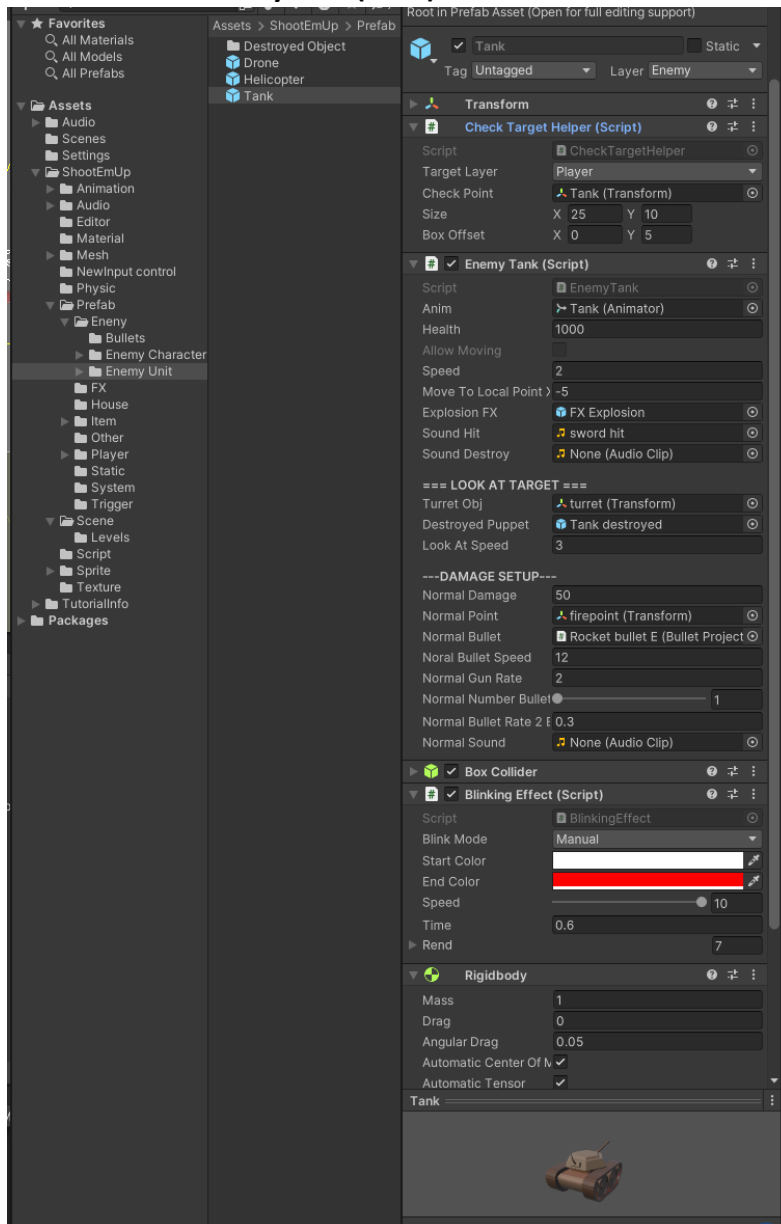
- Health: set the amount of health for the Tank
- Destroyed Puppet: spawn the object when the tank is destroyed
- Normal Damage: set the damage for the bullet
- Normal Gun Rate: the delay between shoots
- Normal Number Bullets: bullets on 1 shooting time
- Normal Bullet Rate: delay of the next bullet

m. HelicopterController (Helicopter)
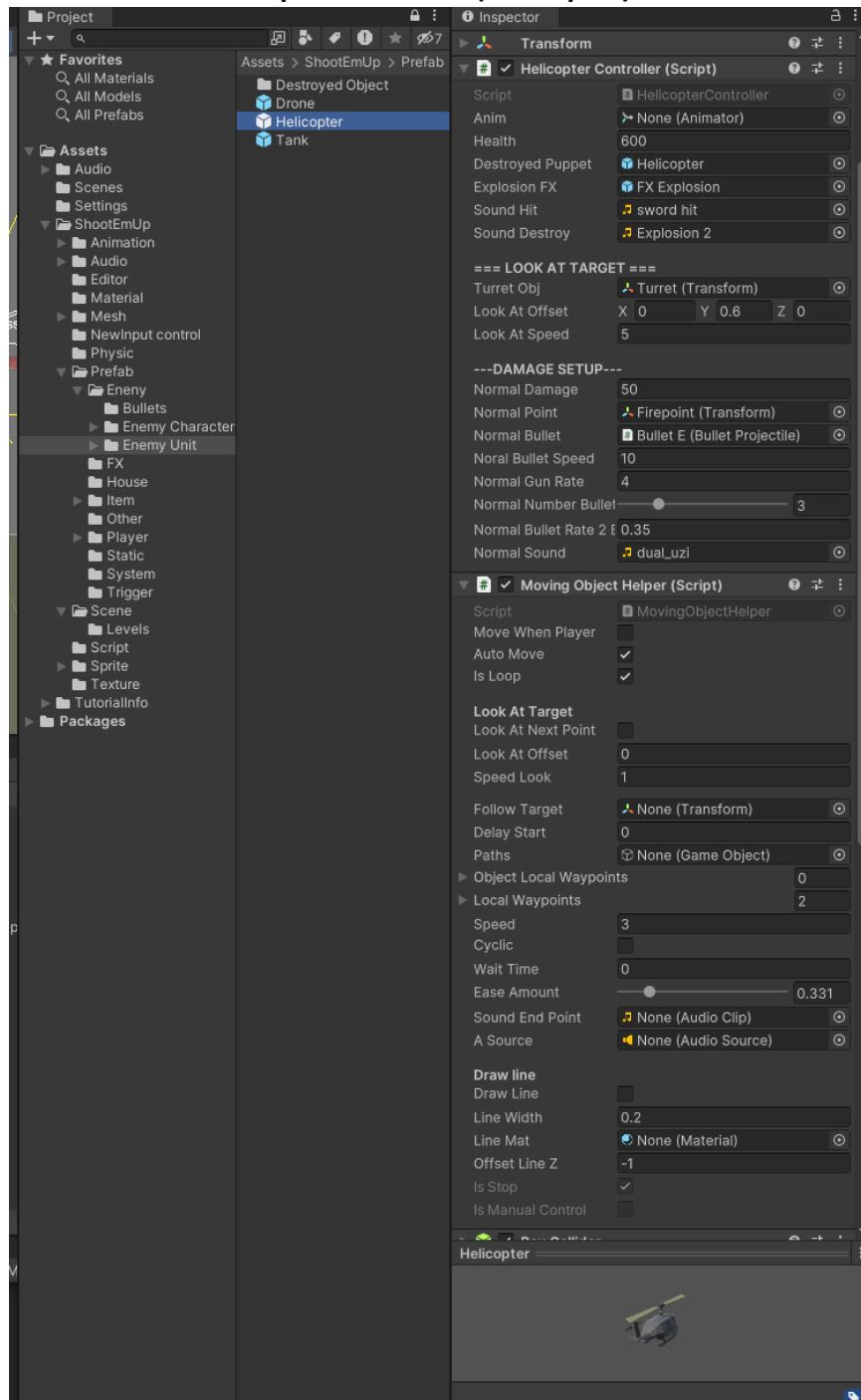
- Local Waypoints: set the points to move the object
- Speed: set the moving speed

n. DroneController (Drone)
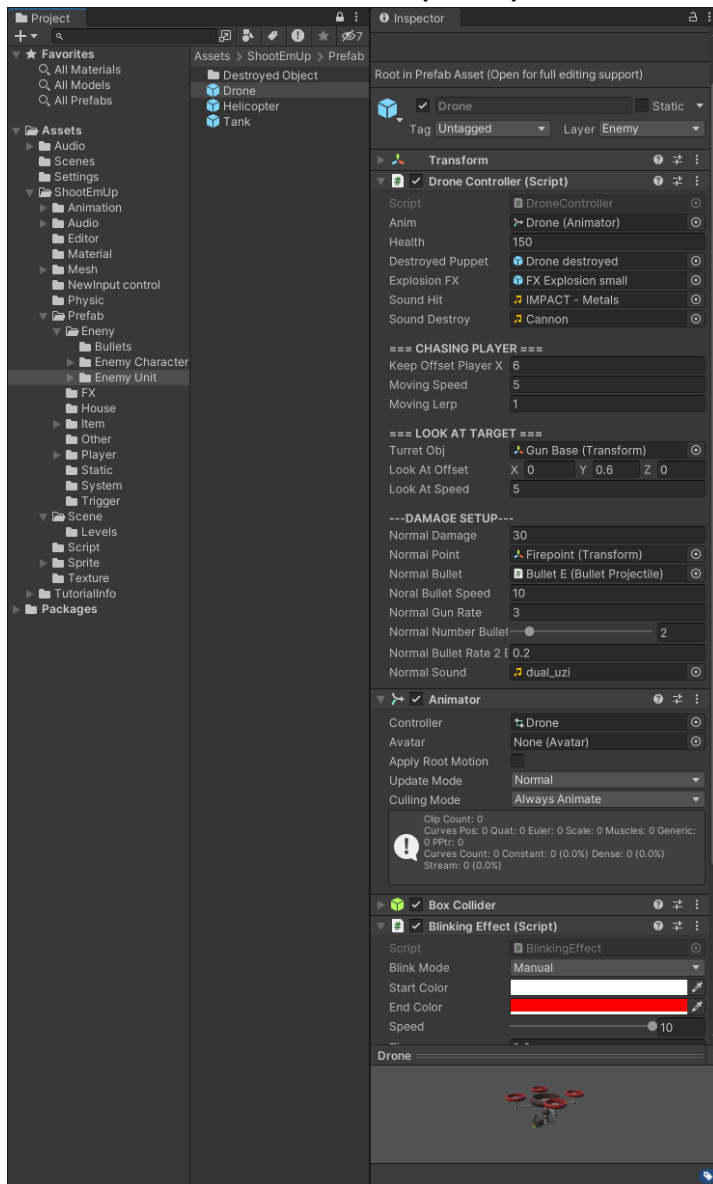
- Keep Offset Player X: keep the X distance between this object and the target
- Moving Speed: set the speed for the object
- Moving Lerp: how smooth chasing the player
- Normal Damage: set the damage for the bullet
- Normal Gun Rate: the delay between 2 shoots
- Normal Number Bullet: show many bullet shoots in a row
- Normal Bullet Rate: the delay time for the next bullet

For more information and Support: phoenixa.link@gmail.com