

Whack-a-Mole!

FULL ASSET PACK

+ Unity 2D
+ Mechanim
+ Basic GUI
+ 4 Type Sprite

Thank you for buying this package!

I'm JJ , Owner of Plan-B.studio

if you want to see information about Game develeop process by Unity,
whenever send me a message.

- Blog <http://www.jiguk.co.kr>
- Facebook <http://facebook.com/gukhwan.ji>
- Email wlhermit@naver.com

Introduction

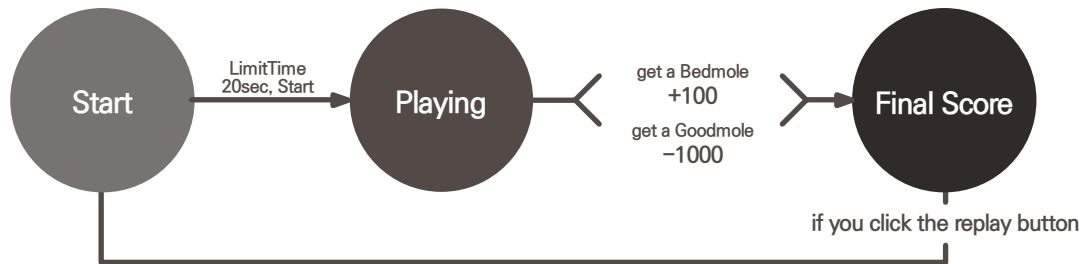
This Project is for those who want to Using Unity 2D sprite function,
or Making a Whack-a-Mole game. of course, [you can build this game for mobile.](#)

How to play?

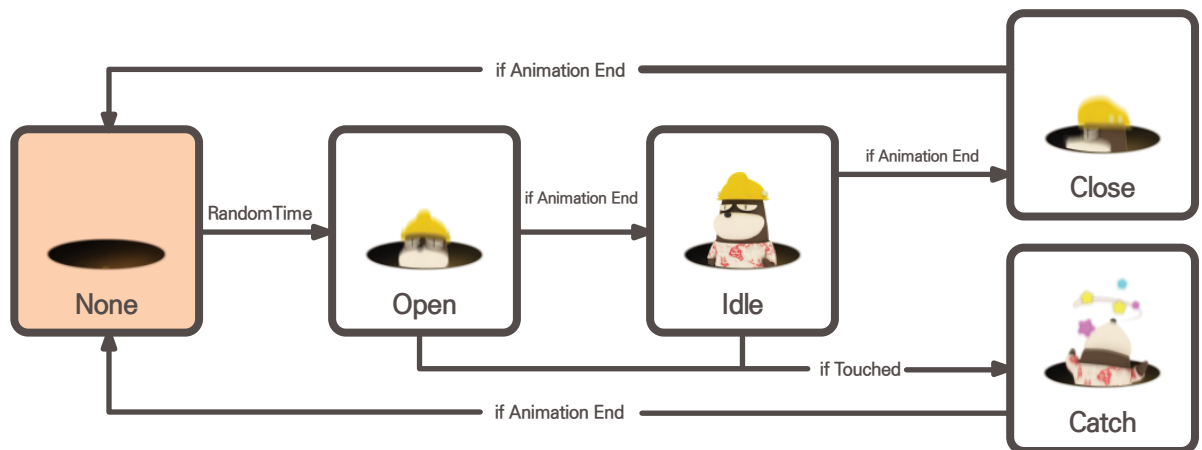
- Open the Play-Scene, and play
- Just Touch the moles.
- If you touch the bedMole, you get +100 point,
if you touch the goodmole, you get -1000 point.

How to make?

1. Basic Game Flow



2. Make a Basic State Machine

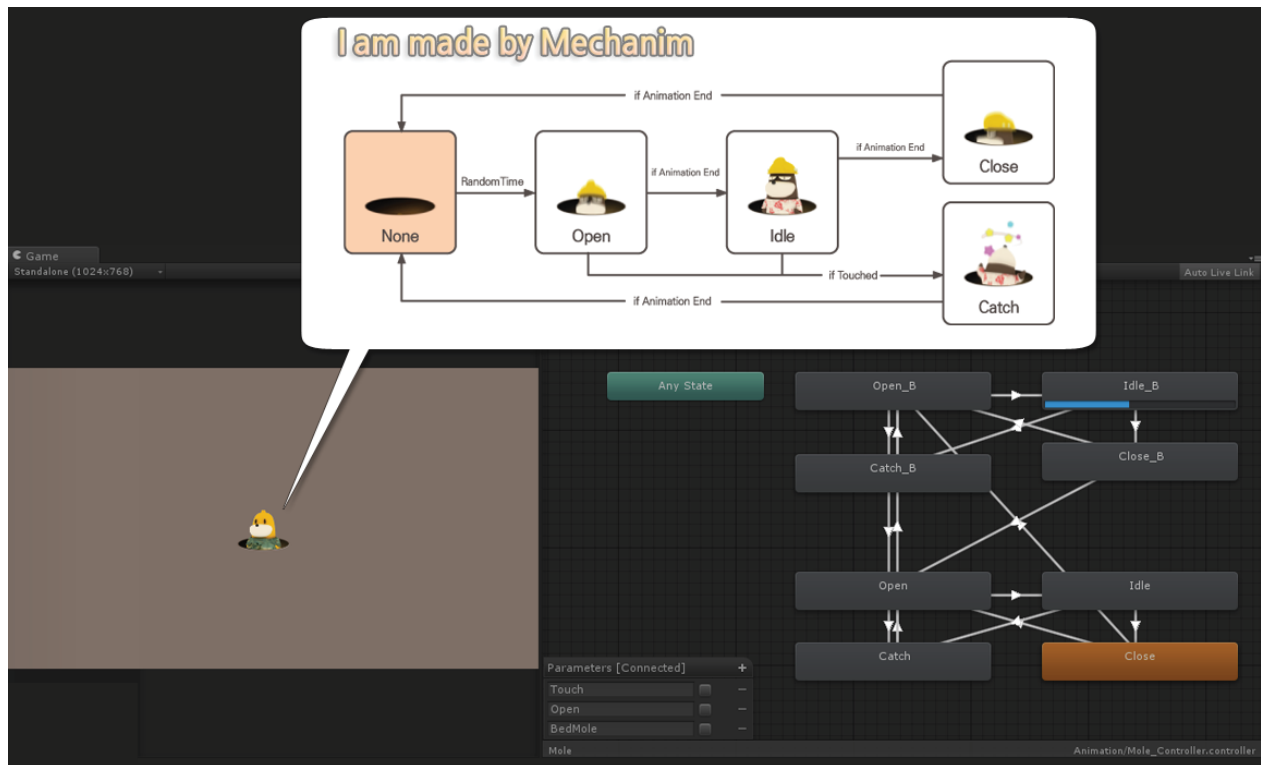


3. Make sprite animation files.

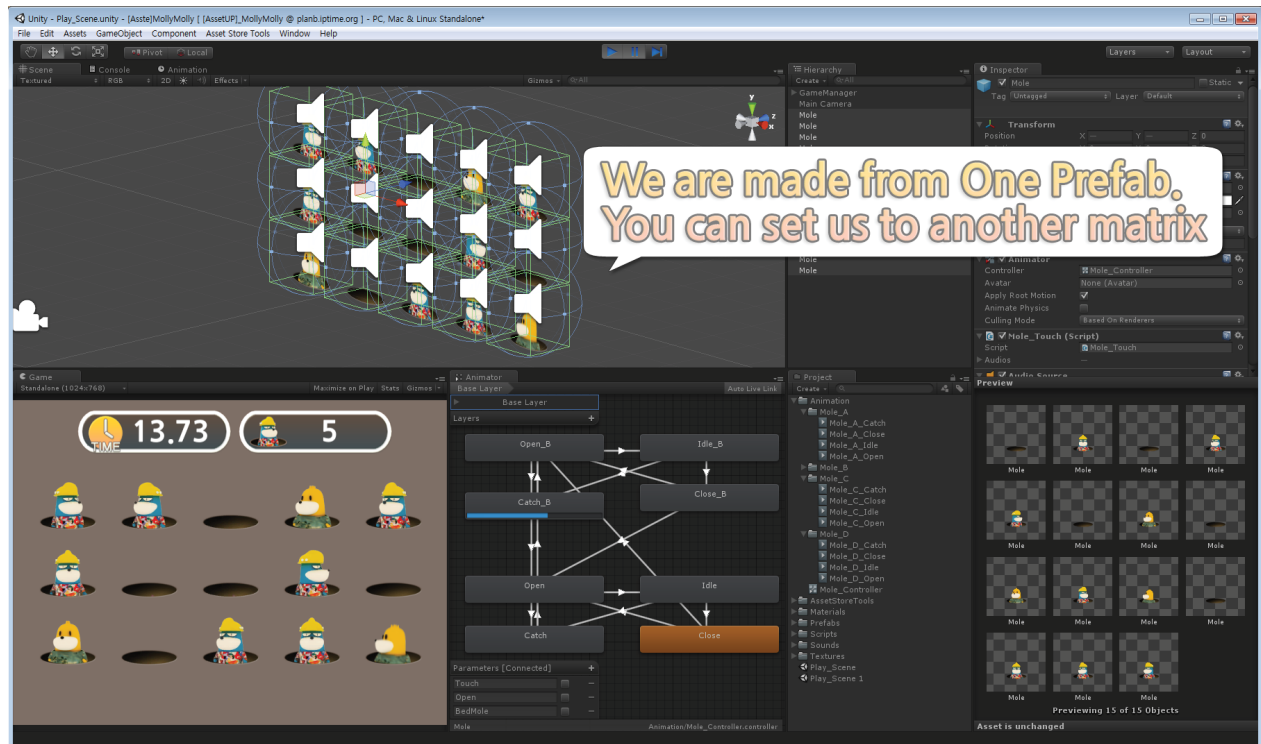


Each Mole's spriteanimation.

4. Make a 2D anim file to sprite files, and



5. Make a Prefab to that object, and duplicate and set position.



6. Final GUI Setting and Connect each object to GameManager



Advertise

This is a another game made myself.

Game name is [Mollyball](#),

you can find the game in [GooglePlay and App store](#).

of course that's free, and very Amazing game.

the game is about the moles who are playing beach volleyball game.

youtube :

<http://www.youtube.com/watch?v=ziq3mmvVhE&feature=youtu.be>

if you download this game, I'd really appreciate it!

Thank you.



MollyBall(Free)

Copyright© 2013 PLAN-B.studio