

PLEASE DON'T FORGET TO REVIEW OR RATE ASSET
IN ASSET STORE. IT'S VERY IMPORTANT FOR US.



2D KIT WHICH CAN BE USED TO CREATE A 2D TOP DOWN (CROSSPLATFORM) GAME.
THIS KIT IS EASY TO MODIFY AS MANY VARIABLES CAN BE TWEAKED, AND SPRITES CAN BE REPLACED. THE
SCRIPTS ARE NEAT AND WELL DOCUMENTED.

*PLEASE READ THE 'DOCUMENTATION.TXT' INCLUDED IN THE ASSET TO LEARN MORE ABOUT GAMEOBJECTS,
PREFABS, MATERIALS AND SCRIPTS AND THEIR FUNCTIONS.*

PROJECT FEATURES

MOBILE AND PC CONTROLS.
CUSTOM VIRTUAL JOYSTICKS.
GAMEMANAGER.
OBJECT POOLING.
WEAPON MAKER - EDITOR EXTENSION.
WORLDS MAKER - EDITOR EXTENSION.
LEVEL GENERATION WITH SPAWN SYSTEM.
ADVANCED AI.
ART WITH ANIMATIONS INCLUDED.
CUSTOM SHADERS.
CUSTOM UI TOGGLE GROUP.
15 IMPACT EFFECTS.
20 BULLET PREFABS.
30 WEAPON PREFABS.
DESTRUCTABLE WALLS.
PICKUPS.
SELECTION MENU.
PLAYER MOVEMENT CONTROLLER.
CAMERA CONTROLLER.
CAMERA SHAKE.

CONTACTS

IF YOU HAVE ANY QUERY'S OR QUESTIONS ABOUT THIS ASSET YOU CAN CONTACT ME.

UNITY FORUM LINK

TWITTER

YOUTUBE LINK

EMAIL: DEBRICER@BK.RU

HOW TO USE EDITOR EXTENSIONS

WEAPON MAKER :

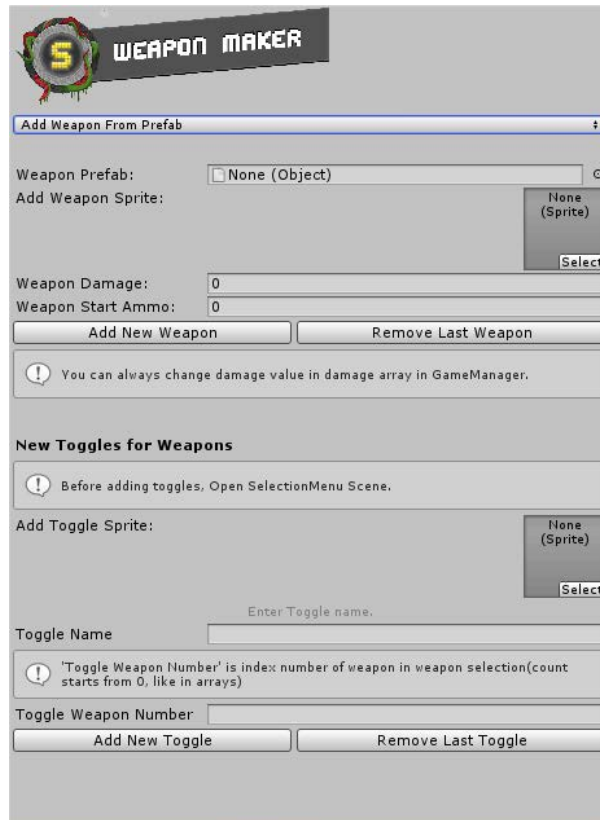
ALL WORK WITH WEAPON MAKER YOU SHOULD START ONLY IN SCENE WITH YOUR CHOOSSED MAP(DESSERT BY DEFAULT) OPENED !!!

MAKE NEW WEAPON

1. ADD WEAPON SPRITE(THIS SPRITE WILL BE ASSIGNED TO YOUR NEW WEAPON).
2. SHOOSE WHAT TYPE OF WEAPON YOU WANT.
3. TYPE *NAME* OF YOUR NEW WEAPON.
4. TYPE START AMMO(YOU CAN CHANGE THIS VALUE LATER "*CANVASGUI/PANEL/ YOURWEAPON/ /AMMO*" IN AMMO COMPONENT).
5. TYPE DAMAGE OF YOUR NEW WEAPON.
6. CLICK ON "ADD NEW WEAPON BUTTON".
7. SET ALL PREFERENCES IN COMPONENT ATTACHED TO YOUR *NEWWEAPON* GAMEOBJECT (BOY/WEAPONSELECTION/NEWWEAPON).

ADD TOGGLE

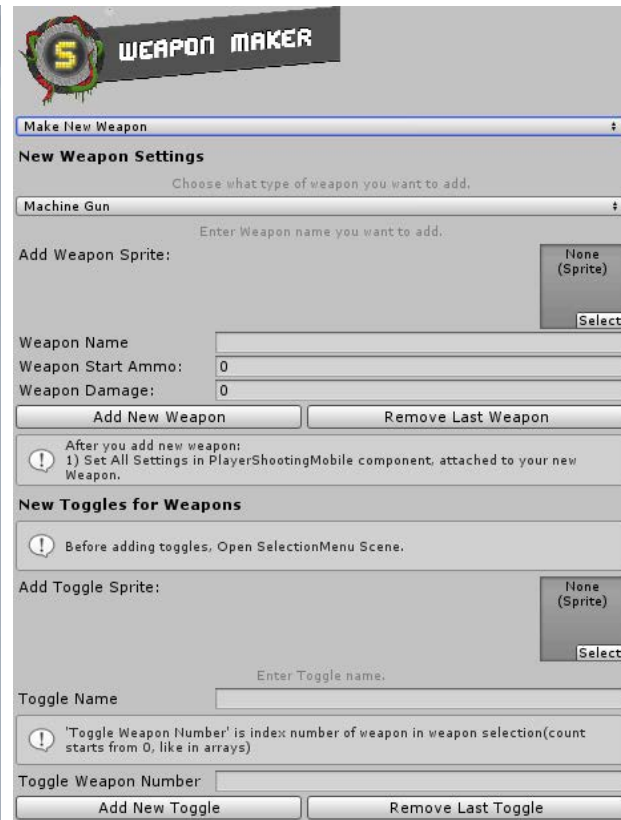
1. TO ADD TOGGLE, TO BE ABLE TO CHOOSE YOUR WEAPON FROM WEAPONSELECTION MENU, YOU SHOULD OPEN "SELECTION MENU" SCENE.
2. ADD SPRITE YOU WANT TO SEE WHEN YOU CHOOSING YOUR NEW WEAPON.
3. ENTER TOGGLE NAME.
4. ENTER TOGGLE WEAPON NUMBER(WEAPON NUMBER).
5. CLICK ON ADD TOGGLE AND YOU DONE WITH MAKING WEAPON.



***WEAPON NUMBER** - IT IS INDEX OF YOUR WEAPON *BOY/WEAPONSELECTION* (CHILDREN OF *WEAPON SELECTION* GAMEOBJECT) COUNT STARTS FROM 0 (AS INDEX IN ARRAY).

ADD WEAPON FROM PREFAB

1. ADD WEAPON SPRITE.
2. CHOOSE YOUR WEAPON PREFAB.
3. ADD DAMAGE VALUE.
4. ADD START AMMO.
5. CLICK ADD NEW WEAPON.



WORLD MAKER :

ALL WORK WITH WORLD MAKER YOU SHOULD START ONLY IN SCENE WITH YOUR CHOOSSED MAP(DESSERT BY DEFAULT) OPENED !!!

WORLD MAKER TUTORIAL - [HTTPS://YOUTU.BE/NEYZMARFYOKO](https://youtu.be/neyzmarfyoko)

SET ALL LAYERS AND TAGS AS IN THIS IMAGES

▼ Tags

Tag 0	Enemy
Tag 1	Bullet
Tag 2	MobileJoystick2
Tag 3	wall
Tag 4	Walls
Tag 5	EnemyBullet
Tag 6	Missile
Tag 7	Arrow
Tag 8	Shell
Tag 9	WeaponSelection
Tag 10	PlayerWeapon
Tag 11	Ammo

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▼ Sorting Layers

= Layer	Default
= Layer	grass
= Layer	player
= Layer	gun
= Layer	wal

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▼ Layers

Builtin Layer 0	Default
Builtin Layer 1	TransparentFX
Builtin Layer 2	Ignore Raycast
Builtin Layer 3	
Builtin Layer 4	Water
Builtin Layer 5	UI
Builtin Layer 6	
Builtin Layer 7	
User Layer 8	Player
User Layer 9	Enemy
User Layer 10	
User Layer 11	Walls
User Layer 12	Bullet
User Layer 13	
User Layer 14	EnemyBullet
User Layer 15	Shells
User Layer 16	Arrow
User Layer 17	Cartridges