

SCRIPTS

(ALL SCRIPTS ARE FULLY DOCUMENTED)

CAMERA:

- CAMERAOFFSET
CAMERA SMOOTHLY FOLLOWS OR OUTFRONS PLAYER WITH SET VALUES.
- CAMERASHAKE
CLASS FOR CAMERA SHAKE

ENEMY:

- AI_MOVEMENTI. ENEMY MOVEMENT.
- BULLETDAMAGEFORENEMY ENEMY TAKES DAMAGE.
- ENEMYSHOOTINGNEW ENEMY SHOOTING CLASS.
- FACESPLAYERNEW ENEMY AIM CLASS.
- HEALTHSCORE
CLASS FOR ENEMY HEALTH.
- ENEMYEYES
HELPS ENEMY SEE PLAYER.

LEVEL&MAP:

- FIREPORTAL
WHEN PLAYER ENTERS TRIGGERED AREA, OPENES WEAPON SELECTION SCENE.
- LEVELGENERATION
RANDOMLY GENERATES LEVEL WITH TILES.
- WALLDESTRUCT2
MAKE WALLS DETRUCTABLE. ADDS SOME EXPLOSIONS AND GETS DESTROYED GROUND FROM OBJECTPOOL
- GAMEMANAGER
PUBLIC CLASS FOR EDITING SETTINGS SUCH AS: ENABLE RO DISABLE MOBILE SETTINGS; OBJECTPOOLING;
PLAYER;INPUT; YOU CAN GET ALL OF THOSE VARIABLES FROM ANY SCRIPT CAUSE THEY ARE STATIC.

MISC :

- DESTROY
UNIVERSAL CLASS FOR DESTROYING AND ACTIVATING GAMEOBJECTS.YOU WILL USE ALL THOSE FUNCTIONS FOR ANIMATION EVENTS
- LIGHTFLICKER
RANDOMLY CHANGES LIGHT INTENSITY AND RANGE.
- ONTRIGGERDAMAGE
SEND DAMAGE TO OTHERS WHEN OTHER ENTERS TRIGGERED ZONE.
- PARTICLECOLLISIONDAMAGE
MAKE DAMAGE ON PARTICLE COLLISION.
- TIMEDDESTROY
DESTROY GAMEOBJECT WITH DELAY.
- TIMEDDISABLE
DISABLE GAMEOBJECTS AFTER AMOUNT OF TIME.



PLAYER:

-PLAYERHEALTH
PLAYERS HEALTH.

-PLAYERMOVEMENTMOBILE PLAYER MOVEMENT FOR PC AND MOBILE USE.

-PLAYERSPATH
CREATES A QUEUE OF GAMEOBJECTS, ITS SOME KIND OF PLAYERS PATH;

UI :

-BUTTONCONTROLLER
CLASS FOR MENUS, PANELS. DISABLING AND ENABLING GAMEOBJECTS(PANELS, BUTTTONS ETC.)

-MYTOGGLEGROUP
COUNT UP NUMBER OF CHECKED TOGGLES, AND DON'T LET TO CHECK MORE THEN YOU NEED.

-SCOREMANAGER
SAVE AND LOAD SCORE VALUE.

-SELECTIONMENU
CLASS FOR MENU. ADDS SELECTED WEAPON NAME TO PLAYERPREFS.

-TEXTFADEINOUT
TEXT STARTS BOUNCING, THEN GOES UP DIRECTION, THEN DISSAPERE.

WEAPONS AND AMMO:

-ACTIVeweapONS
CHOOSE ACTIVE WEAPON BUTTONS AND PUT THEM INTO ARRAY.

-AMMO
AMMUNITION SETTINGS.

-ARROWScript
CLASS FOR ARROWS

-BULLETDamage
CLASS FOR DAMAGE ENEMIES WITH BULLETS.

-CARTRIDGE
CLASS FOR WEAPON AMMUNITION.

-ELECTRICFIELDGRENADE
CLASS FOR INSTANTIATING ELECTRIC FIELD GRENADE.

-GRENADE
CLASS FOR GRENADES SETTINGS.

-GRENADEREAL
CLASS FOR REAL GRENADES SETTINGS.

-LAUNCHERAMMO
AMMO CLASS FOR WEAPONS WITH LAUNCHER SCRIPT ATTACHED.

-MOVEFORWARD
BULLETS MOVEMENT AND MUZZLE FLASH ON FIRE.

-ROCKET
CLASS FOR ROCKET MOVEMENT, ROTATION AND AUTO AIMING.

-SHELLScript
INSTANTIATE SHELL PREFAB ON EVERY SHOT. GOOD FOR FIREARM.

-STARTWEAPONS
ACTIVATE WEAPON BUTTON IF IT HAS KEY IN PLAYERPREFS, AND DELETE THAT KEY TO AVOID ERRORS.

-WEAPONMOBILE

ROTATES WEAPON WITH JOYSTICK. CHANGES WEAPON LAYER TO 'GUN' OR 'GRASS'.

-WEAPONSELECTION

SELECTS WEAPON WITH ITS INDEX. SET ACTIVE WEAPON WITH SELECTED INDEX, OTHER UNSELECT.

WEAPONS:

-GRENADELAUNCHER

CLASS FOR SHOOTING GRENADES.

-LAUNCHER

YOU CAN USE THIS TO ANY OBJECTS THAT YOU WANT TO SET ACTIVE, OR IF WANT TO PLAY OR STOP PARTICLES.
YOU CAN MAKE MANY OTHER WEAPONS LIKE THIS.

-PLAYERSHOOTINGMOBILE

CLASS FOR SHOOTING WITH BULLETS.

-LASER

CLASS FOR SHOOTING LASERS.

-LIGHTNINGBOLT

CLASS TO SHOOT WITH LIGHTNING BOLTS

-LIGHTNING

CSETTINGS FOR LIGHTNING BOLTS.

GAMEOBJECTS IN SCENE "DESERT" :

> BOY - MAIN PLAYER.

> SHADOW - PLAYERS SHADOW AND ALSO POINT EFFECTOR WHICH WILL PULL CARTRIDGES.

> WEAPON SELECTION. - PARENT GAMEOBJECT OFF ALL WEAPONS.

> WEAPON1 - MACHINE GUN WITH LOW ACCURACY AND LOW DAMAGE.

> WEAPON2 - GRAVITY ELECTRIC GUN. LOW SPEED. FIRING GRAVITY ELECTRIC BULLETS WICH PULLS ENEMIES AND EXPLODE THEM.

> WEAPON3 - GUN FIRING GRENADES.LOW SPEED. GRENADES EXPOLODES WHEN TOUCHES ENEMIES OR WALLS AND INSTANTIATING MORE GRENADES.

> WEAPON4 - SHOTGUN WITH HIGH DAMAGE.

> WEAPON6 - MISSILE LAUNCHER.

> WEAPON7 - FLAMETHROWER.

> WEAPON8 - ARROW THROWER.

> WEAPON9 - MACHINE GUN WITH LOW ACCURACY BUT HIGH DAMAGE.

- > WEAPONIO - REAL GRENADE LAUNCHER. LAUNCH SIMPLE GRENADES. GRENADES ARE VERY BOUNCY.
- > POINT LIGHT - SIMPLE POINT LIGHT.
- > GAME MANAGER - MANAGES ALL START WEAPONS BUTTONS.
- > MAIN CAMERA - CAMERA THAT SMOOTHLY FOLLOWS PLAYER.
- > LEVEL MAKER:RANDOMLY GENERATES LEVEL.

TO SET UP LEVELMAKER ,ALL YOU NEED IS :

1. YOU NEED TO PUT YOUR PLAYER AND CAMERA GAMEOBJECTS.
2. PUT YOUR ENEMIES PREFABS AND CHOOSE AMOUNT OF ENEMIES YOU WANT TO APPEAR IN THE SCENE.
3. PUT WALL AND GROUND PREFABS. IF NEEDED CHANGE TILE SIZE AND TILE AMOUNT.
4. IF YOU WANT, YOU CAN PLAY AROUND WITH DIRECTION CHANCES.
5. EXTRA WALLS VALUES MUST BE DEVIDED BY 2.

> EVENTSYSTEM

> CANVASPAUSEMENU(DISABLED) - OPENES MENU WHEN PAUSEBUTTON PRESSED

> CANVASGUI:

- SCORETEXT - DISPLAYES ACTUAL SCORE.
- PAUSEBUTTON - OPENS PAUSE MENU.
- PANEL WICH CONTAINS ALL WEAPON BUTTONS WITH AMMUNITION TEXT.
- HEALTHBAR - DISPLAYES ACTUAL PLAYERS HEALTH.

> MOBILESINGLESTICKCONTROL :

- MOBILEJOYSTICK - LEFT JOYSTICK RESPOND FOR PLAYERS MOVEMENT.

- MOBILEJOYSTICK2 - RIGHT JOYSTICK RESPONDS FOR WEAPON ROTATION AND START/STOP SHOOTING. FOR START/STOP SHOOTING.

> CANVAS - CANVAS WITH WORLD SPACE RENDER MODE. THIS CANVAS IS AFTER ENEMY DEATH.

GAMEOBJECTS IN SCENE "SELECTIONMENU" :

>MAIN CAMERA

>CANVAS

>SHOOSE WEAPON - TEXT

>WEAPONSPANEL - PANEL WITH TOGGLES CHILD. ON THIS PANEL CAN BE ATTACHED SCRIPT MYTOGGLEGROUP. THERE YOU WILL SEE TOGGLES ARRAY. YOU SHOULD ATTACHE ALL TOGGLES YOU WANT TO BE SELECTED TO THIS ARRAY. AND CHOOSE HOW MUCH TOGGLES YOU WANT TO VE ACTIVE AT ONE TIME.

>NEXTLEVEL - BUTTON THROWS YOU TO DESERT SCENE(YOU CAN CHANGE IT ANY TIME, BY CHANGING SCENE NUMBER).

>BACKTOMENU - TEXT(DOESNT WORK)

PREFABS:

BULLETS:

> ARROW - PREFAB FOR ARROW THROWER.

> BULLETSPLASH_0 - IMPACT SPLASH FOR MACHINE GUN BULLETS.

> CARTRIDGE - AMMUNITION PREFAB(HERE YOU CAN DESIDE HOW MANY AMMO DIFFEREN WEAPONS YOU WANT TO ADD TO)

> GRAVITYELECTRICBULLET - ELECTRIC BULLET FOR GRAVITY ELECTRIC GUN(WEAPON2)

> GRENADECHILD - CHILD GRENADE FOR WEAPON 3.

> GRENADEMAINTESTI - MAIN GRENADE FOR WEAPON3.

> GRENADEREAL - GRENADE FOR REAL GRENADE LAUNCHER(WEAPON9).

> GRENADEREALCHILD - CHID GRENADE FOR REAL GRENADE LAUNCHER(WEAPON9).

> WEAPONIBULLET - BULLET FOR WEAPON1.

> WEAPONIBULLETENEMY - BULLET FOR ENEMY GUNS.

> WEAPONISHELL - SHELL PREFAB FOR MACHINE GUNS AND SHOTGUN.

> WEAPON4BULLET - BULLET FOR SHOTGUN(WEAPON4)

> WEAPON6BULLET - MISSILE PREFAB FOR WEAPON6.

> WEAPON9BULLET - BULLET FOR WEAPON 9.

ENEMIES:

> DUCK - FAST ENEMY WITH LOW HEALTH. SHOOTS WITH SHOTGUN.

> MONSTER - SLOW ENEMY WITH HIGHER HEALTH. SHOOTS WITH MACHINE GUN.

> RAVEN - FLYING ENEMY.

EXPLOSIONS:

> GRAVITYELECTRICBULLETBLOW - ANIMATION EXPLOSION OF ELECTRIC BULLET(WEAPON2).

> EXPLOSION - ENEMIES EXPLOSION.

> GRENADEBLAW - ALL GRENADES BIG EXPLOSION

> GRENADEBLAWCHILD - ALL GRENADES SMALL EXPLOSION

> PARTICLESELECTRICAFTER - PARTICLES EXPLOSION OF ELECTRIC BULLET(WEAPON2).

> PARTICLESMOKEBLOW - EXPLOSION WITH PARTICLES (WALLS, MISSILE)

> PUFF - PARTICLES BLOW WHEN MISSILE LAUNCHER STARTS SHOOTING.

> TRIGGERSENDMESSAGE - SEND DAMAGE FOR ENEMIES IN TRIGGERED AREA, WHEN SHOOTING WITH GRENADELAUNCHER.

> WALLPARTICLESMOKEBLOW I - EFFECT WHEN WALL EXPLODE.

MAP:

> **DEFAULT** - CONTAINS ALL INFORMATION ABOUT WORLD.

MISC_ :

> **PORTALFIRE** - PORTAL THAT CAN SEND YOU TO WEAPON SELECTION MENU.

> **MONEYTEXT** - BOUNCING TEXT APPEARING AFTER ENEMY DEATH.

> **PREF** - JUST EMPTY GAMEOBJECT; NEEDED FOR PLAYERSPATH.

MATERIALS:

> **BOUNCE MATERIAL :**

CARTRIDGE

WEAPON4BULLET

WEAPON9BULLET

WEAPONISHELL

> **BOUNCEMATERIAL1 :**

ARROW

BOY

> **BOUNCEMATERIAL2 :**

GRENADEREAL

WEAPONIBULLET

> **MOBILEPARTICLES** - MATERIAL FOR ALL PARTICLES EXCEPT FLAMETHROWER

> **MOBILEPARTICLESFLAMETHROWER** - MATERIAL FOR FLAMETHROWER.

> **PUFF** - MATERIAL FOR POOF PARTICLES TEXTURESHEET ANIMATION.

> **SMOKE** - MATERIAL FOR MISSILE PARTICLES TEXTURESHEET ANIMATION.

> **SPRITEMOBILEDEFUSE** - MATERIAL FOR SPRITES ON MOBILE WITH ENABLED LIGHTS.