Space Arcade

A GAME CREATED WITH UNITY
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REVISION 1.0.0

Game Description

Space Arcade is a stunning space game created to be play in *iOS, Android, MAC OS, and Windows platform*. The game dynamics allow you to drive through space in a new remarkable way, filled with challenging space roads and beautiful 3D space environments.

Some of your goals include, gather numerous space capsules as you possible can is the ultimate goal, however it won't be easy as you could encounter an immense amount of enemies, which will do everything they can to destroy your spaceship.

Defense Towers, mines, fuel tanks and other obstacles will attempt to stop you from surviving. Your goal is to destroy them using advance missile technology equipped with all spaceships.

To start you're given three amazing spaceships that are all equipped with different characteristics. Some will reach lightning speeds; others will be slower and even allow for easier handling during driving.

Experience driving spaceships like never before with very friendly user controls. Use accelerometer control and device vibrate effects to make your driving simulation more realistic and enjoyable. (Keep in mind that you can turn this on and off as you wish)

Space Arcade Store also provides you with three powerful spaceships; all give you improved driving performance, acceleration, handling, and rotation.

Folder Asset Structure

Space arcade project contains multiple folders, divided into different categories and some self-explanatory. The most important folders to look at are *Scripts and Scenes.* Take a look at these folders, as you will need to look at different scenes to see the game flow.

Fig 1.0
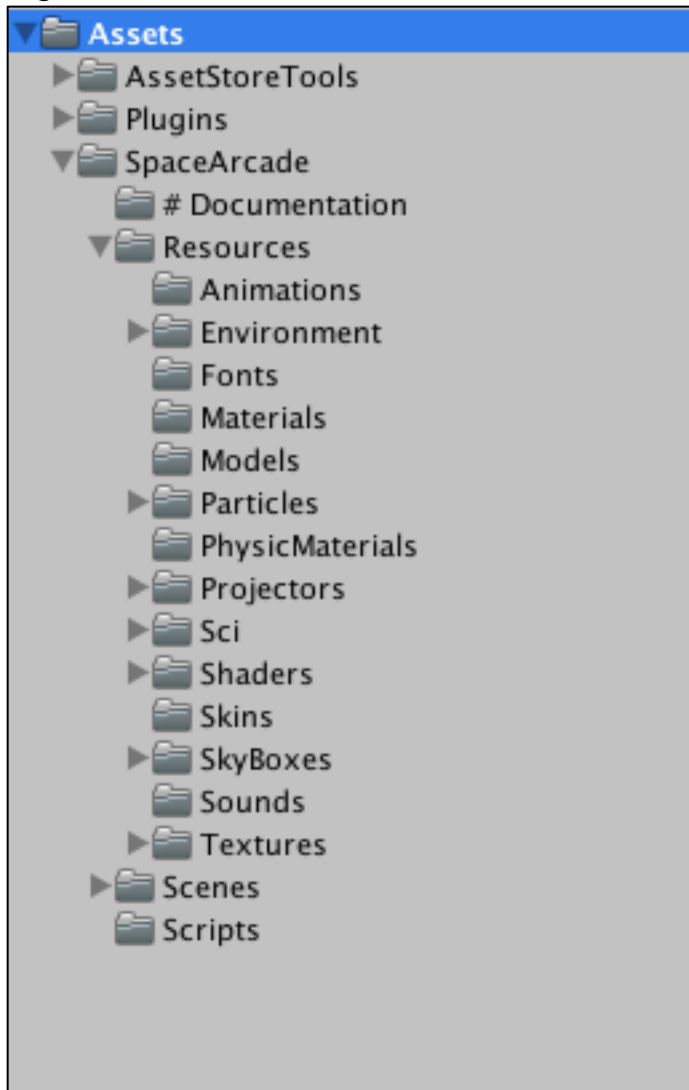
Scenes

I wanted to add a section on scenes since is very important for you to know what's available, I like you to know all different scenes that make up the entire game, with that mentioned I will mention all of them as follows:

1. Game Menu (Scene): This is your starting point scene. This is the scene composed of a menu such as play, options, store, etc.

2. Game Menu Spaceships (Scene): Once you've selected the play option, you will be taken to this scene to select a spaceship.

3. Game Menu Store (Scene): If Store is selected from your Game Menu (Scene) you will be taken to the store.

4. Game Mode (Scene): There are two game modes available in the game. Classic Mode and Jump Mode, see Fig 1.1 below to differentiate between the two.
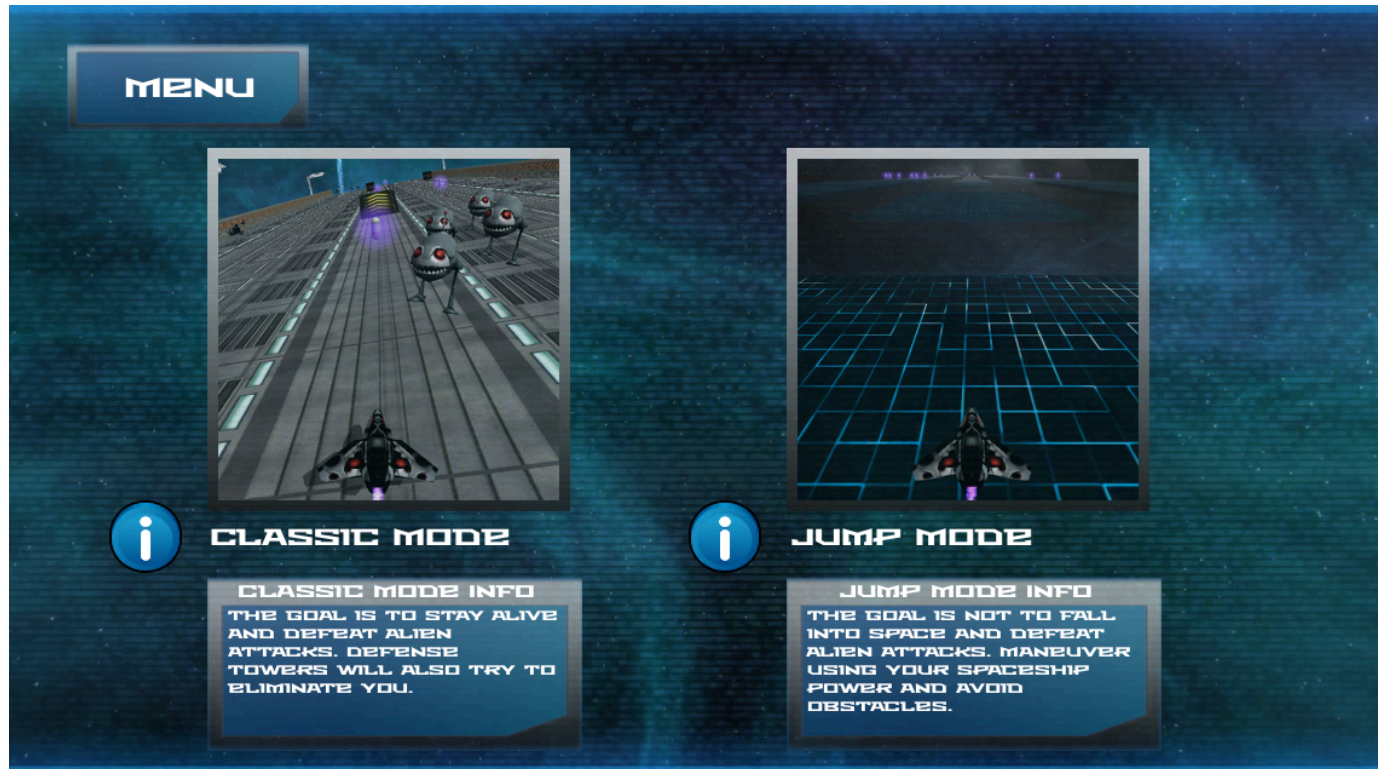
Fig 1.1

5. Game Jump Mode (Scene): If Jump Mode is selected this scene is loaded.

6. Game Play (Scene): If Classic Mode is selected this scene is loaded.

Scripts

Let's start by looking at all the scripts and components that make this amazing game. First let's load the Game Menu (Scene) if you haven't already done that and open up the Scripts folder from your project view. Here're the definitions and usages within the game:

Script	Scene
SpaceshipControl.cs	Used in Game Play (Scene) to control spaceship.
AutoShooterTrigger.cs	Used in Game Play (Scene) to turn on auto shooter when special asset is picked up by spaceship.
Booster.cs	Boost speed of spaceship.
Bullet.cs	Bullet is self-explanatory.
DefenseEnemy.cs	Defense Tower AI
EndRing.cs	Used to know when spaceship passes by rings.
EnemyAlien.cs	Aliens AI
EnemySpaceship.cs	Enemy Spaceships AI
EngineLid.cs	Engine Lid Rotation
ForceField.cs	ForceField logic
Fuel.cs	Fuel logic
GameCenterAPI.cs	Game Center API for iOS Devices
GameCenterAPIIntegration.cs	Game Center API Integration for iOS Devices
GameMessages.cs	Implementation of animated Game Messages.
GameMode.cs	Game Mode selector.
Globals.cs	Global variables used throughout the entire game.
GUIGamePlay.cs	GUI during game play
GUIMainMenu.cs	GUI during menu selections
LockUnlockAsset.cs	Lock and unlock assets
MineEnemy.cs	Mine Enemy AI
PickItem.cs	Pick Item logic, when a spaceship collides with pick

	items it increases score.
Player.cs	Player logic
Ramp.cs	Ramp logic to impulse spaceship up to Y >
RoadCreator.cs	Road Creator trigger
RoadFloor.cs	Road floor touch trigger
RoadJump.cs	Road Jump trigger
UISpaceshipSelector.cs	Spaceship selector GUI
UISpaceshipStore.cs	Spaceship store selector GUI
Utils.cs	Utils to update score

XCODE Setup

You MUST add StoreKit.Framework to your link of linked frameworks in XCODE before the application can be compiled. Go to XCODE Project – Targets – (Unity-iPhone Tartget) – Build Phases – Link Binary with Libraries.

Game Trailer

Game trailer is available at: Trailer

Game Store Links

iOS

Windows

Questions or Support

I'm here to help you get your game started, I'm not an expert at Unity but I've enjoyed and have a lot of fun using this amazing tool, so if you've any questions or need support if any kind please be sure to email me at dilmervst@gmail.com