

INFINITE AIRPLANE SHOOTER ENGINE 2D

By Denvzla Estudio Ver. 2.0

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Infinite Airplane Shooter Engine 2D is a feature complete and easy to use package giving you the chance to create airplane shooter games of any kind. Completely mobile and other touch devices ready, it's never been this easy to create endless games.

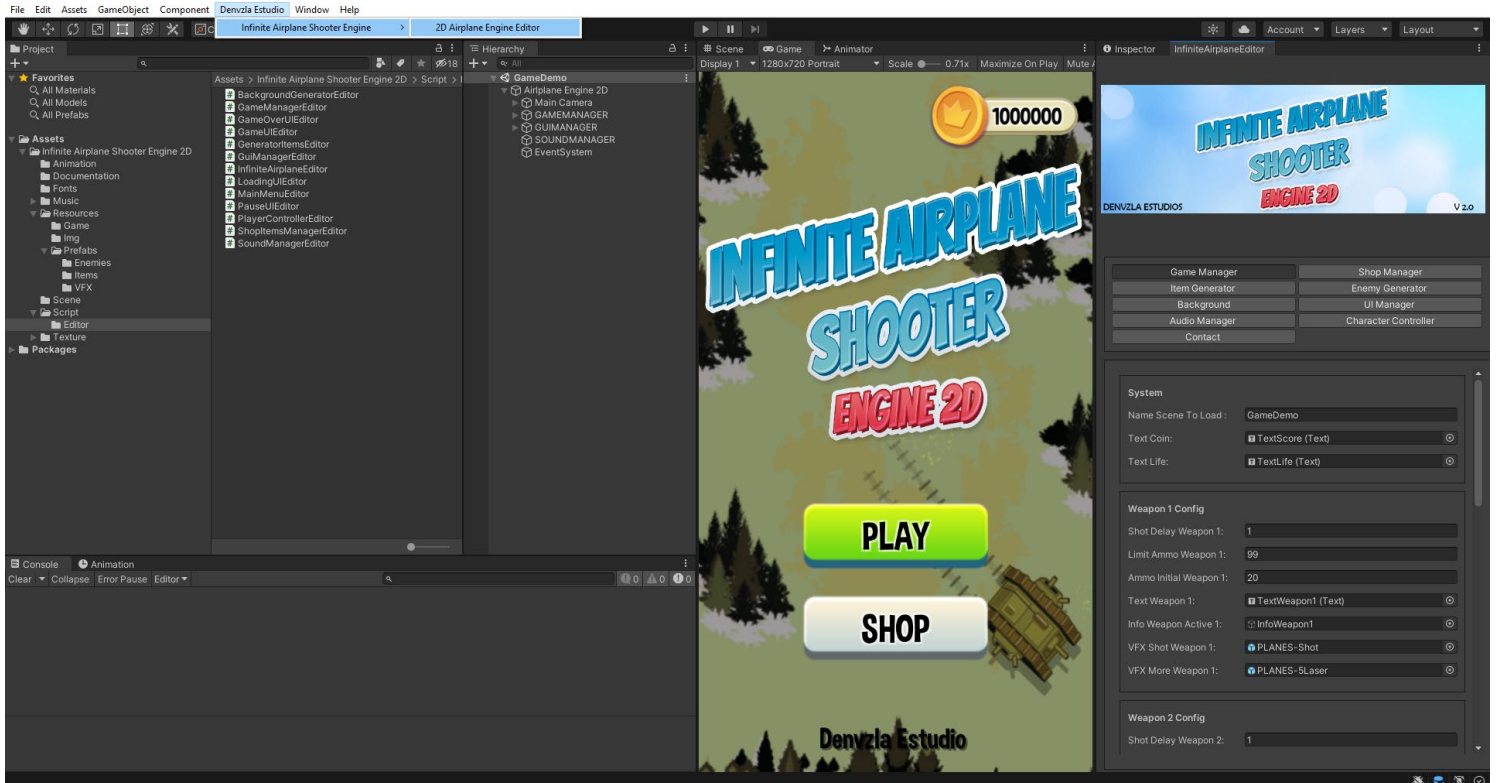
Easy to use and modify. A beginner can easily understand and use this.

Features:

- Touch Control
- Shop system
- Enemies
- Full Editor
- Auto save money
- Multiple Obstacles
- Complete set of GUI
- No Code Required

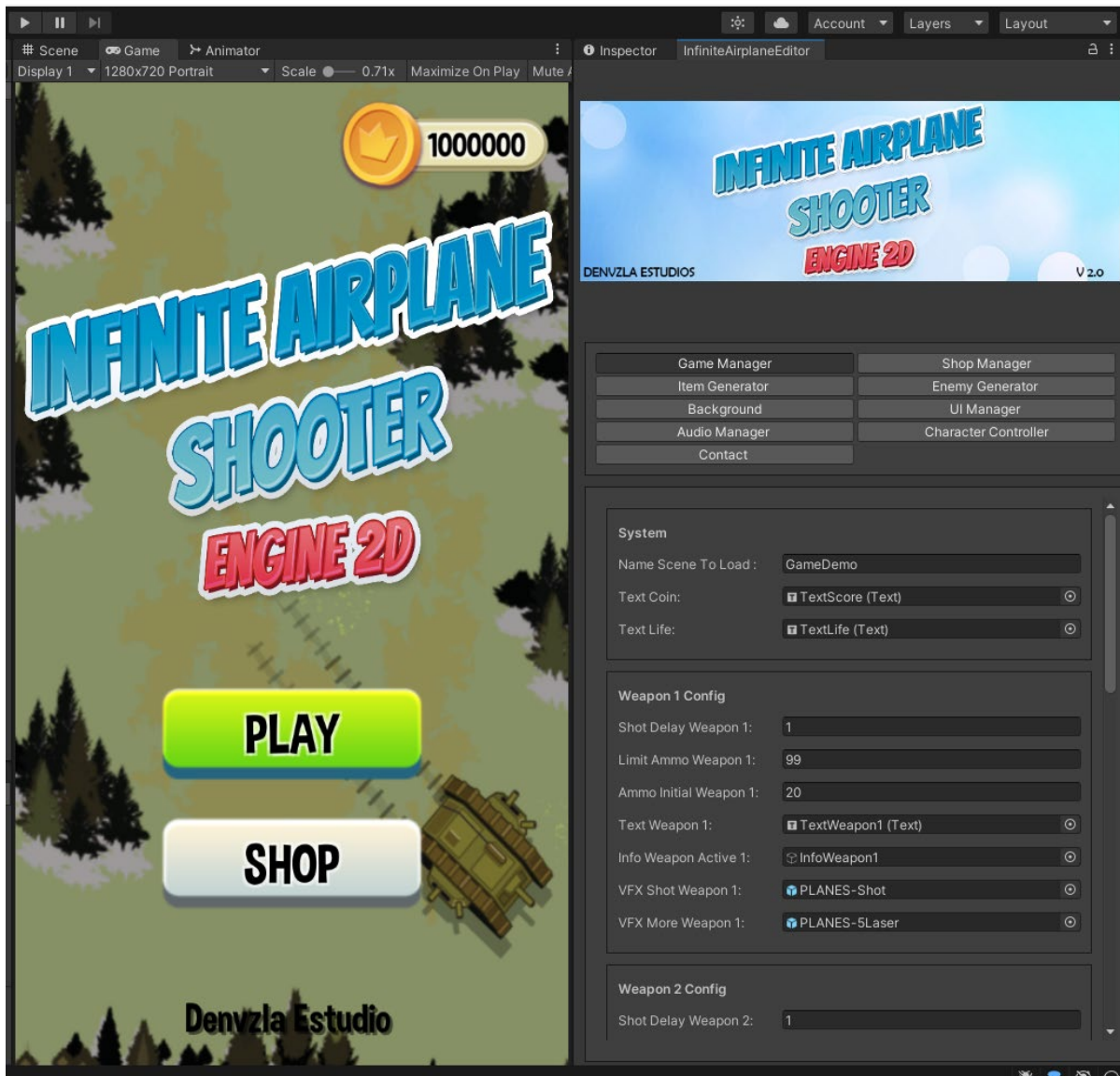
1. How to Start?

- Create a Blank Scene
- To Create a Game Go to Unity Menu: Denvzla Estudio/Infinite Airplane Shooter Engine/ 2D Airplane Engine Editor



2. Game Manager

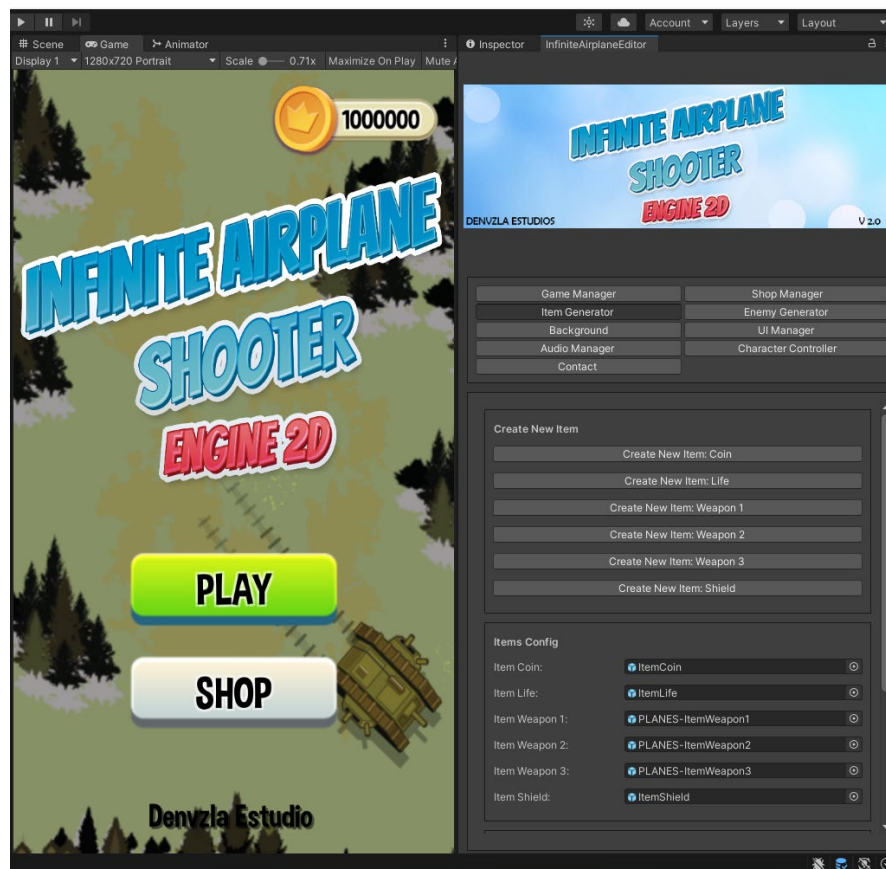
In this tab, you can edit all the general settings of the game, such as the effects, each one is edited, it only replaces the icons and images



3. Item Generator

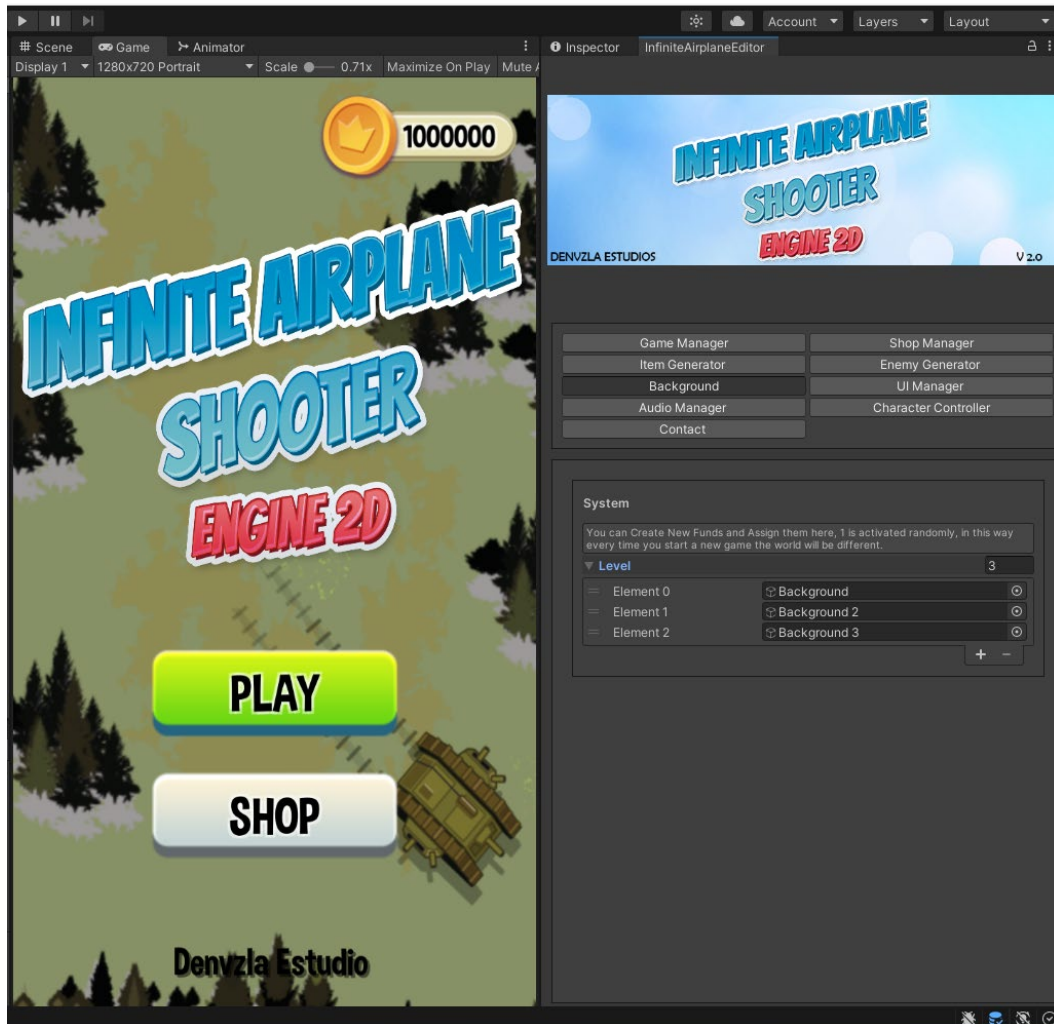
In this tab you can edit all the collectibles of the game, there are already examples created just edit the sprite

- **Create New Item:** Create and edit the objects from an example
- **Items Config:** Here you must assign the created objects for the system to detect them
- **Item Generator:** Here you must assign the objects that will be generated by the system



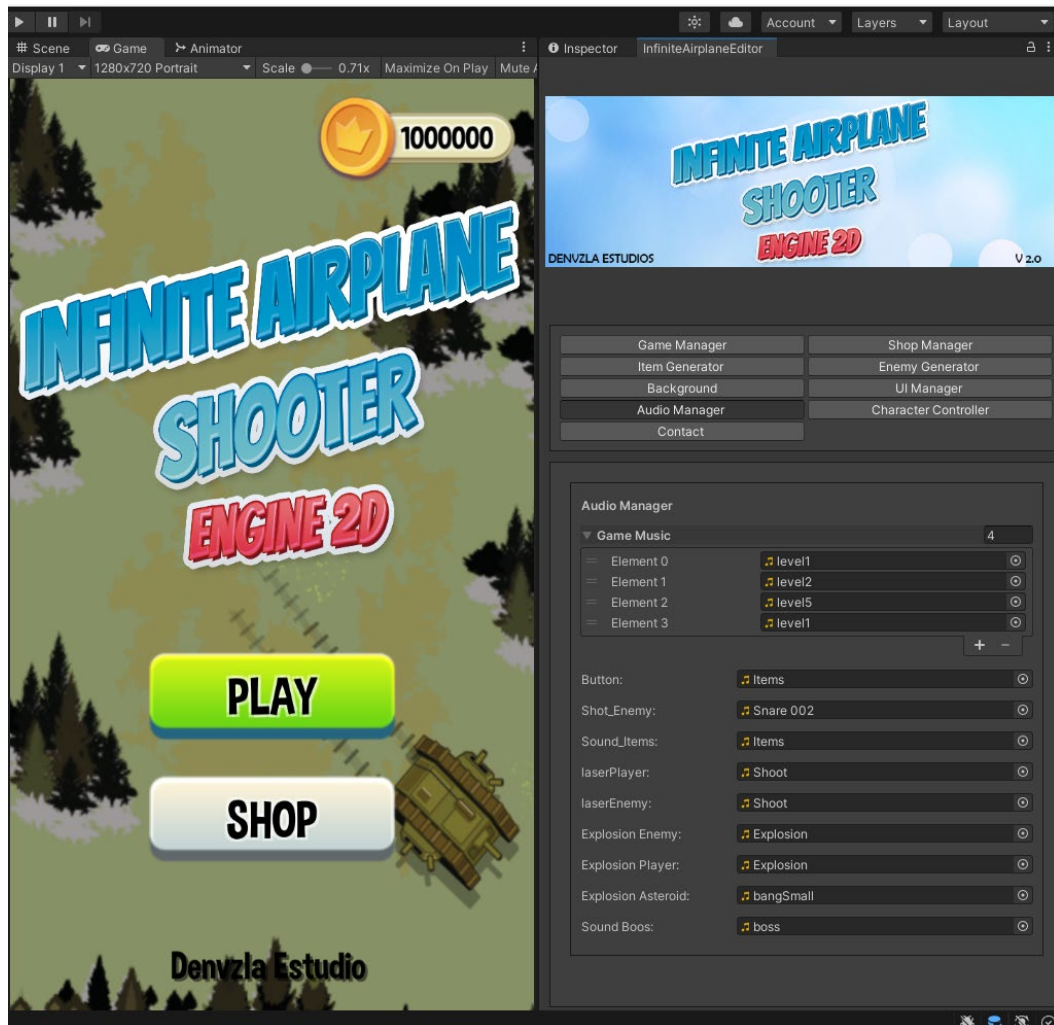
4. Background

You can Create New Funds and Assign them here, 1 is activated randomly, in this way every time you start a new game the world will be different.



5. Audio Manager

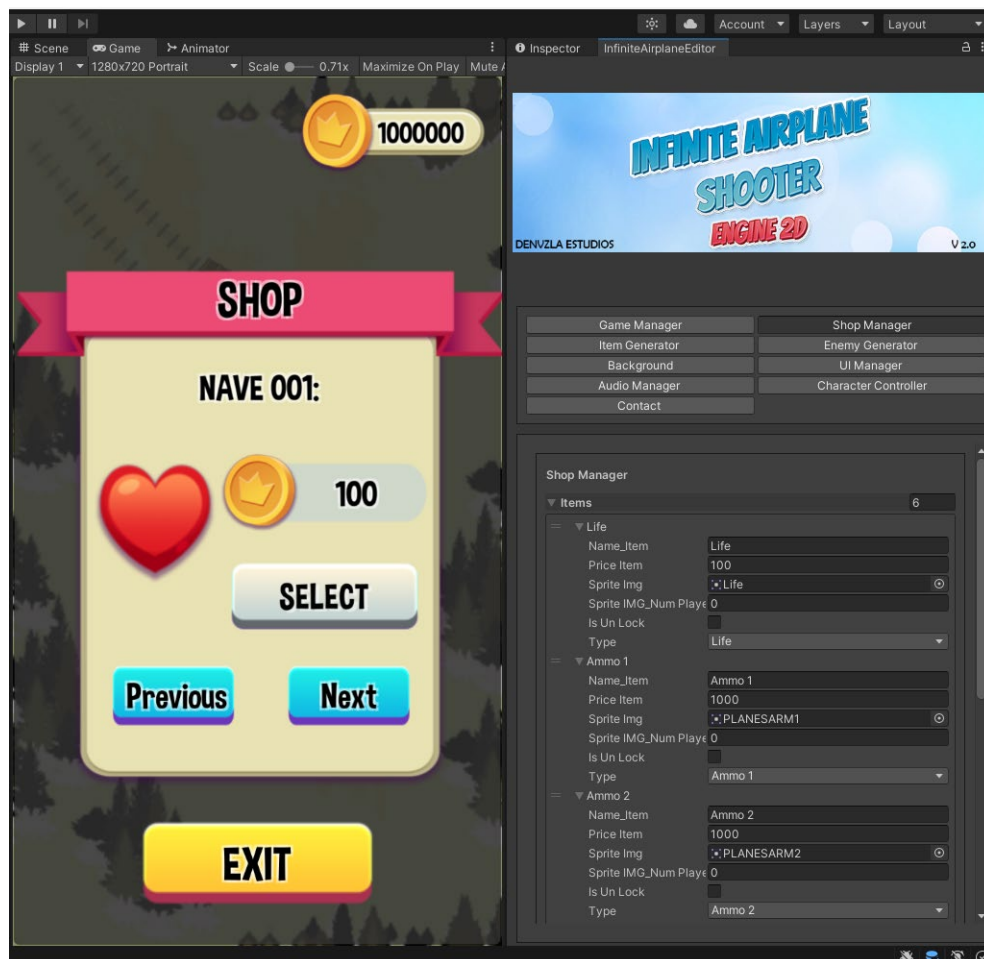
Here you can Edit all the sounds of the game, only edit the sounds



6. Shop Manager

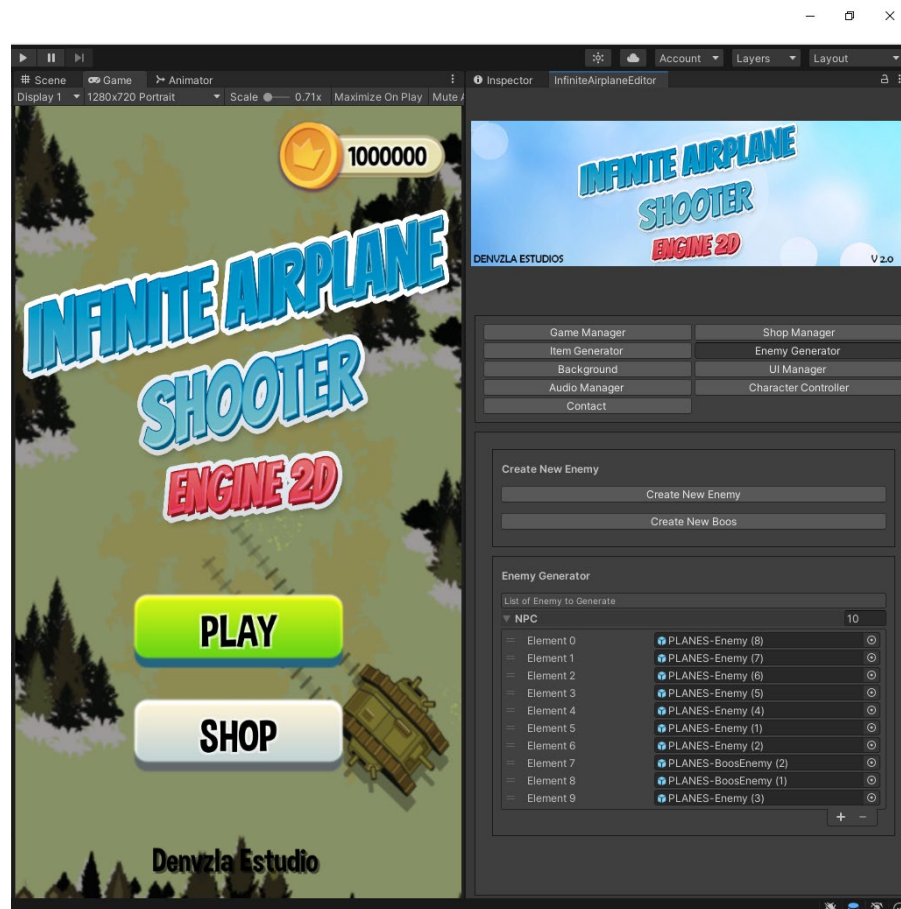
Here you can edit the items that are for sale by coins.

Here you can edit the items that are for sale by coins. Note The player item must assign the sprite number referring to the character controller tab "Sprite Player"



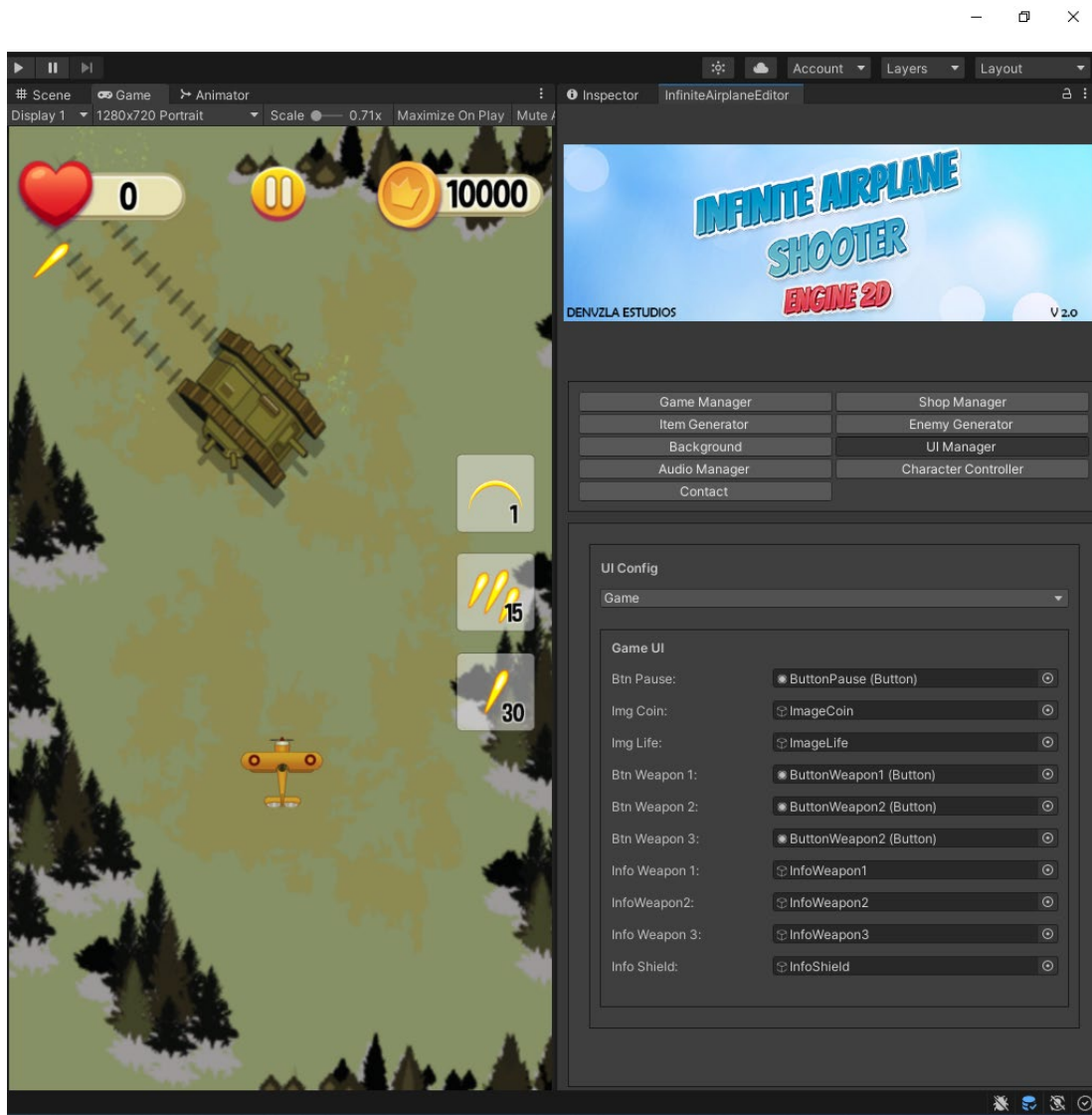
7. Enemy Generator

Here you can Create and edit new enemies from an example, after you edit them and save them in your custom folder you must assign them to the generation list.



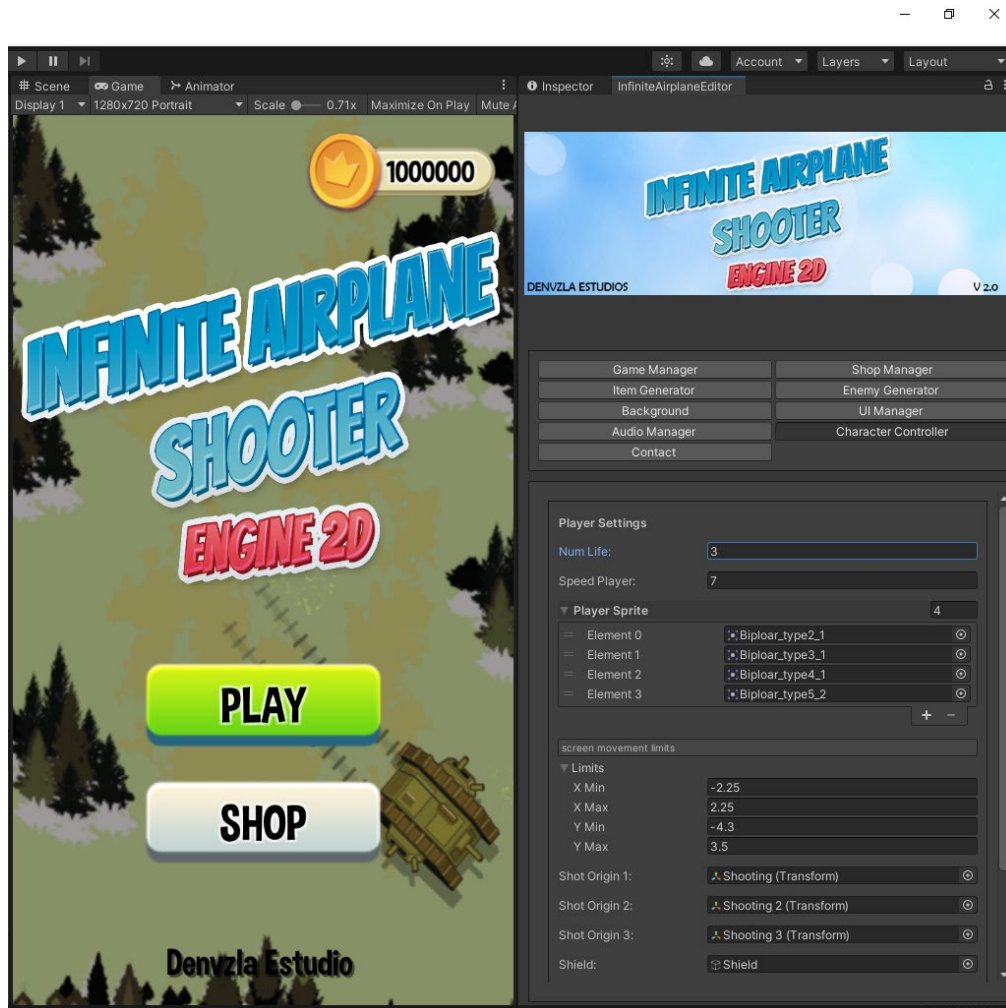
8. Ui Manager

In this tab you can edit each element of the windows.



9. Character Controller

To edit and create a new player just assign the sprites to the sprite list, the system will automatically assign the first image. The following images correspond to the sprites of the store that is to say that the second image is a new player that is for sale and so on when the player buys it and activates it, the system will assign it



10. Contact

Thanks For Choosing Infinite Airplane Shooter Engine 2D, Currently Still in Development We do not stop until we create a quality product, if you have problems write to us at denvzla@gmail.com

Skype: [de-lara16@hotmail.com](https://www.hotmail.com)

I am currently creating some tutorial videos, be patient, if you need help write to me ...