3D Arcade Shooter Documentation

Overview

The **3D Arcade Shooter** is thoughtfully developed and user-friendly. Function names are clear, and scripts provide step-by-step guidance. This documentation explains the project folders functions. If you encounter any issues, please contact us at joysmashgames@gmail.com.

Project Structure

1. Art

This folder has five subfolders as below:

- **Animations**

This folder contains enemies and character animations. (17 items)

- **Materials**

Contains 59 various materials used in the game, which can be customized with different colours or sprites.

- **Models**

Contains 7 different 3D models. (FBX)

- **Sprites**

Contains 12 UI and game icon PNG sprites.

- **Textures**

Contains 14 Bullets and Particles textures .

2. Prefabs

The Prefabs folder includes five main categories:

- **Enemies**: Contains 9 prefabs of boss enemy and other types of enemies that can be used in levels.

- **Geometry**: 22 prefabs needed for level design. And items needed to store data

- **Objects**: 7 unique prefabs needed in level design.

- **Particles**: 20 unique particle effects with different materials.

- **Pickups**: 7 different prefabs that can be collected throughout the gameplay.

- **Player**: 2 prefabs of main character in main menu and in main game scene.

- **PlayerWeapons**: 2 player weapons.

- **Projectile**: 12 prefabs of bullets for enemy and main character.

- **Trigger**: 2 unique prefabs of trigger events.

- **UI**: 6 Prefabs of the game menus and UI elements.

3. Scenes

- **Level-1**: the gameplay

- **MainMenu :** starting scene of the game

- **EndScene :** final scene of the game after finishing game
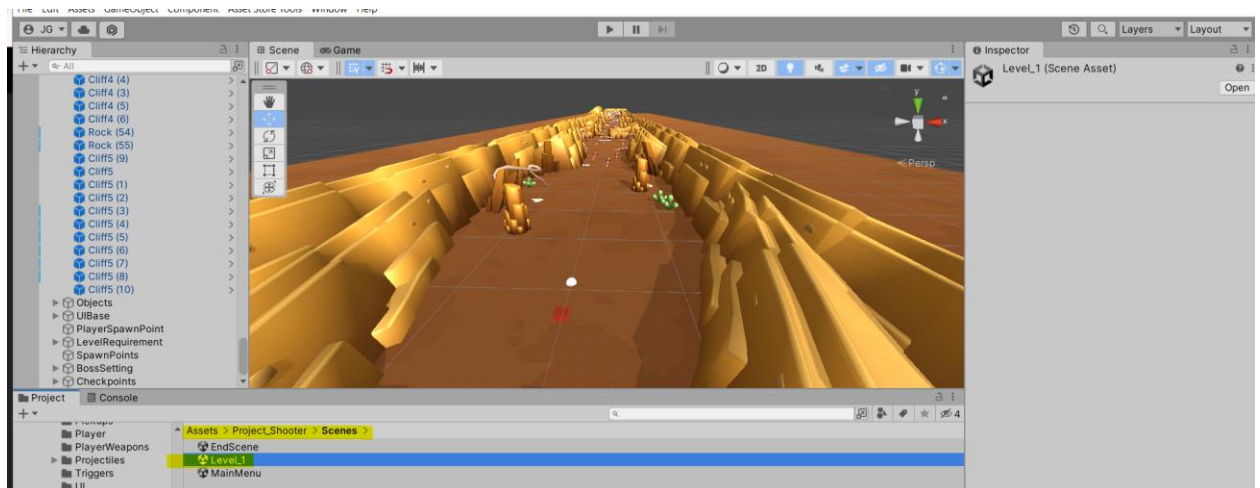
4. Scriptable Object

Savedata scriptable object to save the checkpoints and last unlocked levels of the game.

5. Scripts

Scripts are categorized into ten folders, with clear names and functions to ensure easy understanding.
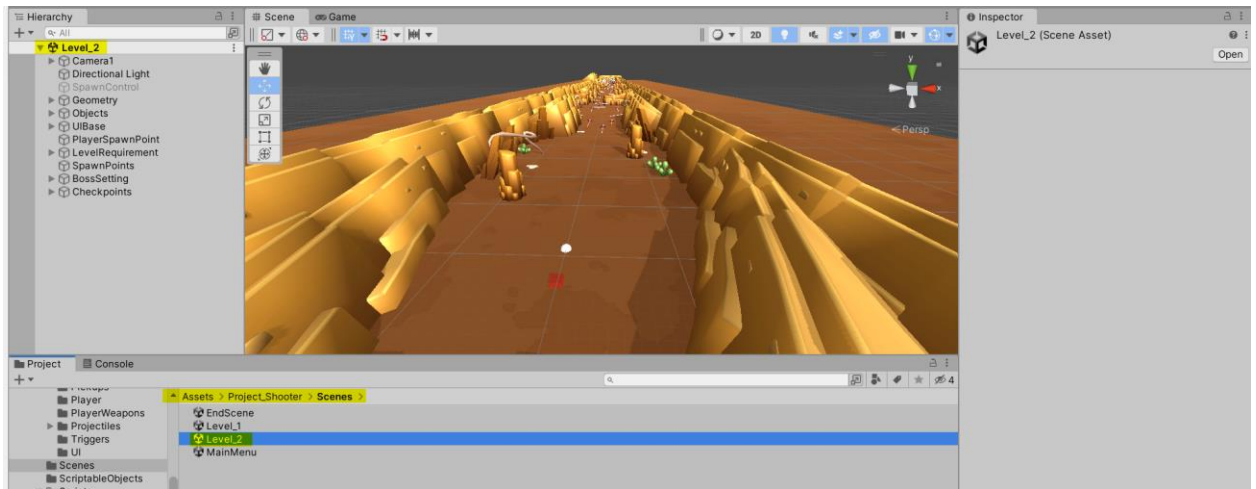
How to add new levels:

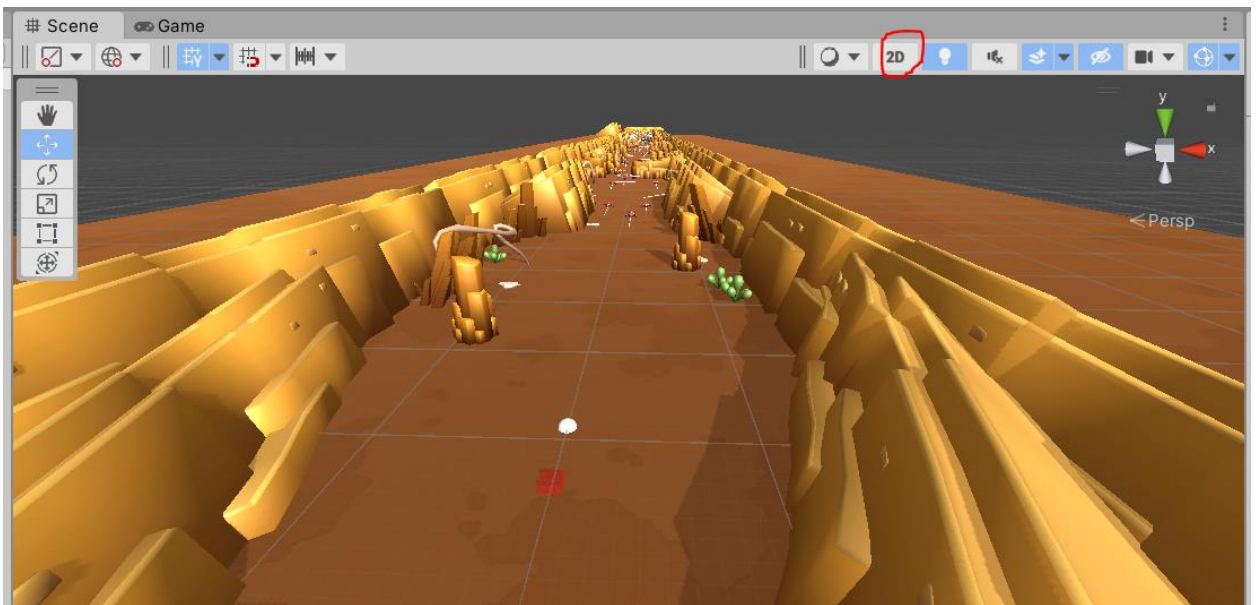1- Navigate to Project – Scenes folder. Find Level_1 and double click on it to enter the scene.

2- The best way for creating a new level is to copy Level_1 scene and start changing it in a way that you desire. Here I copied it (ctrl+d)

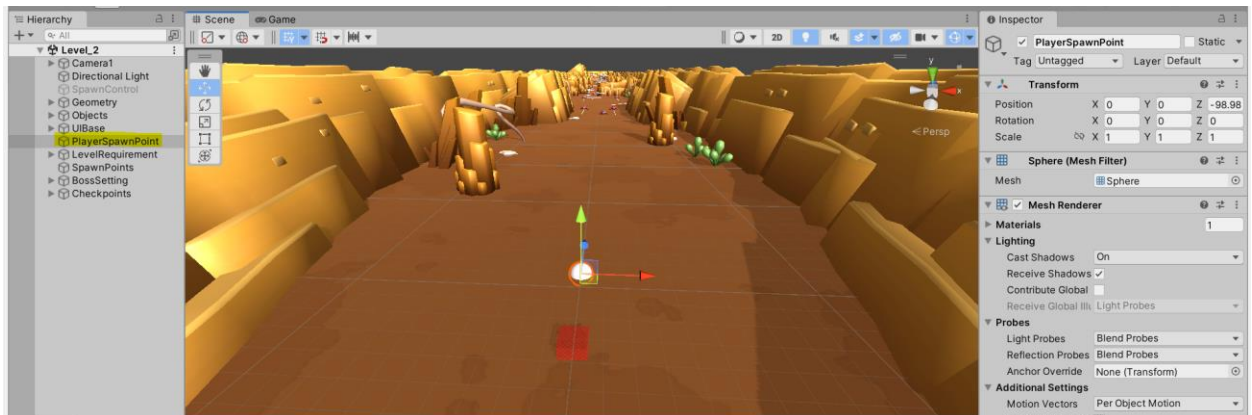and rename it to Level_2.

3- Bear in mind that level design is in 3D scene, so it is better to toggle off 2D.

Find PlayerSpawnPoint game object. That is where the game starts

and your character appears.

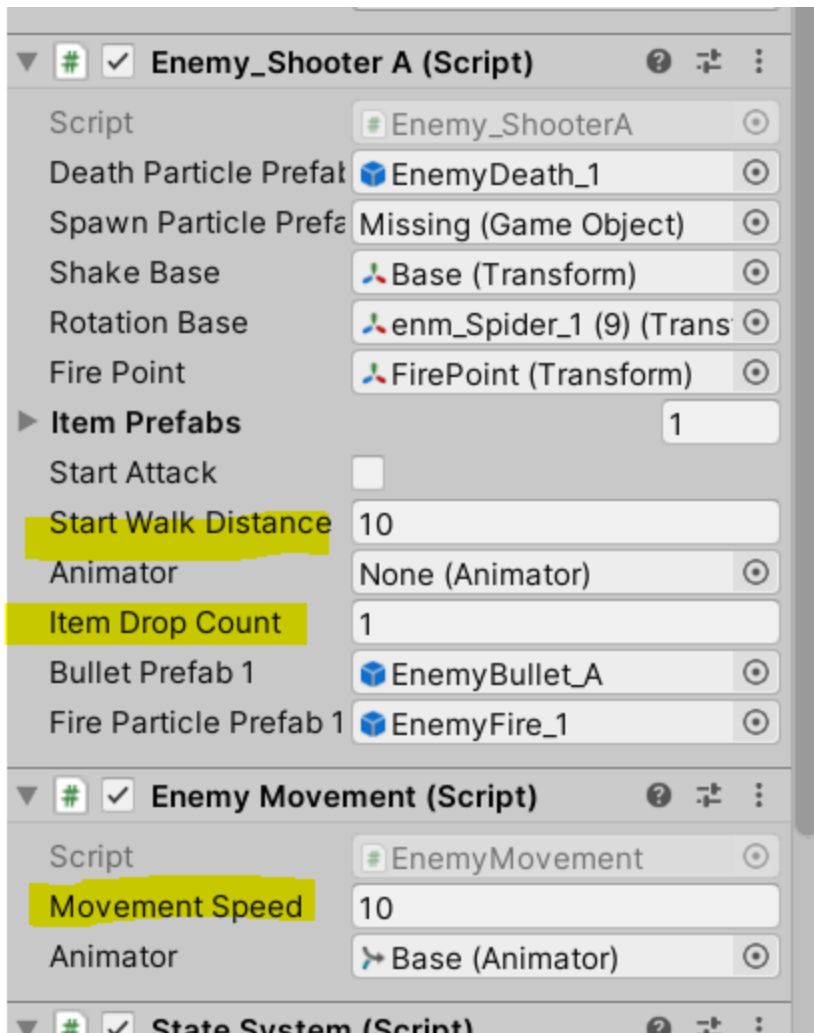4- You can add different prefab on your way to the end. I decided to add three Cliffs, two Plants and two Roots.

5- As you move on the way, you can add enemies. Here I added EnemySpiders and EnemySoldiers (prefabs – enemies) folder. You can set the Max damage for each enemy which determines how
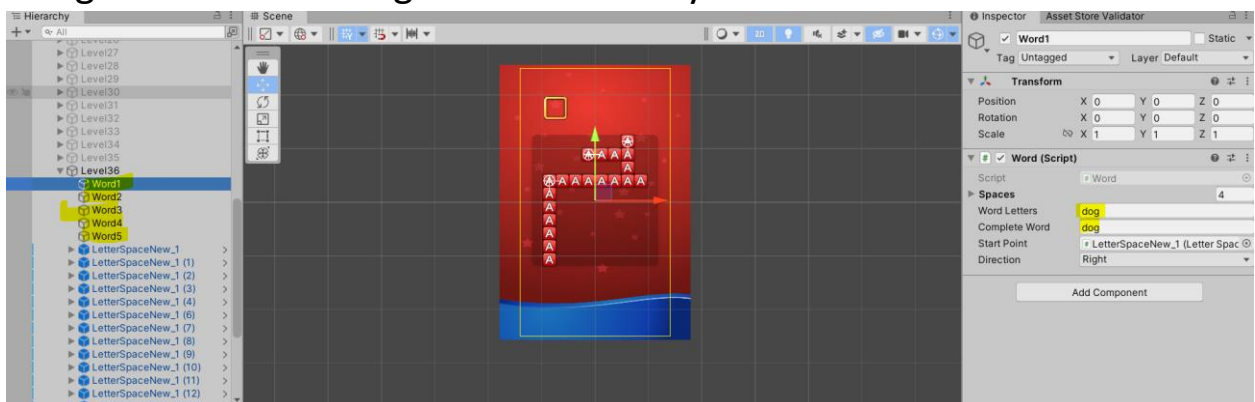
many bullets are needed for them to blow up.

6- There are different variables that you can set for your enemy. Item Drop count determines the number of coins each enemy will drop after destruction. Movement speed shows how fast it will reach you and start walk distance is the number of steps the enemy will take. You can change these variables for any of the enemies you put in the level.
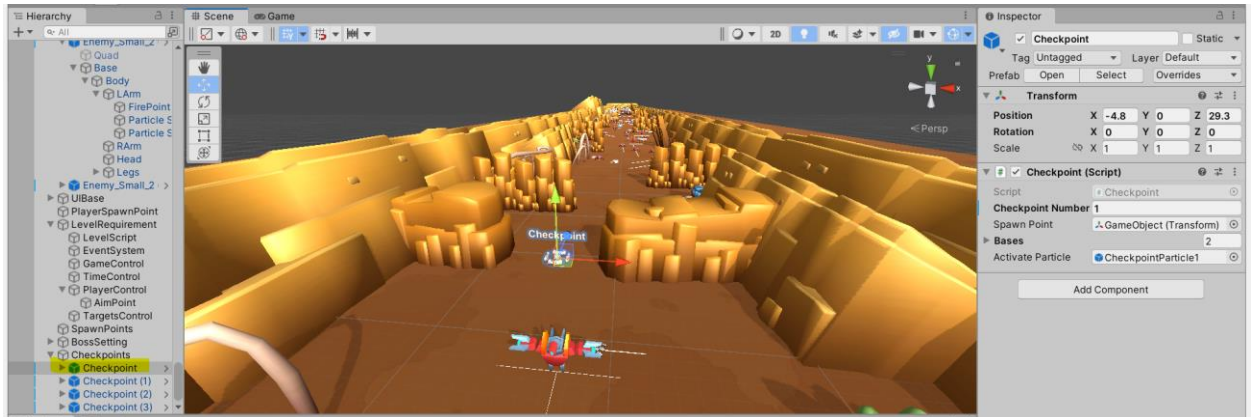
For this example, I want to have five words in animal category. I chose the words Dog – Ox- Monkey – Mouse – Zebra. So, the next thing that I do is adding the words to my level.
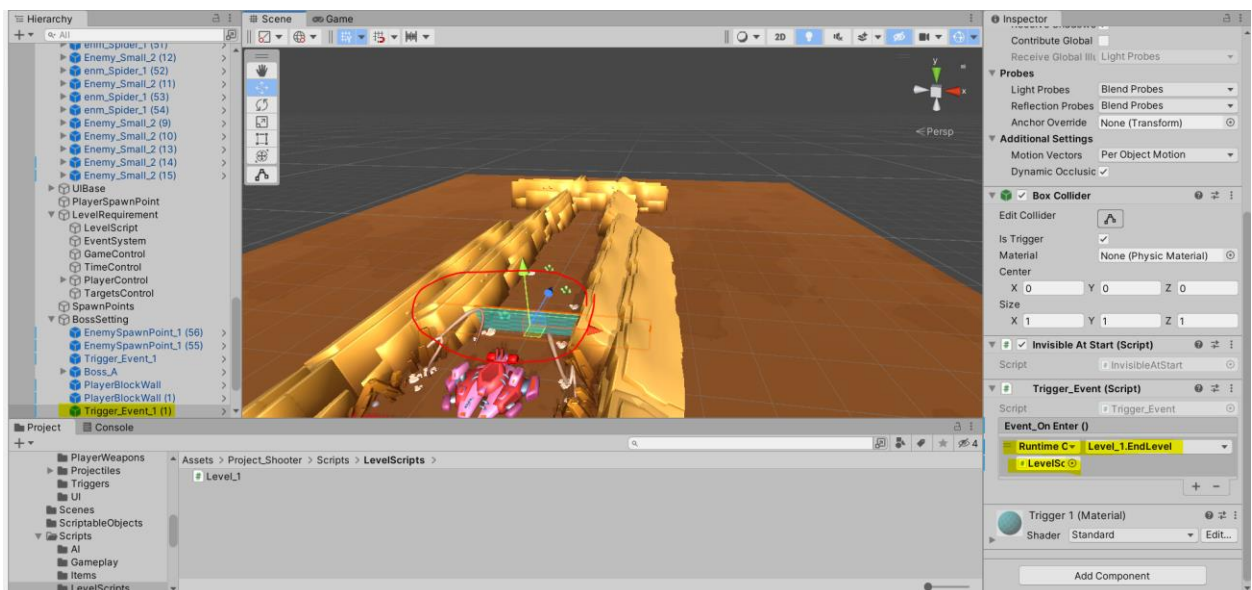
7- You can also put Crates (prefabs – objects folder) or other pickups which will change your gun type. Don`t forget to add checkpoints as this will help the player to start the game from these.

8- It is recommended to have Boss prefab at the end of the level. However, in order to end your level you can set Trigger Event prefab and assign level end to it. when the player hits the trigger the level is finished and level 1 script ending function will be called.

For any questions or further assistance, please reach out to joysmashgames@gmail.com.