

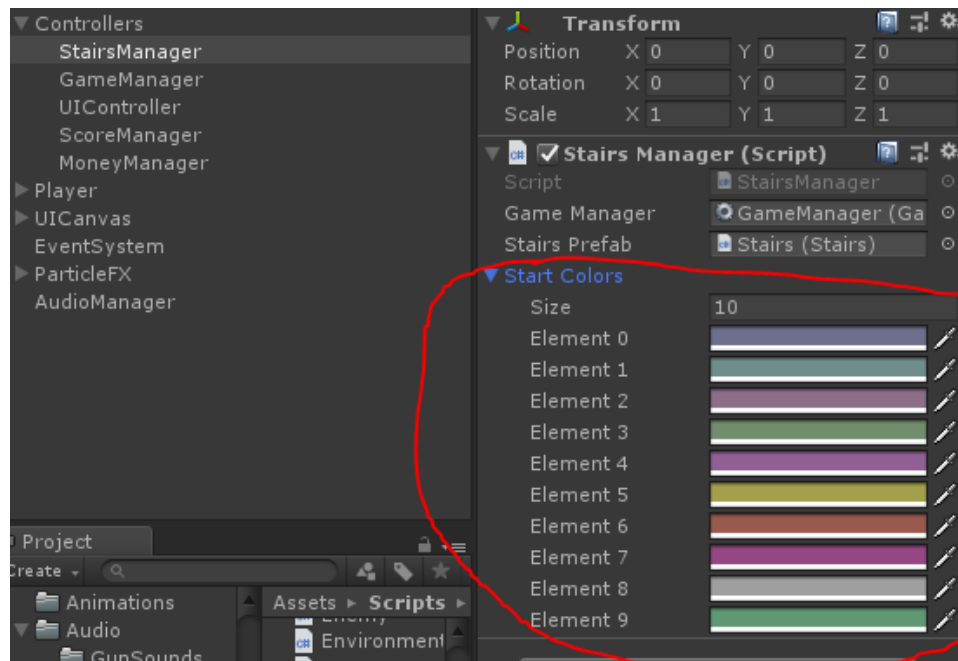
Mister Gun

Documentation



Stairs Manager

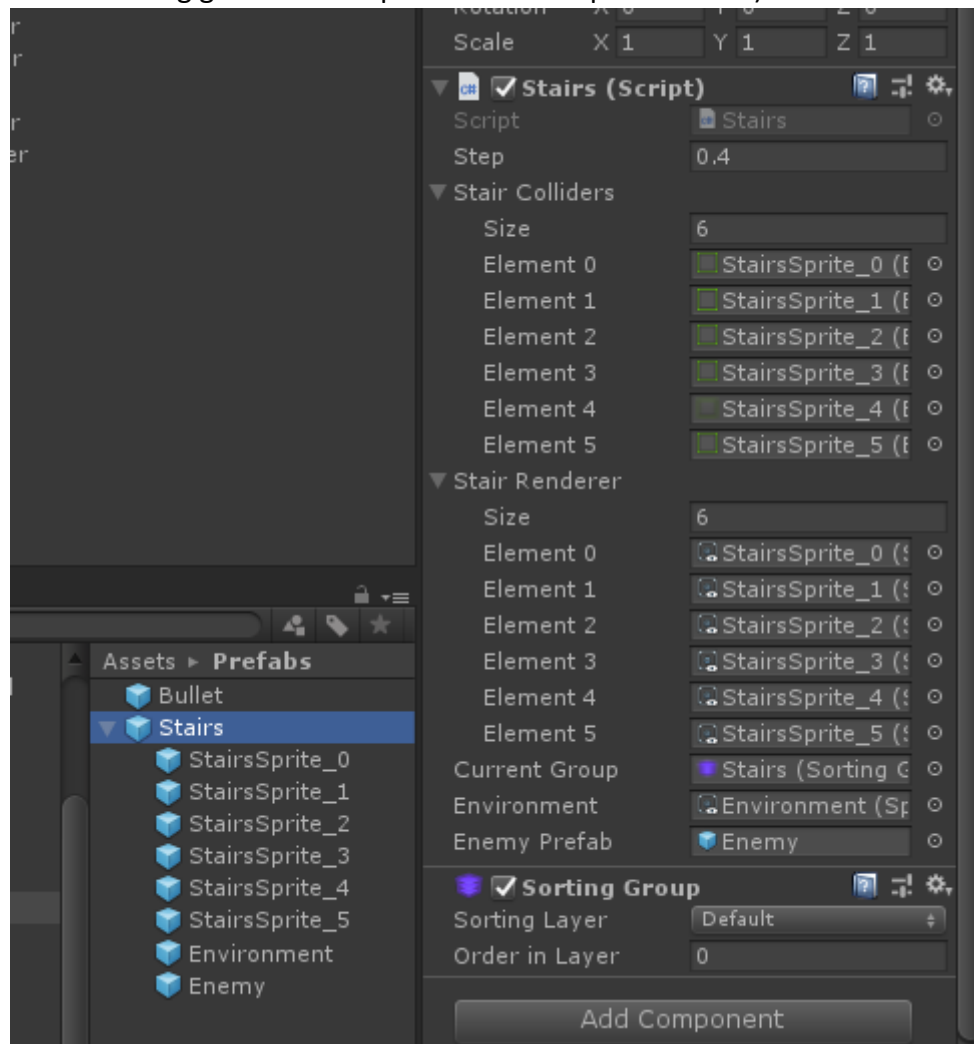
Change the start color for the steps you can here (you can either change the existing colors or add new ones)



Stairs prefab

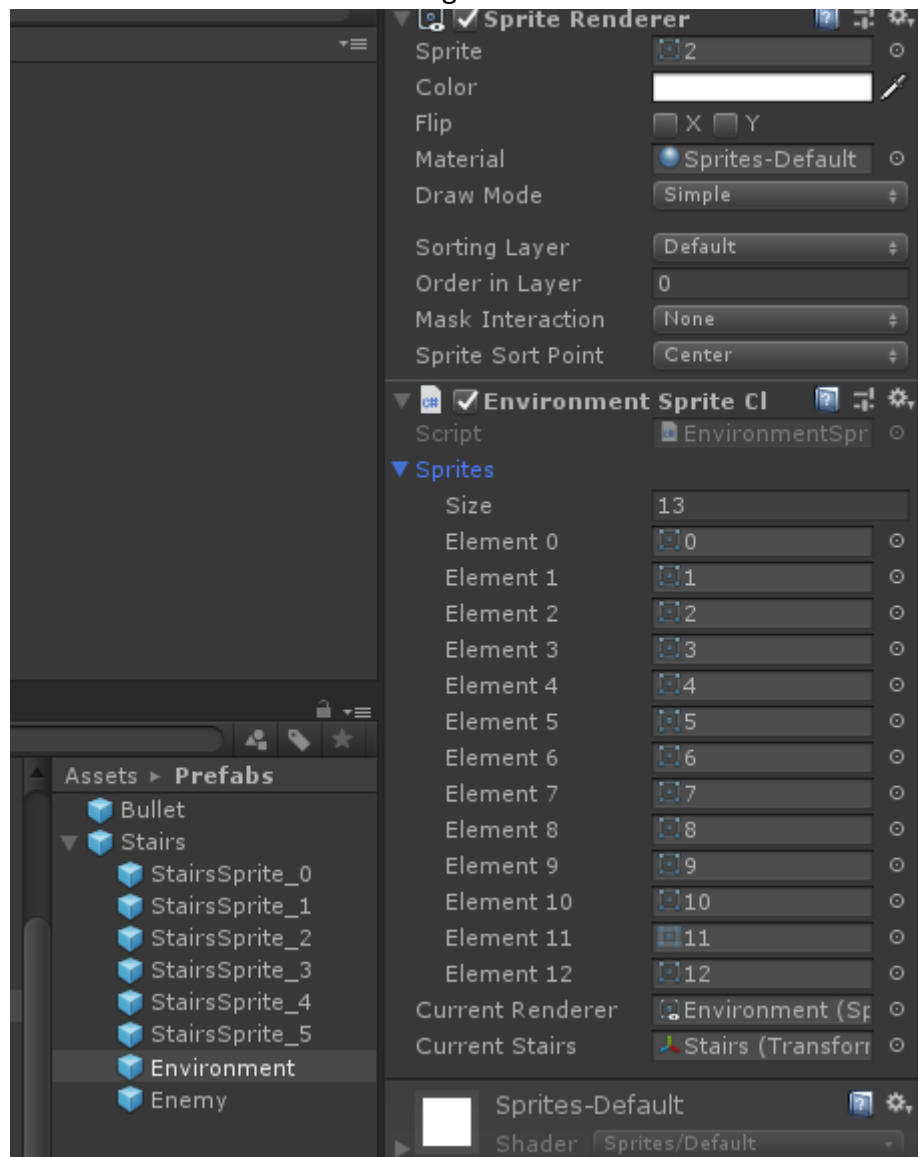
The stairs section consists of 6 steps (you can do more or less, but then you need to consider how it will look in the game). You must specify the step shift "Step" - this is the height of the step, in our case it is = 0.4, but if you change the sprite of the stair, you will need to change this value.

Next, you must specify successively all the colliders and step-level renderers in the appropriate lists. Indicate the sorting group (the initial prefab layer should be = 0, so that the remaining generated steps do not overlap each other).



Environment

Here you can add or change the scenery of the environment that appears on the tops of the stairs. When adding new items, consider the size and position of the sprites, they should be the same as the existing ones.

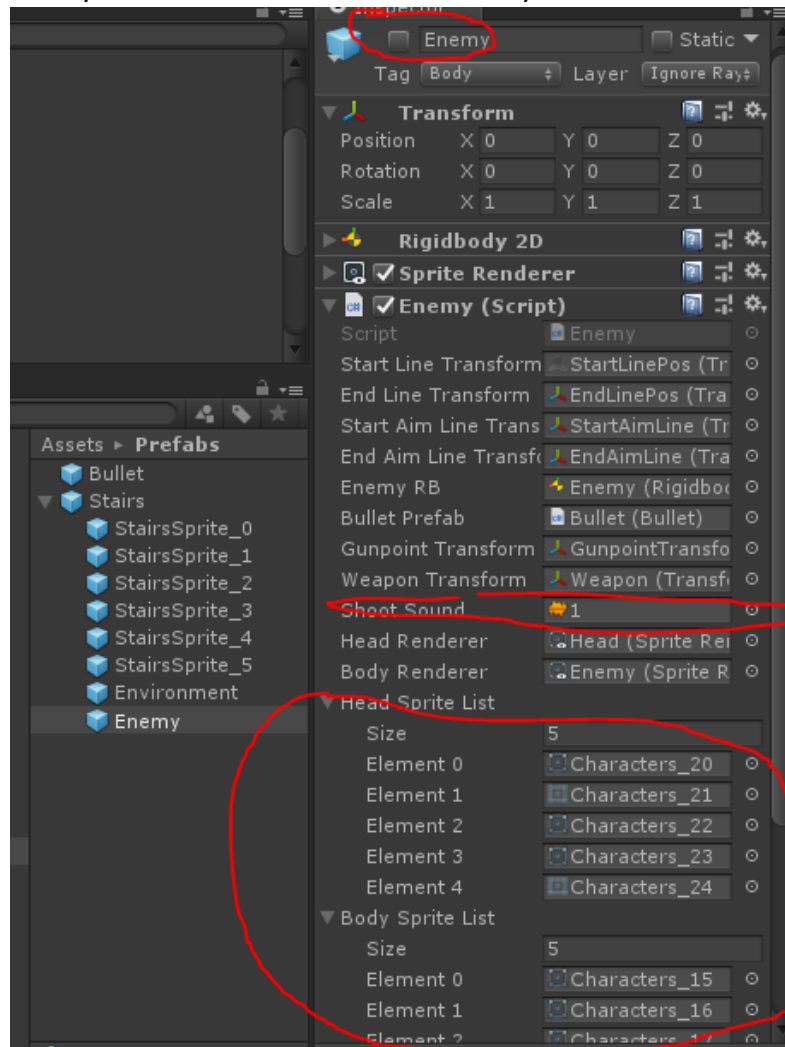


Enemy

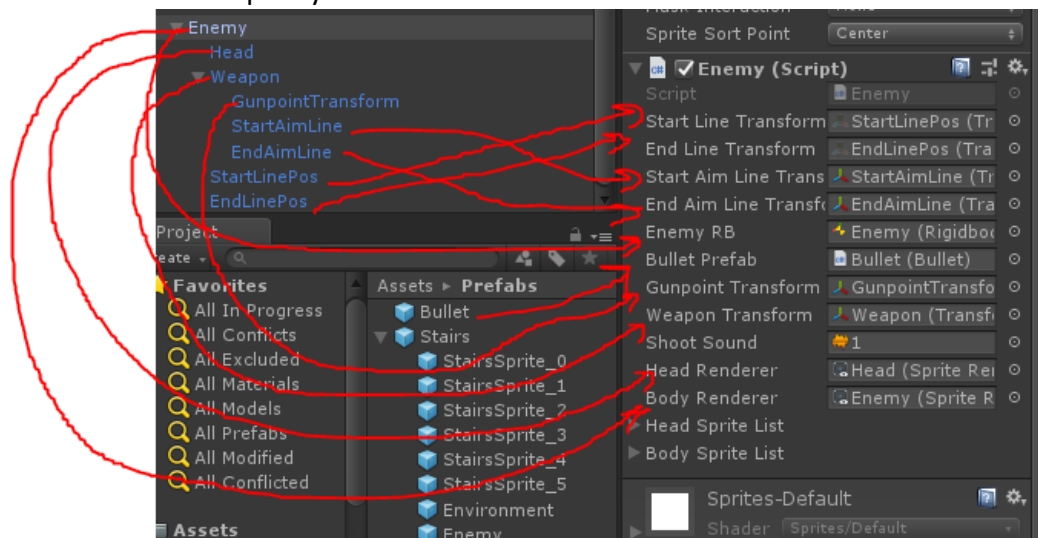
Initially, the enemy's object must be turned off in the prefab, since enemies are included in the game, depending on the player's passing level.

You also need to specify the sprites of the head and torso of the enemies so that they are created randomly and a collider is generated from them.

Here you can set the sound of an enemy shot.



You also need to specify all other items



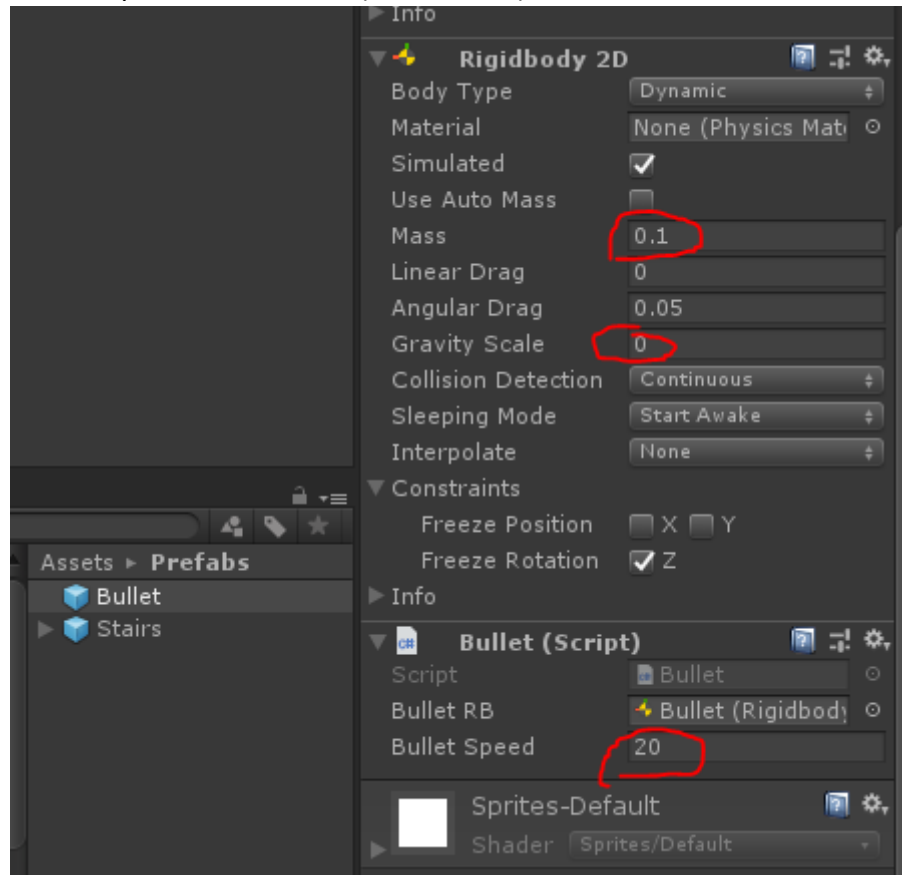
Start/EndLinePose - line transform, which checks the end of the stair for the enemy and allows or forbids him to go.

Start/EndAimLine - transform line, which checks the aiming at the player and turns the opponent's weapon on the player. If the line touches the player's collider, then the enemy shoots and kills him.

GanpointTransform is the starting position for the bullet when shoot.

Bullet

The bullet must initially have a mass of 0.1 and gravity a scale = 0. It is also necessary to set the speed of the bullet (we have 20).



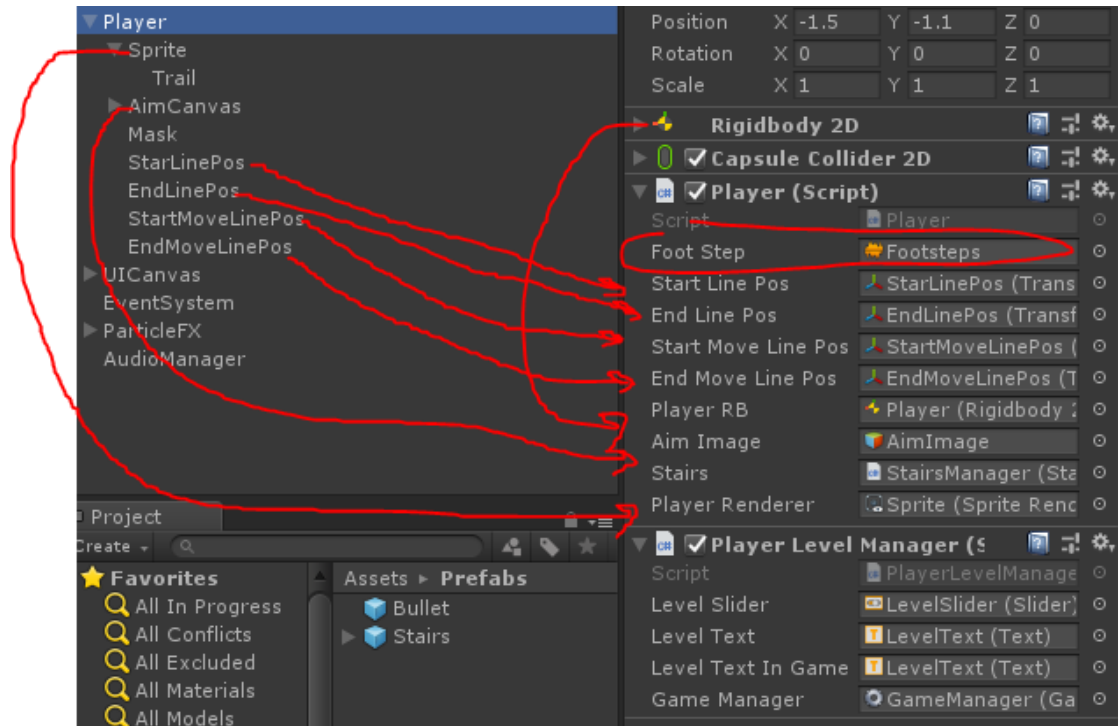
Player

Footstep - the sound of the player's step by stairs.

Start/EndLinePos - line transforms, which checks whether you need to climb up the stairs.

Start/EndMoveLine - line transform, which checks the end of the stairs for the player and allows or forbids him to go ahead.

PlayerRenderer - renderer, where the player's sprite will be placed.



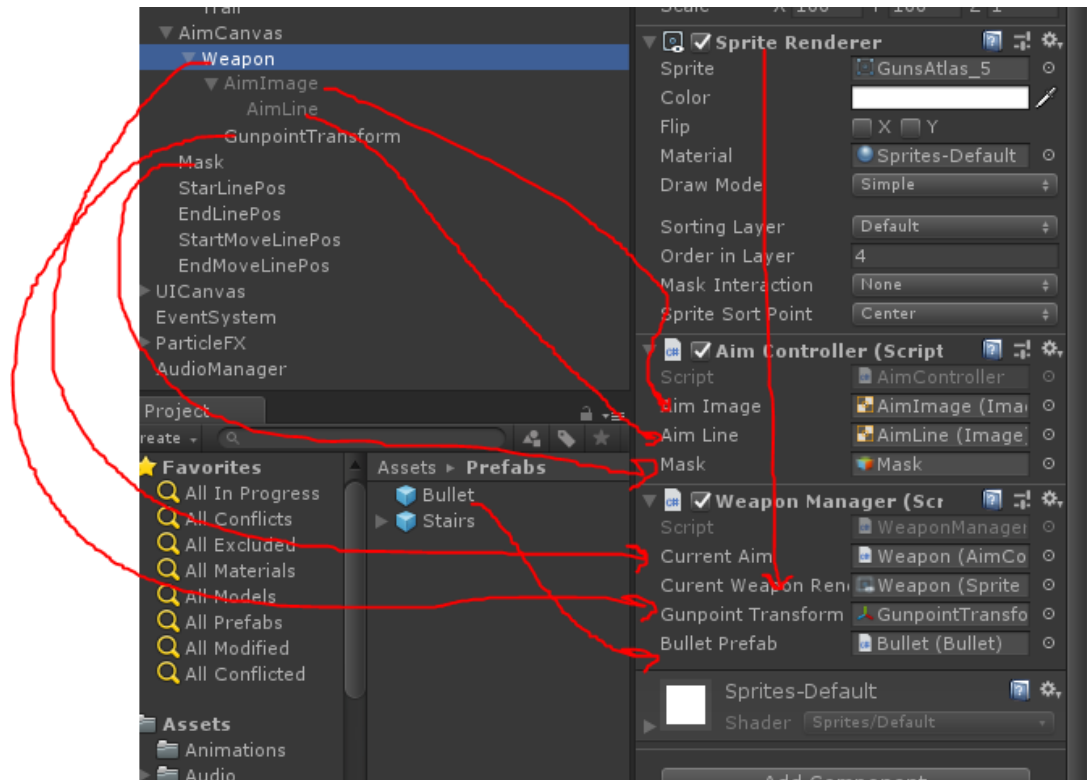
Player Weapon

AimImage is the trail from the weapon when the player turns it.

AimLine - the line of aiming the player.

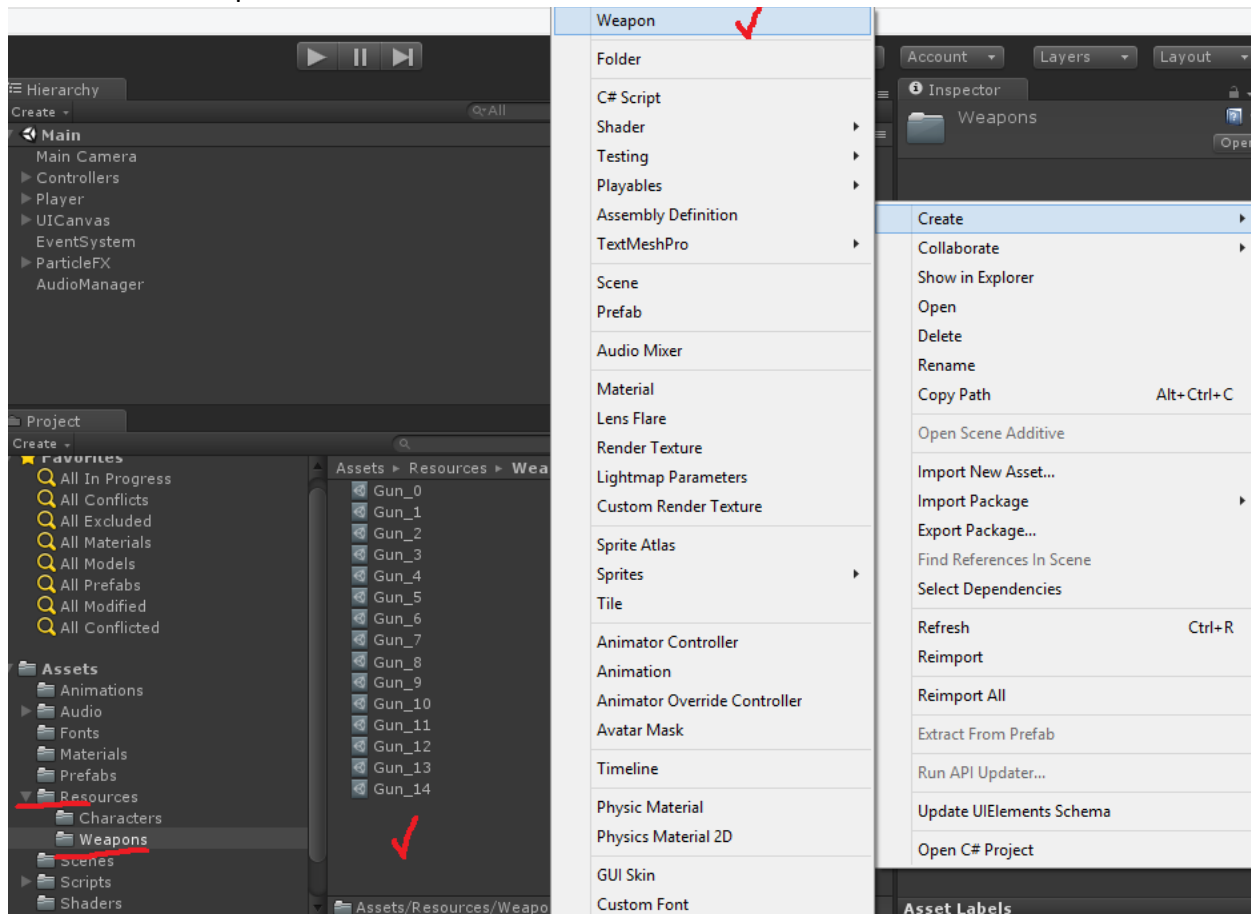
Mask is a mask that hides a trail from a weapon.

GunpointTransform - the starting position for the bullet in the shot.



Creating a new weapon

To create a new weapon, open the Resources / Weapons folder and click the mouse in it
-> Create -> Weapon



Then rename the weapon to "Gun_n", where n is the serial number of your weapon, over which your weapon will be in the store. Next, you need to configure the weapon:

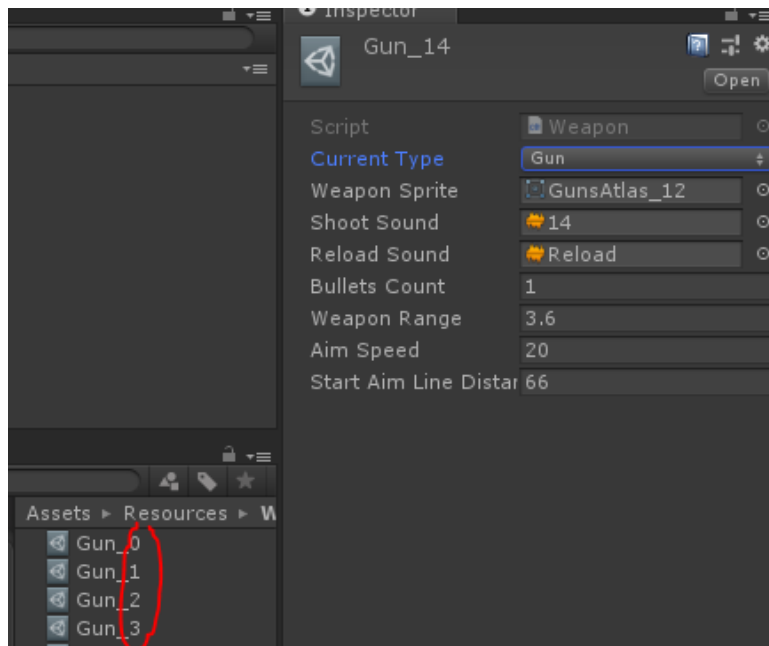
Current Type - the type of weapon (gun, machine gun, shotgun). If you select "Gun", then the weapon will fire 1 bullet, while the weapon immediately stops turning after the shot (suitable for both a pistol and a sniper rifle). If you select "Automatic", then the weapon will fire from number of bullets = "Bullet Count". In this case, the weapon will not stop after the shot, but will continue to turn. If you select "Shotgun", then the weapon will fire exactly as in the "Gun" version, but not with 1 bullet, but with the quantity indicated in the field "Bullet Count", with bullets randomly flying in the scatter.

Bullet Count - the number of bullets that will be emitted from the weapon (depending on the type of weapon)

Weapon Range - the length of the gun aiming line

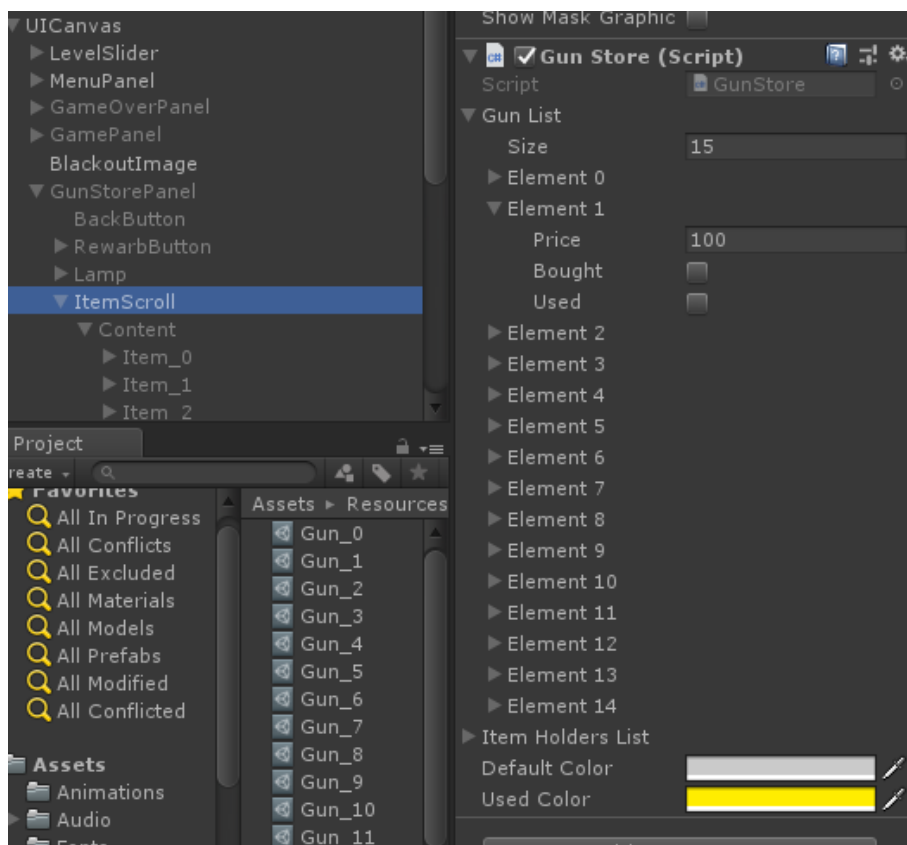
Aim Speed - the speed of the turn of the weapon

Start Aim Line Distance - the initial position of the aiming line (it is necessary to select manually for each weapon, and depending on the sprite).

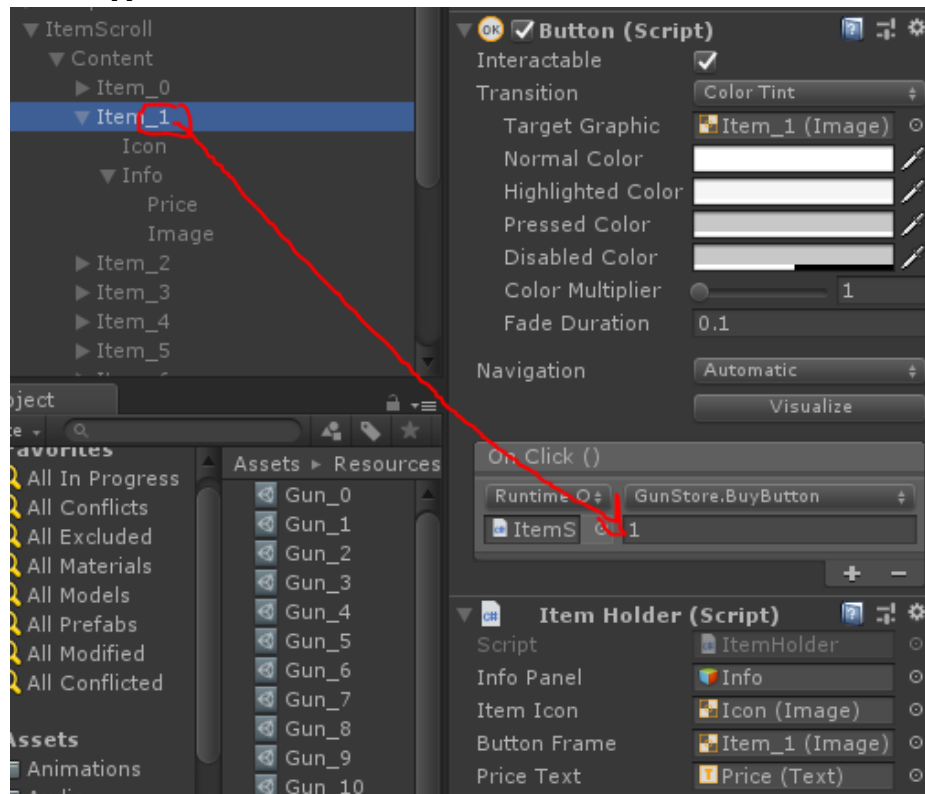


Score

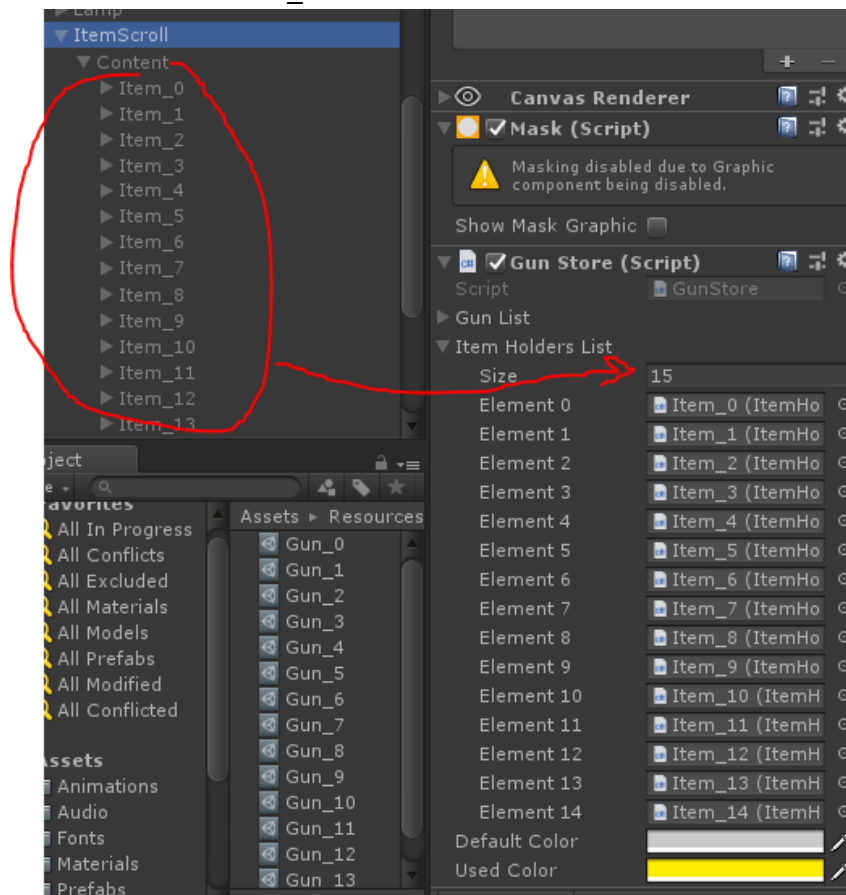
To add a new item to the store, simply add the object with the GunList, and specify the "Price" and "bought / not purchased", "selected / not selected" parameters, and then duplicate Item_n from the "Content" object, where n - the serial number of the element, which must be the same as the number in the list.



Then specify all the necessary data and change the ID in the BuyButton () method. ID = GunList[i]



Then add all the Item_n to the list Item Holders List



Skins

All same by analogy with the Gun Store.

Reskin

To change UI / symbols or weapons, simply replace the existing images in their folders with their own, but the names and sizes must remain the same.

If you have any questions, please contact support

support@mammoth.ltd.ua

Have a good game! =)