Treason and Treachery

How To Setup The Game Correctly

For Playtest 1

Author: Programmers

Required Prefabs

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GameManager	The GameManager handles the game-loop. You need to assign values for the game to work.
SpawnPoint	The SpawnPoint is where players will be spawning
EnemyManager	The EnemyManager handles the amount of enemies in the scene as well as a SpawnManager that spawns enemies
Spawner	The Spawner is where enemies can spawn. This needs to be assigned at the SpawnManager under the EnemyManger
Carriage	The Carriage is required to be able to leave and "win" a round/scene.
Cameras	The Cameras prefab is where all the cameras are

GameManager
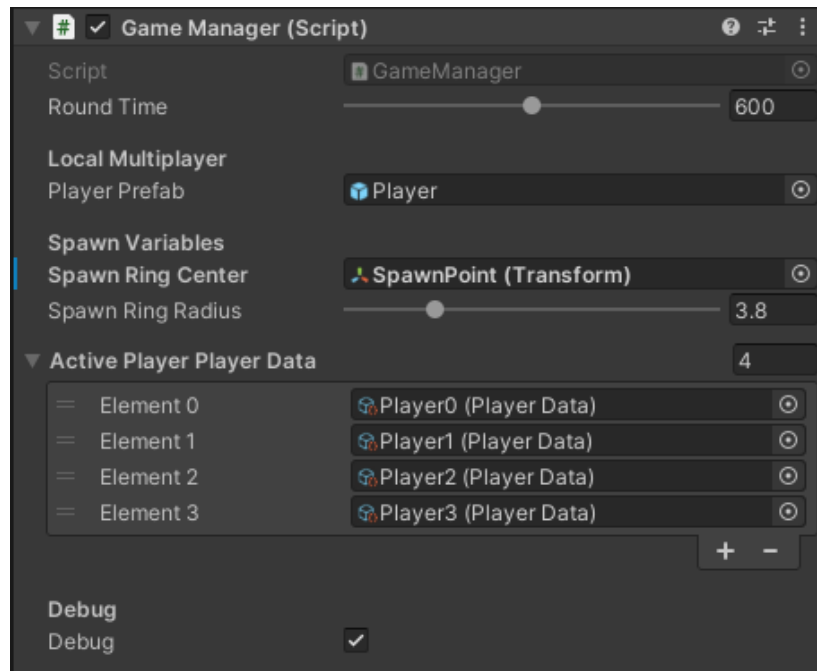
## Variables

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Round Time	The Round Time has a range of 0-1200. These are seconds. 600 = 5 mins, 1200 = 10 mins. This needs to be set for Enemies to spawn. When the Timer in the level reaches 0, the max amount of enemies will be able to spawn.
Player Prefab	This is the Player Prefab to be spawned. **Will be changed after Playtest 1**
Spawn Ring Center	This is where you will place the required SpawnPoint
Spawn Ring Radius	This is the radius of which players will spawn from the transform of the Spawn Ring gameobject.
Active Player Player Data	This is where the Player Data for the different players will be assigned. Make sure that the elements correspond to their PlayerData number. (Element 0 = Player0, Element1 = Player1)
Debug	**Needs to be turned off for Playtest 1.** Gives Logs in the console for debugging purposes.

EnemyManager (and SpawnManger)
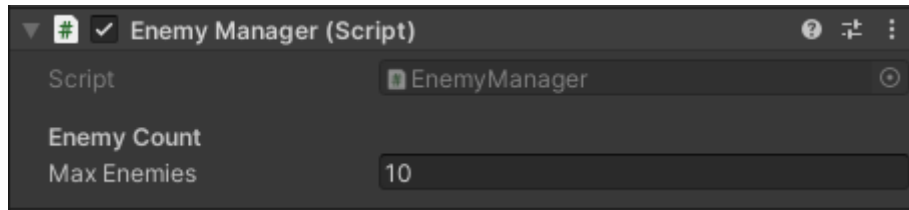
Variables

Max Enemies	This is the max amount of enemies that can be in the scene at one time.
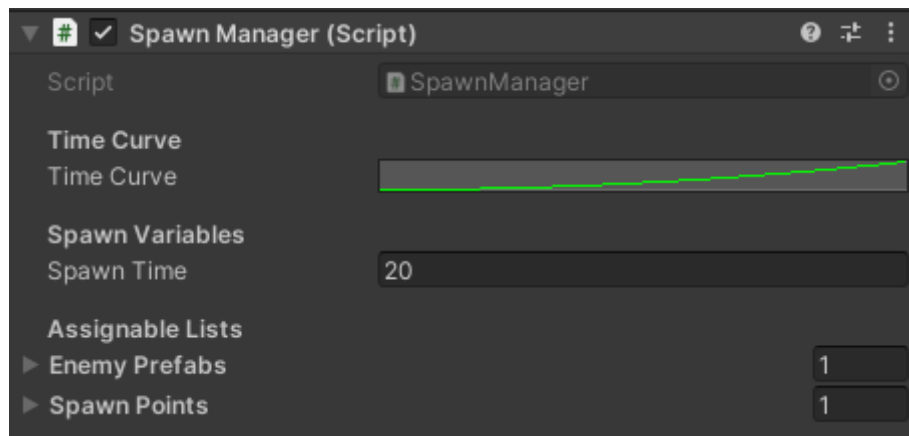
Time Curve	This is where you set how the enemies will increase their spawn time.
Spawn Time	This is the standard spawn time for enemies. It will change based on the time curve.
Enemy Prefabs	This is where you assign the enemy prefabs to spawn from the spawn points.
Spawn Points	This is where you assign the spawn points for enemies in the scene.

Carriage
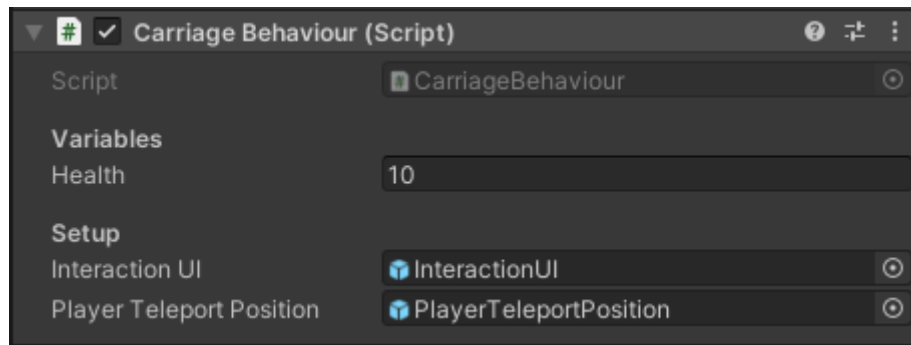
Variables

Health	This is where you assign the health of the carriage.
Interaction UI	Child Object of the Carriage. Needs to be assigned.
Player Teleport Position	Child Object of the Carriage. Needs to be assigned.