**Canon Shooter 3D Documentation**

**Overview**

The **Top Down Tank 3D** project 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 blackrosedevelopers@gmail.com.

**Project Structure**

**1.Art**

Art folder is subdivided into four folders.

**A. Materials**

Contains subfolders with 30 various materials used in the game, which can be customized with different colours or sprites.

**B. Sprites**:

Contains 4 PNG

**C. Animations**:

Contains 15 animations of moving tank and enemies

**D. Textures**:

Contains 21 PNG textures that can be applied to materials in the game

**2. Prefabs**

The Prefabs folder includes three main categories:

- **Gameplay**: 15 prefabs of different objects used in gameplay for level design.

- **Particles**: 12 unique particle effects with different materials.

- **UI**: 4 prefabs of the game menus.

Check the the pre-designed level for understanding prefab functions.

**3. Scenes**

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

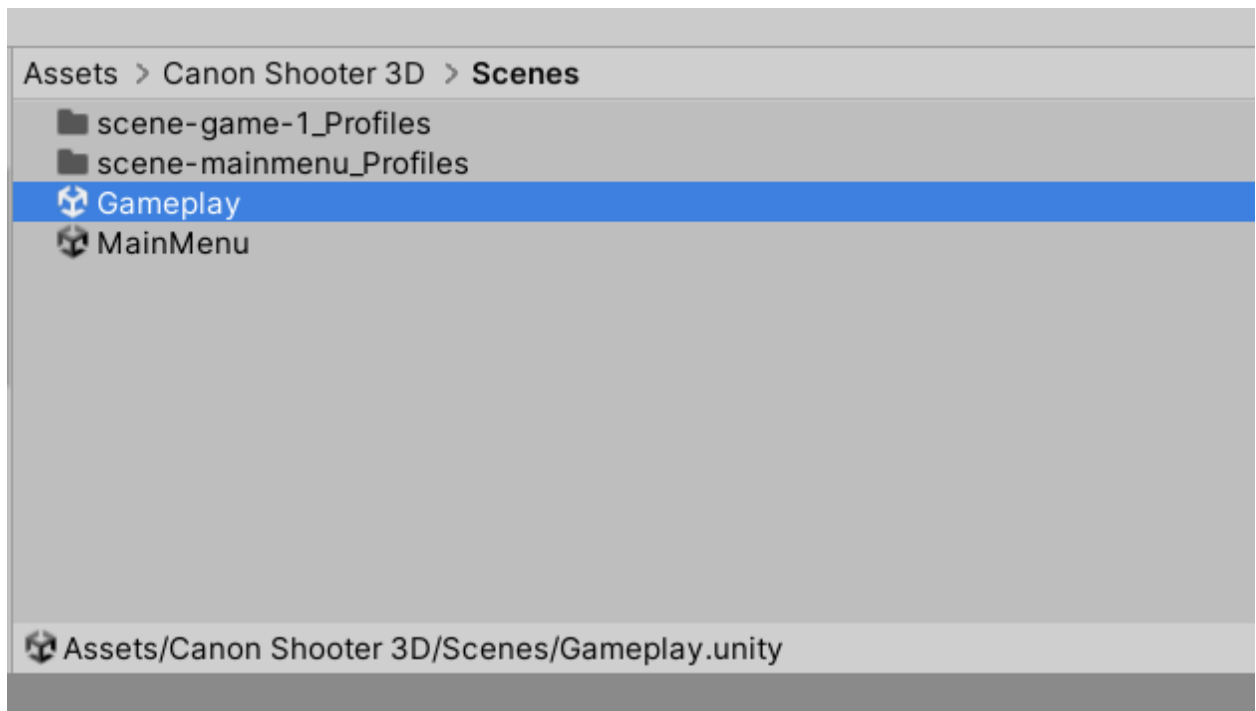- **Gameplay**: The main scene of the game

**4. Scriptable Object**

UIData scriptable which store and keep UI info
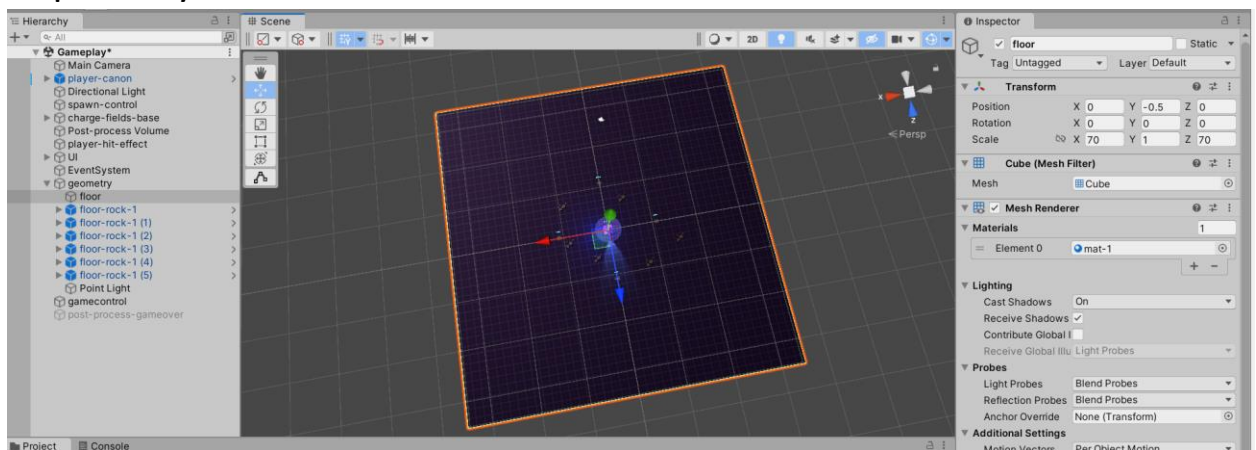
**5**. **Scripts**

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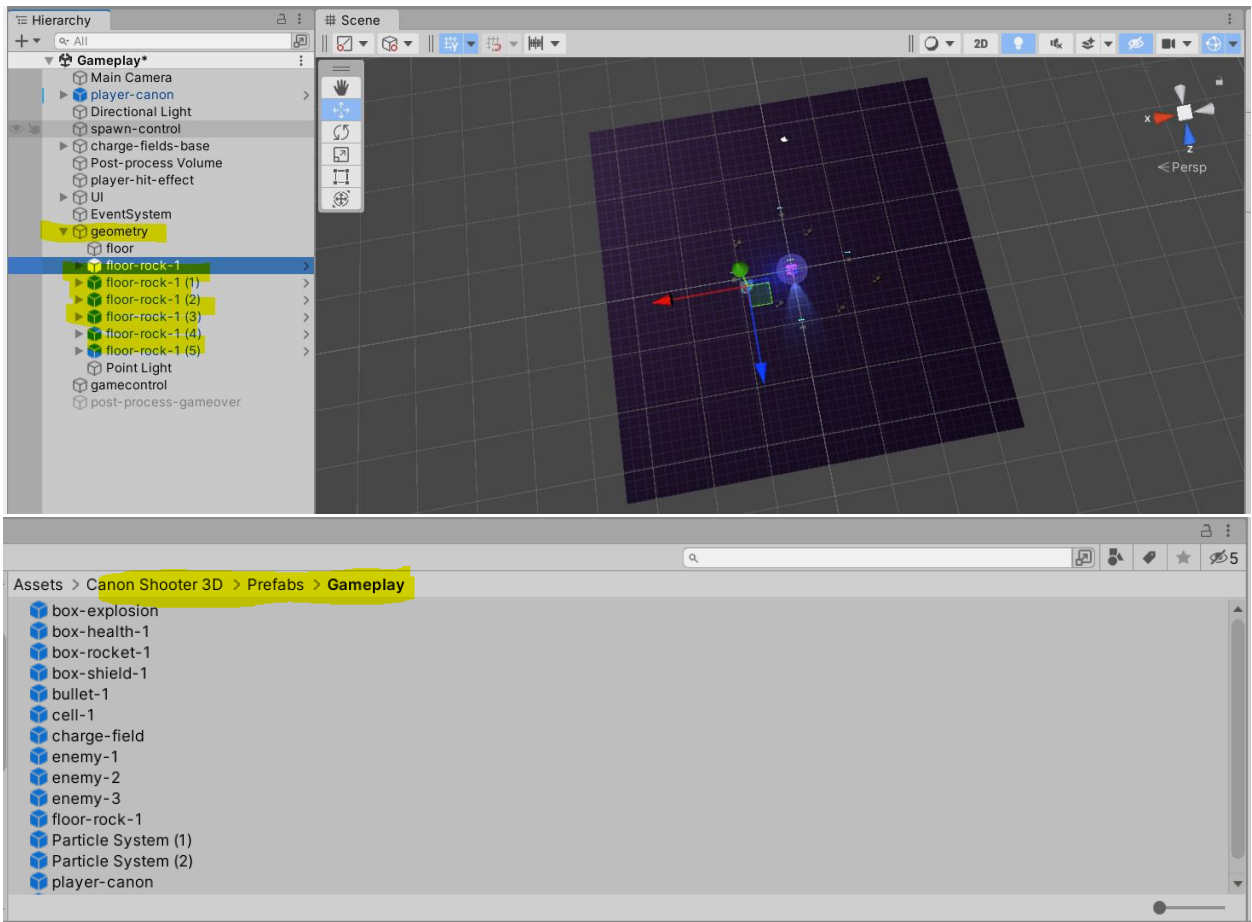
# How to add new levels:

1- Navigate to Project – Scenes folder. For the start we have a sample scene (Gameplay) that you can see.

Assets > Canon Shooter 3D > **Scenes**

📁 scene-game-1_Profiles
📁 scene-mainmenu_Profiles
🎮 Gameplay
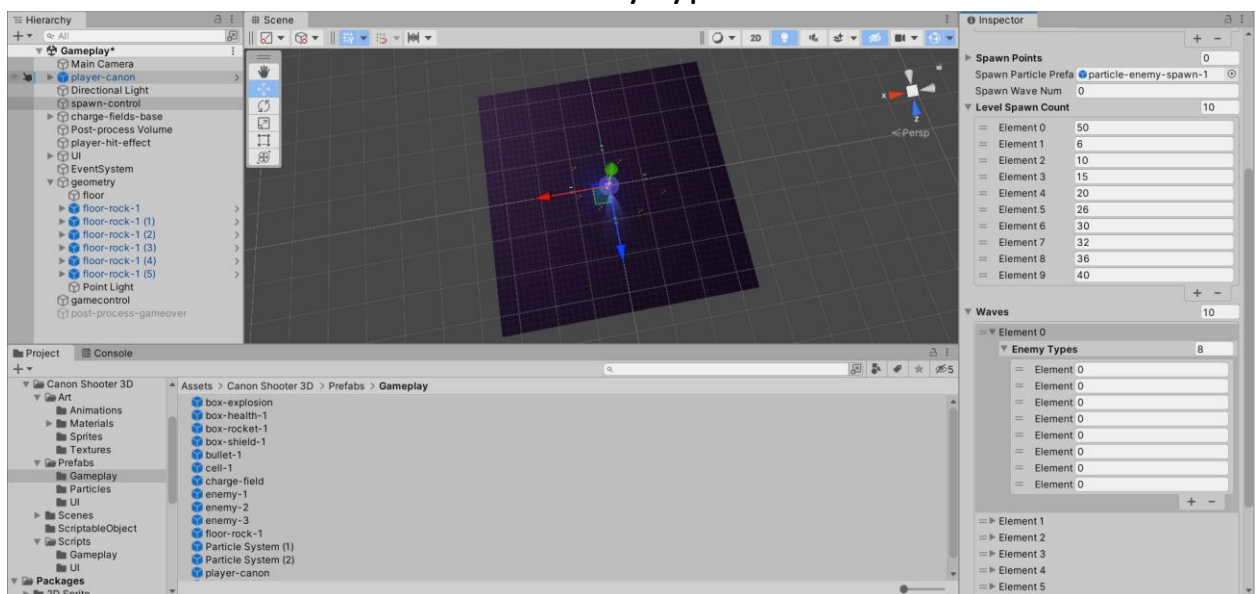🎮 MainMenu

🎮 Assets/Canon Shooter 3D/Scenes/Gameplay.unity

2- Find Geometry game object in the scene, you can change the background sprite, and any other object elements that you want to put on your level here.



3- If you want to add objects on the platform of the game play, navigate to prefabs – gameplay folder and you can select what items to put in the scene. Here I decided to add some floor rocks as you can see.

4- The next step is to control your enemy spawn and the number of waves that are created. You can simply edit the numbers in the editor. You can also select the enemy types.

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