Thank you for choosing this package! If you have any questions or difficulties during your work, please do not hesitate to contact us anytime: **dinv.info@gmail.com**

This pack is a free version of Space shooter template. The full version contains much more functions and features, plenty of scripting and arts. As well as weapons, enemies, UI elements, interfaces and different kinds of player controlling and more.

We hope you enjoy your work with our package. **We also would be grateful if you could leave your feedback or review, it is extremely important to us!**
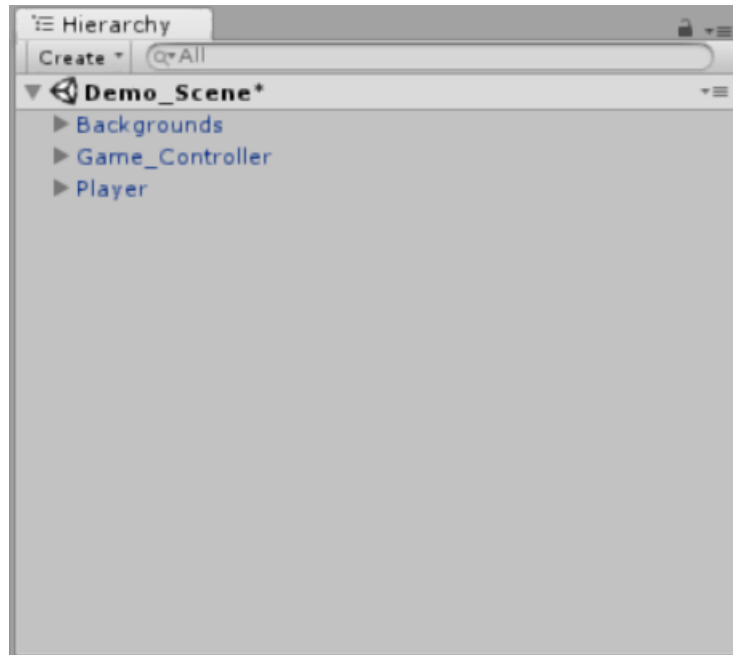
The package contains Demo-Scene with a turnkey level that demonstrates the possibilities of the pack.

And now we will explain you how to create your own Scene.

How to create a Scene

To build a level, you need four elements:

- 'Game_Controller'

- 'Backgrounds'

- 'Player'

All ready elements for the game are located in the "Prefabs" folder. What each of these elements is needed for?

'Game_Controller' contains objects, which control the game.
'Backgrounds' object contains backgrounds for the game and controls background layers.
**'Player'** object controls the object of a player.

How functions 'Game_Controller'

The **'Game_Controller'** object are attached other objects, such as:

• **'Main_Camera'**;

• **'Boundary'** object indicate objects that cross the line of the game field, destroys or deactivates them;

• **'Level_Controller'** controls game process of a given level, in particular produces Enemies, Bonuses and Background Objects.

How to launch a level
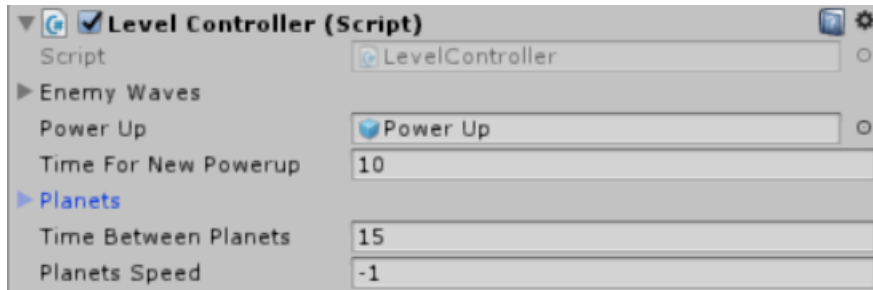
To launch a level, you need to set fields of '**Level_Controller'** object, namely 'Enemy Waves'.

In the '**Enemy Waves'** category you need to specify the number of the enemy waves, which would appear in this level. Also you need to indicate the starting point from the beginning of the game, when each wave appears (in seconds).
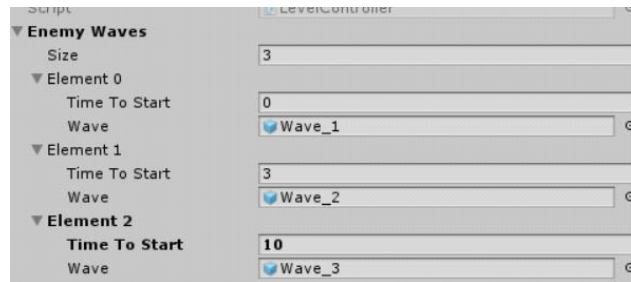

Previously prepared waves are added from the folder 'Prefabs' – '**EnemyWaves'**.

In the 'Time For New Powerup' set up how often 'power up' bonus must appear.

In the '**Planets'** set up witch planets you are going to use and how often they have to be appear

How to create Enemy Wave

To create a new Wave you can take one of the prefabs from the folder '**Enemy Waves'** and duplicate it. It contains a script '**Wave'**, which generates a certain number of enemies during a certain period of time and runs them along a certain path.
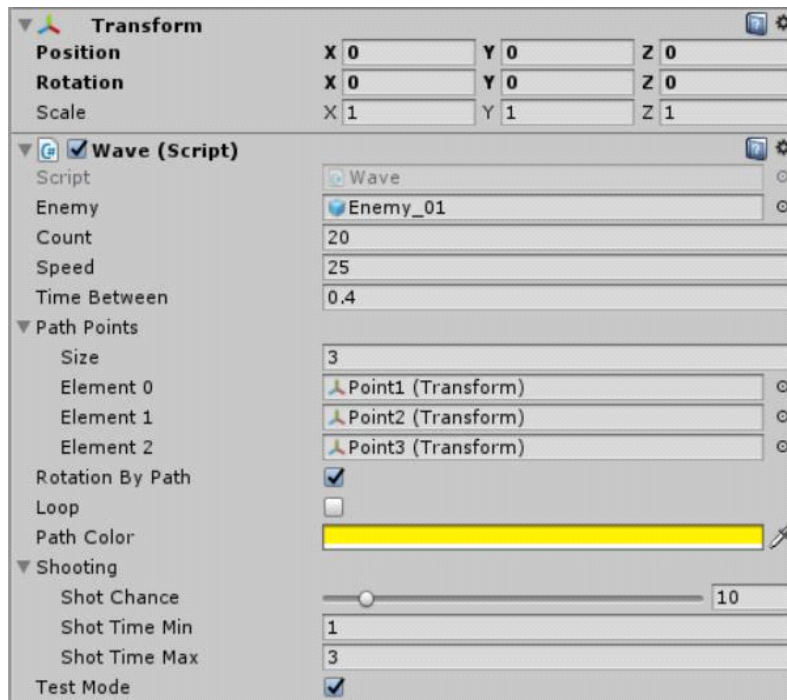
The fields of the '**Wave**' script:

- '**Enemy**' – prefab of an Enemy that will be generated during this Wave

- '**Count**' – the number of enemies in this Wave

- '**Speed**' – the speed with which an Enemy completes the path

- '**Time Between**' – a time period between the emergence of the Enemies

- '**Path Points**' – points which an Enemy will pass during the completion of the path

- '**Rotation Bypass**' – whether an Enemy would rotate during the completion of the path

- '**Loop**' – if loop is active, after the completion of the path, an enemy would be re-generated at the starting point;

- '**Path Color**' – a color that will mark the path in the Editor;

- '**Shooting**':
  'Shot chance' – probability of the enemy shot during the completion of the path, and minimal and maximal time when an enemy would attempt a shot.

- '**Test Mode**' – if test mode is active, a wave will be generated constantly with the 3-sec interval. You can use the test mode for a new wave customization.

You can customize a Wave in a 'Play Mode'. Place a wave into the Scene and deactivate Level_Controller to disable the appearance of other waves. Turn on 'Scene View' and setup 'Play Mode'. You can change points' position in a hierarchy of wave object.

You can change types of enemies, a number of enemies and other parameters to see changes of the wave in a live mode. Name the wave and save it in Prefabs.
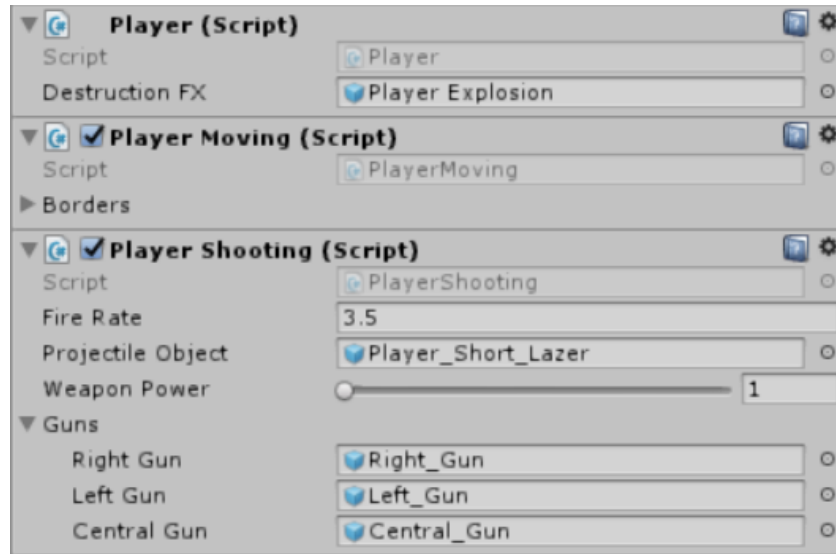
If you want to change the number of path points, add or delete a point in a wave hierarchy, and change an array of path points in the Inspector.
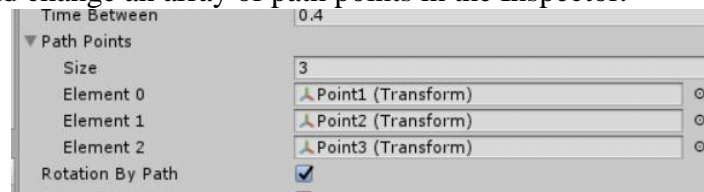
When you created all the waves you needed, you can add them to the Level_Controller.

'Player' Customization

The object '**Player**' includes three scripts:

- **Destruction FX** – prefab of video effect that is generated after player's death.

- **Borders** – an indent from each border of the screen, which the player cannot pass.

- **Weapon Power** – power of player's weapon, which influences shooting (by default from 1 to 4)

- **Guns** – guns and ray objects in player hierarchy (deactivate Ray before the game is started)

How to change game objects' parameters

Almost any prefab object in the game, such as Enemy, Projectile etc. can be changed. You can find a prefab of an object in a 'Prefabs' folder and change its parameters. For instance, you can change the speed of the enemy projectile or enemy sprite, or the power of player's weapons. Just find the needed prefab in the folder and change its fields.

Backgrounds

'**Backgrounds**' object contains background's layers. Every layer moves along the camera with the set speed. Accordingly, each layers has two sprite objects, and rearranges them, creating the effect of endless movement.

You can change background sprites, however for the correct endless scrolling effect, do not forget to set the value of 'Vertical Size' field, which equals to the size of the new sprite along the Y axis.

Also object '**Backgrounds**' contains the object '**Speed Effect**' – particle system which also can be customized.

Scripts

The pack contains a number of different scripts, and inside every script you will find the description of the steps of the code. You are able to change parts of the code according to your needs. If you have any questions or suggestions please contact us: DinV.info@gmail.com