

# Archery Shoot Kit Documentation

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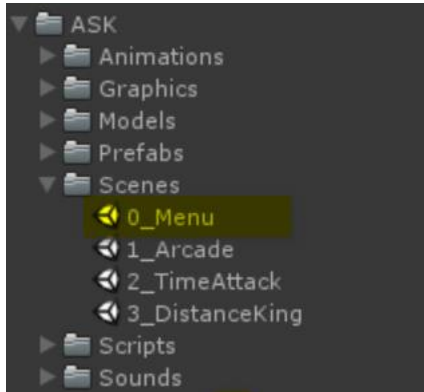
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## Overview

This package represents ready to play archery shoot game with pre-ready three game modes: Arcade, Time Attack, Distance King. Game comes with both 2D and 3D implementation and includes all necessary parts like options, tutorial, game over menu, scores and so on.

## Quick Start

For quick start playing open “0\_Menu” scene in [ASK/Scenes/](#) and hit play button!



From menu you can start any of three game modes. But if you want to see all features and debug menu open “Arcade” mode.



## Game basics

### Controls

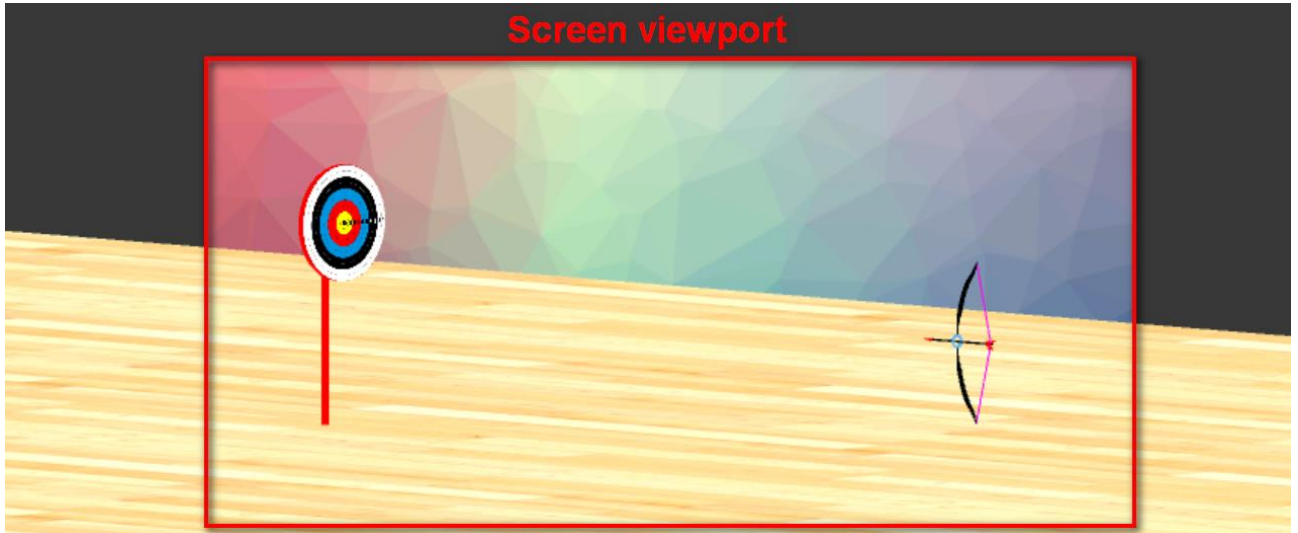
The game is targeted for mobile devices and uses mouse or touching as input. Simply touch and drag on ANY place on the screen to start aiming, and drop to release arrow. In 2D mode you can control the power of shot and Z angle of shot direction. In 3D mode you can't control shot power but you're able to aim in 3D space. To change view mode in Arcade mode press “View mode” button from debug menu, it will call `GameController.ChangeViewMode()`



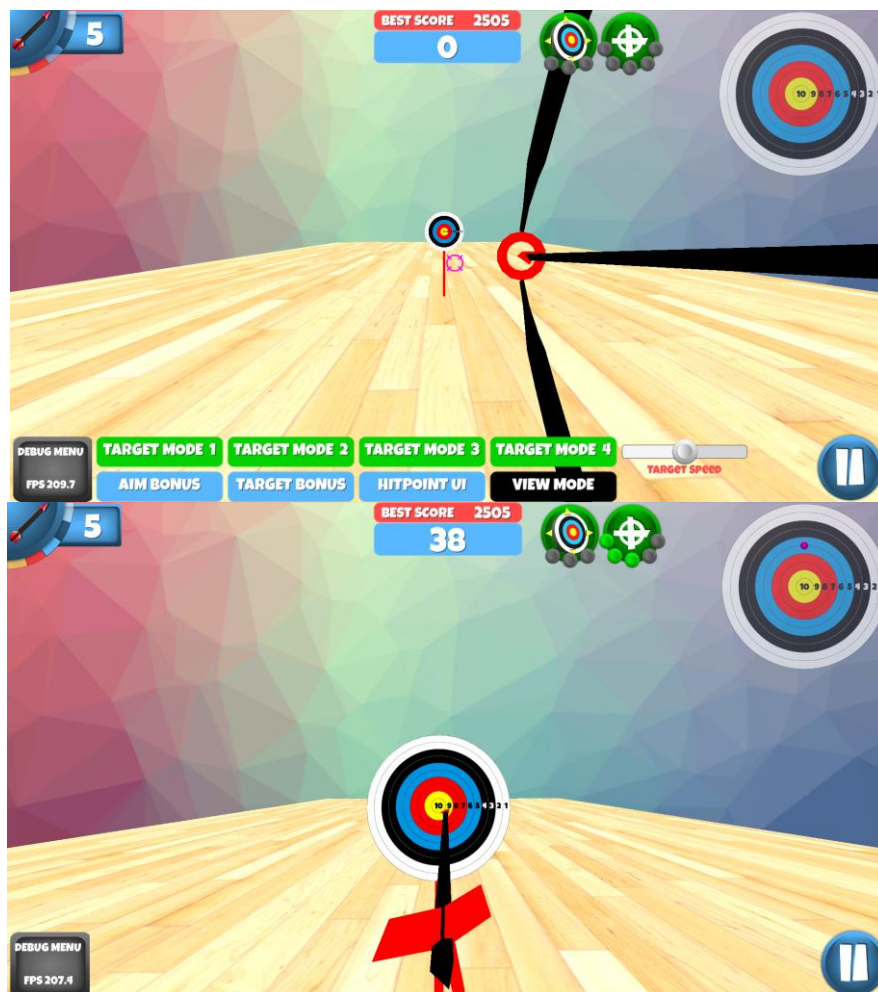
## Camera workflow

[AdaptiveCamera.cs](http://AdaptiveCamera.cs) is attached to main camera responsible for its workflow.

2D View: Arrows in my examples spawns in different distances from target. So we need to fit target and new arrow on the screen. The camera's orthographic size and position changes automatically after every new arrow is spawned. The left border point is an empty object "pivot" and right point is a new arrow object.



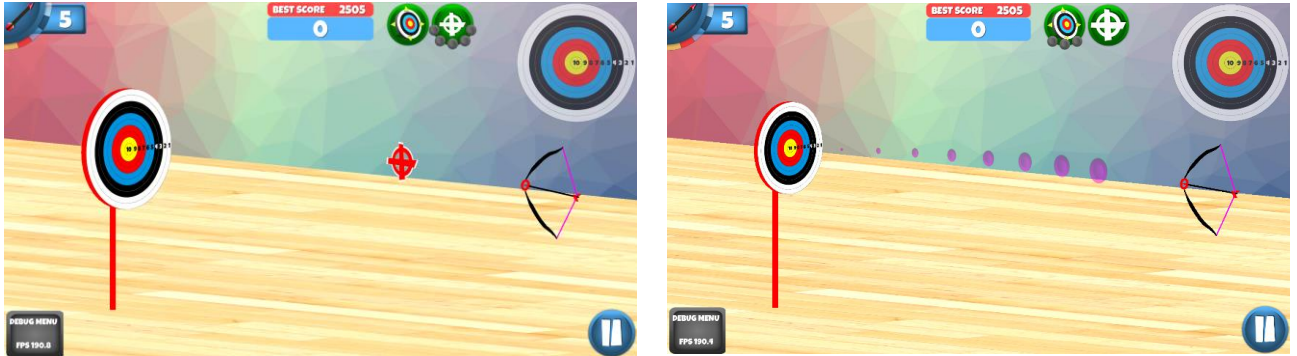
3D View: In 3D mode is much more easy story. Before you released arrow camera change its transform together with bow according your aiming. After release camera follows arrow transform and then back to the bow again.



## Game Modes

### Common bonuses

All modes has common bonuses. These are “Big Target” and “Extended aim”. To make the target bigger you have to hit the yellow circle (10 or 9) three times in a row. Big target will live three arrows and then will get normal size. To get extended aim just hit target five times in a row. Extra aim will live also three arrows shot.



### Arcade Mode

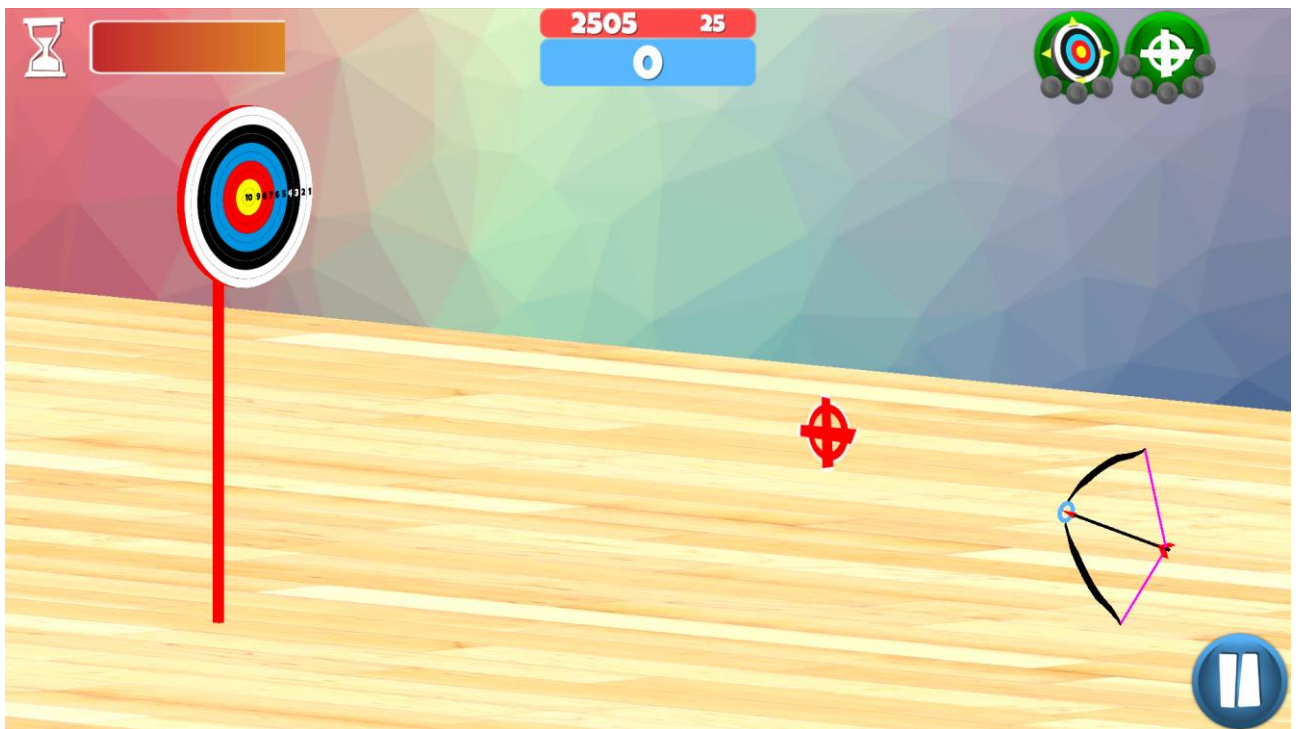
This is most common and popular mode. You have limited count of arrows and loose it when miss target. Or you can collect arrows if you hit yellow circle of target, 10 gives you +2 extra arrows and 9 gives +1. Also this mode has own unique bonus: if you hit each color circle of target in a row you get +5 arrows. If you hit target few times in a row you get combined score value summed with previous value. Bow with arrow spawns in a random position limited by a box collider. Game overs when you lost all arrows. The goal is to get as much score as possible.



The scene in arcade mode has a debug menu in bottom. You can easy change target mode and its speed and turn on/off few things such as common bonuses (read below) and. It will help you to build your growing difficulcy system.

## Time Attack Mode

The second and most nervous mode is Time Attack. Here you are not limited with arrows but with time instead. Bow with arrow are spawned randomly in box collider after each arrow release. You shoot the arrows while time countdowns and get extra time after each target hit. Game ends when time is out. An objective is the same – get as much score as possible.



## Distance Mode

The third pre-ready mode is made for real snipers. As you can guess its objective is to reach as long distance as possible. Each target hit increases your distance from target. Each miss target brings you -1 to your lives. Each bullseye hit gives you extra lifes. Game over if you reached 0 lifes.

