Practicing with the Survival Shooter

We are going to create our own second scene for our sleepwalker.

The best way to do this is to save the scene to a new name (Scene2). Now delete the environment and uncheck the spawn points and Enemy Manager but leave everything else.

Create an environment with at least 5 items with box colliders that are in the NavMesh. The NavMesh must be baked. Use the Asset Store to get some interesting stuff.

Create the following enemies for our sleepwalker to shoot. The enemies must be prefabs but I only want one instance of each. (This will be kinda like a tutorial level) Each enemy must be worth a different amount of points.

Enemy#1 A Static Cube with a bullseye graphic (You will have to make a 2nd shootable layer and adjust the player shooting script

Enemy#2 A Animated Cube that moves through three way points. Use whatever graphic you want.

Enemy#3 Add any one of the three enemies from the tutorial(Zombunny etc.) Make sure it navigates through your NavMesh. You don’t need to have a spawn point… Just drag one example in.

Enemy#4 Create a Cube that navigates through the NavMesh and tries to attack you…

Enemy #5 Find an Animated character type Asset from the Asset Store and import it. Try to make its animations work.

Create the following new Weapons for our SleepWalker.

A mine he can drop that will destroy one enemy on contact.

A grenade he can throw that destroys all enemies within a certain radius.

Special Ammunition that triples the hitting power of the gun. It is activated by clicking the right mouse button. Make the ray change colour.

Create a slider or text counter that tells us how much special ammunition, mines and grenades we have

Create pickups that will let us pick up more of the ammunition.