

Stardust Breaker

(Preview PDF)

Game engine - Unity
Programming language - C#
Company Name - microdevc

Code Details

Number of License: 1
Available compile versions: Windows(UWP)/ ANDROID / LINUX
Project compile version: Windows(UWP) (executable version *.exe)
Compile IDE: Visual studio 2022
Number of Classes: 1.290
Lines of executable Code: 35.787
Maintainability index: 54-80%
Depth Inheritance: 6
Hours to completed : 2976
Templates Assets: Yes (Include - Unity Assets)
Copywrites Assets: No (reused in any other project)
File Size: 12.530 GB
Released Date : 18-09-2019
Code Features

Threads : Multithreading programming for important classes
Complexity : Very simple code to execute faster and easy change from anyone
Code document: 85% of all methods has (Doc) explanation

Unity project Features

Intro Logo
Intro Scene (Video)
Juke Box (Music system)
Game Over Scene
Smooth game play (60 fps)
Live Help scene (Learn game)
Map 3D scene (Unlock levels)
Save system (Load save level)
To Do and Bugs simple TXT Editor (For track Bugs)
Stats and Achievements (3D Board)
E-Shop products (microtransaction Google / Windows / Amazon etc)

Unity Plugins

EasyTouch (Gestures Controls)
Do Tween 1.2.705 (Tweens)
InControl 1.5.12 build 6556 (Controls plugin)
Simple Disk Utils (File plugin)

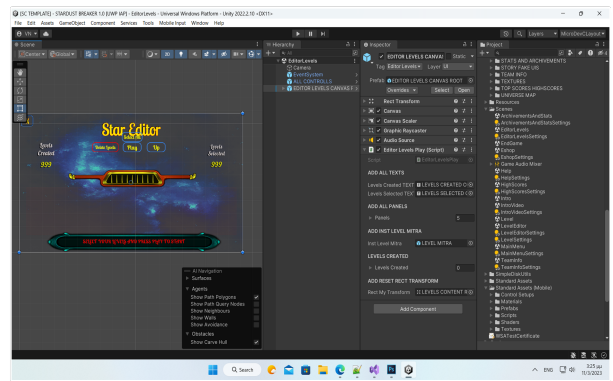
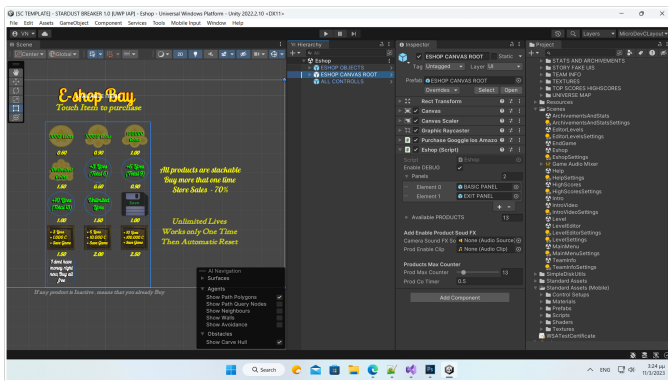
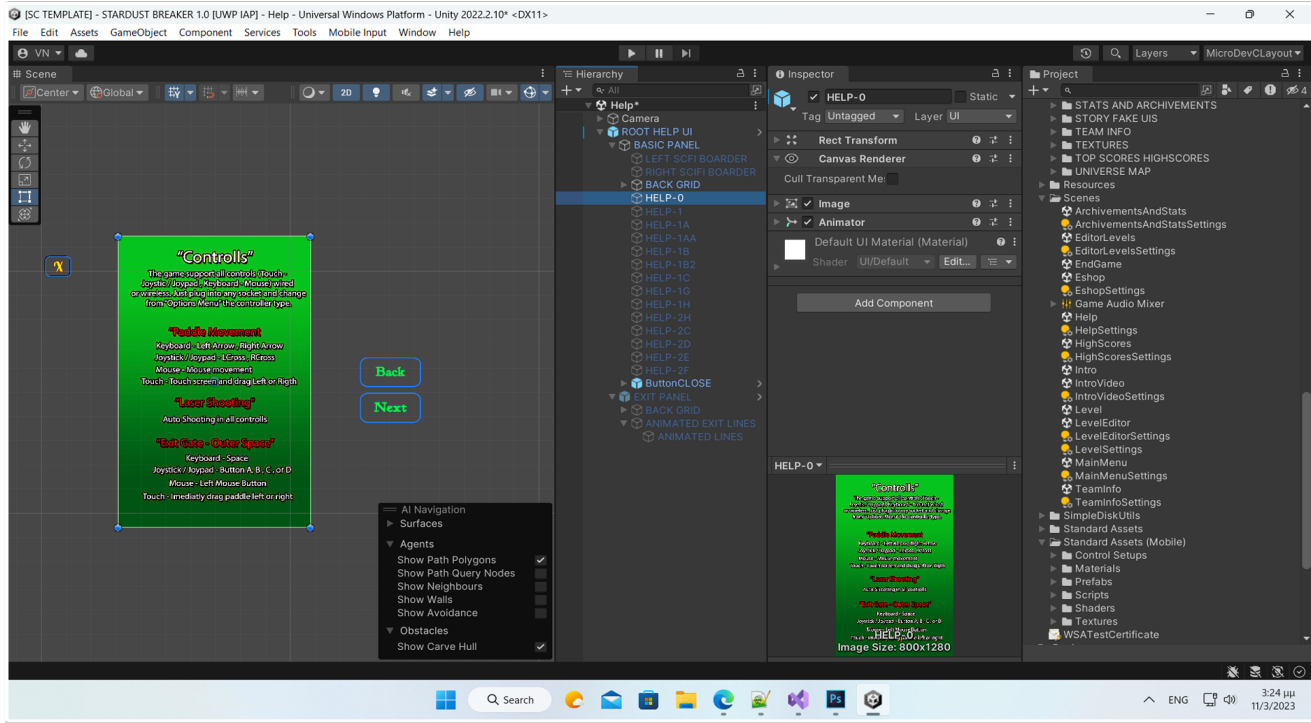
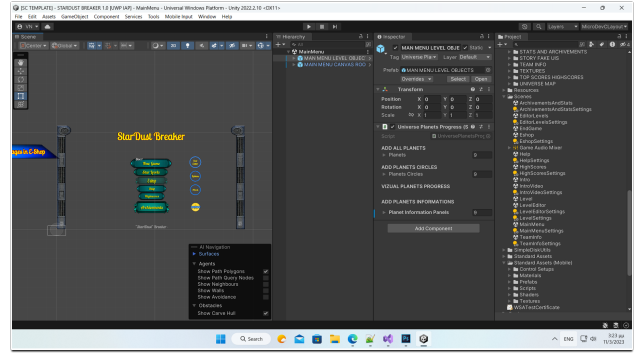
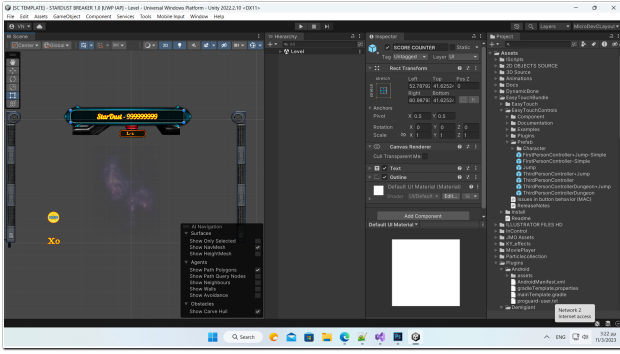
Game Features

- Many levels with enemies and bosses
- Smooth game play (60 fps)
- Play with everything (Touch-Joystick-Mouse-Keyboard)
- E-Shop products (microtransactions) store
- Achievements and bonus coins
- User Level Editor to create Unique Levels

Images



Unity Engine Source Images



Press Link to (Validate) your Source Code (key)

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