

Dungeon Breaker

Starter Kit

Basic Manual

How to Setup Character

1. Add CharacterSystem.cs to a Character



Ex. Animation Lists

- Run
- Idle
- Attack1
- Attack2



Character with Animation

2. a new component will show up in Inspector. let setting some parameter.



Character Inventory



Character Attack



Character Controller



Character Motor



Character Status



Character System

How to Setup Character

3. Start with Character Inventory

 Character Inventory

See **Item Embed Slot[]**

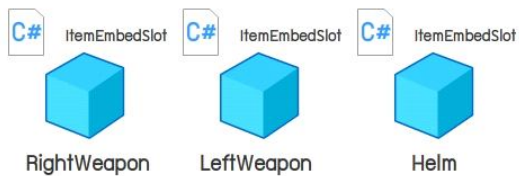
We Have to create Objects that using for Embedded an Weapon or Armor

Create Embed Slot Object

3.1. Create Empty Object and named "RightWeapon"






3.2. Do the same for others item



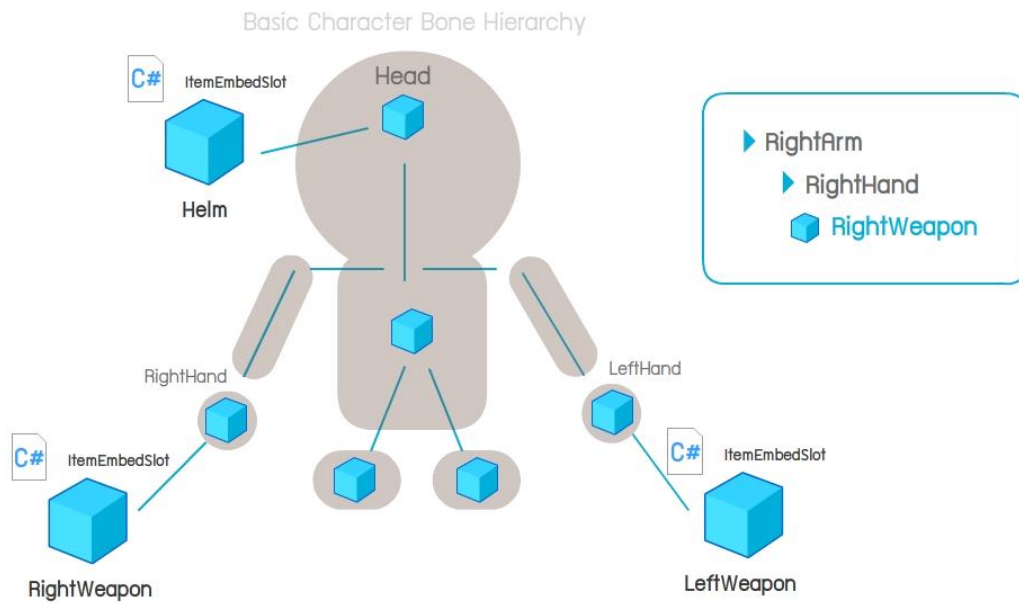
3.3 Adding those Embed Slot Object

to **Item Embed Slot[]**

Item Embed Slot[0] ->  RightWeapon
Item Embed Slot[1] ->  LeftWeapon
Item Embed Slot[2] ->  Helm

How to Setup Character

4. Parent **Embed Slot Object** by character bone hierarchy



How to Setup Character



Character Inventory

Inventory setup Finished

Get inventory items : `List<ItemSlot>`

```
gameObject.GetComponent<CharacterInventory>().ItemSlots;
```

Get Items Equipped : `ItemSlot[]`

```
gameObject.GetComponent<CharacterInventory>().ItemsEquiped;
```


How to Setup Character

5. Setup Character Status



Character Status

Setting these parameter

- Dead Body Model		Dead body replacement object
- Particle Object		Particle effect when got hit
- Name		Character Name
- HP		Character Health point
- SP		Character Mana point
- SPmax		Character Mana point max
- HPmax		Character Health point max
- Damage		Character Damage
- Defend		Character Defend
- HPregen		Character Health recovery per sec
- SPregen		Character Mana recovery per sec
- Sound Hit		Sound effect when got Hit

How to Setup Character

6. Setup Character Attacking Animation



Character System

Speed	Move speed
Speed Attack	Speed Attack
Turn Speed	Turn Speed


6.1 Character Attacking Combo Setup

See these parameter

Pose Attack Time[]	the time to DoDamage() after playing attack animation
Pose Attack Name[]	Name of attack animation
Combo Attack Lists[]	Lists of attack animation combo
Pose Hit Name[]	Hit animation name
Pose Idle	Idle animation name
Pose Run	Run animation name

How to Setup Character

6.2 Setting Example

 Character with Animation



Ex. Animation Lists

- Run
- Idle
- Attack1
- Attack2
- Hit

Pose Attack Time[]

Pose Attack Time[0] = 0.5

Pose Attack Time[1] = 0.5

Pose Attack Name[]

Pose Attack Name[0] = "Attack1"

Pose Attack Name[1] = "Attack2"

Combo Attack Lists[]

Combo Attack Lists[0] = "0,1"

0 is "attack1" 1 is "attack2"

Pose Hit Name[]

Pose Hit Name[0] = "Hit"

Pose Idle = "Idle"

Pose Run = "Run"

How to Setup Character

7. Add more Component

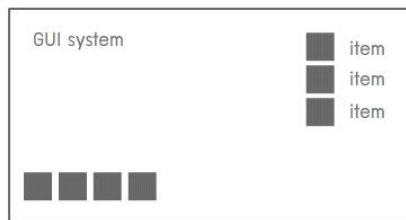


 **Character HUD** Make a character showing a Health bar

 **AI Character Controller** Make a character to be an **AI**

 **Player Character Controller** Make a character to be a Player Character see at [<PlayerCharacterController.cs>](#)

 **Player Character UI** Draw a Player Character Information and Inventory by GUI system



How to Setup Character

7.1. Add more Component



HeroDie

<Only on Player Character> Do something after character is dead



EnemyDie

<Only on Enemy Character> Do something after Character is dead. s
uch as Drop an item , Add Score



Character Skill Deployer

Skill Deployer System see next step

How to Setup Skill

8. Setup Skill System



Character Skill Deployer

Skill[]

Lists of Skill

Mana Cost[]

Lists of Mana Cost

Skill Icon[]

List of Texture Icon

Index Skill

Current Skill index

8.1 Create Damage Skill

Create an object named Explosion



Add some particle explosion

Explosion

Add <DamageSkill> component and Set parameter



Damage Skill

Damage = 10

Tag Damage = "Enemy"

Force = 2000

Radius = 2

8.2 Create Mover Skill

Create an object named Fireball



Add some particle trail system on it

Fireball

Add these component and set parameter



Mover Missile

TargetTag = "Enemy"



Damage Hit Active

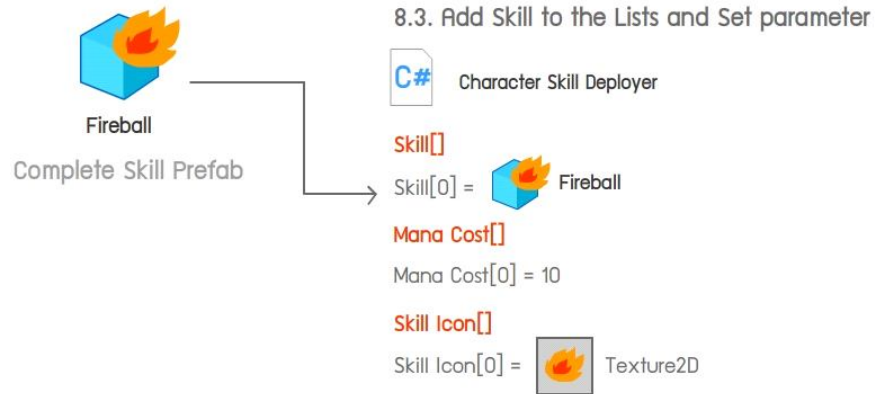
Explosive Object =



Explosion

Tag Damage = "Enemy"

How to Setup Skill



Skill Setup Finished

Player can Deploy the Skill by Calling

```
gameObject.GetComponent<CharacterSkillDeployer>().DeploySkill(0);
```

How to Setup Embed Items

1 .Create Weapon Embed Item




1.1 Using Sword Model and named 'Sword'

1.2 Add <ItemInventory.cs> the the Object and Set parameter



ItemInventory.cs

Damage	10
Defend	0
Item Embed Slot Index	0 See (3.3 Adding Embed Slot Object) 0 is Right Hand
Sound Hit[]	 Sword hit Sound
Speed Attack	3

How to Setup Pickup Items

2 .Create Weapon Pickup Item



1.1 Using Sword model and named 'Sword Pickup'

Sword Pickup

1.2 Add <ItemPickup.cs> the the Object and Set parameter



ItemPickup.cs

Sound Pickup



Pickup sword Sound

Index Item

0 Index of **ItemCollector[] Items** in <ItemManager.cs>

Num

1

Finish Drop this item anywhere and player can pick up it

How to Register Items

3 .Create Item Data base






3.1 Create Object named ItemDatabase and placed in the scene

ItemDatabase

3.2 Add <ItemManager.cs> the the Object and setup variable in the class under Awake()



ItemManager.cs

```
ItemCollector[] Items = new ItemCollector[3]
Items[0].Name = "Sword";
Items[0].Description = "Just a normal sword";
Items[0].ItemPrefab =  Sword <Prefab>
Items[0].ItemPrefabDrop =  Sword Pickup <Prefab>
Items[0].Icon =  Sword Icon <Texture2D>
Items[0].ItemType = ItemType.Weapon;
```

Dungeon Breaker

Starter Kit

Thank you

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