

Unity Game Development Workshop

Let's build a Godzilla first person
shooter



You will see these errors on load. This is normal.

Just press the clear button

To Disable these errors in your project go to...
Jobs → Burst → Uncheck Enable Compilation



You will see these errors on load. This is normal.

Open up a terminal

type

cd ./Desktop

git clone <https://github.com/Ant3ney/Godzilla-Game-Workshop.git>

Open unity → Open existing project → Select
Godzilla-Game-Workshop on your desktop



Import The following Assets

Terrain.unitypackage

City.unitypackage

Glue.unitypackage

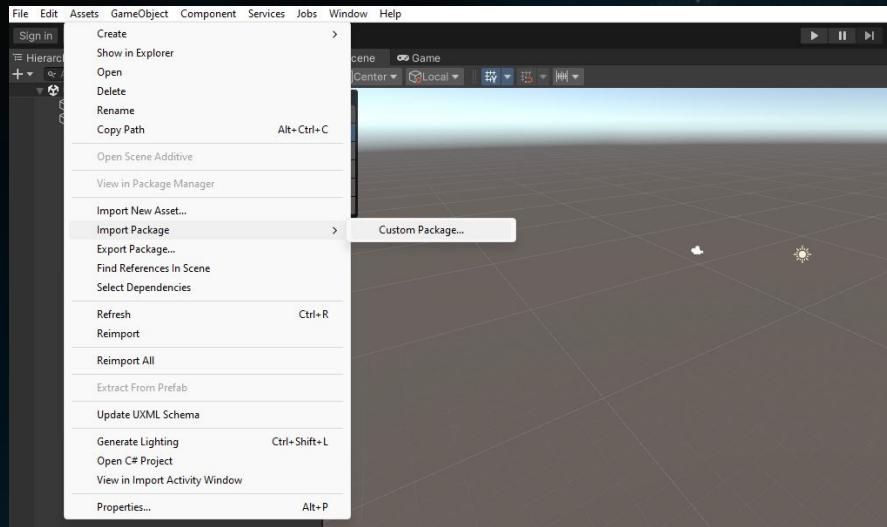
Godzilla.unitypackage



How to Import Assets

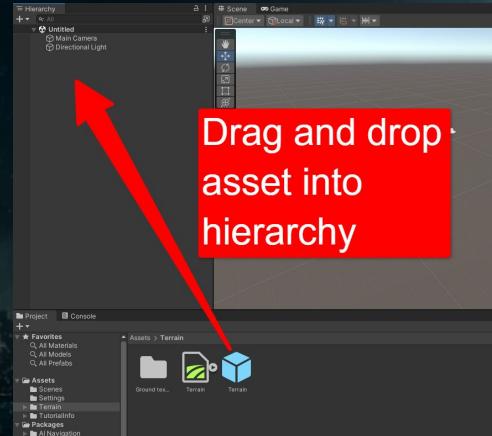
Click on Asset → Import Package → Custom Package

A file explorer window will open. Choose the .unitypackage file you would like to import.



Drag and Drop Those Assets into the Scene Hierarchy (In order)

Open the folder of the newly imported package. Drag the prefab asset into the hierarchy. The Prefab asset has the same name as the package and has a blue square icon.

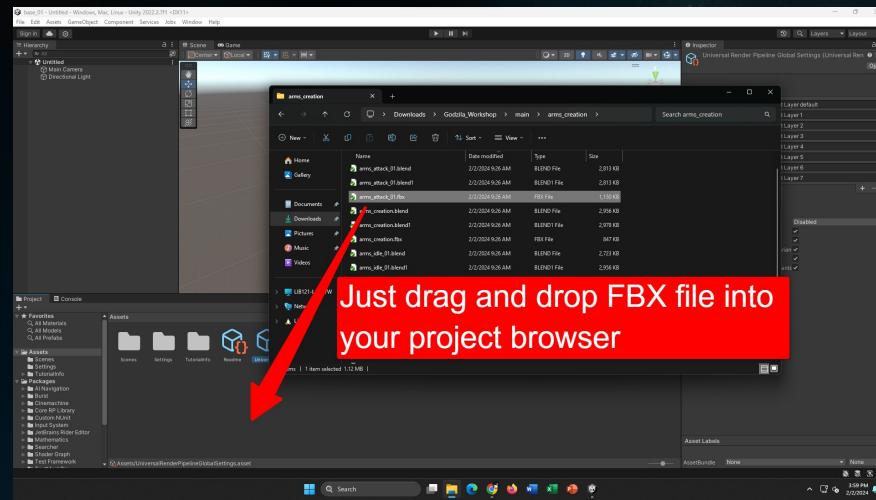


Godzilla FBX

Import Godzilla_Idle.fbx

Import Godzilla_Walk.fbx

Import Godzilla_Attack.fbx



Godzilla FBX

Import Godzila_Idle.fbx

Attach FBX object to Main Camera object

Rename FBX object in hierarchy to Arms

Rename Object_7 to Mesh

Move Arms to 0.115, -0.401, 0.15

Make rotation to 13.447, 1.381, 7.069

Make scale to 0.115, 0.115, 0.115

Add animator component to Arms



Godzilla FBX

Expand Arms_Idle FBX asset

Select animation component of idle animation

Press ctrl + d

Rename that animation to Idle

Press checkmark for loop time



Godzilla FBX

Expand Arms_Walk FBX asset

Select animation component of walk animation

Press ctrl + d

Rename that animation to Walk

Press checkmark for loop time



Godzilla FBX

Expand Arms_Attack FBX asset

Select animation component of attack animation

Press ctrl + d

Rename that animation to Attack

Don't press checkmark for loop time



Godzilla Animations

Right click in project window

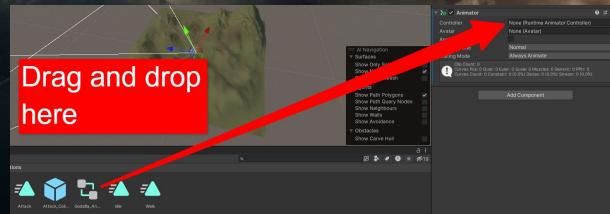
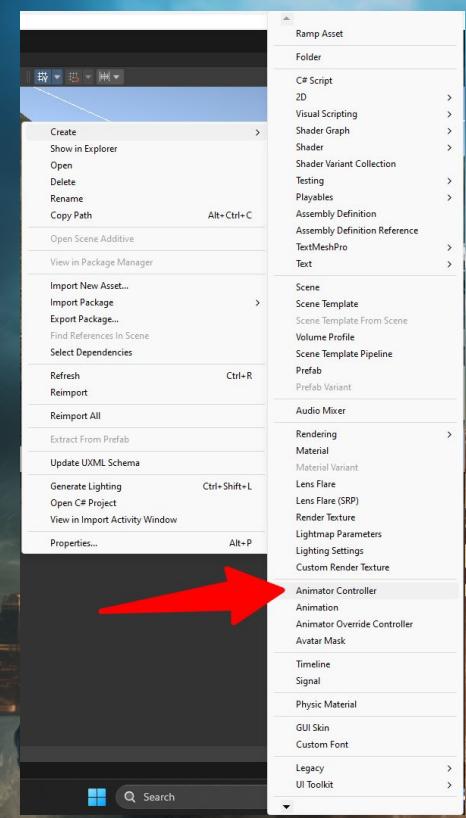
Hover over create

Click on Animation Controller

Drag and drop animator asset to animator slot in Animation Controller. You can do this by dragging your animator object object to the part of the animator component slot called “None (Runtime Animator Controller)”

Click on windows → Animation → Animator to open the animator window.

Click on your animator asset



Godzilla Animations

Click on the parameters tab

Add a Float parameter called “Velocity”

Add a Trigger parameter called “attack”

Right click → Create State → From New Blend Tree

Rename it to “Idle_Walk” or whatever you like

Double click on Idle_Walk

Click on Blend Tree in sub state

Rename it to “Idle_Walk_Inner” or whatever you like



Godzilla Animations

Inside of the Parameter text box, type in “Velocity”

Click on Idle_Walk_Inner

In side the motion section press the “+” icon

Click add new motion field

Drag and drop the idle animation over where it says “None (Motion)”

In side the motion section press the “+” icon again

Click add new motion field again

Drag and drop the walk animation over where it says “None (Motion)”



Godzilla Checkpoint

Go to your scene and Expand Godzilla object.

Expand Main camera

Select Godzilla object.

Drag and drop Arms object over the Animator_Obj slot
inside of the First Person Controller Script component

When you press play, idle and walk animation should play
automatically



Godzilla Animations

Go back to your Animator window

If you don't see the Animation State Graph you were working on, double click on the Animator Asset in your project browser

Make sure you are in the base layer

Drag and drop the attack animation into the animation state graph

Right click on Idle_Walk

Click on make transition

Click on Attack, you should see an arrow moving from Idle_walk to Attack

Right click on Attack

Click on make transition

Click on Idle_Walk, your should see an arrow moving from Attack to Idle_Walk



Godzilla Animations

Right click on Any State

Click on make transition

Click on Attack, you should see an arrow moving from Any State to Attack



Godzilla Animations

Click on transition from Idle_Walk to Attack

Adjust the transition zone until transition looks good.

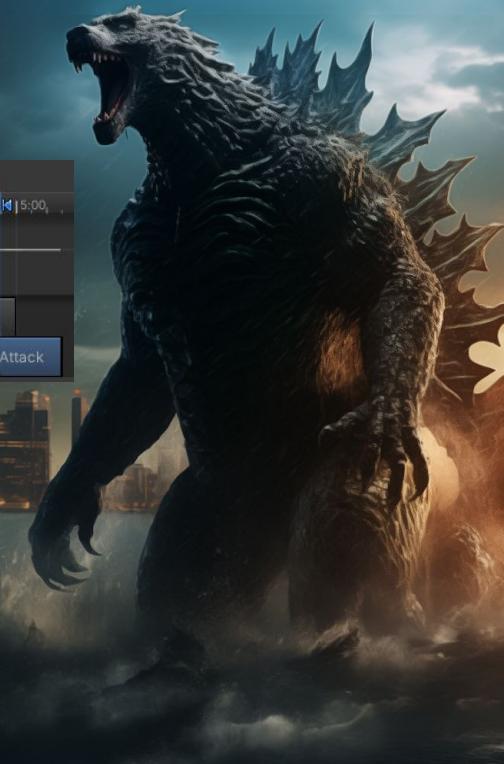
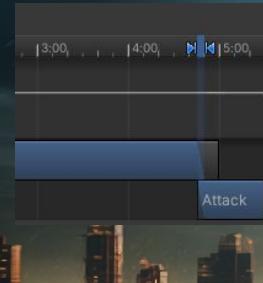
This will only determine how fast the animation

Transitions are.

In the conditions section, click on the “+” icon

In the new drawdown that appeared, select attack

Un check Has Exit Time



Godzilla Animations

Click on transition from Any State to Attack

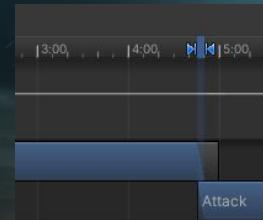
Adjust the transition zone until transition looks good.

Again, this will only determine how fast the animation
Transitions are.

In the conditions section, click on the “+” icon

In the new drawdown that appeared, select attack

Un check Has Exit Time



Godzilla Animations

Click on transition from Attack to Walk_Idle

Adjust the transition zone until transition looks good.

Check Has Exit Time

Because Exit Time is checked, the transition zone both determine how long to transition and when to transition

Do not have any conditions for this transition. This means that the transition will occur when the animation is finished



Godzilla Checkpoint

Your should not be
able to spam mouse
1 in order to spam
the attack button



Bake Navigation

Click open obsolete AI window

Window → AI → Navigation Obsolete

Select PQ_Road object. Child of city

In AI Navigation window click on Bake tab

Click Bake button

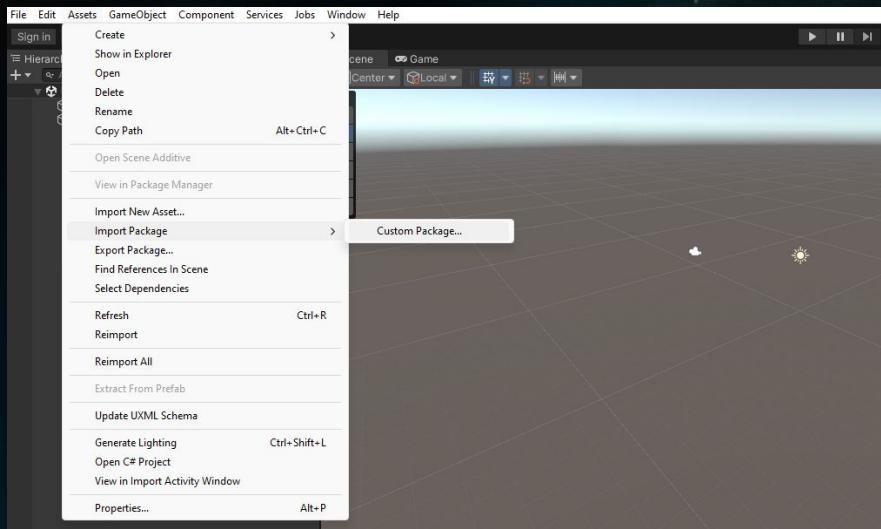
City streets should now
appear blue



Import Mecha Godzilla Package

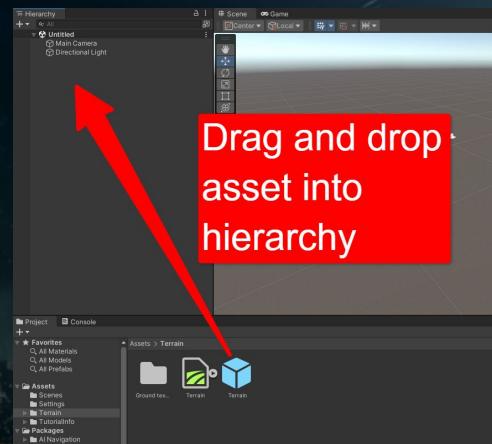
Click on Asset → Import Package → Custom Package

A file explorer window will open. Choose the
MechaGodzilla.unitypackage file

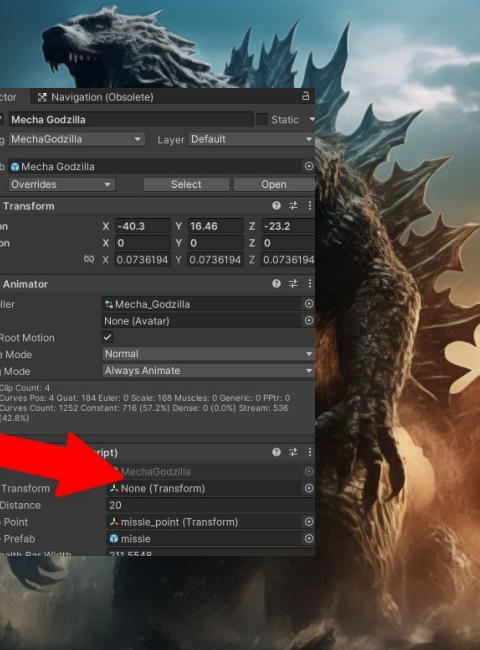


Drag and Drop Mecha Godzilla into the Scene Hierarchy

Open the folder of the newly imported package. Drag the prefab asset into the hierarchy. The Prefab asset has the same name as the package and has a blue square icon.



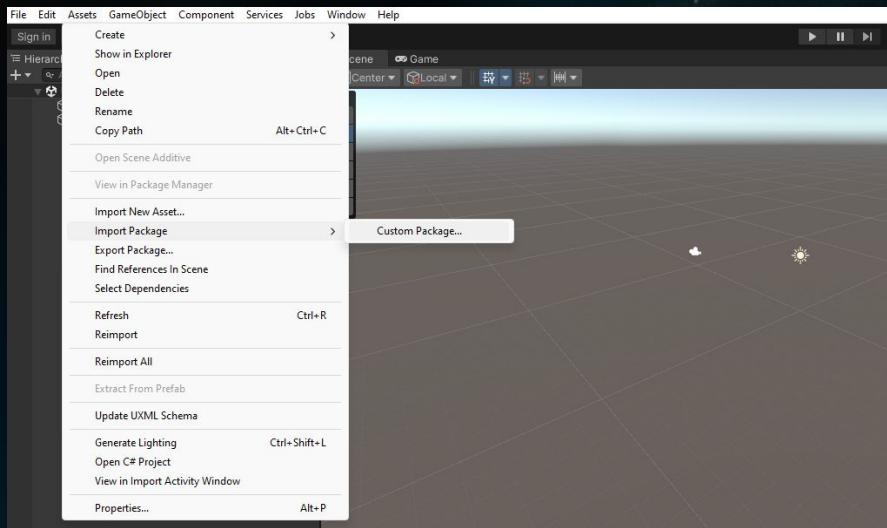
Assign player object in Mecha Godzilla Component Script



Import Canvas

Click on Asset → Import Package → Custom Package

A file explorer window will open. Choose the
Canvas.unitypackage file



Your have completed the bare minimum



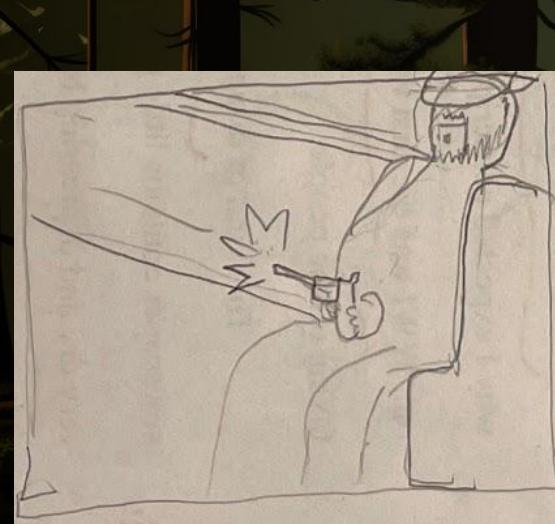
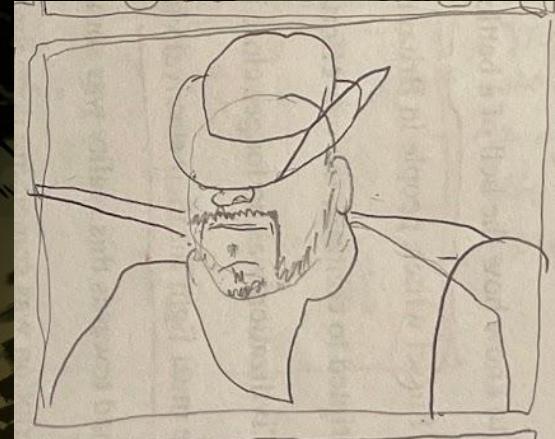
The background is a dark, moody illustration of a forest at dusk or dawn. Tall, thin evergreen trees stand in the foreground and middle ground, their silhouettes sharp against a lighter sky. In the far distance, a small, dark silhouette of a person stands on a path, looking towards the horizon. The overall atmosphere is mysterious and somber.

Frontier Heros: America

Frontier Heros: America

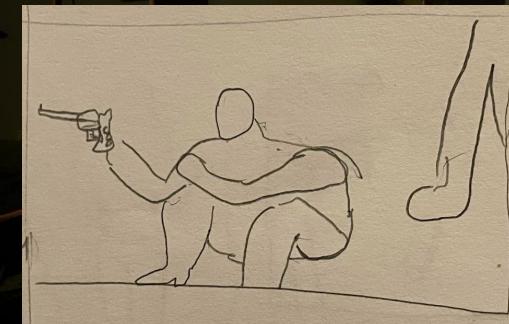
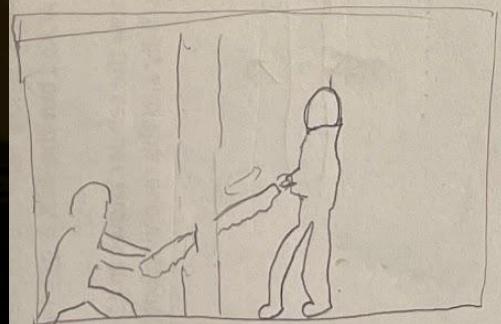
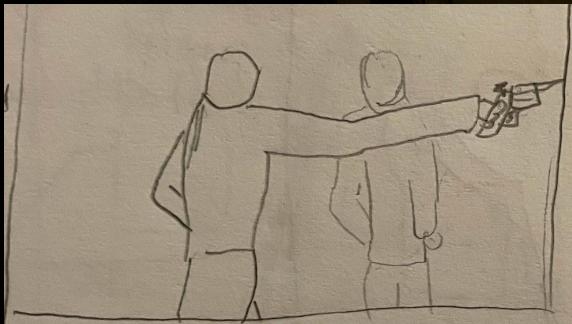
Forest cowboys in training to save their town

First person shooter where emotional impact is king



Frontier Heros: America

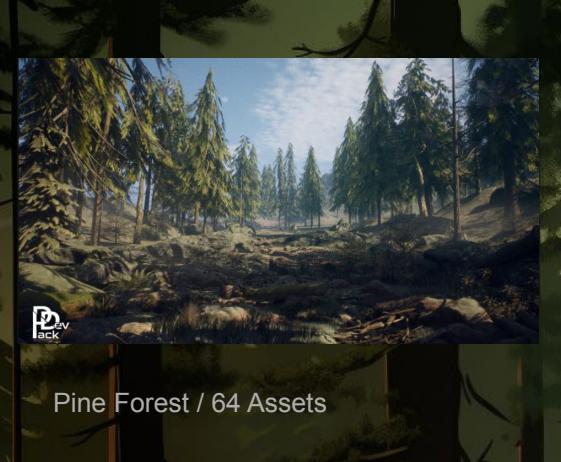
Emotional impact is that triumphant feeling you feel while playing the story in Halo. It also encoumpasis that feeling you feel while watching a super engaging movie like the Revenant. This are sudden, often unexpected, mostly positive, emotions that appear while experiencing or consuming content.



\$500 Budget! \$500 Escrow!

\$500 will go to market place assets, paying students for important tasks, paying for Ads, and other budget needs.

\$500 will get sent to an escrow company that will disperse the money to those who have worked on it when the game makes \$200 from sales or if I get voted by the chosen board members that I have moved my efforts away from this game



Pine Forest / 64 Assets



Western Props Pack

This game will have more emotional impact than Halo

Frontier Heros: America will focus on emotional impact as its priority.

Amnesia was more focused on scaring you rather than the mechanics of hiding from monsters

Frontier Heroes will be focused on being emotionally impactful rather than being groundbreaking in its shooting mechanics.



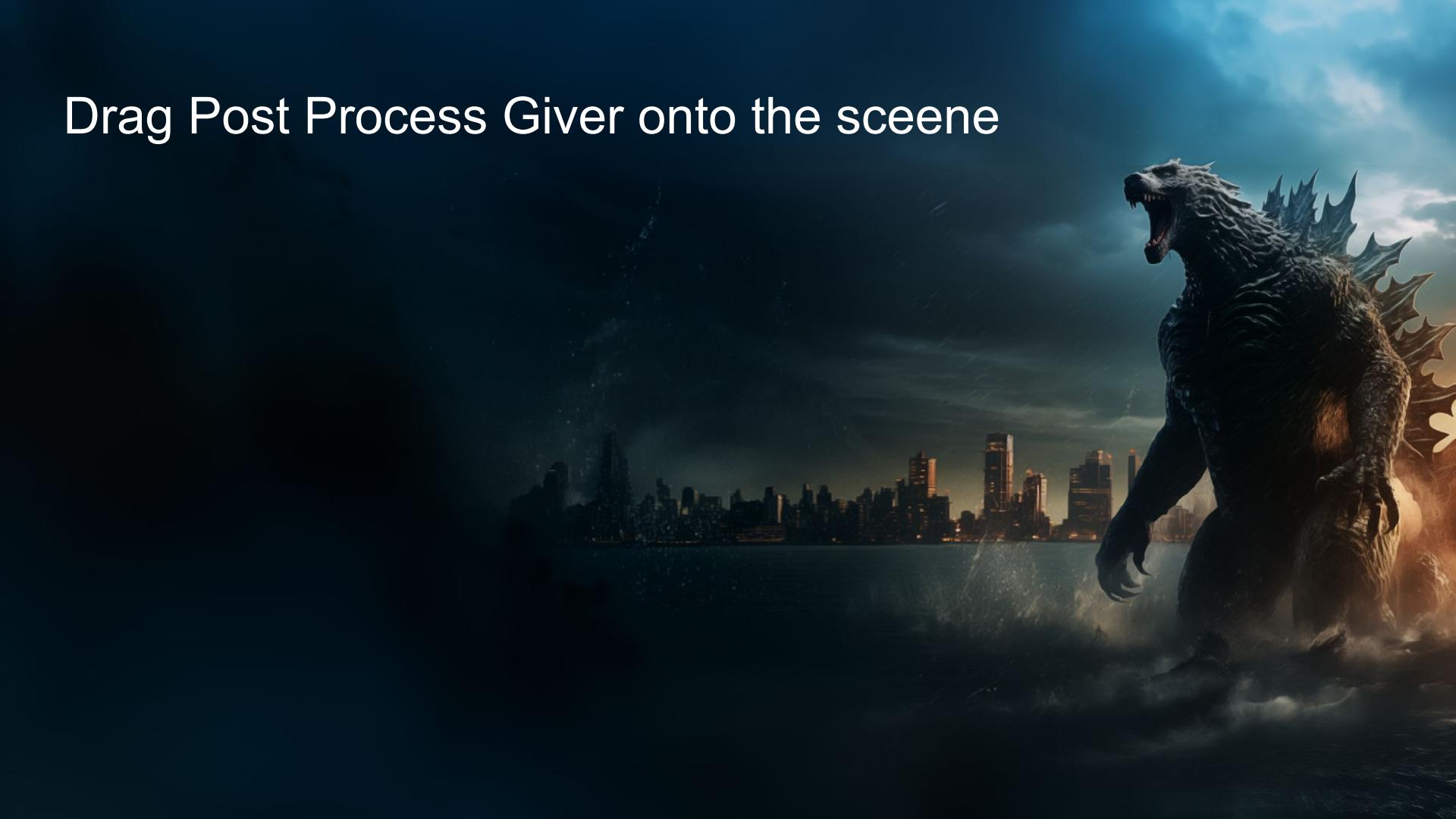


Back To the Godzilla Workshop

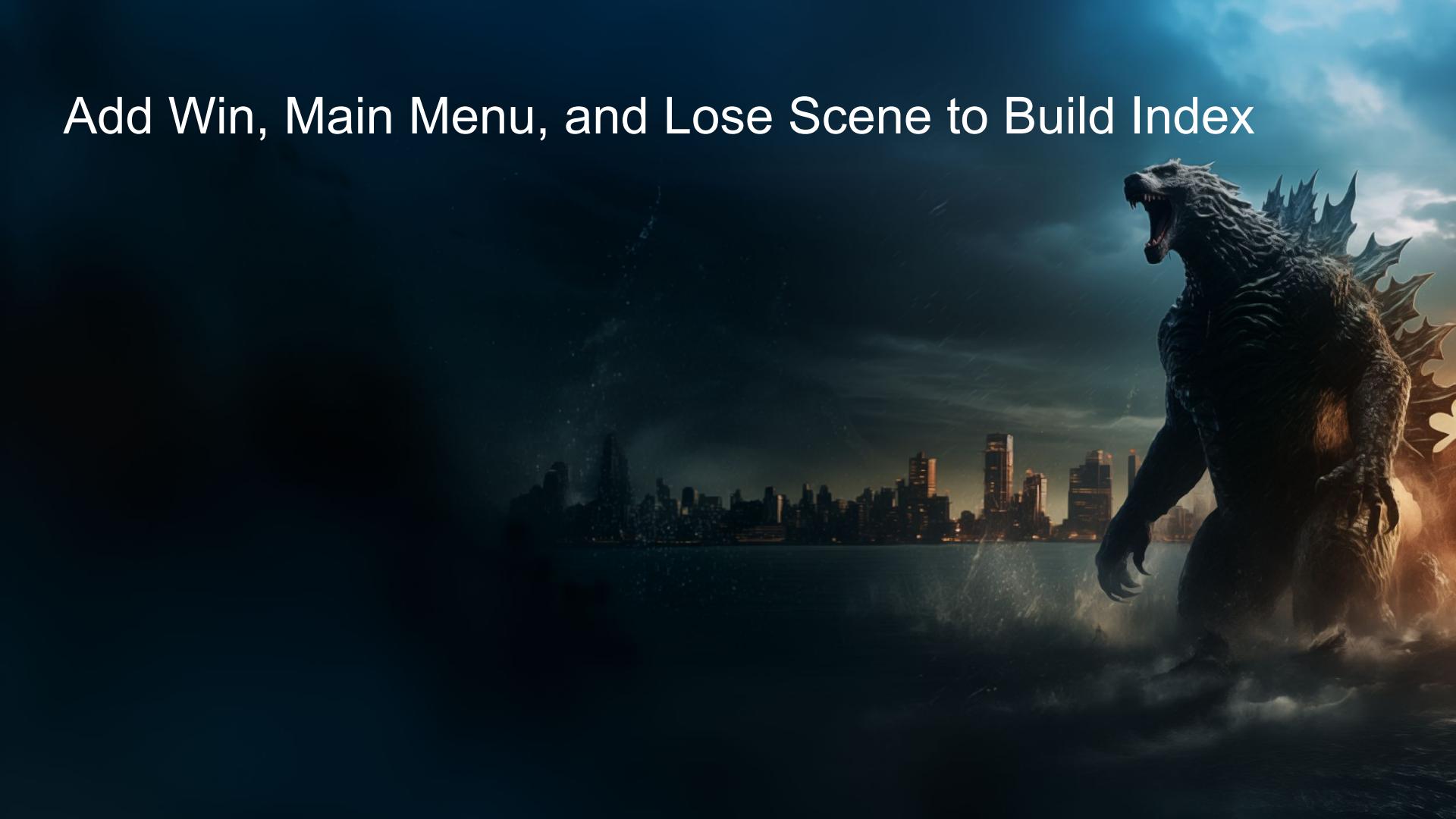
Import Miscellaneous.unitypackage



Drag Post Process Giver onto the sceene



Add Win, Main Menu, and Lose Scene to Build Index



Hook up Death states to scene management



Hook up UI buttons



Build game and Play!

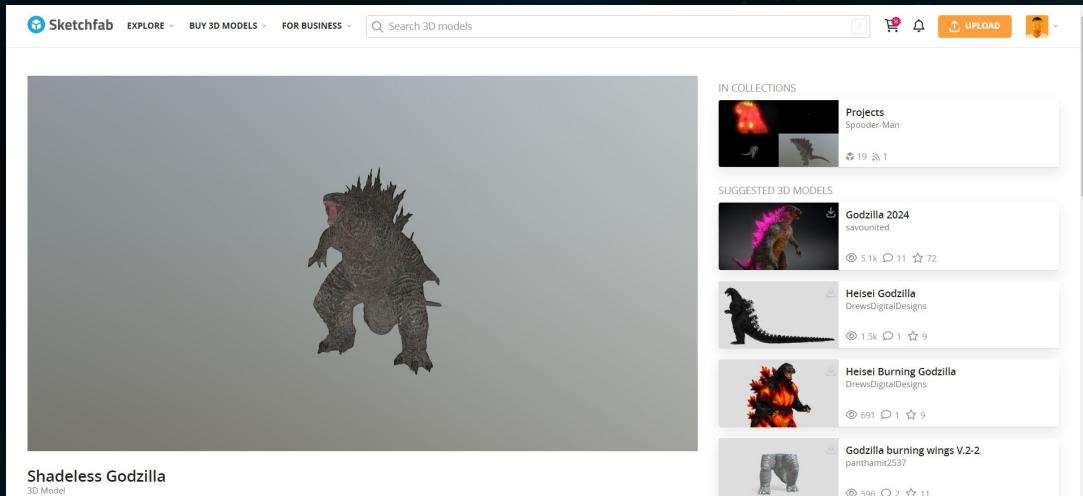


Push your project to github



Creating the Godzilla Arms

It started off as a free sketchfab model



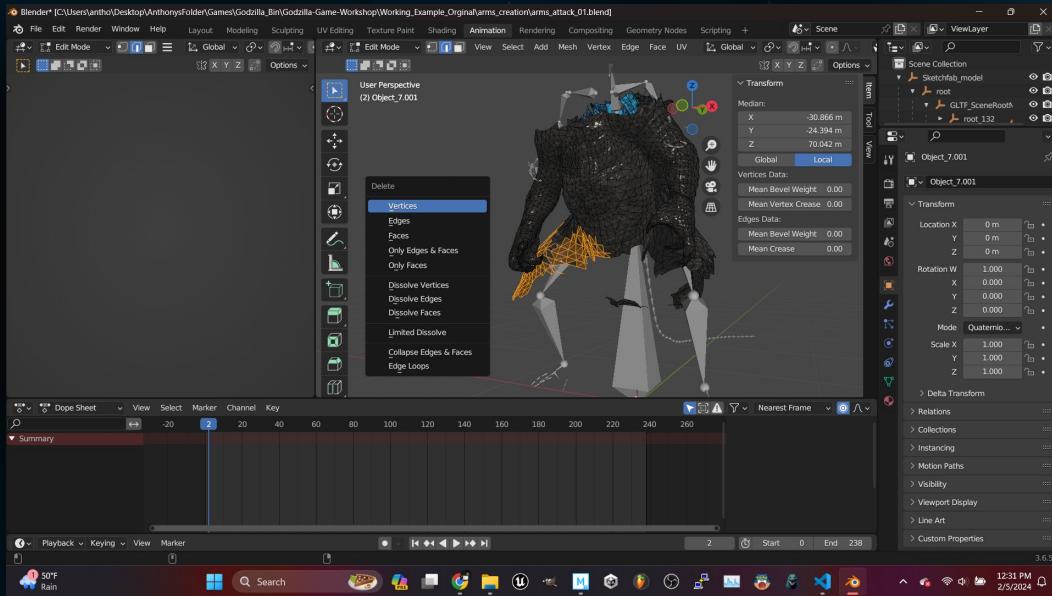
"Shadeless Godzilla" (<https://skfb.ly/oGQ8D>) by ArachnoBoy is licensed under Creative Commons Attribution-ShareAlike (<http://creativecommons.org/licenses/by-sa/4.0/>).



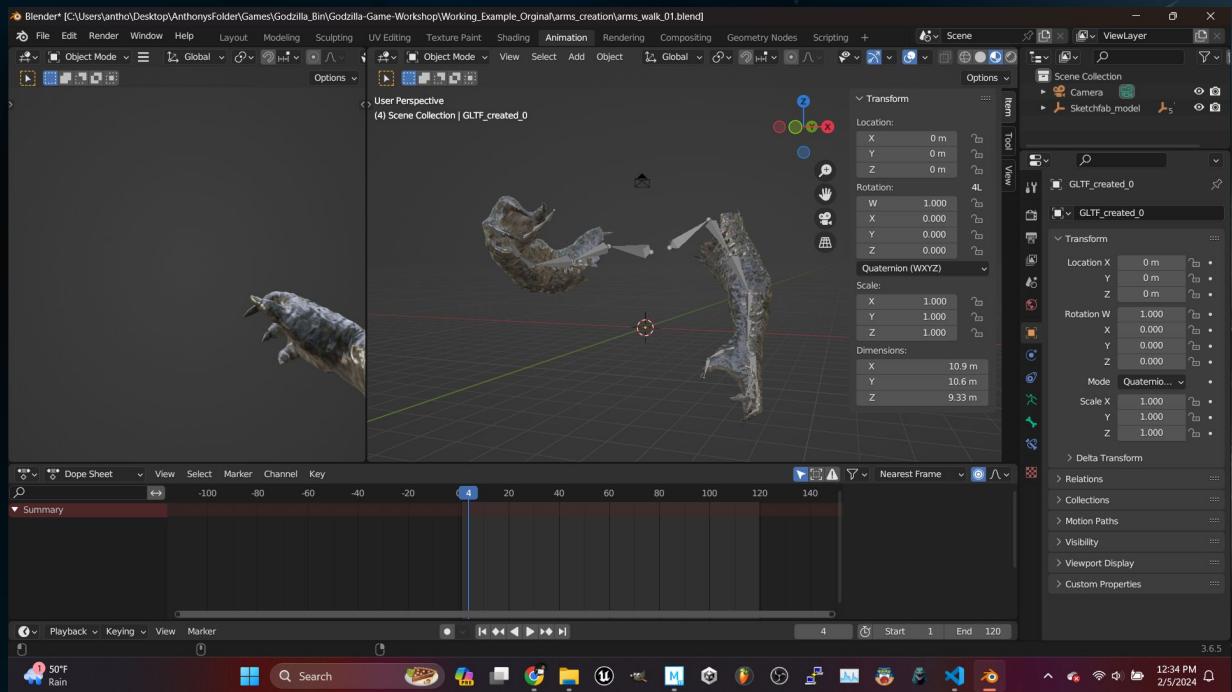
Import Mesh into Blender



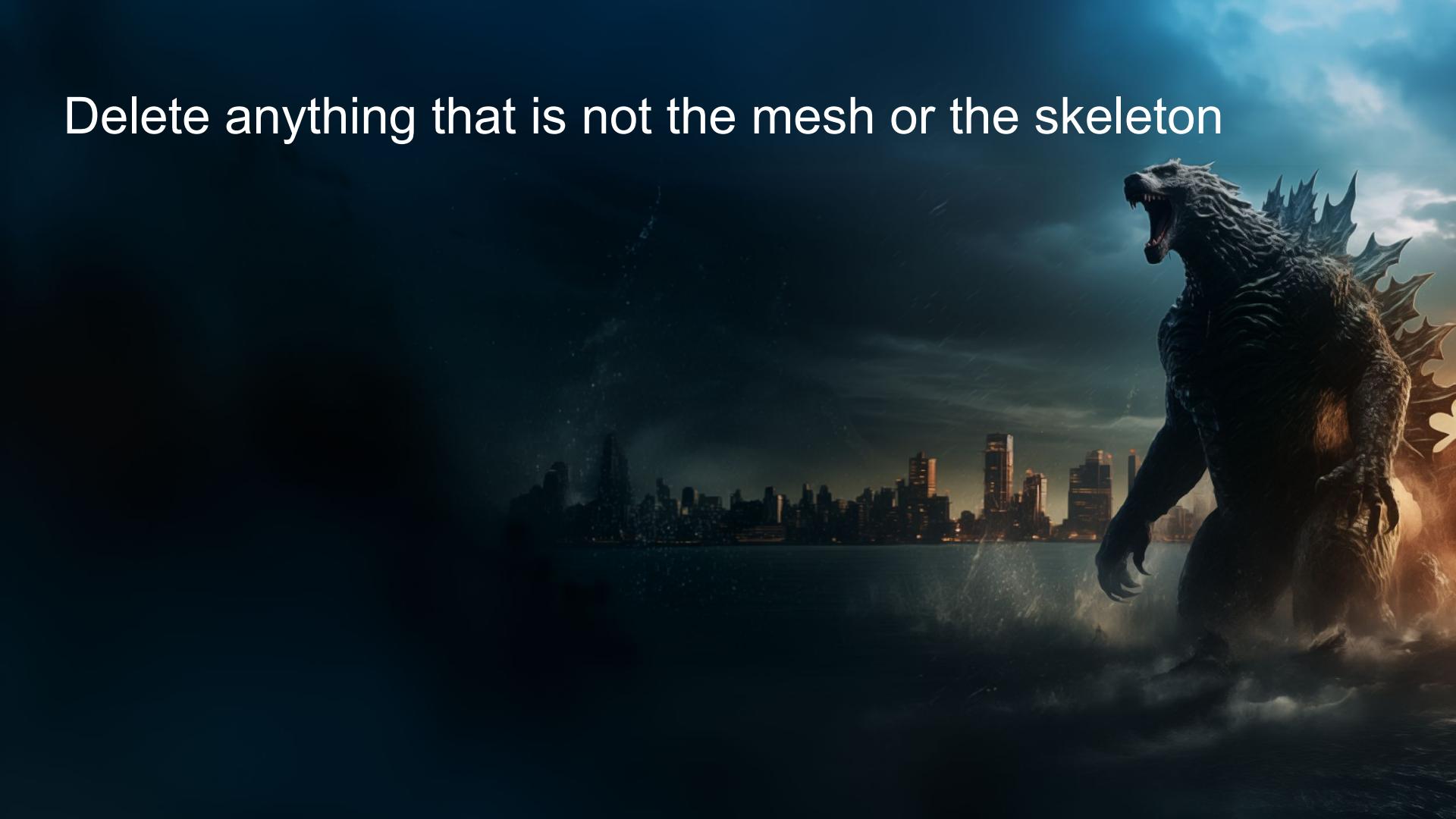
Remove anything that is not arms



Animate Arms



Delete anything that is not the mesh or the skeleton



Export as FBX

File → Export → FBX



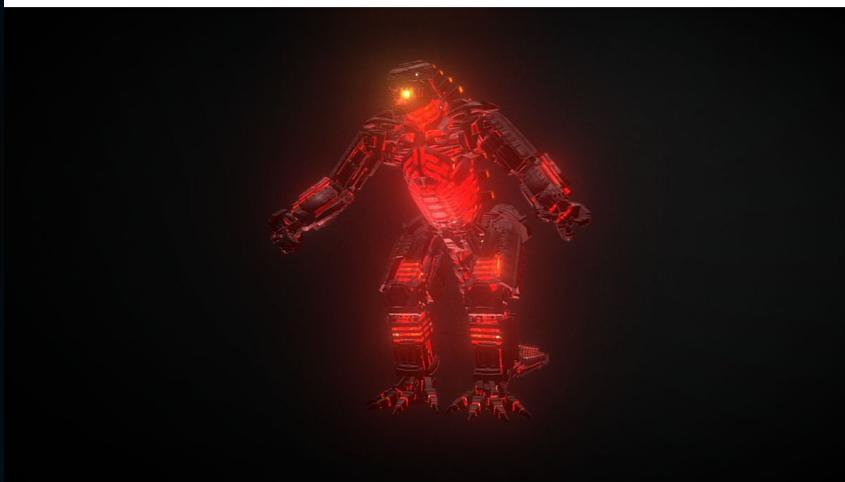
Fix / Remake Materials

There is a good chance that Unity won't know how to work with the materials you import from FBX. You will oftentimes have to redefine these materials. Luckily, the FBX file seems to always retain the UV mappings so creating the materials again in Unity is usually simple



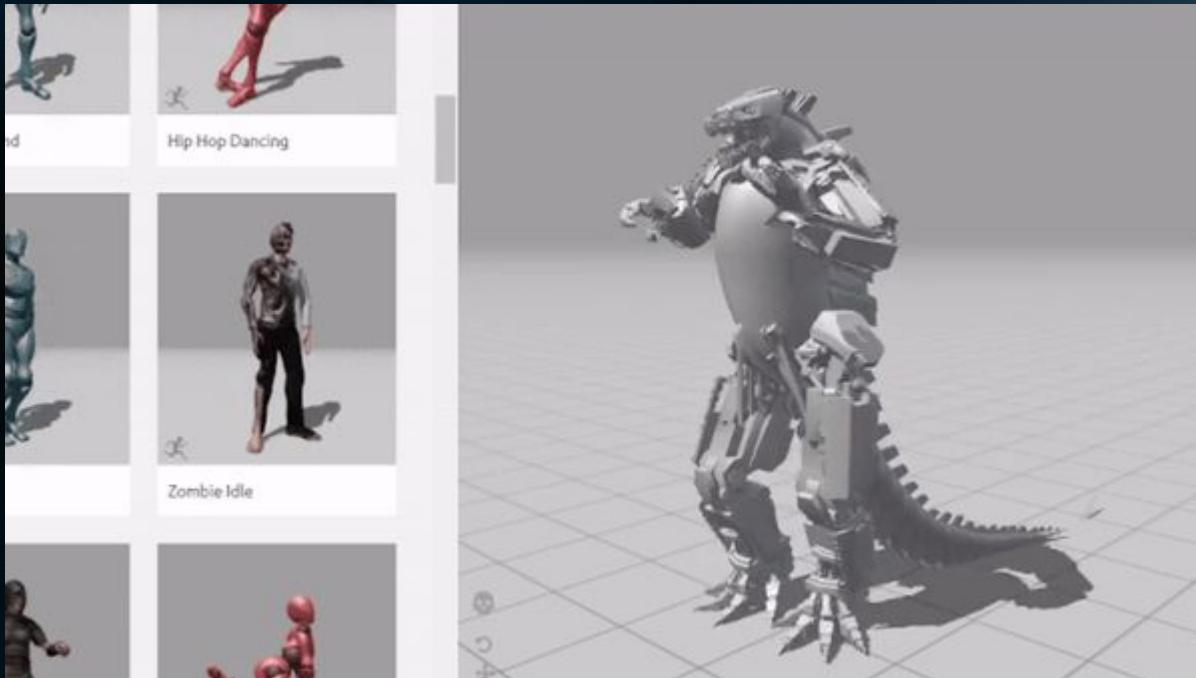
Creating Mecha Godzilla

Download model from Scheh fab again



"MechaGodzilla 2021" (<https://skfb.ly/ovML9>) by savounited is licensed under Creative Commons Attribution (<http://creativecommons.org/licenses/by/4.0/>).

Save time by using Mixamo



Mixamo Issues

Issue #01 Can't process model...

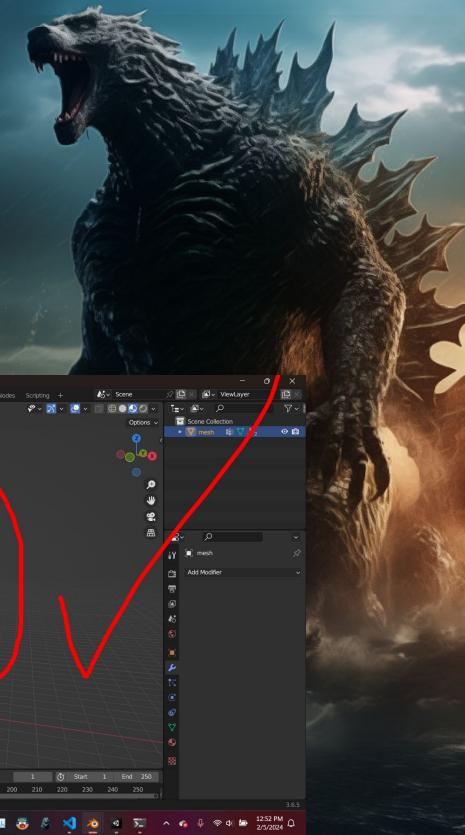
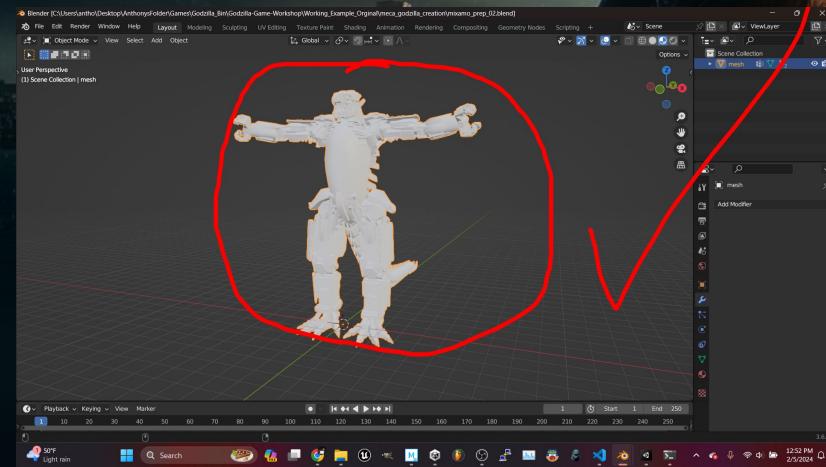
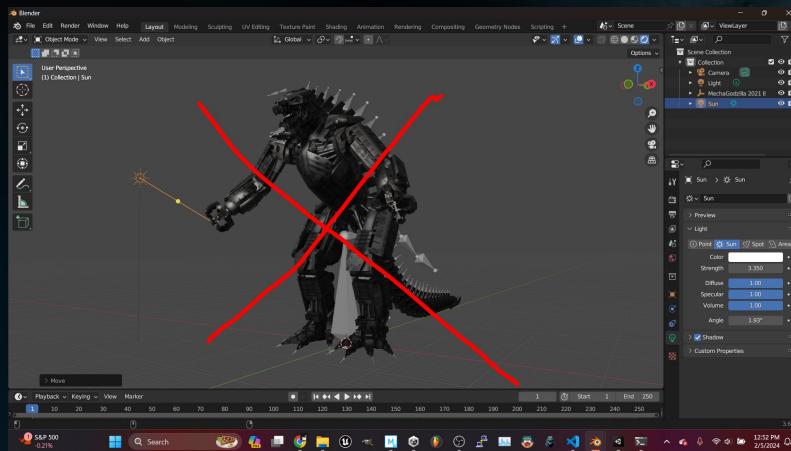
Solution: Delete all materials on model



Mixamo Issues

Issue #02 Mixamo makes animations look janky

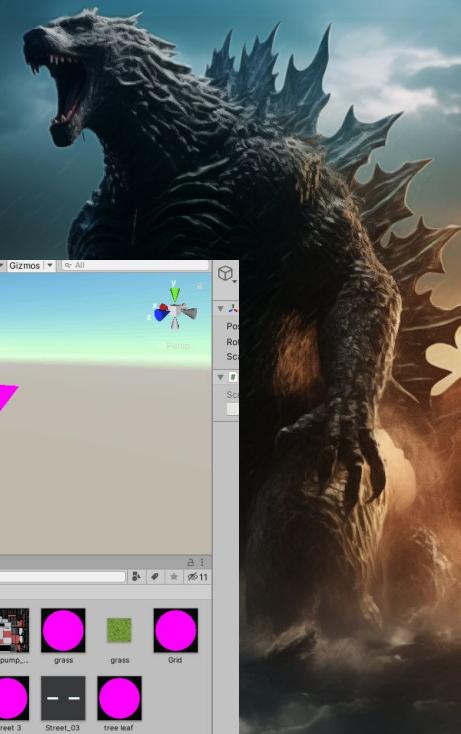
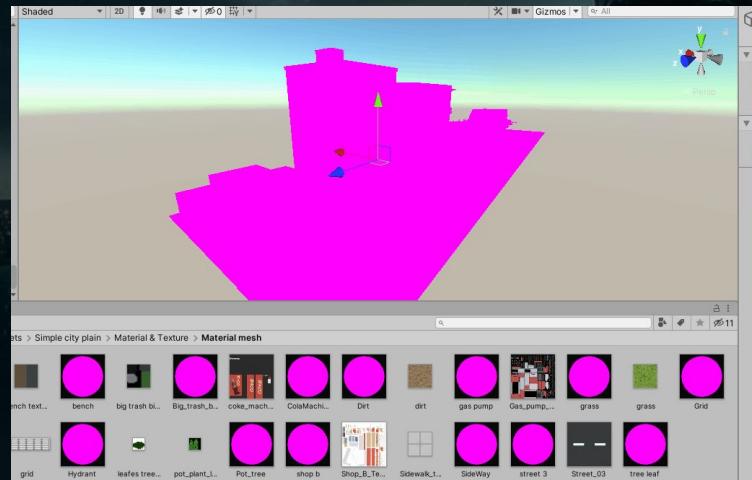
Solution: Modify model so that it is strictly in T - Pose





Importing Assets from Unity Asset Store

Sometimes when importing asset store assets they end up looking like the following...



Solution

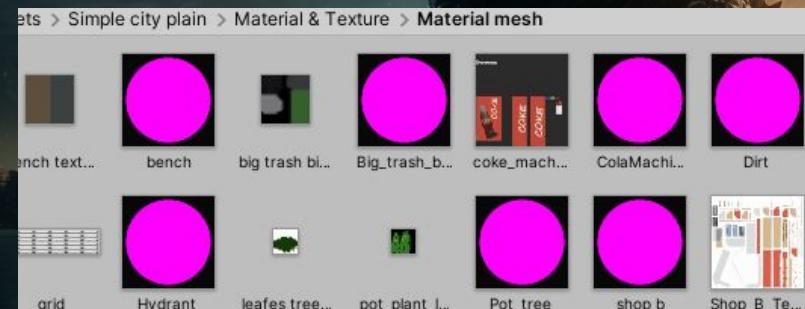
This is caused from using outdated or (too new) materials in a project that uses an outdated or (too new) version of the Unity editor.

To Fix

Select materials in project browser that are give pink materials...

Click on

Edit → Render Pipeline → Universal Render Pipeline → Upgrade Selected Materials to UniversalRP Materials



That about sums up today's workshop

