

Abandoned park



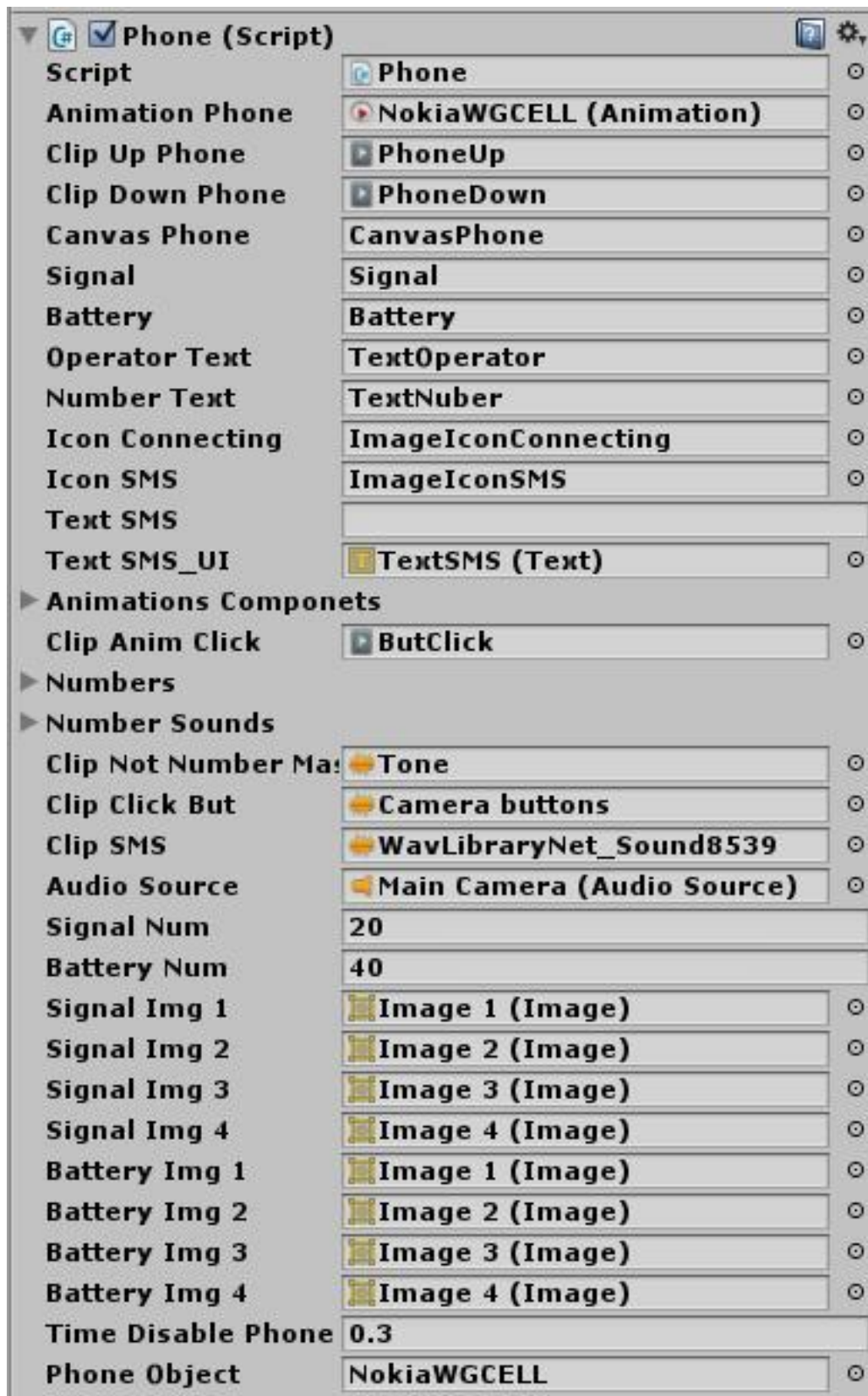
Small modular pack and great solution for horror/adventure games.

Package have a modified FPC which will not conflict with standard assets

You can import the standard assets (FPC Controller , image effects etc , to make everything work) with Standard FPC

You can easily move all needing script and
object to your own controller

Script: Phone



Animation Phone – Animator component
(phone model)

Clip Up Phone – Turn on the phone

Clip Down Phone – Turn off the phone

Canvas Phone – Canvas object

Signal – Phone signal images (canvas)

Battery – Phone battery images (canvas)

Operator Text – UI text for operator logo

Number Text – UI text for calling numbers

Icon Connecting – image icon when dialing

Icon SMS – image icon for sms

Text SMS – current text will appear here

Text SMS_UI – Text numbers for calling

Animation components (array) – Phone buttons animation array

Clip Anim Click – Animation for button

Numbers (array) – all numbers you want to call

Numbers Sounds (array) – all sounds for each calling number

Clip Not Number Mas – when calling the number not in your list (Numbers (array))

Clip Click But – Sound for button click

Clip SMS – Sound for sms arriving

Audio Source – Audio Source of phone object

Signal Num – Current signal amount

Battery Num – Current battery amount

Signal Img 1 – image icon for signal bar 1

Signal Img 2 - image icon for signal bar 2

Signal Img 3 - image icon for signal bar 3

Signal Img 4 – image icon for signal bar 4

Battery Img 1 - image icon for battery bar 1

Battery Img 2 - image icon for battery bar 2

Battery Img 3 - image icon for battery bar 3

Battery Img 4 – image icon for battery bar 4

Time Disable Phone – turn off game object

Phone object – Phone object

Script: On Collis Triggers



Phone – Main camera with phone object

Name Tag Triggers Phone – Tag for Triggers
(signal , sms , battery)

Script: Triggers Phone



Signal Trigger – This will be Phone signal trigger

Battery Trigger – This will be Phone battery trigger

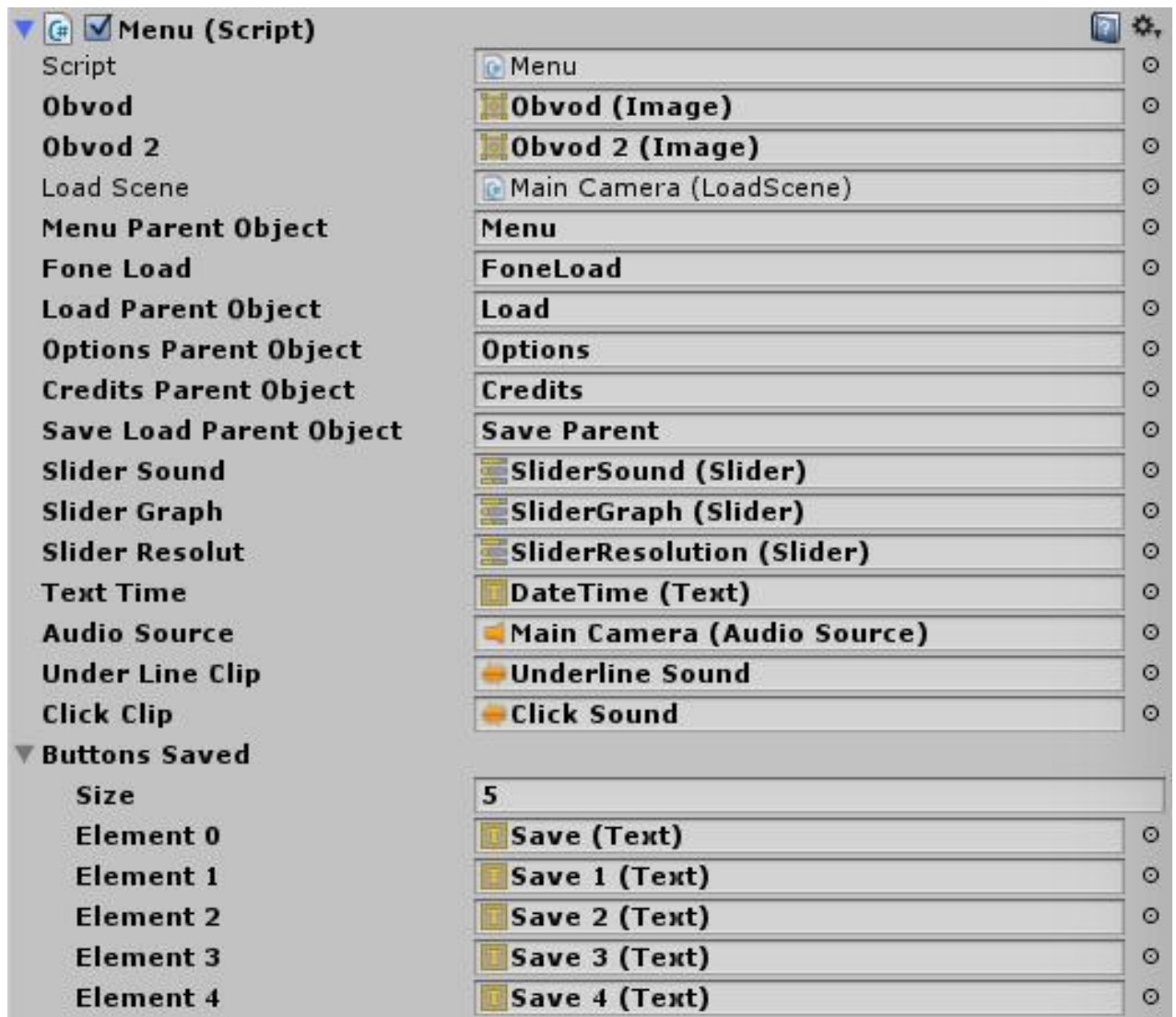
SMS Trigger – This will be Phone sms trigger

Num Signal – amount of signal

Num Battery – battery bars

Text SMS – Text for coming sms

Script: Menu



Obvod – Image of frame in menu

Obvod 2 – 2nd Image of frame in menu

Load Scene – Main camera with scripts (load scene)

Menu Parent Object – Canvas Menu object

Fone Load – Image for loading screen

Load Parent Object – Canvas Load object

[Credits Parent Object](#) – Canvas Credits object

[Save Load Parent Object](#) – Canvas Load Save object

[Slider Sound](#) – Unity Slider for sound (vol)

[Slider Graph](#) – Unity Slider for Graphic quality

[Slider Resolut](#) – Unity Slider for monitor resolution

[Text time](#) – Data text object (From your PC time)

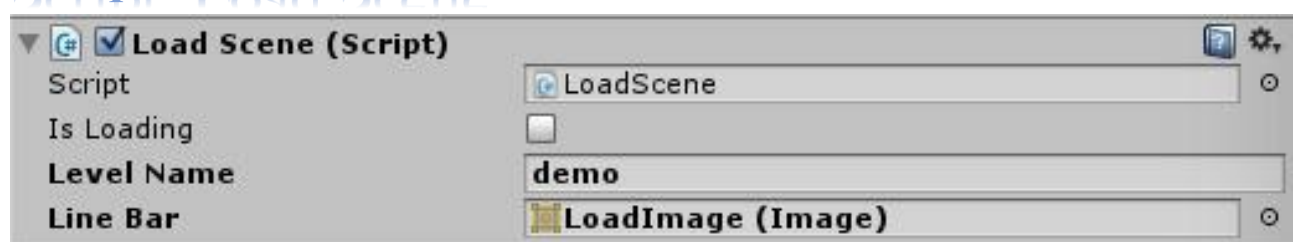
[Audio Source](#) – Audio Source from main camera

[Under Line clip](#) – Sound for moving between canvas objects

[Click clip](#) – Sound for click on canvas object in menu

[Buttons Saved](#) (array) – Save Text (Canvas)

[Script: Load Scene](#)



Is Loading - Check for load screen

Level Name -Scene Name to load

Line bar - Canvas bar for loading

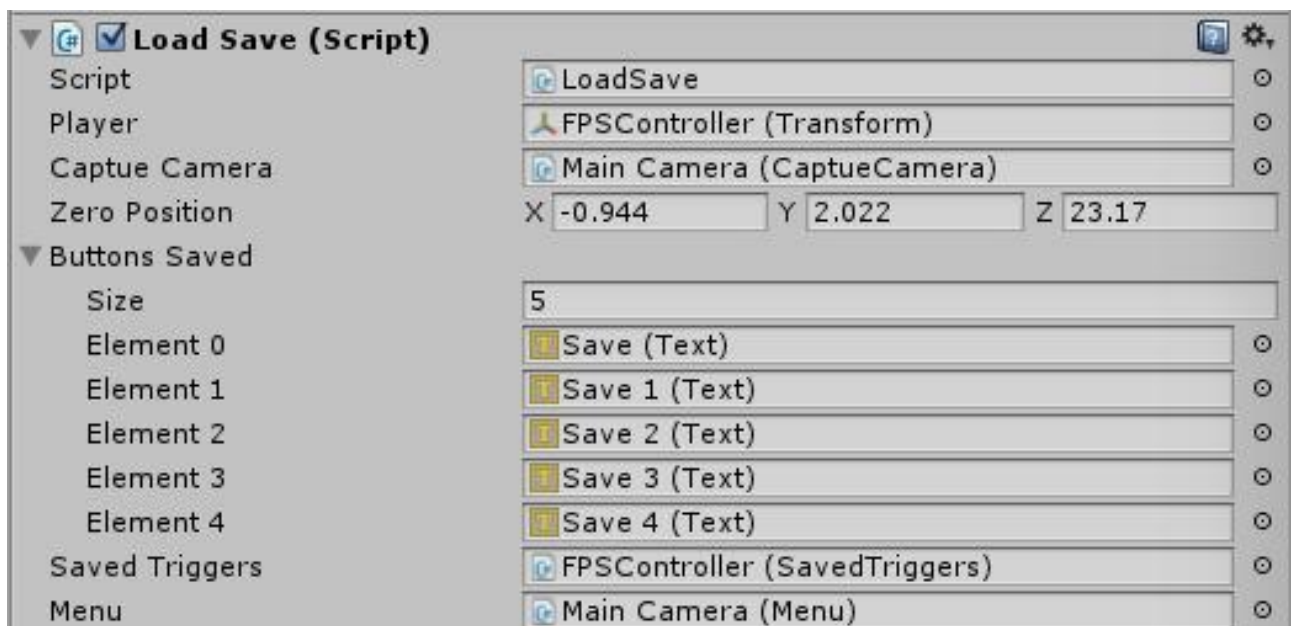
Script: On Menu



Menu Canvas -Main canvas object

Menu - Main camera with menu script

Script: Load Save



Player - Your main character

Capture Camera - Camera with scripts

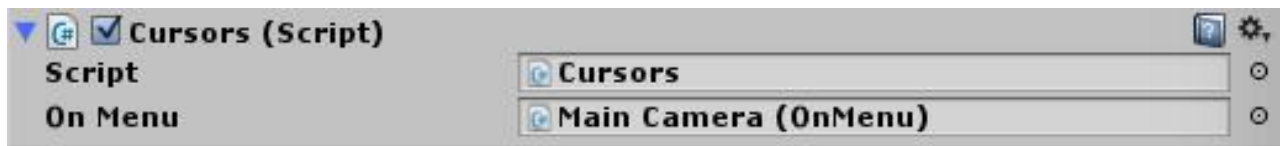
Zero Position - Start position in scene

Buttons Sayed (array) - Save Text (Canvas)

Sayed Triggers - Saving triggers scripts (FPS)

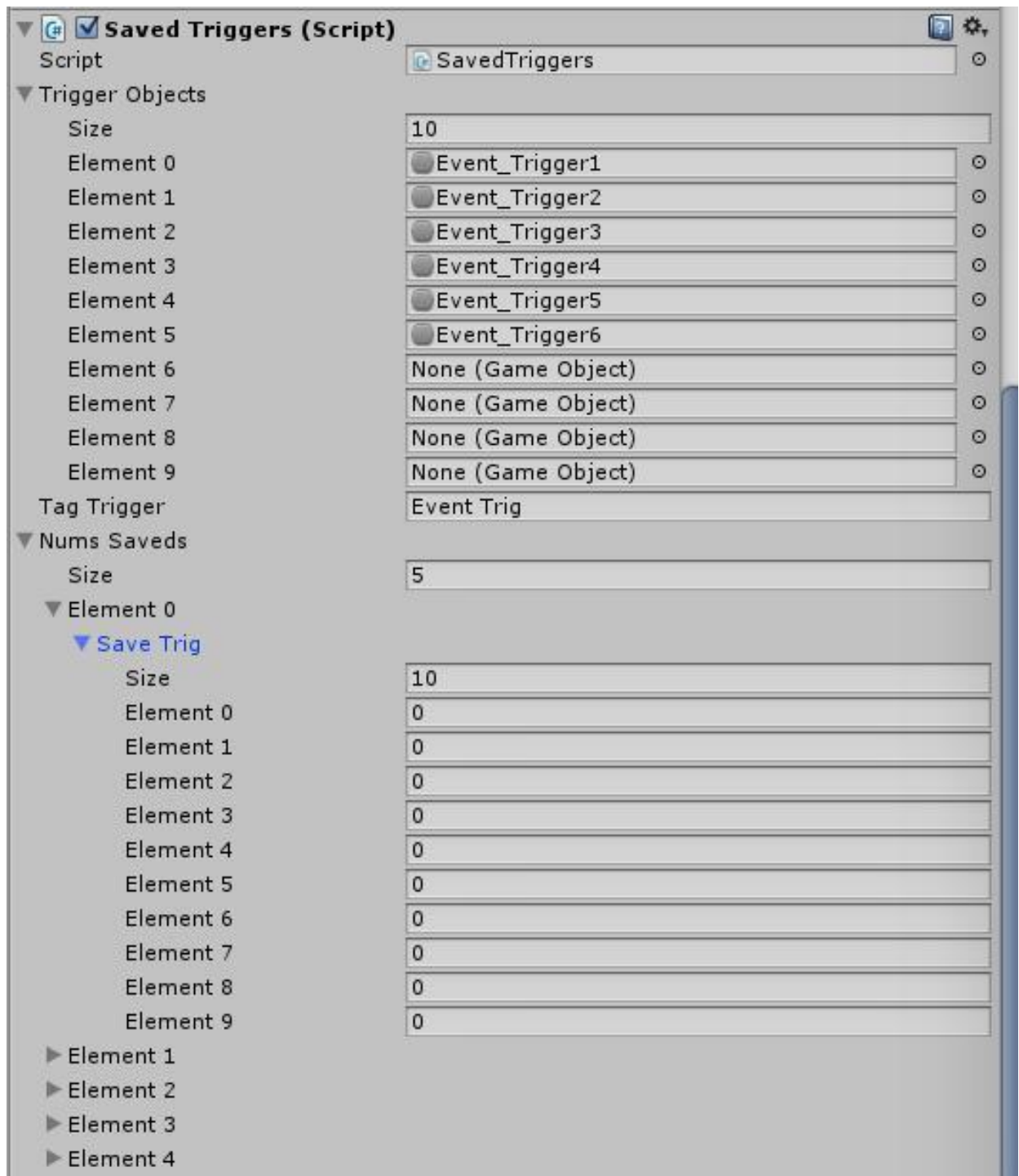
Menu - Main camera with menu script

Script: Cursors



On Menu - Main camera (hide cursor when in play mode)

Script: Sayed Triggers



Trigger objects (array)– actual trigger objects

Tag Trigger – Tag for all event triggers

Nums Saveds (array)– For saving triggers that has been passed

Script: Load Butt



Text Load – Load game object (appears if you have at least one save)

All Tags in scene

Controls:

Move – WASD

Jump – Space

Run – Shift

T – On \ Off Phone

ENTER – Call number \ open and close SMS

How to call



Use key digits to call

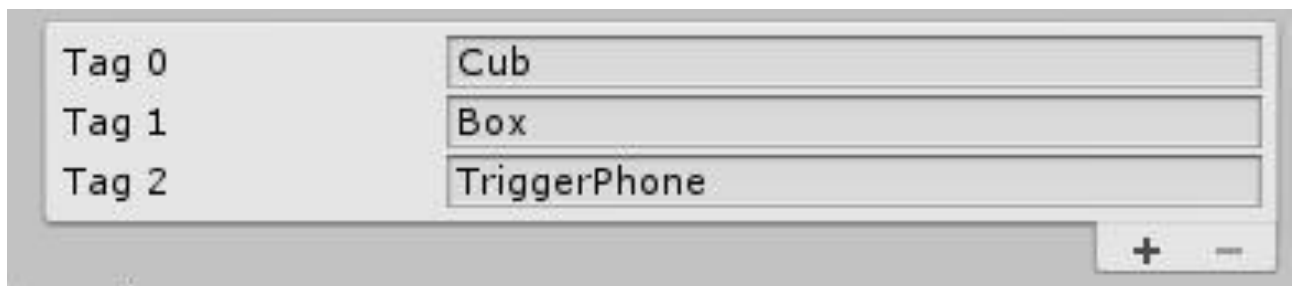


Then Press ENTER

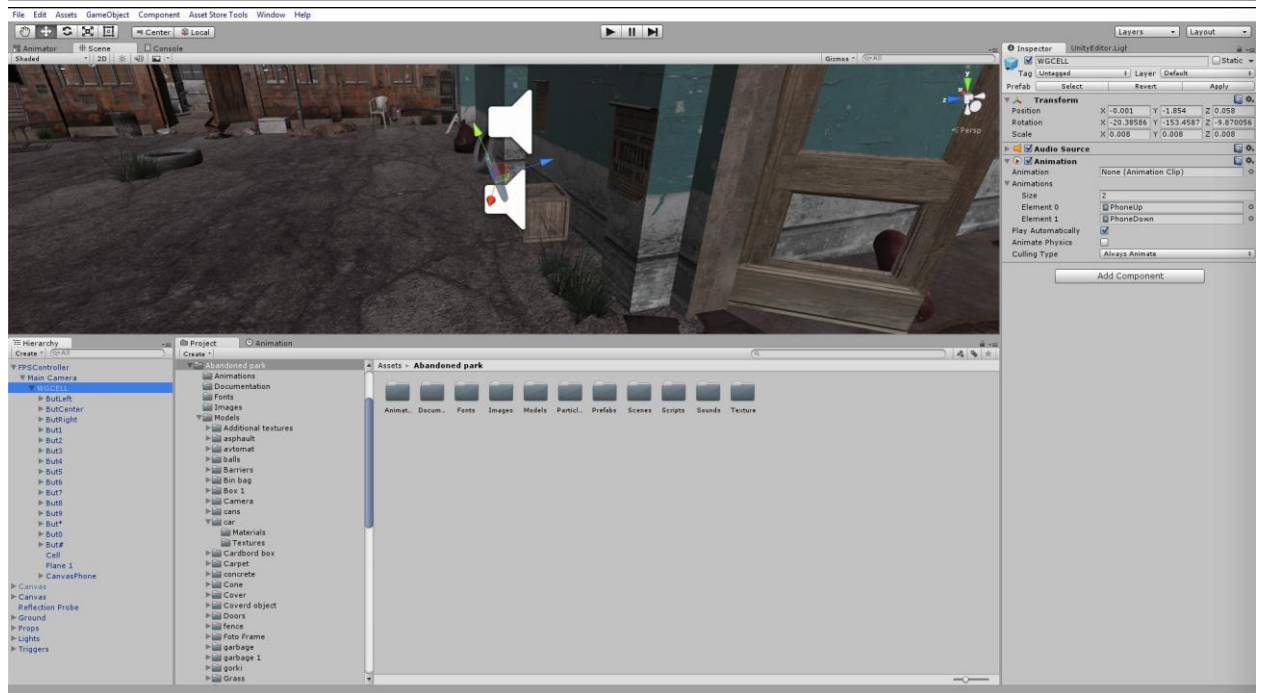
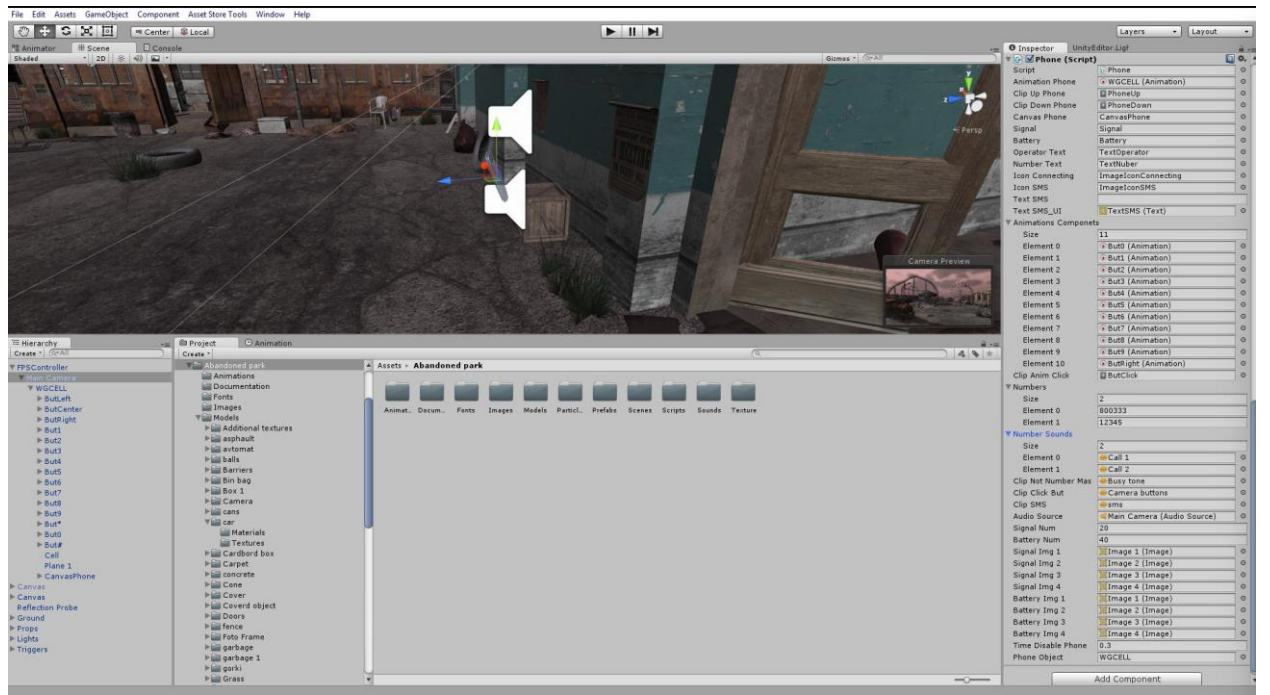


Call will ends when audio file finish

All Tags in demo scene



How it looks on standard FPC controller:



For any questions, please contact my
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