1. Introduction

The "JP assets" are a growing collection of playable prehistoric creatures. They are provided with a "survival system" containing the following parameters : health, food, water and fatigue status. Herbivorous can eat from Trees/Details on Unity Terrain and carnivorous need dead dinosaurs to increase his food bar. They can drink water ("water" layer). They must sleep to increase the fatigue bar and they can take/receive damage from all other dinosaurs.

"JP Script Extension asset" are an extension of "shared.cs" script. This extension enable artificial intelligence and inverse kinematic feet placement for all JP creatures. Herd behavior, pack hunt, search for food, water and avoid obstacles in complete autonomy. *This asset overwrite the "shared.cs" file. Consider reimporting it at the end if you have added dinosaur/packs to your project.

2. Content

"DinoIsland" folder : Contain terrain, trees models, grass details, fx and the scene prefab "DINOISLAND.prefab".

"DinoManager" folder : You will find in this folder the "DINOMANAGER.prefab" which handle the main camera, GUI/health bar, and allow you to manage/add/remove dinosaurs in game.

"Dinos" folder : All owned JP models and their textures, controllers, script and prefab. "Dinos/shared" sub folder : The shared sub folder contain the eyes texture for all models and the "shared.cs" script used by all dinosaurs.

"Sounds" folder : All sounds are stored here.
*dinosaurs sounds are not included in JP assets, nevertheless you can download them here : download JP dinosaurs sounds for personal non-commercial use only.

3. Quick Start
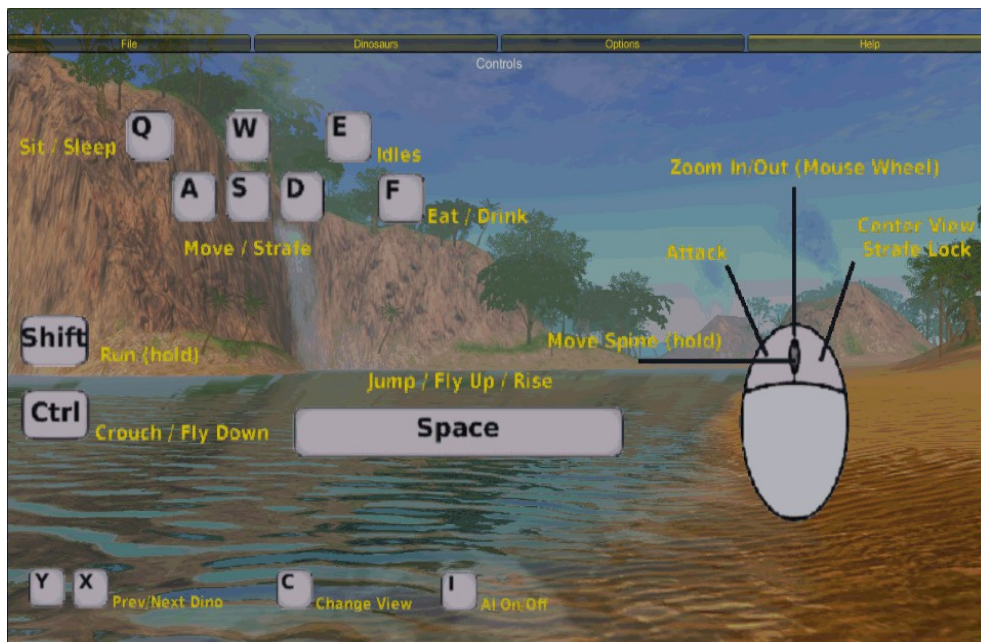
-Press ESC to open menu and go to "Dinosaurs" tab.
-Add a new dinosaurs, select specie from your collection list.

-Press Spawn button to add selected dinosaur.

-You can change all dinosaurs parameters from this tab.

-Select camera mode, Free, Follow, or Point Of View.

-Go to "Help" tab to see controls list.
*Crouching features require "JP Script Extension asset"

-Add all dinosaurs you want, explore the island and have fun !

4. dino_manager.cs script

Draw GUI, control the camera, manage dinosaurs in game menu, switch/add/remove change health, speed, size, skin...
some global settings are also available :
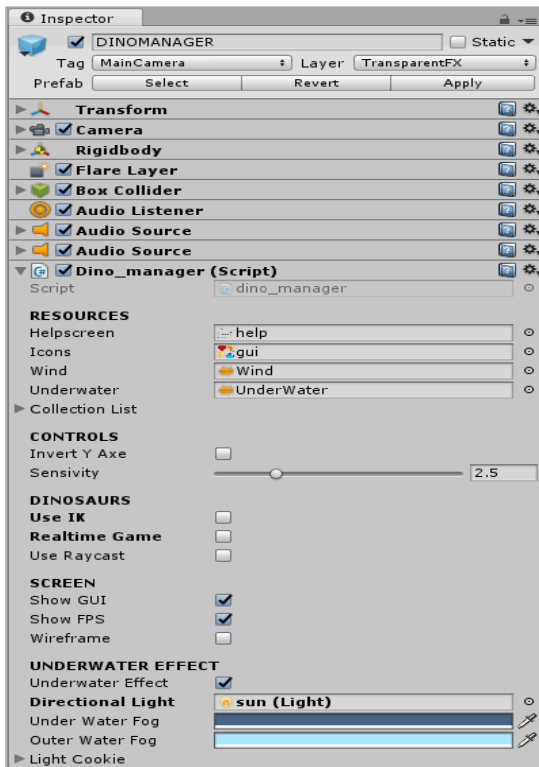
"RESOURCES" :
GUI/dino healthbar Texture, sounds used by the camera.
"**Collection List**" you can put here all your dinosaurs prefab. and they will be awaliable to be spawned during game.

"CONTROLS" :
Setup mouse sensitivity and invert mouse Y axis.

"DINOSAURS :
"**Use IK**" (JP Script Extension Asset required)
Enable Inverse Kinematic feet placement.

"**Realtime Game**" Dinosaurs will be active even if they are no longer visible by the camera (performance may be affected).

"**Use Raycast**" Allow dinosaurs to walk on all collider having "walkable" layer, otherwise they can only walk on Terrain collider. Enable and add "walkable" layer on your collider if you want dinosaurs walk on your mesh. (performance may be affected).
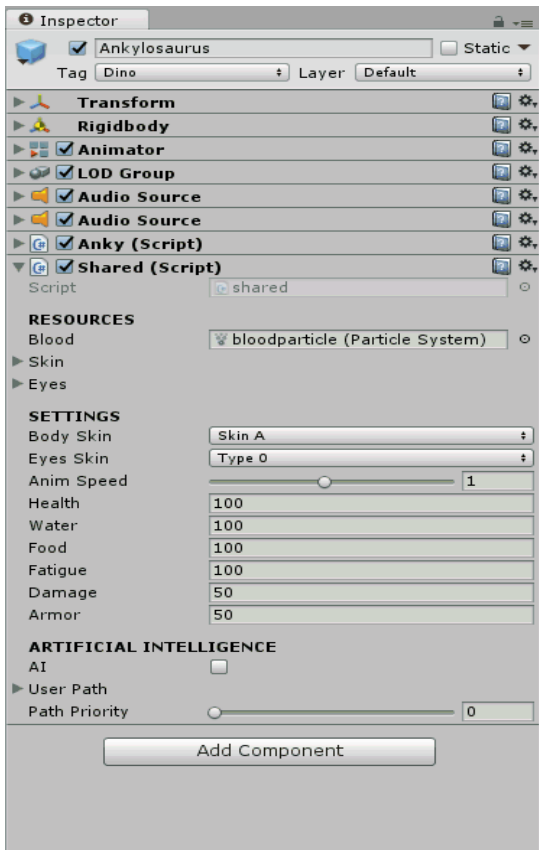
"SCREEN" :
Enable/disable GUI/dino healthbar, fps counter and wireframe mode.

"UNDERWATER EFFECT" :
Enable/disable underwater effect and setup fog colors.

5. shared.cs script

shared.cs script are attached to all JP creatures.You can access it from any dino prefab.

"RESSOURCES"
"Blood" The blood particle used when this dino are taking damages.
"Skin" Body textures list.
 "Eyes" Eyes textures list.

"SETTINGS"
Start settings for this dinosaur. All theses settings are also available from in game menu "dinosaurs tab".

"ARTIFICIAL INTELLIGENCE"
(JP Script Extension Asset required)

"AI" Enable or disable AI for this dino.

"User Path (optional)" This is an array of "GameObjects waypoints", used to define specific path for your dino. The name of the waypoint can be used to trigger actions, available name :
"Eat", "Drink", "Sleep" animations are played once target reach. Waypoint can be a moving target like another dinosaur.

"Path Priority" Priority between user path and default autonomous AI. 0% to 100%. With a path priority of 100%, the dinosaur will only follow the path you have created for him. If you set this value to 50%, he will follow your path half of the time and make independent decisions for the other half.

Do not hesitate to contact me if you have a question or suggestion to improve this asset. Contact: **muelsa373@gmail.com**