

SPEEDTUTOR BATTLE ROYALE UI SYSTEM V1.0  
DOCUMENTATION

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Pack includes:

The Battle Royale UI System is a complete template for implementing your very own version of the popular BR health system as seen in popular series'. It features a customisable armour, health and cash system. Teaching you the basics of implementing these features and more! Take a look at my tutorial: COMING SOON – Be sure to leave me any feedback!

Built on: Unity 2017.4.3

Using: Standard Render Pipeline – But suitable for all versions of pipelines for Unity!

**Refer to my tutorial if you need any help or please send an email! ☺**

**Contact**

If you have any problems with the pack, or have some ideas for new models you'd be interested in, please feel free to contact me.

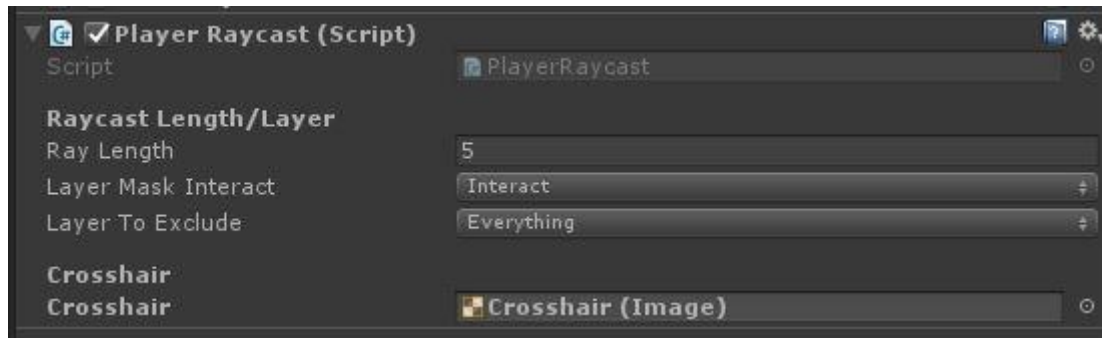
Email: [speedtutoruk@gmail.com](mailto:speedtutoruk@gmail.com)

Website: <http://www.speed-tutor.com>

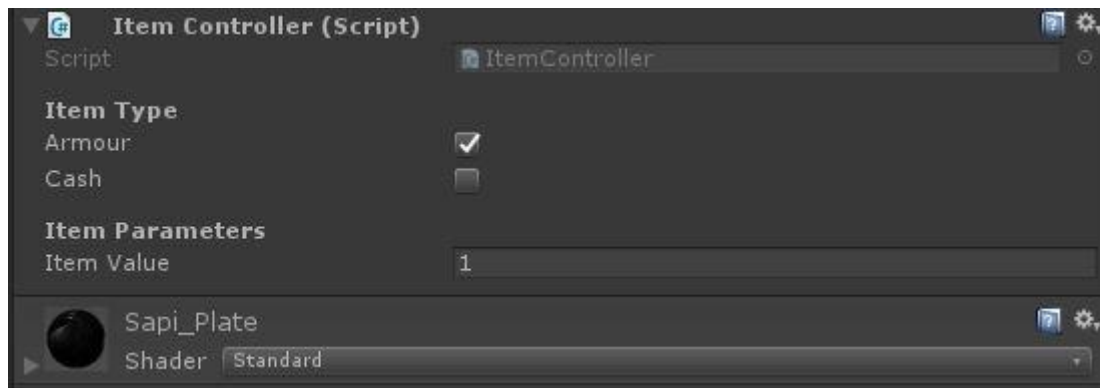
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NOTES FOR SETUP:

1) Add the “FPSController” object from the prefabs folder into your scene and make sure the “PlayerRaycast” script is attached. RayLength can be 5, LayerMaskInteract = Interact (You may need to create this at the top of the inspector via the layer dropdown), Layer to Exclude = Everything (Unless you want to stop the raycast going through a layer such as walls). You may need to add the Crosshair prefab to your scene and then add the crosshair UI to the slot in the inspector! (You can add the UI Controller which will have both prefabs attached))



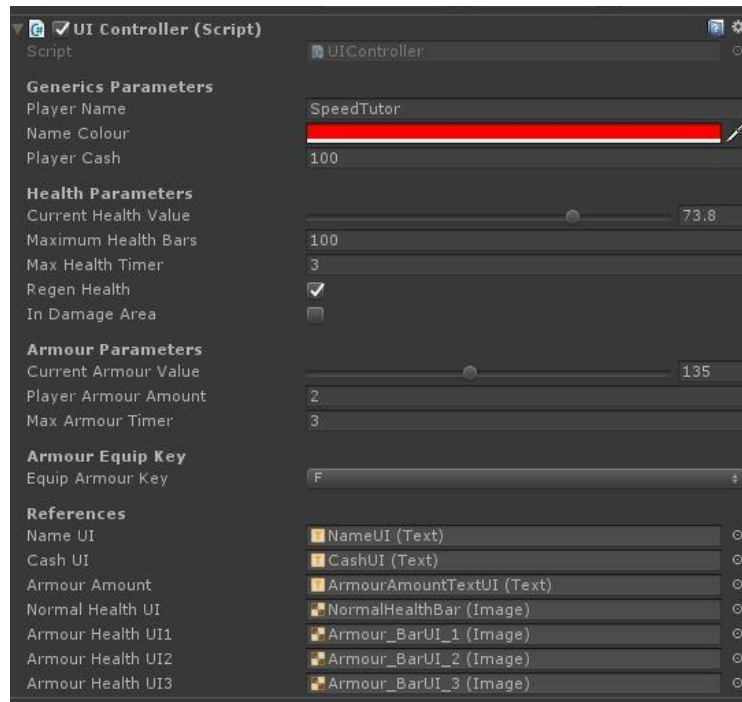
2). Add the pickups to your scene: Cash or Armour (Each can have a specified pickup value) – Make sure they are tagged “Pickup” and have the layer of “Interact”



3). Add a damage area to your scene or any other object you want to cause damage to the player. You need to add the “DamageArea” script to it!

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4). Add the UI Controller to the scene if not already, or create your very own UIController empty gameobject and add the “UIController” script to it. Here are some basic values for you:



**Player Name:** Input your desired name

**Name Colour:** The Colour of your default player name

**Player Cash:** How much cash you start with

**CurrentHealthValue:** How much health do you start with? Maximum is 100

**MaximumHealthBars:** The Max your health can go (100 should be the value)

**MaxHealthTimer:** The time it takes for your health to begin regenerating once damaged

**RegenHealth:** Can you regenerate health at the start?

**CurrentArmourValue:** How much armour? (Out of 300) Each 100 means you have 1 single armour

**PlayerArmourAmount:** How many armours are you carrying when you begin

**MaxArmourTimer:** The time it takes to equip a piece of armour when you hold the equip button

**Equip Armour Key:** Set the key to hold when equipping armour

**References:** Add the references to the correct slots