SpawnerPlayer

This object spawns the player character, and despawns the player on death. The player will spawn on any marker with the tag PlayerSpawn at random. It is possible to set the amount of bodies to be left on the scene before despawning begins.

# How it works

On start, the SetVariables action is called, which sets variables to be used later. In this case, the global variable respawnPlayer is set to the action RespawnPlayer. All markers with the tag PlayerSpawn are also gathered into the SpawnMarkerList.

The SpawnPlayer action is also called. This action will destroy the old playerUI if there is any, instantiate the player and playerUI and finally activate the mainCamera.

The player will call the action RespawnPlayer upon death. This will add the player’s body to the BodyList, and call the SpawnPlayer action again.

Each time a player’s body is added to the BodyList, a condition is called. When the amount of bodies in the BodyList is more than the number set here the RemoveBody action is called.

This action destroys the first body in the BodyList, then call the conditions again and this will repeat until enough bodies have been destroyed.

This might not always be useful, but there could be moments in the future where this could be used.

# Actions

## SetVariables

Set Global Variable respawnPlayer = RespawnPlayer

Gather PlayerSpawn into SpawnMarkerList

## SpawnPlayer

Destroy Global Variable playerUI

Instantiate Player, location SpawnMarkerList[Random], set Global Variable player

Instantiate PlayerUI, set Global Variable playerUI

Set Active 3rdPersonMotor

Change camera to MainCamera

## RespawnPlayer

Add Invoker to BodyList[Last]

Call SpawnPlayer

## RemoveBody

Destroy BodyList[First]

Remove BodyList[First]

Call conditions TriggerBodyList

# 

# Triggers

## Start

Trigger: On Start

Calls action SetVariables

Calls action SpawnPlayer

## TriggerBodyList

Trigger: On Variable Change(DeadList[Last])

Calls conditions:

*If* BodyList > 0

*Then* call RemoveBody

# Variables

## SpawnMarkerList

type: List

All markers with the tag PlayerSpawn are collected into this list at start.

## BodyList

type: List

Upon the player’s death the body of the player is put into this list.

# Notes

All markers must have a Box Collider with Is Trigger set to true to be able to be gathered into the SpawnMarkerList.

# 