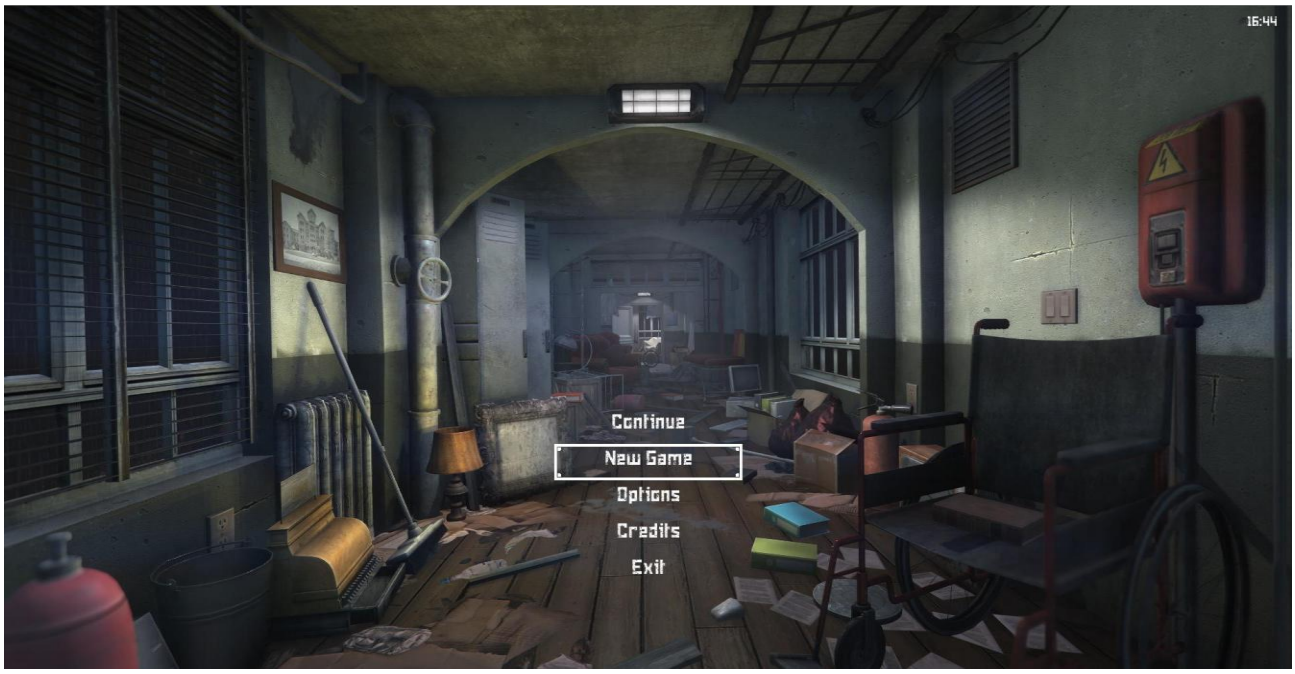
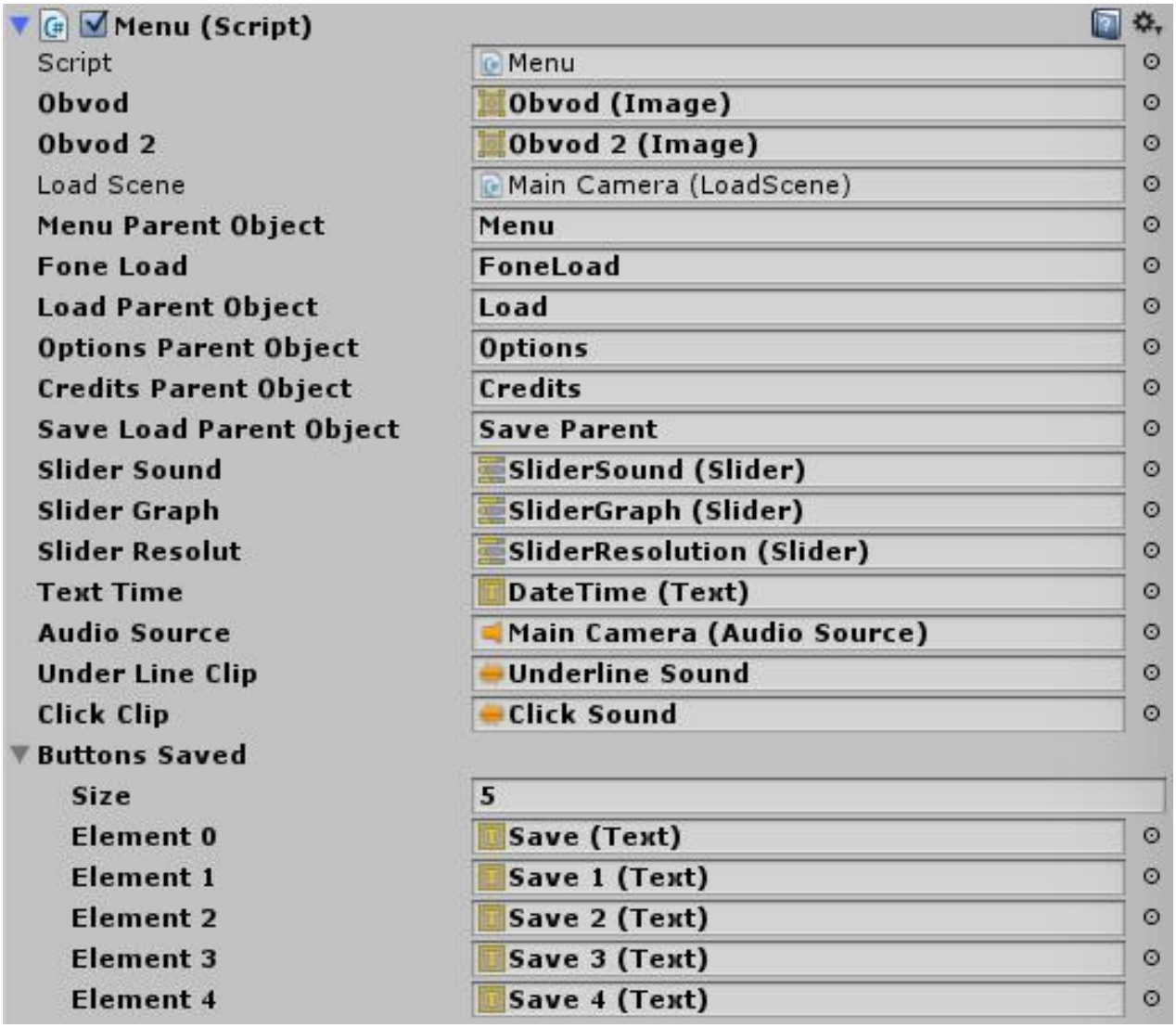
Escape



Big modular pack and great solution for horror\adventure games.

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)

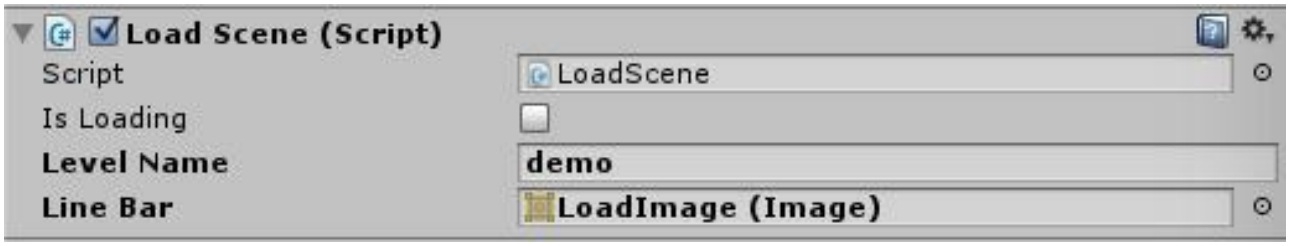
Audio Source – Audio Source from main camera

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

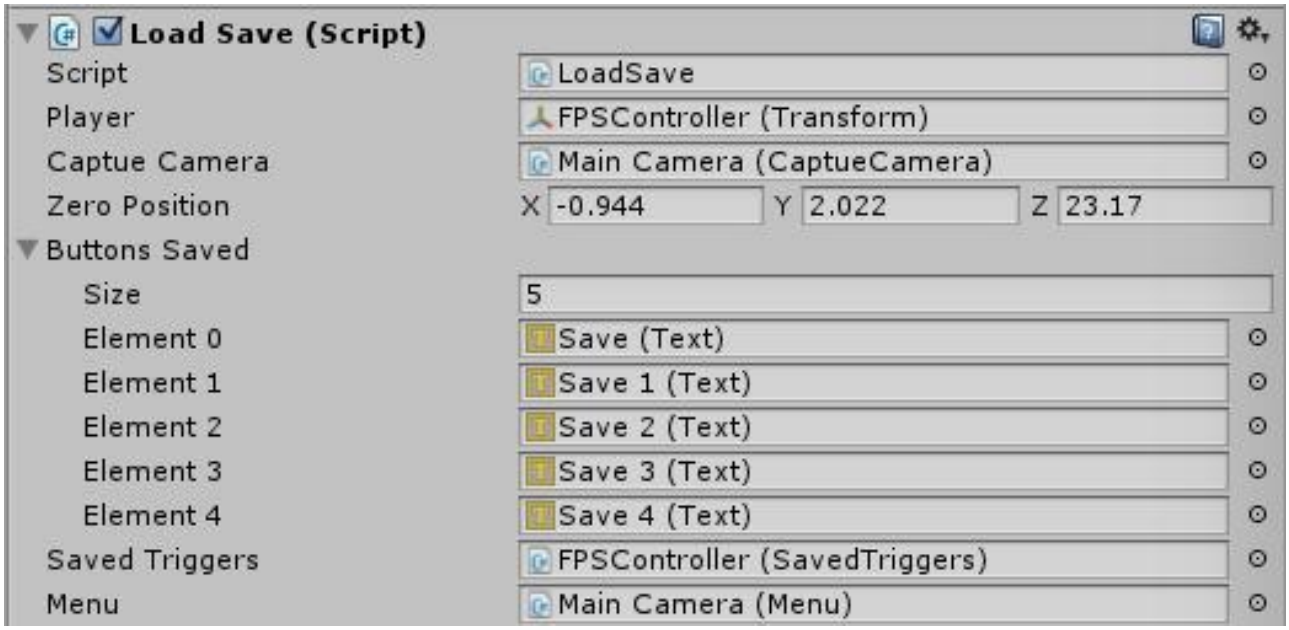
Line bar – Canvas bar for loading

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

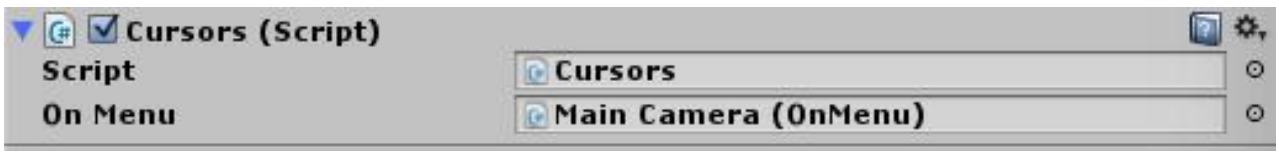
Zero Position – Start position in scene

Buttons Saved (array) – Save Text (Canvas)

Saved Triggers – Saving triggers scripts (FPS)

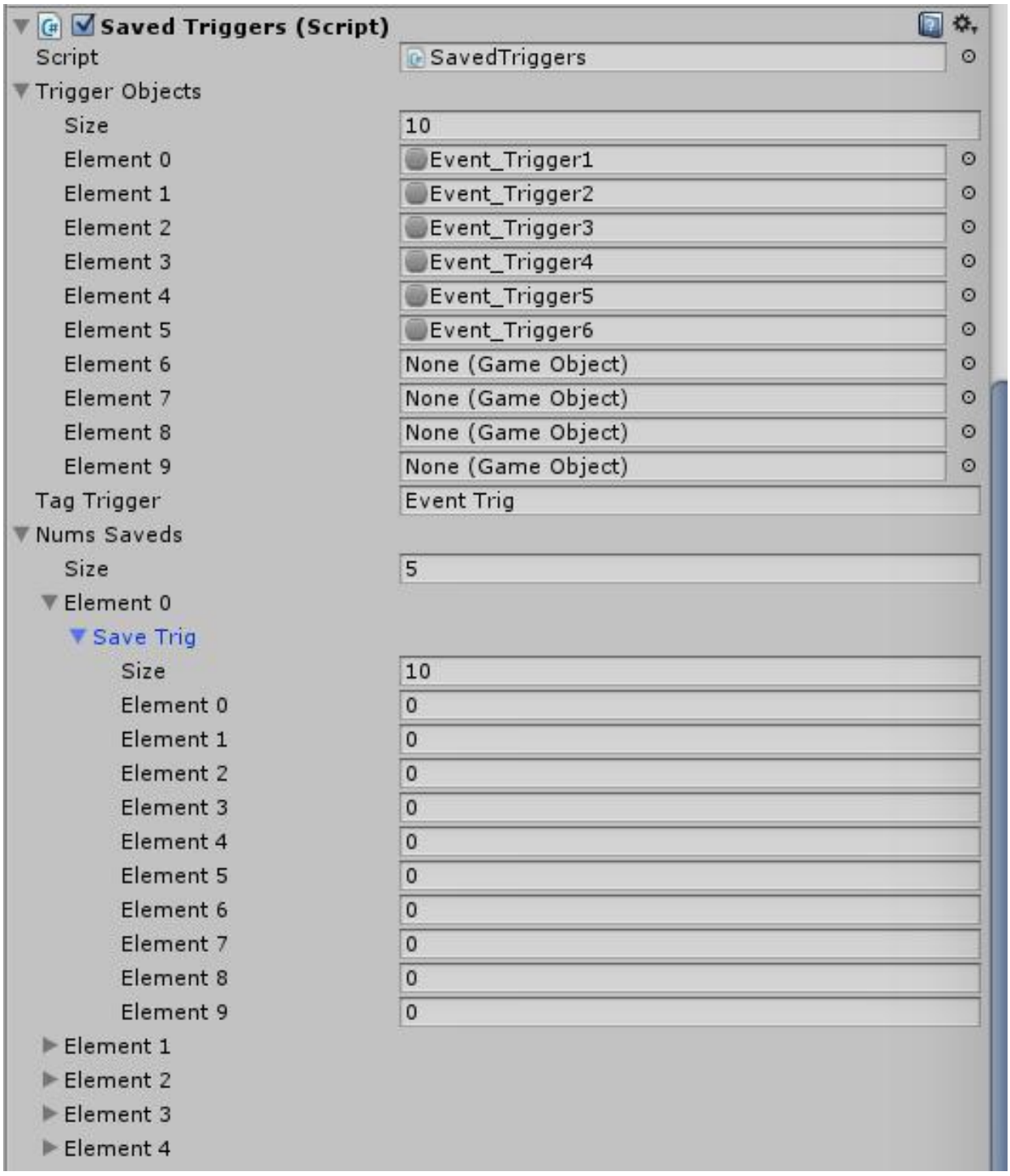
Menu – Main camera with menu script

Script: Cursors



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

Script: Saved Triggers

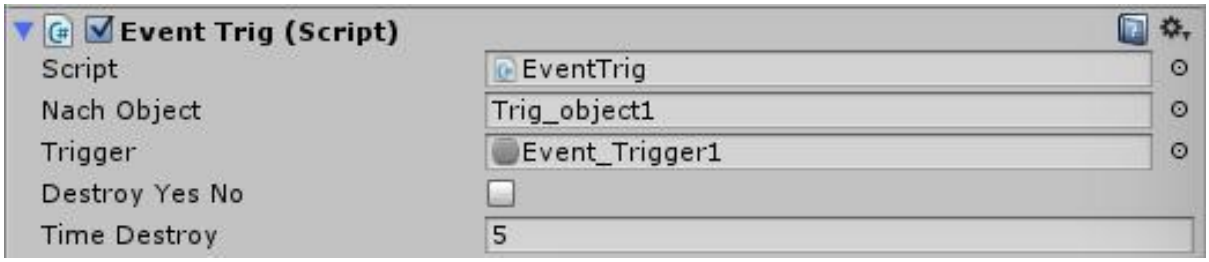


Trigger objects (array)– actual trigger objects

Tag Trigger – Tag for all event triggers

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

Script: Event Trig



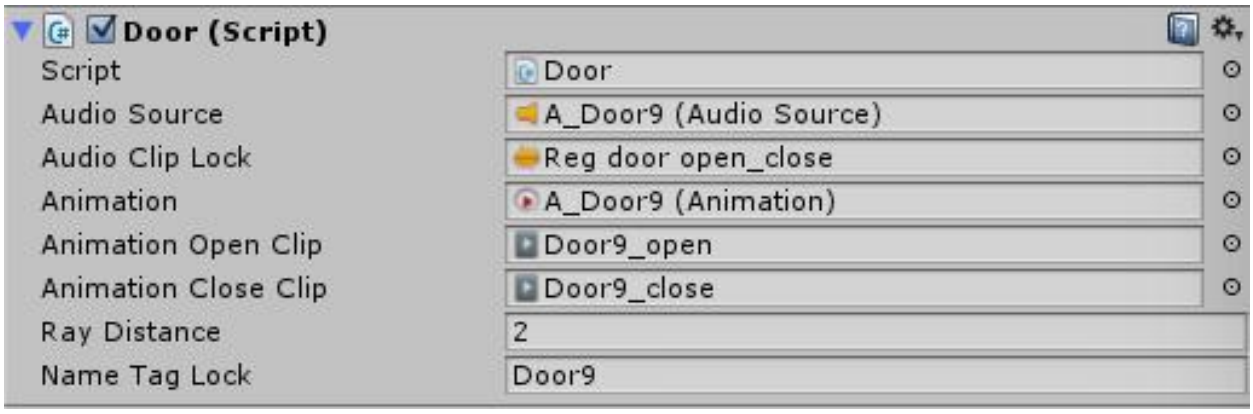
Nach Object – game object that will be turned on

Trigger – Trigger object

Destroy Yes No – Delete trigger after use or no

Time Destroy – delete after (sec)

Script: Door



Audio Source – Door object Audio Source

Audio Clip Lock – Sound for open\close

Animation – Door animation component

Animation Open Clip – animation for open

Animation Close Clip – animation for close

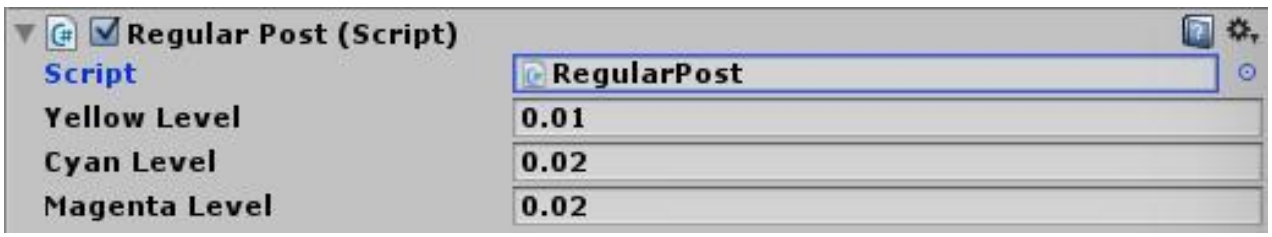
Ray Distance – Distance to door trigger

Name Tag Lock – Door tag

Script: Load Butt

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

Script: Regular Post

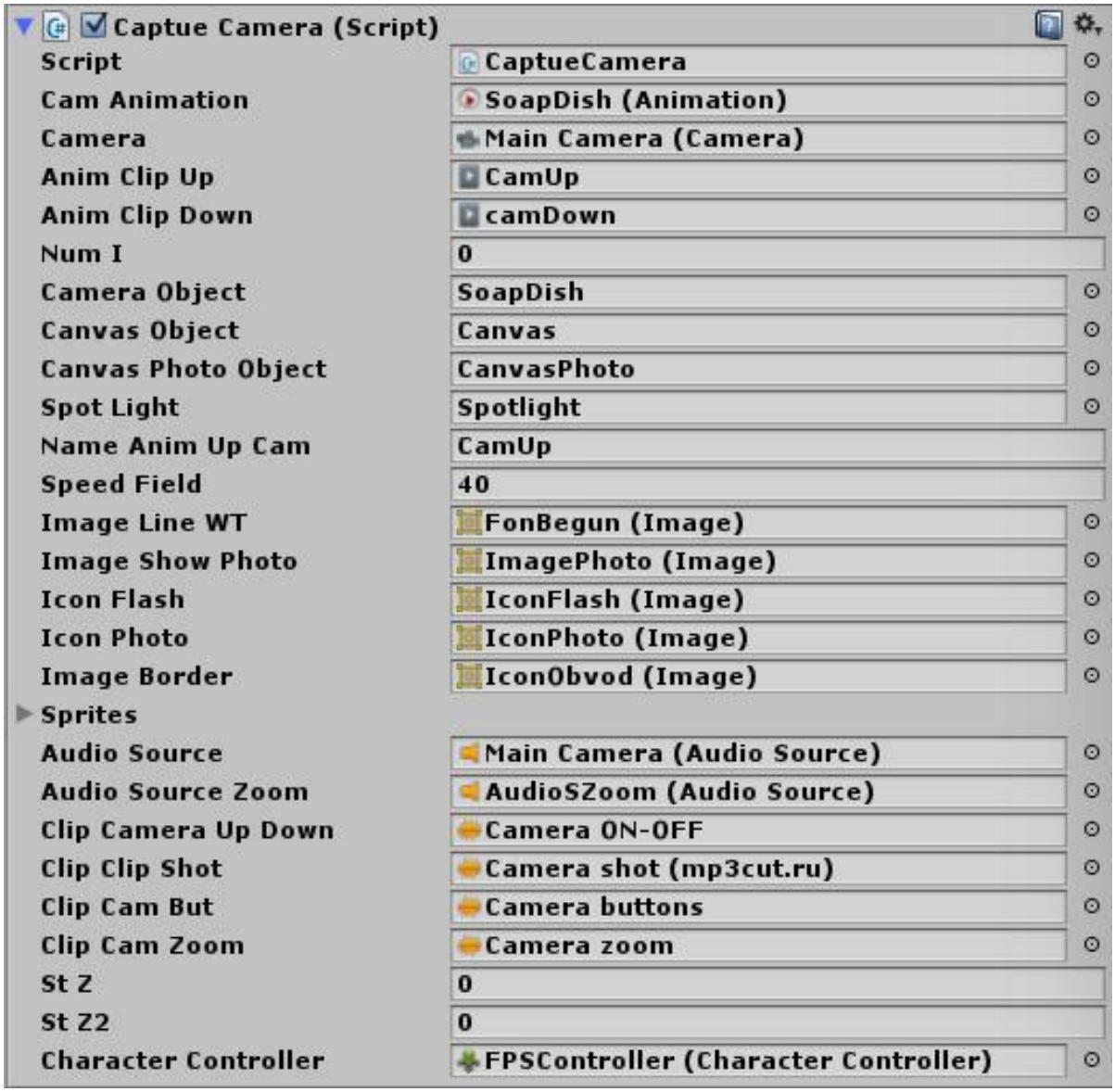


Yellow Level – Color Level

Cyan Level – Color Level

Magenta level – Color Level

Script: Captue Camera



Cam Animation – Photo Camera model with animations

Camera – Main Camera

Anim Clip Up – Animation for camera ON

Anim Clip Down – Animation for camera OFF

Num I – Check (don't touch)

Camera object – Camera object

Canvas object – Camera main Canvas

Canvas photo object – Image for no photo (canvas)

Spot light – Light object for Camera Flash

Name anim up cam – Name for Camera On animation

Speed Field – Zoom Speed

Image line WT – Image for zoom runner

Image Show Photo – Image (canvas) for Empty photo icon

Icon flash – Image for Flash icon

Icon photo – Image for Pictures icon

Image border – Border for icons

Sprites (array) – opened array for photos (example 50)

Audio Source – Audio Source of main camera

Audio Source Zoom – Source object for camera

Clip Camera Up down – Sound for Camera ON\OFF

Clip Clip Shot – Sound for camera shot

Clip Cam Bat – Sound for buttons in camera menu

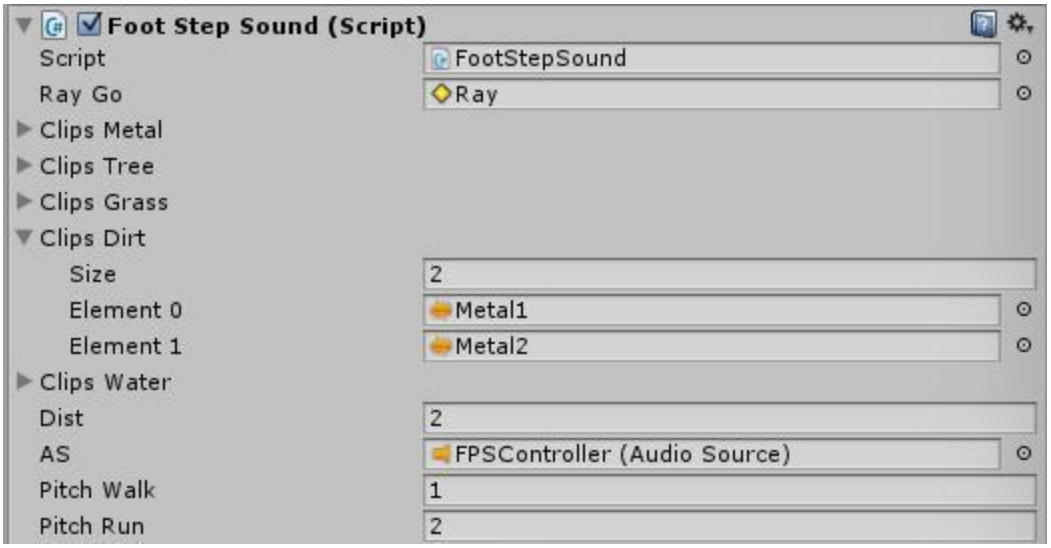
Clip Cam Zoom – Sound for Camera zoom

StZ – Do not touch (private variables)

StZ2 – Do not touch (private variables)

Character Controller – FPS Character Controller

Script: Foot Step Sound



Ray Go – Ray to the ground from player

Clips Metal – Array for metal Sounds

Clips Tree – Array for Wood Sounds

Clips Grass – Array for Grass Sounds

Clips Dirt – Array for Dirt Sounds

Clips Water – Array for Water Sounds

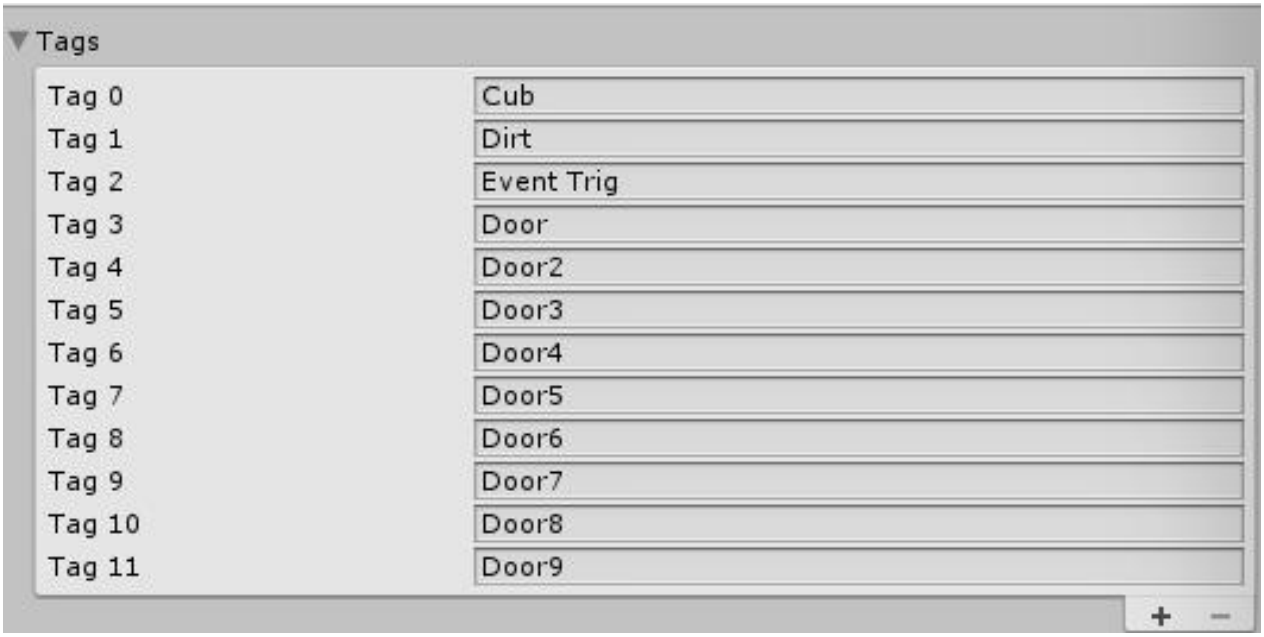
Dist – Ray distance

AS – Audio source of player

Pitch Walk – Pitch Walk

Pitch Run – Pitch Run

All Tags in scene



Controls:

Move – WASD

Jump – Space

Run – Shift

Crouch – L Ctrl

Open\Close Doors –Q

Photo Camera On\Off – E

Take a Shot – R

Zoom – R Mouse

Next Photo (in camera photos mode) – L\R arrows

Back to Camera mode –Up\Down arrows

Enter menu: Photos \ Flash – ENTER

1 Press E to open Photo Camera

2 Use Up\Down Arrows to operate between Flash and Picture storage icons

3 Press Enter to turn on\off Flash or enter picture storage

4 When you entered picture storage, use Left\Right arrows to move between pictures

5 To go back in Camera menu use Up\Down arrows

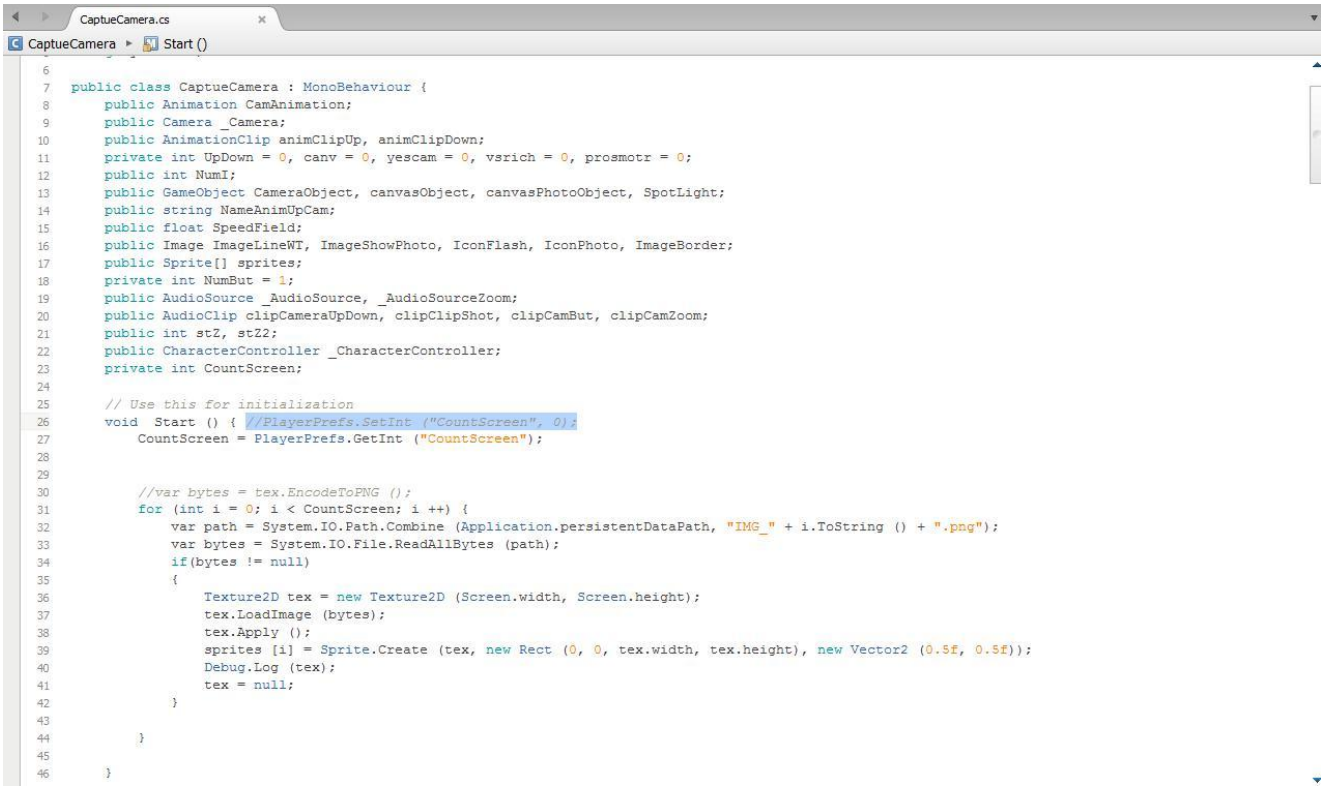
6 Hold Right Mouse for Zooming

PNG Images saving by default in :
C:/Users/User name/AppData/LocalLow/Company/Project name\IMG.png

To clear all taking photos (PNG images)

1 delete them from folder

2 uncomment line in Captue Camera script



PlayerPrefs.SetInt ("CountScreen", 0);

Then save script and run Unity once

3 After that comment back that line

All DONE

For any questions, please contact my email: Ast-work@yandex.ru