BATTLE ROYALE
ZONE

WHITE
ANVIL

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Features

You can do different manipulation with zone.

You can choose how many steps wil be in zone and do we need startup zone on GameStart or not. You can setup Start and End circles of zone on Scene by draging circle prefab or duplicate it and setup radius and position. One from Start|End circles will be choose randomly on Game Start or on Editor Button press. You can pre-setup circles of zone by Editor Button or setup they on Game Start and setup all individual parameters of each circle (delay, shrinking time, radius, position). Manipulate with Circles size curve and setup all needed events.

What's next?

▲ Random circle positions

What's inside?

• Neat and Organized Folders
• Fully documented Battle Royale Zone scripts
• Fully documented Battle Royale Zone Editor scripts
• Battle Royale Zone Documentation
• Demo Example how zone can influence on fake players
• Support from White Anvil Studio

CODE

Scripts

All scripts easy to understand. They all fully documented.

Zone (The main script who control the zone)

This script has a few proporites to control the zone which described here.

Steps Count
Control how many steps will be in zone.

Re-setup steps on start
If setup True, steps/circles of zone will
be re-setuped on Game Start.

Startup the zone on start
If setup True, zone will startup on Game Start.

First Step Circle
One from this circles will be randomly choosed
as first step/circle of the zone. For current version
its needs to be pre-setuped.

Last Step Circle
One from this circles will be randomly choosed
as last step/circle of the zone.For current version
its needs to be pre-setuped.

Circles Size Curve
Curve of size of the steps/circles between first and
last circle ,where 0 its size of first circle and 1 its size of last circle.

Steps
All steps/circles which was generated for zone. Each circle has
individual parameters - Start Delay,Move Speed Range,
Shrinking Time, Radius and Position.

Re-setup Circles Button
On press it will re-setup all steps/circles.

Debug Booleans
If True, will be showed handles on scene.
Show Circles Of Steps - will show all steps as circles on scene.
Show Circle Of Current Step - will show current step as circle on scene.
Show Circle Of Next Step - will show next step as circle on scene.

Each Step In Steps
Each step has individual parameters.
Position - it position of circle.
Radius - it radius of circle.
Start Delay - it time before circle will start shrinking.
Shrinking Time - it how many time need for circle shrinking.
Move Speed Range- it additional control to how fast circle will do shrinkling.

Zone Events
All needed events of zone. They all has output parameter as Timer.
Timer has 2 values (Current Time and End Time).
Area is Shrinking (Timer) - event called every frame during shrinking period.
Waiting For Shrinking (Timer) - event called every frame during waiting for shrinking period.
Area Start Shrinking (Timer) - event called once when area start shrinking.
Start Waiting For Shrinking (Timer) - event called once when area stop shrinking
and we start waiting for new shrinking period.
End Of Last Step (Timer) - event called once when area stop shrinking
on last step.
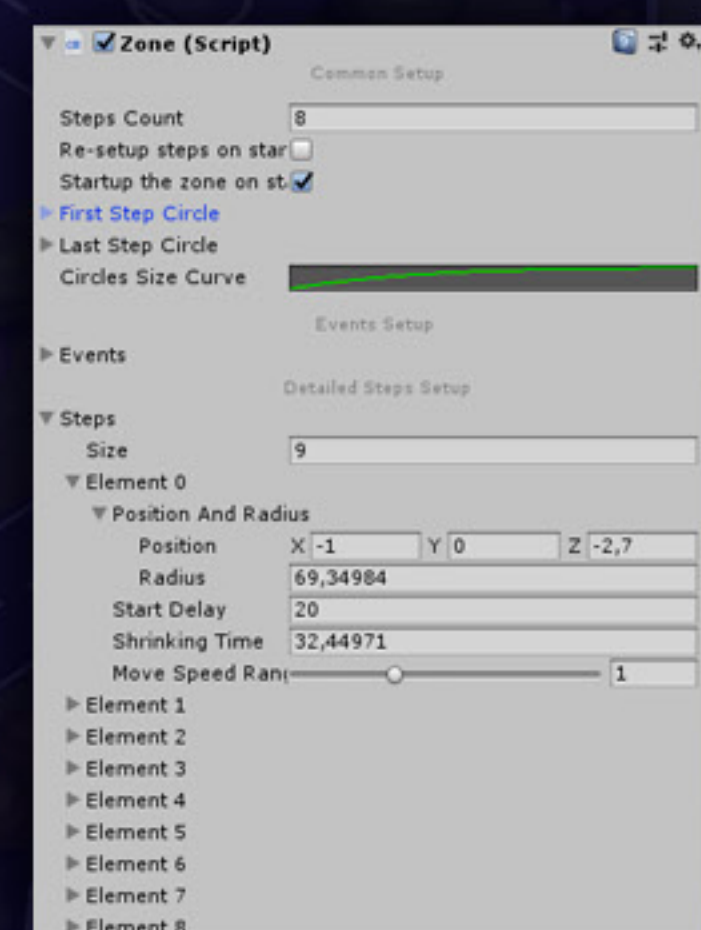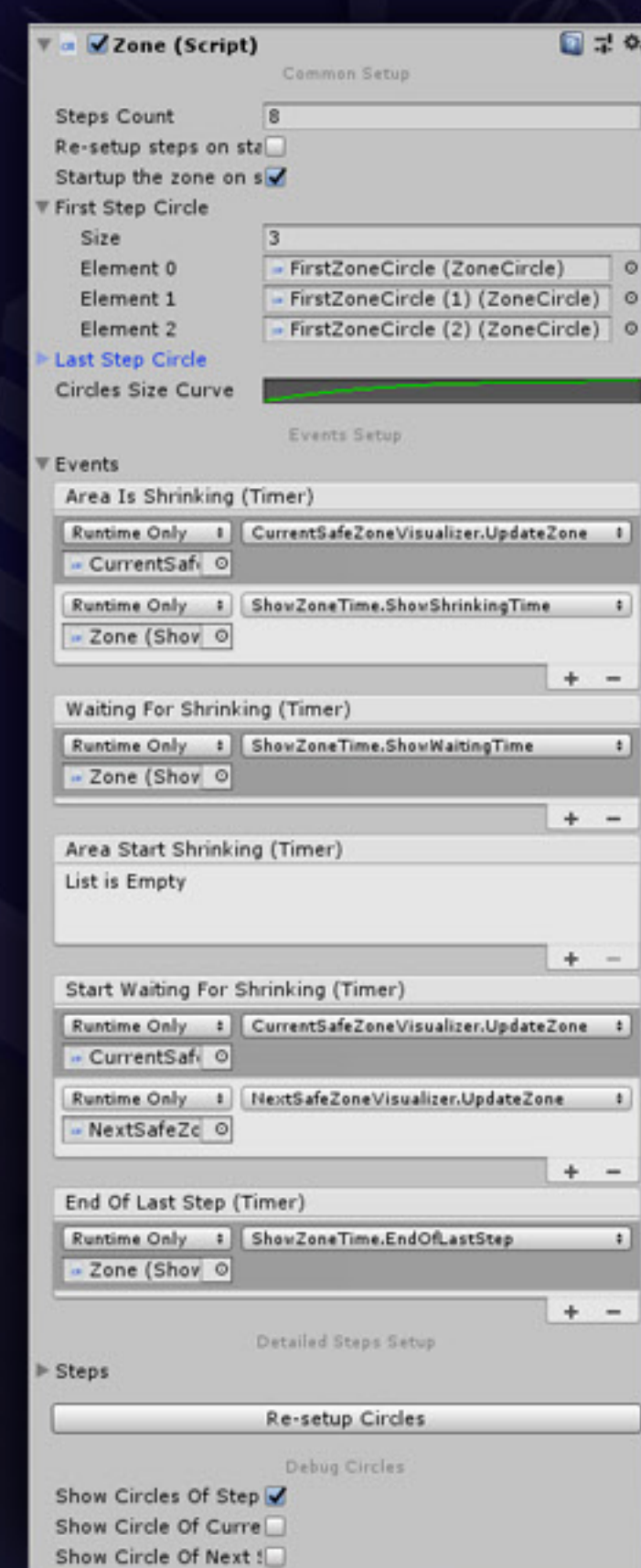
CODE

Scripts

All scripts easy to understand.
They all fully documented.

Other scripts

Asset also include demo scene
for showing how you can
work with zone in your scripts.
All scripts described here.

Simple Health
This script show example how you can control
player health based on zone.

Zone Circle
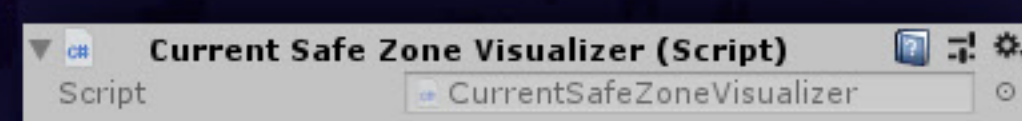This script show circle handles based on radius and position.
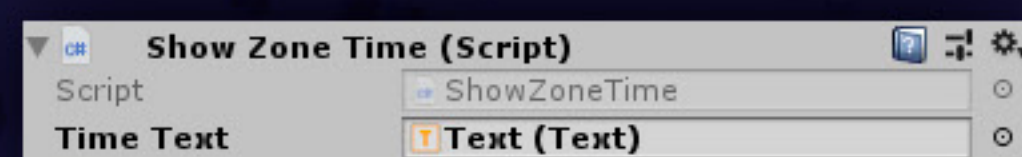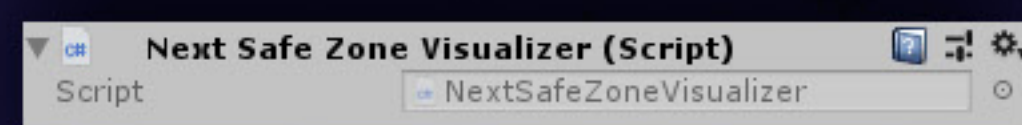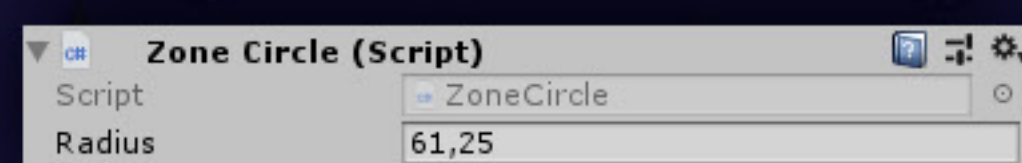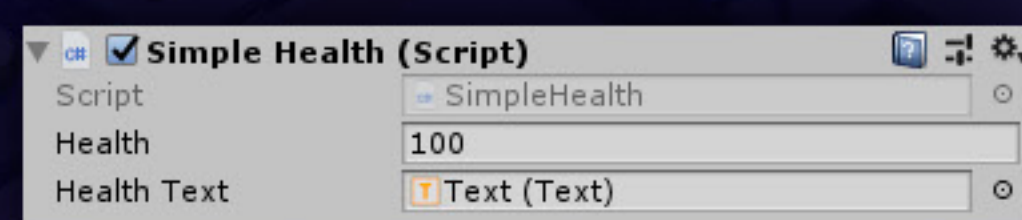
Next Safe Zone Visualizer
This script show example how you can use circle parameters
for visualizing next step of zone based on object scaling.

Show Zone Time
This script show example how you can handle zone timers and
represent they based on zone events.

Current Safe Zone Visualizer
This script show example how you can use circle parameters
for visualizing current step of zone based on object scaling.

▼ ✓ Simple Health (Script)		
Script	↳ SimpleHealth	⊙
Health	100	
Health Text	ⓣ Text (Text)	⊙

▼ Zone Circle (Script)		
Script	↳ ZoneCircle	⊙
Radius	61,25	

▼ Next Safe Zone Visualizer (Script)		
Script	↳ NextSafeZoneVisualizer	⊙

▼ Show Zone Time (Script)		
Script	↳ ShowZoneTime	⊙
Time Text	ⓣ Text (Text)	⊙

▼ Current Safe Zone Visualizer (Script)		
Script	↳ CurrentSafeZoneVisualizer	⊙

ABOUT

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