

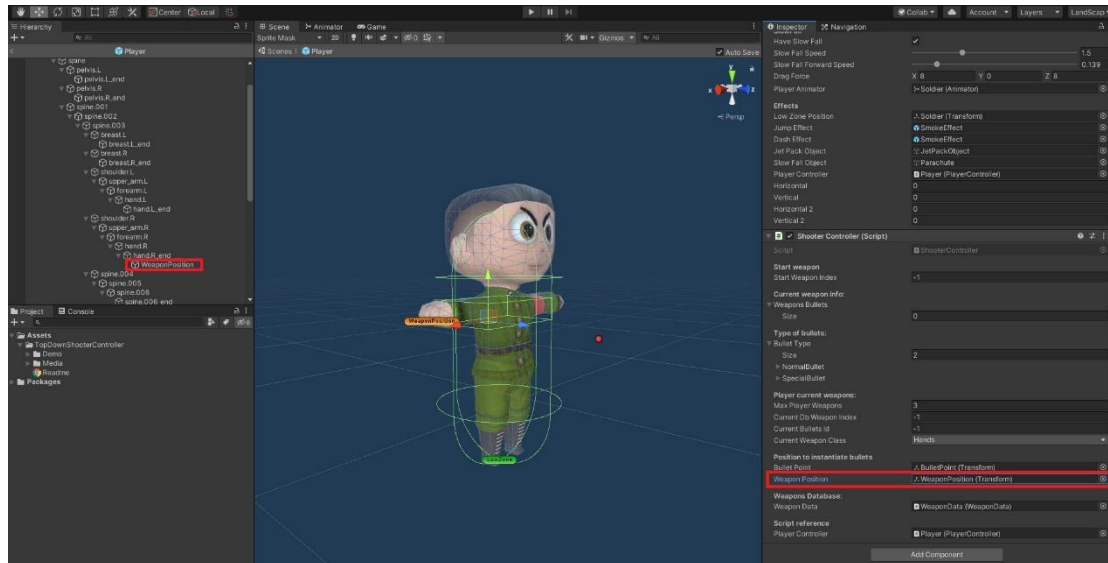
Top Down Shooter Controller.

Hi, 😊 Thank for purchase Top Down Shooter Controller.

Now go to setup a new character for your game.

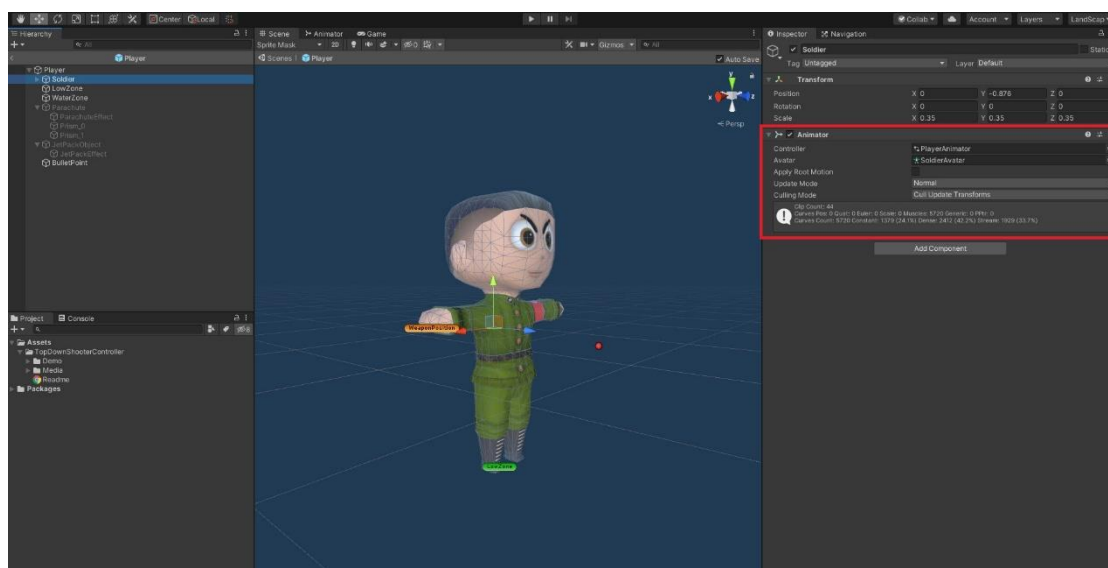
Drag the player prefab to the scene (**TopDownShooterController /Media/prefabs/**). Inside the prefab delete the soldier game object and put in this place your character.

You need to add an empty game object on the hands on the new character model and reference this on the script, you can see the player prefab example.

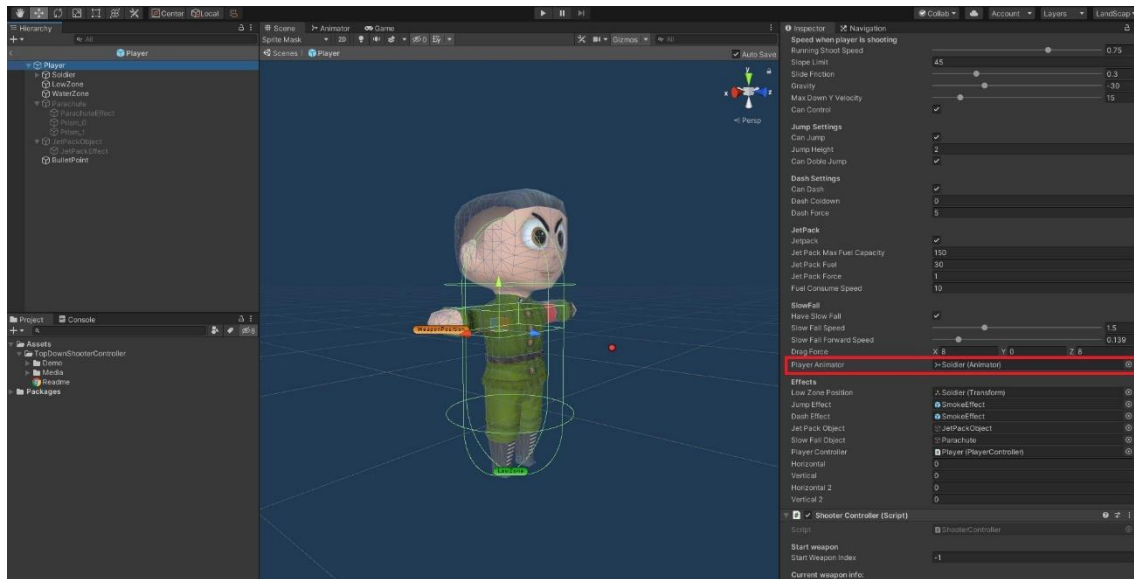


Set the dimensions for your character or adjust the character controller dimensions.

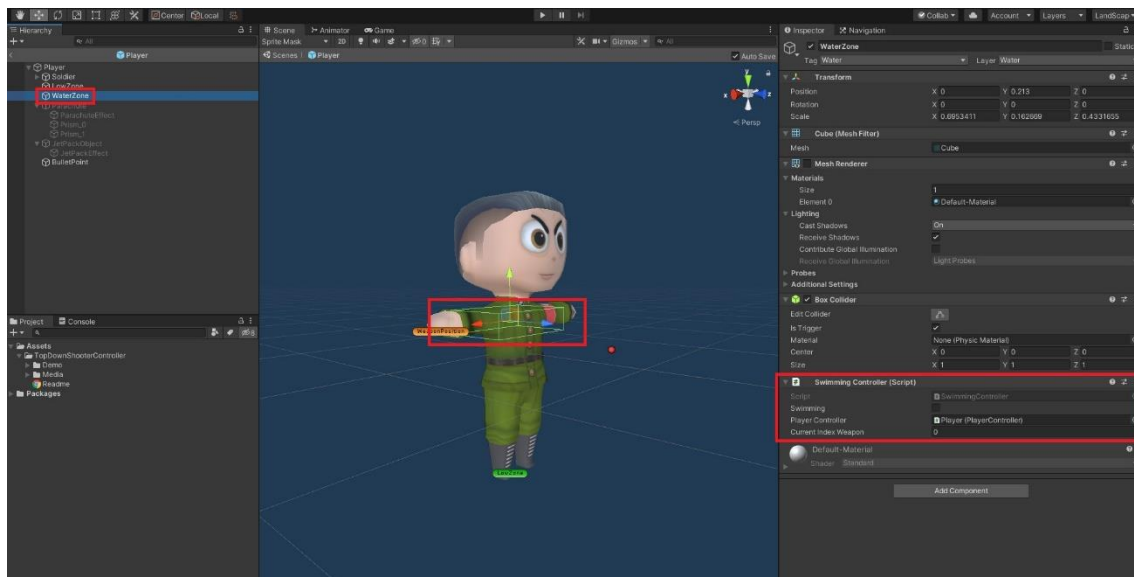
If your character don't have an animator component add one or use the animator in media/animator, latter you can extend this or create a new one for you. (To use the animation and animator inside this pack you need a Humanoid character and set to false the **apply root motion** )



Check the animator component are correctly reference in the script:



The swim controller is responsible for indicating to the player when there is water and thus starting the swim. Its collider will indicate that the water is deep, so you should preferably place it at the shoulder height of your character.



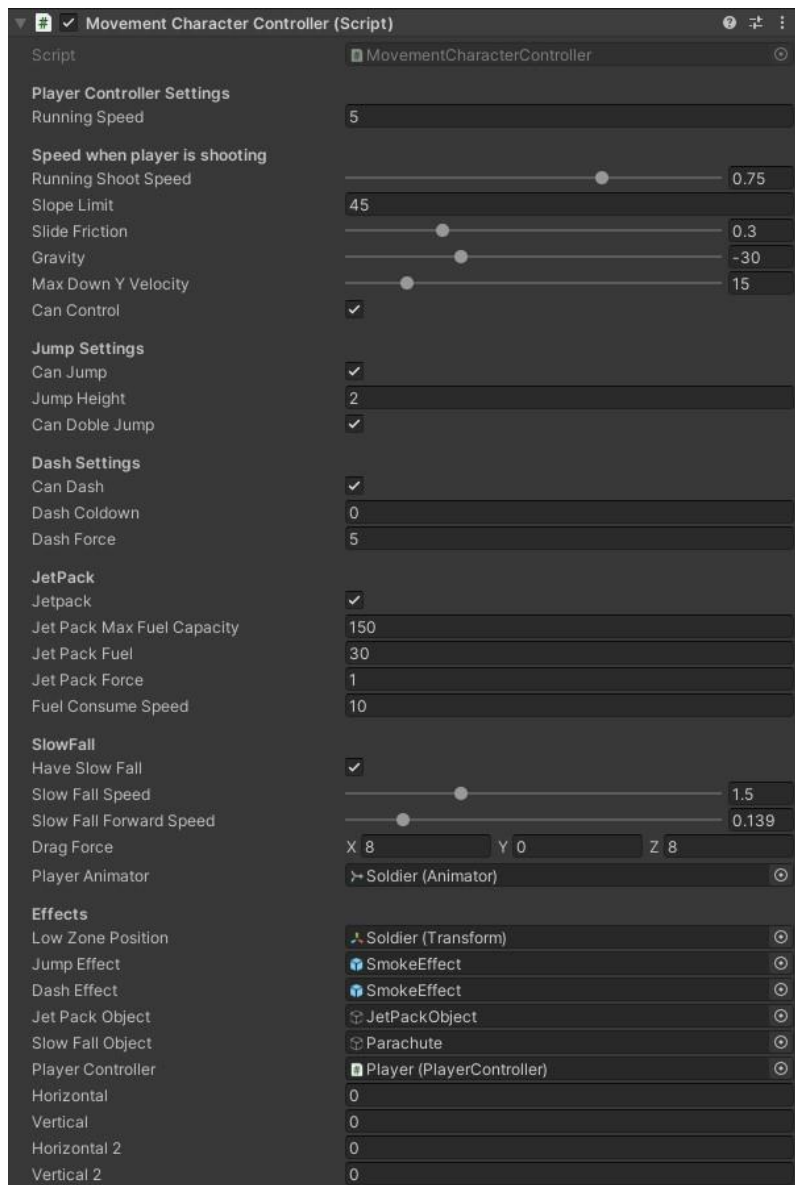
And is done. You can play whit the values on the script and create your own settings.

Note:

-If your character not is a humanoid you need put valid animation in the animator.

-If the weapon is instantiated on wrong position or rotation in player hands, you need manually set the position according to you weapons and character model. You can use IK for more precisely results.

## Movement Character Controller variables:



**Running Speed:** Running speed for the character.

**Running Shoot Speed:** Speed when player is shooting, the vale represents the % from player running speed.

**Slope Limit:** Slope angle limit to slide.

**Slide Friction:** Slide friction control the slide speed.

**Gravity:** Gravity force for the character.

**Max Down Y Velocity:** Maxima speed for the character when fall.

**Can Control:** This allow the player control or not the character.

**Can Jump:** This allow the character to jump.

**Jump Height:** Jump maxima elevation for the character.

**Can Double Jump:** This allow the character to jump in air after another jump.

**Can Dash:** This allow the character to dash.

**Dash Force:** Force for the dash, a greater value more distance for the dash.

**Jet Pack:** This allow the player to activate a jetpack in the character.

**Jet Pack Max Fuel Capacity:** The maxima fuel capacity for the jetpack.

**Jet Pack Fuel:** The current fuel for the jetpack, if 0 the jet pack off.

**Jet Pack Force:** The force for the jetpack, this impulse the player up.

**Fuel Consume Speed:** Jet pack consume this quantity by second active.

**Have Slow Fall:** This allow the player a slow fall, you can use an item like a parachute.

**Slow Fall Speed:** Vertical speed for the slow fall.

**Slow fall Forward Speed:** Forward Speed for the slow fall.

**Drag Force:** This is the drag force for the character, a standard value are 8, 0, 8.

**Player Animator:** This is the animator for you character.

**Low Zone Position:** This position is in the character feet, and is use to instantiate effects.

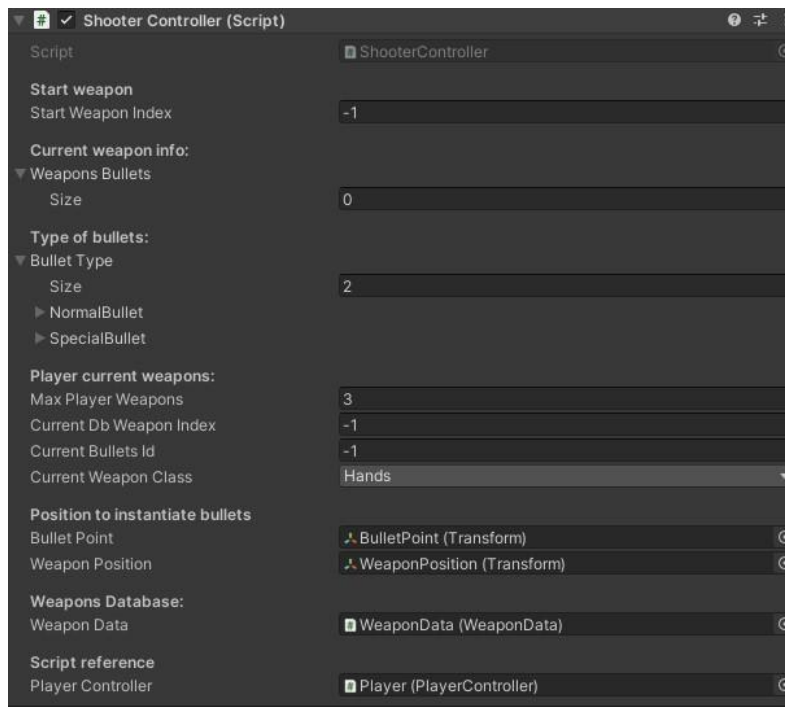
**Jump Effect:** Effect for the jump.

**Dash Effect:** Effect for the dash.

**Jet Pack Object:** This is the jet pack.

**Slow Fall Object:** This is the slow fall object if have one (parachute...).

## Shooter Controller:



**StartWeaponIndex:** This is the index to load weapons from WeaponData when start, -1 don't load any weapon.

**WeaponsBullets:** Current weapons bullets.

**BulletType:** This is the type of bullet the player can carry and the current number of them.

**MaxPlayerWeapons:** Maxim number of weapons for the player

**CurrentDbWeaponIndex:** This is the index on weaponDB for the current weapon.

**CurrentBulletsId:** Index of bullet for the current weapon.

**CurrentWeaponClass:** Weapon class, this is use to know the animations to play for this weapon.

**BulletPoint:** The bullets start fire on this position.

**WeaponPosition:** The new weapon is instantiated in this position. This empty transform needs to be on the hands bone of your character.

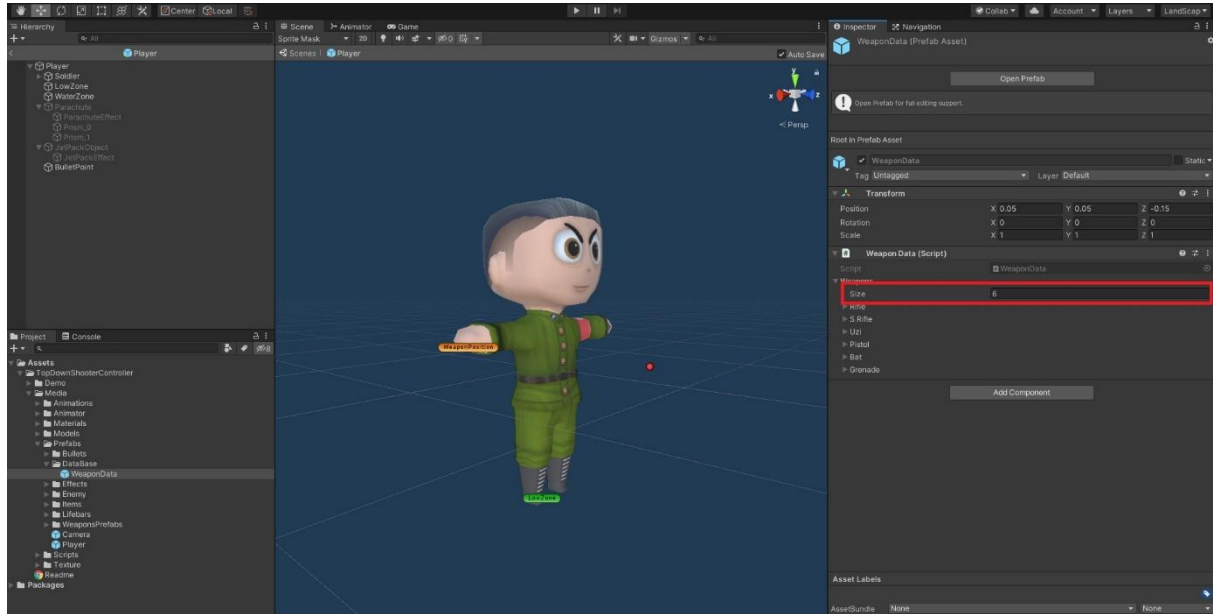
**WeaponData:** Reference to Weapons Database.

**PlayerController:** reference to player controller.

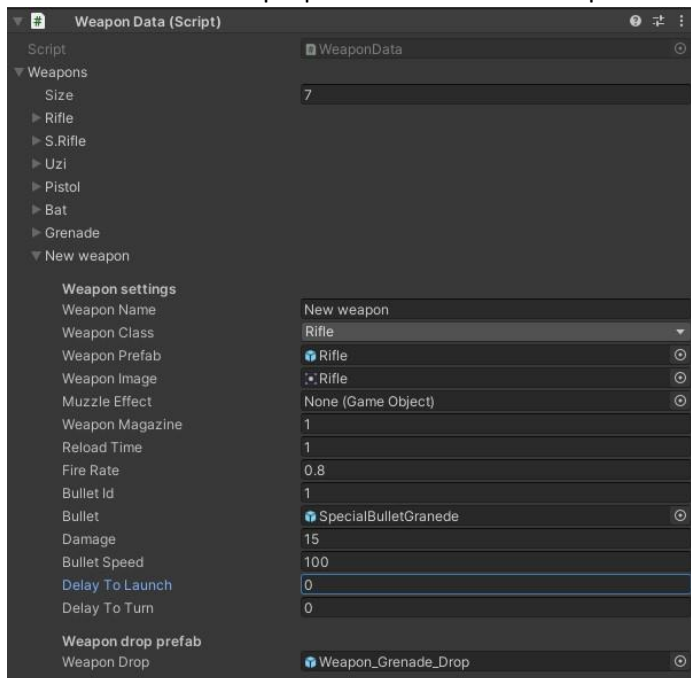
### How to add a new weapon:

Open the **WeaponData** prefab locate in **TopDownShooterController /Media/Prefabs/Database** and increase the weapon number or modify current example

weapons:



You can set now the properties for the new weapon:



The new weapon settings are:

**WeaponName:** The name for the new weapon

**WeaponClass:** Class for the weapon, useful when use different animations for weapons.

**WeaponPrefab:** The prefab for the weapon, this is instantiated in player hands.

**WeaponImage:** Weapon icon to show on inventory or shops.

**MuzzleEffect:** Muzzle effect when weapon shoot.

**WeaponMagazine:** Number of bullets that can load this weapon.

**ReloadTime:** Time to reload the weapon.

**FireRate:** Weapon fire rate.

**BulletId:** Id for the type of bullet use for this weapon.

**Bullet:** Bullets prefab to spawn.

**Damage:** Bullet damage.

**BulletSpeed:** Launched bullet speed.

**WeaponDrop:** Weapon drop prefab. When the player drops the weapon, this object appears in the floor, and is use to get the weapon again.

**Weapon Drop component:**

**WeaponIndex:** The weapon index on DB, this mean that the player catches this weapon if match on weapons database.

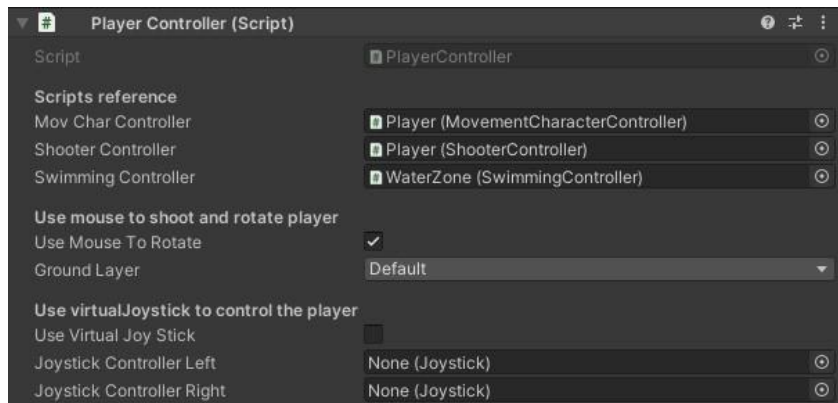
**WeaponBulletAmount:** Current weapon bullets. This is the amount of bullet the player obtains when get this weapon.

**TakenEffect:** Effect when player take the weapon

Remember you need to check the new weapon position on player hands and manually adjust to obtain your expected result.

## Player Controller:

The asset has a tool for easy setup and customize your inputs on mobile, keyboard and mouse, or with joystick. See Demo scene sample to see how to do.



## Others:

Item, and other component are easy to setup, you can see the example prefabs in the package.

I hope you enjoy this asset and if you create cool stuff with it, please send me a link to your game! If you have any issues or question then please don't hesitate to contact us:

**Mail:** <mailto:namelesscontactemail@gmail.com>

**Page:** <https://twitter.com/NamelessStudio3>

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