README for BossDog.prefab

Image:

Overview:

This prefab is perfect for an enemy character in your game! Enemies are essential for any game! With this package you'll have everything you need to set up the perfect enemy that will seek out your main player in just a couple of simple steps. This sprite uses the A* Pathfinding import and instructions on how to install them are listed in the How to Use section below.

Components:

Personalized Scripts:

- Dog (Parent of ZombieDog class)
- BossDog (Child of the Dog Class)

A Pathfinding Scripts*:

- AIPath
- AIDestination Setter
- Seeker

Other:

- Transform
- Sprite Renderer
- RigidBody2D
- CapsuleCollider2D

How to Use:

Drag your prefab on your scene to where you would like it to spawn. Use the Unity tools on the scene upon selection of the prefab or the transform component in the inspector of the prefab to scale it to your desired size.

Install the A* Pathfinding package:

1. Open up your Unity Scene.

2. Click this link! https://arongranberg.com/astar/download.
3. Then download the free version listed below.
4. Open your Unity Scene, create an Empty GameObject in the hierarchy and title it “A*”.
5. Click on the A* object and then click add component in the inspector.
6. Search and select Pathfinder.
7. In the Pathfinder Component in the hierarchy, add a graph. Resize to desired size on your scene. Then the boss dog should be able to path find.

Your last step should be to set the target in the BossDog prefab Destination Setter script to whatever sprite you’d like the BossDog prefab to path find to.

Trouble Shooting:

- If you make changes to a component of the prefab, make sure you are inside the prefab editor, so the change is implemented to every instance of the BossDog sprite.
- If you are having difficulties with A* pathfinding use this guide: https://arongranberg.com/astar/documentation/dev_4_1_9_b1e96051/pathfinding-2d.php