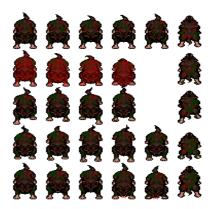### README for ZombieDogSprite.prefab ###

Image:

Overview:

This prefab is perfect for an enemy character in your game! It has a bite, run, bound, idle, and death animation that can change based on the variables in the animator component included in this download. With this package you'll have everything you need to set up the perfect enemy. This download also includes the ability to use the DogPool spawner which will spawn 30 Zombie Dog Sprites in the hierarchy of your scene that are inactive.

Components:

Personalized Scripts:

- Dog (Parent of ZombieDog class)
- ZombieDog (Child of Dog class)
- BaseDog (sets the base stats of the dog: health, damage, speed)
- LevelUp (adds better stats based on your round)
- IDogP (Interface)
- DogPool (makes a list of ZombieDog objects to reduce memory)
- LootBag (Drops items)

A* Pathfinding Scripts:

- AIPath
- AIDestination Setter
- Seeker

Other:

- Transform
- Sprite Renderer
- Animator
- 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. If using the DogPool spawner you can spawn an instance of the dog using:
DogPool.Instance.SpawnFromDogPool("ZombieDog",gameObject.transform.position,Quaternio n.identity) where you can change the position and identity where you'd like the dogs to spawn.

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 zombie dogs should be able to path find.

Your last step should be to set the target in the ZombieDogSprite Destination Setter script to whatever sprite you'd like the ZombieDogSprite 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 dog 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