



◆ Survival Player V1.0 ◆

◆ What is the Survival Player Prefab? ◆

Player prefabs are a core element of zombie shooters, and as such they should be easy to customize and implement. With this in mind, NaughtyCat LLC has created "The survival Player prefab" which is a fully kitted, post-apocalyptic, top down 2d-shooter feline that comes equipped with the following:

- ✓ Bingus sprite/object
- ✓ Fully automatic gun sprite/object
- ✓ Gun controller script
- ✓ Player inventory script
- ✓ Shooter script to control user inputs for the gun
- ✓ Player movement script

◆ Easy to use gun play ◆

With the gun controller script developers can easily manipulate any gun sprite (default "BinGun") they would like to point in the direction of the user's mouse on the screen. This combined with the Shooter script allows the developer to fully customize what bullet prefab they would like to eject out of the gun with the build in child "Fire point".

◆ Adjustable Player Movement and Damage ◆

Using the "Player" movement script you can fully adjust the players speed which utilizes WASD to move. Simply adjust the speed in Unity's inspector window in the script. Another addon utilized by this prefab is NaughtyCat LLC's bullet prefab that has a similar customizable damage field.

◆ Feeling Fancy? ◆

The built in "Eject point" that comes attached to the "BinGun" allows the developer to add in a bullet casing off every gun fire. This can easily be implemented in the shoot function inside of the attached "Shooter" script.

◆ Easy to setup player scripts ◆

Player scripts "Shooter" and "Player inventory" are easily set up with Unity's inspector. Simply drag each script onto the player to attach each script. The "Gun" script is also easily attached to the gun sprite which is a child of the survival player prefab.

◆ Troubleshooting ◆

- ❖ Nothing shooting?
 - The shooter script by default uses an object pooler to spawn in a bullet, if you are not using an object pooler simply replace the object instance with Unity's built in instantiate method.
 - You also may be missing a bullet prefab to attach to the Guns fire point.
- ❖ Player not moving?
 - The "Player" movement script must be attached to an empty game object in Unity's inspector.