Design base map models

Collection features and descriptions:
Find multiple models to compare and think about which to use.
Got a base map by using unity asset store.
Drag and drop the map into Unity and place it in place
Place the texture of the model into the map model.
Set the collision volume for the map.
Enemy models and building models are based on the base map.
Determine the coordinates and vectors of the map and place the map.
Set up the coordinates and vectors of other modes.

Enemy models
- Check collision volume
- Display the enemy

Building models
- Check collision volume
- Display the building

The finished basic map should be the appropriate map from the Unity Assert or other store. It is placed in a reasonable position and filled with textures and set colliders. Finally, we can interact with the coordinates of other models and that completes the stack

Design building models

Collection features and descriptions:

I wanted to add some buildings to make the map more complicated. Make the map appear more realistic.

From the Material Creation Mode drop-down menu, choose how you want to import the Materials from the FBX file. Unless you chose None, several options appear in the Materials tab, including the Location option, whose value determines what the other options are.

Choose the Use Embedded Materials option to keep the Materials inside the imported Asset.

When you have finished setting the options, click the Apply button at the bottom of the Import Settings window to save them or click the Revert button to cancel.

These tools include tools that let you create and modify terrains in the Unity editor, as well as runtime features that optimize terrain rendering. The editor tool function modifies the terrain on top of the built-in terrain function. Use editor tools to make designed trees directly in the editor.

I also want to add model collision, which means if two models meet, these two models are not allowed to stack together. For example, if each of the two models occupies one unit, they cannot go into the unit which is occupied.

Design enemy models

Collection features and descriptions:

Each model has a health value.
Full health status is 100%.
When it is attacked, it loses a portion of its health.
This model disappears when its health is at or below 0 percent.
It detects hostile models within a certain range.
When an adversary model is detected, it moves towards the target model.
When entering the attack range, it will attack and deduct a certain amount of health from the target model.
When the target model dies or moves away from the model beyond a certain range, it will stop tracking and attacking.

Detecte:

Check the range.

Move to the target.

Attack:

Deduct player's health

Design weapon models

Collection features and descriptions:

Find multiple models to compare and think about which to use.
Got weapon models by using unity asset store.
Drag and drop the weapon into the center of the camera and place it.

Place the texture of the model into the weapon model.
Select the bullet model and add a collision volume.
Calculate the number of bullets on the magazines, and when the number of bullets is 0, you need to reload.

Weapon:

Track the bullet amount.

Reload action.

Magazines:

Set the number of the bullets.

Reload:

Reset the number of magazine bullets

The finished weapons should be the appropriate weapons from the Unity Assert or other resources. It is placed in a reasonable position and filled with textures and set colliders. And the number of bullets will be judged when shooting. If the bullets are exhausted, you need to replace the magazine to reset the number of bullets.