

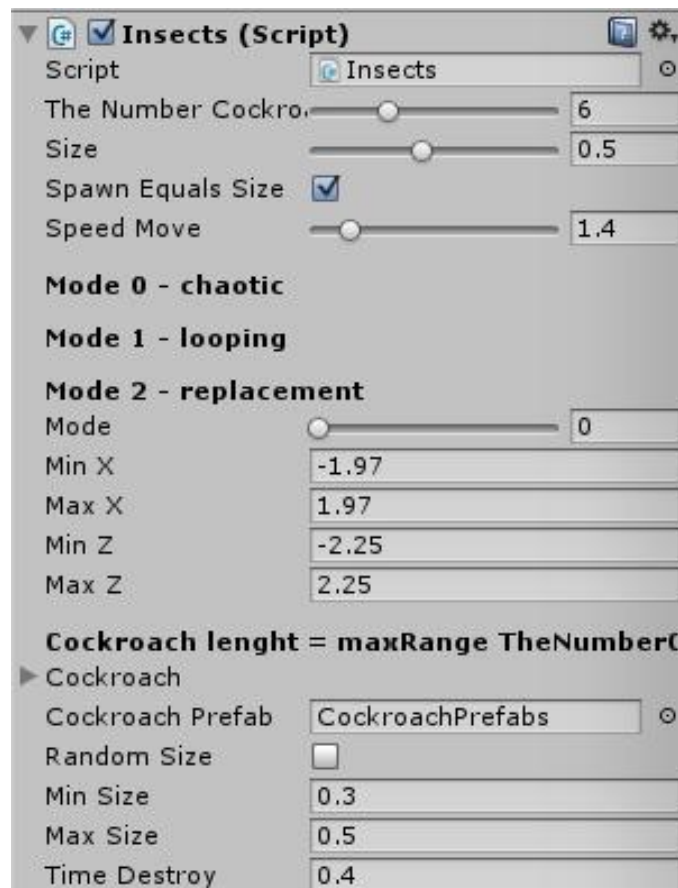
Next Gen Kitchen



Modular and scripting solution

Scripts

Insects



The Number Cockroach – min-max amount of Cockroach models

Size – min-max size of all Cockroach models in manages script

Spawn Equals Size – if checked, all new Cockroaches will be spawned same size

Speed Move – Speed of all Cockroaches

Mode – 3 modes of Cockroach moving in scene

Min X – Minimal coordinates of Cockroach moving axis X

Max X – Maximal coordinates of Cockroach moving axis X

Min Z – Minimal coordinates of Cockroach moving axis Z

Max Z – Maximal coordinates of Cockroach moving axis Z

Cockroach – array of Cockroach prefabs (fill automatically)

Cockroach Prefab – Main Cockroach prefab

Random Size – if checked, all new Cockroaches will be spawned random size

Min Size – minimal size of random limitations

Max Size – maximal size of random limitations

Time Destroy – Time Destroy of each Cockroach in script manager

Insect Collider



Insects – Script that will be turned on after collision

On Insects Trigger – Check collision yes/no

Name Tag Player – Your player Tag (for example Player)

Insect Child



Insects – For main script (Cockroach Manager)

Speed Rotate – Particular Cockroach Speed
Rotate

Distance Stop – Particular Cockroach Distance
Stop

Name Parameter Idle – Tag for Animator

Tag Animation Idle – Tag for Animator

Animator – Cockroach Animator controller

Good luck and have fun

For any questions, please contact my
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