

FORT BUILDING

V1.3

SETUP GUIDE

BEFORE STARTUP THE PROJECT

This project works with:

Third Person Controller - Basic from invector you can download here:

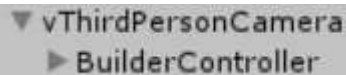
[Asset Store Link](#)

Post Processing Stack you can download here:

[Asset Store Link](#)

CAMERA

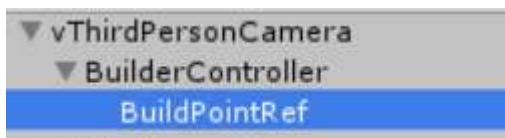
The main camera has two components vThirdPersonCamera from Third Person Controller - Basic and BuilderController which is the builder handler. It has the script StructurePlacer



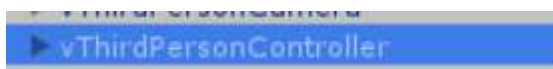
▼ vThirdPersonCamera
▶ BuilderController



BuildPointRef: this is the point where the grid calculates where place a structure. You can move it forward or backward.



PLAYER



It is the Third Person Controller from invector without any change. If you want to change it you can refer to its documentation

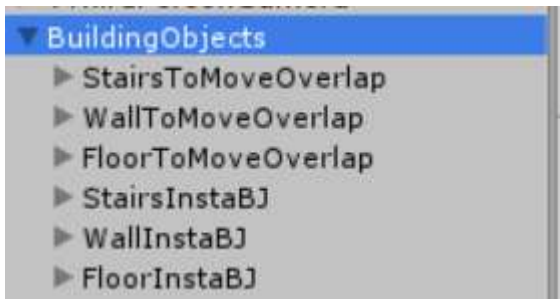


OBJECTS FOR BUILDING

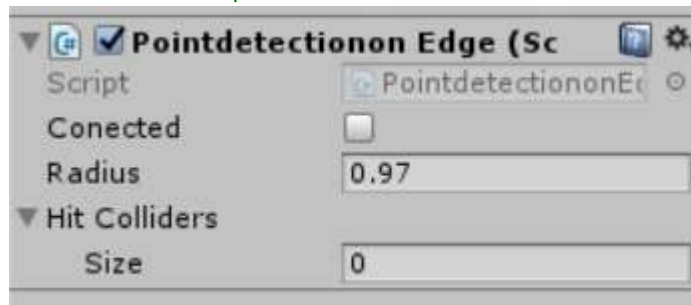
Here are the objects to build. Don't erase this otherwise you have to reference them from the project prefabs to the scrip "CubePlacer".



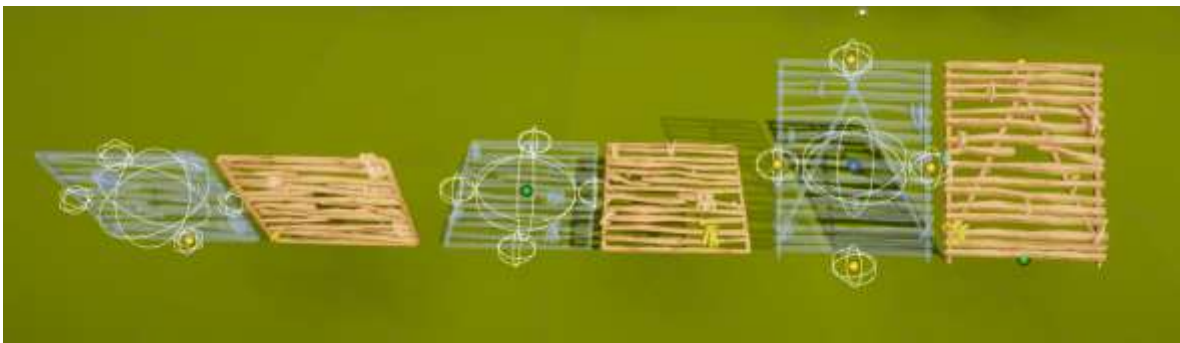
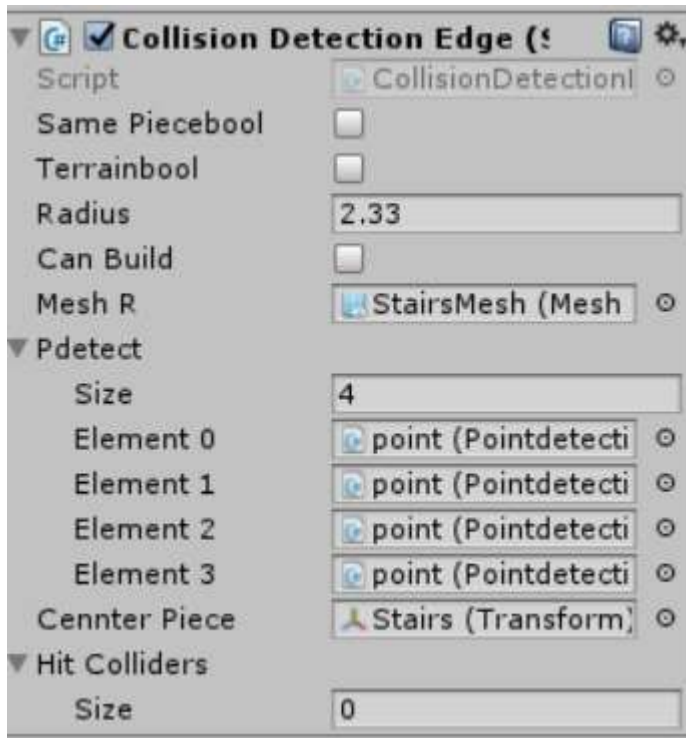
We have two different pieces:



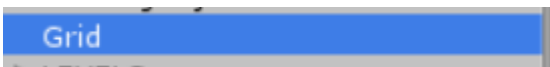
- To instantiate (with texture). It has four colliders points.
- To move (Blue one). It has two scripts:
 - "Point detection Edge" Detects if it is in contact with the terrain or other structure point



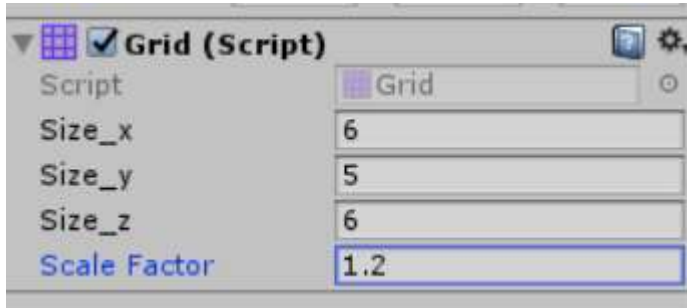
- "CollisionDetection" Detects all the points that are connected by collecting all the info from point detection scripts



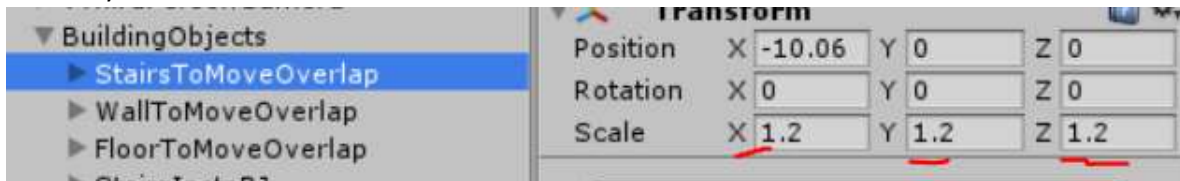
GRID



Here is the main grid script, here you can change the grid's size, X, Y and Z, also it has the scale factor if you want to scale the world, currently the grid is x= 6 , y= 5, z= 6.



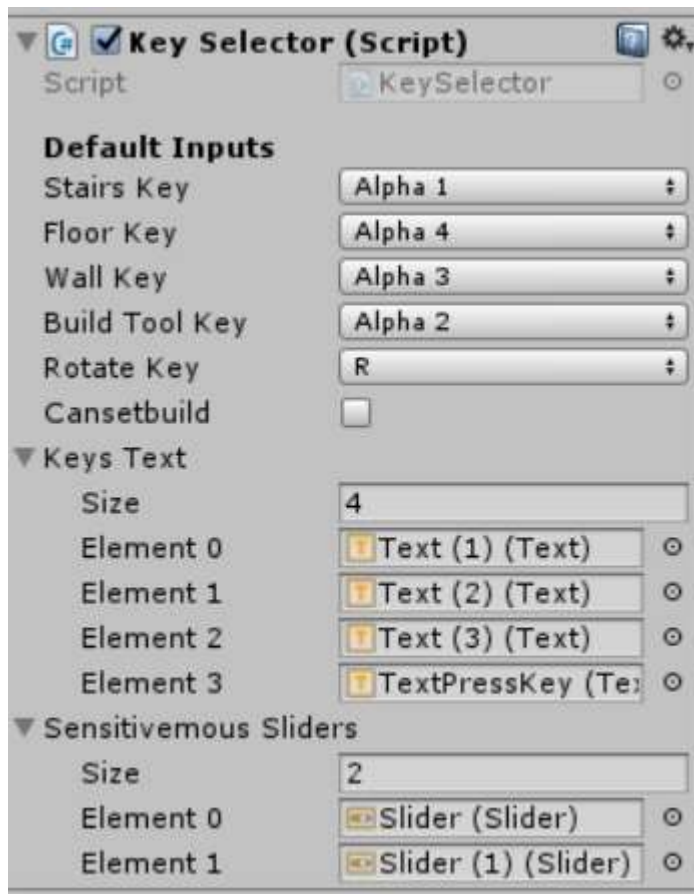
For instance, if you scale the pieces by 2 your scale factor is 2, so that you have to assign this variable with this value, thus the grid matches with the buildings . Currently the structures are scaled by 1.2



KEY SELECTOR

Here is the script “KeySelector” which control the UI (Sliders and texts) where you can select your favorites keys for building and the Mouse sensitivity.





Also, you can set your favorite keys on the menu

MENU



Stairs

Alpha1

Floor

Alpha2

Wall

Alpha3

Sensitivity X



Sensitivity Y

