1. Introduction

"JP Assets" are a growing collection of prehistoric creatures equipped with a survival system that manages health, food, water and fatigue. Able to be player controlled or played by artificial intelligence allowing herd behavior, pack hunt, search for food, water and avoiding obstacles autonomously in any circonstance. They are also provided with a built'in inverse kinematic foot placement and much more...

Using Render Pipeline URP / HDRP

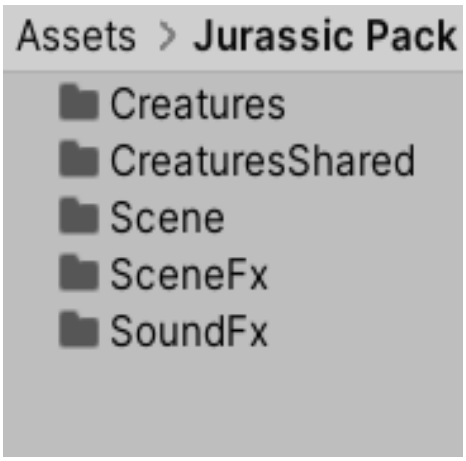
The demo scene "DinoIsland" only working with the **Built-in Render Pipeline.** It isn't suited to work with URP or HDRP due to lack of replacement shader for the tree models on Unity terrain engine, so you need a replacement scene created to work with URP or HDRP. However you can use theses models and their fonctionality with any render pipeline by using provided URP or HDRP default shader for all creatures materials.

About sounds

The sounds are not included in assets downloaded from the Asset Store, but the files are still present in silent form into the SoundFx folder. However, you may obtain the demo sounds for personal, non-commercial use only.

download JP dinosaurs sounds *Replace silenced sound files and meta with the downloaded ones.

2. Content



“Creatures” folder : Contain creatures models, textures, materials, controllers, script and prefabs.

“Creature Shared” folder : You will find in this folder the manager script which handle the main camera, GUI/health bar, and allow you to manage/add/remove creatures in game and all creatures shared stuffs such the creature base script, blood particles, shared eyes texture etc...

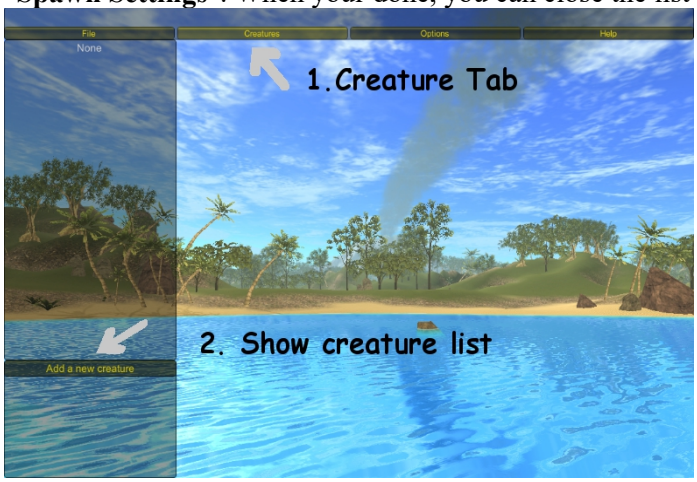
“Scene and SceneFx” folders : Contain terrain, trees models, grass details, water and all fx used in the scene. You can remove these folders if you want to use a custom scene.

“Sounds” folder : All sounds are stored here.

3. Quick Start

-In Play Mode, press **ESC** to open menu and go to "**Creatures**" tab.

-Press "**Add a new creature**" button and select a specie from the list to spawn it into the scene with selected "**Spawn Settings**". When your done, you can close the list by using the "**X**" button on the right corner.



-Once you spawned a creature you can change all his settings from the tab, AI or Player controlled, skins textures, scale etc....

-Select camera mode, "**Free**," "**Follow**", or "**POV**" (Point Of View).

-Use "**Browse**" to see and travel through the spawned creatures, or use "<<" / ">>" buttons to get previous or next creature.

-Creatures are renamable by typing a new name into the name field.

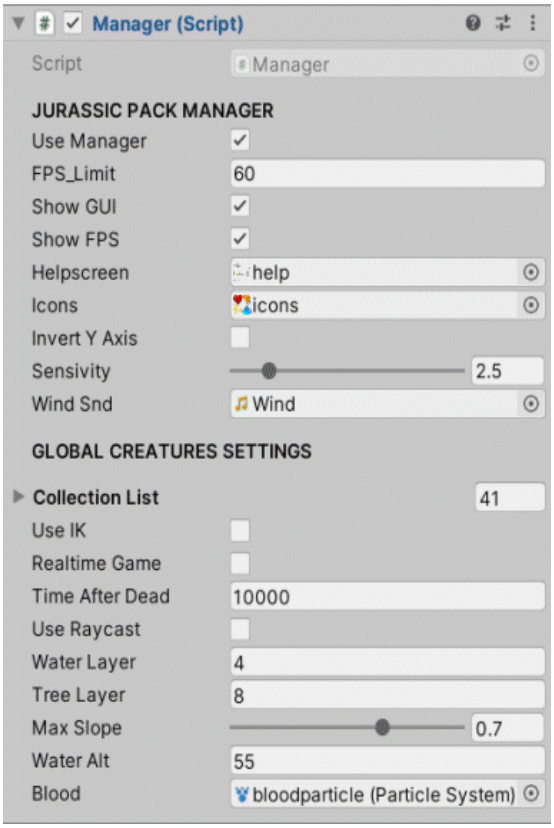
-Remove a creature by pressing the "**X**" button on the left of the creature name.

*Go to "**Help**" tab to see controls and shortcuts list.

*You can also **drag and drop** your creature prefab on scene in **Editor Mode** in classic way, without using the manager.

4. Manager script

manager.cs script are attached to the MainCam.



“JURASSIC PACK MANAGER” :

-Use Manager Uncheck if you want to disable all creatures management like player inputs, camera behavior GUI features... Only creatures A.I. still work. Useful for JP assets integration in any project. Manager script component still to be attached to the MainCam in order to make AI have access to creatures list in scene.

-FPS Limit Instructs the game to try to render at a specified frame rate. -1 value is the platform's default frame rate.

-Other settings Enable/disable GUI, healthbar textures, sounds used by the camera. Setup mouse sensitivity and invert mouse Y control axis.

“GLOBAL CREATURES SETTINGS :

“Collection List : All your creatures prefabs must be in this list to make it spawnable in game. You can create and add in this list your own creature prefab with custom name and settings.

“**Use IK**” Enable Inverse Kinematic feet placement.

“**Realtime Game**” Creatures will be active even if they are no longer visible by the camera.

“**Time After Dead**” Countdown to destroy the creature after his dead. Put 0 to cancels the countdown, the body will remain on the scene without disappearing.

“**Use Raycast**” Allow creatures to walk on all kind of collider. If disabled, creatures can only walk on Terrain collider (faster).

“Water Layer” Layer used for creatures to interact with water.

“Tree Layer” Layer used for creatures to interact with trees. If you use custom tree, you must add this layer to tree prefab in your project, if the tree are a “Terrain Engine Tree” you also must check “Preserve Tree Prototype Layers” setting from the Terain component in inspector.

“Water Altitude” The water Y position, usefull if you use custom water.

5. Creature script and Artificial Intelligence

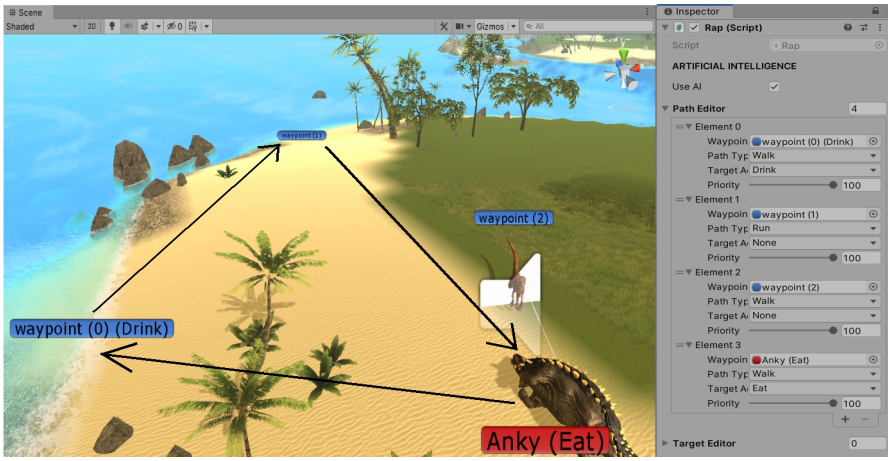
“creature name”.cs, this script are attached to all creatures.

Behavior Editor allow you to assign targets and path for the creatures, you can use it in many ways. For example, to make one or more creatures follow an object, just put the target gameobject in the Inspector with Priority 100%. The creature will follow this object tirelessly. If the object are another creature (player or AI), he will share his targets, hunt, food...

It is also possible to have a creature never leave its original location. Just put a waypoint with a priority of 50% for example. The creature will wander, but always return 50% of the time to the home waypoint so it will never stray too far from its post. You can put many waypoints as you want to create paths.

“AI” Enable or disable creature AI. If disabled, you can control the creature.

"Path Editor" optional
Use gameobjects as waypoints to define a path for the creature by taking into account the **Priority** between autonomous AI and its path. Place your waypoint gameobject in a reacheable position. Don't put a waypoint in air if the creature are not able to fly. Using a priority of 100% will disable autonomous AI for the waypoint but obstacle avoidance, custom targets search, and behavior in case of threat still active.



"Target Editor" optional
Use **gameobjects** to assign a custom enemy/friend target to the creature. Can be any kind of gameobject e.g : player, other creature or a simple cube. The creature will include friend/enemy goals in its search.
Enemy: triggered if the target is in range.
Friend: triggered when the target moves away.
MaxRange : Creature will start his attack/tracking once in range. If zero, range is infinite.

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