

Simple Pedestrian System

❖ What this package has:

- ◆ Simple way point system (Time Based)
- ◆ Simple way point system (Spawner Based)
- ◆ Multiple movement pedestrians option
- ◆ Gizmo Scripts
- ◆ Ethan Default model
- ◆ Default Humanoid Walk and Run Animations

❖ Guide

SPS (Simple Pedestrian System) is optimized solution to implement a pedestrian system to your city or any game scene. If it is an open world game and you want the pedestrians to populate near your player (activate and deactivate near your player) then use our spawner model. If you randomly want pedestrians throughout the waypoint system then use our auto model (It will populate pedestrians on random waypoints with time).

All the prefabs has been provided. Just drag and drop the pedestrian system and place the waypoints according to your scene. That is it! Pedestrians will start moving throughout the scene.

We recommend our spawner model for mobile games as it will keep things optimized. Just place the spawner object into your camera or player (according to your requirement) and pedestrians will come and go according to the spawner.

❖ Script Documentation

◆ Pedestrian

- Movement Type (Pedestrian should RUN or WALK).
- Walk toward the target. (It will be the next waypoint)
- Walking speed
- Running speed
- Rotation speed
- If it has been destroyed or not

◆ PedestrianSpawner

- Bool to check if the Spawner should spawn when enter in waypoint
- Bool to check if spawner should destroy pedestrian when exits the waypoint

◆ PedestrianSystemManager

- Either the pedestrians instantiate based on time Automatically or based on the Spawner
- TimeDelay - The delay after which new pedestrian will be spawner (only for AUTO mode)
- Waypoint prefab, it is placed in prefabs folder
- Pedestrians prefabs, placed in prefabs folder. If you assign more than one, then it generates them randomly

- Max Spawn limit, maximum number of pedestrians that can be spawned
- Current number of pedestrians that are already in the scene.
- Waypoints that has been placed in scene (Only GET, ADD and REMOVE them from the buttons placed in the inspector)

◆ **Waypoint**

- Holds the pedestrian system reference to be used in the script
- Next waypoint reference

❖ **Contact**

In case you have any further queries please contact us at:

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❖ **Download our other packages:**

Simple Turret System

<https://assetstore.unity.com/packages/tools/ai/simple-turret-system-92160>

Gizmoz Scripts

<https://assetstore.unity.com/packages/tools/gui/gizmo-scripts-78573>