

Advanced First Person Horror FPS Kit

for

Both Mobile & PC Platforms

First Person Controller with Mobile Inputs

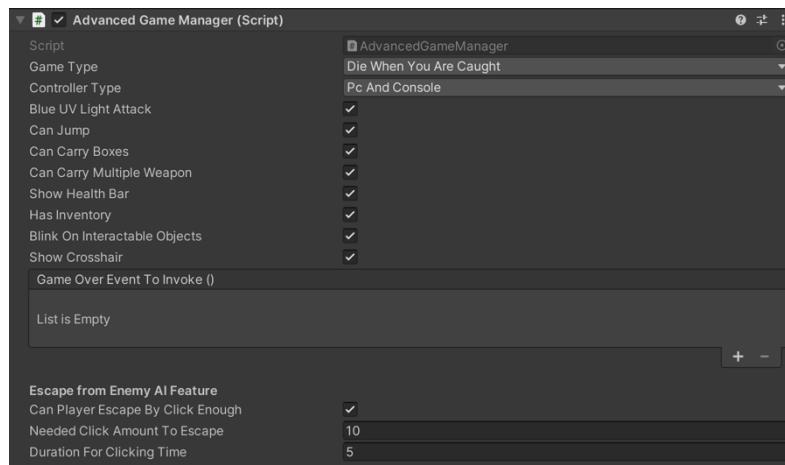
The package has got advanced FPS System specialized on making any FPS Mobile games. You can find **AdvancedMobileHorror/Prefabs/AdvancedFPSPlayer.prefab** and drag and drop to Scene. AdvancedFPSPlayer.prefab has got 5 important elements. These are:

- **HorrorManager:** It has got AudioManager which controls all Audio Clips.
- **Character:** Our main FPS actor in the game.
- **GameCanvas:** All UI Elements are included and being controled in this Canvas element.
- **PlayerHands:** This object contains all FPS Hand Models for Flashlight, Baseball Stick and Pistol.
- **MainCamera:** Camera object to display the scene.



General Settings of AdvancedFPSPlayer for Your Game

Show Crosshair is to show Crosshair UI element default on the middle of the screen. Blue UV Light Attack is to kill the enemies by Blue UV light mode of your Flashlight. You can activate and burn enemies by right mouse click or by tapping Blue UV Button on Mobile Mode.



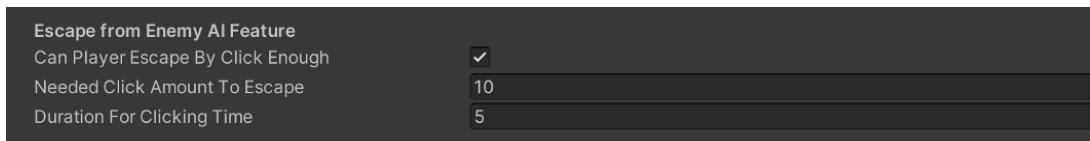
You can configure the settings depending on your needs of your game. Let's explore these settings together:

- **Game Type:** There are two game types: Die When you are Caught (No Health Bar and When Enemy catches you, you die) and Die When your health is run out (You have Health Bar and Enemies hit you and you get damage)
- **Controller Type:** There are two controller types: Mobile Controllers and PC Controllers (Mouse + Keyboard)
- **Blue UV Light Attack:** Player can burn and kill enemies with Blue UV Light feature of Flashlight (Mouse Right Click or Button on Mobile UI)
- **Can Jump:** You can determine that Player can jump or not in the game.
- **Can Carry Boxes:** You can determine that Player can carry boxes or not in the game.
- **Blink on Interactable Objects:** Do you want to make interactable objects blinking in order to give hint to player.
- **Show Crosshair:** It will show or hide Crosshair in the middle of the screen.
- **Game Over Event to Invoke:** You can add as much as events here in order to invoke them when game overs.

Escape From Enemy AI's Hands Feature:

- **Can Player Escape By Click Enough:** If you are using "Die When You are Caught" game type, the enemy kills you as soon as you are caught. But if you activate (tick) this feature ("Can Player Escape By Click Enough"), the game allows players to escape if player can click enough in certain amount of time.
- **Needed Click Amont to Escape:** You can define that how many times player must click (Mouse Left Button) or tap to screen (Mobile) in order to escape from Enemy AI's hands.
- **Duration For Clicking Time:** You can define the amount of duration for players click to escape.

For Example;



This means that Player must click or tap minimum 10 times in 5 Seconds in order to escape.

Mobile Inputs

First of all, all UI elements you need are contained in GameCanvas. But if you need to use these controls specifically, the package has got two main input prefabs in order to control our character in Mobile platforms and you can find them **AdvancedMobileHorror/Controls/** directory. These are:

1. **Joystick**: Move your character.
2. **TouchPad**: Rotate your Camera to Look around.



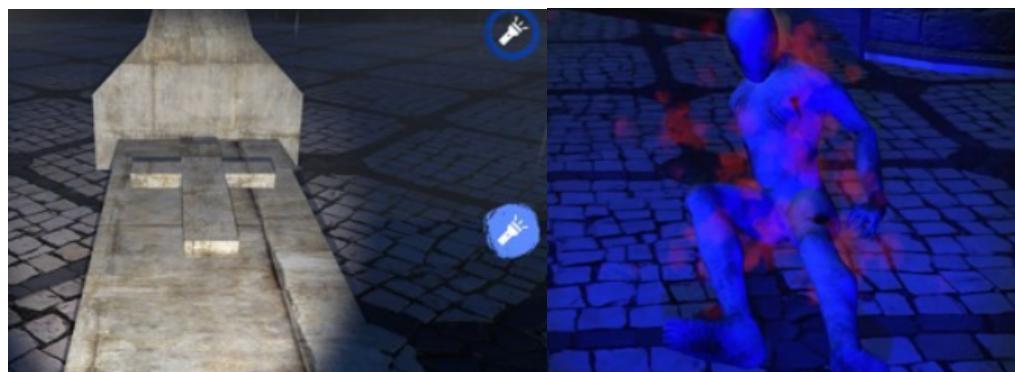
Flashlight with Blue UV Effect

We have well executed Flashlight component in the game. This flashlight is tracking player's rotation and moving changes and simulating these changes with lerp function. This gives a little bit tasty latency in the game.



Once player grabs flashlight item in the game, Flashlight UI Button appears on Canvas. So player can switch on the flashlight by clicking this flashlight button.

Flashlight has got also Blue UV Light effect in order to use it against Enemy AI. You can burn and kill your enemy AI characters by press and holding this button. Blue UV Light effect feature has got limit. You can see the remained battery on the UI and while player doesn't use this feature, the battery is being refilled again.



Weapon System with Pistol

We have well executed Pistol Weapon component in the game. FPS Hand which holds a Pistol is tracking player's rotation and moving changes and simulating these changes with lerp function. This gives a little bit tasty latency in the game.

Pistol has got 7 bullets. Player can aim by using Crosshair and can fire. After 7 fire, FPS hand is reloading the pistol automatically.



Weapon System with Baseball bat

We have Baseball bat Weapon component in the game. FPS Hand which holds a Baseball bat is tracking player's rotation and moving changes and simulating these changes with lerp function. This gives a little bit tasty latency in the game.

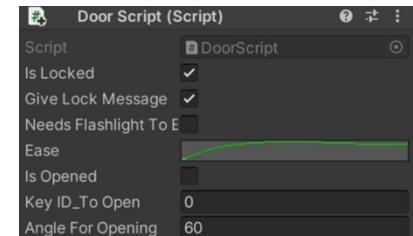
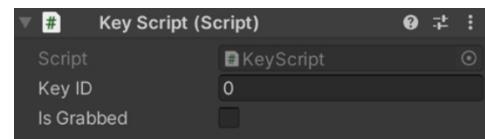
You can hit to enemies by Baseball bat but please don't forget that baseball bat is a melee fight weapon and it is difficult to get damage when you are close to enemies in order to hit.



Interactable Props

All interactable props are located in **AdvancedMobileHorror/Prefabs/InteractableProps** directory:

- **Keys:** You should grab the keys in order to unlock the doors. The keypoint is to define Key ID in the KeyScript component on Keys. For example, if you define a KeyID as 1 on this component, this means that this key will unlock the door which has same Key ID 1 on its DoorScript component.
- **Doors:** You can open, unlock or close the doors easily. The keypoint is to define current Key ID number on DoorScript.
Islocked: The door will be locked or openable.
GiveLockMessage: If it is locked, it will show an info text on UI when player tries to open it.



- **Ladders:** You can grab and carry Ladders in the game. You can only locate ladders on LadderPutPoint prefabs on the scene.

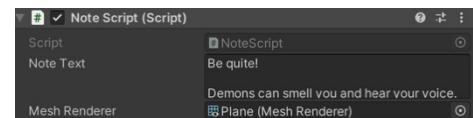


- **Chests:** By solving the mini right-time-clicking game on the chests, you can unlock the chests and open their cover in order to be able to take the object in it.

- **Cabinets:** You can open the cabinets and grab the object in it in the game.
- **PistolAmmo:** You can find magazine for your pistol. Each magazine has got 7 bullets to use.
- **Pistols:** You can grab pistol. As soon as you grab it, FPS Hand which holds a Pistol appears on the screen and a UI Bullet Count (Bullet in Mag / Total Bullet) appears below Health Indicator.



- **Notes:** You can grab and read the notes in the game. NoteScript has NoteText variable. You can type the text which will appear on the note UI (when reading).



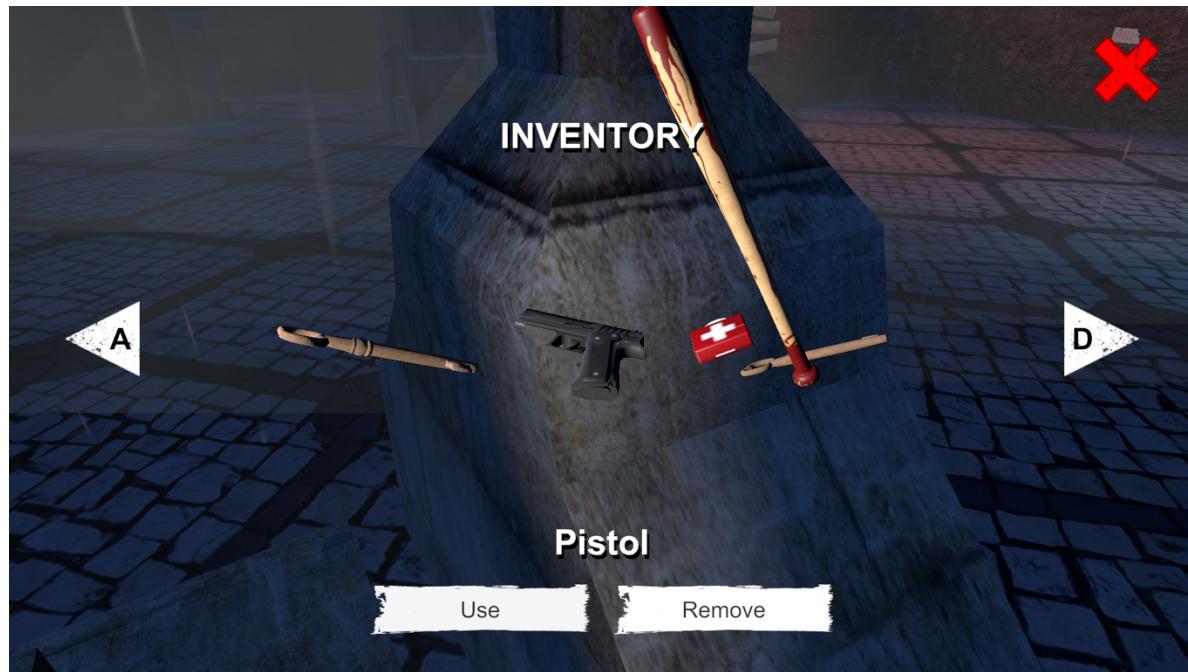
- **Detectable Woods on Wall Holes:** You can use this prefab for making the games more interactable. Player needs to tab each of woods on the hole in order to detach and throw them. After clearing all woods, player can pass through the Wall.

- **Baseball Bat:** You can grab Baseball Bat. As soon as you grab it, FPS Hand which holds a Baseball Bat appears on the screen and you can hit your enemies with this weapon. It is a melee fight weapon.



Inventory System

The package has got its own Inventory system. You can use this inventory system for both Mobile and PC games. It supports both Tap by Finger and Mouse – Keyboard inputs.



If your game is for PC, the players will be able to use both arrows or A -D Key buttons to navigate between inventory items and you can open Inventory by pressing Tab key button. If your game is for Mobile, the player will be able to use arrows in order to navigate between

inventory items. Mobile players will also see a “Inventory” button below Pause button to use inventory. You can also drop the item by clicking Drop button.

There are 4 items you can store in the Inventory and use:

1. Pistol
2. Door and Drawer Keys
3. MedKit
4. Baseball Bat

JumpScares

The package has got three different types of jumpscare. These are Animation Based, Explosion and Object Fall.

- Animation Based type is for animating an object as jumpscare when it's collider is triggered by player.
- Explosion Based type is for exploding a list of objects and throw them around randomly when it's collider is triggered by player.
- Object Fall type is for falling of objects by their rigidbody when it's collider is triggered by player.

The package has got four ready to use jumpscare prefabs located in **AdvancedMobileHorror/Prefabs/Jumpscares** directory:

- Moving Skeleton (Animation Based)
- Rising and Falling Sofa (Animation Based)
- Coffin Box and Hedge Throwing (Explode and Throw Based)
- Toy Horse Swing (Animation Based)

You can also test and see these jumpscare prefabs by playing Jumpscares scene.

Enemy AI System

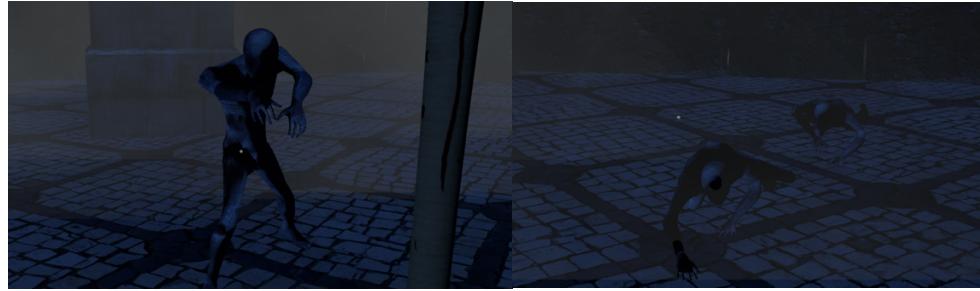
The package has got ready to use Enemy AI system. You can find the Demon prefab in **AdvancedMobileHorror/Prefabs/AI Enemy** directory and test them by playing Enemy_AI scene.

Note: Enemy AI prefab is using NavMesh Agent in order to find its way and trying to detect gameobject with “Player” tag to attack.

Use EnemySpawnManager to spawn them in the game.

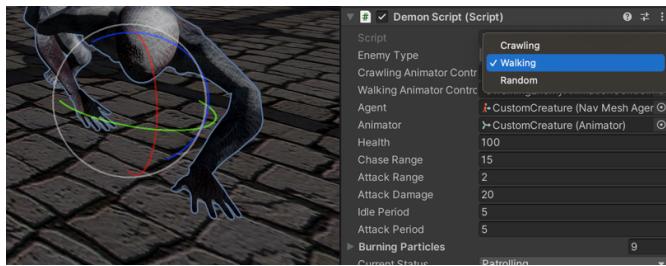
There are two types of Enemy Behaviour. You can spawn;

- Enemies who are CRAWLING! (SCARY 😊)
- Enemies who are WALKING LIKE ZOMBIES! (SCARY TOO 😊)

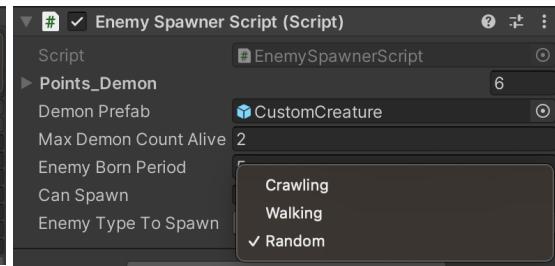


You can configure your enemy behaviours one by one on your Scene **OR** you can just configure how they will spawn by EnemySpawnManager:

You can configure on Enemy AI:



You can configure on Enemy Spawn AI:



Press and Hold to Maintain Feature

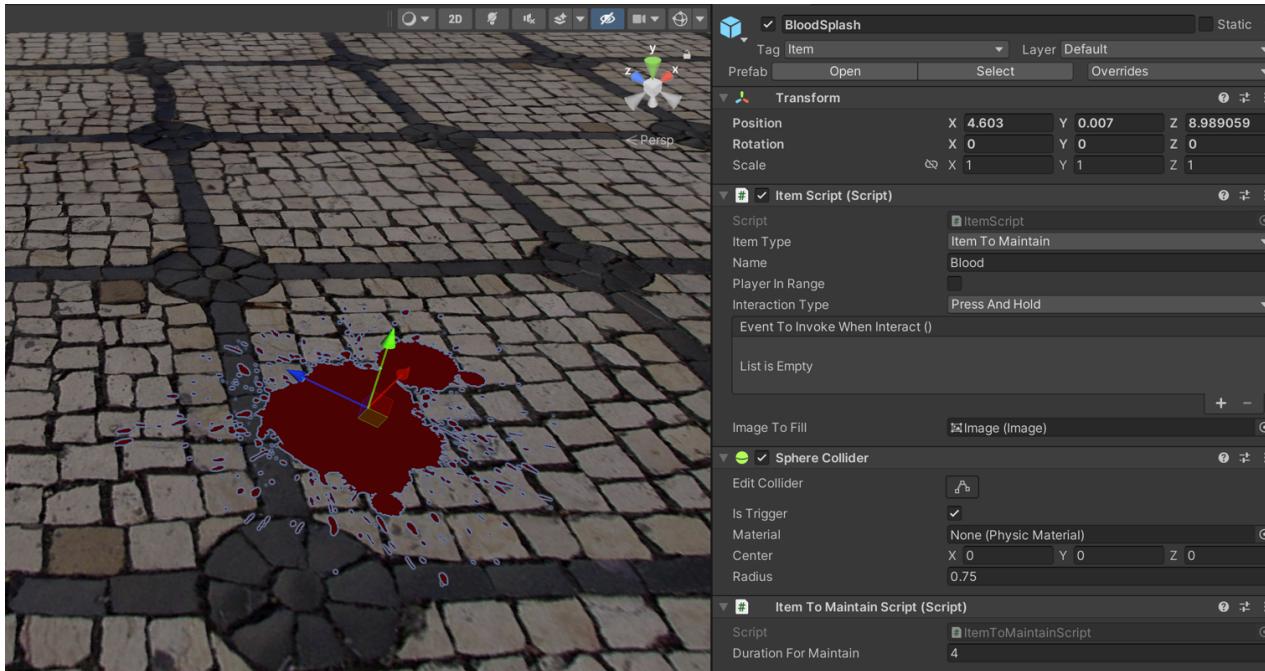
You can customize and use this prefab in order to maintain or perform something by press and holding in front of the prefab:



It is very easy to use to customize this Prefab and you can create more objects by using this. Please follow the steps:

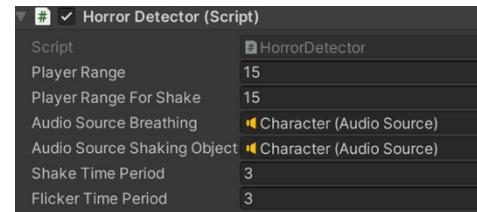
- Duplicate this BloodSplash Game Object.
- Right Click on Game Object Name in Hierarchy and Click to Prefab\Unpack.

- Replace the Blood Object with your own Object Model.
- Change the “Duration For Maintain” parameter with the duration amount you want.



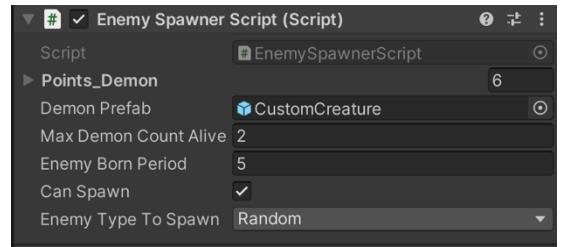
Helper Components

1. HorrorDetector: By using this component, you can increase the horror effect in the game. Horror Detector scan the scene and tries to find any gameobject with HorrorItem script. If it finds it in specific distance, it makes four main actions:



- Depending on horror factor's distance, volume of player's breathing sound effect is being increased or decreased.
- Depending on horror factor's distance, volume of shaking sound effect is being increased or decreased.
- Depending on horror factor's distance, objects with "ShakableObject" component are being shaken periodically.
- Depending on horror factor's distance, objects with "FlickableObject" component are being flickered (lights and particlesystems).

2. **EnemySpawnManager**: This prefab is for spawning enemies with certain amount of period. It has got MaxDemonCountAlive variable. With this variable you can define maximum alive demon number during them game. If one of them dies, this script will spawn another one.



Another important variable here is “Points_Demon” list. You should locate these points to where you want to spawn demons in the game. The script will pick one of these positions randomly and spawn a demon every time.

3. **BlinkEffect**: You can use this component for making the game objects more noticeable during the game. This component will change the color of material’s emission every 2 seconds.



Hide And Seek Feature

You have got two props for Hide and Seek Feature. These are Chests and Beds. Players can hide in chests and under beds in the game. If Enemies are not so close to you or if they don't attack you when you are hiding, they won't find you and they will go somewhere else after waiting some certain amount of time.





Main Menu

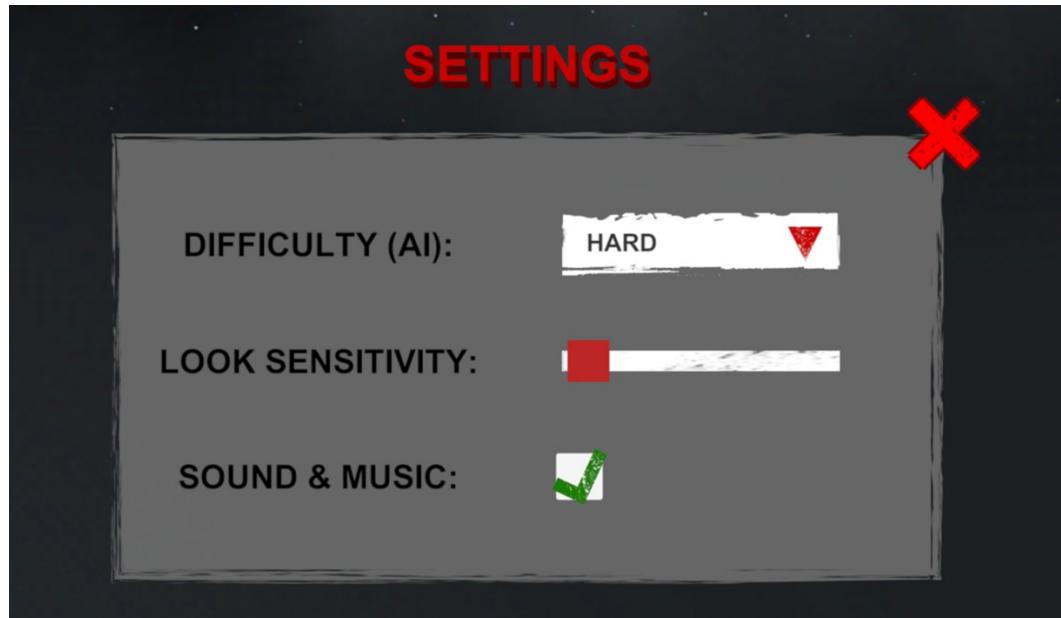
The package has got ready to use Main Menu. You can replace the logo text with your game's name or replace the text component with Image component and assign your game's logo sprite.



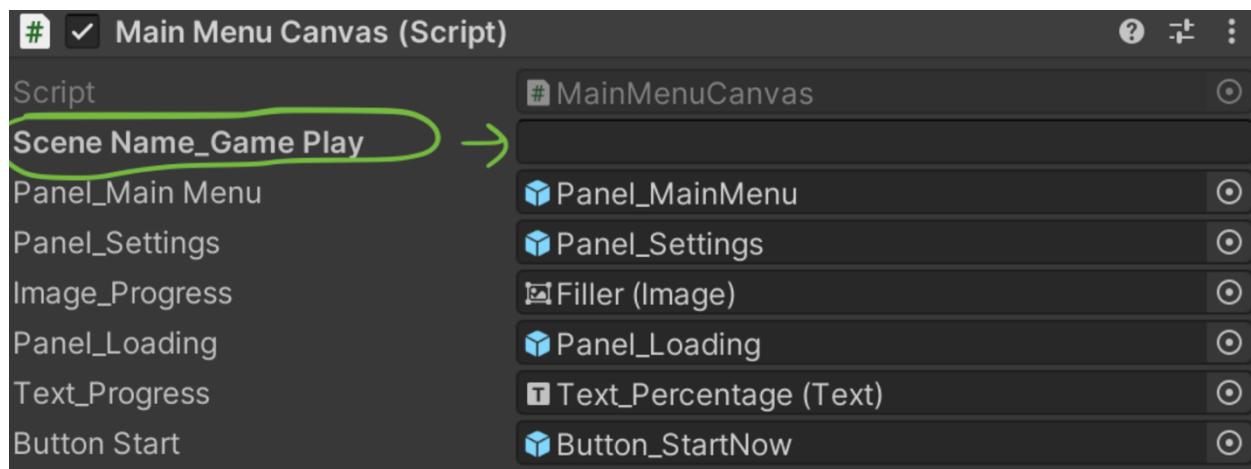
When you click to Exit. The app will be terminated and you will be returned to Menu. If you click to settings, a ready to use and fully functional settings UI will be opened.

Here player can set and play with three different settings. There are:

- Difficulty of Enemy AI Characters
- Rotation Speed of Character Camera
- Sound FX and Music On Off Toggle

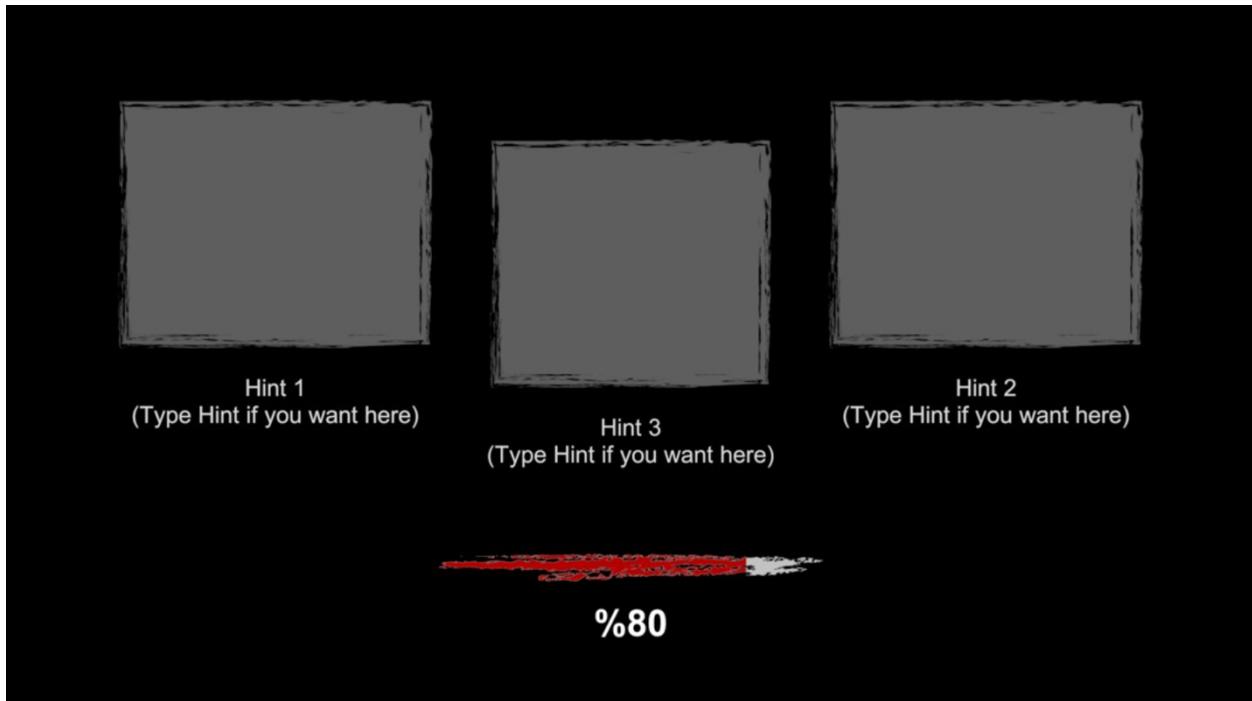


Important Note: Please, select MainMenuCanvas from Hierarchy, find Main Menu Canvas Component on Inspector and type your Scene Name which you want to be loaded when player clicks to “Play the Game” button to Scene Name_Game Play property:



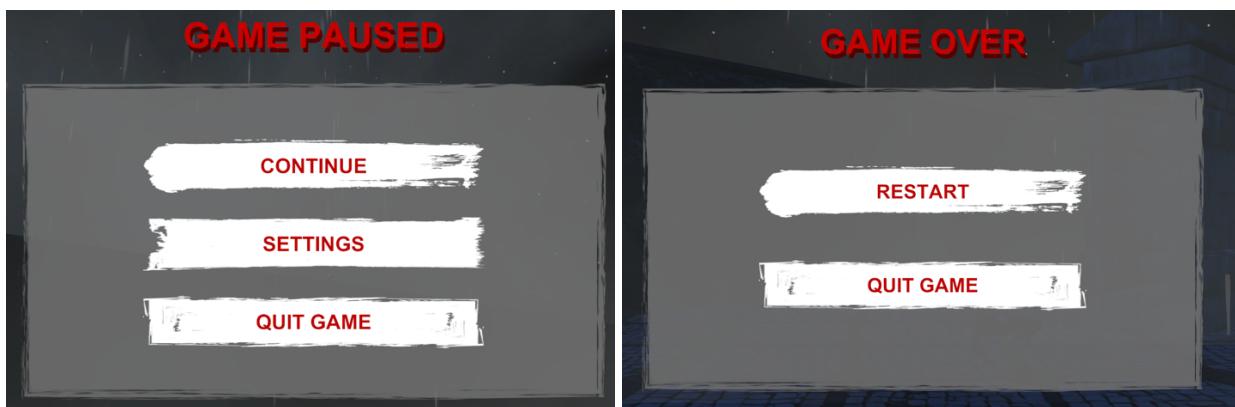
Progressive Loading Screen

The package has got ready to use Loading Screen. There are three hint areas here. So player can check the hints and read them while progress bar is being filled. After the scene is loaded fully, a “Start” button will appear. So player can click this and scene will be shown:



Pause Menu and Game Over Screen

The package has got its own Pause Menu and Game Over Screen. You can modify and redesign this default UI screens. There are two options in the game over screen. These are "Restart" which restarts the current scene and "Quit" which quits to Main Menu. And There are three options in the Pause Menu. These are "Continue", "Settings" and "Quit Game".



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