

GO SYSTEMS

templates

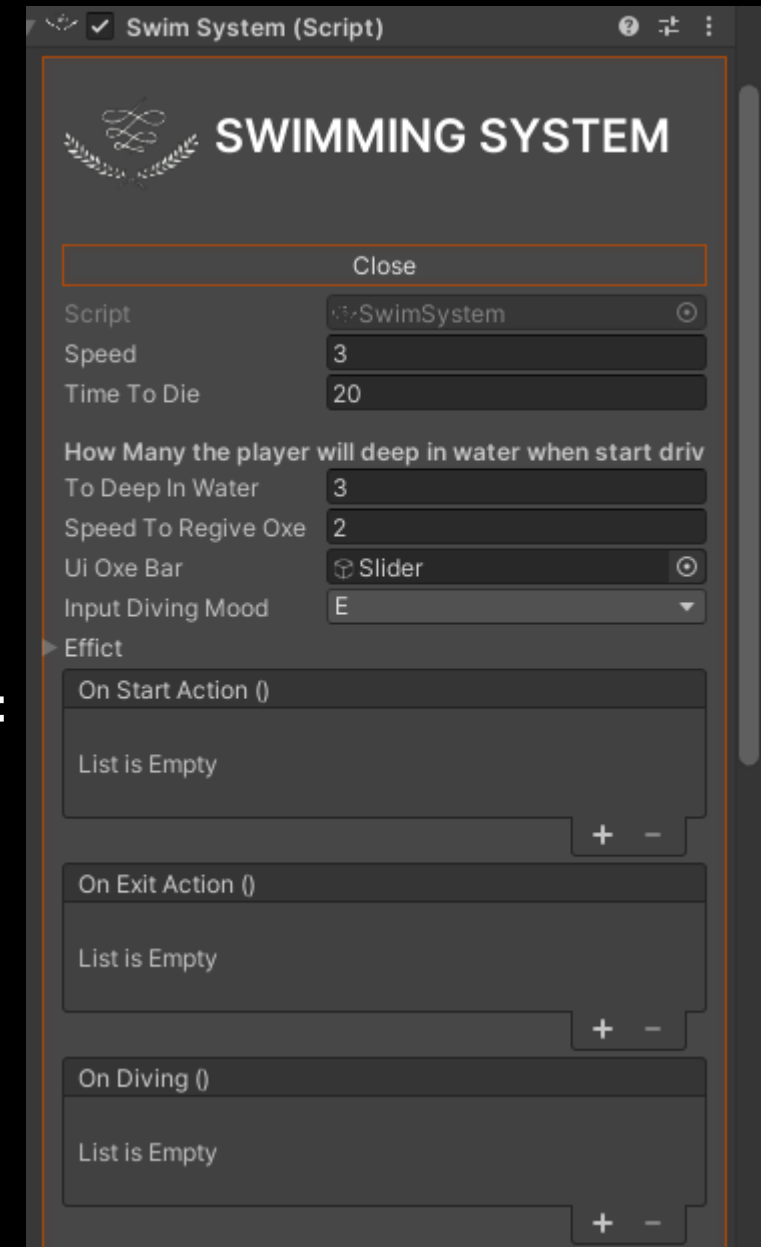




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You must put **"SwimSystem"** script in your player

- **Put your Speed**
- **Put your Time to die**
this time for end oxygen when you diving in water
- **To deep in water**
The amount of the player falling into the water while start diving
- **Speed to give oxygen**
How many time you need to get all oxygen when you be out diving mood.
- **Put your UI oxygen Bar**
- **Put your button to diving**
- **put your events in event place**





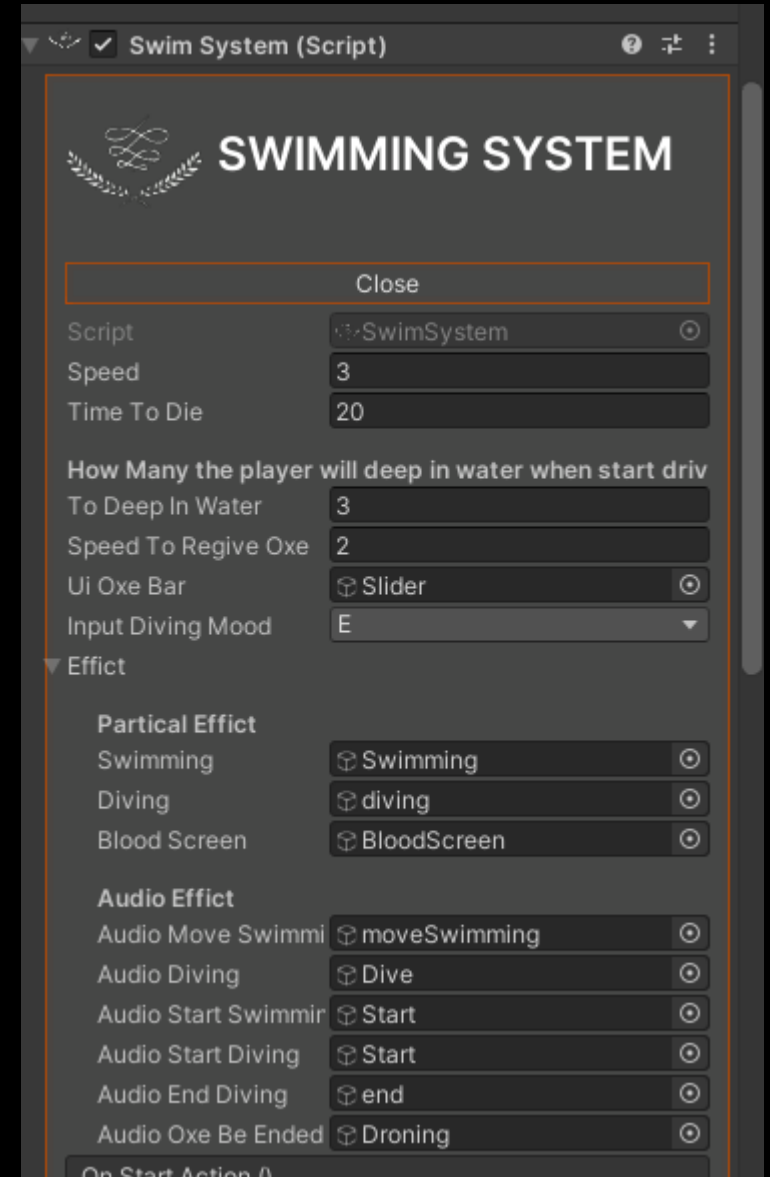
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in **"SwimSystem"** script you have some Effects

- You just need copy it from Demo player and put it in your player



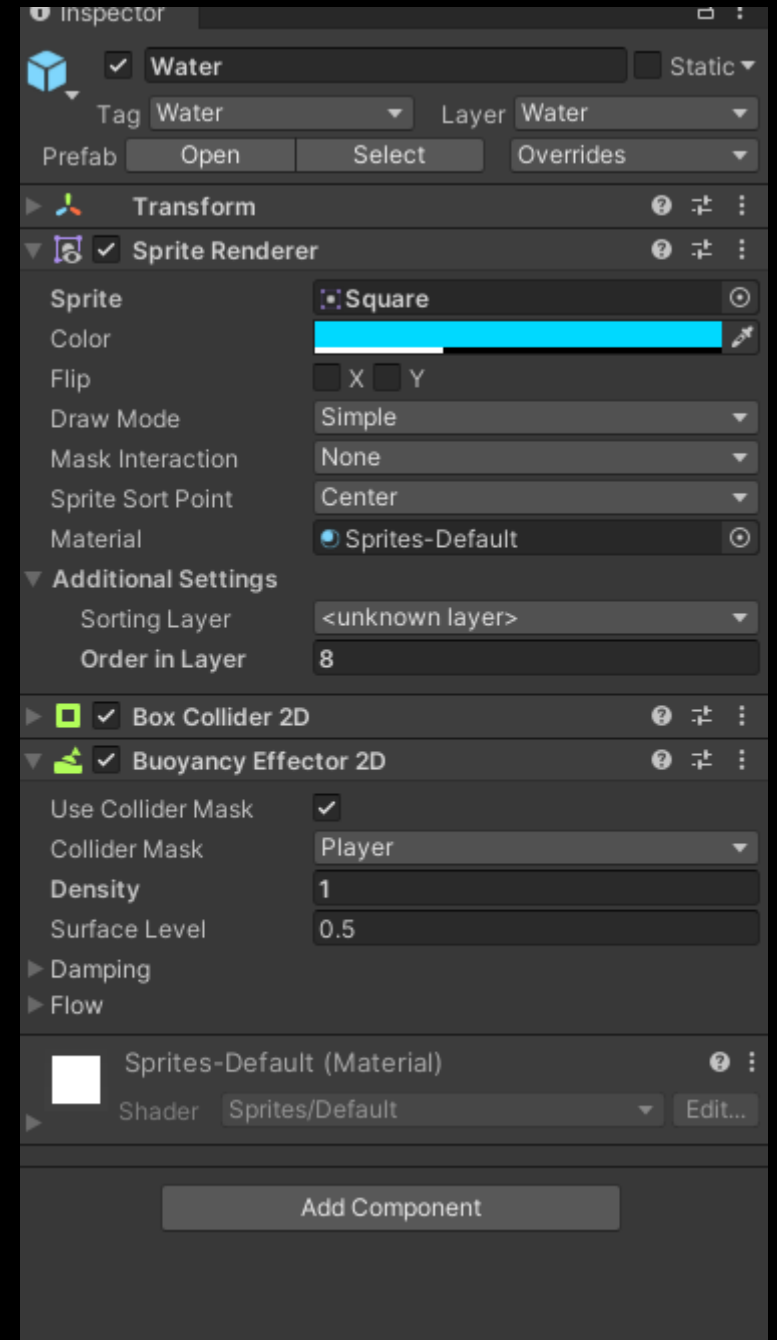
- You can find **blood Screen** Effect and **oxygen bar** in main camera in demo scen , you should copy it too to your canvas





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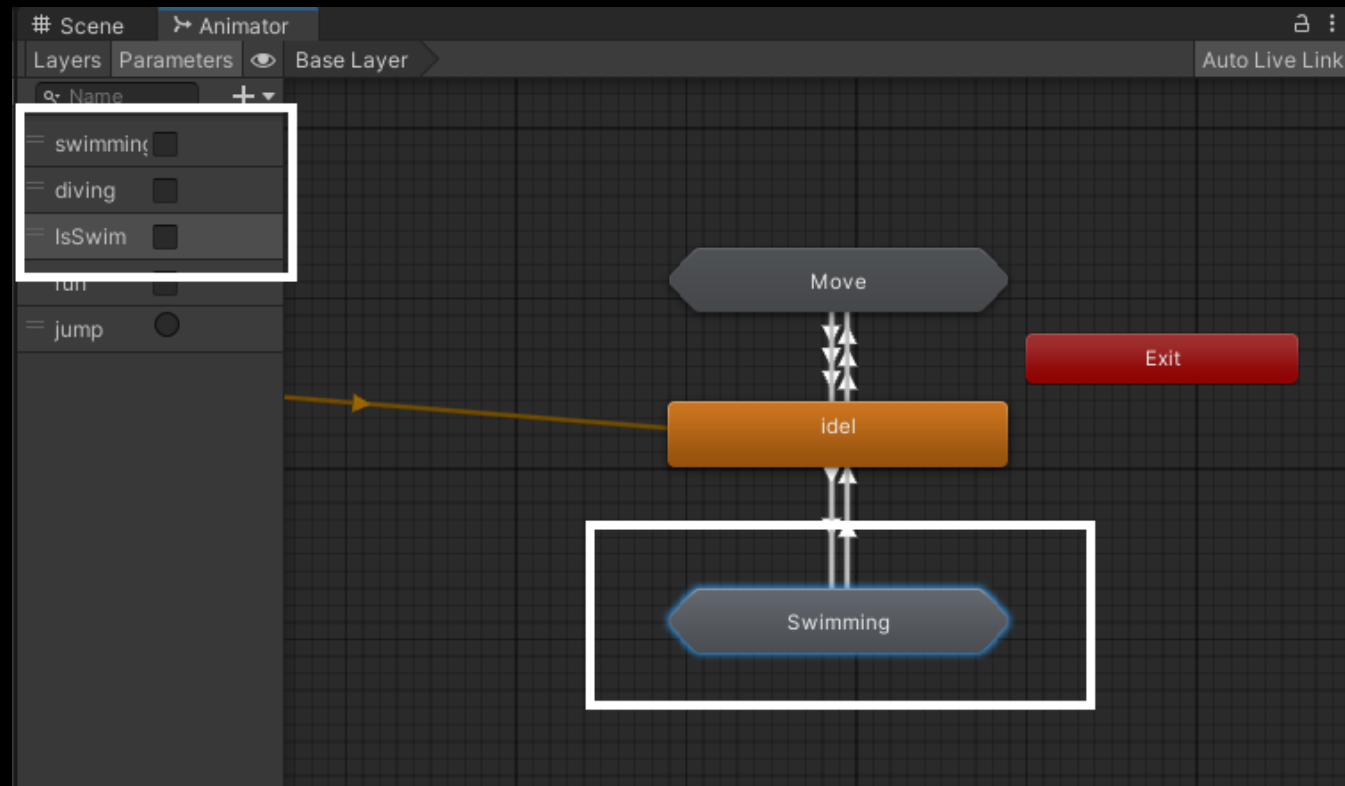
- You have Prefab water you can put it in your scene and put tag **"Water"** and layer **"Water"**





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For animation you should copy parameters (swimming, diving, IsSwim) And copy sub-state “Swimming” to your animator





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Email fb7dd066@gmail.com

YouTube https://www.youtube.com/channel/UCOnLwOt7mmTfHxPGEqI_ncA