Setting up the packages

# Package 1

* The package contains a prefab for the player with an attached script, though you can use your own. Bring in a plane for the background and either the prefab or your own model. If using your own model, attach the PlayerMovement script to it and ensure it is tagged as “player”.
* If using your own model, ensure that a rigidbody and a collider are attached.
* If using the prefab, delete the main camera in the scene. If using your own model, parent the camera to it, placing it directly in front of the player’s head.
* From here, create an empty game object called SpawnPoint and parent it to the camera. The prefab already has this.
* In the script properties, the prefab should be filled out. For your own model, set Staff to the SpawnPoint object you created and set Lightball to the projectile prefab, or your own (see below).
* To make your own projectile, attach the projectile script to an object of your choice and make a prefab from it.
* Adjust any other values in the PlayerMovement properties to suit your game.

# Package 2

* Before setting up the package, ensure that the first package has been set up.
* This package also has a prefab that can be used. If you choose to use the prefab, no further action for this package is required.
* If using your own model, attach the script to the model and set the tag to “ghost”.
* Attach a rigidbody and a collider to the ghost. Ensure that the collider is a trigger, and the rigidbody **is** kinematic and **does not** use gravity.
* Set Ghostshot to the prefab of the same name, or create your own projectile prefab.

# Package 3

* Ensure that the previous 2 packages have been set up as the dog will require both of these to function properly
* Set up navmesh: to do this, select all walkable surfaces and obstacles and check navigation static on. Then adjust the bake settings and bake.
* Now that everything is set up, insert the prefab or your own object. If using your own, attach a box collider, DogScript and KeywordScript to it.
* Attach an empty game object with a sphere collider to the dog; set the collider to a trigger. Call the object “SniffRadius”
* In the DogScript properties, set the following:
  + Player – the player object
  + Player\_m – the PlayerMovement script attached to the player object
  + Sniffradius – the SniffRadius object created in the previous script
* In KeywordScript, set Dogscript to the script of the same name attached to the dog.
* Now give the dog a NavMeshAgent and adjust the properties to suit your game.

# Package 4

* This package requires that the player and ghosts are present. Set up all previous packages.
* Insert the HUD prefab into the scene. Using your own graphics does not require manual setup.
* Go to Image in the canvas hierarchy. Set Source Image to a sprite of your choosing, and Color to white. For text, change the font to one of your choosing. Fonts have to be imported into the project directory to be usable.
* Change the slider’s background, base and fill area to your own graphic if desired.