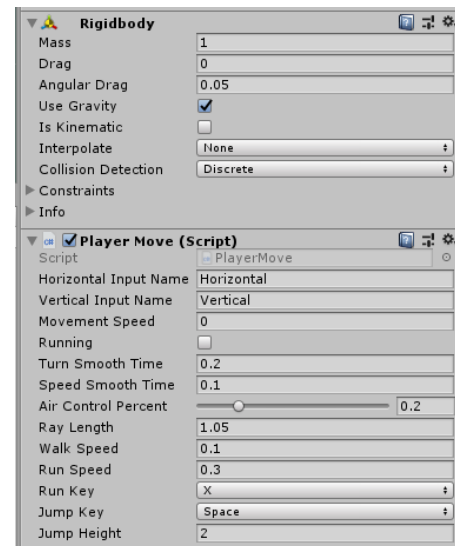


Programming Packages Guide

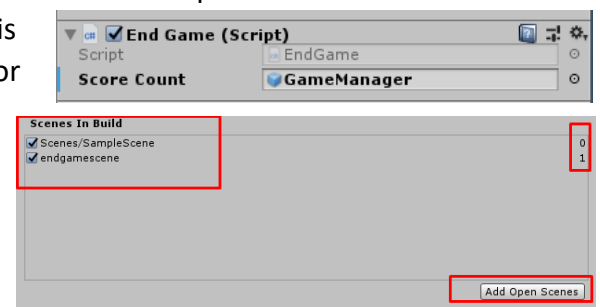
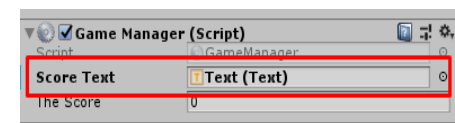
Package 1: FPS Controller

- Add package to Assets
- Create plane, then place player prefab onto plane
- Delete Main Camera from scene
- Player Controller allows you to tweak things like running speed, walk speed, air control, jump height to your liking



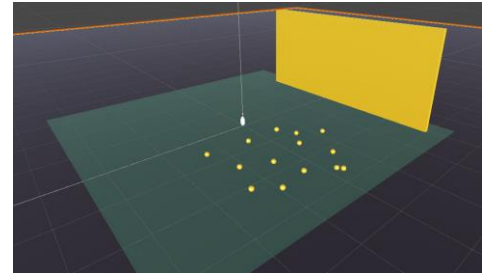
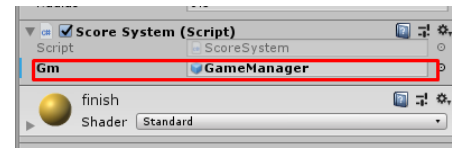
Package 2: GameManager, UI and GameEnd

- Add package to Assets
- Drag the Canvas and GameManager into the Hierarchy
- Elapse Canvas and drag "Text" from the Hierarchy onto the GameManager Prefab in the GameManager script
- edit font of Text to your liking, as well as colour and size
- Now add the EndGameWall prefab and place it somewhere on the plane
- In the EndGameWall make sure the GameManager is referenced for the Score count Script in the Inspector
- Now head to File > Build Settings and press Add Open Scenes, as well as drag the "endgamescene" from the Assets onto the "Scenes In Build" square. Make sure the endgamescene is labeled as "1"



Package 3: Collectable

- Add package to Assets
- Drag “TheCollectable” into Scene and place it on the plane
- In the Inspector, drag the GameManager into the ScoreSystem script to reference it
- Now copy/paste the collectable up to a minimum of 10 times around the scene, as the score goal is currently set to 10 in the EndGame script (can be easily changed within the script)
- You should now be able to collect at least 10 collectables, then walk into the EndGameWall and load the Ending scene of the project.



Package 4: Restarting Game

- Add package to Assets
- Drag the RestartGame plane onto the Scene and place it underneath the original plane
- Now if you fall off the playable surface, onto the restart plane, the scene will restart