

Looping Corridor

What is it?

In order to test and use this you'll need a character controller so, this includes both the looping corridor scripts and basic first person movement scripts. The main code, and focus, being the looping corridor, my reason for including the movement scripts is to show how the corridor works.

- 2 Scripts
- 1 Unity Package with example scene
- Information

My idea for this script was that it could be used in a horror or puzzle game, since the code is similar to an endless runner it could also be converted to suit that. Ideally for a game the player wouldn't see the pieces disappearing behind them but this is just the looping code (right now the player could look back and see it). In a game scenario the player would turn around and there would be a new room piece that has spawned, allowing the player to have walked out one room, turn back and walk into another.

How does it work?

The script spawns a new corridor piece when the player hits a trigger box, further down the corridor is another trigger box which removes the oldest piece. The script can be customized to spawn more or less pieces. The user could also change the location in which the pieces spawn, allowing them to make different kinds of looping patterns

The Unity package includes my test corridor piece which can be updated, adapted or changed all together. When changing the corridor prefab you must make sure the new pieces spawn in the correct place.

How do I set it up?

PlayerMovement:

Either make the player a prefab by opening the attached scene and dragging the player (from the hierarchy) into the assets folder. To make them from nothing, create an empty game object to hold the player. Then create an object to be the player body, another empty game object to be the ground check (move this to the bottom of the 'player body') and attach the camera to the player game object. Attach the mouse look script to the camera and drag the main 'player' gameobject into the 'Player Body' box to the right. Attach the player move script to the 'player' gameobject and add a character controller component. Drag that character controller into the 'controller' part of the move script and finally drag the 'ground check' from the hierarchy into the ground check slot in the player move script (to the right).

Looping Corridor:

The script will be using the 'hallway' prefab, this is placed into the scene and turned off. The script works by placing the hallway into the center world point.

There is a 'next spawn point' in the hallway prefab which determines where the next piece will spawn, if the user is changing the shape of the hallway or maybe adding something then this will need to be considered and possibly moved.

There is an empty ground spawner object which holds the ground spawner script.

How do I adapt the scripts?

The scripts cannot be changed that much, but the scene can. There are different things like 'spawn location' that can be changed, along with the hallway asset itself. This means the user can create their own model and substitute it in, the main thing to consider when doing this is the locations of everything, making it look right and work well takes some time tweaking the 'next spawn location' in the prefab.