Spike Document:

The spike package was developed for a hazard in game, a player would need to avoid getting in contact with it to survive.

To set this up in your game it’s straight forward.

1. Open a Unity project and import the Spike package
2. Open the example scene

Application

Description automatically generated with medium confidence

1. In the prefab you can change the Spike Cube with your assets, just make sure all the components shown below are dragged over

Graphical user interface

Description automatically generated Graphical user interface, application

Description automatically generated

1. The Spike Rotation script allows you to speed up the rotation of the spike and you can change the rotation to clockwise if you wish.

Graphical user interface, text, application

Description automatically generated

1. The Move Object script has two points that the spike travels between and you have the option to increase or decrease the speed at which the spikes travel between the two points.

Graphical user interface, application

Description automatically generated

1. To change one of the two points that the spike navigates through, click on the Spike prefab in the hierarchy and select the position you’d like to move and in the scene you can drag it to your selected position. Graphical user interface, application, PowerPoint

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2. It’s important that these two positions are set in the Positions section on the script else the spike would not move.

A screenshot of a computer

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