

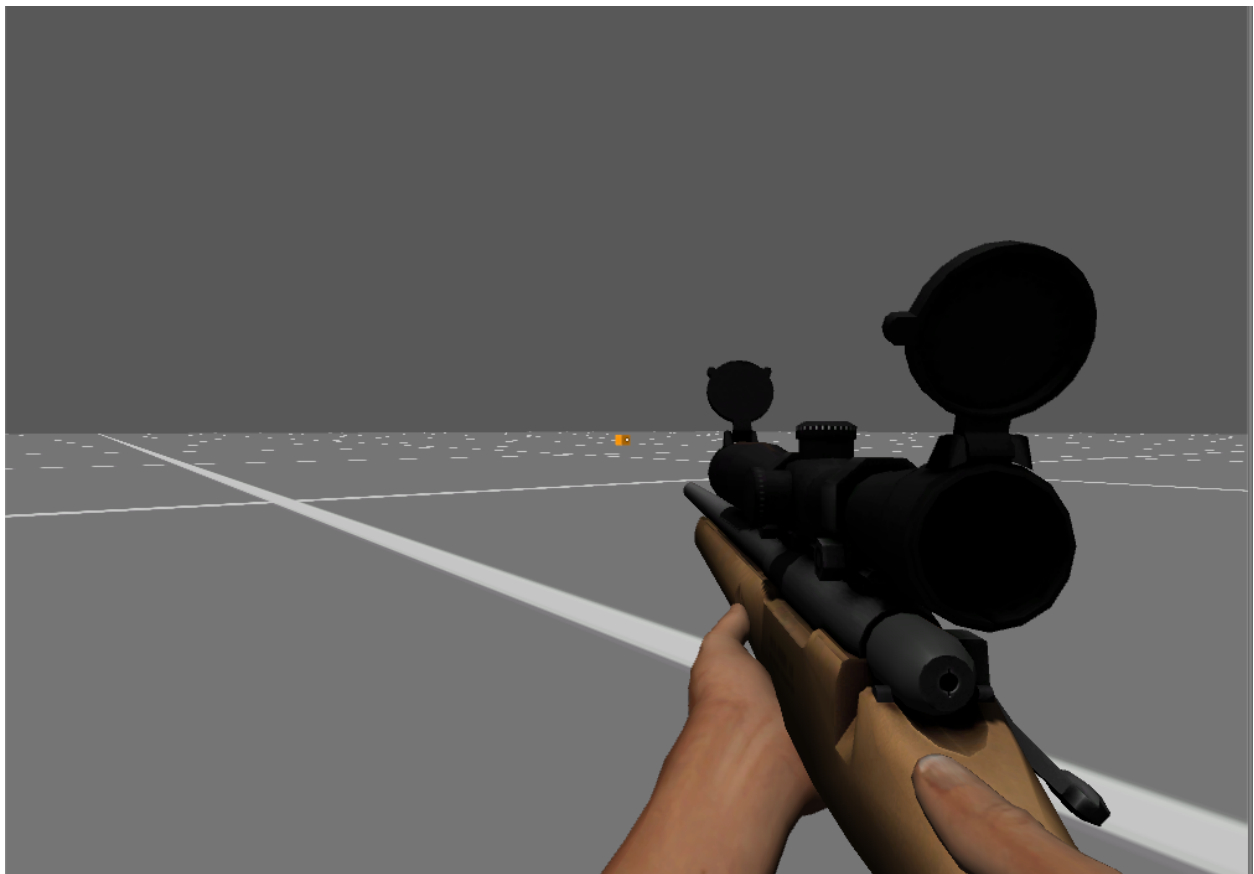
Advanced Sniper Starter kit

Basic manual

How to Setup

You can play test our demo in [AdvancedSniperStarterKit\SniperGame\Demo](#) or setup your own battle field in a few steps.

1. Open your scene, basically you can create simple terrain for example if you haven't create any scene yet
2. Place **AS_ActionCamera** to the scene (in [AdvancedSniperStarterKit/AdvancedBullet/](#))
3. Place **Player** to the scene [AdvancedSniperStarterKit\SniperGame\FPSplayer](#)
4. **Play Test!** and see how it move and shoot.

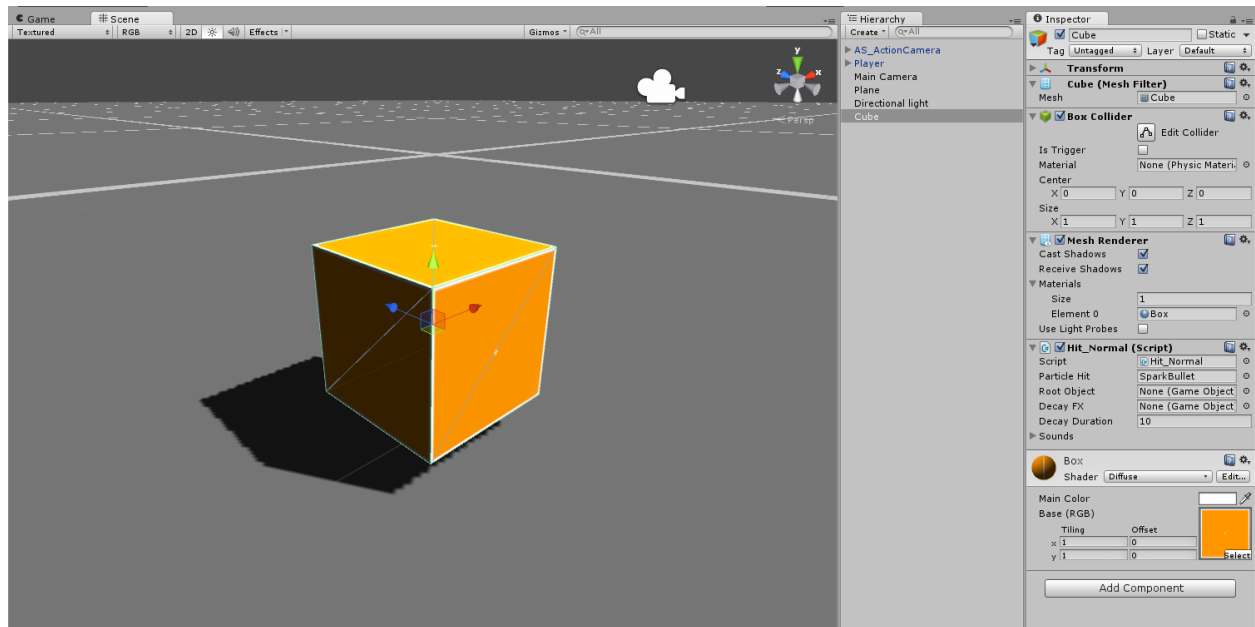


Note. Mobile controller will activate automatically when your app is running on actual device

Setup Tatget

for the example you can create simple target with cube for shooting practices

1. Create Cube and place anywhere in the scene
2. Add **Hit_Normal** component to the cube
[AdvancedSniperStarterKit\AdvancedBullet\Scripts\Common\Hit_Normal.cs](#)
3. Set some parameter Add **SparkBullet** effect to **Particle Hit** parameter
4. Place it somewhere in your scene make sure it far enough to shoot
5. Shoot test and see what happen.



Note. if your target is huge, and action camera seem to be too close, you can add more distance by set **Length** parameter on **AS_ActionCamera** object to 4 - 20 and see the result.

Setup Enemies Tatget

In this step will show you how to create enemy and how to use Animation Character as a target

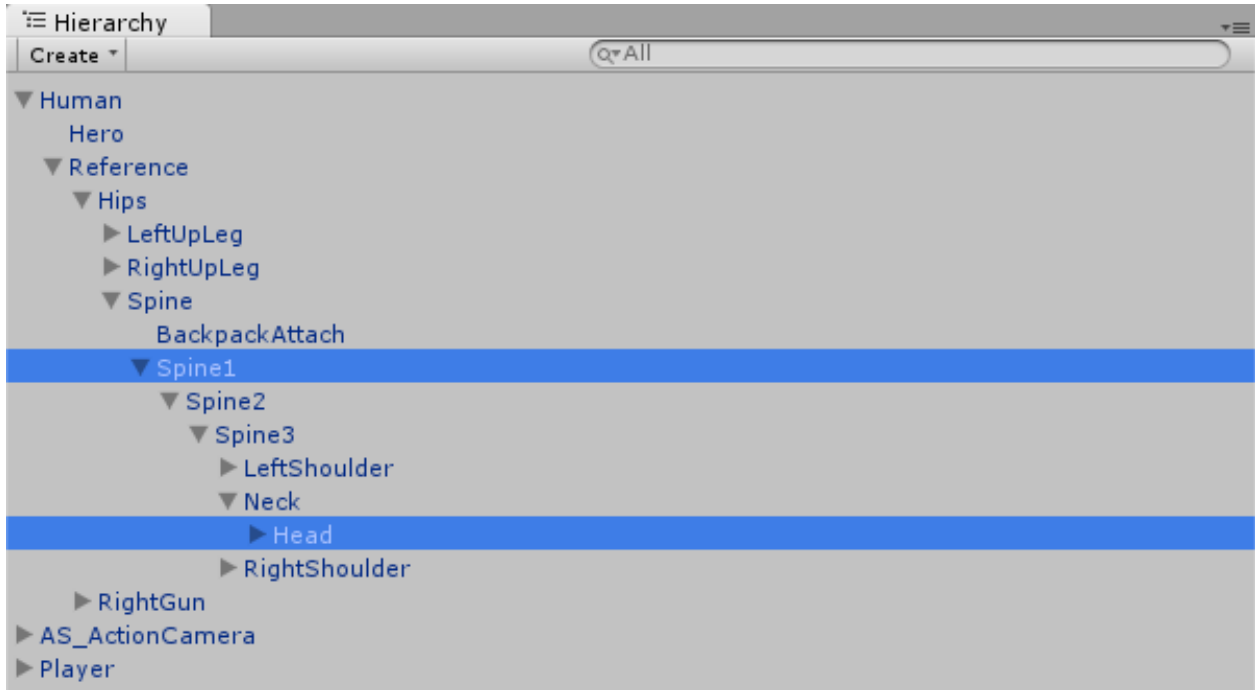
1. Place character to the scene, make sure animations are included in the character.
2. Add **Enemy** component to the character, some components will added automatically
3. set Character controller size, make sure it fix perfectly to the character
4. Set Layer to **Ignore Raycast**
5. Add animation Name to **Run Pose** and **Idle Pose**.



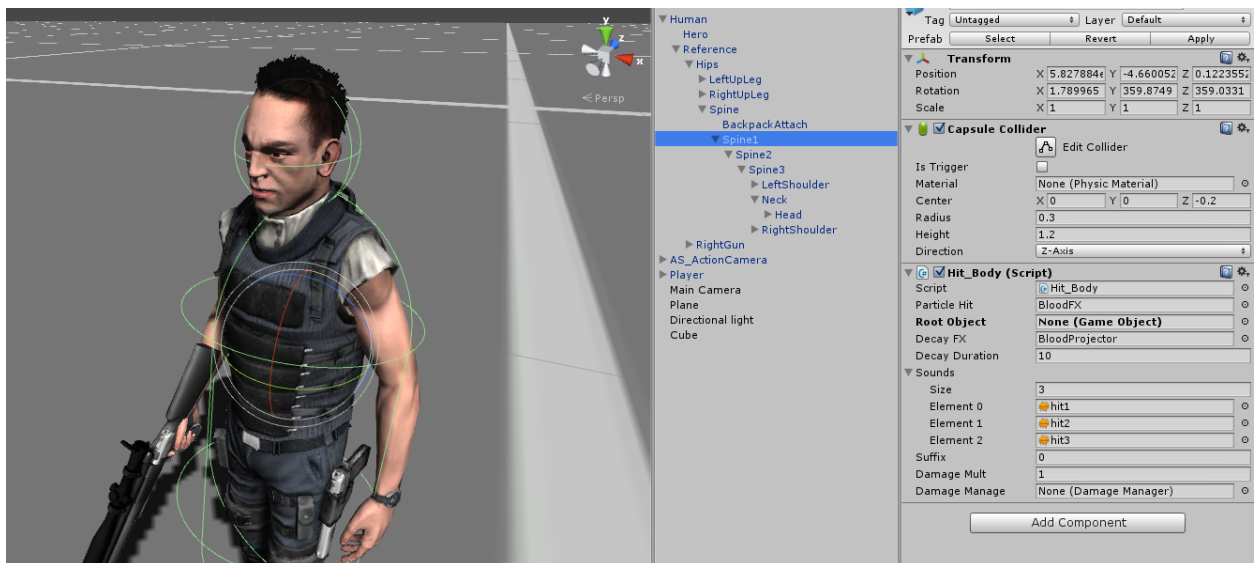
Setup Hit box

1. Open Character **bone** hierarchy and looking for **Middle Spin** and **Head**
2. Add **Hit_Body.cs** component to **Middle Spin** adjust size of collider
3. Add **Hit_Head.cs** component to **Head** adjust size of collider
4. You should add Particle effect to **Particle Hit** and some sound effect to **Sounds**

Character Hierachy



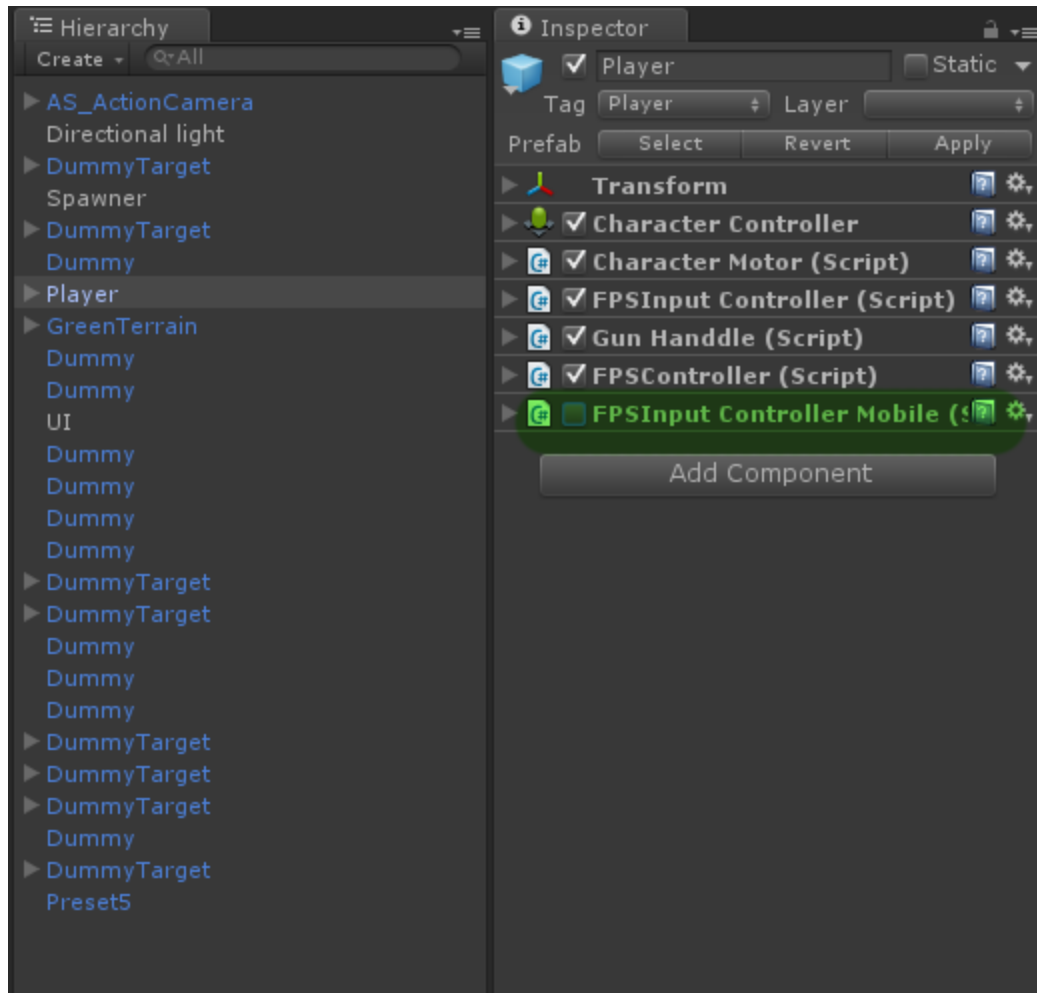
In this sample, i add **Hit_Body** to Spin1 and **Hit_Head** to Head



Adjust collider size, make sure it fit to head and character body. if everything is ok let's play.

How to active **Mobile** controller

When you need to public game on mobile devices. Please select **Player** prefab. you will see **FPSInput Controller Mobile** component and **FPSInput Controller** component so disabled **FPSInput Controller** and enabled **FPSInput Controller Mobile**.



You will see many parameters in FPSInput Controller Mobile you can change button image, button icons here.

Thank you

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