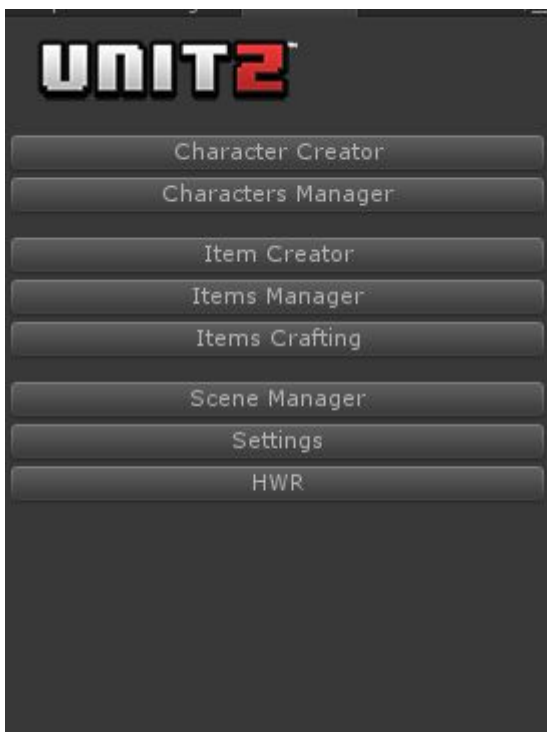


★ UNIT2 ★

BATTLEGROUND

STARTER KIT



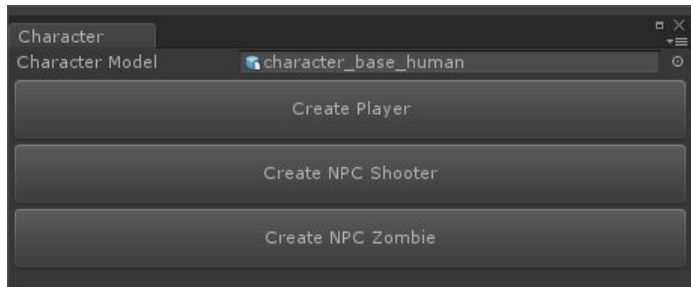
UnitZ Manager

You can find **UnitZ Manager** located at
Window > UnitZ > UnitZ Manager

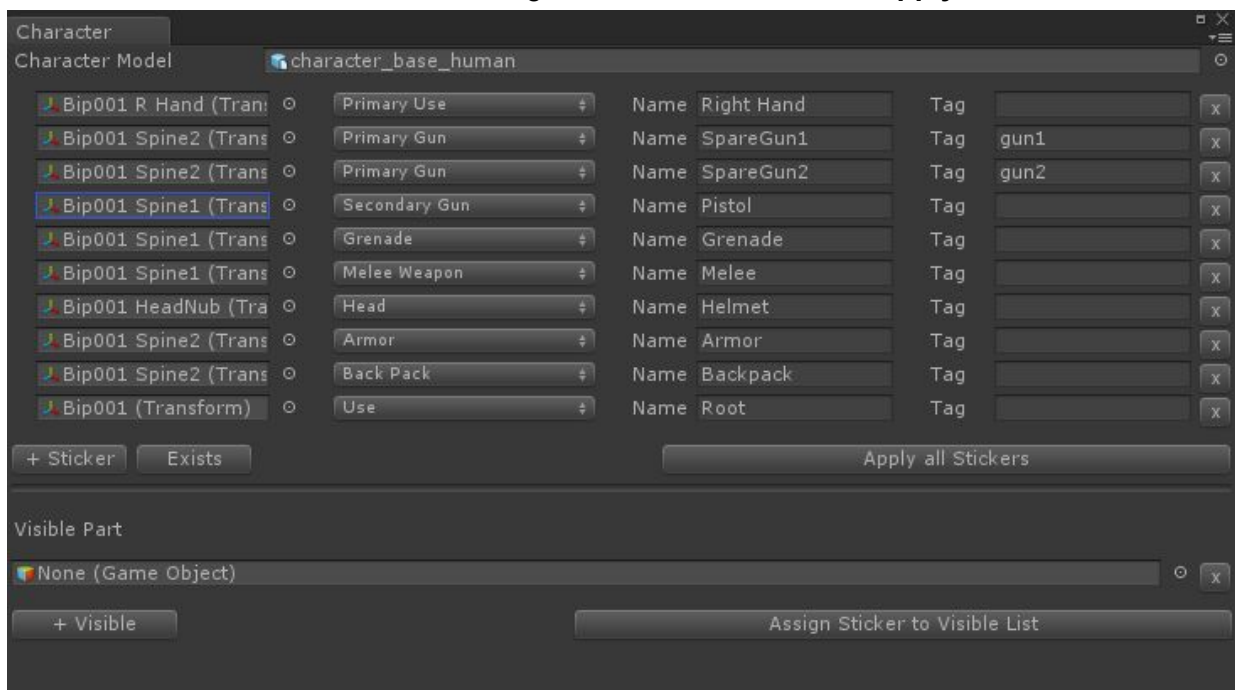
- **Character Creator** : Create new character
- **Characters Manager** : Character Registration
- **Item Creator** : Create new item
- **Items Manager** : Item Registration and editor
- **Scene Manager** : Scene Registration
- **Setting** : game and system configs
- **HWR** : go to www.hardworkerstudio.com

How to create new Character using Character Creator

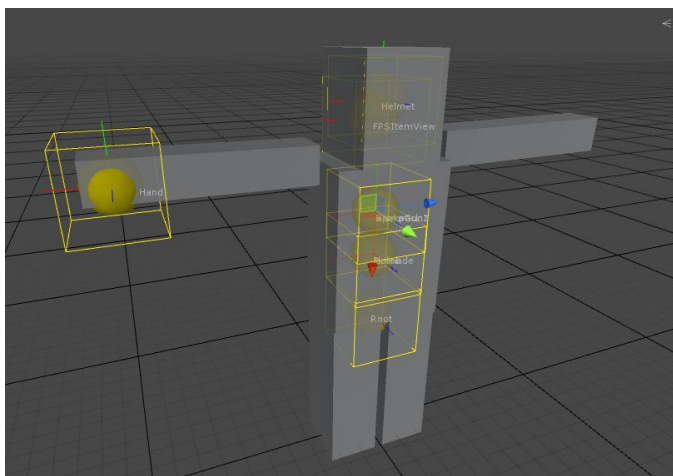
1. Create new empty scene
2. Place character model into the empty scene. and ensure that character must be a **Humanoid Rig**
3. Open “**Character Creator**” on UnitZ Manager the character creator window will appear
4. Add character model in to **Character Model** Parameter. then presets will show up.
5. Select “**Create Player**” then all needed components are added into your character already.



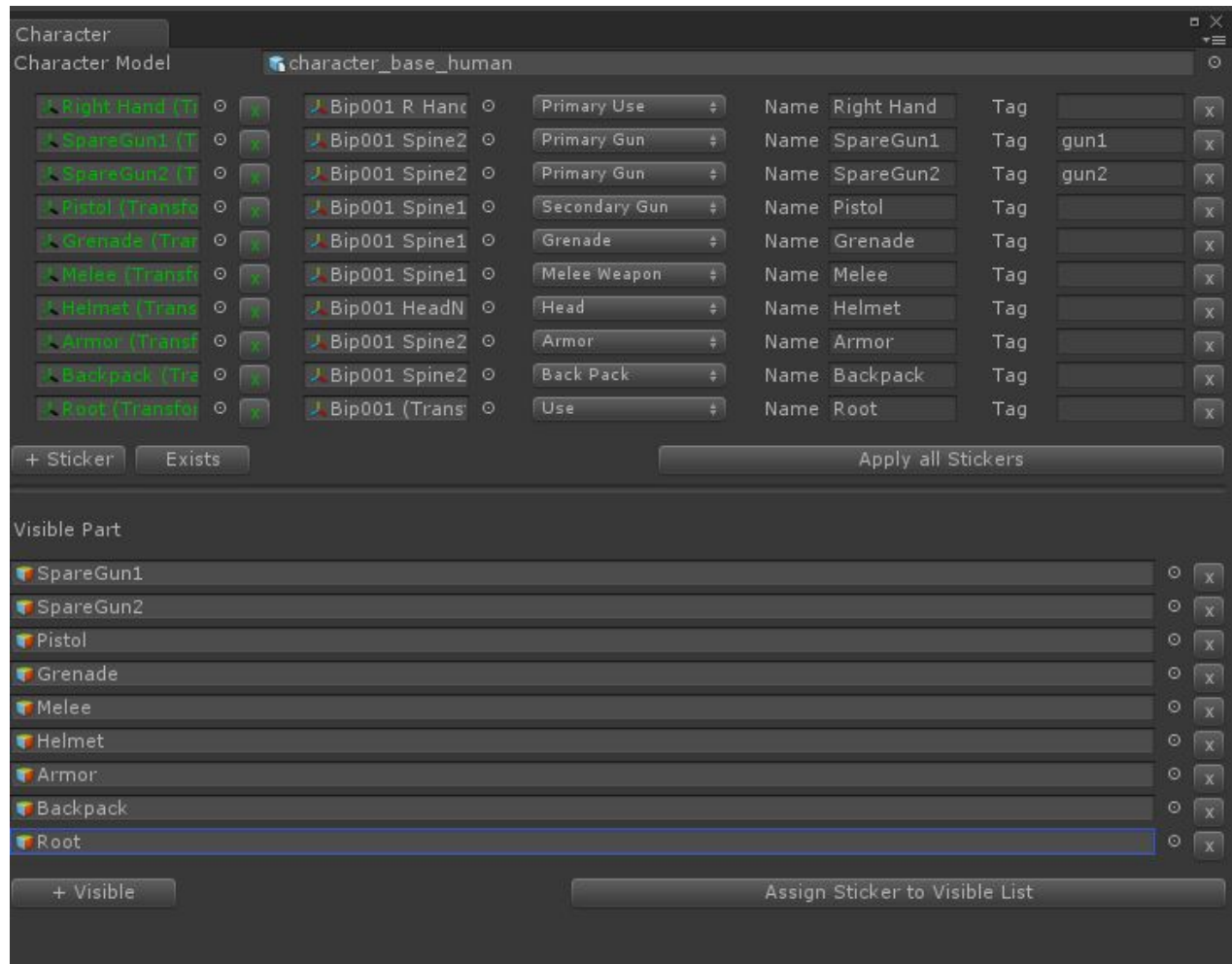
6. Add character bone into the list according to **Name** and then Click “**Apply All Stickers**”



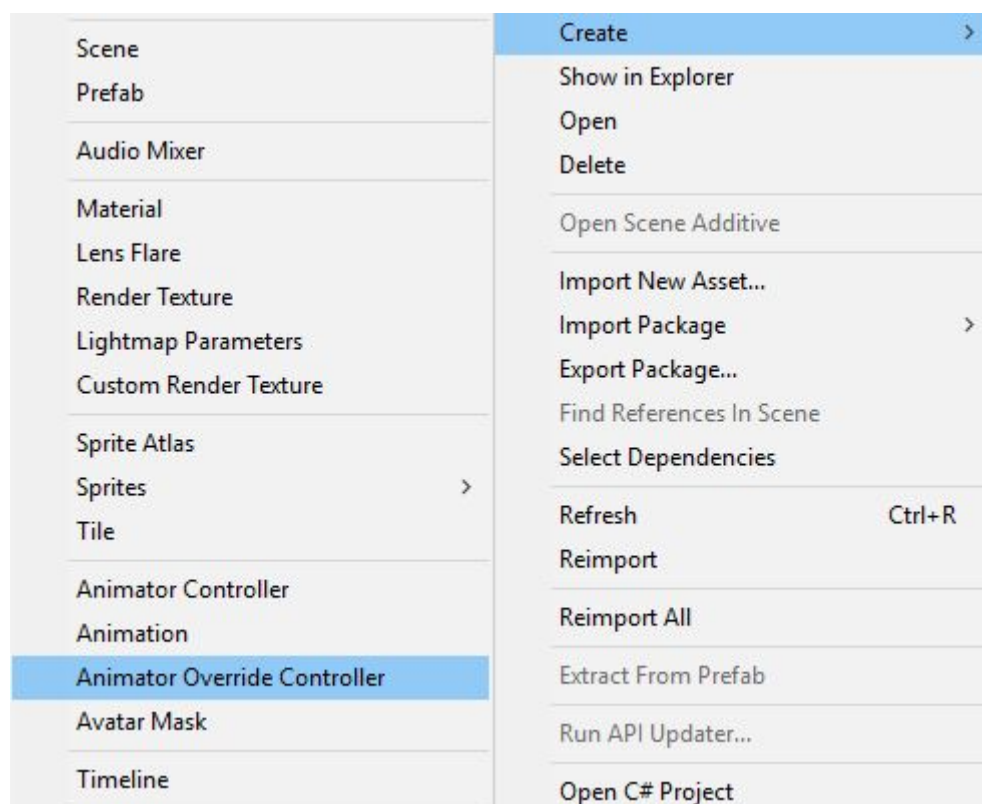
7. All stickers are already created in correctly position under your character hierarchy, you can also move them to be a properly position.



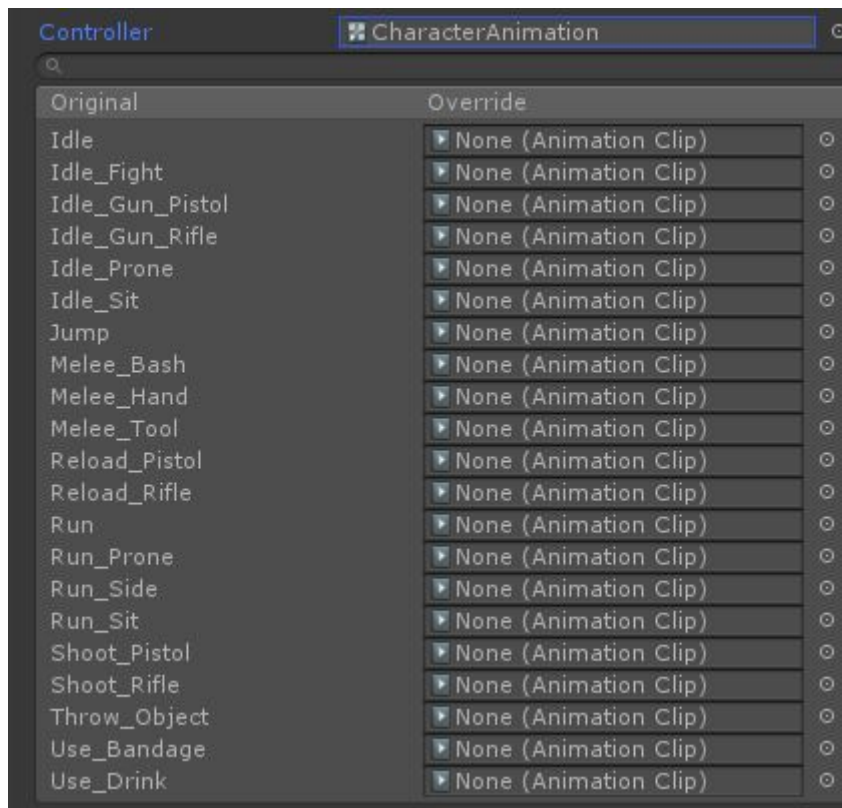
8. finally click Assign “**Stickers to Visible List**” then all sticker are added into the visible list.



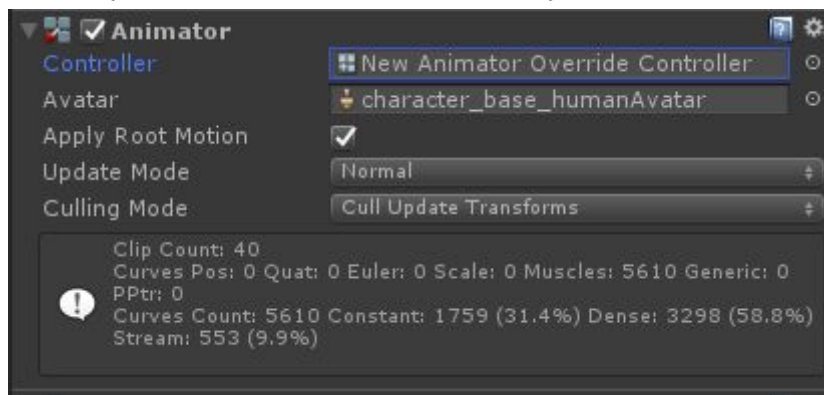
9. Create Animation Controller by Right Click at any place on Assets folder and select **Create > Animation Override Controller**



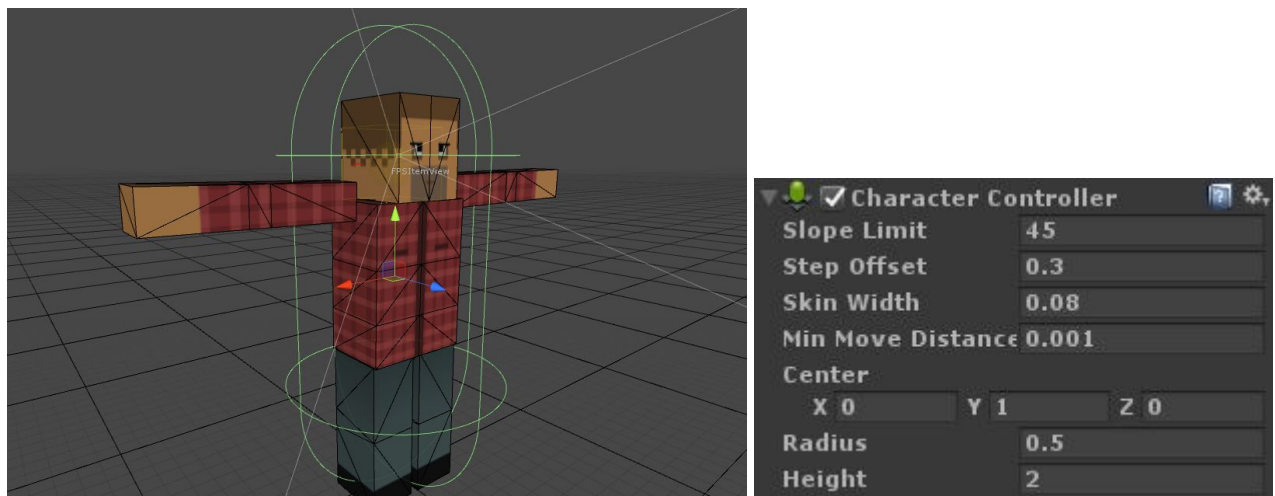
10. Add “**CharacterAnimation.controller**” into **Controller** so you can found needed motions list please adding all of them into the list. You also can use any motion from Mixamo or animation library.



11. Back to your character model, add recently created Animation controller into “**Controller**” on Animator.



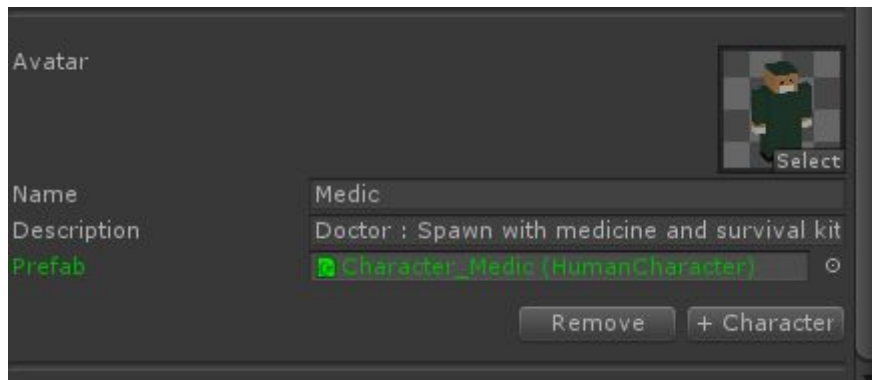
12. set a collision size of **Character Controller** component on the character,



13. Add Hitbox by select any bone in character and go to **Window > UnitZ >Component > Damage > Hit Mark**



14. Save this character as prefab by drag it into any place in Assets folder.
15. Register recently created charcter by go to **UnitZ Manager > Character Manager**
16. Scroll down to the bottom and Click **+Character** and don't forget to add Image avatar and general detail of the character.



17. Save scene and back to **mainmenu** when you playing, you will be found the new character in the list.

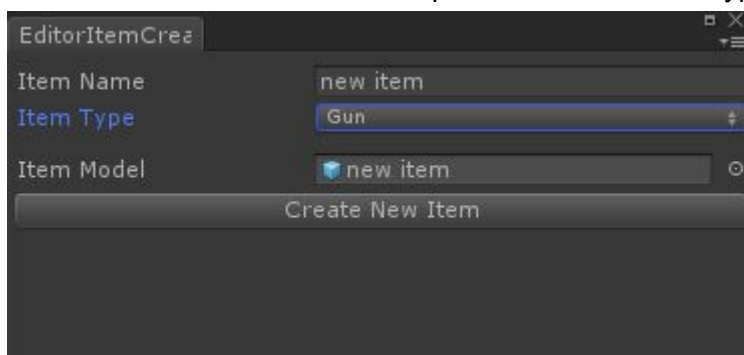


How to create new Item using Item Creator

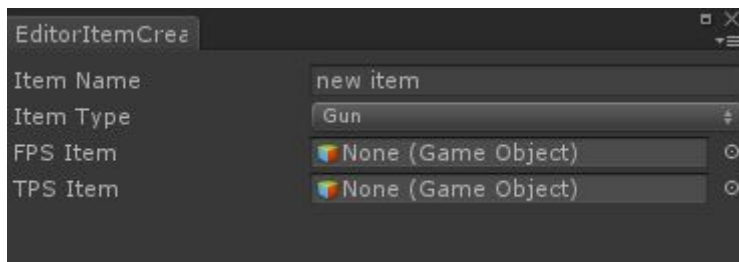
1. Place item model into the scene



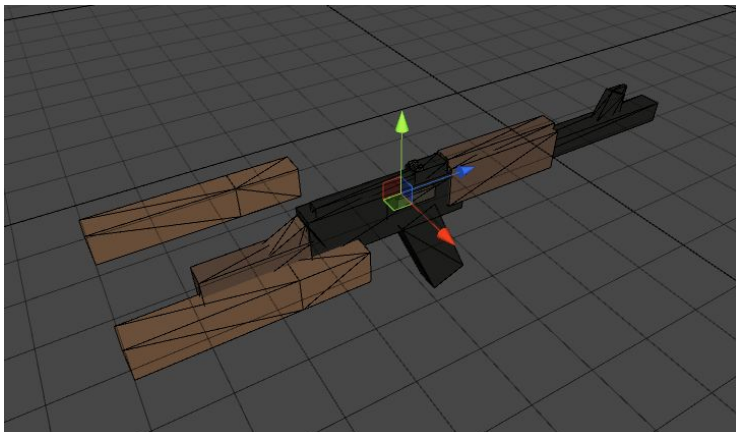
2. Open **Item Creator** located at **Unitz Maanger > Item Creator**
3. Add item model into **Item Model** parameter and select type of item you wanted



4. Click **Create New Item**, then you will found **FPS Item** and **TPS Item** objects required

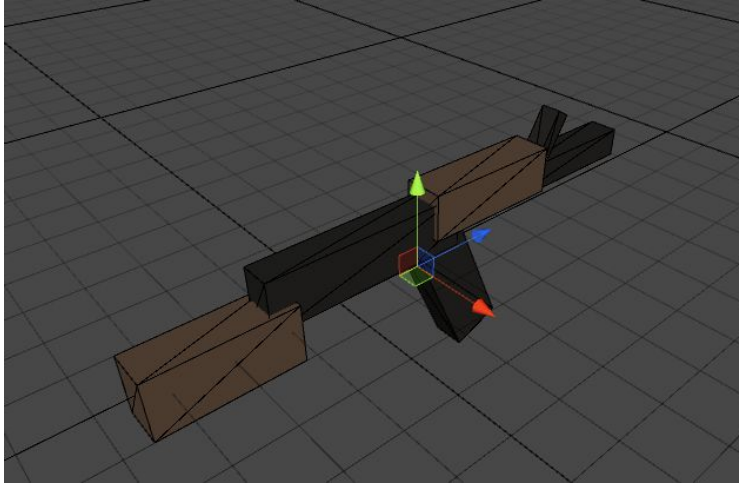


5. Place gun model in FPS into the scene. animations (**Firing**, **Idle** , **Reload**) required!

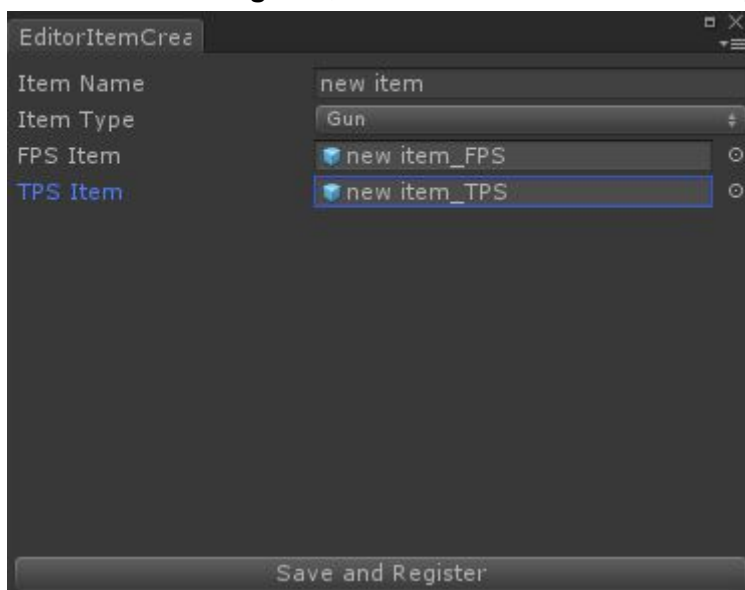


6. Add gun model in FPS into **FPS Item** parameter on **ItemCreator** then all component are automatically attached to the model.

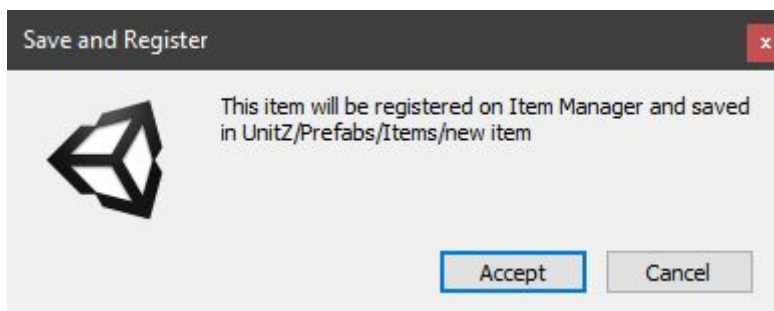
7. As same as **TPS model**, place a model in TPS into the scene and add it to **TPS Item** parameter



8. All component are automatically added attached to the model.
9. Click **Save and Register**, then this item will be saved as prefab and registered to the database



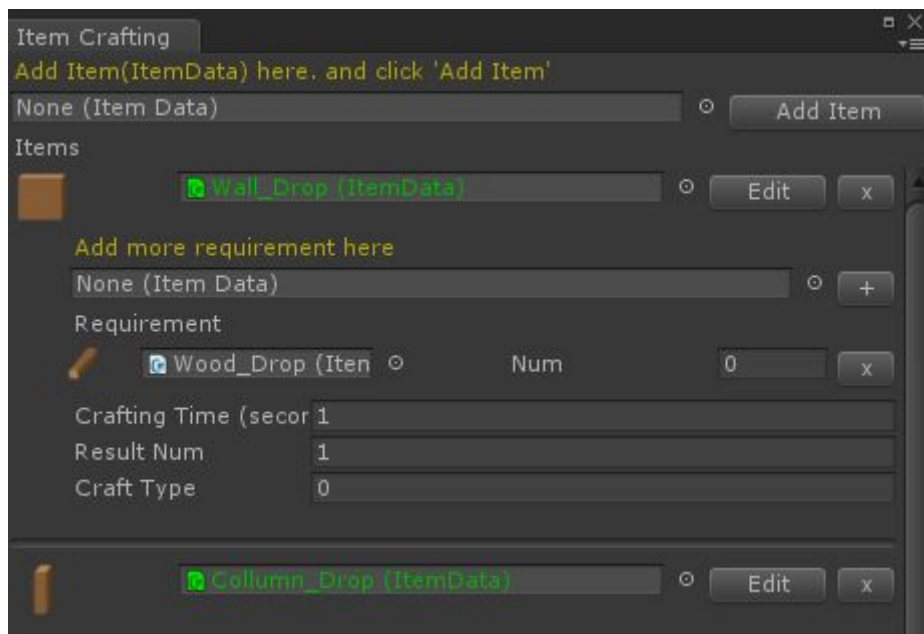
10. Click **Accept** to confirm.



11. You can also find and edit item on **Item Manager** located at **UnitZ Manager > Item Manager**

How to create Crafting using Items Crafting

1. Open **Item Crafting** located at **UnitZ Manager > Item Crafting**
2. You will found the list of craftable item, so you can edit them by click **Edit**



3. You can add more requirement by click **+** button and assign a number of needed
4. You can add more Item craftable by add **ItemData** into top of window and click **Add Item**
5. You can adding item from Item Manager into crafting by drag and drop

