

Fantasy platformer starter pack

Pack includes:

- 38 Ready to use prefabs.
(For example: models like platforms, rocks, plants or premade game objects like physical bridge or destructable barrel).
- Demo scene.
- Demo character with animations and mecanim controller.
- Character sound fx.
- Fantasy music theme (loop).
- Starter pack of scripts with ready to use functions
(ex. Player movement, save stats, camera following, coins collecting, health-damage, destructable objects, etc.)
- Premade health bar.
- HDR Skybox.

How to replace character?

1. Drag and drop Player prefab into scene.
2. Change parent object StoneWarriorRig to your own.
3. Assign premade animation controller to your character
(Tip: You can duplicate it in file explorer, rename it and replace animations, so you will have original controller as backup).
4. Edit Capsule collider properties to match your character.
(Tip: If you do not want to use capsule, you can use any collider you want, just delete original component and put your own).
5. Move FootTrigger object to match your character.

Customizing character.

- You can change moving speed of your character, gravity and jump sound by editing values on Character Move component.
- You can use your own character footstep sound, by replacing Audio Source clip on player prefab object.

Player manager, Stats:

-You can customize player health by changing hp, max hp values on Player Manager component on player prefab.

-You can use in your script premade functions from PlayerManager:

LoadStats(); - Load all saved stats.

SaveStats(); - Save all current stats.

(Tip: You can add any of other functionality to save and load functions, for example: how many levels are completed, how much experience player has and etc.)

AddCoins(number); - Add coins to player, replace “number” with your amount.

ReduceCoins(number); - Reduce player coins, replace “number” with your amount *(Tip: You can use it when player buys something for coins or dies and lost his coins).*

AddHP(number); - Add health to player, replace “number” with your amount.

(Tip: You call this function when player pickups health potion).

ReduceHP(number); - Reduce player hp, replace “number” with your amount.

(Tip: You call this function when player is being attacked).

Die(); - This function automatically called when hp = 0, you can add any functionality in that function, you can show message that you are died and ask if you want to play again.

Camera Following:

-You can use premade camera prefab or add customized Camera Follow script to your camera.

-To replace camera target, just drag and drop your object to camera to variable Camera Target.

-You can edit camera X/Y smooth amount, movement X/Y max and min.

How to add custom breakable object?

-You will need 2 prefabs. First is object you want to destroy, it needs to have collider and rigidbody attached. Second object is prefab of destroyed version of your object. Attach Breakable Object script to your first object and assign second prefab as breakable prefab variable.