

Casual level pack + Paper man character

In order for the camera to properly work in the Demo scenes you need to install Cinemachine using package manager.

To try out the Demo with the [Paper Man](#), you'll need character animations. You can download them from [Mixamo](#) or use the animations I used in the video. Download my animations [here](#).

If you download animations yourself, set the settings as follows:

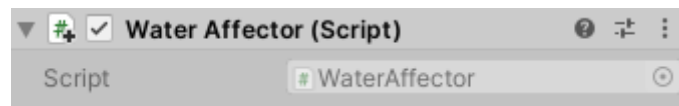
DOWNLOAD SETTINGS

Format FBX for Unity(.fbx) ▼	Skin With Skin ▼
Frames per Second 60 ▼	Keyframe Reduction none ▼

CANCEL DOWNLOAD

Water

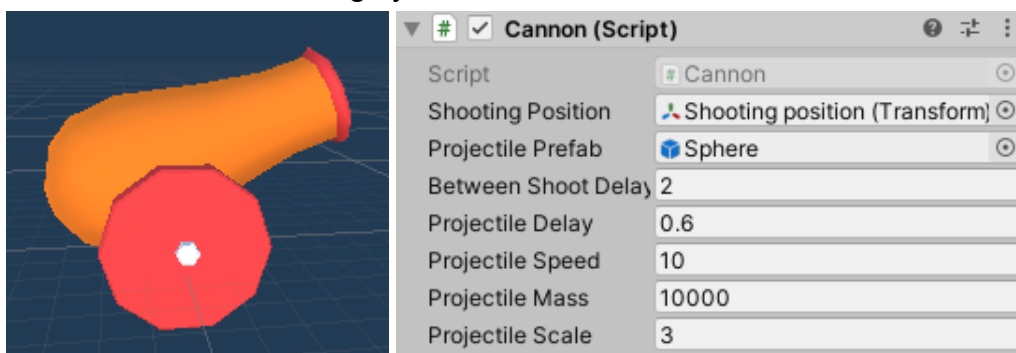
Put the water prefab on your scene and then add the script WaterAffector for a wave effect.



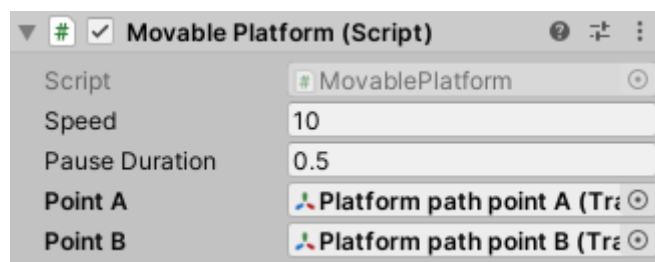
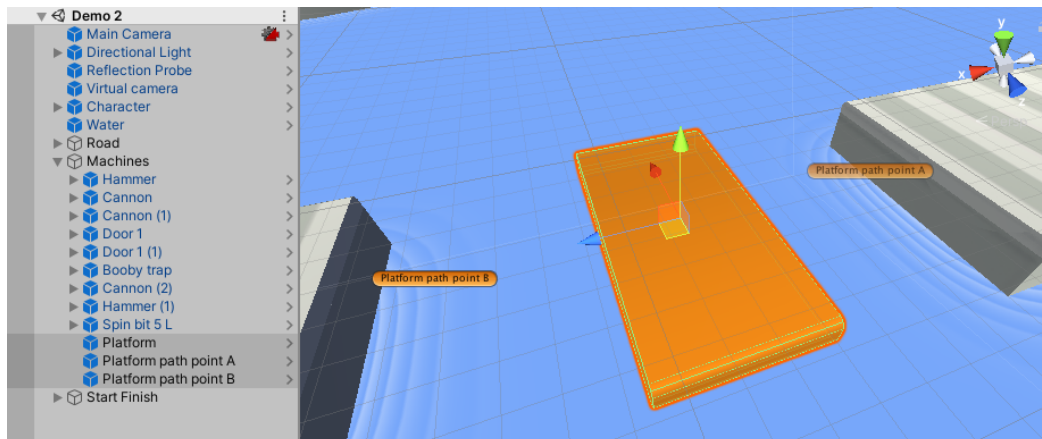
Parsing scripts on prefabs

AnimationRandomizer - Allows you to randomly shift animations. Does not require additional settings, just put it on the object.

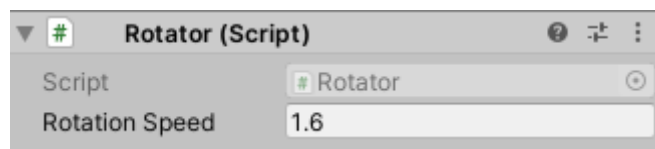
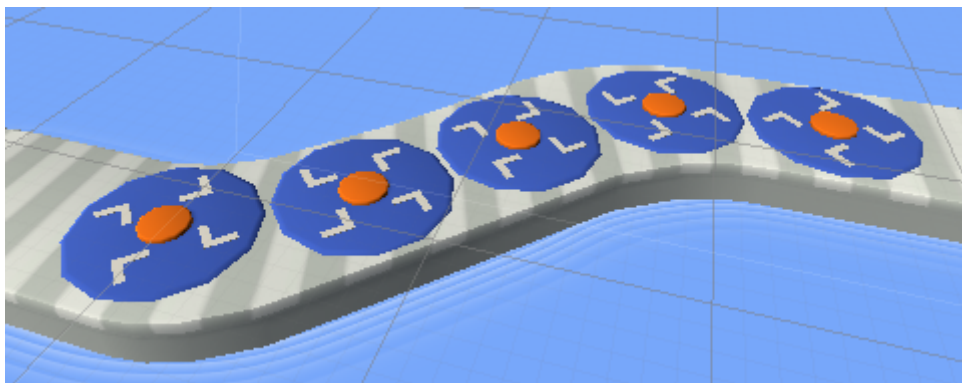
Cannon - handles cannon firing cycle.



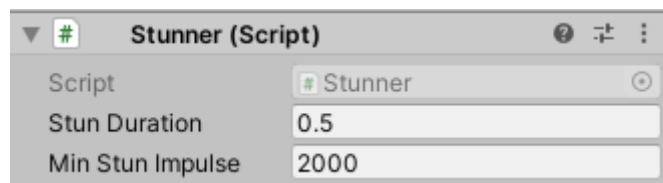
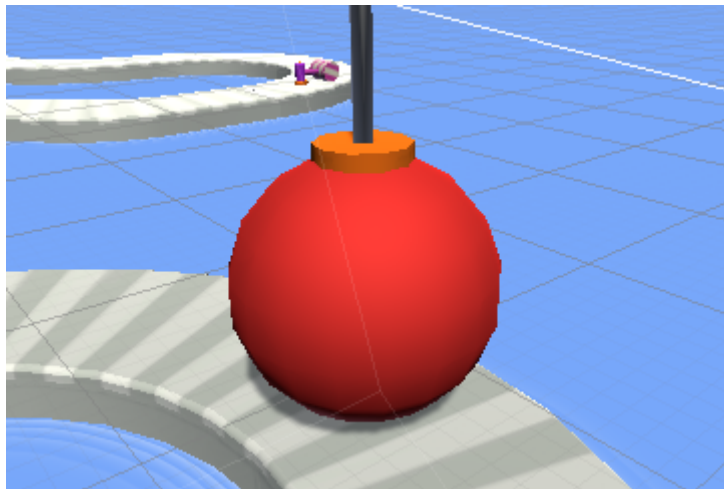
MovablePlatform - Moves platform from point A to point B and back.



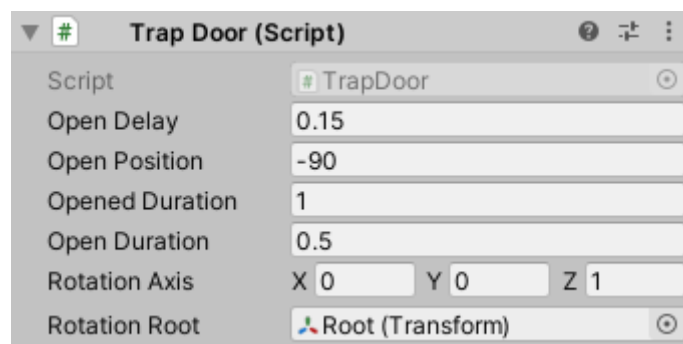
Rotator - Use for disc L and R.



Stunner - Used on objects that push the character away when he collides with them.
Let's look at the Pendulum as an example.



TrapDoor - Apply on the object Floor trap 2. Handles opening the trap door when the player is on top of it.



If you have any questions, please let us know!
pirate.parrot.software@gmail.com | [Facebook support](#)