Knight

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# Assets

## Adding new enemy

Step 1: Duplicating all the animation clips from the sprite (aesprite file)

A screenshot of a video game

Description automatically generated

Step 2: Add all the animation clips to the new animators.

A screenshot of a computer screen

Description automatically generated

Attention: to naming [conventions](#_Naming_conventions:)

Step 3: Adding and creating behavior tree (enemy components)

Step 4: Creating a prefab from that.

Note: Finishing 1 enemy behaviour before creating new one, because that will effect other behaviour

## Adding new vfx

Step 1: Duplicating all the animation clips from the sprite (asesprite file) (if the vfx has animator)

A screenshot of a phone

Description automatically generated

Step 2: Add all the animation clips to the new animators.

Step 3: Adding and creating animator, etc, …

Step 4: Set and adjust VFX Scriptable Object (position, rotation, sprite and animator created)

Step 5: Drag the new SO to any player or enemy data.

Step 6: Drag to the object pooling object (if it is diff from the normal vfx)

## Adding new item

Step 1: Updating in ItemDatabase **CSV**

A screenshot of a computer

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Step 2: Click the **Generate Item Database**

A screenshot of a computer

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Step 3: The new item will be in this path

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## Sway Grass

Step 1: Adding all grass on the ground in the Instance game object.

A screenshot of a computer

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Step 2: Adding Grass Velocity Controller script for parent game object (Instance, Ground).

A screenshot of a computer program

Description automatically generated

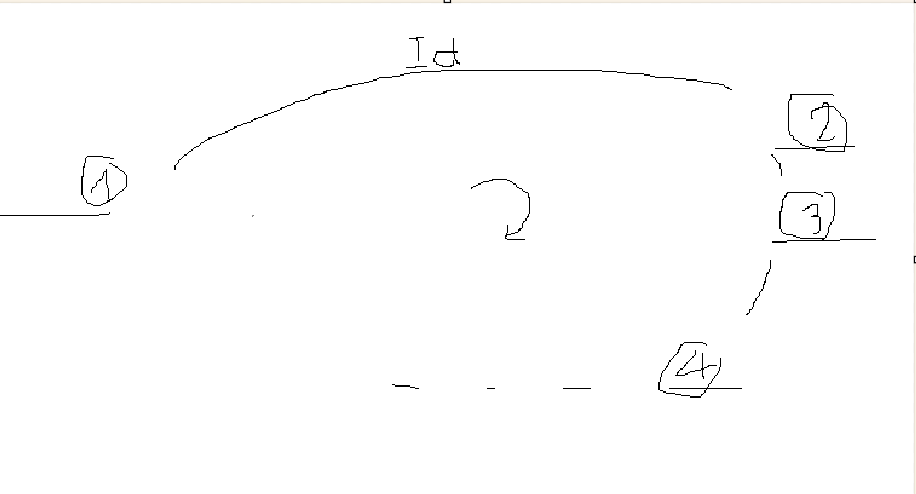
Step 3: Adding these components for Game Object you want to sway.

A screenshot of a computer

Description automatically generated

1. **Adding new scene**

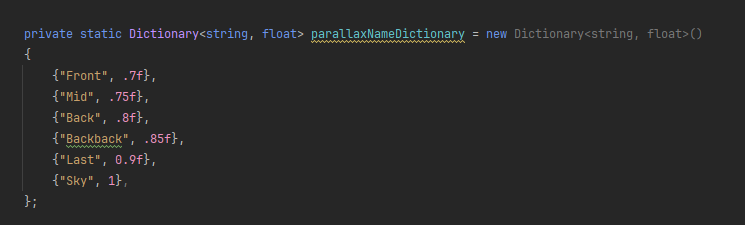
Step 1: Adding **exit id** in **clockwise** direction.



# Naming conventions:

A screen shot of a computer program

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# Build

Step 1: Select ----TEST--- prefab and turn it off.

Step 2: Then override ---TEST--- prefab (to apply to all scene).

A screenshot of a computer

Description automatically generated

Step 3: BUILD