Knight

Contents

[1. Assets 2](#_Toc161003157)

[a. Adding new enemy 2](#_Toc161003158)

[b. Adding new vfx 3](#_Toc161003159)

[c. Adding new item 4](#_Toc161003160)

[d. Sway Grass 5](#_Toc161003161)

[2. Naming conventions: 8](#_Toc161003162)

[3. Build 9](#_Toc161003163)

# 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

Description automatically generated

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

A screenshot of a computer

Description automatically generated

Step 3: The new item will be in this path

A screenshot of a computer

Description automatically generated

## Sway Grass

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

A screenshot of a computer

Description automatically generated

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

A screenshot of a computer program

Description automatically generated

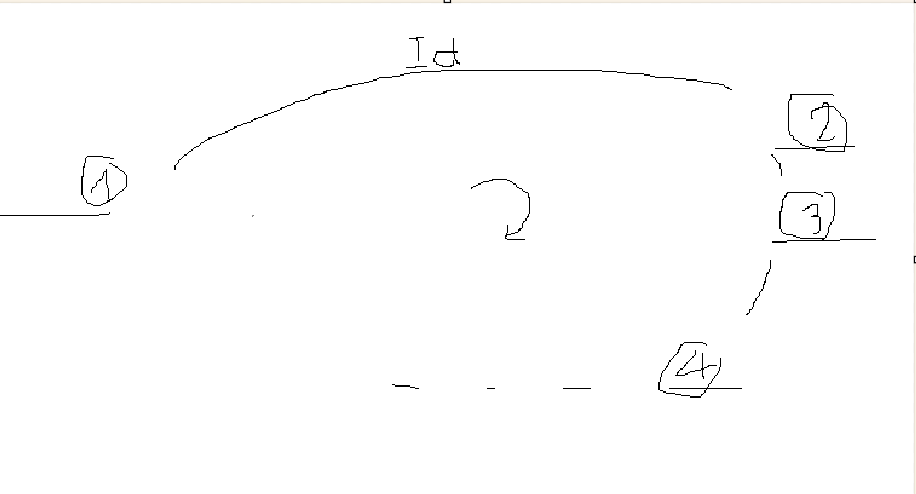
Step 3: Adding these components for Game Object you want to sway.

A screenshot of a computer

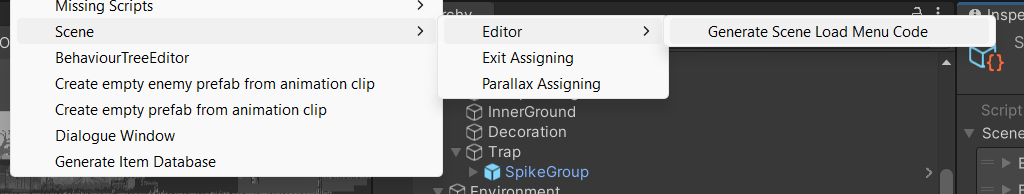
Description automatically generated

1. **Adding new scene**

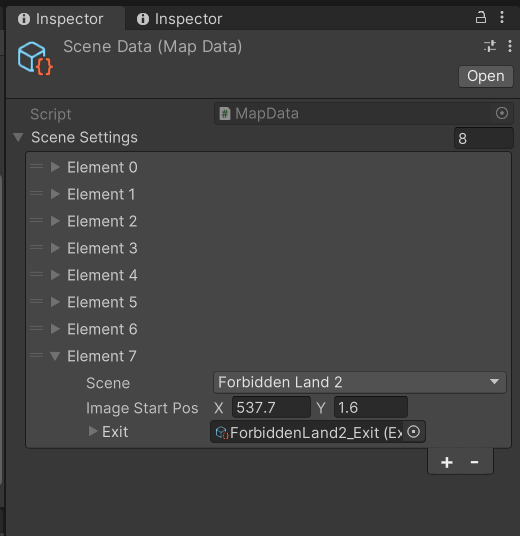
Step 1: Adding **exit id** in **clockwise** direction.



Step 2: Generating Load Code for the new name of the scene (Create fast menu for scene)



Step 3: Updating scene data (parallax, exit, …)

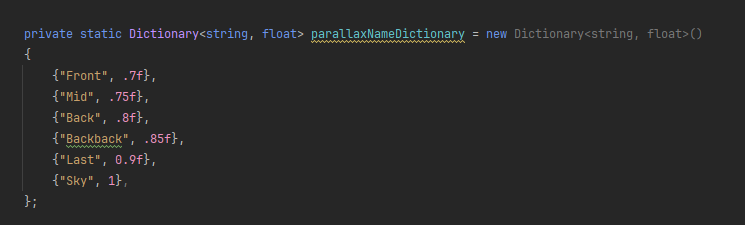
A screenshot of a computer

Description automatically generated

# Naming conventions:

A screen shot of a computer program

Description automatically generated



\\

# 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