



Downloadable package: Movement nodes template

Thanks for downloading the “Movement nodes template” package for Adventure Creator. This package provides a node-based movement system – whereby characters can be moved between fixed waypoints arranged in 3D space. Two sample scenes are also included.

Installation

1. Navigate to Adventure Creator → Downloads → Movement nodes
2. Select **MovementNodes_ManagerPackage**, and click **Assign managers** in the Inspector
3. Optionally, view and run the demo scenes by opening the scenes in the “ExamplesScenes” folder. FirstPersonExample demonstrates how the “Navigation” menu can be used to direct a first-person Player around a node network. GridExample demonstrates how clicking on interactive nodes can be used to make a Player move around a node network. TurnBasedExample demonstrates how, through scripting, an NPC can be made to move after the Player.
4. To create a new “node”, place down a **MovementNode** prefab into the scene and define the directions it can point within its Inspector. Check **Can cycle?** to allow a character to reach all nodes by turning in one direction.
5. To allow for traversal from e.g. Node A to Node B, find the appropriate direction in NodeA’s **Directions** Inspector, and assign Node B into the **Linked node** field.
6. To snap the Player to a specific node when the scene loads, assign the scene’s **Default PlayerStart** into the node’s **Linked PlayerStart** field. The PlayerStart’s rotation will determine the Player’s starting direction.
7. To snap any character to a specific node, use the provided **Character: Movement node** Action, setting the **Method** to **Move To Specific Node**, and checking **Is instant?**.

8. Character movement between nodes can be performed by further use of this Action, or by use of the provided Navigation menu, or by making the nodes interactive.
9. To make the nodes interactive, switch to the MovementNode_Interactive prefab instead. This contains a Hotspot that's set to run the **MovementNode_Interactive_Use** ActionList asset, which causes the Player to move to that Hotspot's node when clicked.