3D Infinite Runner Toolkit

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Contents

Setting Starter Pattern

1. Go to Project > Prefabs > StarterPlatform
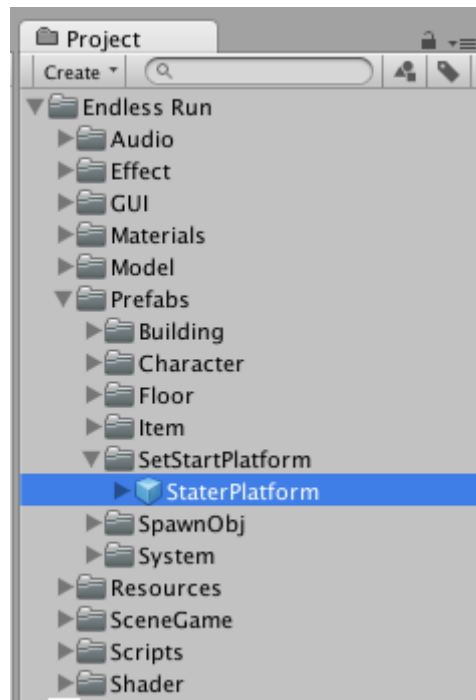
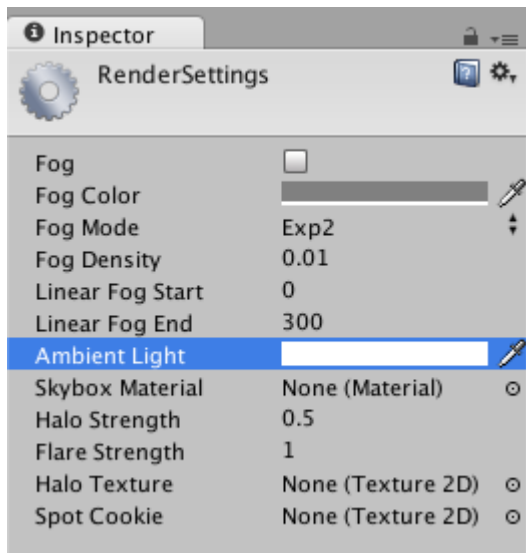2. Drag "StarterPlatform" to hierarchy
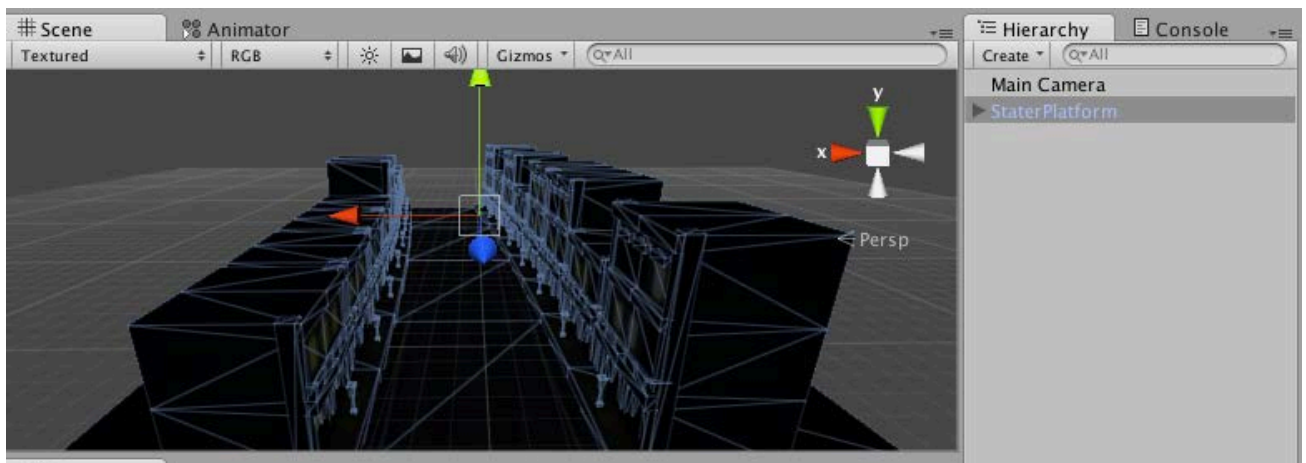
3. Go to Edit - > Render Setting

4. Adjust "Ambient Light" to brightness up

======================Complet Setting Starter Pattern=================

Setting Character Controller

1. Paste "Model" to hierarchy
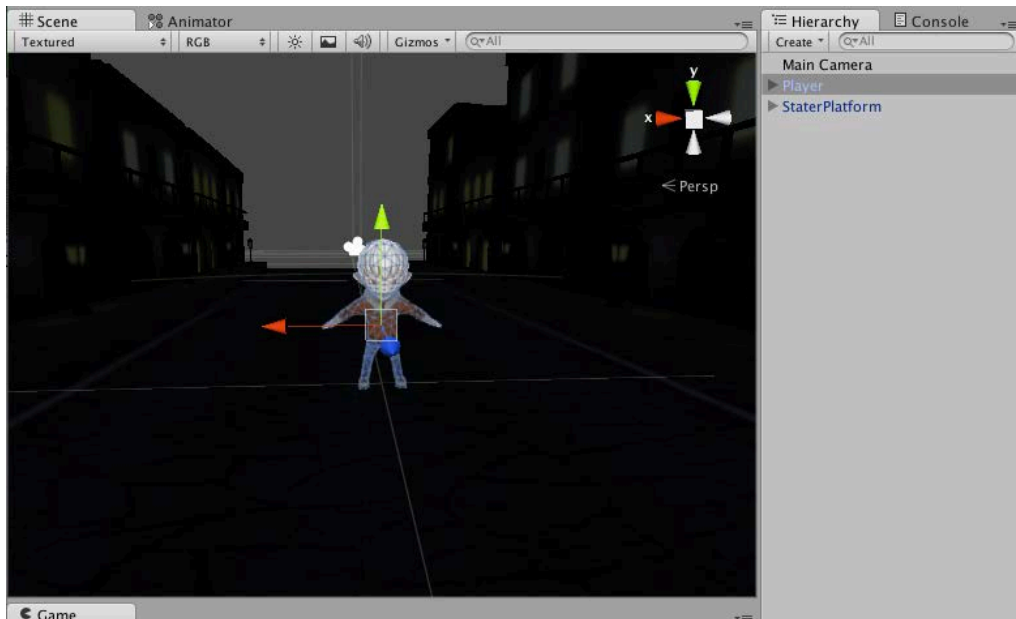
2. Rename this model to "Player" and add tag to "Player"

3.Setting this model layer to "Player"
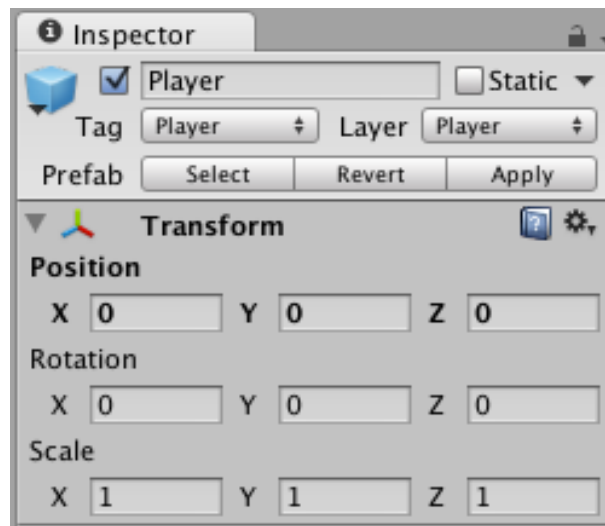
4. Add script > Controller to this model

5. Create detection collision coin (use to detect coin)

    5.1. Go to GameObject -> Create Empty and rename it to "CheckCoinRotate"

    5.2. Add component "Sphere Collider", "Rigidbody", "CoinRotate(Script)" and setting follow a picture.
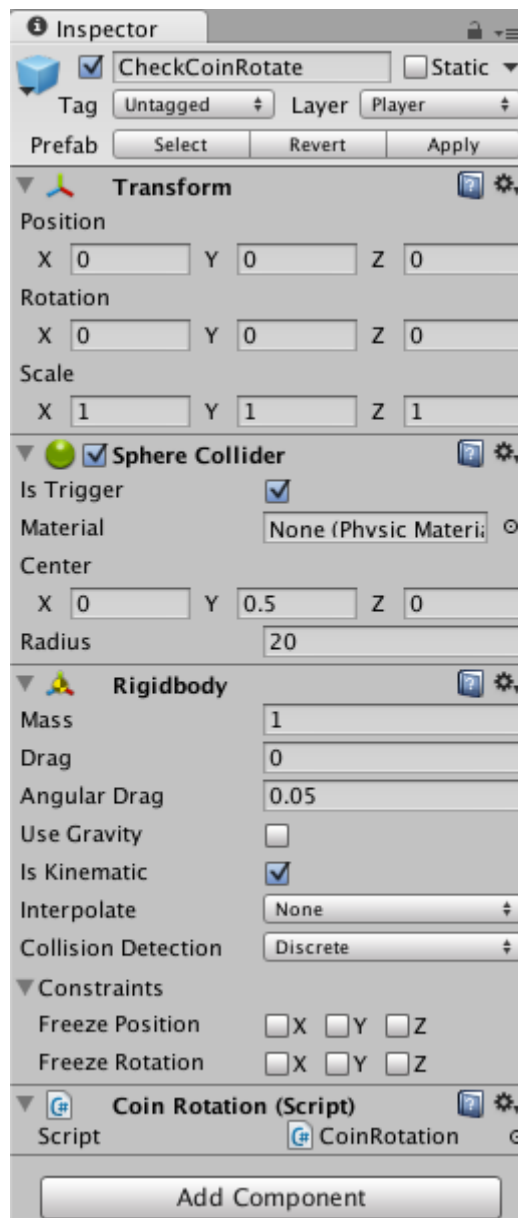
    5.3 Drag "CheckCoinRotate" to parent with "Player"
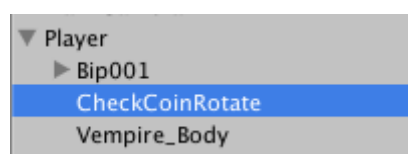
6. Create magnet effect detection

6.1 Go to GameObject -> Create Empty and rename it to "MagnetCollision"

6.2 Add component "Sphere Collider", "Rigidbody", "Magnet(Script)" and setting follow a picture
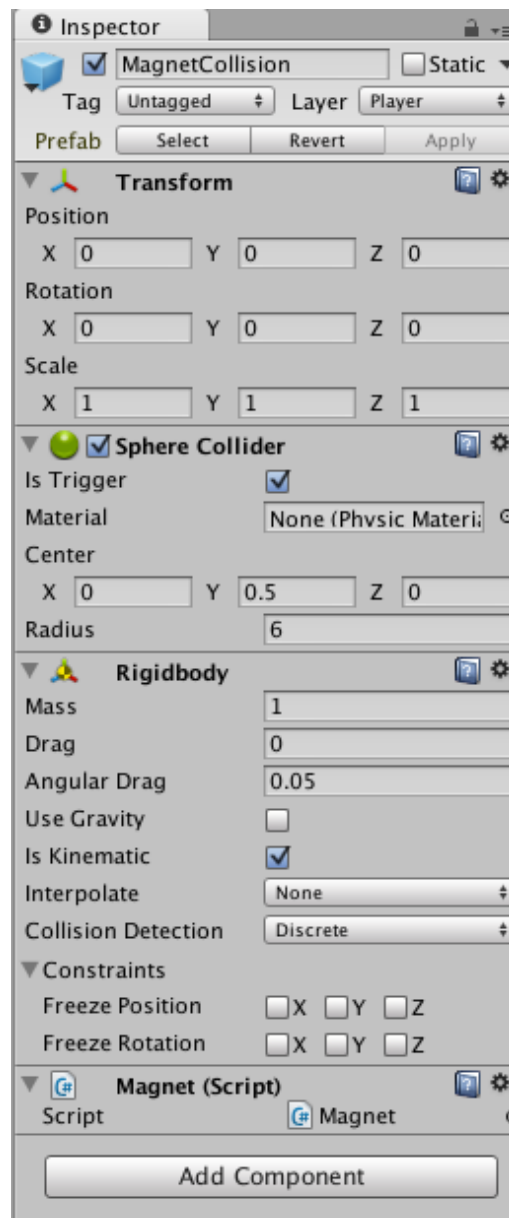
6.3 Drag "MagnetCollision" to parent with "Player"
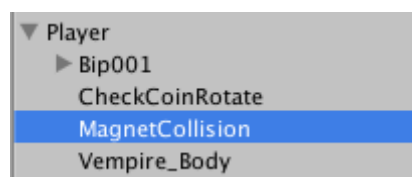
7. Go to "Controller(Script)" in inspector

8. Drag "MagnetCollision" put to "Magnet" and drag "CheckCoinRotate" put to "Coin Rotate"

9. Setting attribute follow a picture.
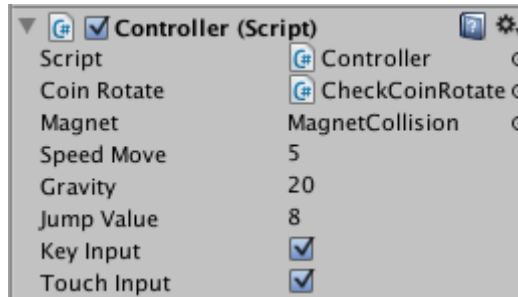
10. Go to "Animation Manager(Script)" in inspector

11. Add animation

12. Adjust speed animation

13. Go to "Character Controller" in inspector

14. Setting size of character controller to fit a model

15. Make model player to prefab

16. Delete model player in hierarchy

=====================Complet Setting Character Controller=================

Create GameController and GameAttribute

1. Go to GameObject -> Create Empty and rename it to "GameAttribute"

2. Add "GameAttribute (Script)" to "GameAttribute(object)"
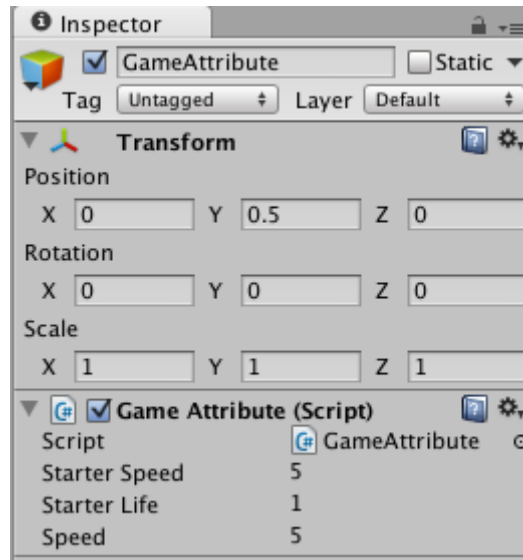
3. Go to GameObject -> Create Empty and rename it to "GameController"

4. Add "GameController (Script)" to "GameController(object)"
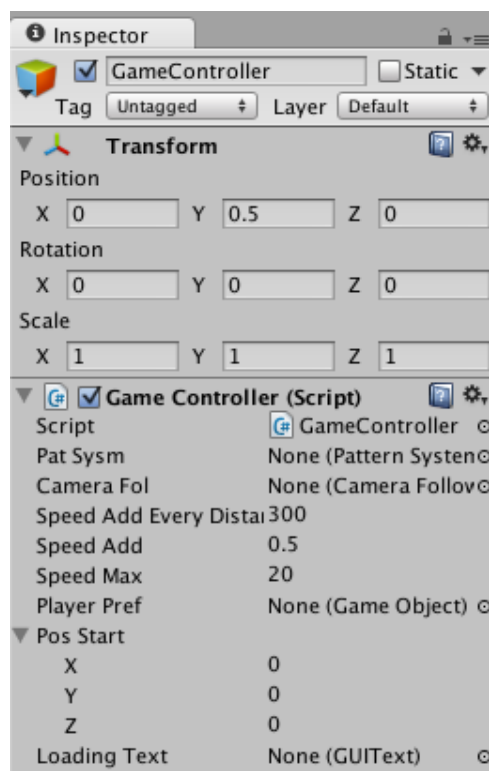
===============Complete Create GameController & Game Atrribute===============

Create Camera

1. In hierarchy select "Main Camera"

2. Add "Camera Follow(Script)" to main camera

3. Setting attribute follow a picture
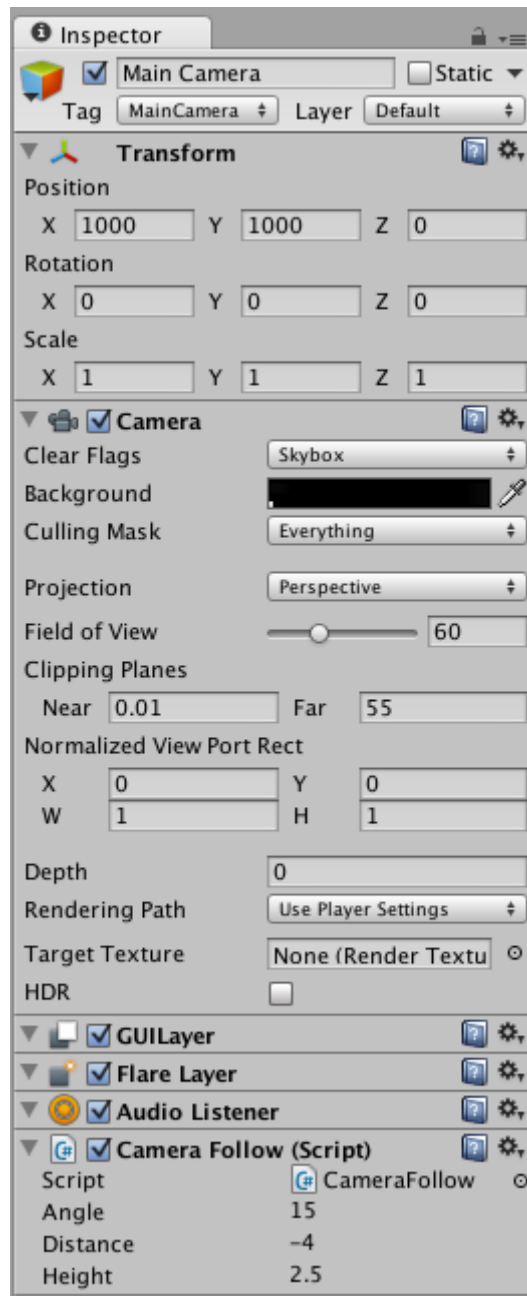
========================Complete Create Camera=====================

How to setting building model

1. Floor width 6 meter depth 32 meter, you can measure in unity by create cube and arrange

for count, cube is 1 * 1 meter and adjust pivot to center
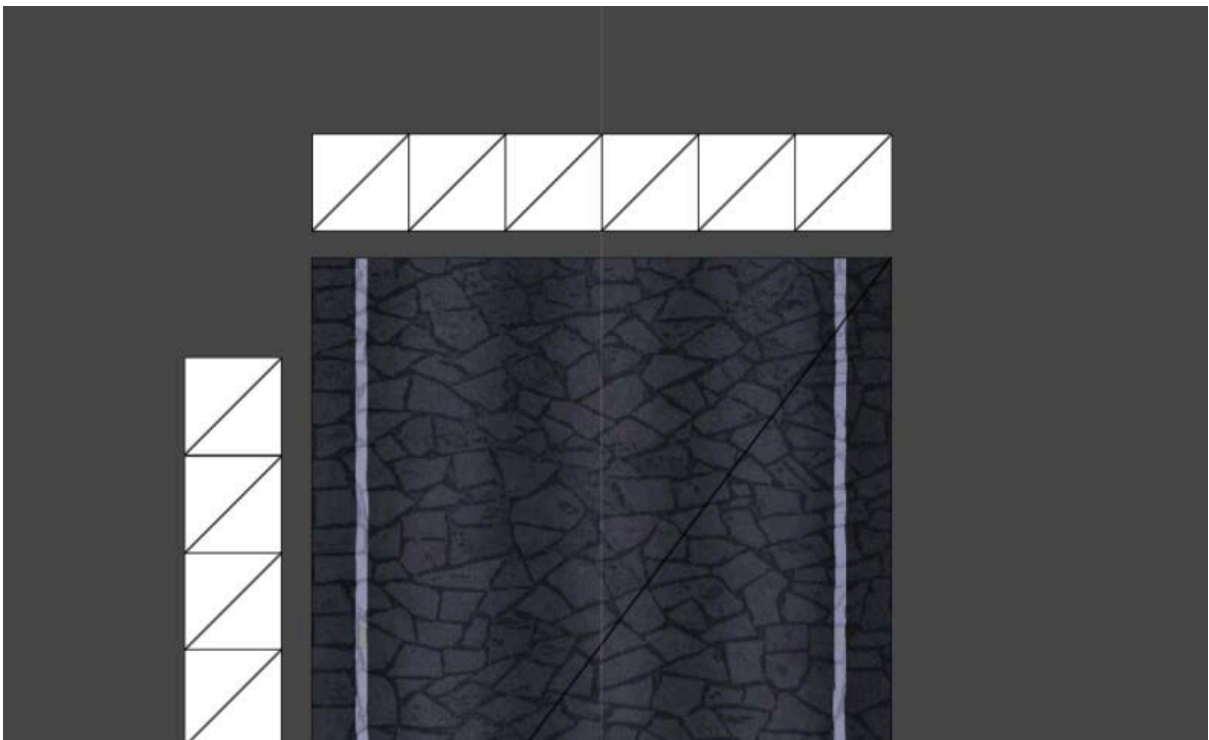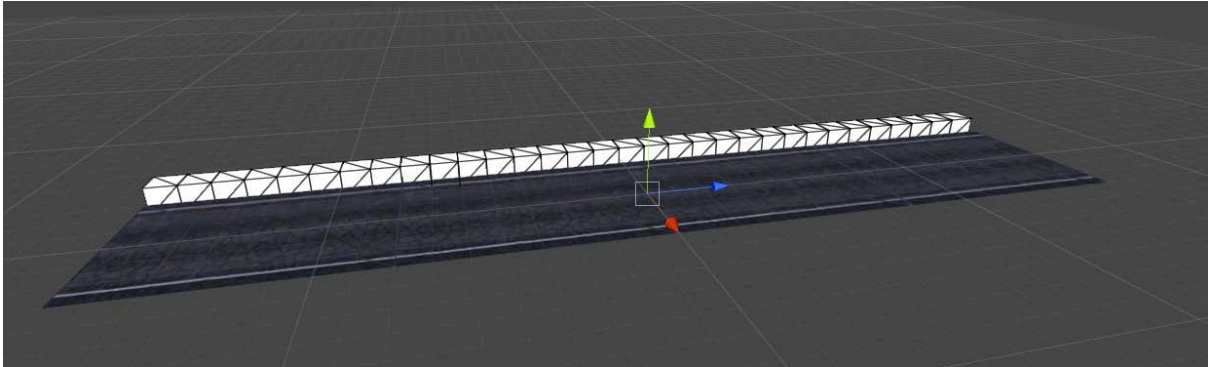
2. Model building in side road must size : width Axis Z 4 meter , Axis X (height) is unlimited
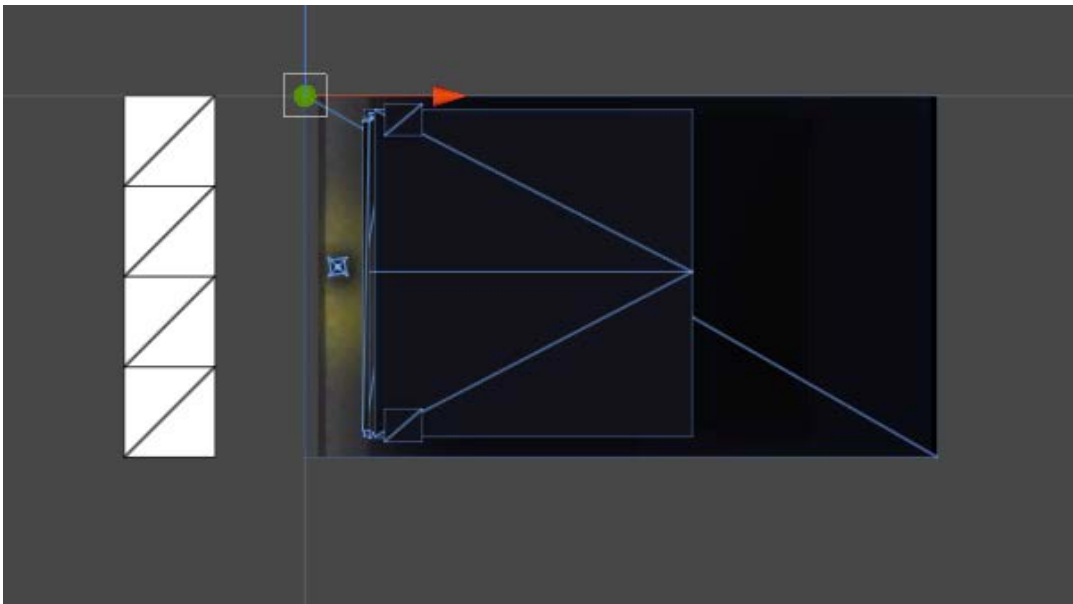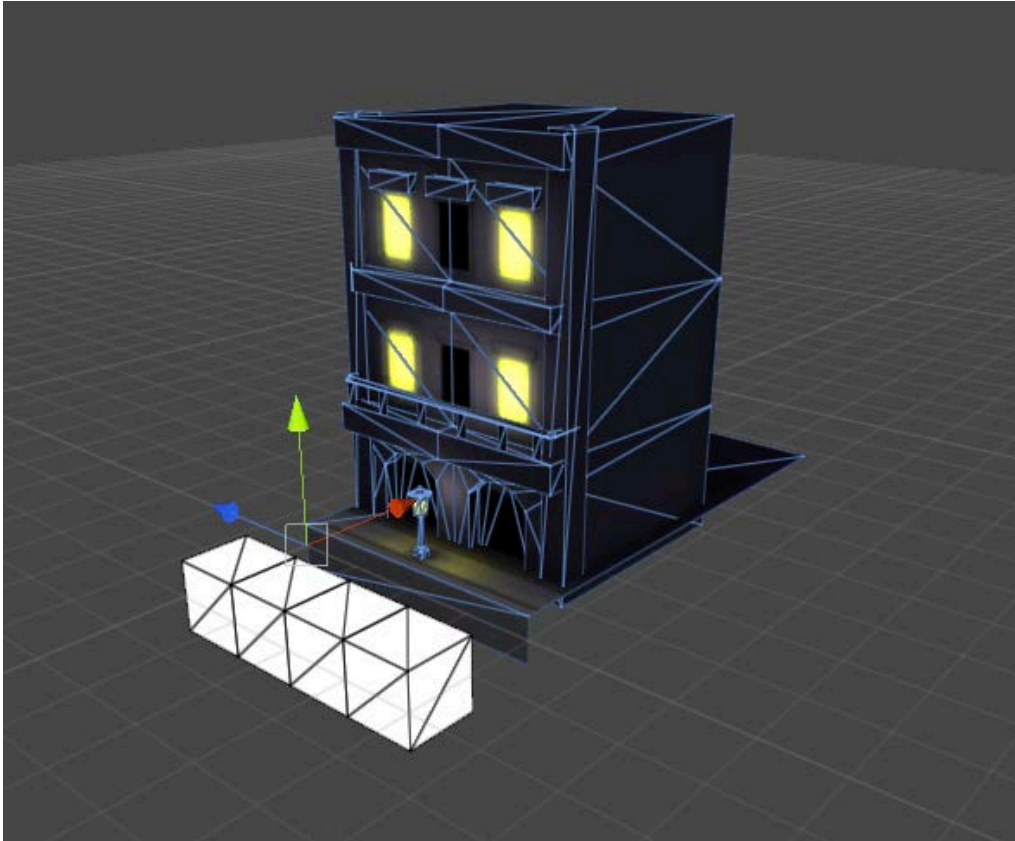
3.All item in game : Width x axis should not exceed 1.7 meters. Axis y is unlimited,But will

affect the arrangement Pattern.

Note* Item should measure the size for use when Setting Pattern.

========================Complete Setup Building====================

Create PatternSystem

1. Go to GameObject -> Create Empty and rename it to "PatternSystem"

2. Add "PatternSystem (Script)" to "PatternSystem (object)"
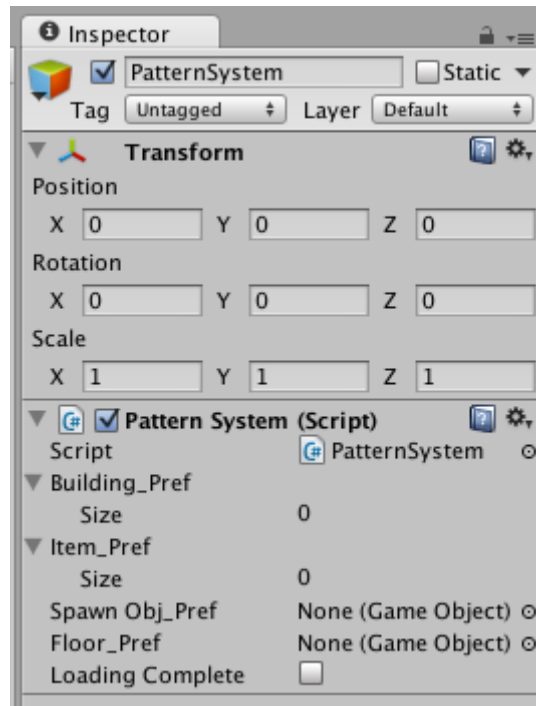
3. Building_Pref is a prefab of building (use to show in wayside) , Adjust size of building according to use

4. Drag prefab from Folder Prefabs > Building to array of Building_Pref

5. Item_Pref is prefab of item (use to spawn on the road) Adjust size of item according to use

6. Drag prefab form Folder Prefab > Item to array of Item_Pref

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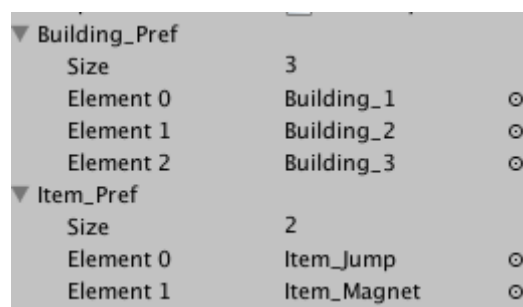
7. Spawn Obj_Pref - Drag prefab from Folder Prefab > SpawnObj to it

8. Floor_Pref - Drag prefab from Folder Prefab > Floor to it

| Spawn Obj_Pref | SpawnObj | ⊙ |
| Floor_Pref | Floor | ⊙ |

=====================Complete Create Pattern System====================

Setting GameController

1. Select "GameController" in hierarchy to setting

2. Pat Sysm - Drag "PatternSystem" from hierarchy to it

3. Camera Fol - Drag "Main Camera" to it

4. PlayerPref - Drag prefab "Player" to it

=====================Complete Setting GameController=====================

Setting Item

All item is in Prefabs > Item

1. Barrier

- Score Add – it mean a coin, set 0 because this item is obstacle

- Decrease Life – when character hit this object it will decrease a character hp , you can set more than 1 if you character have a life more than 1

- Item ID

- Duration – it mean duration item effect , set 0 because this is not item effect

- Item Effect Value – it use only ItemSprint and ItemMultiply, set 0 because this is not itemSprint or itemMultiply

- Item Rotate – it use only Coin (coin is always rotate around), set null because this object don't need a rotate

- Effect Hit – it will spawn particle effect when character hit this object , set null because this object don't need a effect

- Type Item – this item is type "Obstacle"

2. Coin

- Score Add – it mean a coin, set 1 because when character hit this it will increase a coin (can set more than 1)

- Decrease Life – when character hit this object it will decrease a character hp , set 0 because this item is coin

- Item ID

- Duration – it mean duration item effect , set 0 because this is not item effect

- Item Effect Value – it use only ItemSprint and ItemMultiply, set 0 because this is not itemSprint or itemMultiply

- Item Rotate – set script ItemRotate because this object need a rotate

- Effect Hit – it will spawn particle effect when character hit this object

- Type Item – this item is type "Coin"

3. Obstacle Roll

- Score Add – it mean a coin, set 0 because this item is obstacle

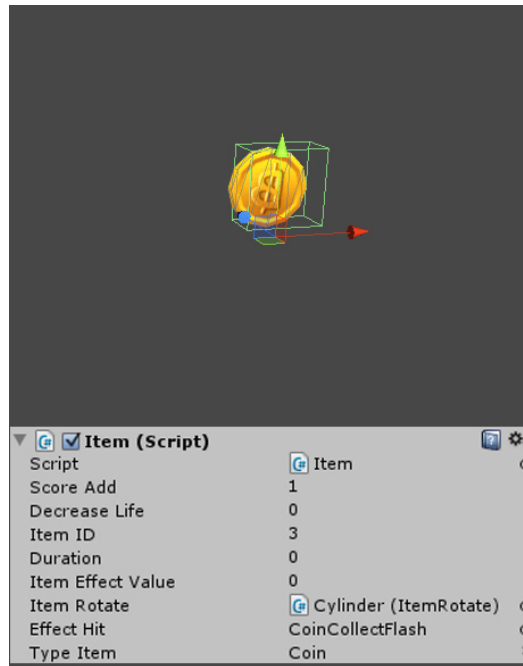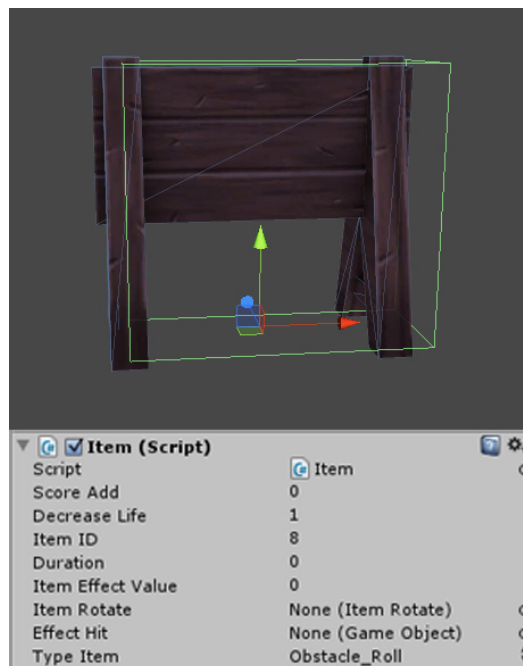- Decrease Life – when character hit this object it will decrease a character hp , you can set more than 1 if you character have a life more than 1

- Item ID

- Duration – it mean duration item effect , set 0 because this is not item effect

- Item Effect Value – it use only ItemSprint and ItemMultiply, set 0 because this is not itemSprint or itemMultiply

- Item Rotate – it use only Coin (coin is always rotate around), set null because this object don't need a rotate

- Effect Hit – it will spawn particle effect when character hit this object , set null because this object don't need a effect

- Type Item – this item is type "Obstacle_Roll" because this item is can dodge by roll
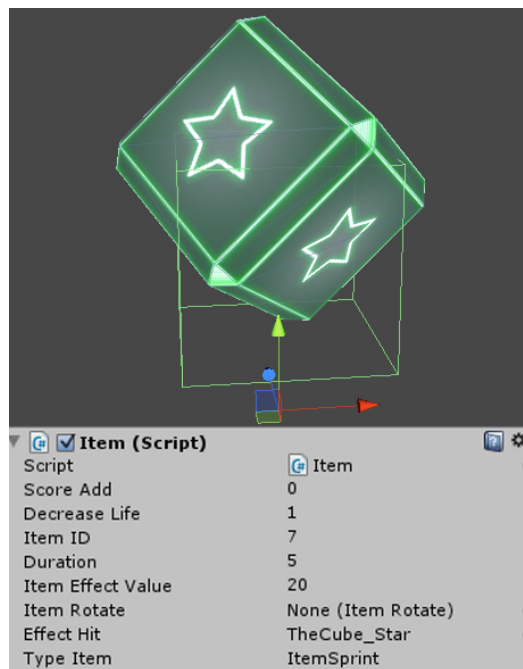
4. Item Sprint

- Score Add – it mean a coin, set 0 because this item isn't coin

- Decrease Life – when character hit this object it will decrease a character hp , set 0 because this item is item effect

- Item ID

- Duration – it mean duration item effect , set 5 (seconds)

- Item Effect Value – it use only ItemSprint and ItemMultiply, set 20 ,when hit this item speed character is change to 20 and character is invincible
  (if you set item effect value on ItemMultiply example set 2 = x2 Coin, set 3 = x3 Coin)

- Item Rotate – it use only Coin (coin is always rotate around), set null because this object don't need a rotate

- Effect Hit – it will spawn particle effect when character hit this object

- Type Item – this item is type "ItemSprint"

Setting Pattern

1. Select "PatternSystem" in hierarchy for setting

2. Go to Window > PatternSetUp

Note* Don't unselect PatternSystem in hierarchy
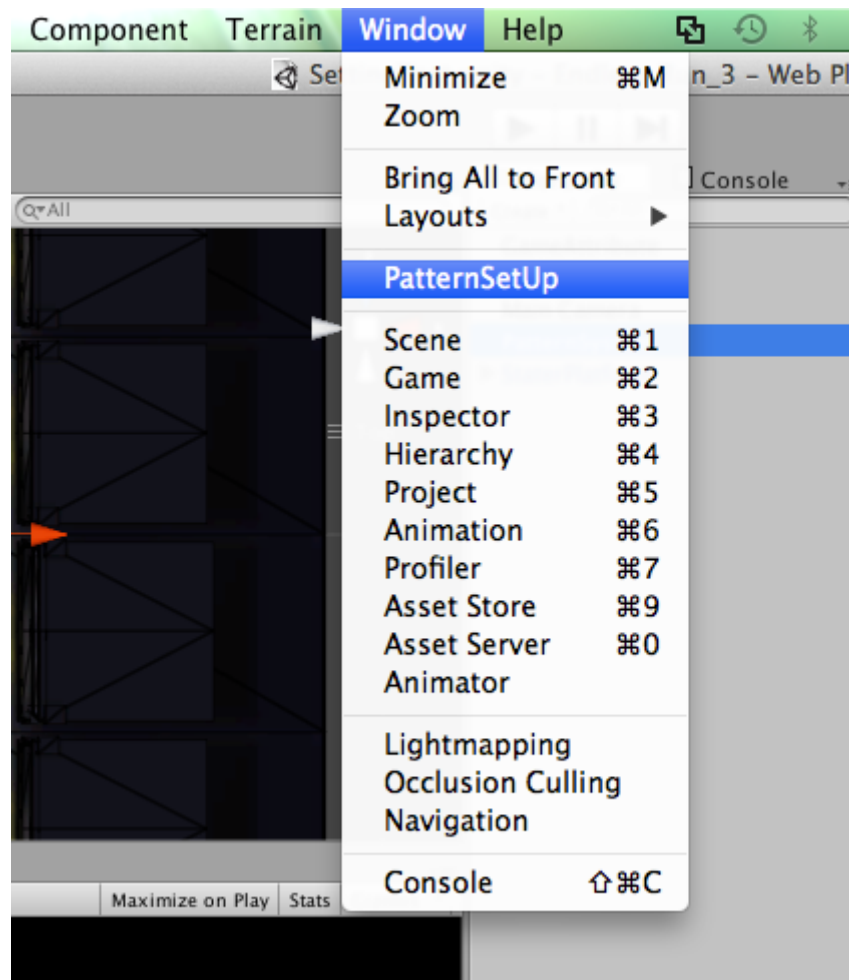
3. After click "PatternSetUp" it will display a Setting Pattern Window
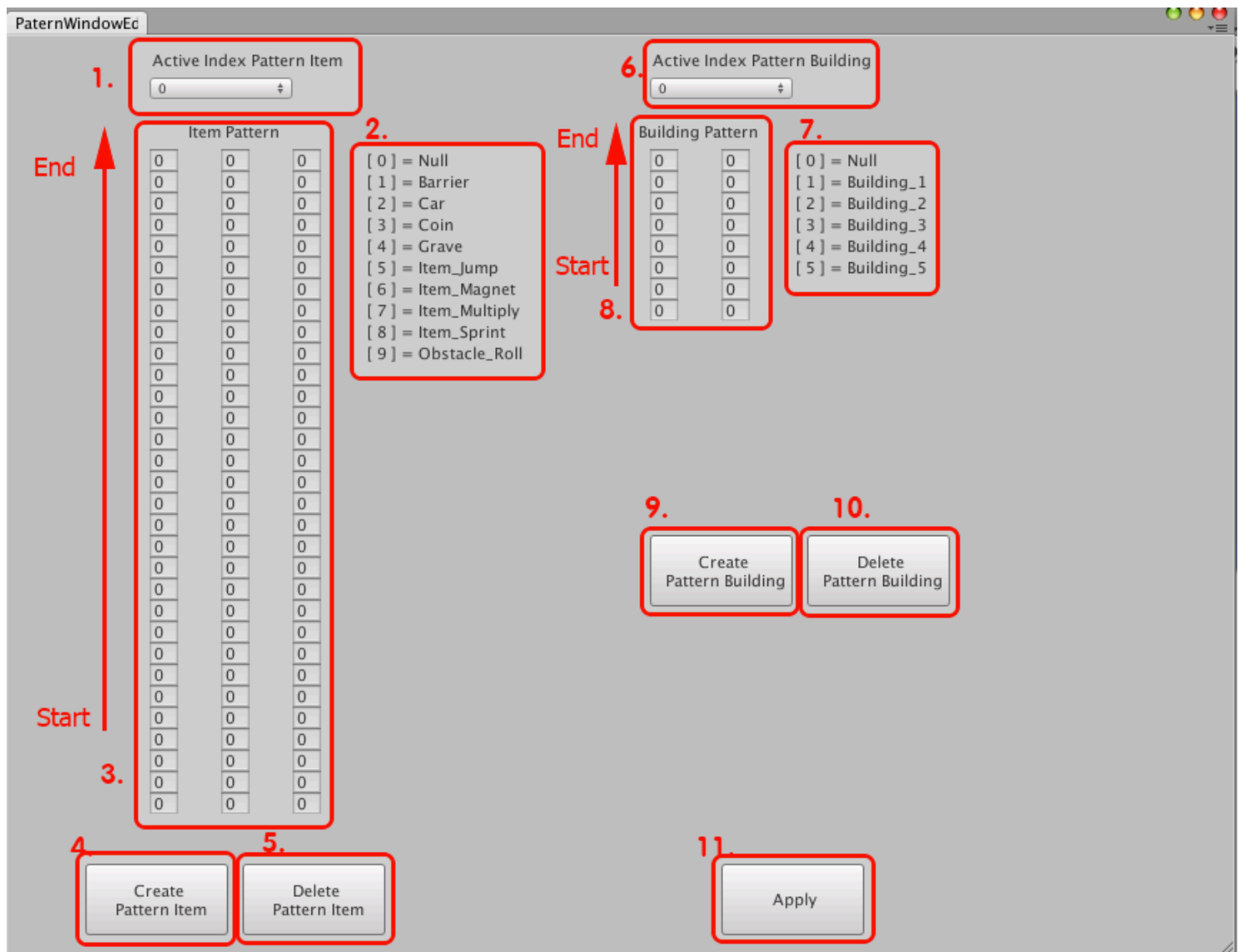
- 1. Active Index Pattern – is a now selected index

- 2. Item List

- 3. Item Pattern – is a slot of item in 1 Pattern (31 block(1block = 1*1 meter) each 1

  lane)

- 4. Create Pattern Item – Add a new Pattern Item, can change index at "Active Index

  Pattern Item"

- 5. Delete Pattern Item – Delete current Pattern Item

- 6. Active Index Pattern Building – is a now selected index

- 7. Building List

- 8. Building Pattern – is slot of building in 1 Pattern

- 9. Create Pattern Building – Add a new Pattern Building, can change index at "Active Index Pattern Building"

- 10. Delete Pattern Building – Delete current Pattern Building

- 11. Apply – Press it if want to save a pattern (Should press every time before Run Game)

Note* when Pattern index have more than 1 , system will be random pattern when play

Note2* Item pattern - The distance between the lane Axis X length 1.8 meter and the distance each axis z 1 meter ,Item must place calculate View Item width of the piece as well.
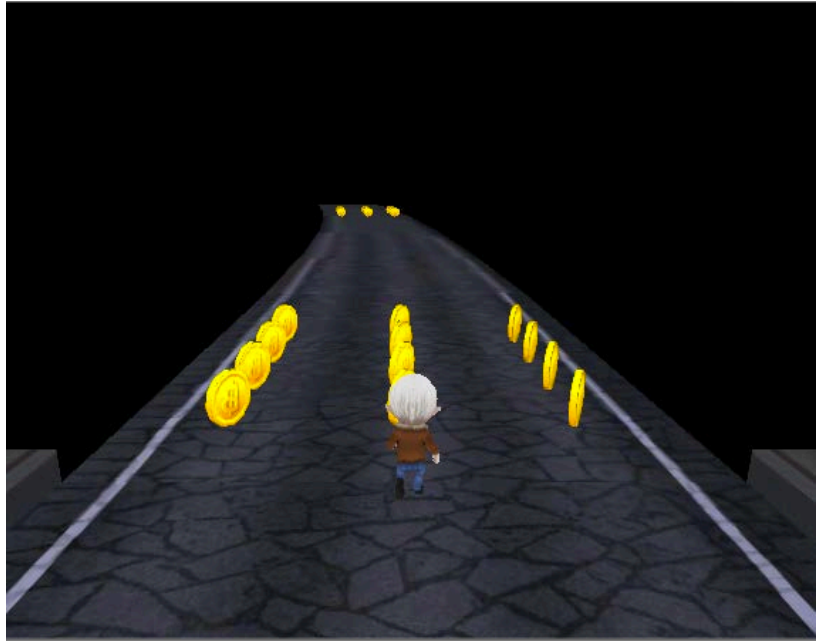
Example

- Example coin setup

Example 2

Item Pattern

0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
2	0	0
9	0	0

[0] = Null
[1] = Barrier
[2] = Car
[3] = Coin
[4] = Grave
[5] = Item_Jump
[6] = Item_Magnet
[7] = Item_Multiply
[8] = Item_Sprint
[9] = Obstacle_Roll

- This picture is false setup because Item Car is too long. Both front and rear about it need a

spaced. Item is in the next one to leave a slot by slot.

Example 3

Item Pattern

0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
0	0	0
2	0	0
0	0	0
9	0	0

[0] = Null
[1] = Barrier
[2] = Car
[3] = Coin
[4] = Grave
[5] = Item_Jump
[6] = Item_Magnet
[7] = Item_Multiply
[8] = Item_Sprint
[9] = Obstacle_Roll

- This picture is correct setup