

# Top-Down RPG Starter kit



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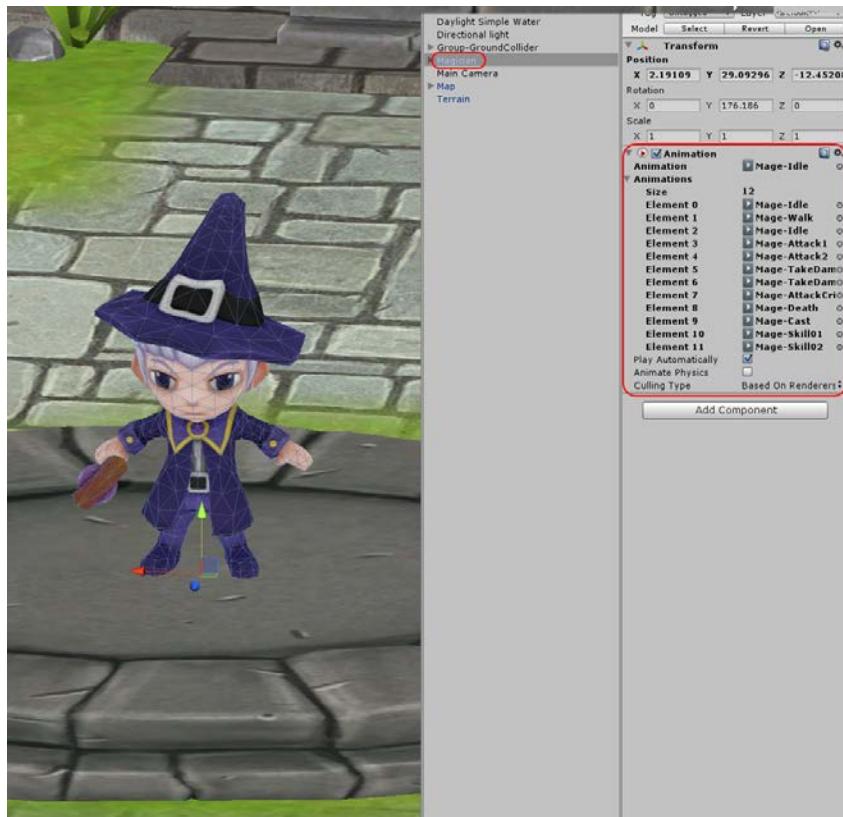
Facebook: [www.facebook.com/dreamdevstudio](http://www.facebook.com/dreamdevstudio)

## Contents

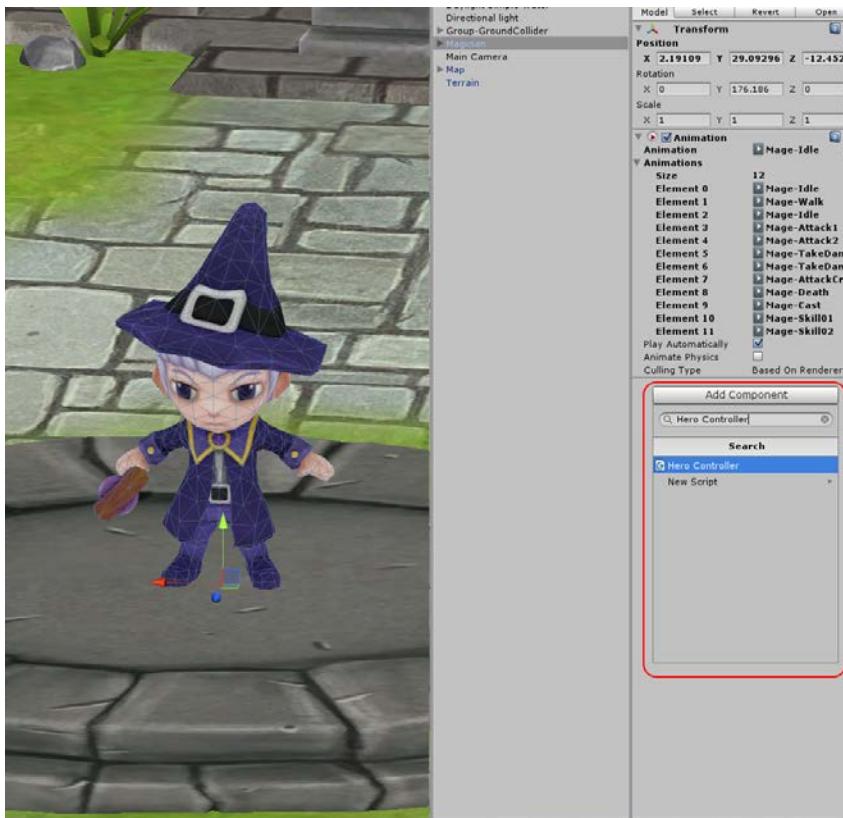
<b>Setup Character &amp; Main Object</b>	<b>3</b>
<b>Add character to character creation scene</b>	<b>29</b>
<b>Setup Spawn Point When Hero Dead</b>	<b>33</b>
<b>Setup Enemy</b>	<b>34</b>
<b>Setup Spawn Enemy</b>	<b>42</b>
<b>Setup Item</b>	<b>44</b>
<b>Setup Item Drop Enemy</b>	<b>48</b>
<b>Setup Minimap Sign</b>	<b>49</b>
<b>Setup Shop</b>	<b>51</b>
<b>Setup Save</b>	<b>52</b>
<b>GUI Setup</b>	<b>53</b>
<b>Menu Setup</b>	<b>54</b>
<b>Layer &amp; Tag</b>	<b>56</b>
<b>How To Add Class</b>	<b>58</b>

## Setup Character & Main Object

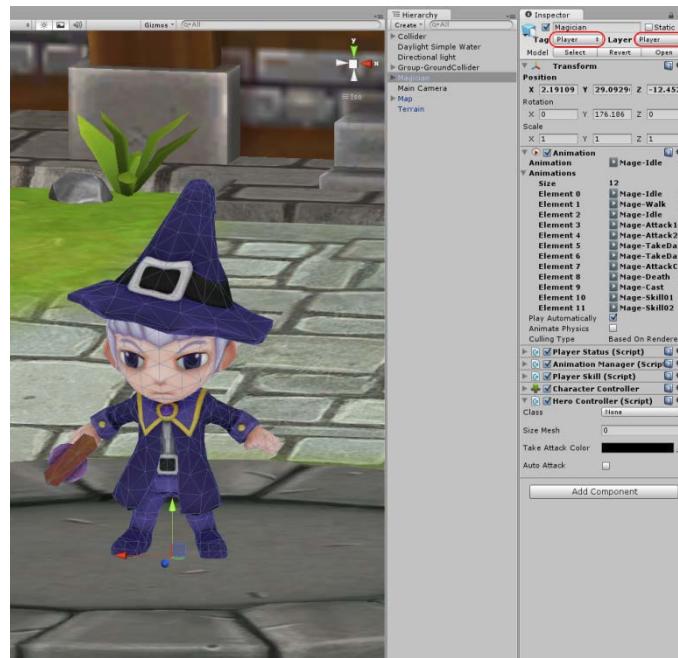
- Add your model (with animation) to Hierarchy



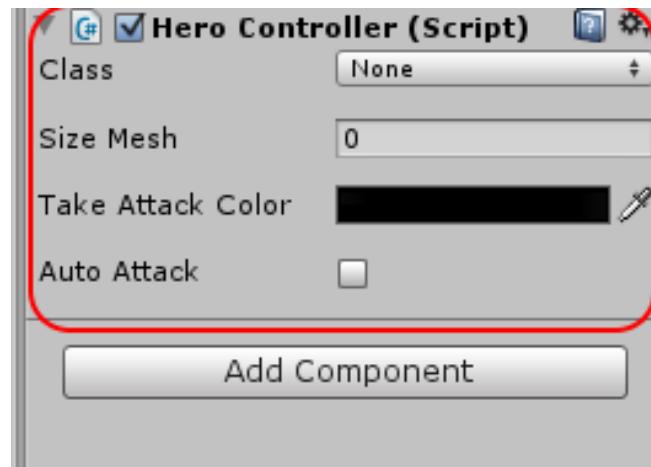
- Add component HeroController(script) to this gameobject



3. Change layer and tag this gameobject to “Player”



4. Change Attribute HeroController(Script)

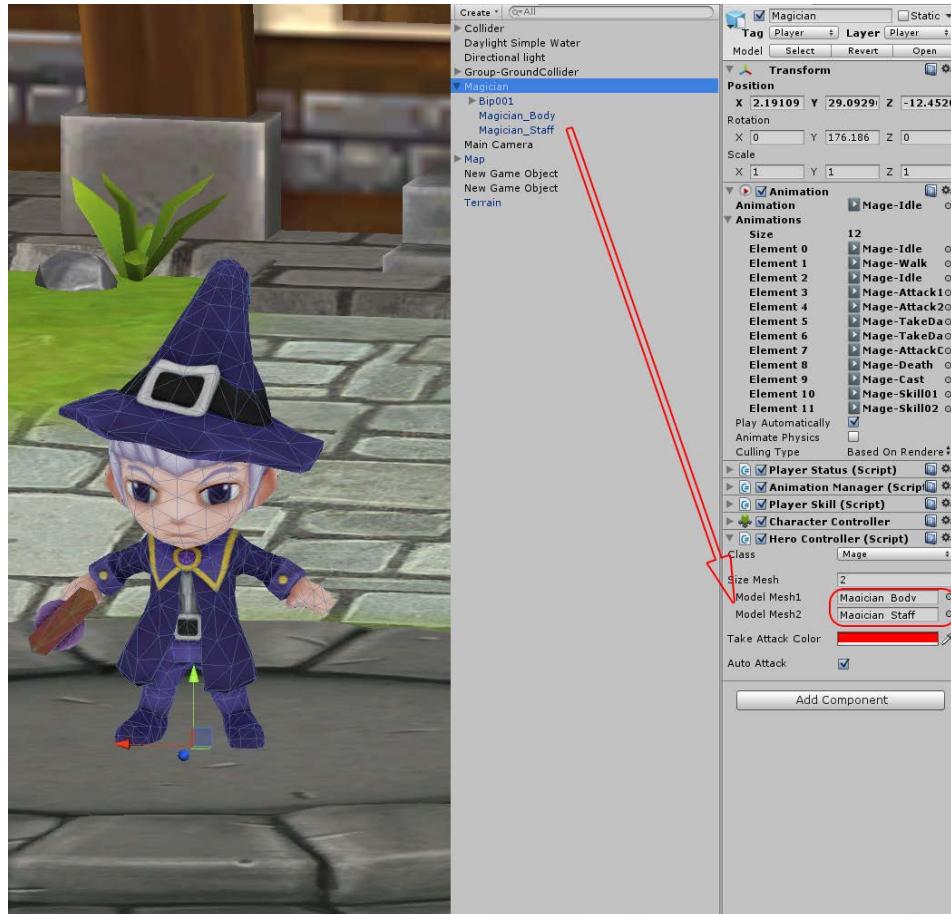


- Class : your hero class (Ex. Swordman , Magician, Archer)
- Size Mesh : your mesh model in this character
- Take Attack Color : a color when your take attack (Ex. You set to red color when you take attack hero is change to red color for a while)

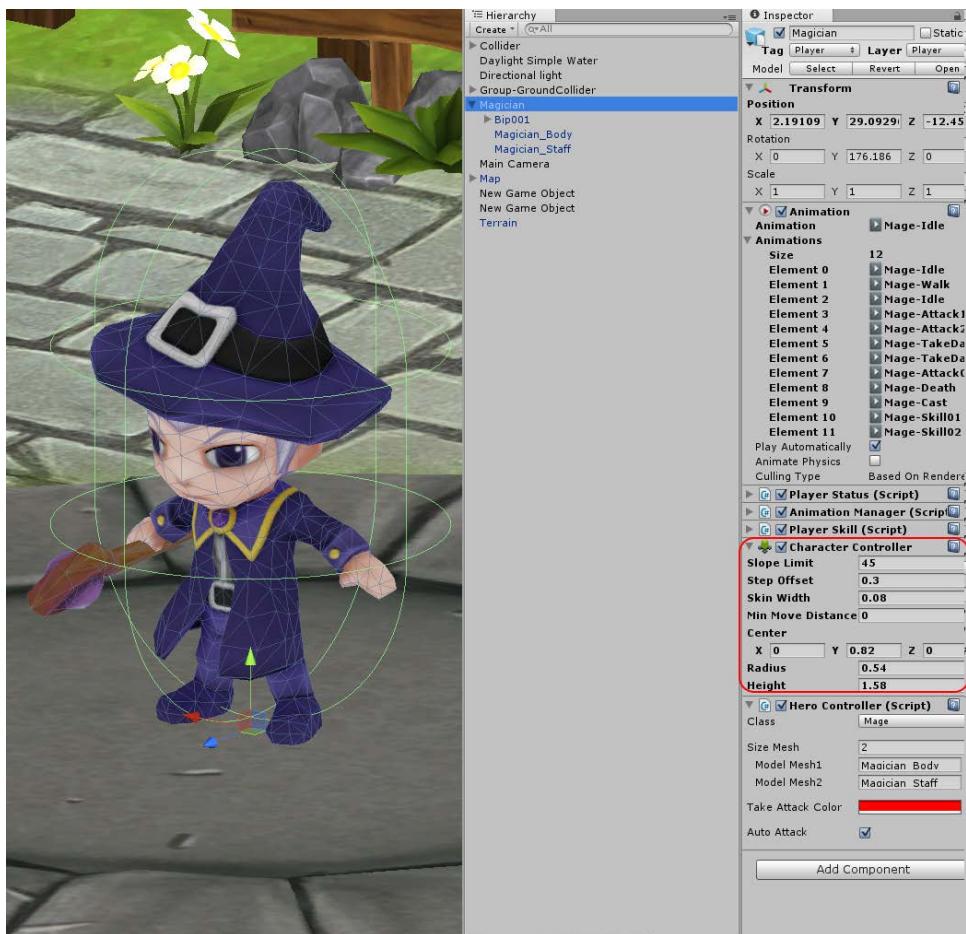
#### d. Auto Attack

d-1 enable – When click to monster this hero will attack monster until it die or hero die

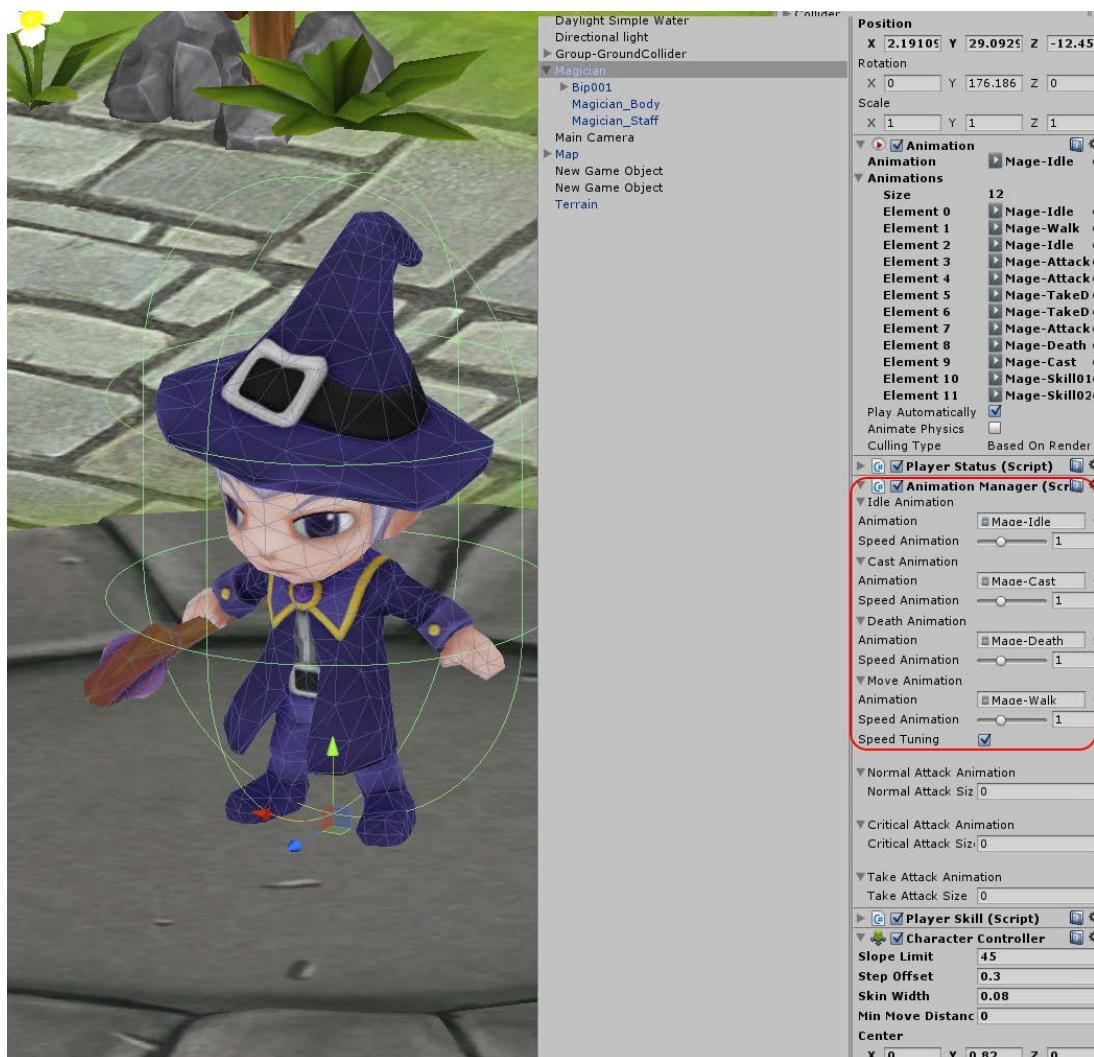
d-2 disable – One click one attack



## 5. Adjust character controller to fit character



## 6. Add animation to AnimationManager(Script) – Setting Basic Animation

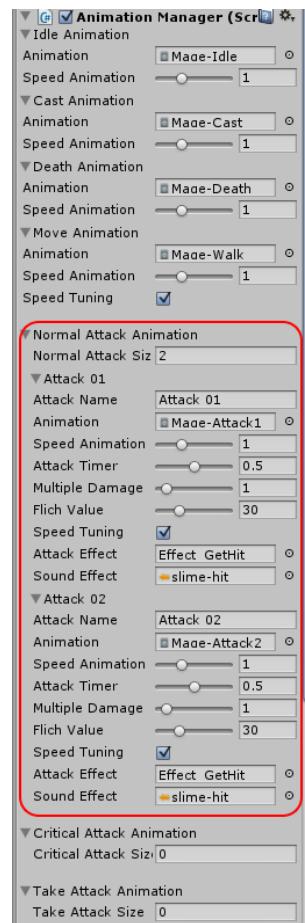


- Speed Animation – adjust speed animation (1 is default)
- Some animation has a toggle “SpeedTuning” if you enable this your animation is tuning with speed character (Ex. If movement speed in game fast your animation is fast too)

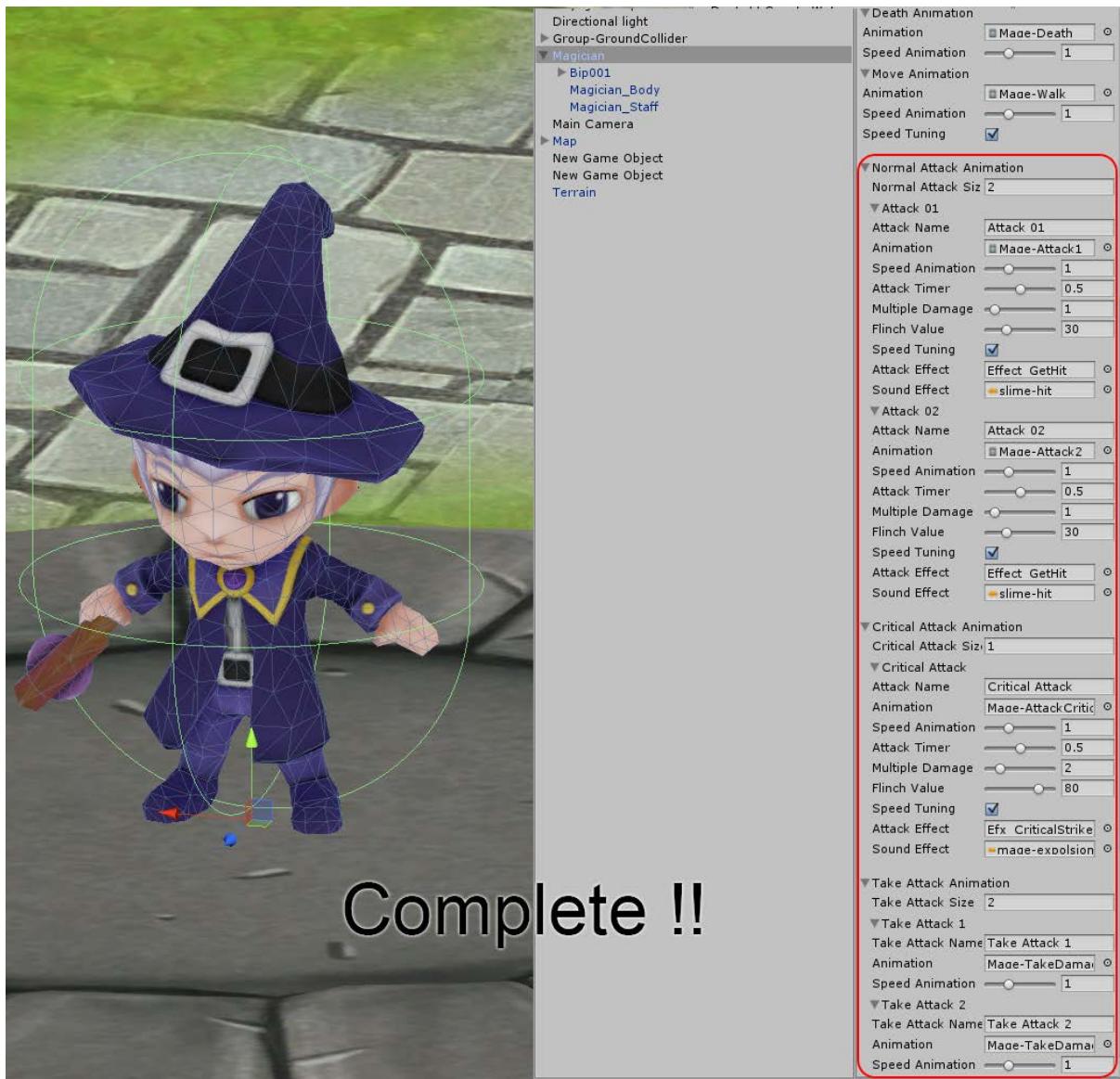
## 7. Add animation to AnimationManager(Script) - Setting Attack Animation



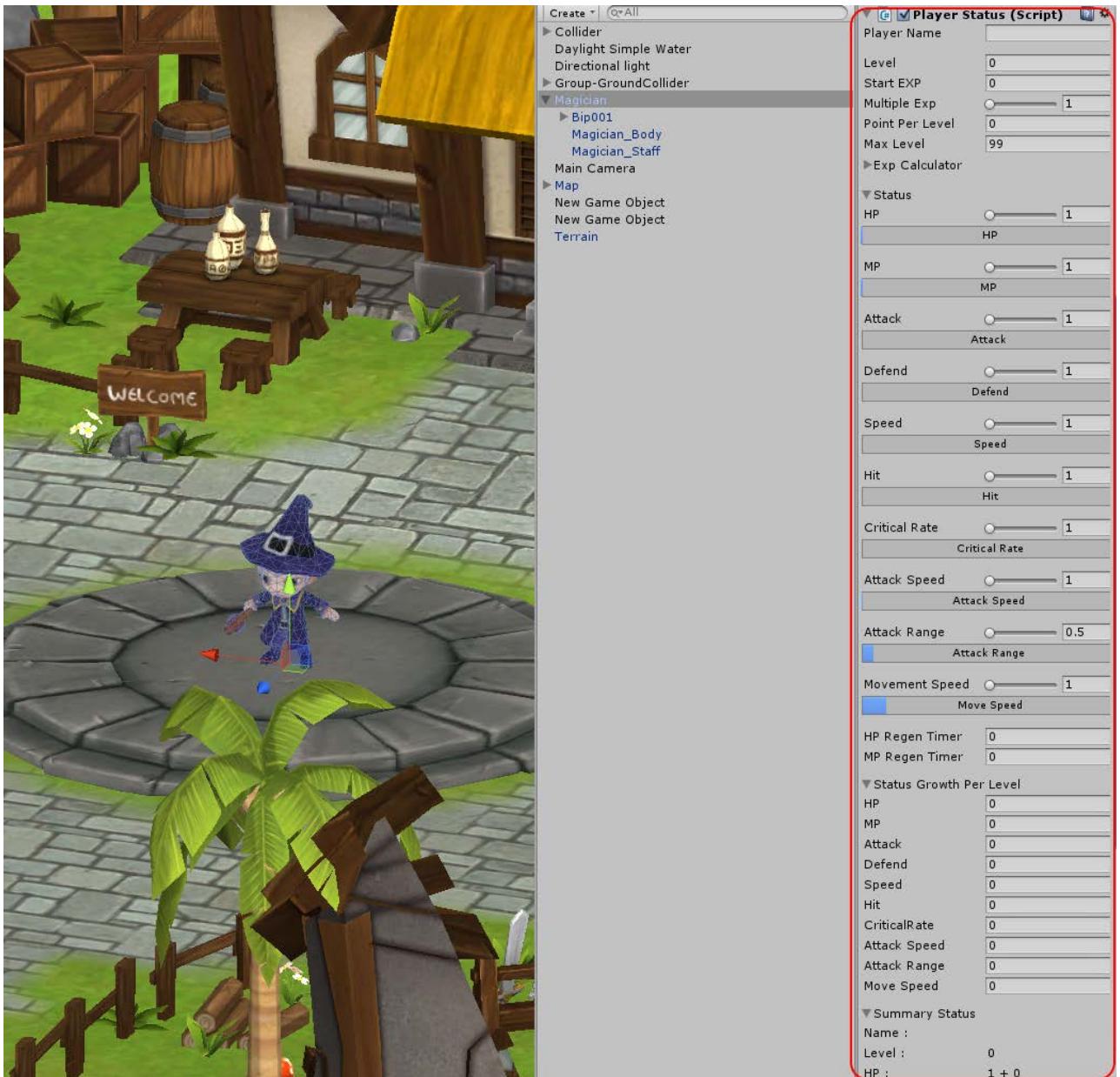
- a. Normal Attack (Animation normal attack it play when your hero is attack enemy) , if normal attack is more than 1 animation it will random animation when attack
- b. Critical Attack (Animation critical attack it will play when your hero is critical attack enemy (calculate by critical rate hero)) , if critical attack is more than 1 animation it will random animation when attack
- c. Take Attack (Animation take attack it play when your character take attack) , if take attack is more than 1 animation it will random animation when take attack



- d. Attack name – name of attack
- e. Animation – animation attack
- f. Speed Animation
- g. Attack Timer – the timer when calculate attack (Ex. Your animation attack is 50 frame and set attack timer 0.5 , when animation play it will calculate damage at frame 25)
- h. Multiple Damage – a multiple damage at this animation attack (ex. Your hero is attack 100 when you hero attack with this animation it will calculate attack with [100(attack) x multiple damage] or [ 100 x 1 ])
- i. Flinch Value – flinch value is a value to flinch state it maximum 100 (ex. This attack is flinch value 30 if you attack a same enemy 3 time this enemy change to state flinch)
- j. Speed Tuning – if you enable this attack animation will tuning with attack speed status if you hero is attack fast animation attack is fast too
- k. Attack Effect – Attack effect it will spawn when this animation is play
- l. Sound Effect – Sound effect it will play when this animation is play

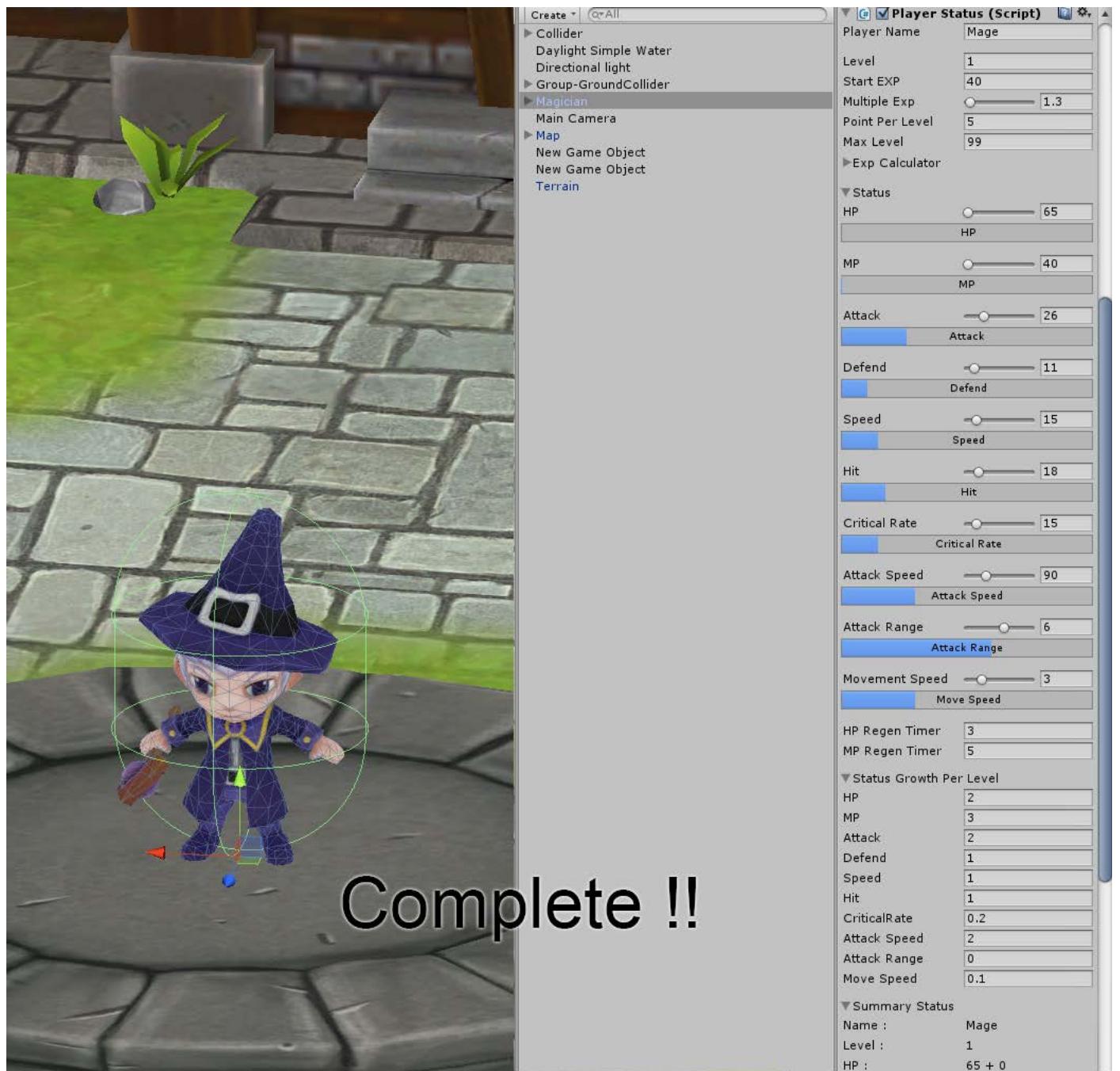


### 8. Adjust status character in PlayerStatus(Script)

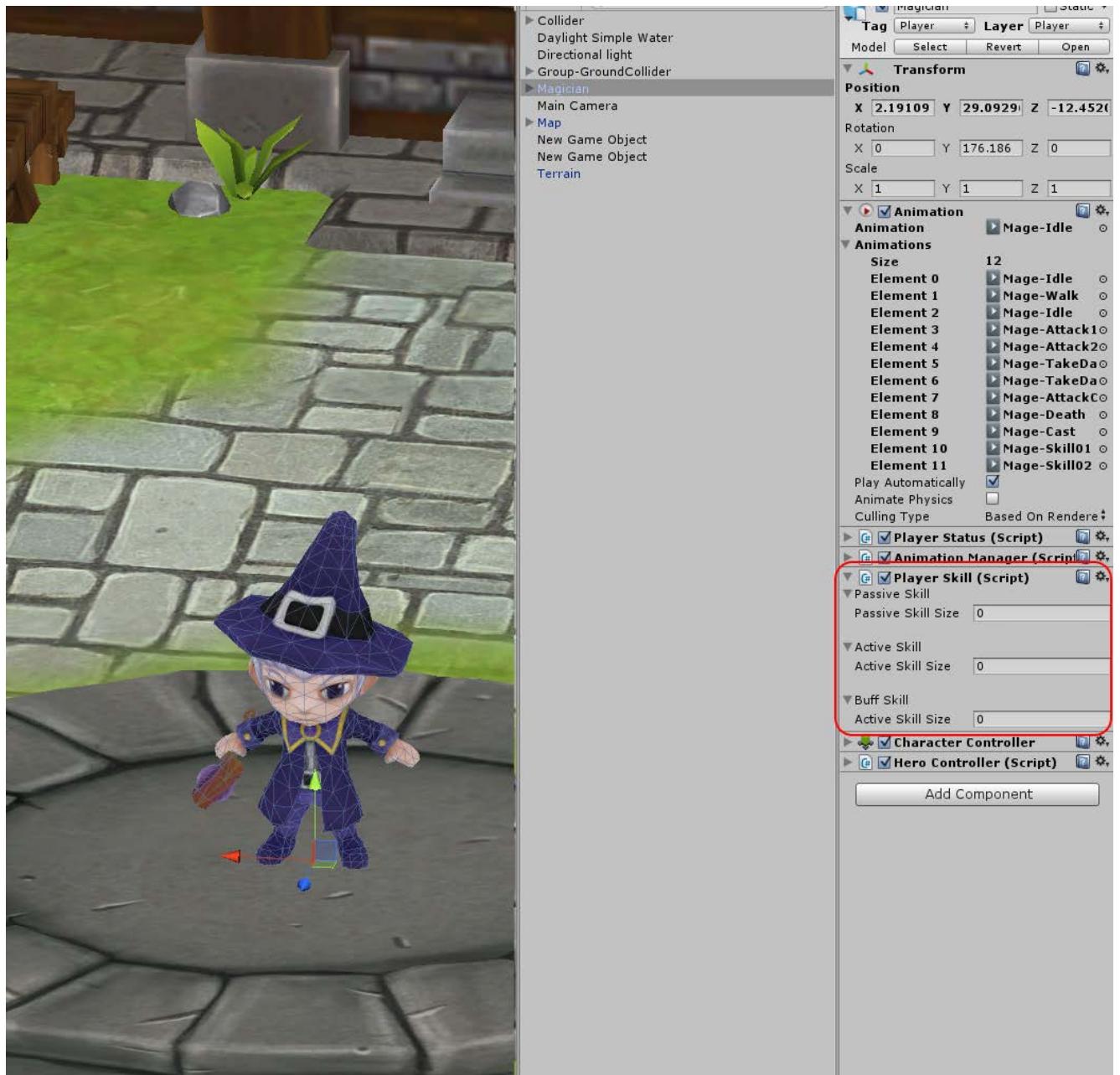


- Player Name – name of character
- Start Exp – Start exp level 1 (Ex. If start exp 40 , at level 1 your hero need exp 40 to level 2)
- Multiple Exp – It a multiple calculate to exp (Ex. If start exp is 40 and multiple exp is 2 when your level 2 need exp 80 to next level, at level 3 need exp 160 to next level)
- Point Per LV – A point need to upgrade status (get x point per level)
- Max Level – Max level of character
- Exp calculator – expand to show exp to next level

- g. Status – status of character
  - 1. HP – Hit point
  - 2. MP – Magic Point
  - 3. Attack
  - 4. Defense
  - 5. Speed (use to evade attack)
  - 6. Hit (use to attack a speed enemy)
  - 7. Critical Rate – A critical percent(max 100)
  - 8. Attack Speed
  - 9. Attack Range – (1-1.5 is melee) more than 1.5 is range
  - 10. Move Speed
- h. Hp regen timer – HP regen per sec (Ex. Set 3 your hero is regeneration hp 1 every 3 seconds)
- i. MP regen timer – MP regen per sec (Ex. Set 3 your hero is regeneration mp 1 every 3 seconds)
- j. Status Growth Per LV – It a bonus status per level (ex. You set attack value 1 in Status growth your hero will gain 1 attack per level)
- k. Summary Status – Expand to show status of your hero

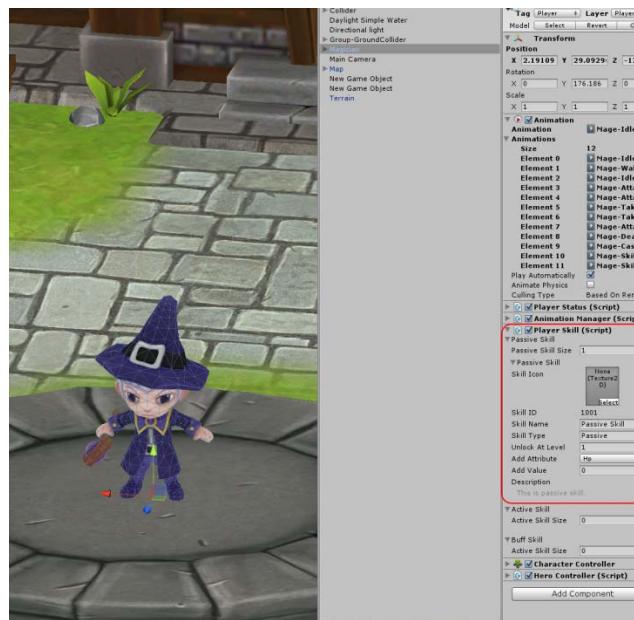


## 9. Create hero skill in PlayerSkill(Script)



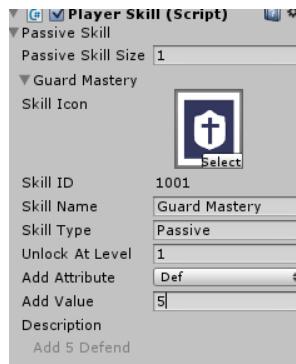
a. Hero skill is a 3 type

1. Passive Skill – Use to add bonus status(can't use it will always add bonus)

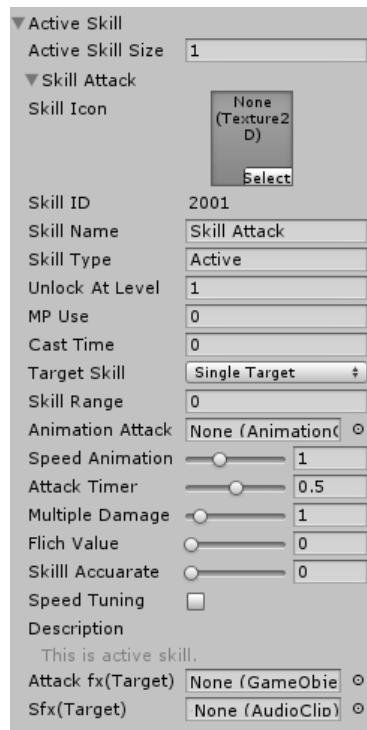


- a. Skill Icon – A icon skill it show in skill window
- b. Skill ID
- c. Skill Name – A name of skill
- d. Skill Type – A type of skill
- e. Unlock At Level – This skill unlock at hero level xx
- f. Add Attribute – This passive skill is add attribute .... (ex. Attack,Defend)
- g. Add Value – Add a value of Attribute (Ex. If you set 5 and Add Attribute Set “HP” this passive skill is add 5 HP)
- h. Description – A Description of this skill

Sample Passive Skill



## 2. Active Skill – A attack skill use to enemy

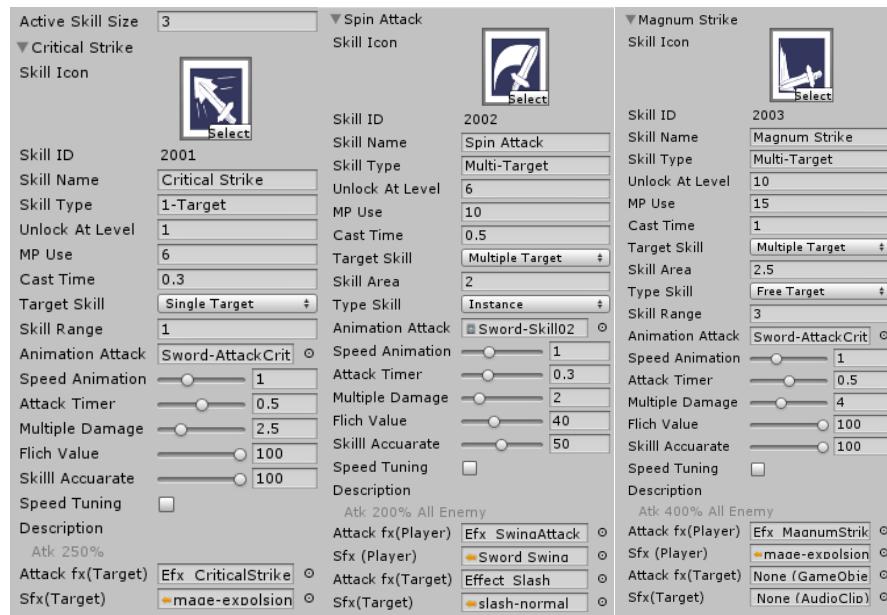


- Skill Icon – A Icon skill it show in skill window
- Skill ID
- Skill Name – A name of skill
- Skill Type – A type of skill
- Unlock At Level – This skill unlock at hero level xx
- MP Use – Decrease mp xx when use this skill
- Cast Time – Cast timer before use skill
- Target Skill – Single Target

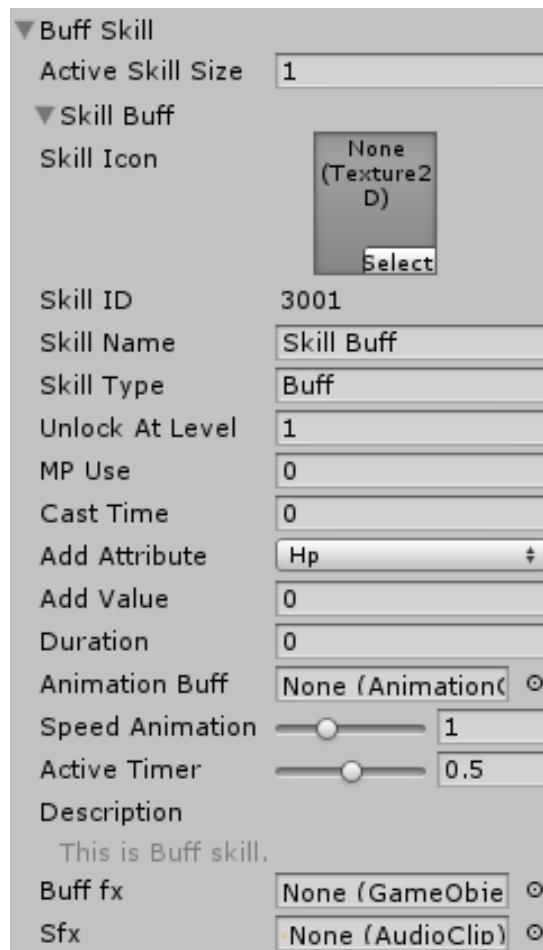
Multiple Target

- i. Skill Area (It appear when Target skill is multiple target) – a area of skill
- j. Type Skill (It appear when Target skill is multiple target) – has a 3 type of skill
  - 1. Lock target (need to click enemy before use skill)
  - 2. Free target (can click ground to use skill)
  - 3. Instance (use this skill instance when active skill it will do damage around hero)
- k. Skill Range (it disappear when skill type is instance) – A range of skill
- l. Animation Attack – Animation skill
- m. Attack Timer – same attack timer in Animation manager
- n. Multiple Damage - same multiple damage in Animation manager
- o. Flinch Value - same flinch value in Animation manager
- p. Skill Accurate – if you set 0 it calculate with hero hit but if you set 100 this skill is never miss
- q. Speed Tuning - same Speed Tuning in Animation manager
- r. Description – A Description of this skill
- s. Attack fx(Player)(It appear when target skill is multiple target) – An attack effect spawn at player when calculate damage
- t. Sound fx(Player)(It appear when target skill is multiple target) – An sound effect play at player when calculate damage
- u. Attack fx(Target) – An attack effect spawn at target when calculate damage
- v. Sound fx(Target) – An sound effect play at target when calculate damage

#### Sample Active Skill



### 3. Buff Skill – A buff skill use to add a bonus status to hero for a while

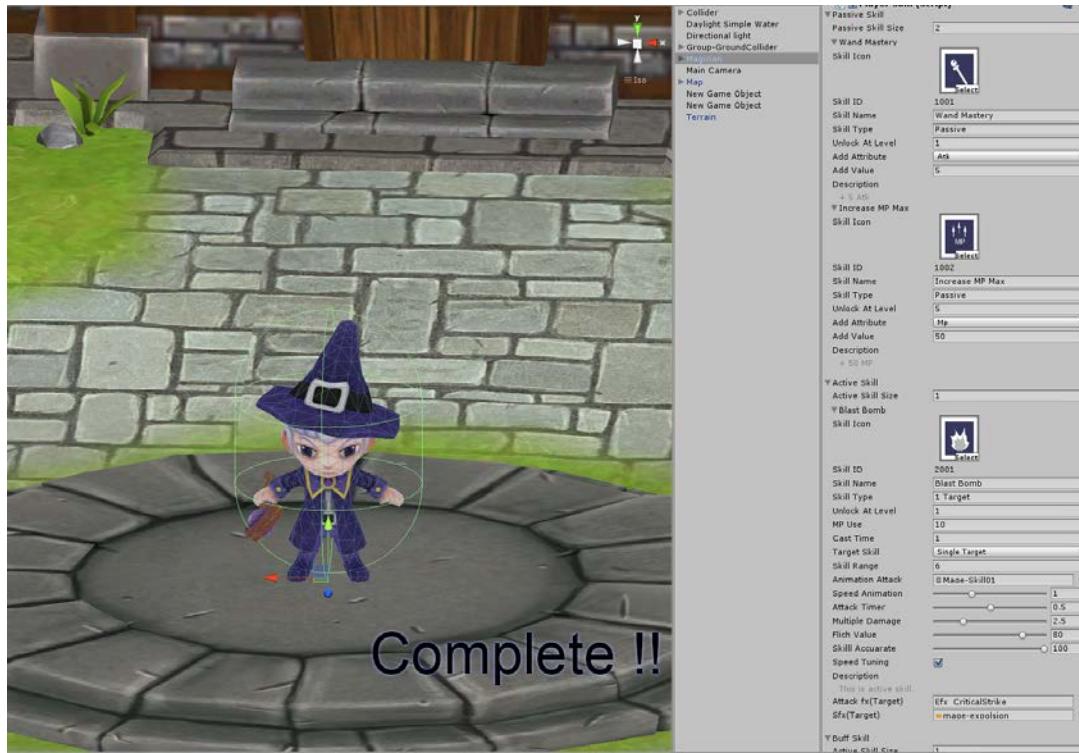


- Skill Icon – A icon skill it show in skill window
- Skill ID
- Skill Name – A name of skill

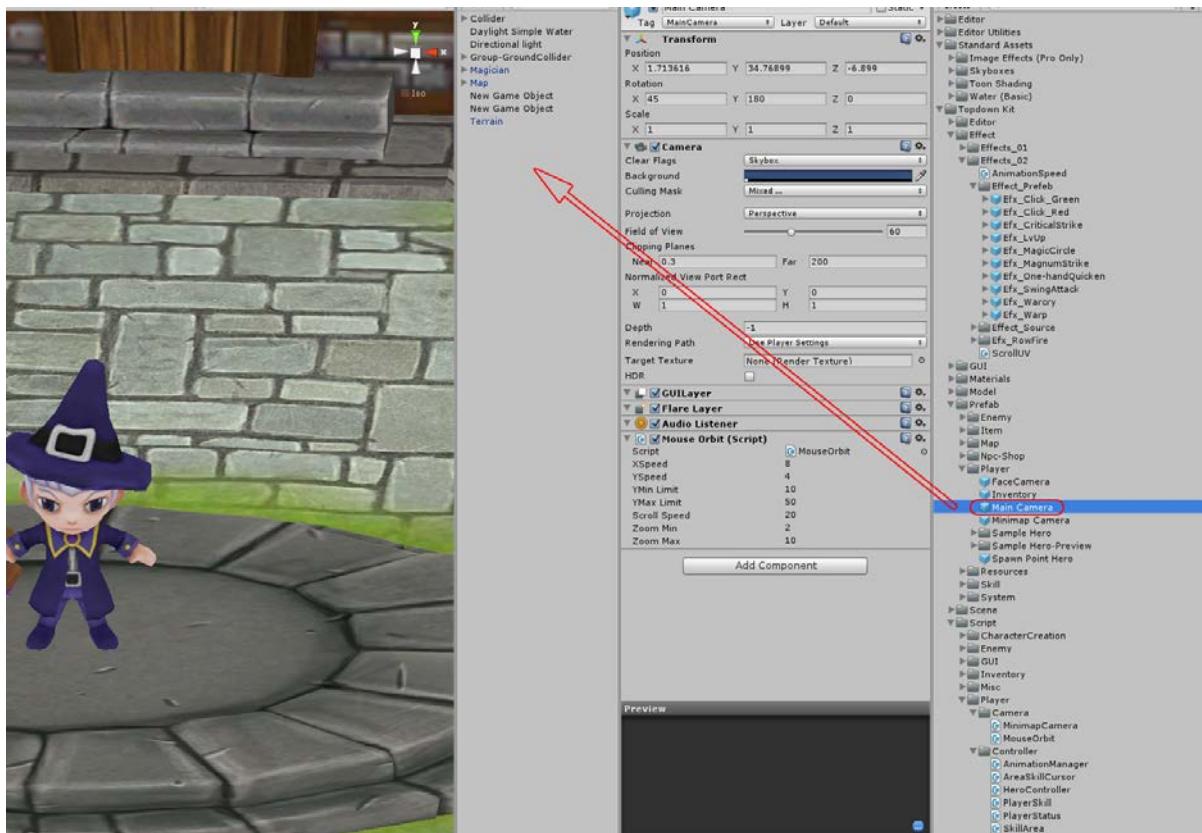
- d. Skill Type – A type of skill
- e. Unlock At Level – This skill unlock at hero level xx
- f. MP Use – Decrease mp xx when use this skill
- g. Cast Time – Cast timer before use skill
- h. Add Attribute – This passive skill is add attribute .... (ex. Attack,Defend)
- i. Add Value – Add a value of Attribute (Ex. If you set 5 and Add Attribute Set “HP” this buff skill is add 5 HP)
- j. Duration – A duration of buff
- k. Description – A Description of this skill
- l. Animation Attack – Animation skill
- m. Speed Animation – speed animation
- n. Active Timer – same attack timer in Animation manager
- o. Description – A Description of this skill
- p. Buff fx(Target) – An buff effect spawn at player when use skill
- q. Sfx – An sound effect play at player when use skill

### Sample Buff Skill

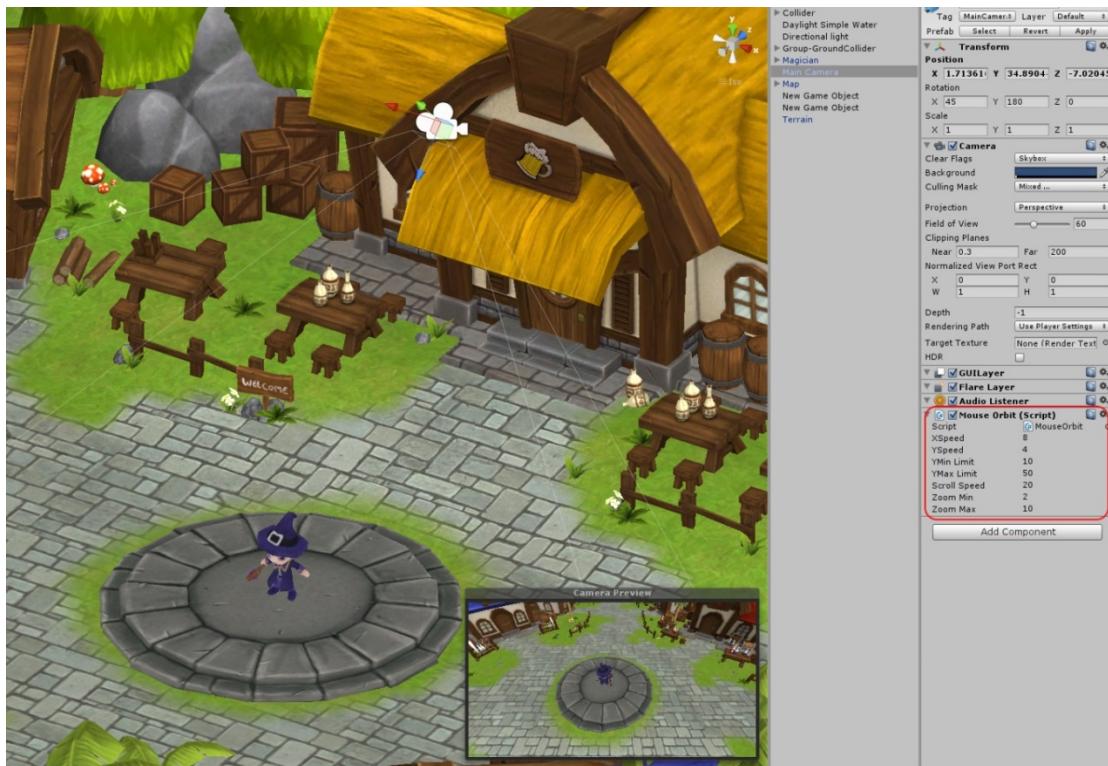
<p>▼ Warcry Skill Icon</p>  <p>Select</p> <table border="1"> <tbody> <tr><td>Skill ID</td><td>3001</td></tr> <tr><td>Skill Name</td><td>Warcry</td></tr> <tr><td>Skill Type</td><td>Buff</td></tr> <tr><td>Unlock At Level</td><td>3</td></tr> <tr><td>MP Use</td><td>5</td></tr> <tr><td>Cast Time</td><td>1</td></tr> <tr><td>Add Attribute</td><td>Atk</td></tr> <tr><td>Add Value</td><td>20</td></tr> <tr><td>Duration</td><td>60</td></tr> <tr><td>Animation Buff</td><td><input checked="" type="checkbox"/> Sword-Skill01</td></tr> <tr><td>Speed Animation</td><td><input type="radio"/> 1</td></tr> <tr><td>Active Timer</td><td><input type="radio"/> 0.5</td></tr> <tr><td>Description</td><td>+Atk 20 60 Sec</td></tr> <tr><td>Buff fx</td><td>Efx_Warcry</td></tr> <tr><td>Sfx</td><td>buff</td></tr> </tbody> </table>	Skill ID	3001	Skill Name	Warcry	Skill Type	Buff	Unlock At Level	3	MP Use	5	Cast Time	1	Add Attribute	Atk	Add Value	20	Duration	60	Animation Buff	<input checked="" type="checkbox"/> Sword-Skill01	Speed Animation	<input type="radio"/> 1	Active Timer	<input type="radio"/> 0.5	Description	+Atk 20 60 Sec	Buff fx	Efx_Warcry	Sfx	buff	<p>▼ One Hand Quicken Skill Icon</p>  <p>Select</p> <table border="1"> <tbody> <tr><td>Skill ID</td><td>3002</td></tr> <tr><td>Skill Name</td><td>One Hand Quicken</td></tr> <tr><td>Skill Type</td><td>Buff</td></tr> <tr><td>Unlock At Level</td><td>7</td></tr> <tr><td>MP Use</td><td>12</td></tr> <tr><td>Cast Time</td><td>1</td></tr> <tr><td>Add Attribute</td><td>Atk Spd</td></tr> <tr><td>Add Value</td><td>100</td></tr> <tr><td>Duration</td><td>30</td></tr> <tr><td>Animation Buff</td><td><input checked="" type="checkbox"/> Sword-Skill01</td></tr> <tr><td>Speed Animation</td><td><input type="radio"/> 1</td></tr> <tr><td>Active Timer</td><td><input type="radio"/> 0.5</td></tr> <tr><td>Description</td><td>+AtkSpd 100 30Sec</td></tr> <tr><td>Buff fx</td><td>Efx_One-handOui</td></tr> <tr><td>Sfx</td><td>Skill-OnehandOui</td></tr> </tbody> </table>	Skill ID	3002	Skill Name	One Hand Quicken	Skill Type	Buff	Unlock At Level	7	MP Use	12	Cast Time	1	Add Attribute	Atk Spd	Add Value	100	Duration	30	Animation Buff	<input checked="" type="checkbox"/> Sword-Skill01	Speed Animation	<input type="radio"/> 1	Active Timer	<input type="radio"/> 0.5	Description	+AtkSpd 100 30Sec	Buff fx	Efx_One-handOui	Sfx	Skill-OnehandOui
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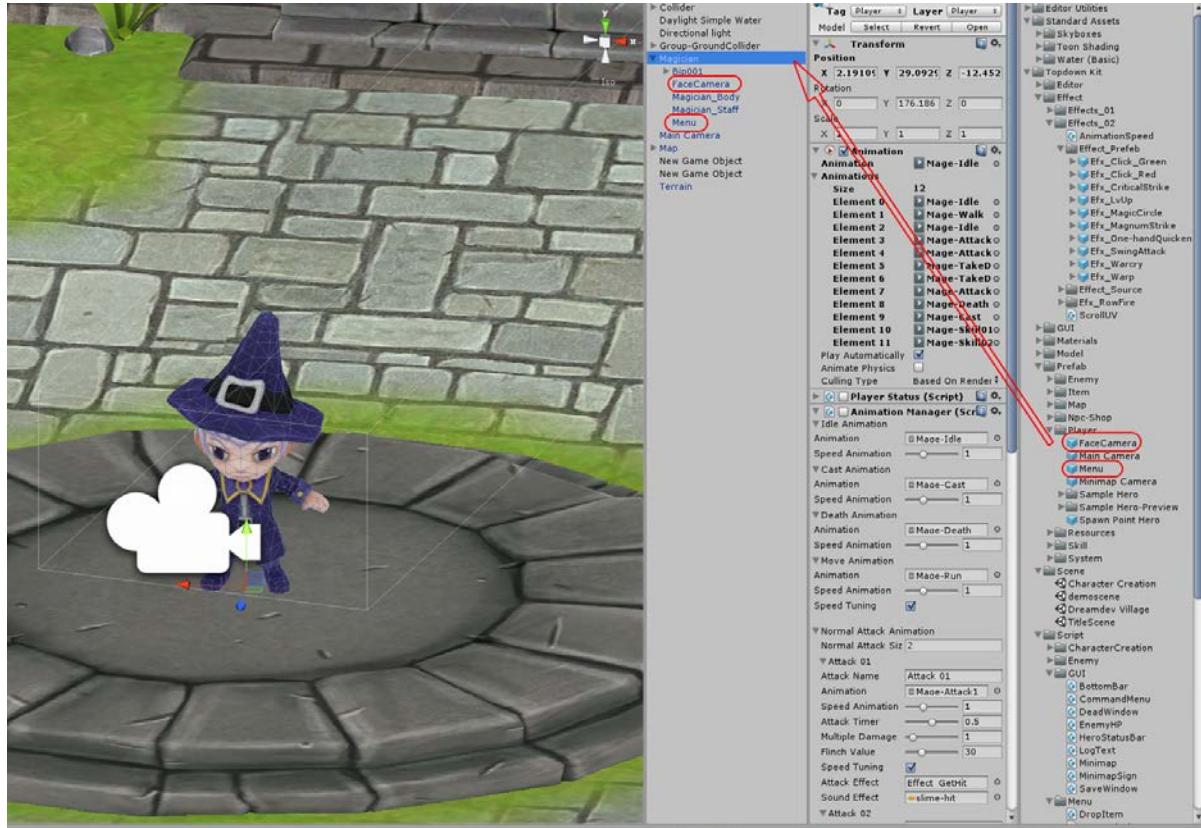
10. Drag “Main Camera” from folder Topdown Kit -> Prefab -> Player -> Main Camera to Hierarchy (if hierarchy have a main camera delete it first)



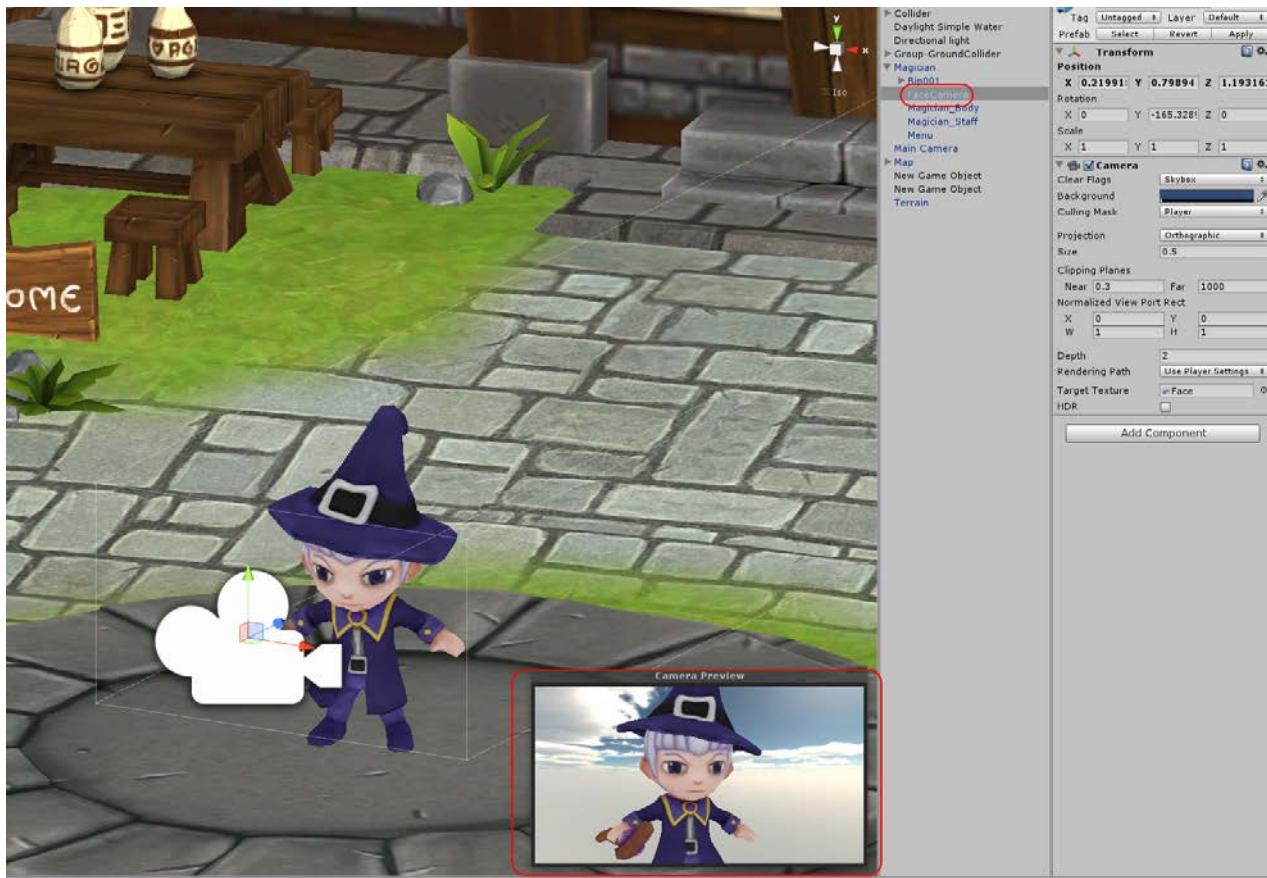
### 11. Adjust camera for your game or set follow a picture



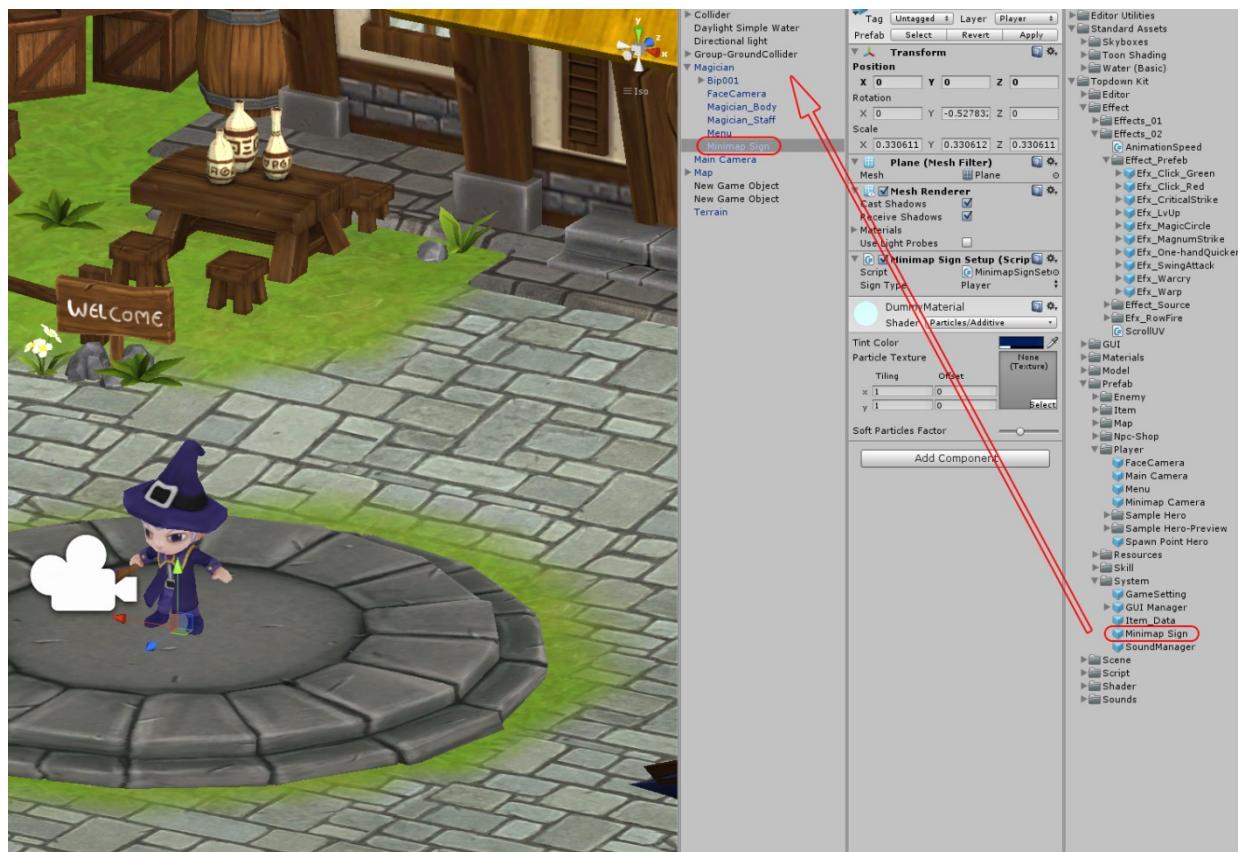
12. Drag “Menu” and “Face Camera” from folder Topdown Kit -> Prefab -> Player to parent with your character



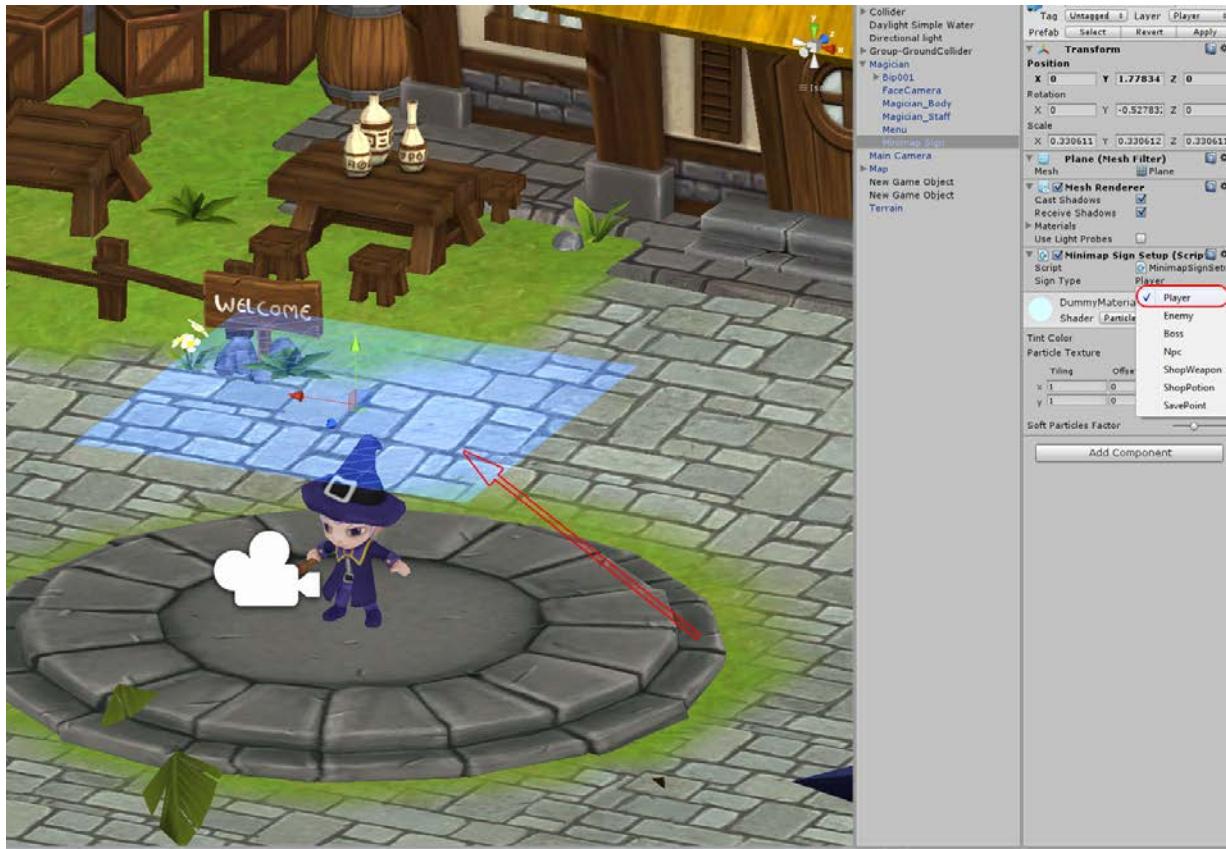
13. Adjust “FaceCamera” position and rotation to lookat your character (use to show your character face in top left screen)



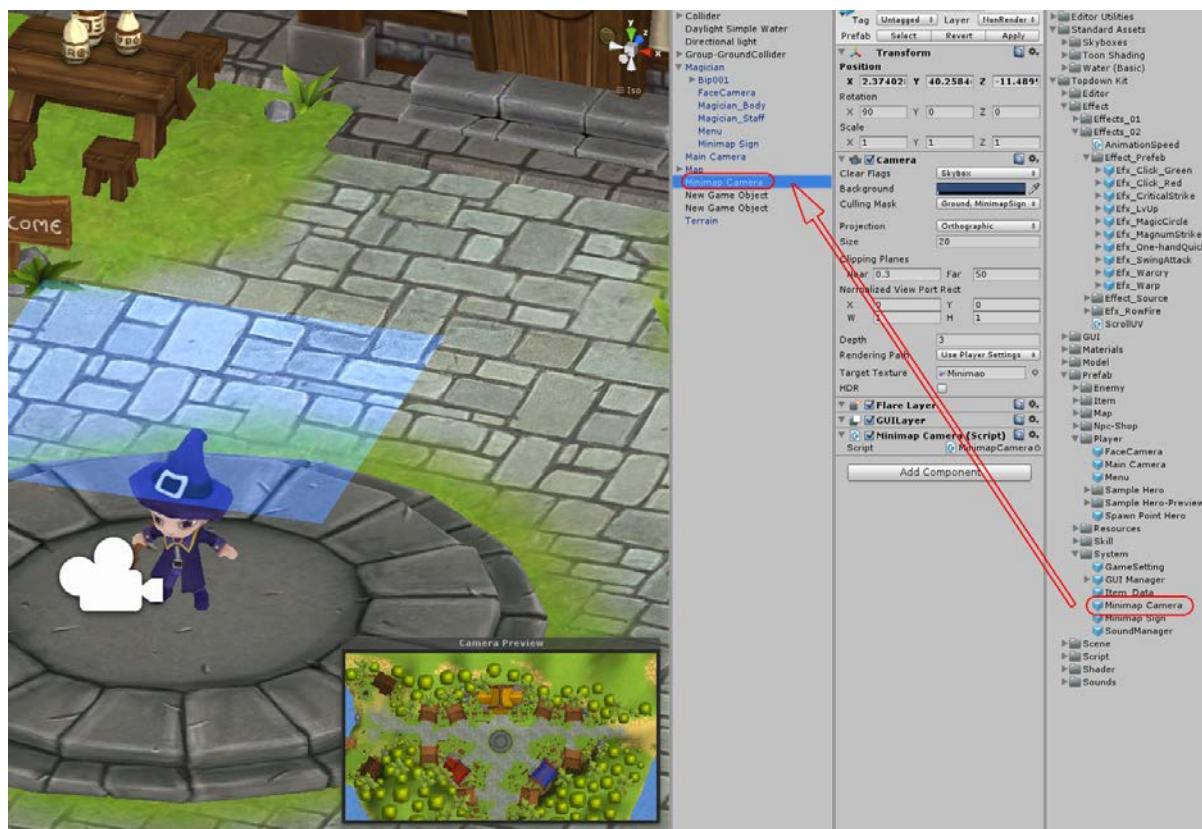
14. Drag “Minimap Sign” from folder Topdown Kit -> Prefab -> System to parent with your character



15. Adjust position “Minimap Sign” to Overhead character and set signtype in inspector to player

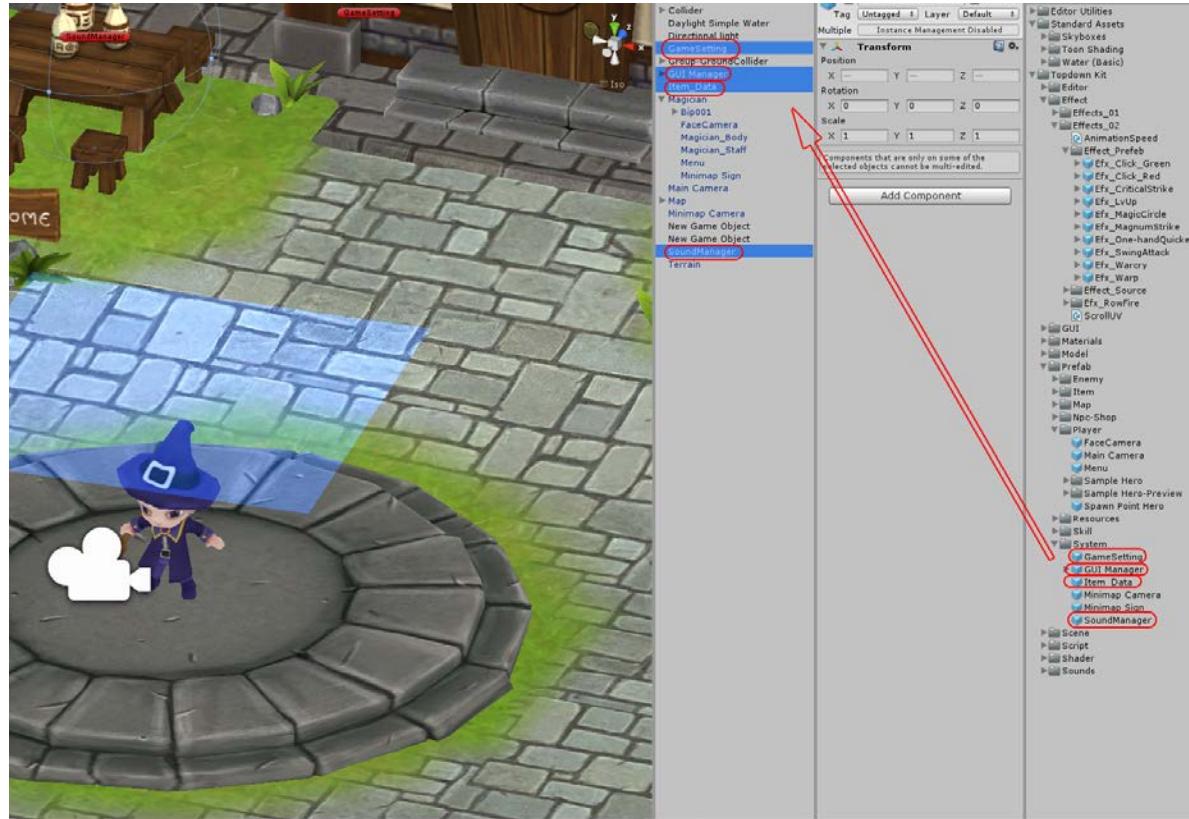


16. Drag “Minimap Camera” from folder Topdown Kit -> Prefab -> System to hierarchy (if in hierarchy have a “Minimap Camera” you can skip this step)



17. Drag “GUI Manager” , “Item\_Data” , “Game Setting” , “Sound Manager” from folder Topdown Kit -

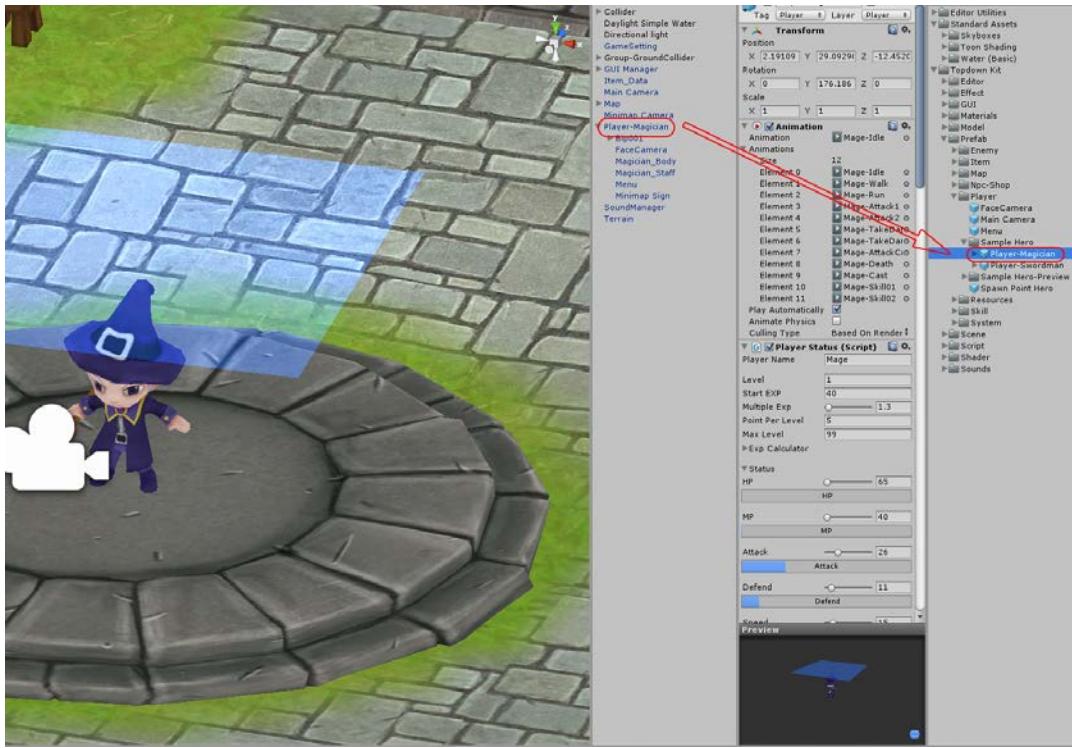
> Prefab -> System to hierarchy (if in hierarchy have all of this you can skip this step)



18. Click “Play” to test your character



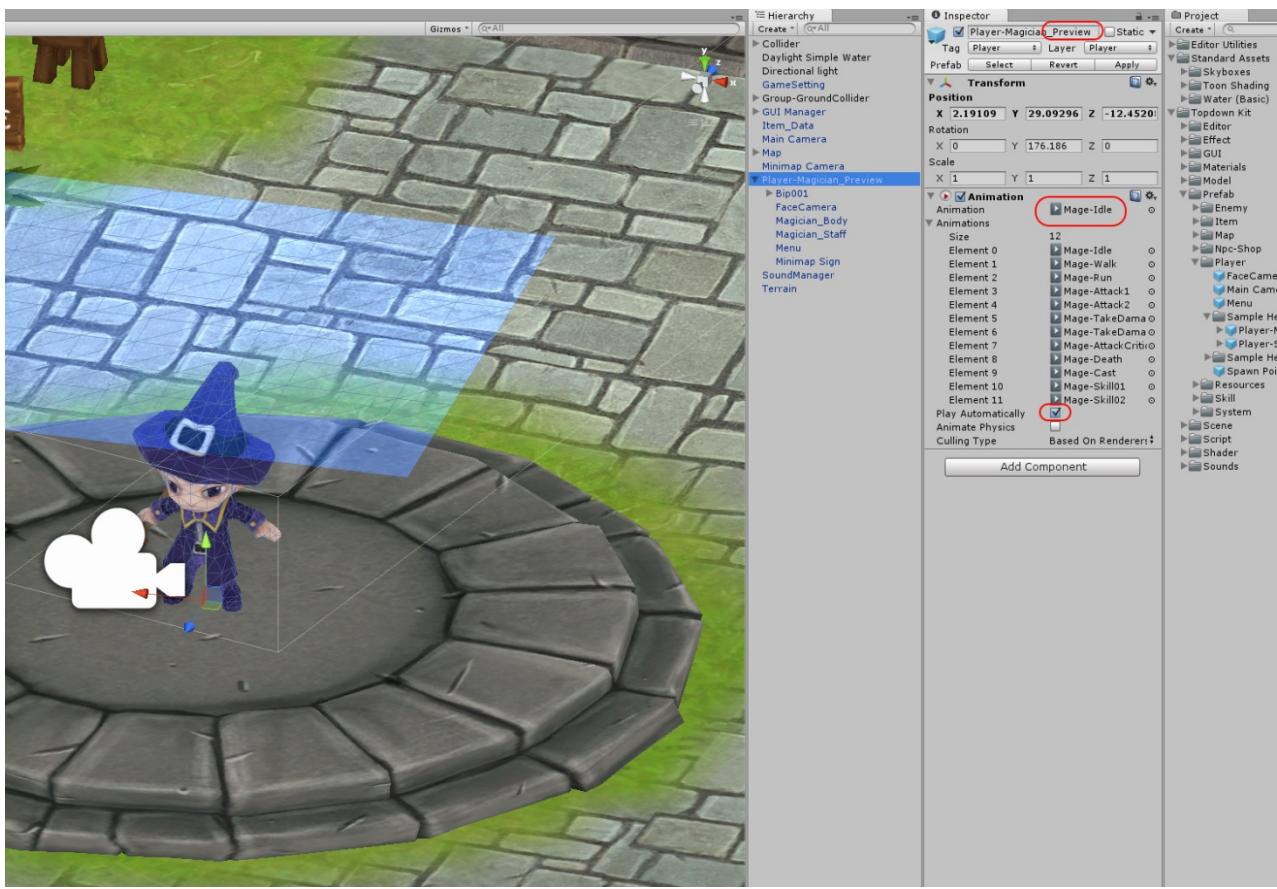
19. Drag your character in hierarchy to project (Convert to prefab)



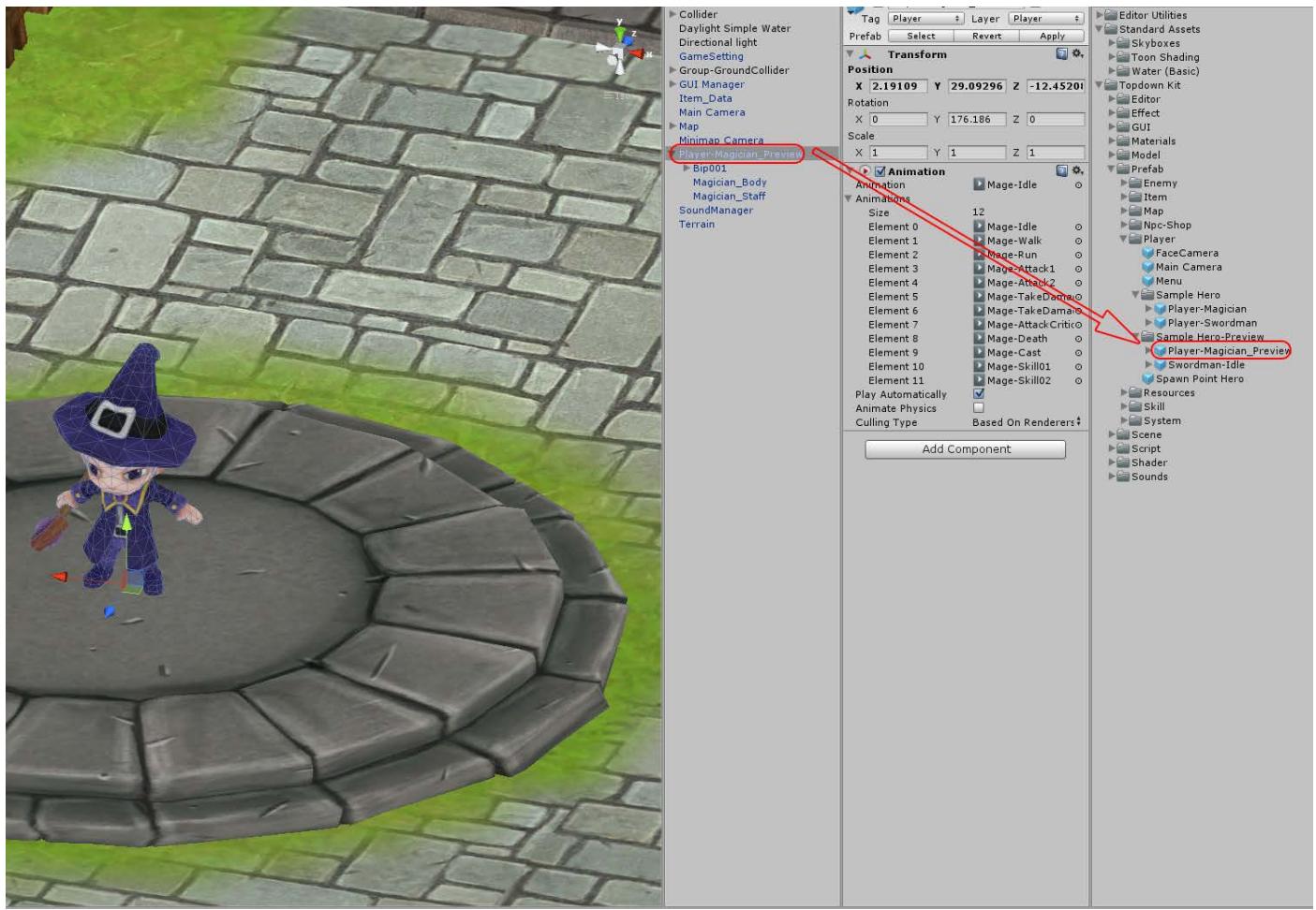
20. Remove “Hero Controller” (remove it first) , “Player Skill”, “Play Status”, “Character Controller”,

“Animation Manager” from Character in hierarchy , set Animations to idle and enable Play

Automatically and rename this “Your Hero\_Preview”



21. Delete “Face Camera”, “Minimap Sign”, “Menu” in parent character and drag character to project folder (convert character as new prefab)



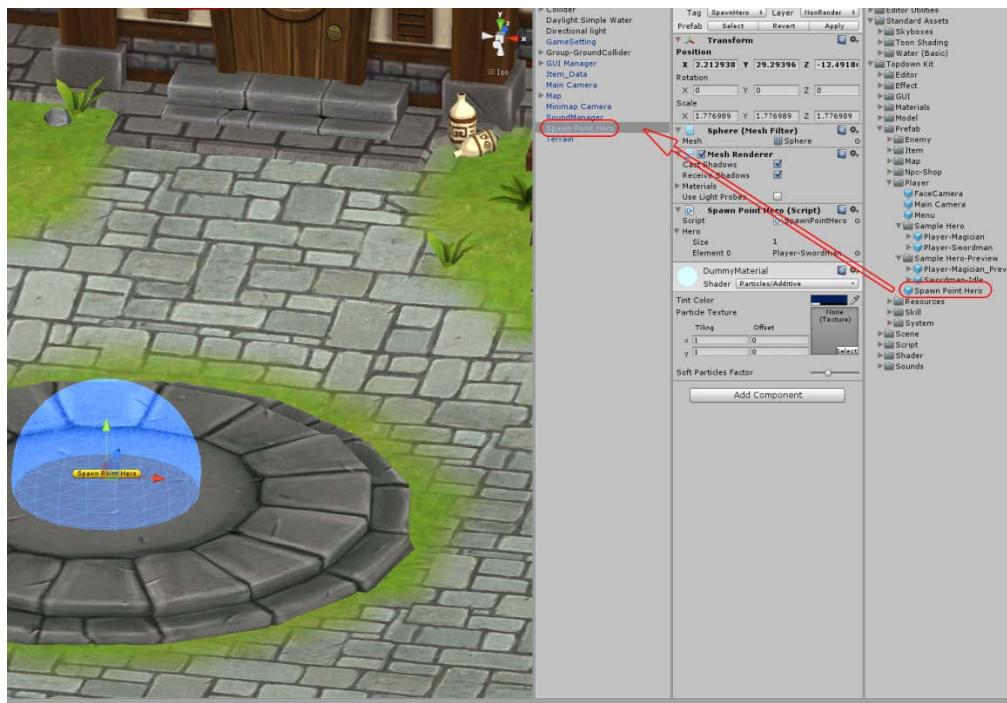
22. After complete delete your character in hierarchy.

=====Complete Setup Character & Main Object=====

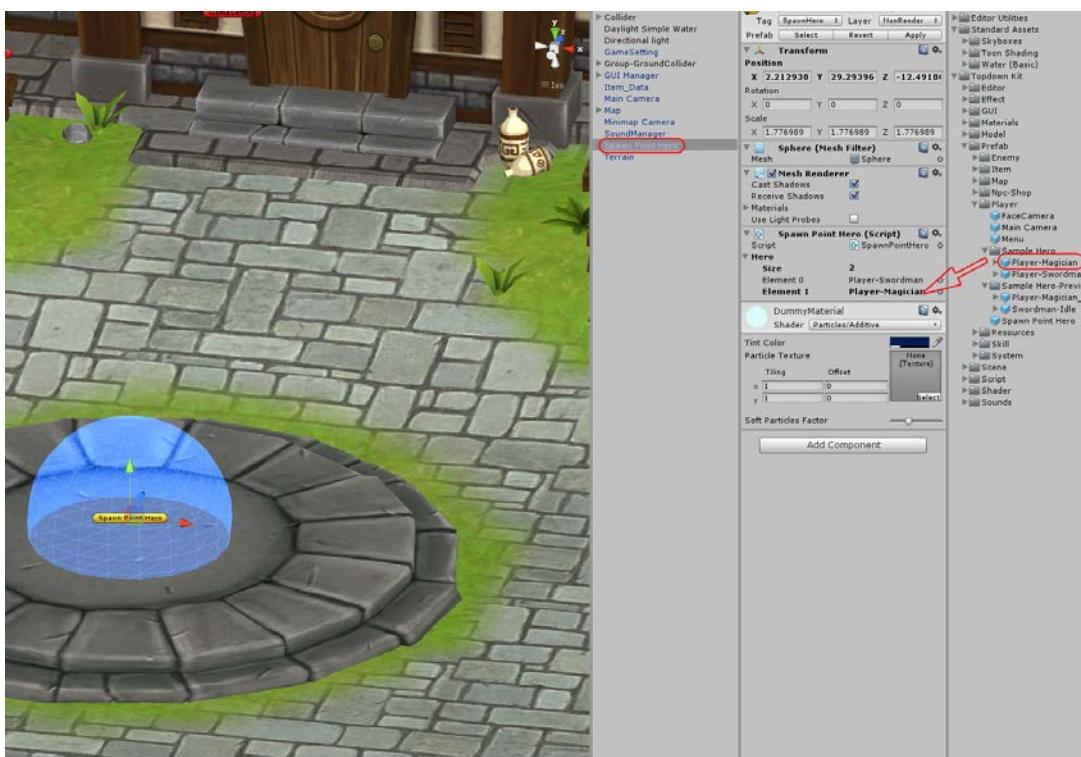
## Add character to character creation scene

### (In Gameplay Scene)

1. Drag “Spawn Point Hero” from from folder Topdown Kit -> Prefab -> System to hierarchy (if in hierarchy have a “Spawn Point Hero” you can skip this step)



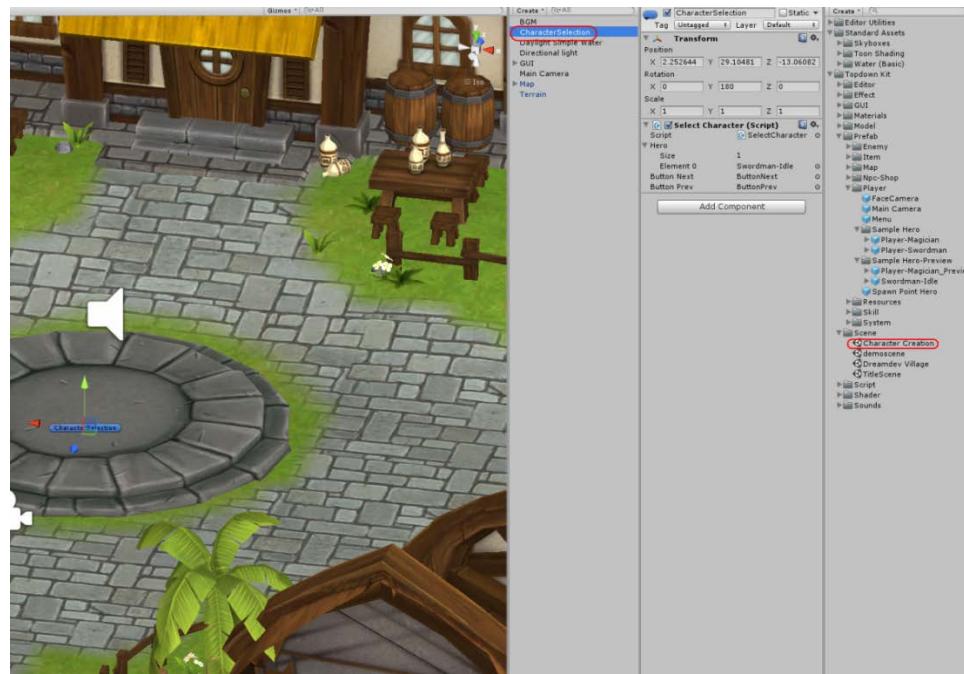
2. Add your custom hero to Spawn Point Hero(script) in inspector



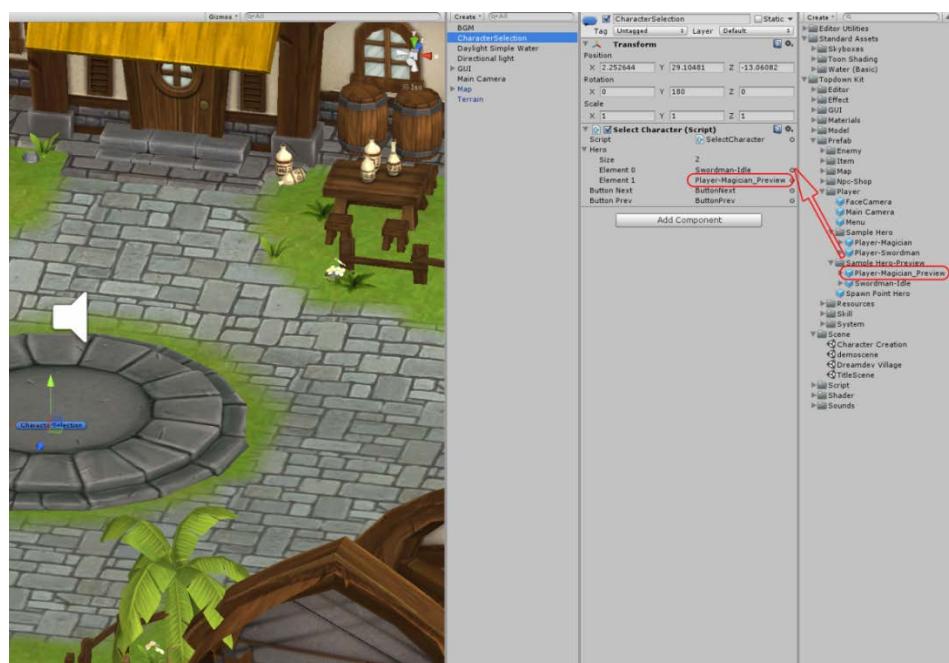
## (In Character Creation Scene)

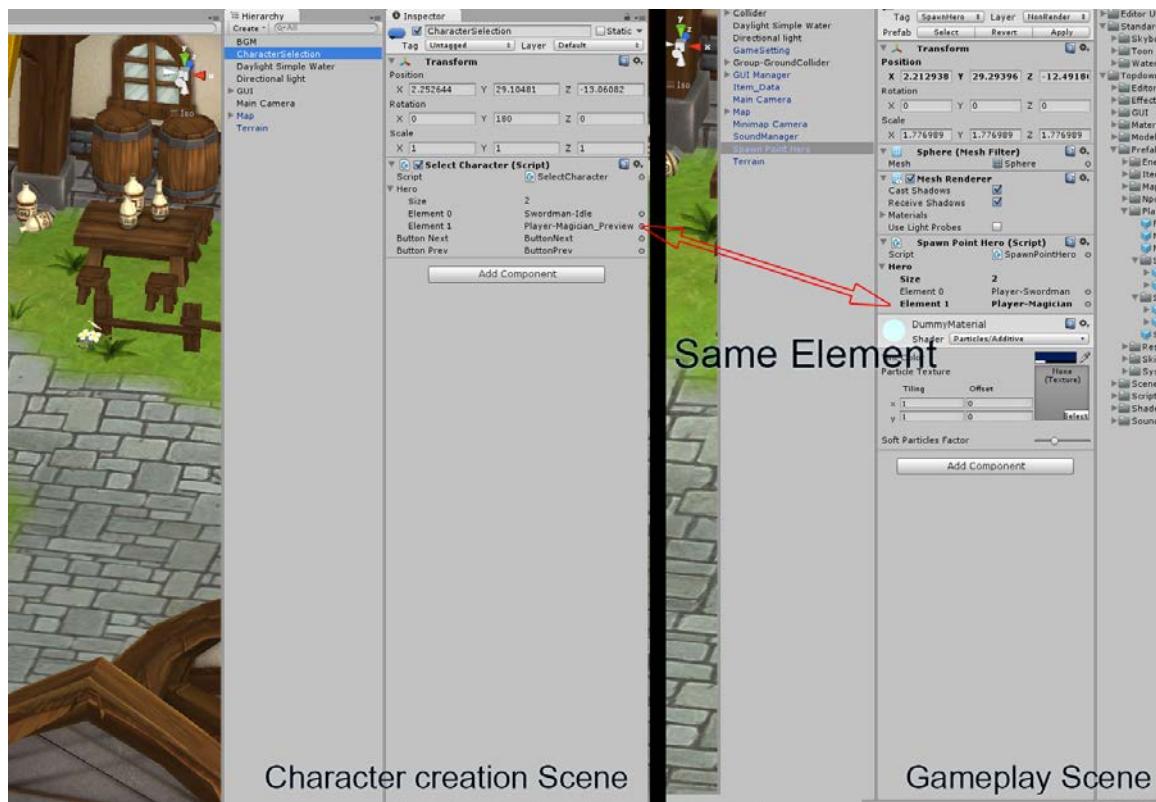
(Can use demo scene in -> Topdown Kit -> Scene -> Character Creation)

### 1. Click Character Selection in hierarchy

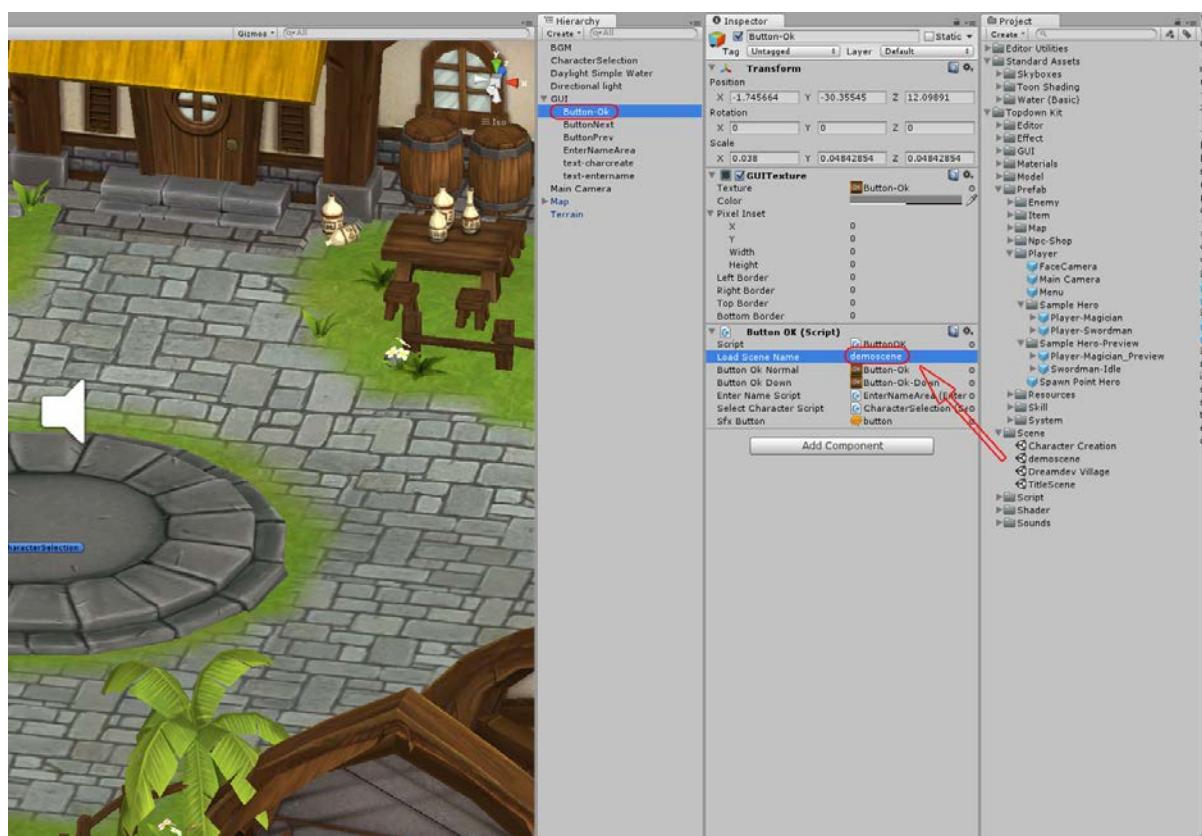


2. Add your Character\_Preview to Select Character(Script) (Make sure your character\_preivew must match element with Spawn Point Hero(script) (Ex. You put xx\_hero in Spawn Point Hero(script) element 1 you must put xx\_hero\_preview in Select Character(Script) element 1 too.





3. Change gameplay scene name in GUI -> ButtonOK Inspector variable “Load Scene Name” (when click button OK it will load this scenename)



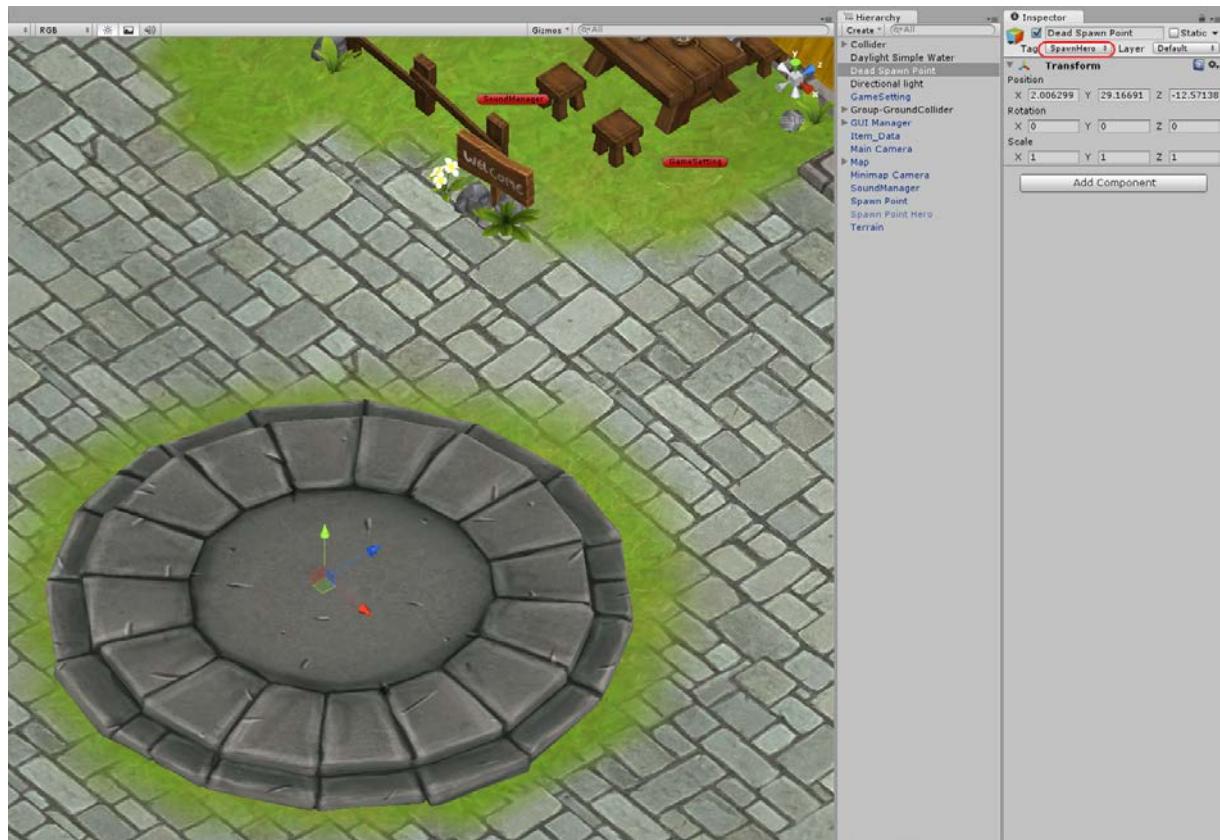
4. Click play to test character creation.



=====Complete Add character to character creation scene=====

## Setup Spawn Point When Hero Dead

1. Create empty game object or press Ctrl+Shift+N and rename to “Dead Spawn Point” or everything you want.
2. Adjust a position you want to spawn when hero dead
3. Change this tag to “SpawnHero”

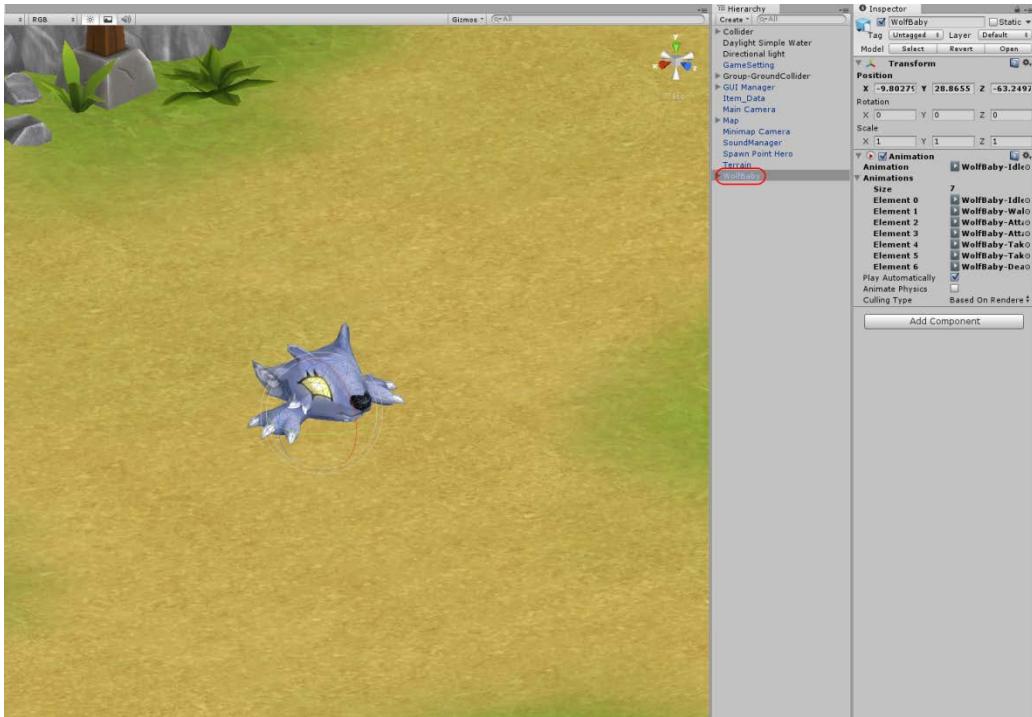


**Note \*** A gameobject with “SpawnHero” tag must be 1 object in 1 scene (in demoproject a scene “Dreamdev Village” we put “SpawnHero” tag in “Spawn Point Hero” if you want to change a Spawn point position you must change tag in “Spawn point hero” to untagged.

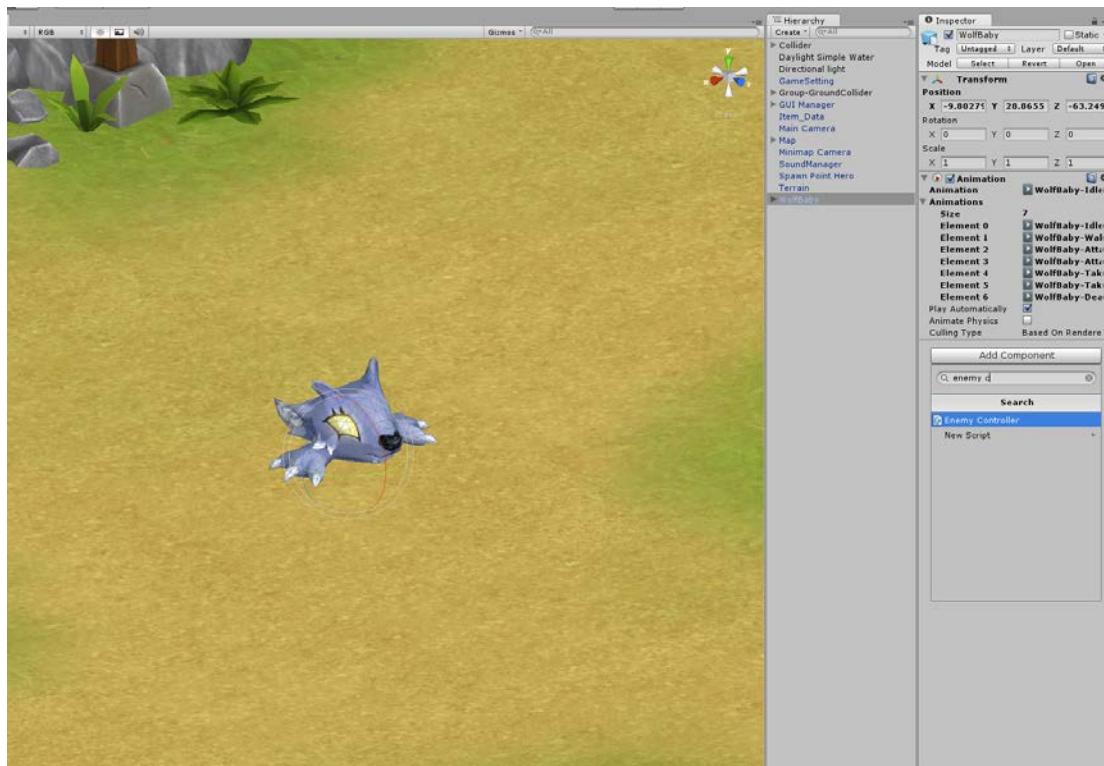
=====Complete setup spawn point when hero dead=====

## Setup Enemy

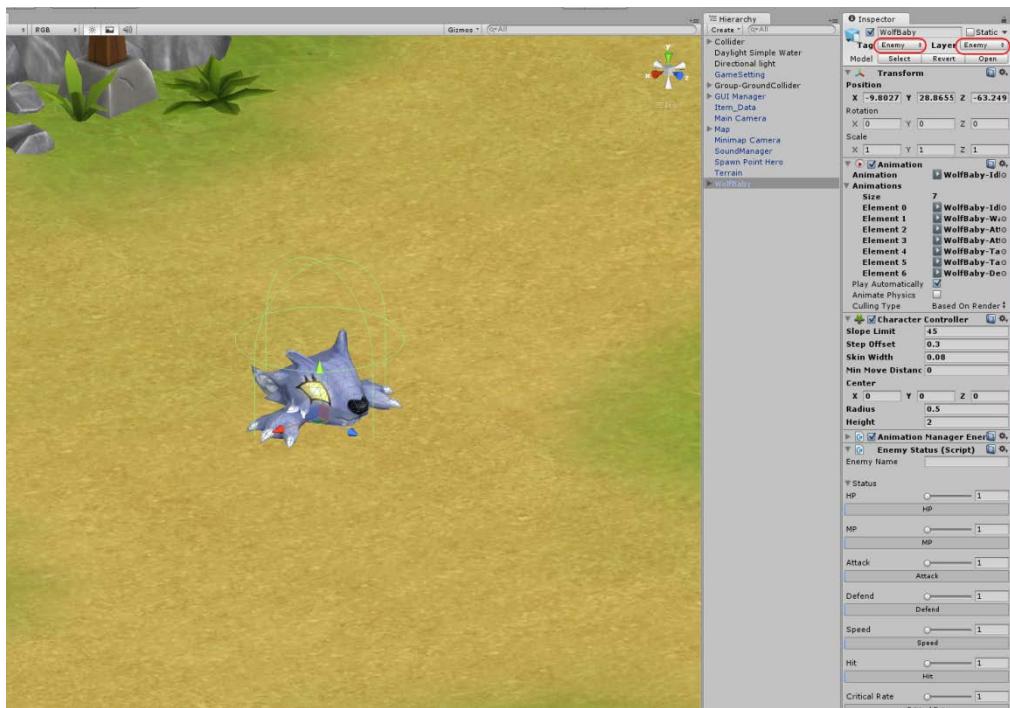
- Add your model (with animation) to Hierarchy



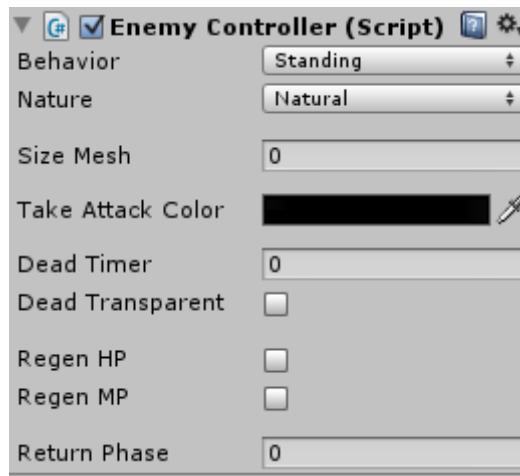
- Add component EnemyController(script) to this gameobject



3. Change layer and tag this gameobject to “Enemy”



4. Change Attribute EnemyController(Script)



- a. Behavior : Standing(Not move, move when found hero or hero attack this)

Move Around (Move around area you set) (if you set behavior to move around

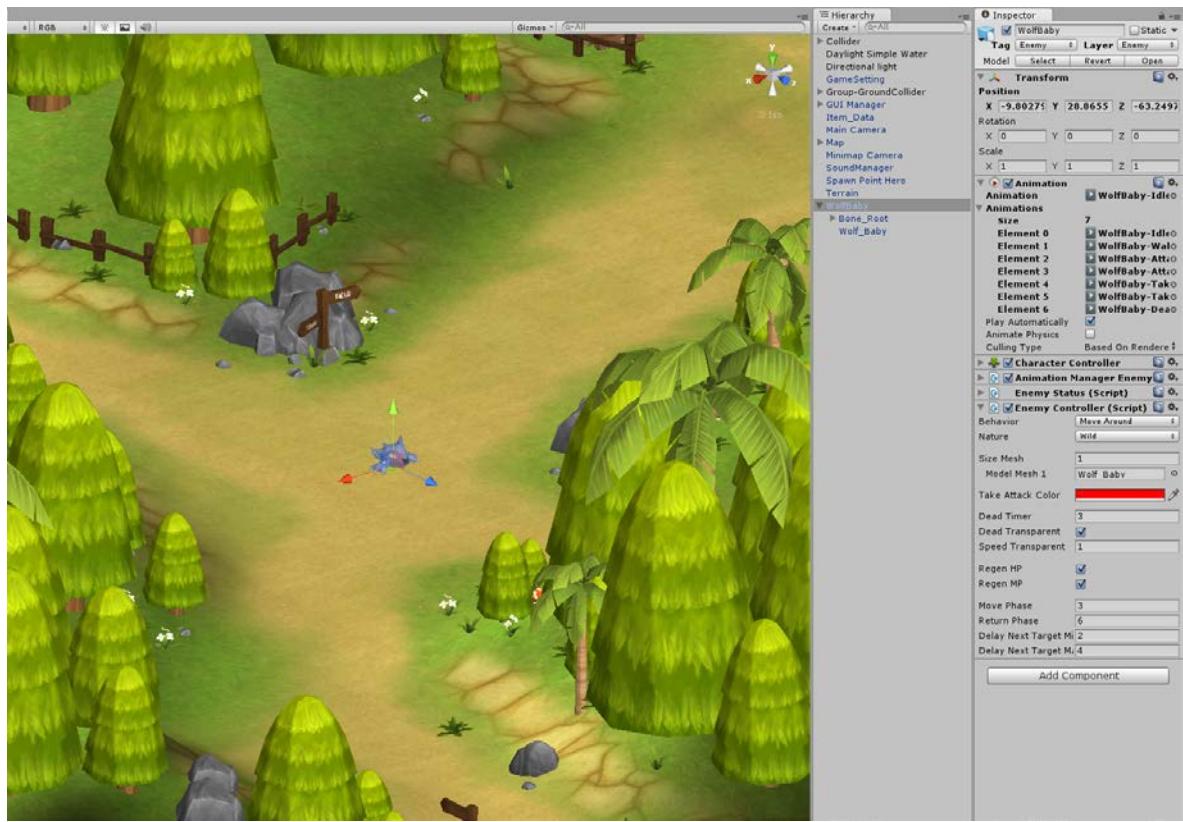
“Movephase” “Delay min target” “Delay max target” will appear)

- b. Nature : Natural (Not attack hero first, attack when hero is attack)

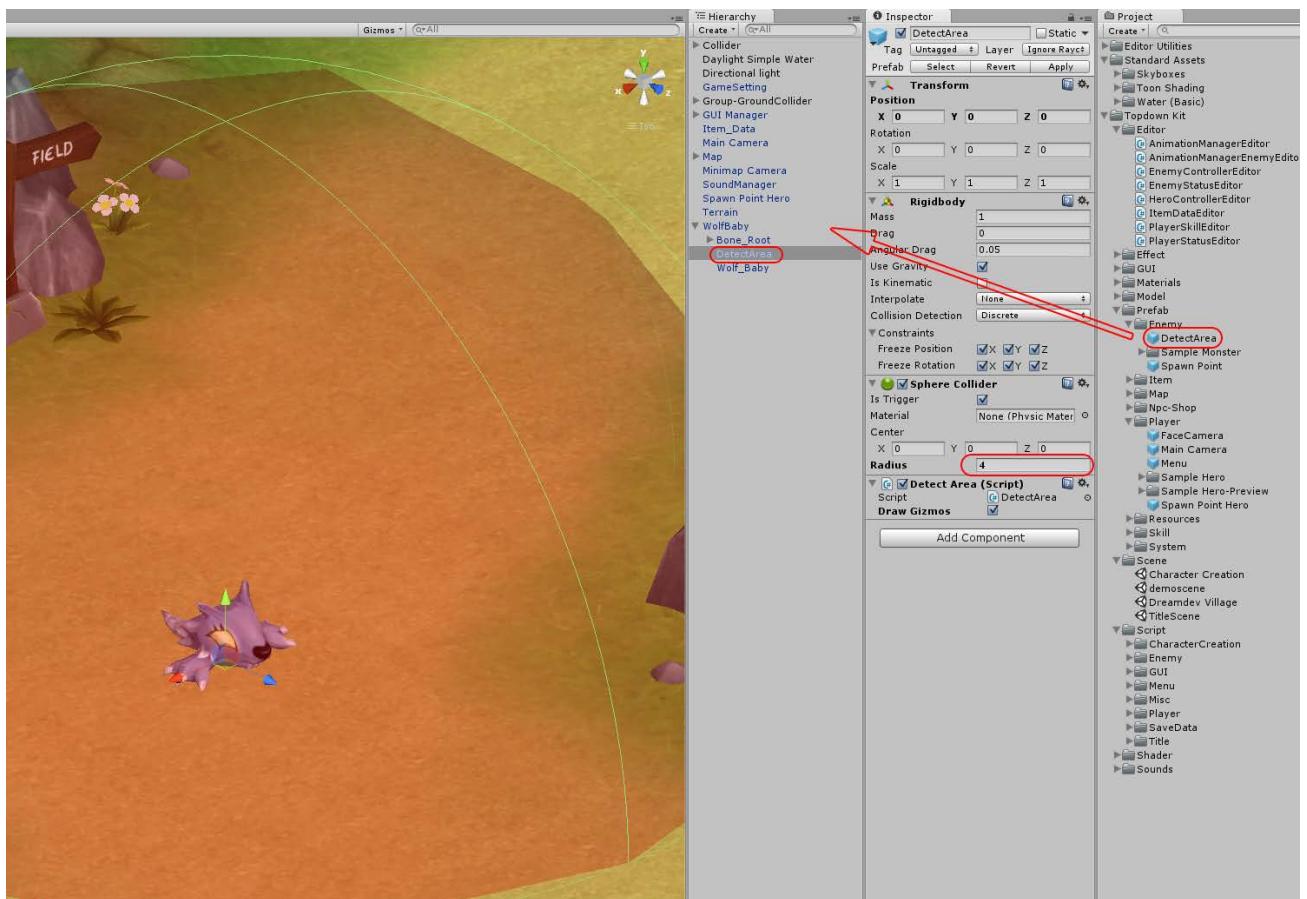
Wild (Attack first , attack when hero come to area)

- c. Size Mesh : your mesh model in this enemy

- d. Take Attack Color : a color when your take attack (Ex. You set to red color when you take attack hero is change to red color for a while)
- e. Dead timer : a timer before destroy this enemy when dead
- f. Dead transparent : if enable this when enemy dead this enemy is fade alpha before destroy
- g. Speed Transparent (Appear when enable Dead transparent) : Speed fade alpha when dead
- h. Regen HP/MP : when enemy follow hero and it out of range this enemy will return to spawn point if you enable Regen HP/MP this enemy will regen hp/mp to full when back to spawn point
- i. Return Phase : a distance area from enemy and spawn point if enemy follow hero and it far from return phase it will return back to spawn point (when you adjust this variable it will show a sphere area to check a distance to return)
- j. Move Phase (Appear when Behavior is Move around) : An area enemy use to random move around (when you adjust this variable it will show a sphere area to check a distance to move around)
- k. Delay min/max target (Appear when Behavior is Move around) : A delay before to move it again (ex. We put 2 to min and 4 to max , When this enemy move to target complete it will wait 2-4 seconds (to play idle) and find target to move again)



5. Drag “DetectArea” form Topdown Kit -> Prefab -> Enemy to parent with this enemy (If enemy nature is “Natural” you can skip this step) and adjust detect size in sphere collider (radius)

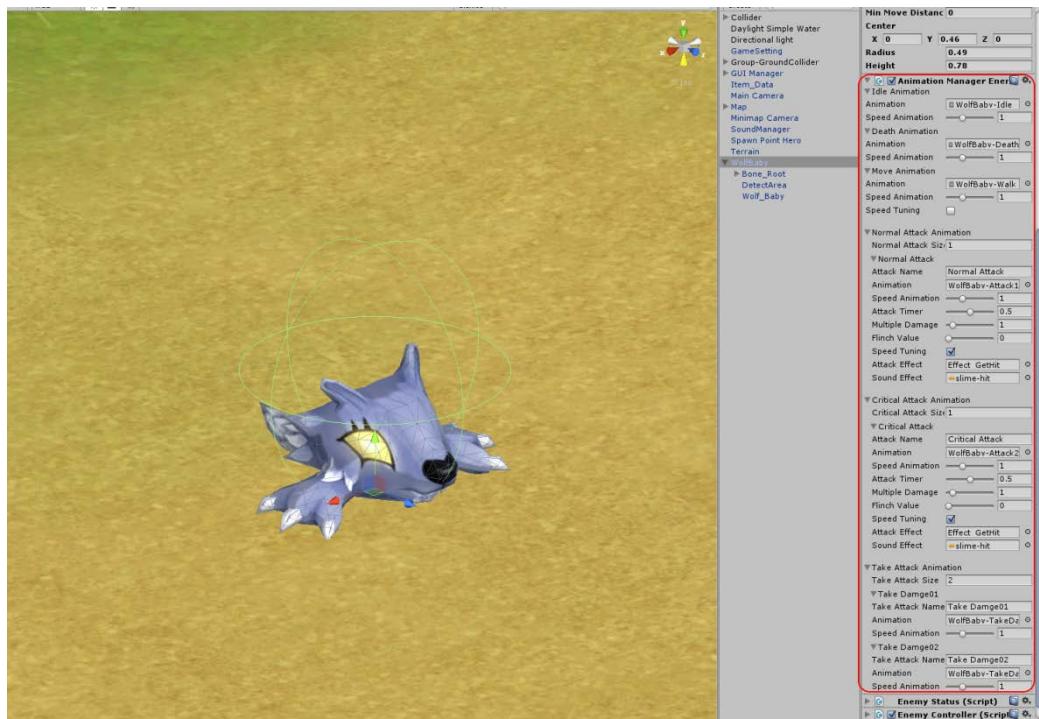


## 6. Adjust Character Controller size to fit a model

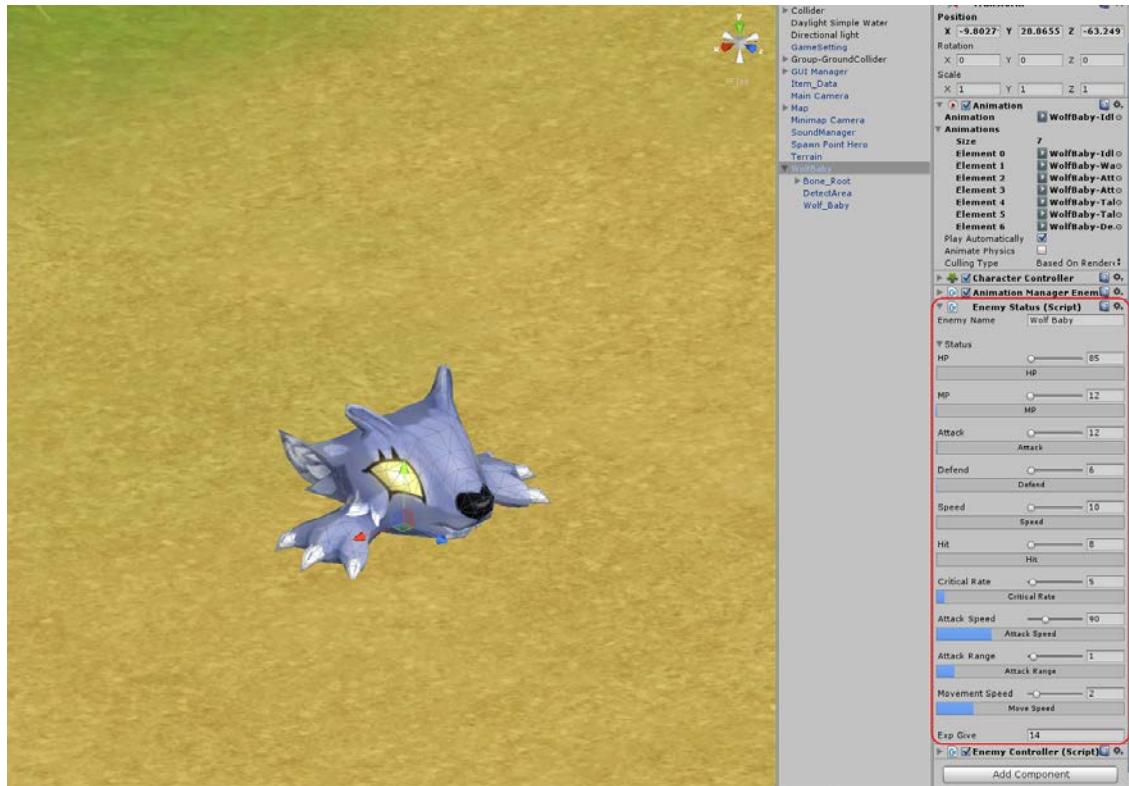


## 7. Add animation enemy in “Animation Manager Enemy(Script)”

**Note \*** Setup same as setup animation character hero you can see a detail in topic “ Setup Character & Main Object ”



### 8. Adjust status enemy in “Enemy Status (Script)”



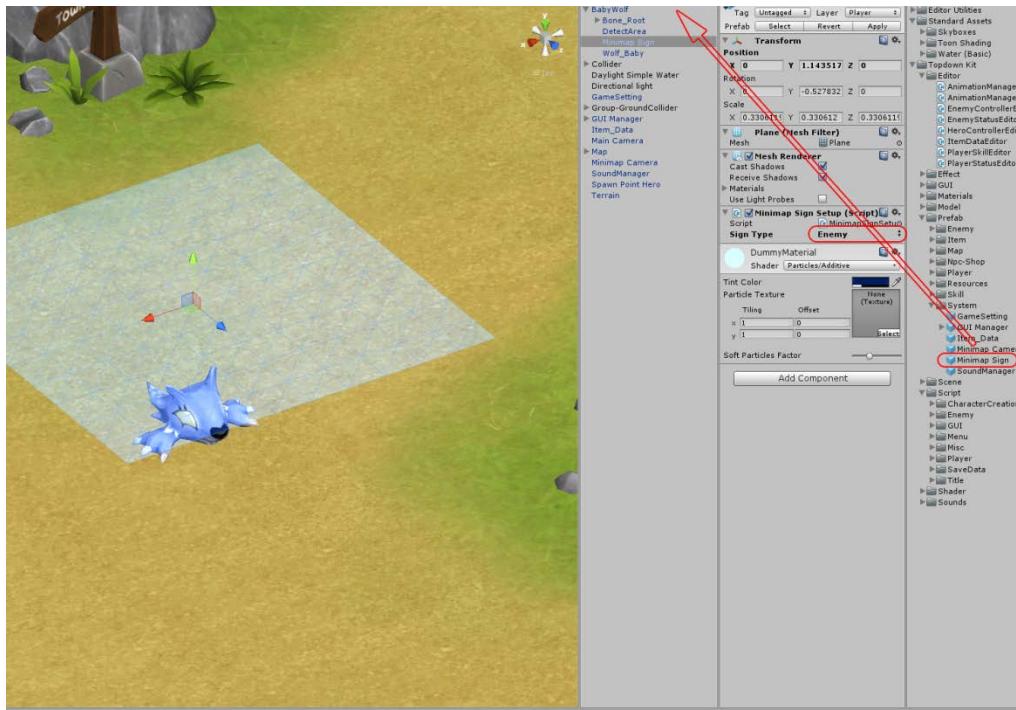
a. Player Name – name of character

b. Status – status of character

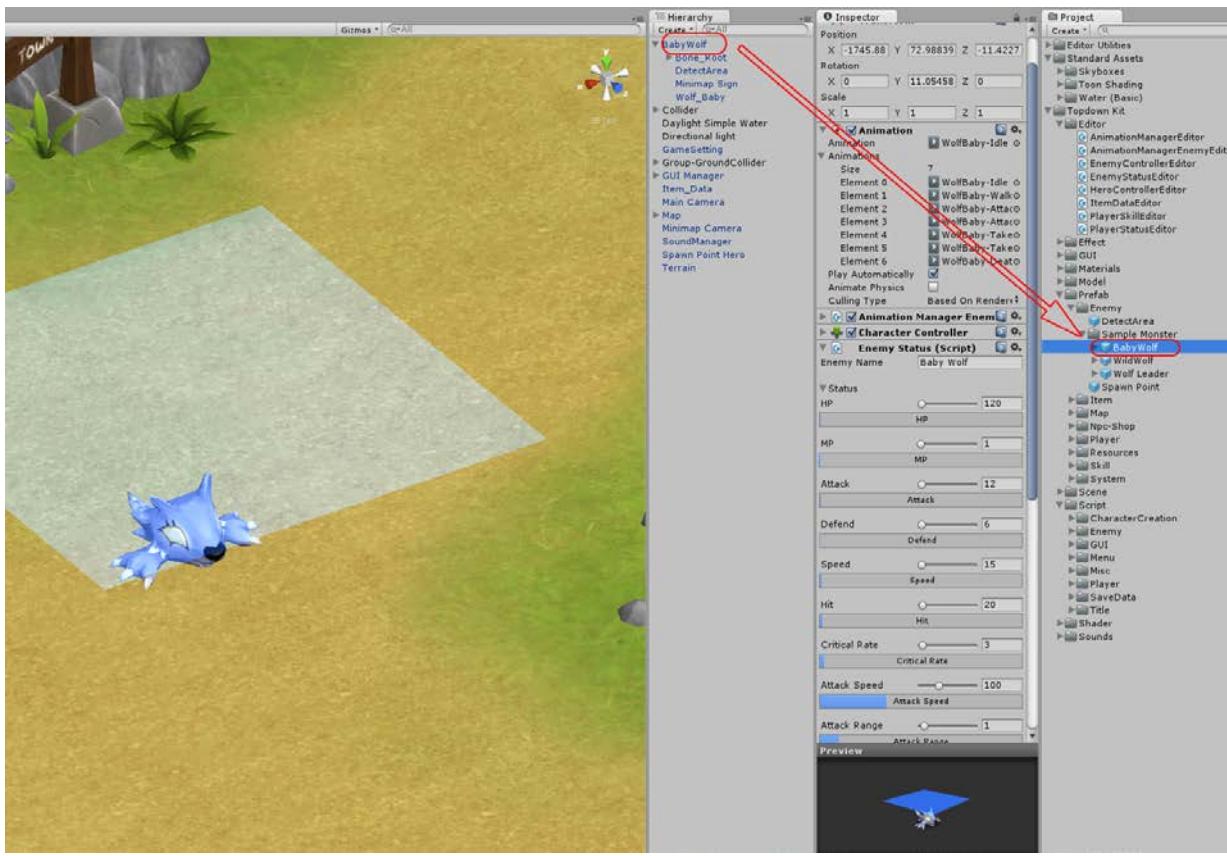
1. HP – Hit point
2. MP – Magic Point
3. Attack
4. Defense
5. Speed (use to evade attack)
6. Hit (use to attack a speed hero)
7. Critical Rate – A critical percent(max 100)
8. Attack Speed
9. Attack Range – (1-1.5 is melee) more than 1.5 is range
10. Move Speed

c. Exp Give – A exp give to hero when this enemy dead

9. Drag “Minimap Sign” from folder Topdown Kit -> Prefab -> System to parent with enemy and set type to “Enemy” and adjust position over head enemy.



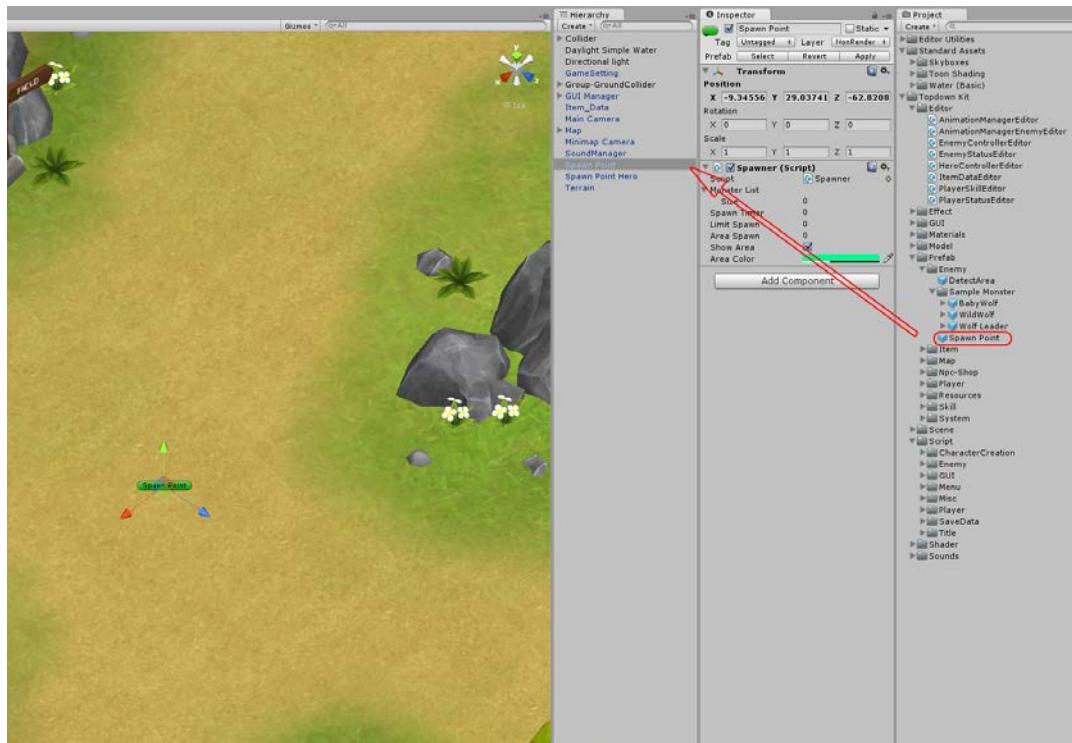
10. After complete , drag your enemy to project folder (Convert to prefab) and delete this in hierarchy



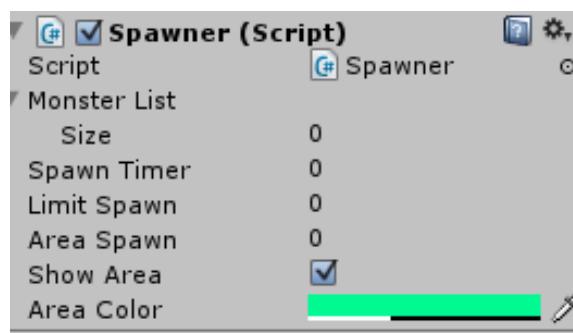
===== Complete setup enemy =====

## Setup Spawn Enemy

1. Drag “Spawn Point” from Topdown Kit -> Prefab -> Enemy to hierarchy

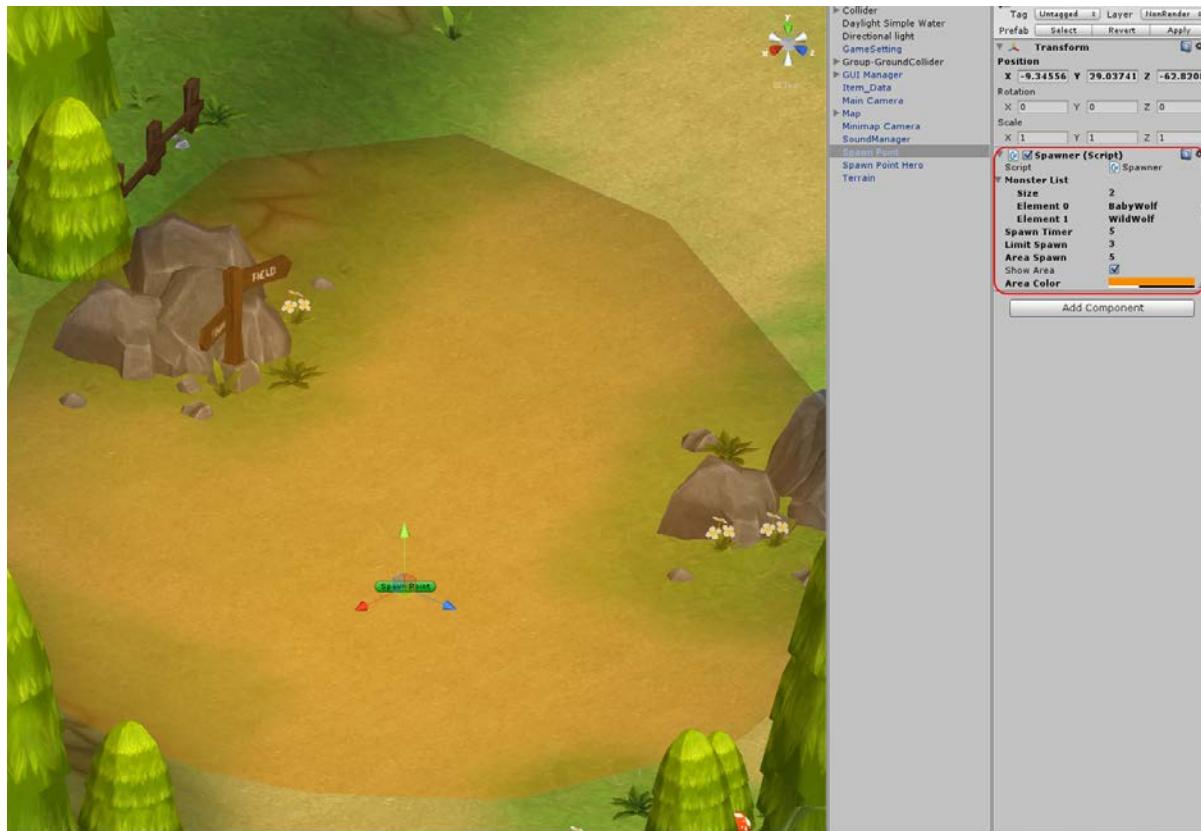


2. Adjust Spawner(Script) parameter



- a. Monster List – List of monster in area (Drag you monster prefab to this parameter , you can add one more type of monster in one area)
- b. Spawn timer – A timer to spawn monster (Ex. Set 3 second it wait 3 second and spawn monster , and wait 3 second to spawn again)
- c. Limit Spawn – A Limit monster in this area (Ex. Set 2 , when have 2 monster in area , it not spawn until monster in area die)
- d. Area Spawn – A area use to random spawn position a monster (sphere area)
- e. Show Area – if enable this it will show area spawn

f. Area Color – A color of area



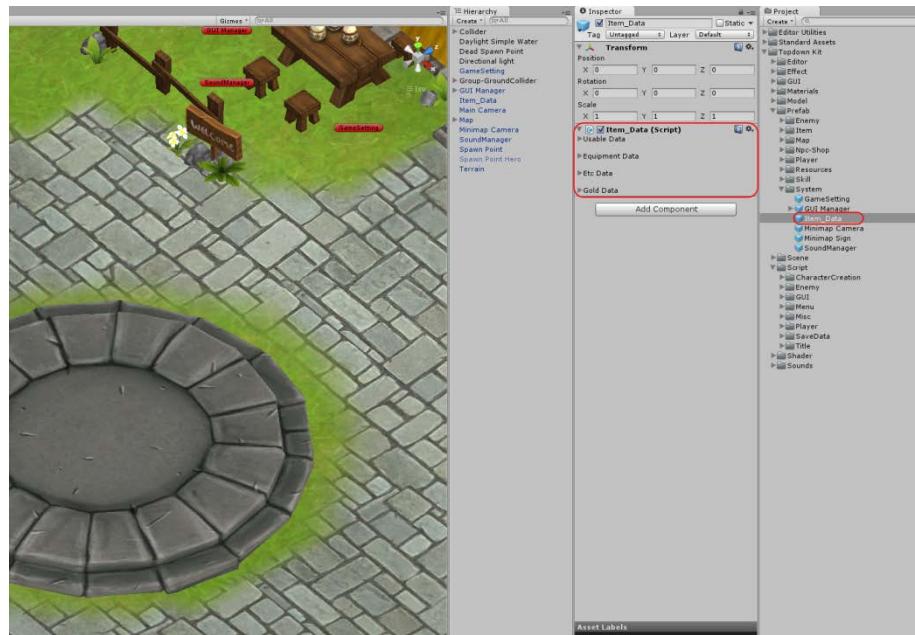
3. After complete, click play to test



===== Complete setup spawn enemy =====

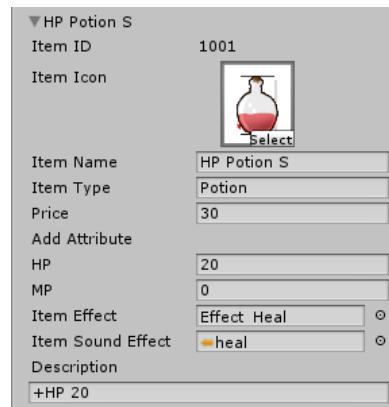
## Setup Item

1. Go to “Item\_Data” in project folder Topdown Kit -> Prefab -> System



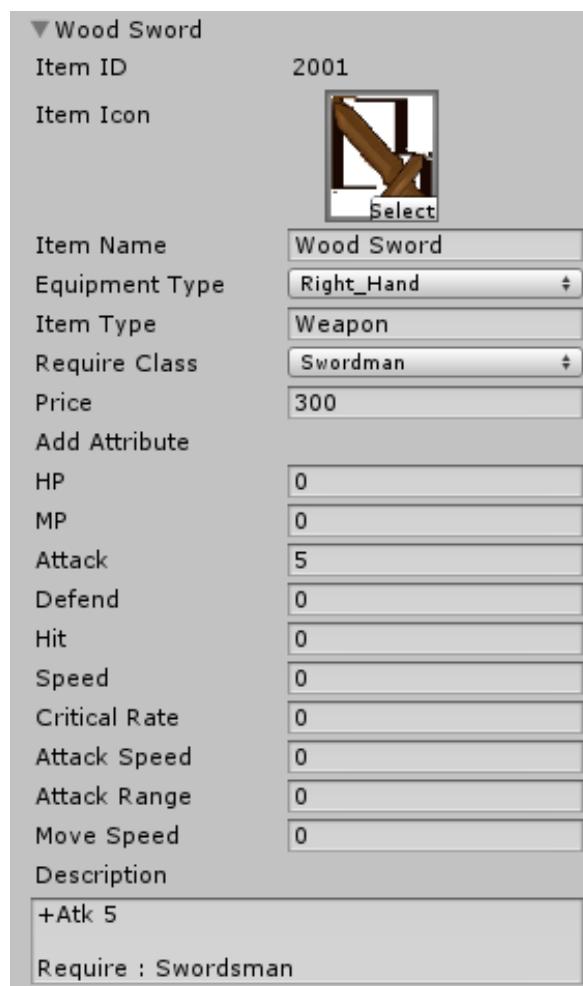
2. Create an item (Item has separate to a 4 type)

- a. Usable Data – An item can use (Ex. Potion)



- a) Item ID : an id of item
- b) Item Icon : an icon of item
- c) Item Name : a name of item
- d) Item Type : a type of item
- e) Price : a price when sell in a shop
- f) Add Attribute HP/MP : plus hp/mp xx when use it
- g) Item Effect : an effect when use this item

- h) Item Sound Effect : play sound effect when use this item
  - i) Description : a description of item
- b. Equipment Data – An item can equip (Ex. Weapon , Armor)



- a) Item ID : an id of item
- b) Item Icon : an icon of item
- c) Item Name : a name of item
- d) Equipment Type: a type of equipment
- e) Item Type : a type of item
- f) Require Class : a require class to use it (if set to none all class can use it)
- g) Price : a price when sell in a shop
- h) Add Attribute : add attribute xx when equip
- i) Description : a description of item

c. Etc Data – An item can't use , for sell (Ex. Item drop from monster)

▼ Wolf Fang	
Item ID	3001
Item Icon	 Select
Item Name	Wolf Fang
Item Type	Etc
Price	100
Description	A wolf fang. can sell in shop.

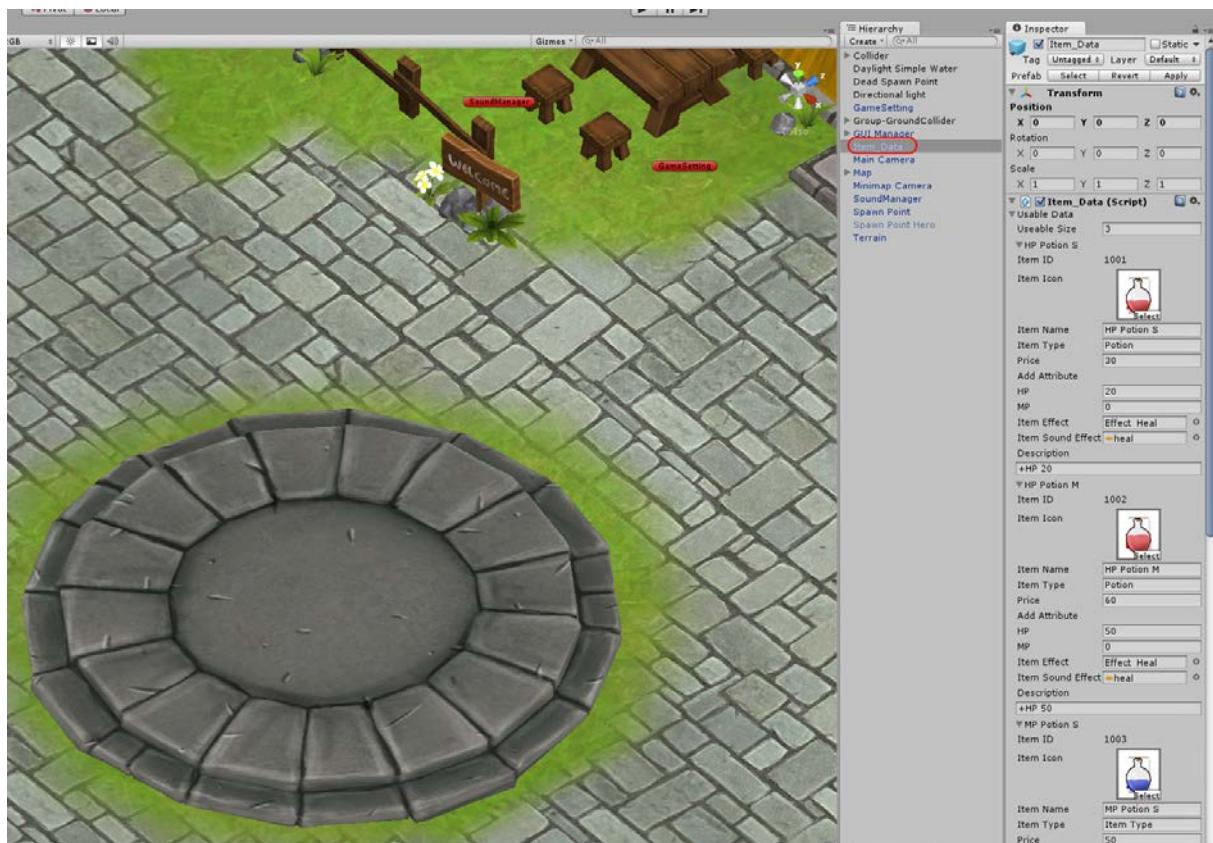
- a) Item ID : an id of item
- b) Item Icon : an icon of item
- c) Item Name : a name of item
- d) Item Type : a type of item
- e) Price : a price when sell in a shop (if your hero sell item in shop it half price)
- f) Description : a description of item

d. Gold Data – A gold

▼ Gold Data	
Item ID	4001
Item Icon	 Select
Item Name	Gold

- a) Item ID : an id of gold
- b) Item Icon : an icon of gold
- c) Item Name : a name of gold

3. After create item complete , Drag Item\_Data from folder Topdown Kit -> Prefab -> System to hierarchy

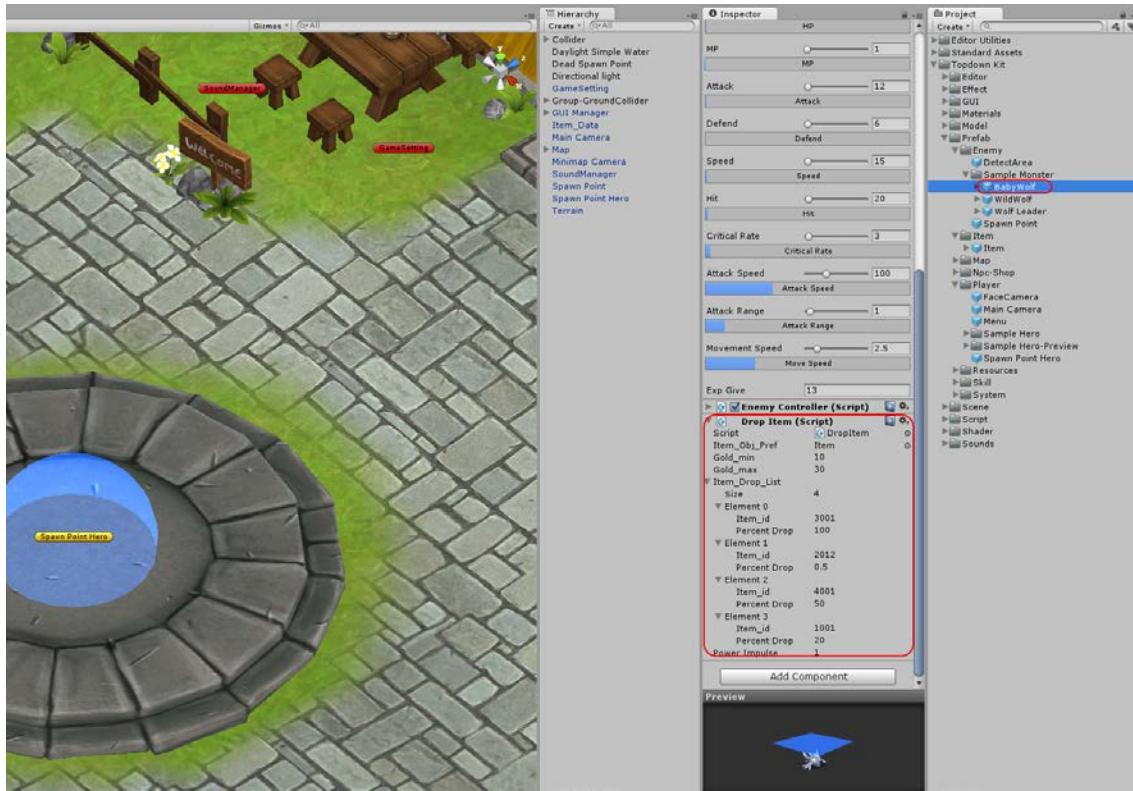


**Note \*** Item\_Data must be 1 in hierarchy, if in hierarchy has a item\_data delete it until remain 1

===== Complete setup item =====

## Setup Item Drop Enemy

1. Go to prefab enemy you want to assign item drop click and find Drop Item(Script) in inspector



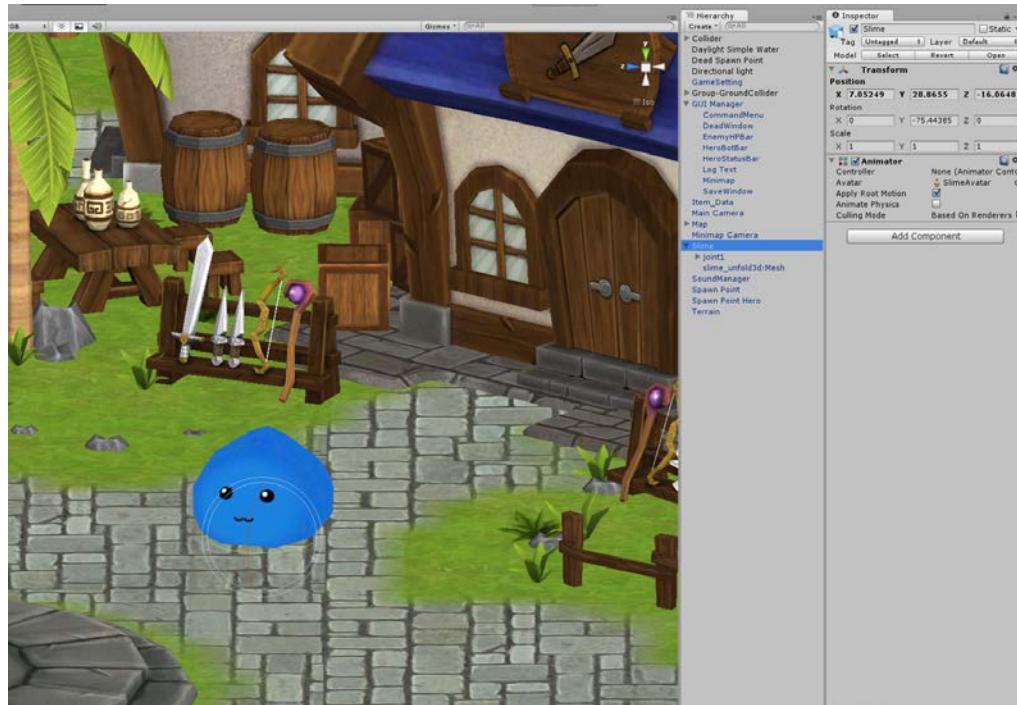
2. Adjust Drop Item(Script)

- a. Item\_Obj\_Pref (Drag “Item” from Topdown kit -> Prefab -> Item to assign in)
- b. Gold min/max – a random gold drop between min-max
- c. Item\_Drop\_List – an item list (you can add more 1 item)
  1. Item\_Id – Item ID of item you check item id in Item\_Data
  2. Percent drop – A percent drop of item
- d. Power Impulse – a power of impulse item when item drop

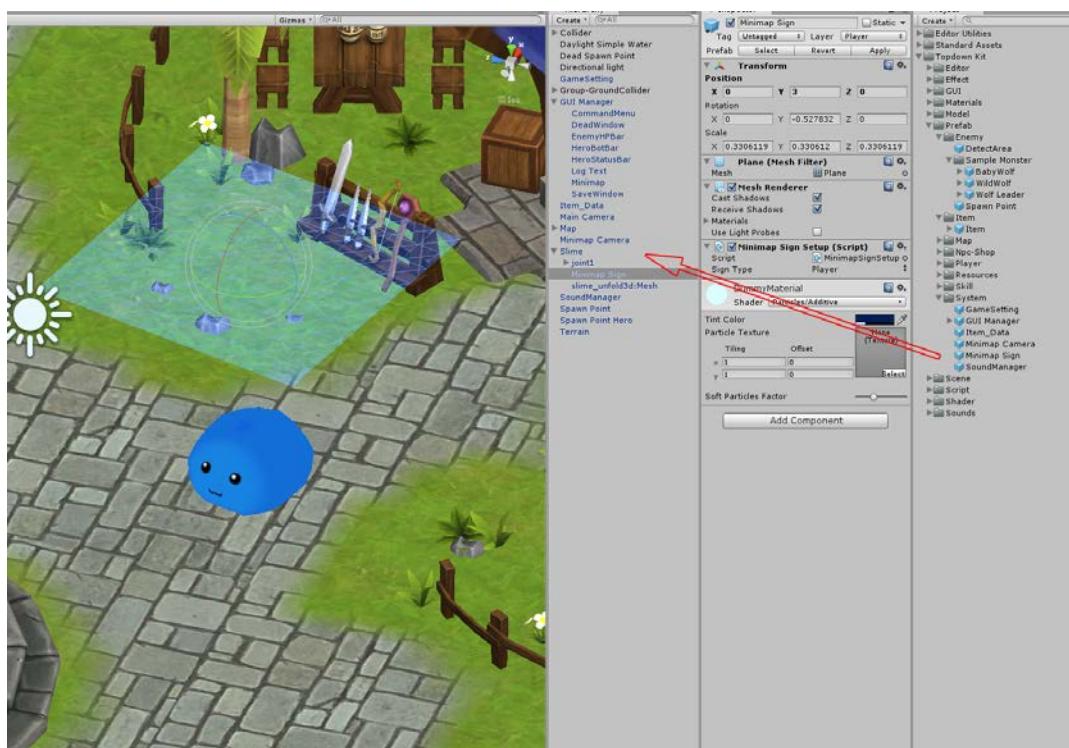
===== Complete setup item drop enemy=====

## Setup Minimap Sign

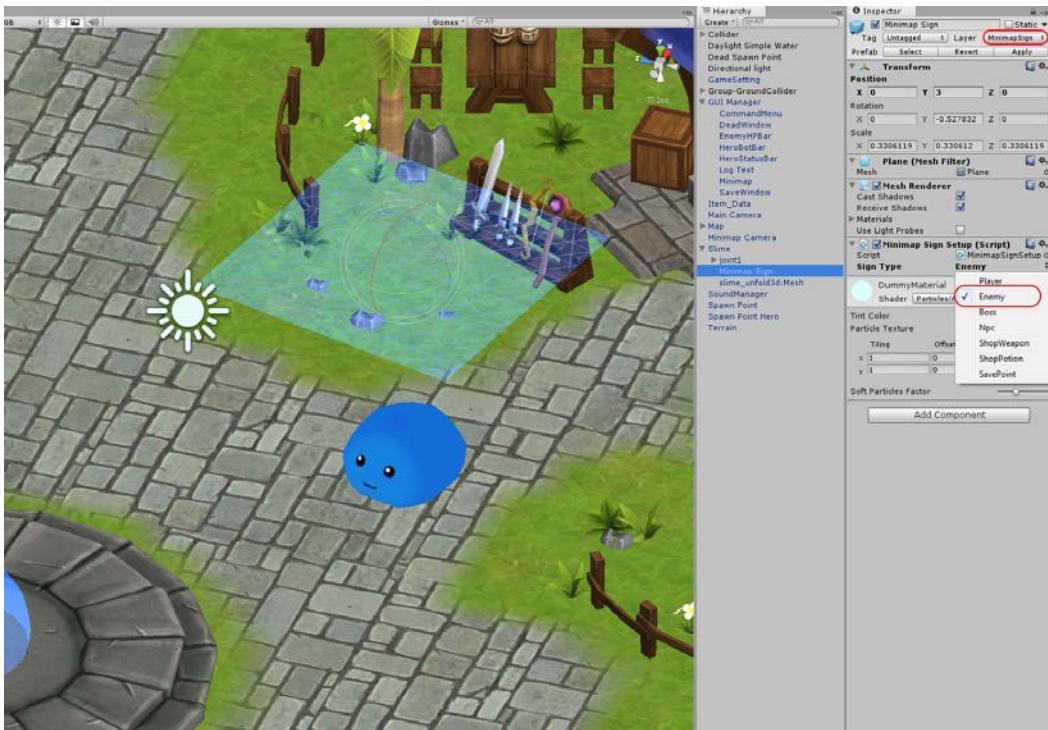
1. Add object you want to assign minimap sign



2. Drag "Minimap Sign" from folder Topdown Kit -> Prefab -> System to parent with object and set position to overhead a model



3. Set this layer to “Minimap Sign” and set sign type to anything is you want.



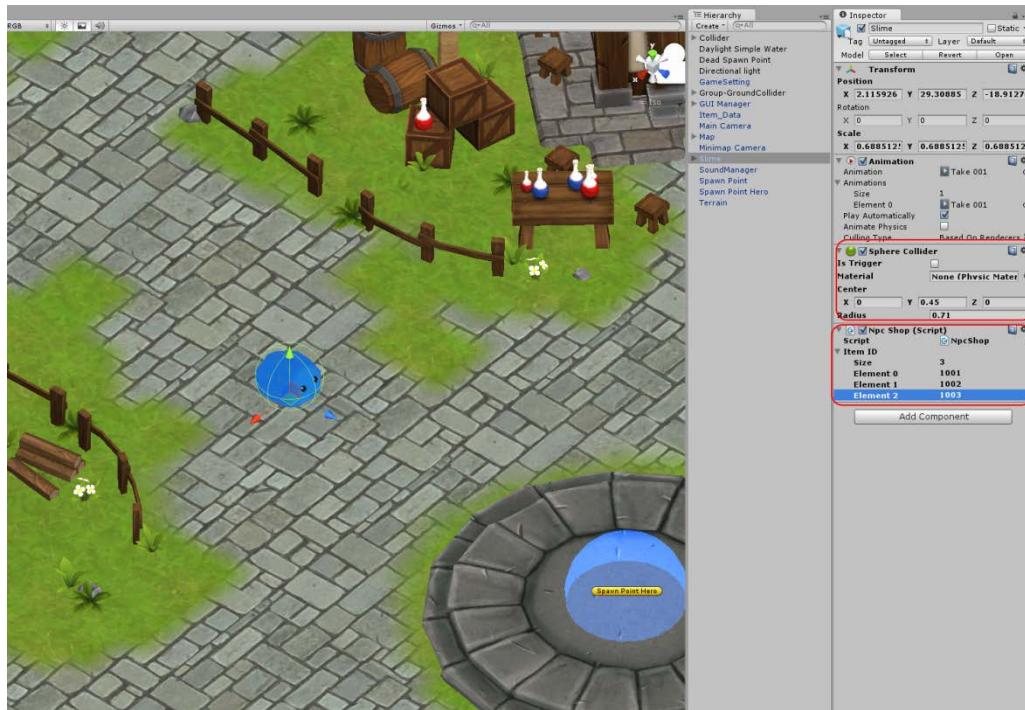
4. After complete, click play to test



===== Complete setup minimap sign=====

## Setup Shop

1. Add object you want to assign shop
2. Add component script ‘Npc Shop’, add collider and rescale to fit a model
3. Enter a ID of item you want to sell in shop (you can see item id in Item\_Data)



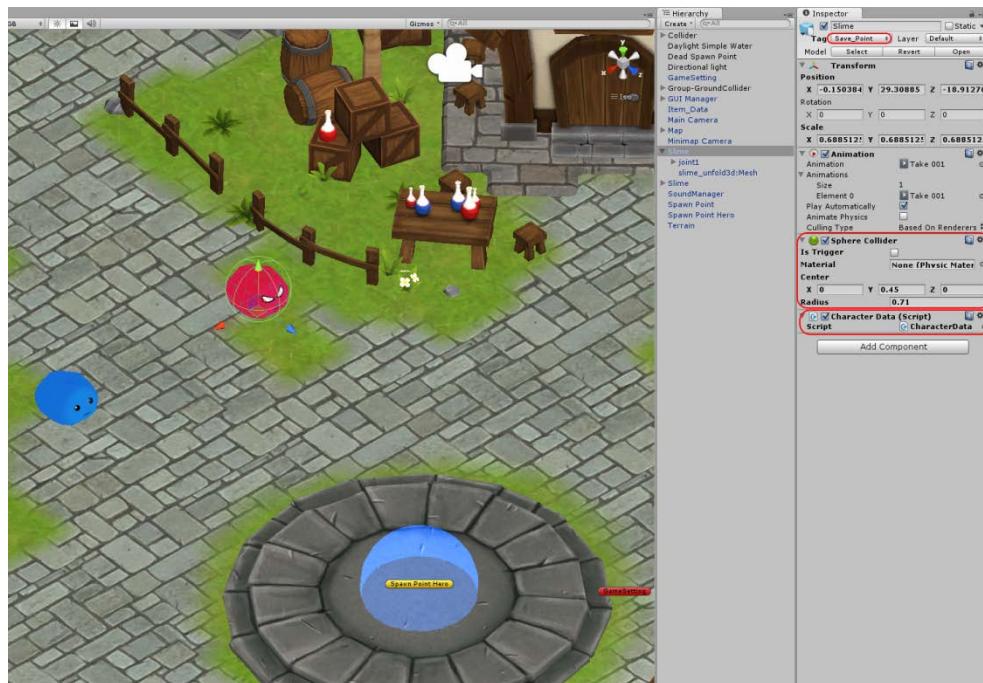
4. After complete, click play to test



===== Complete setup shop =====

## Setup Save

1. Add object you want to assign save
2. Add component script “Character Data”, add collider and rescale to fit a model
3. Change tag to “Save\_Point”



4. After complete , Click play to test

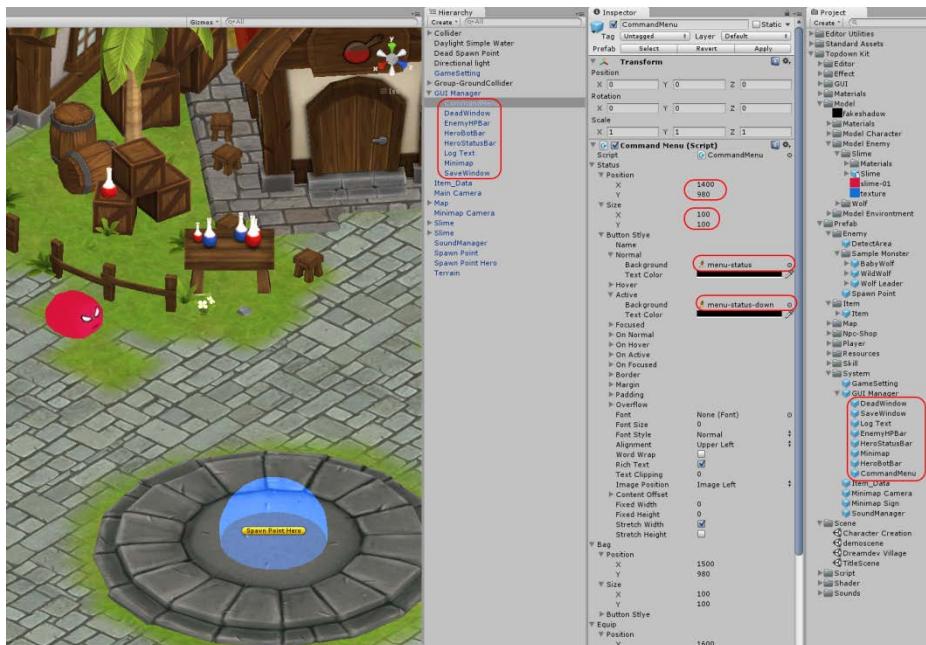


===== Complete setup save =====

# GUI Setup

(All GUI can set in inspector)

- 1) Setup Command Menu (button status, skill, equip, inventory) in Topdown Kit->Prefab->System-> GUI Manager -> Command menu
- 2) Dead Window(A window appear when hero dead) in Topdown Kit->Prefab->System-> GUI Manager -> Dead Window
- 3) Save Window(A window appear when save game) in Topdown Kit->Prefab->System-> GUI Manager -> Save Window
- 4) Enemy HP Bar (Hp bar enemy appear when lock target) in Topdown Kit->Prefab->System-> GUI Manager -> Enemy HP Bar
- 5) Hero Status Bar(A GUI appear on top left screen) in Topdown Kit->Prefab->System-> GUI Manager -> Hero Status Bar
- 6) Mini Map (Minimap on top right screen) in Topdown Kit->Prefab->System-> GUI Manager -> Minimap
- 7) Hero Bot Bar (Exp bar, cast bar) in Topdown Kit->Prefab->System-> GUI Manager -> Hero Bot Bar



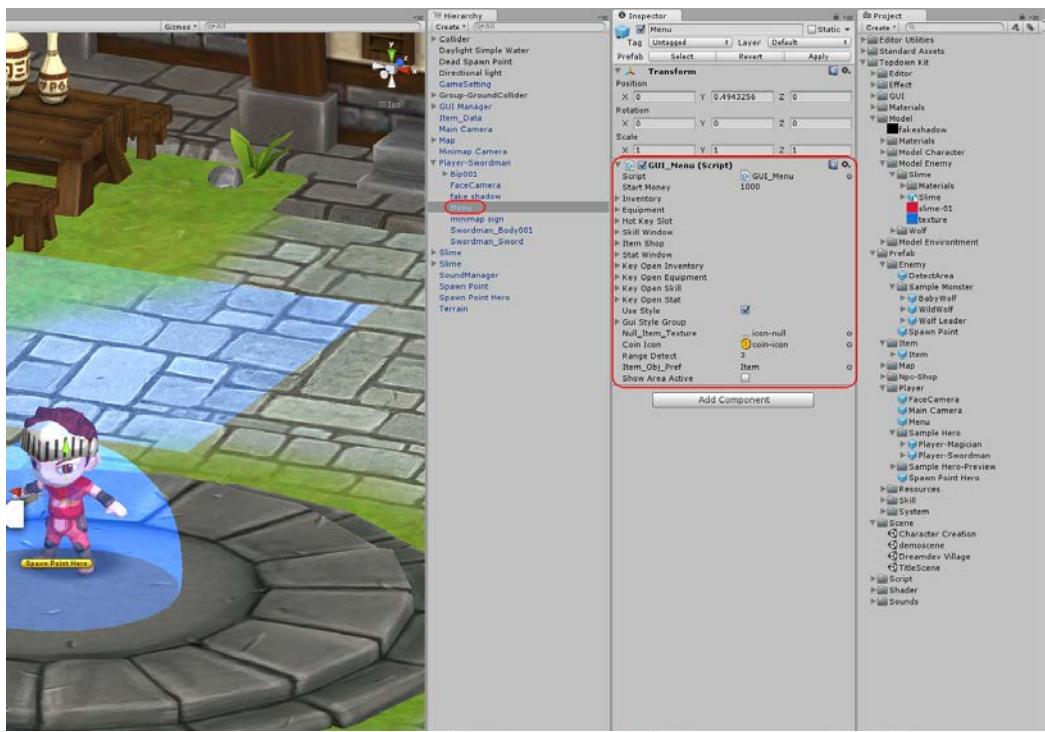
(Ex. Set position, size, gui texture here)

===== Complete GUI setup =====

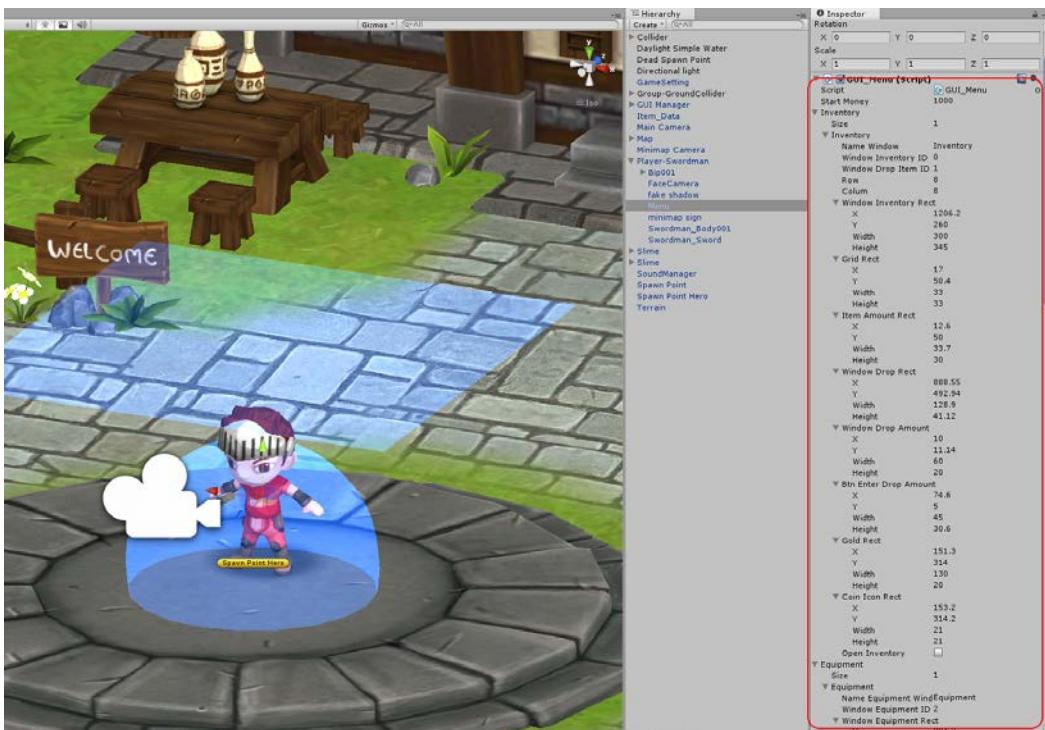
# Menu Setup

## (Status, Skill, Equipment, Inventory Window)

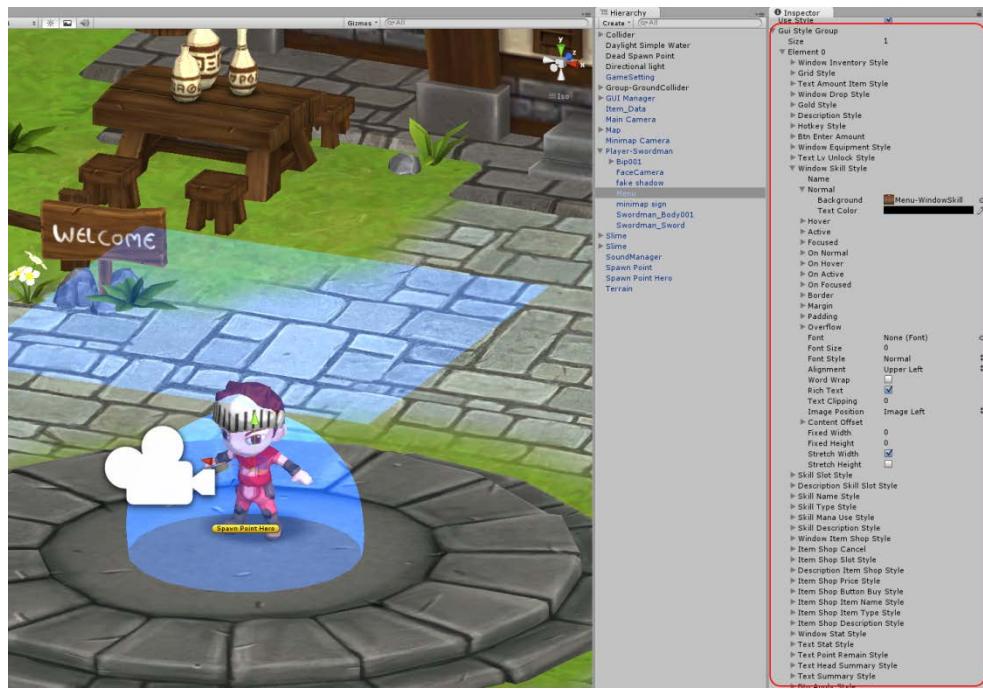
All menu window can set position, size, texture in “Menu” you can find “Menu” gameobject in Player (Menu parent with player)



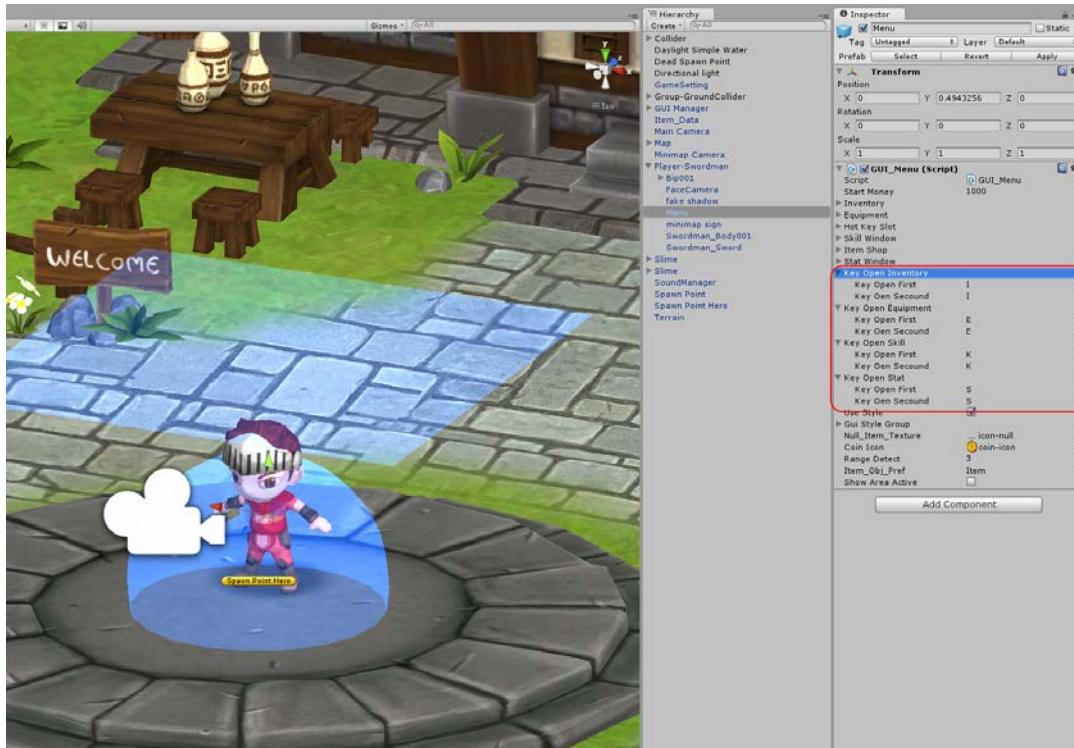
(You can set start money at “Start Money” parameter)



(Set position, size here)



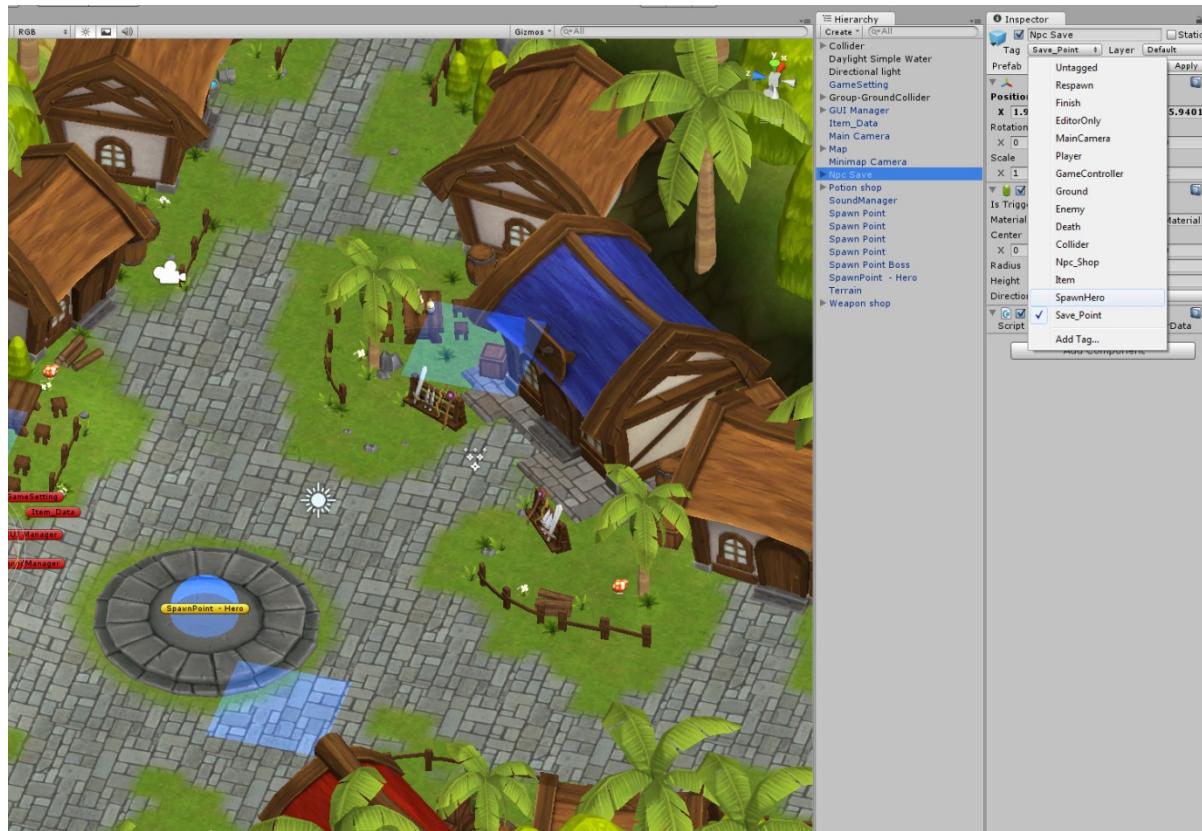
(Set texture here)



(Set shortkey to open menu)

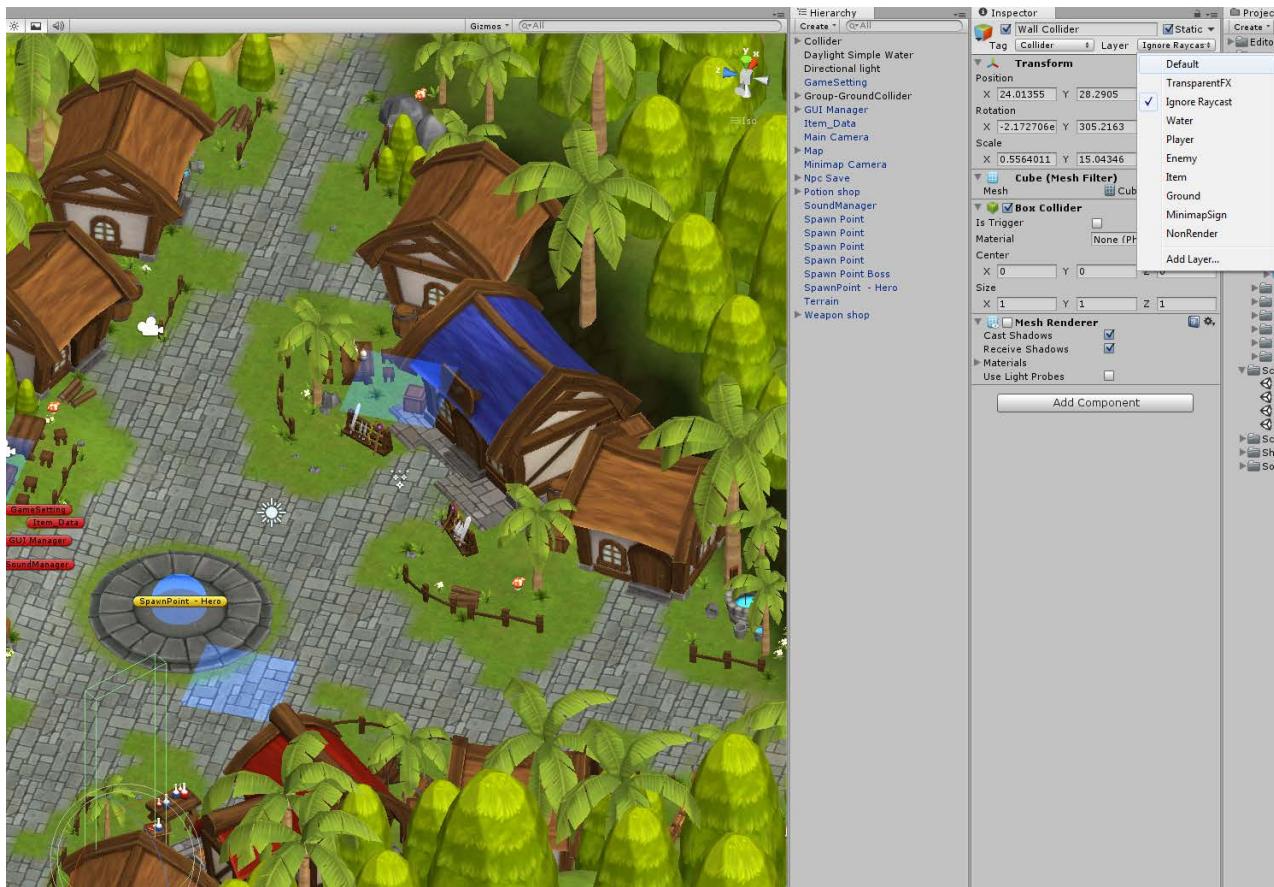
===== Complete Menu Setup =====

## Layer & Tag



### (Tag)

- 1) Player – A player tag
- 2) Enemy – An enemy tag
- 3) Ground – This tag use for declare a ground. Must be set this tag to terrain or any model your player can move to.
- 4) Death – This tag is auto change when hero death. (Don't delete this tag)
- 5) Collider – This tag use for declare a collider. Set this tag to a block hero can't pass
- 6) Npc\_Shop – A npc tag
- 7) Item – An item tag
- 8) SpawnHero - This tag use to declare a spawn point when hero dead. Must be 1 tag in 1 scene
- 9) Save\_Point – This tag use to declare savepoint



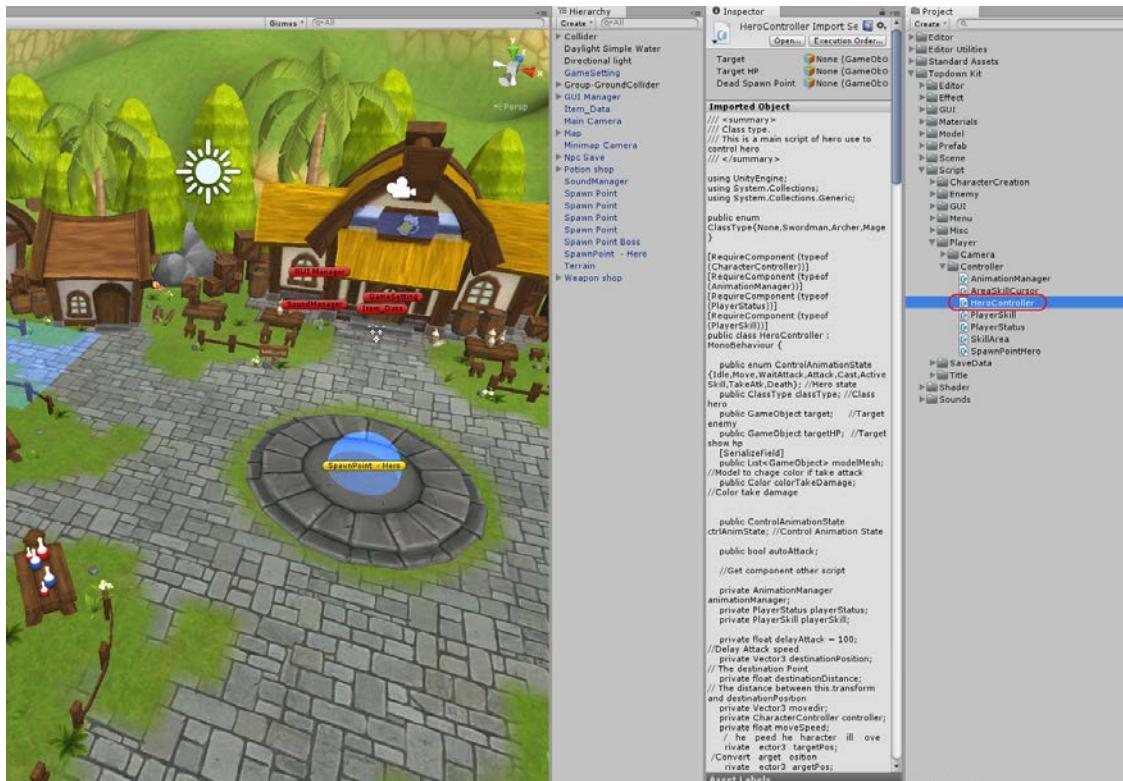
## (Layer)

- 1) Player – A player layer
- 2) Enemy - An enemy layer
- 3) Item – An item layer
- 4) Ground – A ground layer (Set this layer to terrain and any model in this scene (Ex. Model prop, house tree))
- 5) Minimap sign – A minimap sign layer (Set this to a minimap sign)
- 6) Non render – This layer set to any object is you don't want to see in Game (We set to show some empty object is scene)

===== Complete layer and tag =====

# How To Add Class

1. Double click “Hero Controller(Script)” from Topdown Kit -> Script -> Player



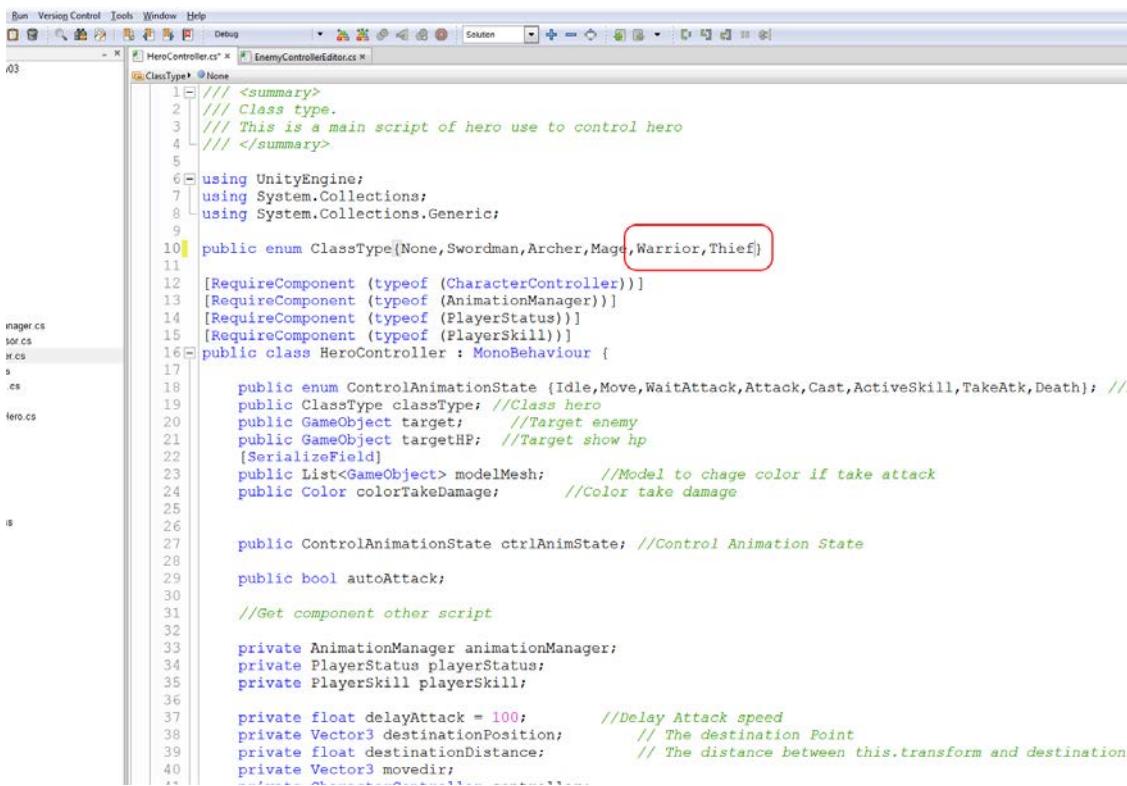
2. Find “Enum ClassType” in line 10

```

TopdownKit\Scripts\Player\Controller\HeroController.cs - MonoDevelop-Unit
project Build Run Version Control Tools Window Help
Starterkit_new03
Assets
  It
  StarterCreation
    my
  i
  hr
  imera
  introller
  AnimationManager.cs
  AreaSkillCursor.cs
  HeroController.cs
  PlayerSkill.cs
  PlayerStatus.cs
  SkillArea.cs
  SpawnPointHero.cs
  Data
  rp-Editor
  rp-firstpass
  Script-Editor
  Script-firstpass

HeroController.cs [ ] EnemyControllerEditor.cs [ ]
No selection
1  /// <summary>
2  /// Class type.
3  /// This is a main script of hero use to control hero
4  /// </summary>
5
6  public enum ClassType{None,Swordman,Archer,Mage}
7
8  [RequireComponent (typeof (CharacterController))]
9  [RequireComponent (typeof (AnimationManager))]
10 [RequireComponent (typeof (PlayerStatus))]
11 [RequireComponent (typeof (PlayerSkill))]
12 public class HeroController : MonoBehaviour {
13
14     public enum ControlAnimationState {Idle,Move,WaitAttack,Attack,Cast,ActiveSkill,TakeAtk,Death}
15     public ClassType classType; //Class hero
16     public GameObject target; //Target enemy
17     public GameObject targetHP; //Target show hp
18     [SerializeField]
19     public List<GameObject> modelMesh; //Model to chage color if take attack
20     public Color colorTakeDamage; //Color take damage
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
  
```

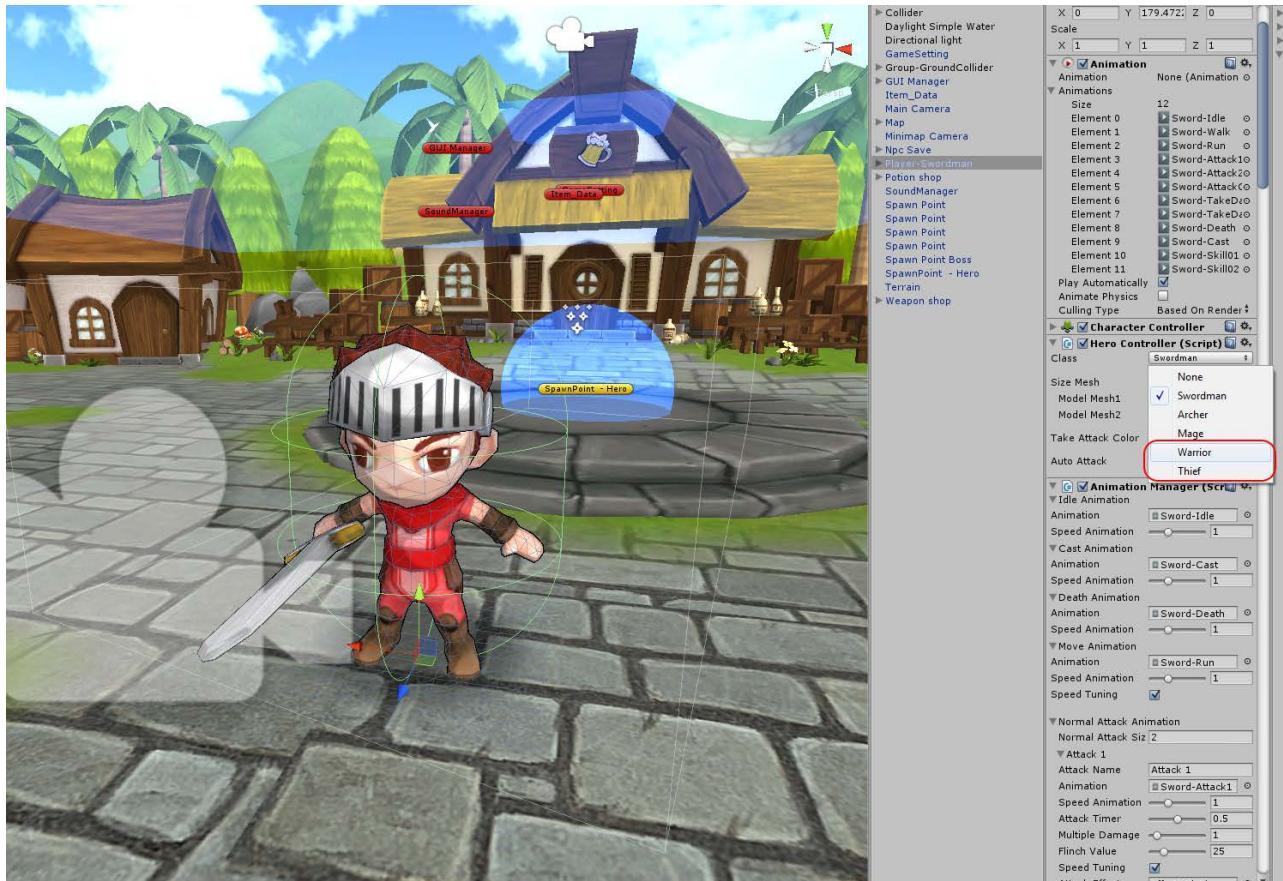
### 3. Add a new class to this line , save and compile



```

1 /// <summary>
2 /// Class type.
3 /// This is a main script of hero use to control hero
4 /// </summary>
5
6 using UnityEngine;
7 using System.Collections;
8 using System.Collections.Generic;
9
10 public enum ClassType{None,Swordman,Archer,Mage,Warrior,Thief}
11
12 [RequireComponent (typeof (CharacterController))]
13 [RequireComponent (typeof (AnimationManager))]
14 [RequireComponent (typeof (PlayerStatus))]
15 [RequireComponent (typeof (PlayerSkill))]
16 public class HeroController : MonoBehaviour {
17
18     public enum ControlAnimationState {Idle,Move,WaitAttack,Attack,Cast,ActiveSkill,TakeAtk,Death}; //.
19     public ClassType classType; //Class hero
20     public GameObject target; //Target enemy
21     public GameObject targetHP; //Target show hp
22     [SerializeField]
23     public List<GameObject> modelMesh; //Model to chage color if take attack
24     public Color colorTakeDamage; //Color take damage
25
26
27     public ControlAnimationState ctrlAnimState; //Control Animation State
28
29     public bool autoAttack;
30
31     //Get component other script
32
33     private AnimationManager animationManager;
34     private PlayerStatus playerStatus;
35     private PlayerSkill playerSkill;
36
37     private float delayAttack = 100; //Delay Attack speed
38     private Vector3 destinationPosition; // The destination Point
39     private float destinationDistance; // The distance between this.transform and destination
40     private Vector3 movedir;

```



===== Complete how to add class =====