

# Free Horror Game Kit Documentation



## 1. About project

### Type

Complete Projects/Packs/Templates

### Publisher

Two TV Game Studio

<https://assetstore.unity.com/publishers/34274>

 Two TV Game Studio - Asset Store • [assetstore.unity.com](https://assetstore.unity.com)

## Requires

Unity 2017.3.0 or higher  
Standard Assets

## Resume

The project was created for developers who enjoy horror survival games, requires Unity standard assets to work, especially camera scripts and effects.

With this kit, developers could use advanced systems, modular buildings, and any unique features to create their own horror game story.

The project was made for easy understanding and modification.

## Features

- Movie Menu
- Advanced ingame menu with load and save system
- Flashlight system
- Battery charge system
- Collect pages system
- Health system
- Customizable UI
- Modular buildings included
- Free awesome assets included
- Unique atmosphere
- Fog system
- C# crafted code and easy to modification

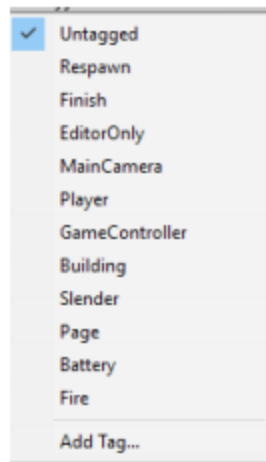
## 2. Setup Project

You just need to import these packages in that order:

1. [Standard Assets](#)
2. [Legacy Image Effects](#)
3. [Free Horror Game Kit](#)

After importing all packages, just start the test scene called "**menu**" and press play, now you will face **SLENDER**!

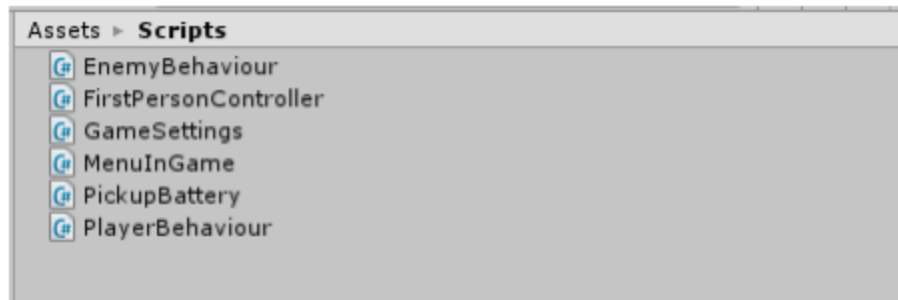
**Remember to check all game tags**



### 3. Main Scripts

Below is the list with the main scripts of the project, where it can be modified by each developer in the way that you prefer.

Each script has a specific function but should be studied by everyone who uses the project.



All scripts are documented for better understanding.

The player has their own scripts and they have been changed for good performance and adjustments.

Make sure everything is as we left it in the demo so that it works correctly, this applies to all objects.

## 4. Downloads

<https://assetstore.unity.com/packages/templates/packs/free-horror-game-kit-108847>

 Free Horror Game Kit - Asset Store • [assetstore.unity.com](https://assetstore.unity.com)

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>

 Standard Assets - Asset Store • [assetstore.unity.com](https://assetstore.unity.com)

<https://assetstore.unity.com/packages/essentials/legacy-image-effects-83913>

 Legacy Image Effects - Asset Store • [assetstore.unity.com](https://assetstore.unity.com)

## 5. Notes

All images used for demonstration (showcase, item 6) have some 3D models different from in the asset store, however I made some adjustments to have a scene of tests better and with more interactions.

Remember to import the standard assets to work without errors, and I will always be here to help.

Remember, it's a free package, do not expect it to be the best of all, but I hope it helps start a project.

## 6. Showcase

<https://youtu.be/esS4G38Uuak>

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**Developer** Leandro Vieira, @gallighanmaker

<https://github.com/leandrovieiraa/FreeHorrorGameKit>

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