HeroKit Quick Start

10 minutes to make your first game

① CREATE PROJECT	② CREATE HERO MODEL	③ CREATE HERO BLOCK	④ EDIT HERO OBJECT
The project is simply an easy-to-use folder structure for your files.	A model that has been prepared for use in a hero object.	A hero block is a game object that contains a hero object.	A hero object controls how a game object looks and acts.

1. Create Project

In the Unity Toolbar, click HeroKit > Create Hero Project (Project Folder)

Interactive Tutorial: Create a project for HeroKit

2. Create Hero Model

Drag a model into the Hierarchy tab. This creates a game object. Drag the game object into the Property tab. This creates a prefab that contains the model.

Interactive Tutorial: Create a prefab from a model | Add animation to a prefab

3. Create Hero Block

In the Unity Toolbar, click HeroKit > Create Hero Block (GameObject + Hero Object).

Interactive Tutorial: Create a hero block

4. Edit Hero Object

In the Hierarchy tab, click the hero block. In the Inspector tab, click Edit Hero Object. Add a state, an event, and some actions to the hero object. Press Play!

Interactive Tutorials: Edit a hero object | Add a hero event | Add a hero action