

Modular RPG Combat

Intro

First off, thank you for purchasing Modular RPG Combat!

This asset will help propel your project forward in terms of getting a combat system into it, and allowing you to move on with the design of the project.

With this asset, which is written in C, you get a combat system with melee combat and ranged combat (sword and gun), a health system, an AI system for the enemies that controls if an enemy is aggressive or passive, if they go on a patrol path, roam randomly around the map or simply idle until attacked. You also get a simple experience/leveling system, and the best of it is that it's all modular which means you should just be able to use it with your current project without having to bend over to fix it! The code is extensively commented, so it should be easy to personalize it to your own needs as well.

There is also also a basic movement script and a basic camera controller with it. You can find the web demo (included in the project) at the following URL:

<http://unity.phatrobit.com/demo.php?id=3>

The latest updated documentation can always be found at

<http://unity.phatrobit.com/product.php?id=2>

Got any additional questions or need help?

You can find the forum on the following URL: <http://unity.phatrobit.com/forum/>

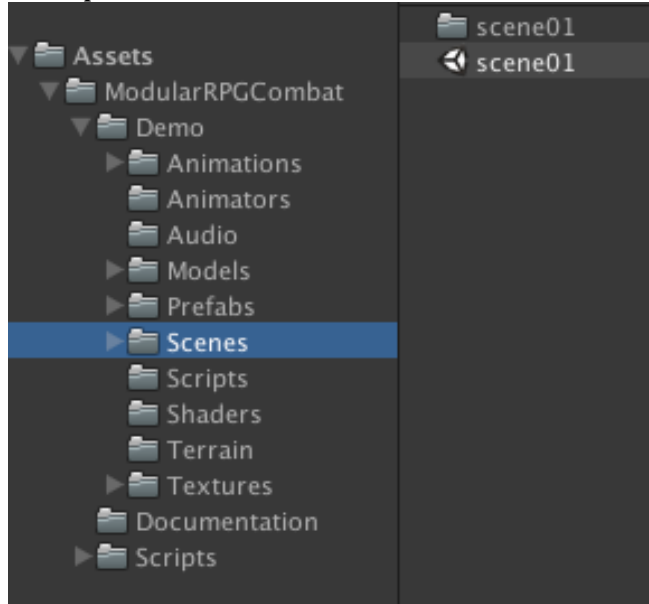
You can also send an email to phatrobit@gmail.com with subject line: Modular RPG Combat to get help.

PS: It'd be more than interesting to see screenshots or similar of the projects you've used this in!

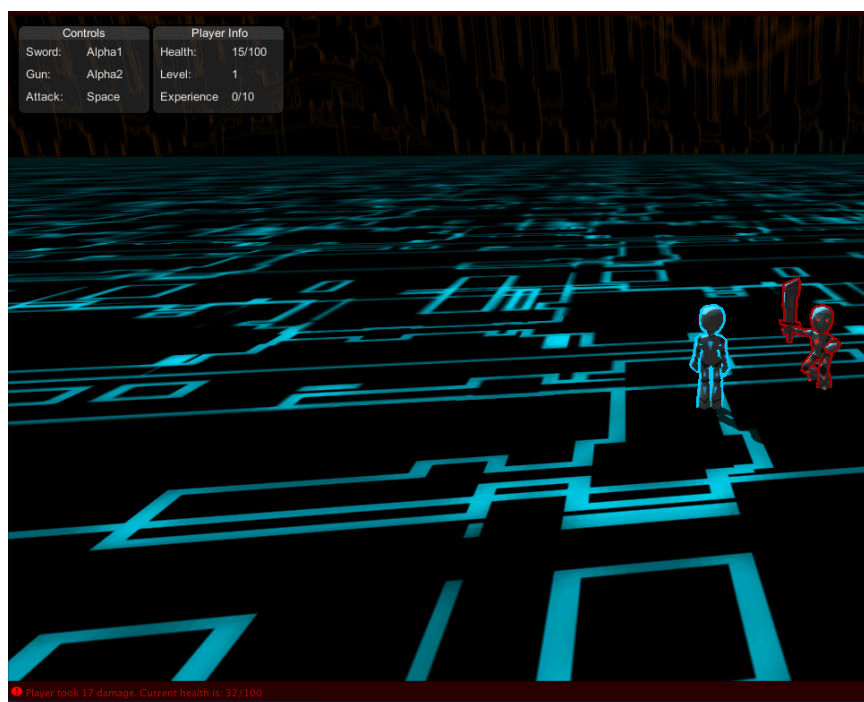
Demo Scene

0. It's suggested that while learning to use this asset, you import it into a brand new project where you can play around to see how things work.

1. Once you have imported the asset, open ModularRPGCombat/Demo/Scenes and open scene01.



2. You now have the demo scene loaded, so you can press Play to see how it works. You move around with Up, Left, Right on your keyboard, and attack with SPACE. You can press 2 for GUN, and 1 for SWORD. Some of the enemies are idle, some are free roaming, some are patrolling. Some of them are also aggressive while some are passive and won't attack until you have attacked them first.



Quick Start

1. Prepare your scene for Navigation Mesh as used by the Enemy AI. Go to Window (left of "Help"), open Navigation, press on the Bake tab and then press the Bake button. The baking might take quite some time to do.
2. Move the GameController prefab into your scene. This controller contains HashIDs for the animations that are called from scripts and is a requirement.
3. Move the Enemy Prefab into your scene.
4. Move the Player Prefab into your scene.
5. Play the scene.

GameObject Tag Names

This asset assumes that you have tagged your enemies as "Enemy", your player as "Player" and the GameController (the GameObject with the HashIDs script attached to it) as GameController.

If this isn't true, you need to change this in Scripts/Gamecontroller/HashIDs.

Script Descriptions

Demo/Scripts/CameraTarget

This is a simple Camera target that follows the player around. Attach it to your Main Camera and set the tag for your Player as well as the Target Tag in the script to be "Player".

Demo/Scripts/DemoGUI

The DemoGUI is an overlay that you can attach to an empty GameObject in your scene. It will give some statistics about the player.

Demo/Scripts/KeyboardMovementController

This is the movement controller for the player character. You can attach it to your player character if you don't already have one.

Demo/Scripts/VisibleWaypoint

This script is included in the Demo, and is just to make it more clear as to where the waypoints are (the waypoints will be white when selected and zoomed in to, but you can also create a folder in your root and call it Gizmos and then place a file called waypoint.png there to have that show up in your scene).

Scripts/Enemy/EnemyCombatController

This holds information about how long the melee range is, how long the ranged (bullet) range is, as well as what models and sounds to use for the weapons. It also hold information if enemy is aggressive (checked) or passive (unchecked), and what combat style he's got (melee or ranged). You can also set his Field of View Angle, and his aggro radius (if aggressive).

Scripts/Enemy/EnemyMovementController

In this controller you set what Logic Style the enemy has (if he's patrolling, if he's Free Roaming or if he's Idly standing around). You can also decide if he will return along his patrol path, or if he should go straight from the last patrol point back to the first one.

Scripts/Enemy/EnemyStatController

This holds information about Health, if enemy should give experience upon death and if so – how much experience should it give.

Scripts/Player/PlayerCombatController

This holds information about how long the melee range is, how long the ranged (bullet) range is, as well as what models and sounds to use for the weapons.

Scripts/Player/PlayerStatController

This holds information about Health, Experience, Current Level, as well as audio for dying and leveling up.

Scripts/GameController/HashIDs

This script needs to be on an empty GameObject in your scene. The animator reads from this.

Scripts/Tags/Tags

This script contains Tag information about your different objects. If, for example, your Enemy doesn't have the tag "Enemy", you could change that in this Tag.

Scripts/WeaponData/WeaponData

This script holds information about the currently equipped weapon.