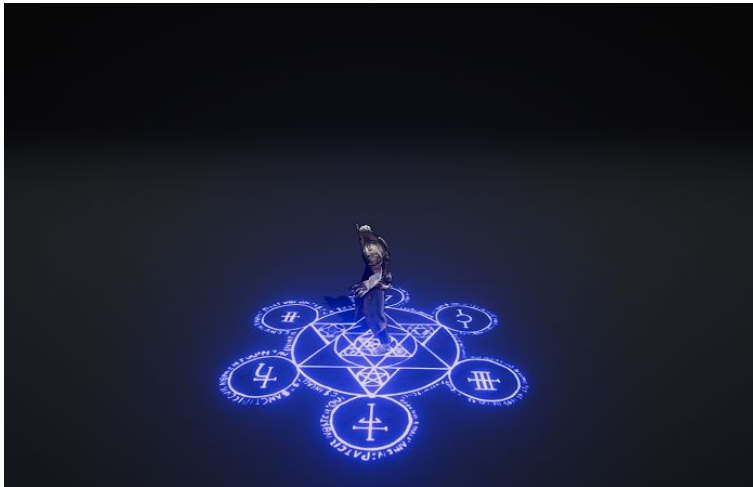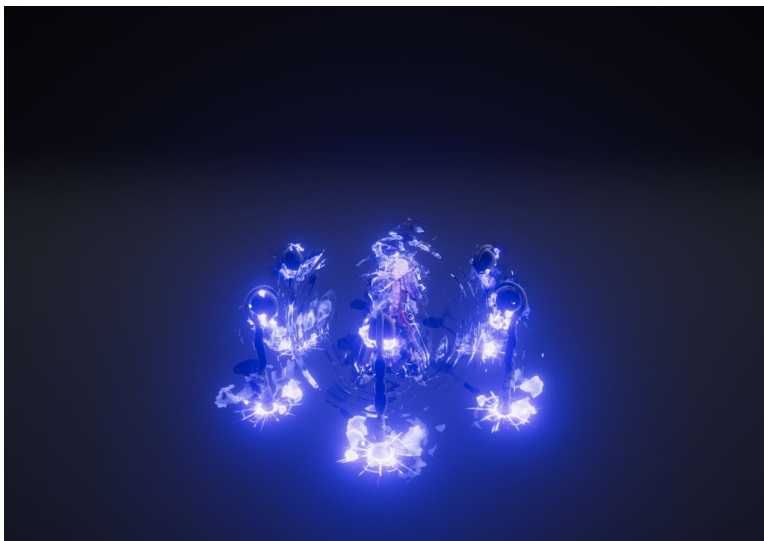# Abilities.
How it works step by step

Dark Paralysis

1) Specify the target position (AbilityUiManager)

2) Call LaunchFx function in the AbilityFxManager and create GO_DarkParalisys object with DarkParalysisAbilityController script.

It will find a object inside radius and add "AuraCloner" component to it. Also, it will create several staffs on positions.

Lightning blast

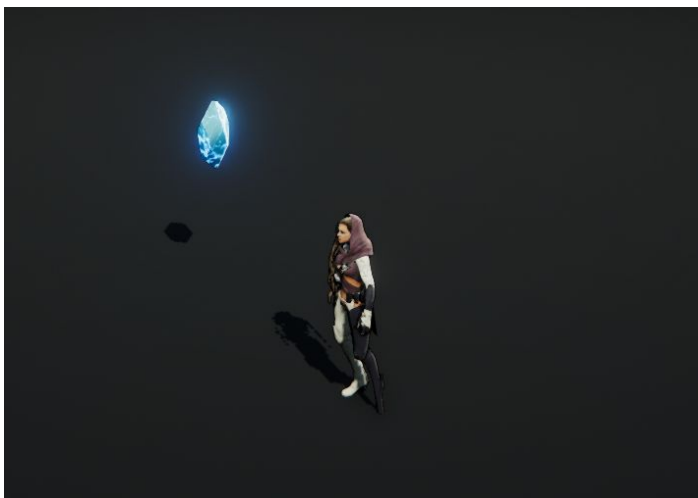1) Select position by AbilityUiManager

2) Call LaunchFx function in the AbilityFxManager. It will create PS_LightningBlast.

Soul Crystal

1) When Soul Crystal starts, "Broken" part is hidden. "Normal" crystal shakes and uses shader animator to show cracks.

2) Then, normal part hides and lerp motion component which adds to to each broken part, to animate it.

And all particle systems run with the delay.

3) After the delay, broken parts will be dissolved

4) When soul crystal launches, it tries to find a specified object by "Object Finder" settings. Also, it adds this object to the Homing souls particles.

If there is no object, it will launch HomingParticleSystemShaderAnimator to dissolve the trails.

Blink

1) First, MouseControlledObject will Run "MaterialAdder" to add "Fresnel" material to the current object (character)
2) Then, it will run "Shader Animator" to animate fresnel opacity
3) Next, It will run "BlinkController" to make a blink
4) BlinkController will show particle system, show line renderer, and run "AuraCloner" to make only one clone (because "ForceClone" is enabled)
5) Also, BlinkController will remove all materials from clone and add only fresnel material to the clone. After that, it will add shader animator to animate opacity.
6) Therefore, you can tweak count of effect which you need in easy way.

Paper Power

It's the most complicated ability.

1) For the "Detect Object" mode, I added special anchor with the tag "Enemy". Therefore, the blast will be on the center of the object. You can tweak this script, and instead of finding "Anchor," you can get the center of the bounds.
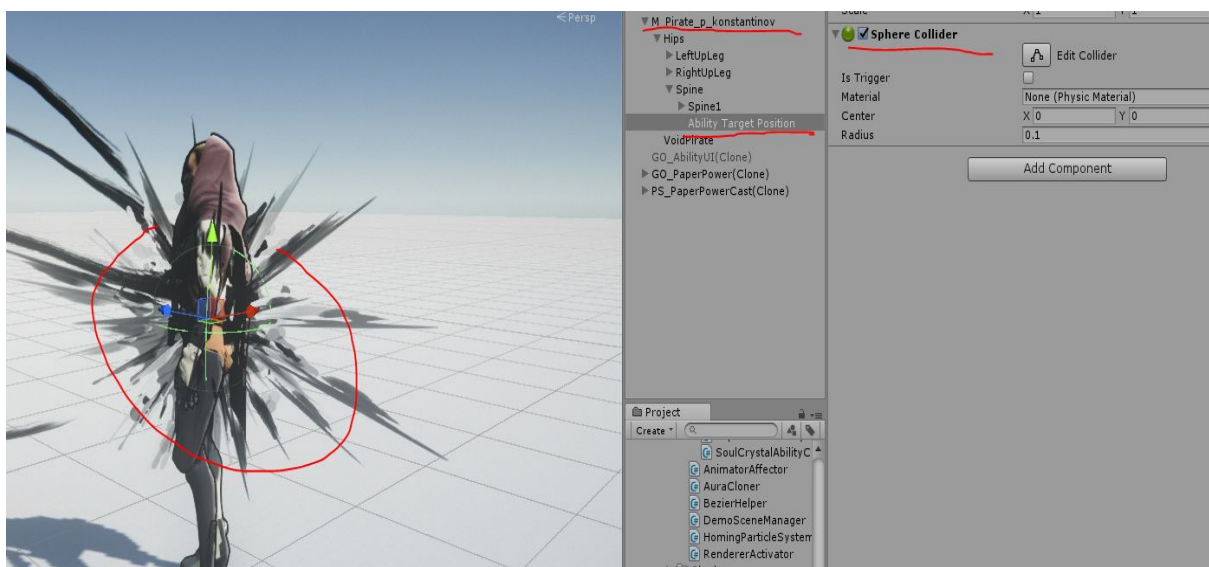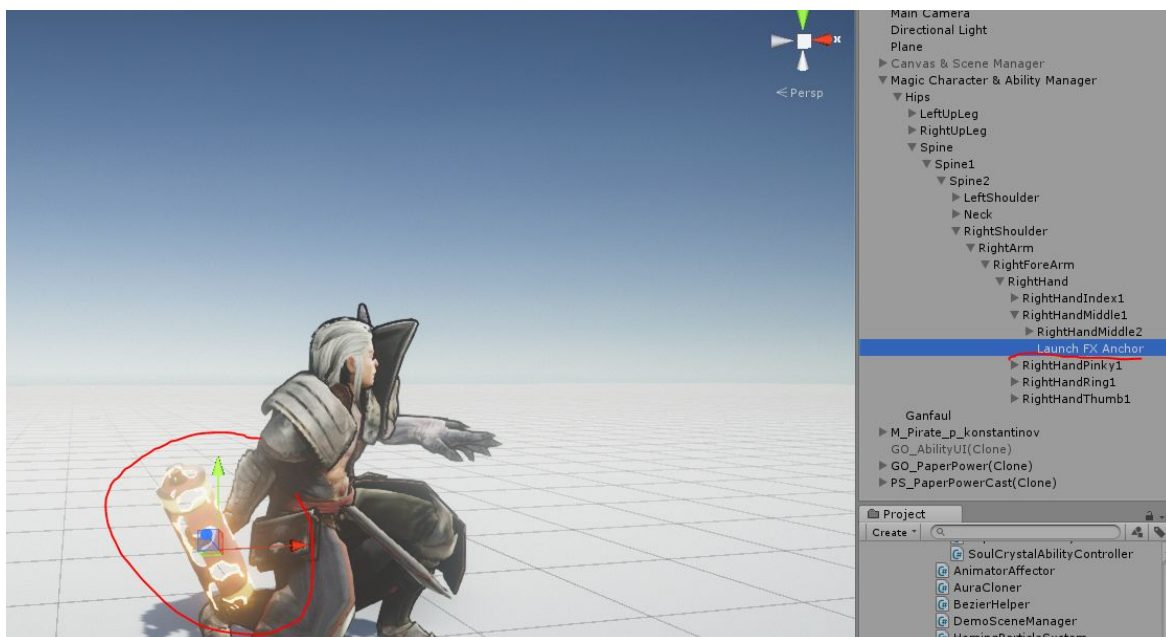

2) When this position was found, it will create GO_PaperPower object, with all dependencies.

All dependencies - it's a position where the character will throw staff (with "Activate Position" name).

It will rotate with the character.

3) At that time, Paper Power staff without this object will be attached to the anchor (with the "Launch FX Anchor")

4) And when "ActivateFx" function will call, the character will throw the paper staff

5) This paper staff will move by using "LerpMotion" component, and after that, it will be at the target position. PaperPower controller will play this Yellow particles

6) After that, we need to play splash and hit particles to show and animate inc curve.

7) What is "Ink Curve"?

It's a LineRenderer with shader animator. PaperPowerController script uses these control points to make a smooth bezier curve between them. Therefore, if you want to tweak angles, you can move these points.

You can find it in the "Paper and Curves" game object

8) LineRenderer (LR_PaperPowerCurve) uses shader animator to show a motion of the "ink projectile"
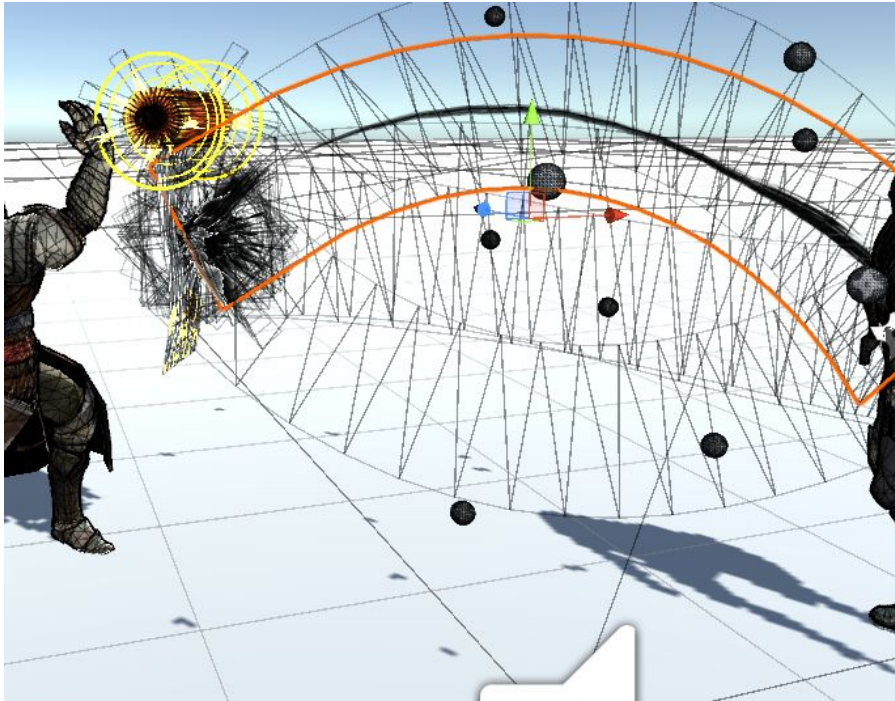
What you need to do, if you want to change time to call effect or call another effect from animation

1) You need to have AnimatorAbilityFxManager on the object with animation.
2) Open Animation Editor and add or edit animation event, you need to call LaunchFx/ActivateFx function with specific name of the ability
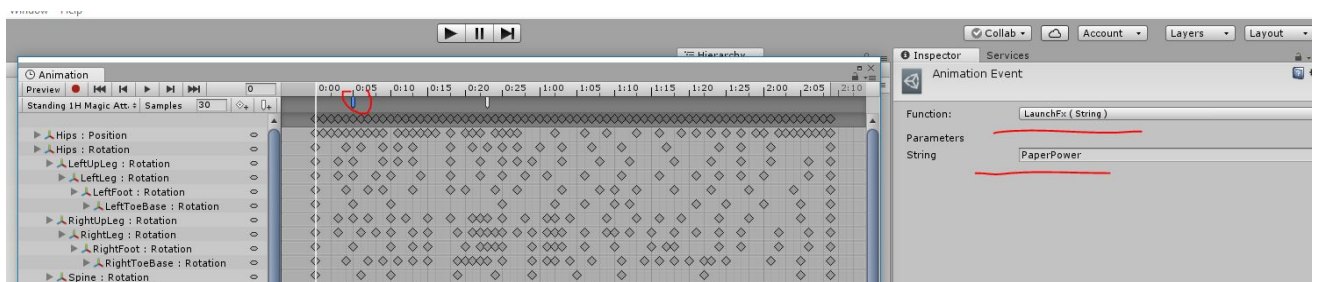
If you have any further questions, please feel free to contact to me. I'll add more details.
Sincerely,
Max