

# NPC Tool

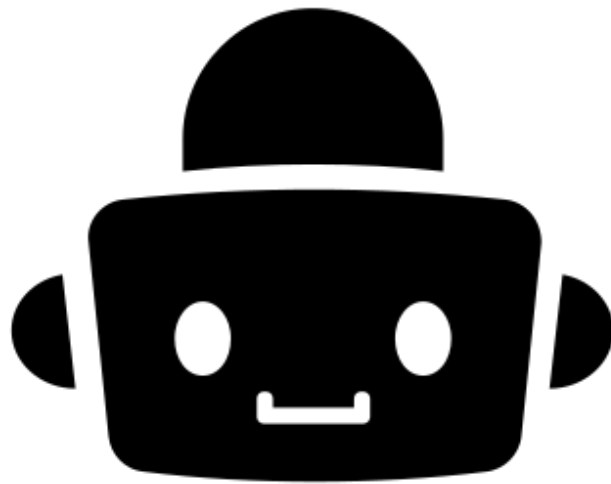
*Unity Package*

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## User Manual

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## 1. Introduction

Thank you for your interest in this package! I'm sure it will serve you well and help you realize your game ideas in Unity!

In case you run into any problems or if you need any help with something related to this package, feel free to contact me at [covarel.edgar@bellecour.pro](mailto:covarel.edgar@bellecour.pro)

The same goes for any feedback or thoughts you might have on this package, of course! I'd love to hear your ideas!

## 2. About this Package

### 1. What Is This?

'NPC Tool' is a non player character or also known as an NPC creator tool on unity.

Put simply, it is a collection of tools that will help you quickly set up NPCs on your game.

It's both easy to understand and easy to adapt to your game's specific needs.

I specifically didn't design this package to be a hyper complex, highly specialized system, that will only ever work for one specific type of game.

Instead, my main goal is to provide a stable, versatile and robust starting point for anyone developing games in Unity.

### 2. What Kind of Games Can I Use This For?

Put very simply, if your game needs NPCs moving around in a 3D (or 2D) environment, maybe even walking up stairs and slopes, this package is right for you!

It doesn't matter if you're planning to develop a fast-paced shooter, an atmospheric adventure game or even a retro 2D platformer - with just a few easy adjustments, 'NPC Tool' is capable of handling all of that and more.

### 3. Create an NPC

#### 1. Empty NPC

The Empty NPC is the strict needed that an NPC needs to work. It can be customized as you want it to be.

In the toolbar, go to **Tools > NPC > Create Empty NPC** or use the shortcut **Ctrl + E**

#### 2. Starter NPC Movable

The Starter NPC Movable is a prefab that contains everything to start using the NPC Tool path system. It has a capsule as a **mesh**, a StarterNPCMotor script as a **motor script**.

In the toolbar, go to **Tools > NPC > Create Starter NPC Movable** or use the shortcut **Ctrl + M**

### 4. Use the NPC Editor

#### 1. Open the NPC Editor

In the toolbar, go to **Tools > NPC > Open NPC Editor** and select the NPC that you want to edit in the Hierarchy.

#### 2. Customize NPC Name

On the NPC Editor window, select the NPC in the hierarchy that you want to customize and type the new name in the **NPC Name** field

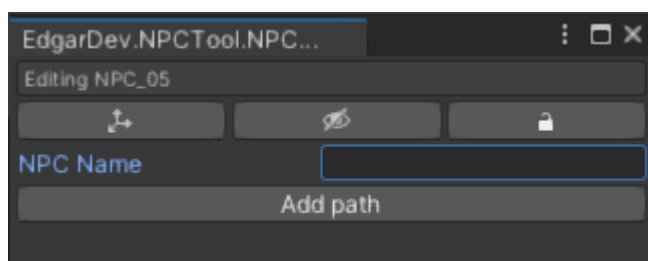


Figure 1: NPC Name field

### 3. Add a Path To NPC

On the NPC Editor window, select the NPC in the hierarchy that you want to customize and click on the button **Add path**. If there is no button it means that this NPC already has a path.

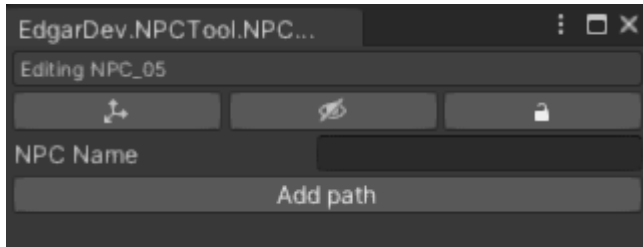


Figure 2 : Add path button

### 4. Customize NPC Path

On the NPC Editor window, select the NPC in the hierarchy that you want to customize and look at the **Path Editor**.

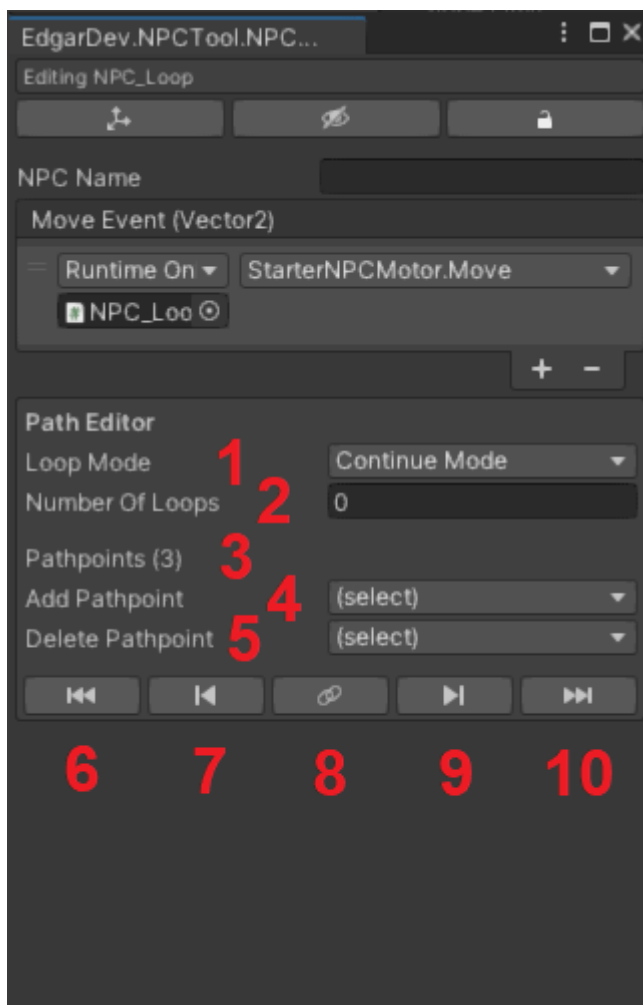


Figure 3 : Complete NPC Editor Window

1. The **Loop Mode** defines the behaviour of the path when it ends. **None** option does nothing (NPC stops), **Continue Mode** option continues to start pathpoint, **Reverse Mode** option continue reversely.
2. The **Number Of Loops** defines the number of loops **that will be played**, to loop infinitely set value 0.
3. The title **Pathpoints (x)** where x defines the current number of pathpoint in the editing NPC.
4. The button to use to **add** a pathpoint.
5. The button to use to **delete** a pathpoint.
6. The button to use to select **the first** pathpoint.
7. The button to use to select **the previous** pathpoint.
8. The button to use to select **the current pathpoint dependencies** (used on multi pathpoint).
9. The button to use to select **the next** pathpoint.
10. The button to use to select **the last** pathpoint.

## 5. Customize NPC Way of Moving

The NPC Tool is **versatile**, you can change the way of moving of the NPC. The speed, the accelerations, the animations, **everything related** to the way of moving, on how your NPC will do to reach his end of the path.

To do so, you have to create your own custom script and have **one function** that handles the movement with a **Vector2 as a parameter**, it is the direction.

Finally, you must attach your script to the NPC and link the function that **handles the movement** to the **Move Event** in the NPC Editor . Select it on the **Dynamic Vector2** line.

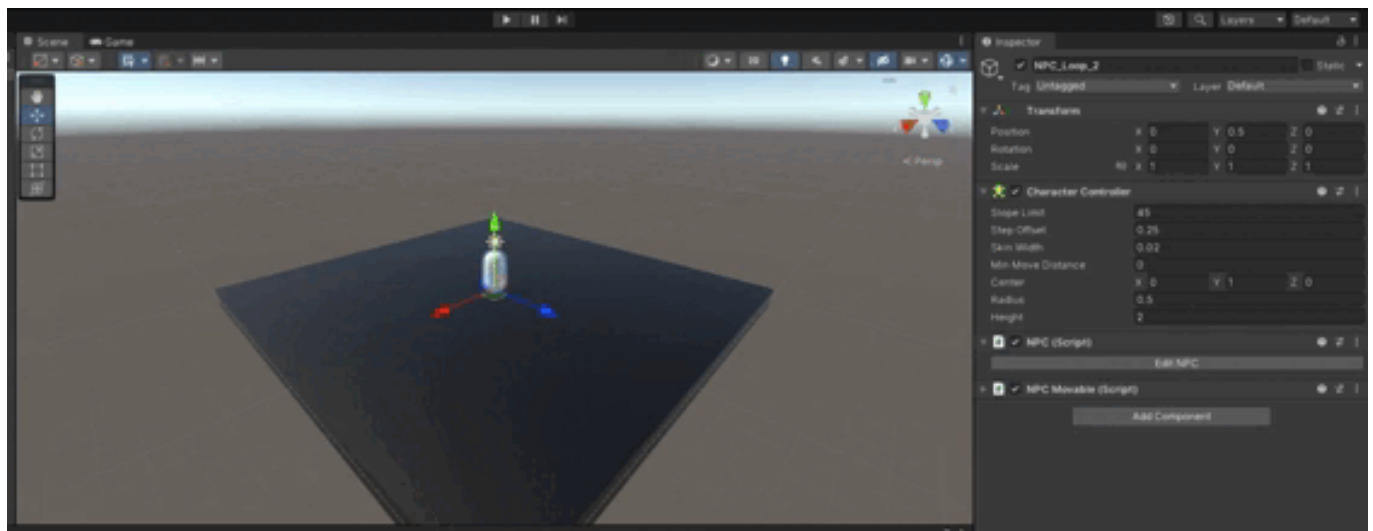


Figure 4 : Link your movement function to the Move Event