



## WEAPON THROW GAME MECHANIC

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## INTRODUCTION:

Hello and thank you for buying *WeaponThrow*. A mobile-optimized highly performant triple-A game mechanic. Suitable for both consoles/pc and mobiles.

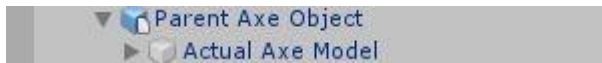
This awesome mechanic which has been seen in some latest games. You obviously have access to the source code which is 100% documented, the core script of this mechanic as well as all the scripts of the demos. Everything has been commented to walk you through the code. It's written in a clean and simple way. So even if you'd want to edit/change something or add a cool new feature. It would be a walk in the park.

Special care has been put into performance so that it could be easily ported to mobiles. Imagine you can come up with an IO game or a hyper-casual which utilises this mechanic. I'm pretty sure you would impress.

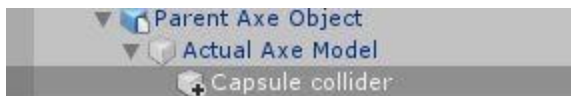
The two added demos contain basically everything you would need to start using this mechanic. Please take special care of how everything is setup and follow with care. In this PDF guide we'll walkthrough how to setup everything.

## SETUP:

- Start out by making an empty gameobject. We'll call it **Parent Axe Object**. This will act as the parent gameobject for your weapon/3d model.
- Inside this parent gameobject, put your actual weapon model, as seen below:



- Inside the Actual Axe Model object insert an empty gameobject, this gameobject will be the collider. So add a box or capsule or whatever type of collider that best suits the handle of the weapon.



The capsule collider for the hand (holdable part of the weapon – DON'T PUT ON THE BLADE PART YET)



- Now your our axe is ready for collisions but we're not ready yet.
- Make an empty gameobject and place it wherever you want, this will be the return position. The position your weapon will come back to after throwing.
- Now we're ready to add the script component. On the Actual Axe Model, add component and add Weapon Throw. It will automatically add a rigidbody and box collider component.
- Set the box collider that it covers the blade part of your weapon.
- You can now get the script and trigger several methods.

#### SCRIPT METHODS:

You can get the WeaponThrow script as component and then trigger several methods.

1. Throw() - throws the weapon
2. ReturnWeapon() - returns the weapon back
3. isThrown - returns a bool true/false, whether the weapon has been thrown or not
4. reachedEnd - YOU NEED TO CHECK FOR THIS VARIABLE IN THE UPDATE METHOD. Returns true when weapon reaches end. You need to turn it back to false in the update.



