



## Little Woolies - Cow

Offline documentation

### Set Up Guide

**Important:**

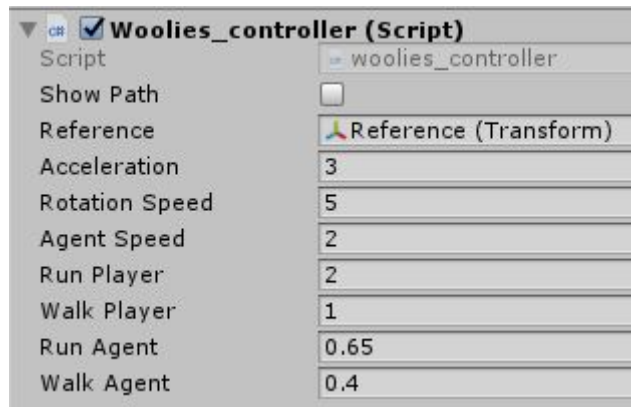
Before you install the package follow this steps:

- Install LightWeight RP 5.7.2 or above in the Package Manager.
- Assign settings/LWRP-HighQuality asset to Project Settings/Graphics/Scriptable Render Pipeline Settings.
- Set Project Settings/Player/Other Settings/Color Space to 'Linear'.
- Set the Project Settings/Quality/Other/Skin Weights to '4 Bones'.

## Woolies\_controller

It set up character transition from idle state to walk or run. It also adjust automatically character vertical position to the ground it use raycast and need collider in the ground game object.

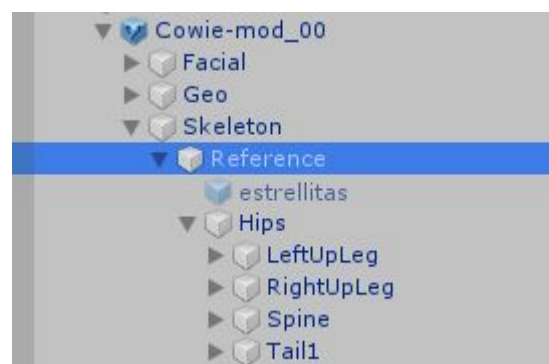
Exposed parameters:



- **Show Path:** turns on/off a line that shows the current path finding trajectory(see image below).



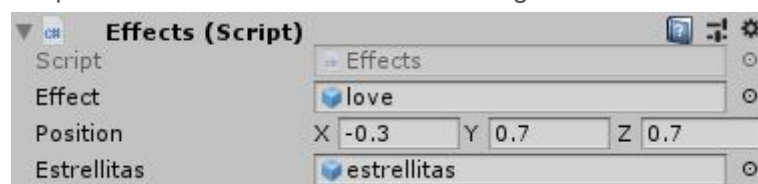
- **Reference:** we recommend to place a transform that contains the skeleton of the character(see the image below). This node is used to set the height of the character.



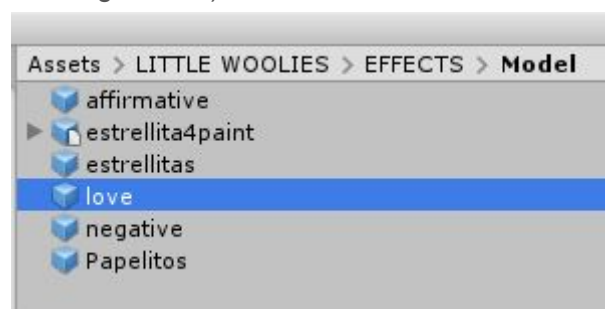
- **Acceleration:** each character has a different value we recommend to keep default values. This control acceleration of the character to transition of locomotion animation, for example the transition speed from idle to walk or from walk to run.
- **Rotation speed:** This controls turning speed when moving through the path. Each character has a different value, we recommend to keep default values.
- **Agent speed:** This controls set Nav Mesh Agent speed within the controller environment. We recommend to keep default values.
- **RunPlayer:** it is the target value set within the animator when holding the shift button while walking.
- **WalkPlayer:** it is the target value set within the animator when walking across the level.
- **RunAgent:** it set the nav mesh agent speed during running state.
- **WalkAgent:** it set the nav mesh agent speed during walking state.

## Effects

It set up prefabs with particle effects that are activate during animation states.



- **Effect:** place the prefab called 'love' here. It is used to perform a particle effect during love animation(see image below).



- **Position:** this position values are local within the character transform. The particle effect will be instantiated there.



- **Estrellitas:** place the prefab called 'Estrellitas' here. It is used to perform a particle effect during acting animation(see image below).

