

Summary

INTRODUCTION	2
CORE FEATURES	2
ASSETS EXPLANATION	2
HOW TO SETUP THE KIT	3
DOOR	4
ITEMS PICKUP	5
SETUP A NEW PAPER (PAPER READING SYSTEM)	6
FLICKERING LIGHTS	7
CREATE A SOUND JUMPSCARE	8
BROKEN CAMERA	8
FULL CHANGELOG	9
CREDITS	10
LINKS	11

INTRODUCTION

THANKS FOR BUYING **HORROR DEVELOPMENT KIT!**

AS YOU KNOW THIS KIT ALLOW YOU TO CREATE YOUR OWN HORROR GAME!

IT ALREADY CONTAINS ALL YOU NEED TO START!

MANY DEVELOPERS FIND HARD TO MAKE HORROR GAME AND THE DEVELOPMENT OF ALL THE FEATURES AND MECHANISMS CAN BE REALLY HARD AND CAN TAKE LONG TIME!

IN THIS DOCUMENTATION YOU WILL FIND ALL ABOUT THE FUNCTIONALITY OF THE KIT AND THE GUIDES ON HOW TO SETUP THINGS.

CORE FEATURES

- Functional and Complete Player System
- Raycast System
- Dynamic Crosshair
- Advanced Footsteps System
- Stamina System
- Items Inventory
- Object Examining
- Peek System
- Door System
- Animated and Functional Flashlight
- Flashlight Batteries
- Camera System
- Paper Reading System
- Key System
- Sound Jumpscare
- Animated Jumpscare
- 2D Jumpscare
- Functional Lamps
- Flickering Lights
- Dynamic Objects
- Complete and Functional HUD
- Full C# Source Code
- Full Documented Kit

AND A LOT OF OTHER MINOR FEATURES!

ASSETS EXPLANATION

THE PROJECT IS DIVIDED IN DIFFERENTS FOLDERS, EACH ONE CONTAINS DIFFERENTS ASSETS.

ANIMATIONS ALL THE PLAYER ANIMATIONS USED IN THE KIT

GIOVANNI CARTELLA - INDIE GAME DEVELOPER
WWW.GIOVANNICARTELLA.WEEBLY.COM

HORROR DEVELOPMENT KIT 1.2 DOCUMENTATION

FONTS THE FONTS USED FOR THE HUD

GUI ALL THE PNG. GUIs OF THE KIT USED FOR THE HUD

MODELS THE 3D MODELS USED

PREFABS THE READY PREFABS MADE FOR YOU – JUST DRAG AND DROP

SCRIPTS ALL THE C# SCRIPTS IF THE KIT

SOUNDS THE COMPLETE SOUNDS LIBRARY OF THE KIT

TEXTURES ALL THE TEXTURES USED IN THE KIT (FOR THE MODELS)

TOOLS JUST A NORMAL FOLDER THAT CONTAINS SORTA OF KIT PLUGINS

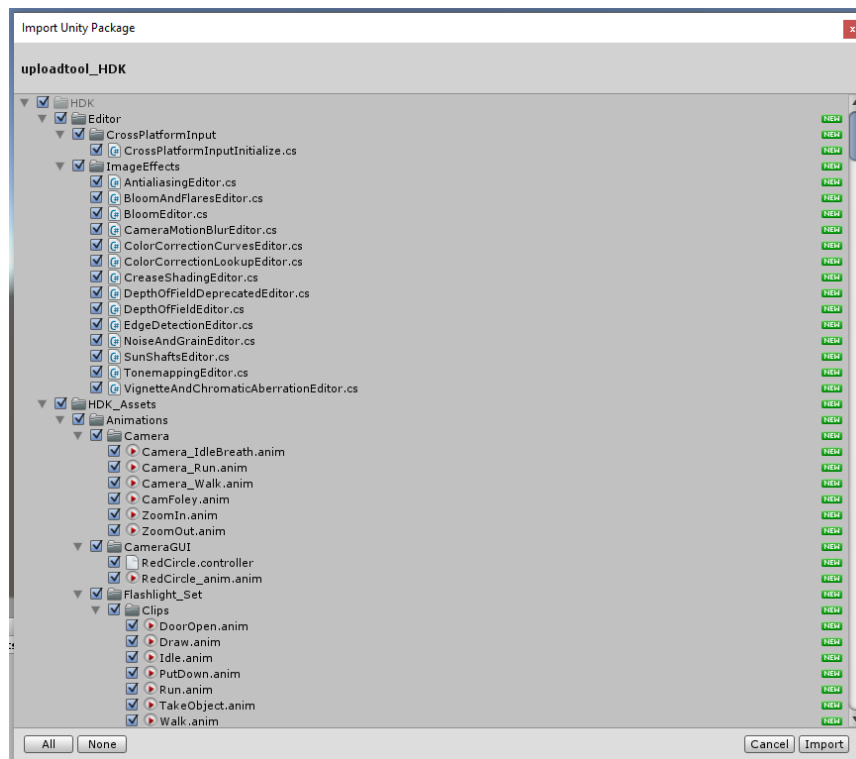
HOW TO SETUP THE KIT

SETTING UP THIS KIT IS REALLY EASY, YOU JUST NEED TO FOLLOW WITH PATIENT SEVERAL STEPS AND YOU ARE DONE!

REMEMBER: BY IMPORTING THE KIT YOUR PROJECT SETTINGS WILL BE OVERWRITTEN!

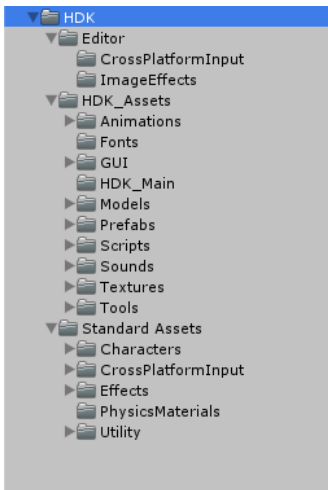
[CLICK HERE TO SEE THE FULL SETUP VIDEO](#)

PHOTOS REFERENCES



1 PRESS "ALL" AND THEN "IMPORT"

HORROR DEVELOPMENT KIT 1.2 DOCUMENTATION



2 THEN YOU WILL HAVE ALL THE PROJECT FILES INTO YOUR UNITY PROJECT



3 LAYER/TAG SYSTEM WILL BE SETTED UP AUTOMATICALLY

DOOR

THE DOOR SYSTEM IS ONE OF THE CORE FEATURE OF THE KIT.

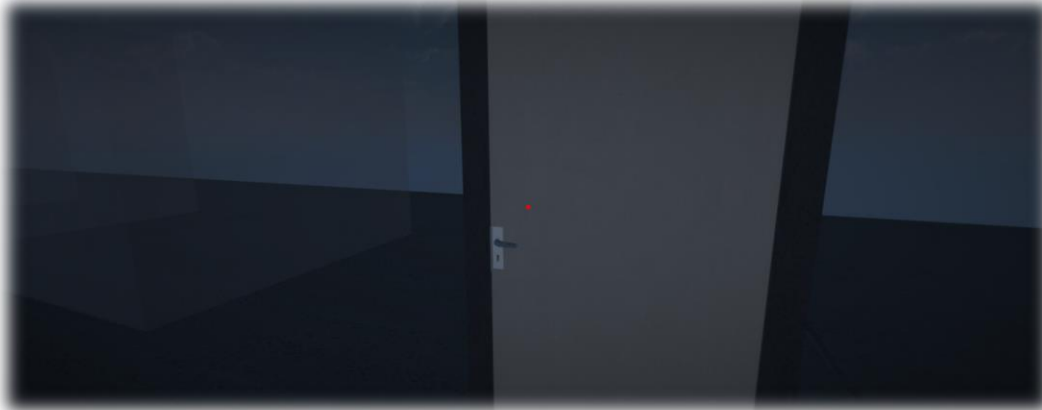
ALL IS ALREADY SCRIPTED YOU JUST NEED TO DO FEW STEPS TO MAKE YOUR DOORS SETTED!

GO IN **PREFAB > DOORS** AND SELECT ONE OF THE THREE TYPE OF DOOR.

THEN, DRAG AND DROP IT IN YOUR SCENE.

THAT'S ALL! YOUR DOOR IS READY TO BE USED.

HORROR DEVELOPMENT KIT 1.2 DOCUMENTATION



ITEMS PICKUP

IN **PREFAB > PICKUP** THERE ARE THE PREFABS OF THE INTERACTABLE ITEMS.

- **FLASHLIGHT**

DRAW AND DROP INTO YOUR SCENE, THAT'S ALL!

- **FLASHLIGHT BATTERY**

DRAW AND DROP INTO YOUR SCENE, THAT'S ALL!

- **KEY**

DRAW AND DROP INTO YOUR SCENE AND ASSIGNING THE **TARGET DOOR** IN THE **KEY** COMPONENT, THAT'S ALL!

- **TELECAMERA** (*MEANS: CAMERA*)

DRAW AND DROP INTO YOUR SCENE, THAT'S ALL!

SETUP A NEW PAPER (PAPER READING SYSTEM)

ANOTHER FEATURE OF THE KIT IS THE PAPER READING SYSTEM.

IT'S A FAMOUS FEATURE THAT ALMOST ALL THE HORROR GAMES OF SUCCES HAVE.

TO SETUP A PAPER, FOLLOW THESE STEPS.

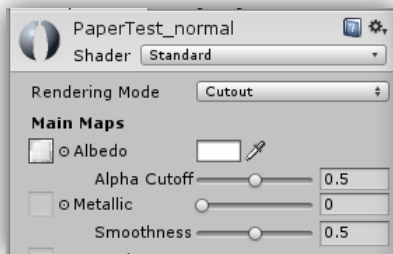
FIRST OF ALL YOU MUST HAVE A .PNG OF YOUR PAPER, IF YOU DON'T HAVE IT YOU CAN'T SETUP UP A NEW PAPER!

IN **PREFAB > PICKUP** TAKE THE **PAPERNOTE** PREFAB AND DRAG AND DROP INTO YOUR SCENE.

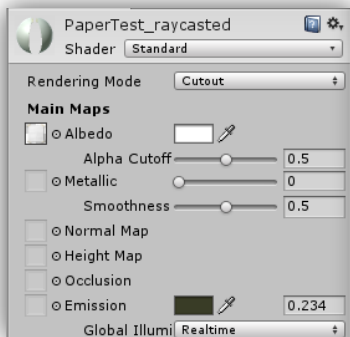
NOW YOU NEED TO SETUP SOMETHINGS TO MAKE THE PAPER COMPLETE AT 100%.

LET'S USE A .PNG FROM GOOGLE IMAGES, [LIKE THAT](#), DOWNLOAD IT AND IMPORT INTO UNITY IN **GUI > PAPER NOTES** AND CREATE A NEW FOLDER AND CALL IT AS YOU WANT, E.S.: **PAPER NOTE TEST**.

NOW CREATE A **MATERIAL** WITH **STANDARD SHADER** WITH **CUTOUT EFFECT**, LIKE THE PHOTO BELOW, AND CALL IT **PAPER TEST – NORMAL**



DUPLICATE (CTRL+D) THE MATERIAL AND RENAME IT AS **PAPER TEST – RAYCASTED**, THIS WILL BE THE LIT MATERIAL THAT WILL BE USED WHEN THE PLAYER WILL RAYCAST THE PAPER AND CAN INTERACT WITH IT. GIVE IT THE FOLLOWING SETTINGS.



NOW DRAG AND DROP **PREFAB > PICKUP > PAPERNOTE** INTO YOUR SCENE.

IN THE **RAYCAST EMISSION** COMPONENT JUST DRAG THE TWO MATERIAL THAT WE CREATED (NORMAL AND RAYCASTED MATERIAL).

NOW GO IN **CANVAS > PAPER NOTES GROUP** AND DUPLICATE THE **PAPER1** GAME OBJECT.

HORROR DEVELOPMENT KIT 1.2 DOCUMENTATION

RENAME IT AS YOU WANT AND MODIFY THE CHILD CALLED **PAPER1**, YOU NEED TO PUT YOUR PAPER PNG. IN THE **IMAGE** COMPONENT.

IF YOU WANT YOU CAN MODIFY THE **TEXT** (THE CHILDREN GAME OBJECT CALLED **TEXT**) OR YOU CAN REMOVE IT BY DELETING.

NOW COME BACK IN THE PAPER GAME OBJECT AND IN THE **NOTE** COMPONENT JUST DRAG THE GAME OBJECT (**UI_NOTE**) OF THE CANVAS (ES. **PAPER1**).

NOW YOU ARE DONE!



FLICKERING LIGHTS

FLICKERING LIGHTS ARE PERFECT FOR HORROR AMBIENCES!
THEY MAKE YOUR LEVEL BETTER AND MORE SCARY!

TO SET UP IT YOU NEED TO DRAG AND DROP (ADD THE COMPONENT) IN YOUR **LIGHT COMPONENT** THE SCRIPT CALLED **LIGHT FLICKER PULSE**

IF YOU WANT TO CREATE A BETTER EFFECT YOU CAN ALSO ADD AN **AUDIO SOURCE** COMPONENT AND SET IT AS **3D SOUND** AND DRAG AND DROP IN THE AUDIO CLIP FIELD **SOUNDS > LAMP > LAMP_FLICK_NOISE**.

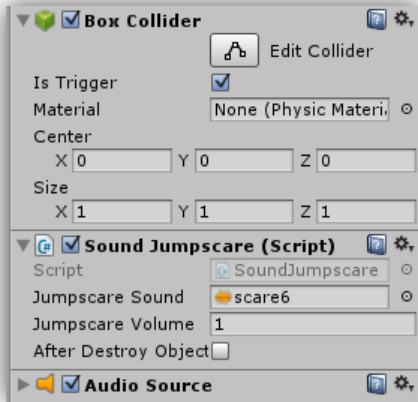
THAT'S ALL! NOW YOU WILL GOT AN AWESOME EFFECT!



CREATE A SOUND JUMPSCARE

TO MAKE A SOUND JUMPSCARE YOU NEED TO CREATE A **GAME OBJECT** (E.S. CUBE) AND ADD A **BOX COLLIDER** (TRIGGERED), **AUDIO SOURCE** AND **SOUND JUMPSCARE** COMPONENT.

NOW YOU JUST NEED TO DRAG AND DROP YOUR JUMPSCARE SOUND (**YOU CAN FIND IN *SOUNDS > JUMPSCARES***)



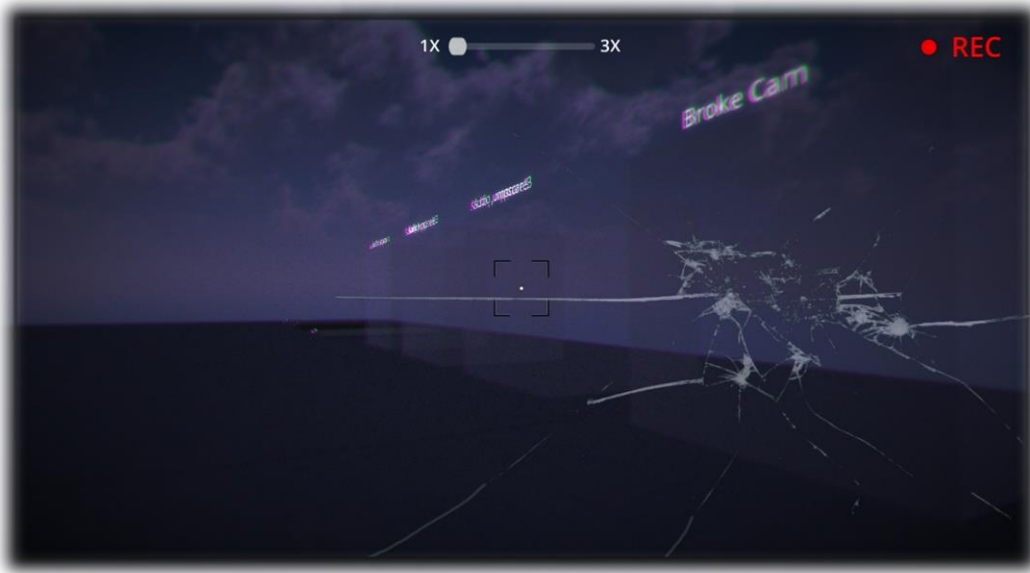
BROKEN CAMERA

TO SETUP THE BROKEN CAMERA TRIGGER YOU NEED TO DO SIMILAR STEPS LIKE THE SOUND JUMPSCARE.

CREATE A **GAME OBJECT**, ADD **BROKE CAMERA**, **AUDIO SOURCE** AND **BOX COLLIDER** (TRIGGERED) COMPONENTS.



4 CAMERA NOT BROKEN



5 CAMERA BROKEN

FULL CHANGELOG

- Originally released: 15 July 2016 - First release
- Version 1.1 released: 1 August 2016
- Version 1.2 released: September 2016

Version 1.1:

- Added new cursor
- Added Inventory System
- Added Camera Fade transitions
- Added Player Peek feature
- Added GUI / HUD Fade transitions
- Added Player Stamina
- Added Functional Lamps
- Added Flickering Lights
- Added Simple Menu
- Better Flashlight System / Scripts
- General code optimization
- GUI / HUD general fixes
- Fixed Arms shader / material bugs
- Fixed Flashlight spotlight bugs

Version 1.2:

- Added Animated Jumpscare
- Added 2D Jumpscare
- Added horror creature model
- Added Object Examination feature (now you can examine all the object)
- Added new dynamic object: the drawer

HORROR DEVELOPMENT KIT 1.2 DOCUMENTATION

- Added new Arms textures: bloody arms (Assets > HDK > HDK_Assets > Models > Arms > Textures)
- Added new C# script called "Arms Texture Selector" which allow you to select the bloody or normal arms version
- Added an Audio Track to the demo scene
- Added 4 examinable object (deodorant, fire extinguisher and two paintings)
- Added new SFX
- Added player Jump
- Added FPS Counter to the demo scene
- Added Poster as "Paper Notes" object
- Optimized and updated all the Jumpscare scripts
- Optimized Player
- Optimized textures
- Optimized and better DynamicObject.cs (was called DoorManager.cs)
- Updated Footsteps System (now you can decide if the Player can run in a specific surface)
- More clean and fluid scripts (completely remade and more easy to understand)
- Replace breath SFX
- GUI / HUD Optimized
- Fixed Key System bugs
- Fixed Flashlight GUI bugs
- Changed general HUD
- Changed Interact Crosshair
- Changed Flashlight inventory icon
- Changed Flashlight model
- Finalized the flashlight script
- Updated demo scene
- Increased Frame Per Seconds performance (with a draw call reduction)
- Updated documentation
- Updated Kit to last Unity stable version (5.4.0)

CREDITS

This kit has been developed and designed by **GIOVANNI CARTELLA**.

All the assets are completely made by **GIOVANNI CARTELLA**, except some 3D Art, that are used with the appropriate license / credits.

Special thanks to:

Alessandro Coppola - bloody arms textures, arms rig, arms animations

Mixamo - horror creature model and animations

Thunderwire games - animated jumpscare script idea

Gamad – footsteps script idea

Arthur G. - lamps models

Johannes - battery model and textures

ThrillShowX – demo scene audio track

Deployer – deodorant 3d model

Webcadabra – paintings 3d model

"If missing someone please [contact me via email](#)"

LINKS

For any problem or question feel free to contact me!

Email: giovanni.cartella@hotmail.com

Website: <http://www.gioannicartella.weebly.com/>

YouTube Channel: <https://goo.gl/D3kd23>