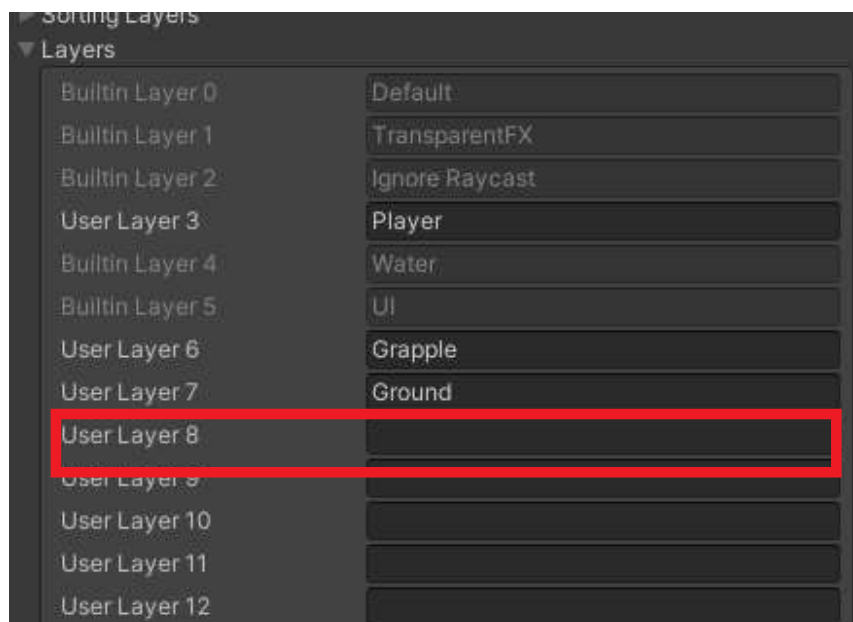
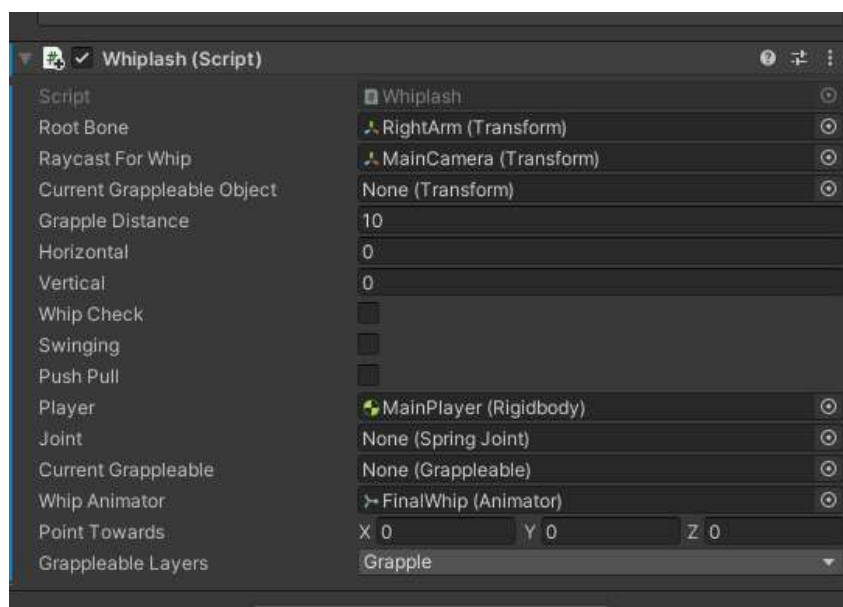


All the scripts and components are inside the WhipSystem folder



Add a layer to to contain all your grappleable objects. You can also set all the layers to be grappleable.

You also need to set this layer in the object's inspector.



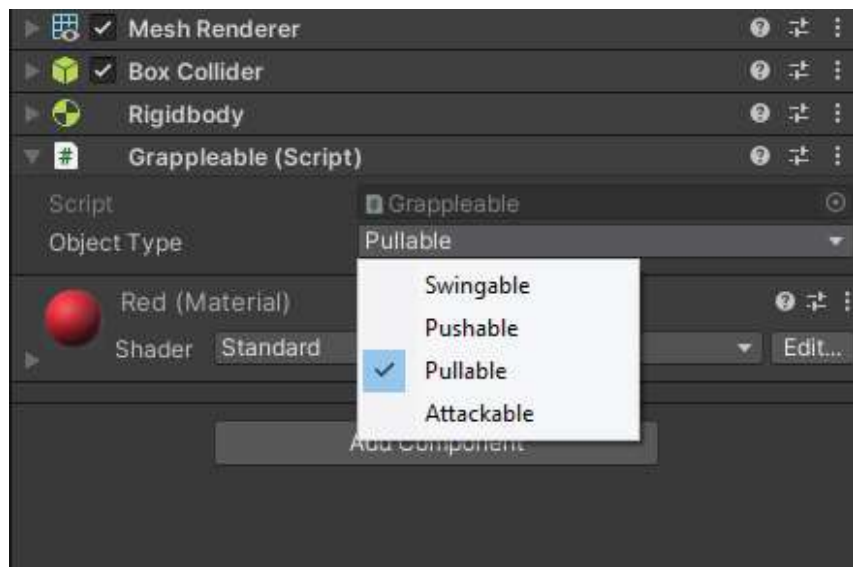
Attach this to the whip gameObject itself

This is the script where all the logic is currently. **Rootbone** is the arm of the player. This would be handled by the animator ideally, but since the character is a cylinder in the prototype, it's handled through script

Raycast For Whip is the point where the raycast should start. In First person games, it would be the center of the screen i.e the main camera, and depends on the type of game you're making.

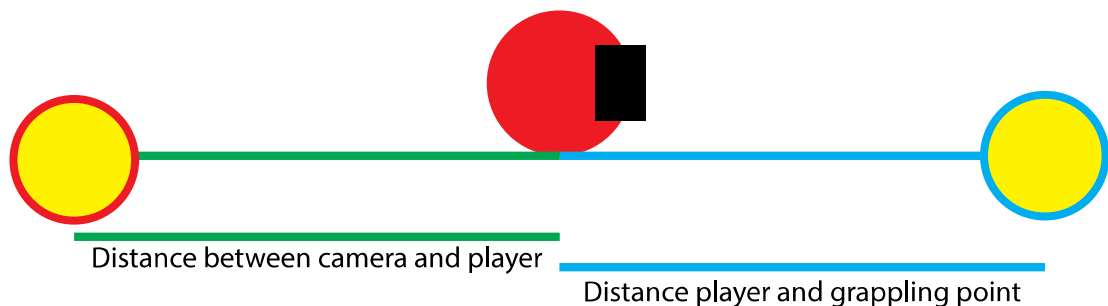
Grapple Distance the maximum distance from Raycast For Whip to check for whippable objects
Player the rigidbody component attached to the player

Whip Animator if you have your own whip and animations you can use your own



Attach this script to the objects that can be affected by the whip. They need to also have a rigidbody component attached to them.

You can select the object type from the drop down.



Let the red circle in the middle be the player

Let the red circle to the left be the Camera

Let the blue circle to the right be the point of contact for the whip

In a typical first person game, the camera is positioned at the top of the player's head, this means that when setting the grapple distance you simply enter the maximum distance you can grapple.

However, in Third person, you have to take the distance between the camera and the player into account or set the raycast to start from the player. Usually adding this distance to the range of the whip is sufficient.