

Technical manual

Purpose

The purpose of this technical manual is to describe how my Unity project works and to clarify some questions while presenting the workflow of this project.

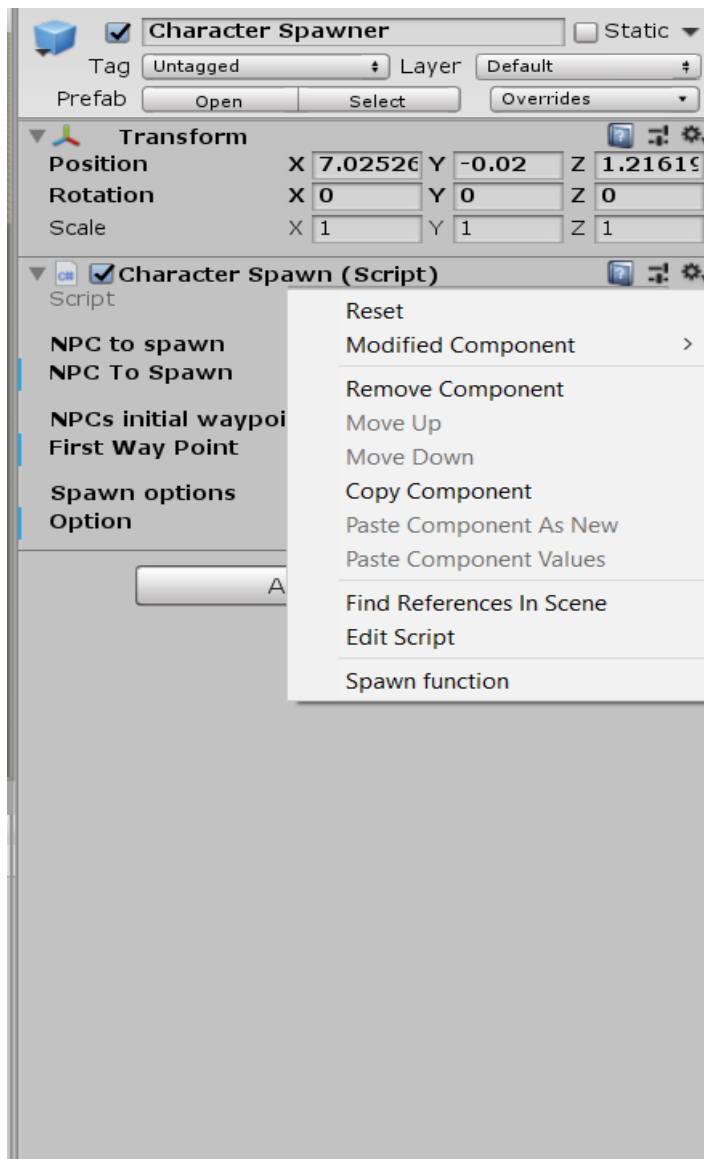
NPC

NPC moves using unity built in NAV mesh.

It's main method (PerformAnimationAfterDelay) is used to control the animations and delays between them.

NPC Spawn

It spawns NPC based on SpawnOption option (Either by call of function or at level loading). Since there wasn't said when or what will call "Spawn" function, so spawning (if waiting for function, can be called by pressing "Spawn function" in the context menu of the "Character Spawn" script (Press this gear icon near "Character Spawn" Script).



Spawn function itself was written in such way, that you can assign any NPC character to spawn it.

Waypoint

Waypoint has a lot of different values to tweak, however, they all have tooltips.

```
public float GetSpeedOfMovement()
{
    switch (typeOfMovement)
    {
        case MovementType.Walk:
            return 1f;
        case MovementType.Run:
            return 3.5f;
        case MovementType.Sprint:
            return 5f;
        default:
            return 1f;
    }
}
```

Due to lack of different animations and not specifying different speeds, values of speeds have been hardcoded, through they can be changed in WayPoint script.

Again, like with NPC Spawn, since it wasn't specified what and when to call "ForceNPCToGoToNextPoint" function, I've decided to add it to context menu. Again, just press the gear icon on the WayPoint Script and select "Go To the Next Point".

