

How does it work?

This asset works by shooting a bunch of rays and collecting the information, we use the ray information to construct a FOV mesh and to determine if a player is inside our view.

How can you modify it to your own liking?

I have made the asset very easy to customize, you can take a look at the FOV Mechanics script and change everything from the patrol speed to the FOV angle. Because of this customization you can do things like, make a guard that is very fast, but has a small FOV radius or do the complete opposite of that. You can also change things like the color of the FOV graphic within the FOV Mechanics script or you can change something like the sprite of the bullet by going to the sprite rendering within the bullet prefab and choosing a different sprite.