LOW POLY
WAR PACK
★ ★ ★ ★ ★

1.0

by **POLYPERFECT**

Thanks!

First of all, thank you for purchasing our pack, we really apreciate that! We are putting lot of effort to this.

Just you to know – we are planning to expand the list of the dinos in the future with free. updates of the pack. Check out our FB page for any news.

UPDATES

VERSION 1.0

First release: The pack is currently in development for you to be able to drag and drop Soldier AI which will be able to move around, shoot the player, shoot other AI, set up to patrol areas, randomly walk around and stay stationary like a turret. This and more is to come within the next few updates.

SOLDIER CONTROLLER SCRIPT ^{1.0}

If you refer to the Demo scene we have created for you, you will see there is both a player and a bunch of enemies for you to shoot at. If you click on the player in the scene, you will see that attached is the Solider Controller Script.

(Please be aware, the whole movement script for this character at the moment is using Root motion, there is some in place animations included in the project for you to play with if you do not want to use this movement method and want to create a character controller yourself. A character controller using RigidBody's or a character controller is currently in development for the next release.

If you do not know what root motion is please refer to some online tutorials as it can get rather complex or message us and we will try our best to answer any questions you might have.

HOW IT WORKS

At the top of the script you will see the Soldier Set Up Drop down, this is simply for the following variables you can change if you like:

SPEED
This is so that you can make the player faster or slower.

TURN SPEED
This will set the turning speed of the character faster.

JUMP HEIGHT
This will set how high you jump.

HEALTH
This is the health variable of the Soldier.

WEAPON SET UP

The weapon set up has been created to make it easy to change some values depending on how you want them to be, how much damage you want each gun to produce, the range of each gun and more.

WEAPON FLASH

This is the Gameobject we are using to make a flash appear at the end of the weapon.

WEAPON SIZE

Setting this higher will give you the option to add a new gun (If you have some you want to add).

Inside each of the Weapons will be some more Variables which are used to control some core features.

WEAPON NAME

This is used to trigger the correct gun aiming animation in the animator.

WEAPON GAMEOBJECT

This is the actual GameObject located under the right wrist in the characters hierarchy.

SWITCH OUT TIME

This is how long it will take for the current weapon to be turned off, and the new one turned on.

WEAPON END

This is a GameObject located at the end of each of the gun, this is used to set the GunFlash animation position for the weapon.

LEFT HAND POSITION

This is the GameObject that is located inside each gun, and is the position that left hand of the character will IK to.

WEAPON DEMAGE

This is how much damage this weapon will cause to enemy's

WEAPON RANGE

This is how far you will be able to hit characters from when aiming this weapon.

SWITCH WEAPON KEY

You can choose which Key you want to press to swap to this weapon.
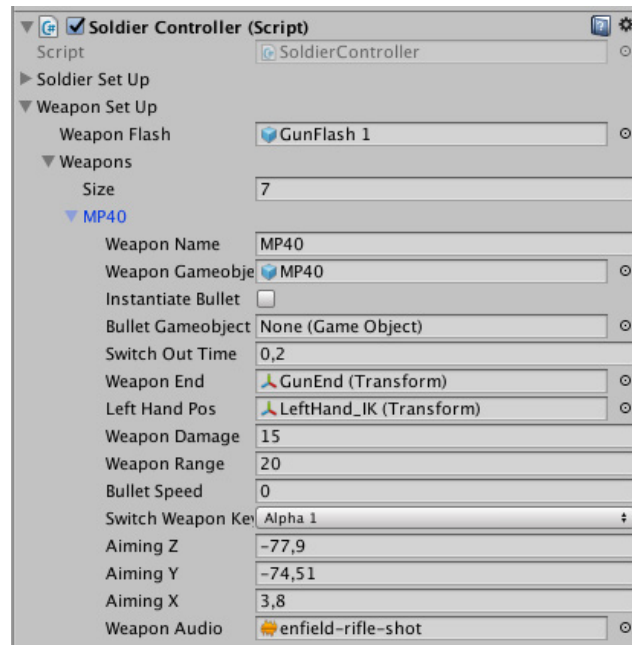
The **Aiming Variables** have been made public so that if you feel the aiming of one of the guns is off, press play and adjust these values until you think that it looks as expected, then right click on the script and click Copy Component. Then when out of play mode, right click on the script once more and paste values.

CAMERA SET UP

CAMERA

This is the camera you are using inside the soldier, this can be located in the soldier extras component which holds all the necessary parts to make camera movement and move achievable.

CAMERAXSPINNER

This is the Gameobject located beneath SoldierCamSetUp, this is to rotate the Camera on its X Axis to allow proper rotation of the character.

IK SET UP

IK

This is a Boolean, turn this on if you want to use Ik on the character, turn it off if you don't. (Turning this off may cause some strange behaviour of animations so better to keep it on)

SPINE

This is the Transform located inside the characters Hierarchy of bones that will rotate when the camera rotates, changing this will cause some very strange behaviour and will require you to change all the Aiming Variables (Located in the Gun Set Up) to match the new spine rotation.

IK AIM POS

This is the Gameobject that is located in front of the character, it is called Ik Head Aim. This is the Gameobject you can drag around the scene and make the head look at during play mode.

OTHER

AIMING POINT OFFSET

This is the point on an invisible ray going from the centre of the camera which the spine of the character will always rotate towards. This is how we have made sure to get the character looking where the centre of the Camera is looking. (Changing this value will make the white sphere move forward and backwards to visualise where the spine is aiming at)

KEYS

W - forward

S - back

A - left

D - right

E - interaction

SHIFT - sprit

SPACE - jump

RIGHT MOUSE - weapon aim

LEFT MOUSE - shoot

1,2,3,4,5,6,7 - switch weapon (setupable)

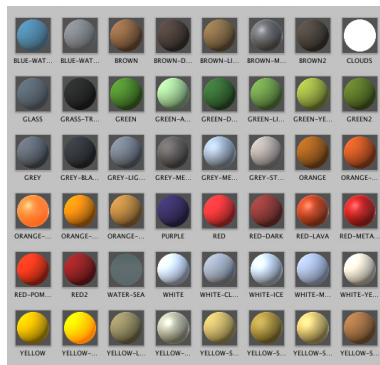**E** - parachute (setupable on plane)

F - landing (setupable on plane)

USAGE

— The color of an objects is influenced by texture
— Most of the prefabs share one atlas texture
— Good for speed and mobile

„M" PREFABS (MATERIAL)

— The color of an objects is generated by material
— You can quickly change the materials
  and have different looking model in instance
— Good for prototyping and playing with the look

POSPROCESSING

For camera filters we are using Post Processing Stack, made by Unity
https://assetstore.unity.com/packages/essentials/post-processing-stack-83912

For water effect, this free shader
https://assetstore.unity.com/packages/vfx/shaders/water-effect-fits-for-lowpoly-style-87810