The Abyss Design Kit by Akeem Roberts

General Tips:

- Hovering over certain stats in inspector will give guidance on what the stats do.
- Most stats can be adjusted through the Unity Inspector.
- If infinite jumping seems to be an issue, try adding a collider to the ground that is slightly off the ground (Around players ankles).
- Feel free to contact me if something isn't clear or you need help. (I'm serious this will help me improve upon my kit and possibly get a better grade. 😊
- Places you can reach me:
    - Discord: akasha_arts#4756



Please Include the following in game for proper function:

- Player Prefab
- Audio Prefab for music
- Spot Light Prefabs
- Crawler
- CanvasGO

1. Setting Up the Player

a. Drag and drop player into scene from prefab folder and ensure the character is setup like it is below.

b. If any portion is missing the items can be found in appropriately named folders.

2. Enemy Setup
   a. Drag and drop enemy from prefab folder and ensure setup is like the 2 pictures below.
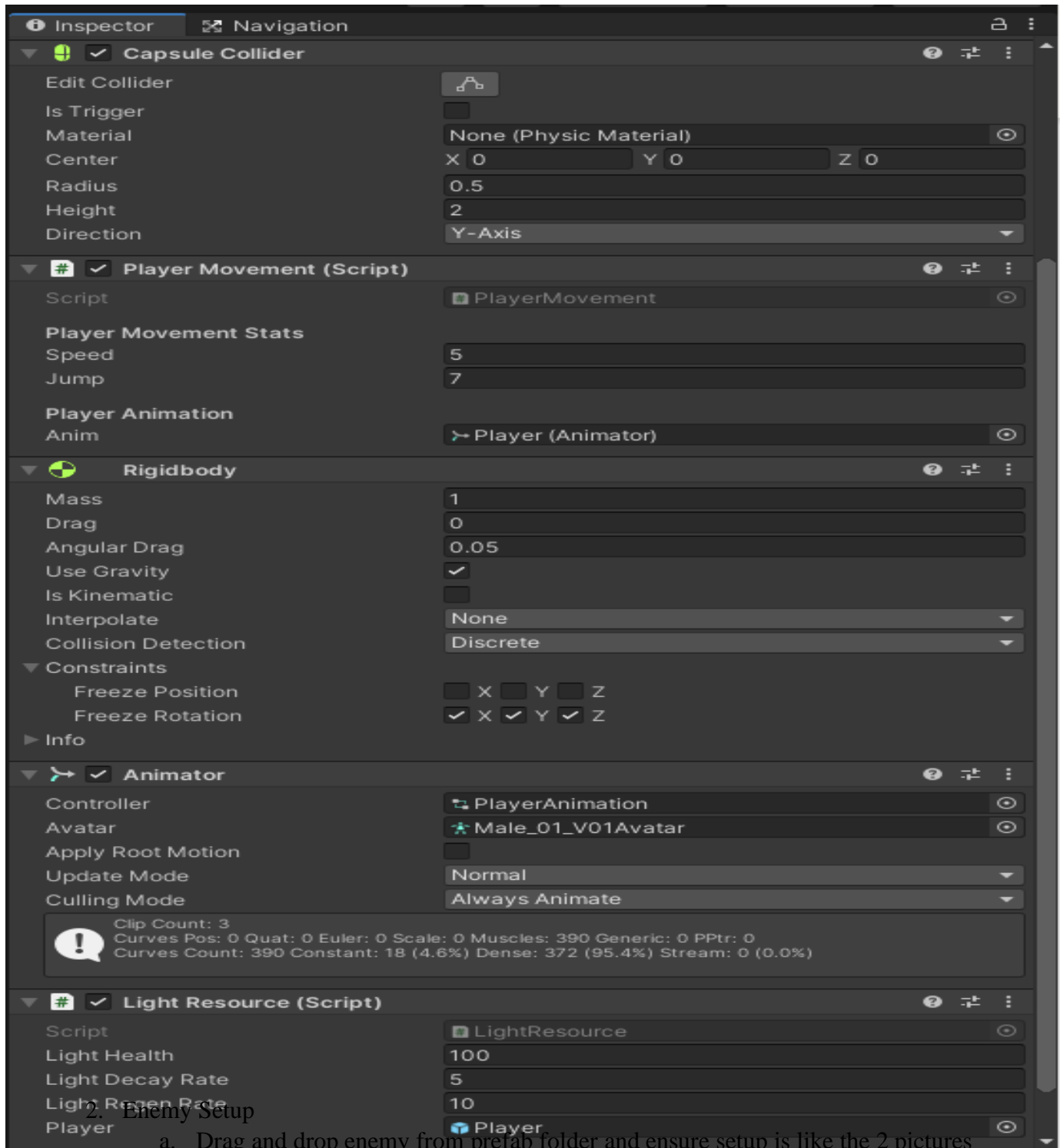
b. For the nav points go into prefab and place the points in an area you want the enemy to navigate. Make sure under nav point size = how many nav points you create.
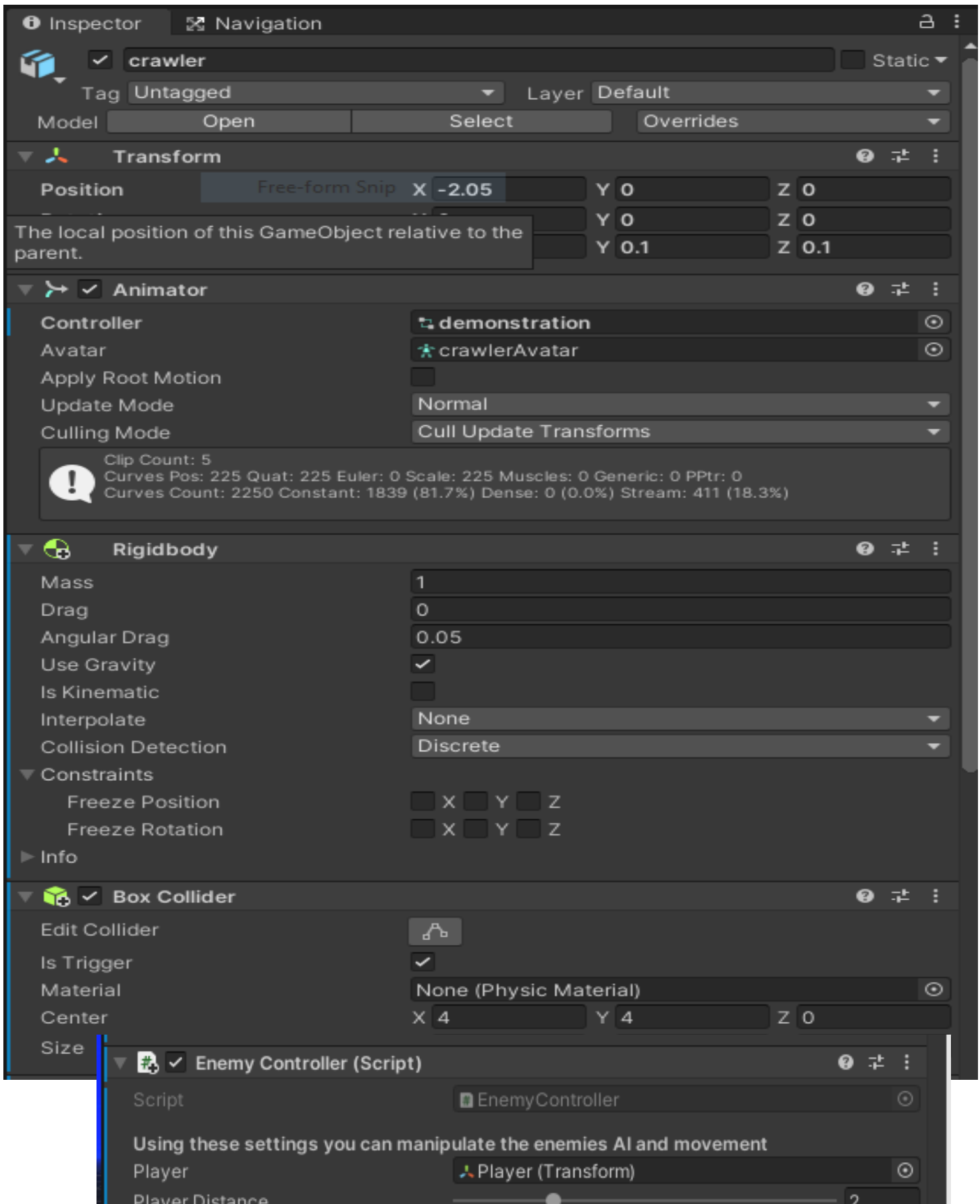
3. Speed Upgrade Pickup

a. You can find the SpeedUp pickup in the prefab folder with the settings like the picture below.
b. You can use the settings to adjust how much you want to increase speed and the duration of the speed boost.
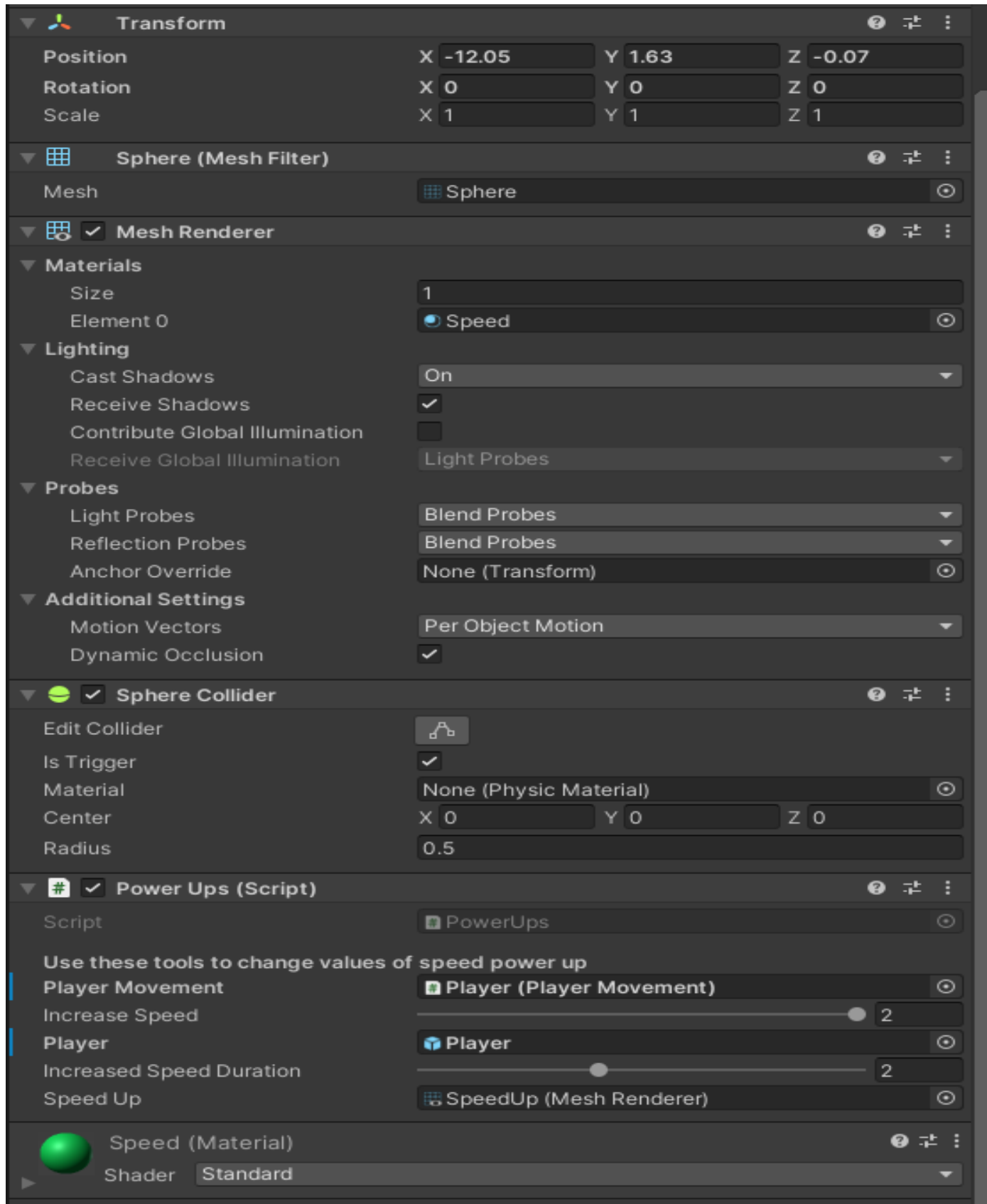
4. Spotlight
   a. You can find the Spotlight in the prefab folder with the settings like the picture below.
   b. NOTE: Prefab has two light Resource script components attached. Remove one and make sure to add Player gameobject in player section.
      i. Regenerating spotlight is a work in progress, but you can check if its working in the console.

▼ ● ✔ Sphere Collider			❷ ⇄ ⋮
Edit Collider	⌂		
Is Trigger	✔		
Material	None (Physic Material)		◉
Center	X 0	Y 0	Z 5.8
Radius	1.17		

▼ # ✔ Light Resource (Script)		❷ ⇄ ⋮
Script	LightResource	◉
Light Health	0	
Light Decay Rate	0	
Light Regen Rate	0	
Player	Player	◉

▼ ● Rigidbody		❷ ⇄ ⋮
Mass	1	
Drag	0	
Angular Drag	0.05	
Use Gravity	☐	
Is Kinematic	☐	
Interpolate	None	▼
Collision Detection	Discrete	▼
▼ Constraints		
Freeze Position	☐ X ☐ Y ☐ Z	
Freeze Rotation	☐ X ☐ Y ☐ Z	
▶ Info		

Add Component