

3D Roguelike RPG Complete System: TPS, Enemy AI, Puzzles, Camera and Props

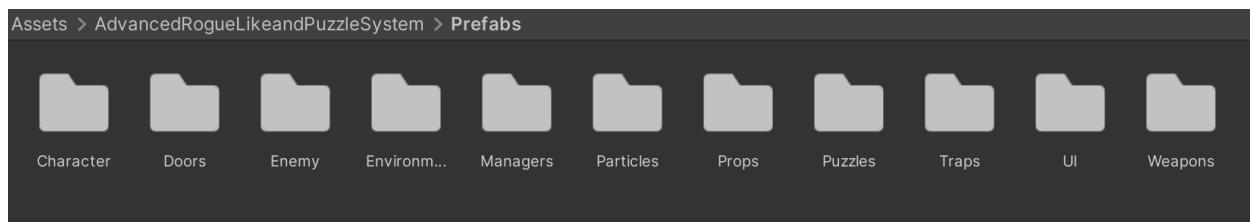
- Documentation -

INSTALLATION

You can purchase the package from Unity Asset Store and download it by using Package Manager in Unity. After downloading the package, import it into your project and “AdvancedRogueLikeandPuzzleSystem” folder will appear in your project. You can find the Sample Scene there. Everything is prepared as Prefab in the Prefabs folder. It is very easy to use it. If you have further questions, you can contact with me via queendeveloper95@gmail.com.

PREFABS TO USE

The package has got lots of prefabs ready to use. You can find all of them archived carefully in the **Assets\AdvancedRogueLikeandPuzzleSystem\Prefabs** directory. You only need to drag and drop it from directory into your scene or you can find all of them prepared in the Sample Scene and copy-paste it to your scene.



POTIONS

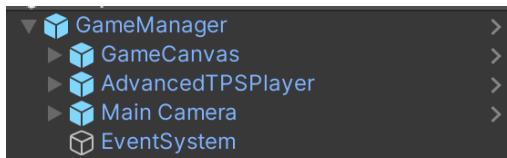
There are four Potions in the game in order to make your MMORPG, RPG or TPS game more interesting. These potions are ready to use. The Potions and their abilities are listed below:



- **Health Potion:** When you press key number 1 on keyboard or tap on potion icon on the mobile screen, It will give you 25+ Health and heal your character.
- **Mana Potion:** When you press key number 2 on keyboard or tap on potion icon on the mobile screen, It will give you 25+ Mana so you can sprint with your character by using Left Shift key.

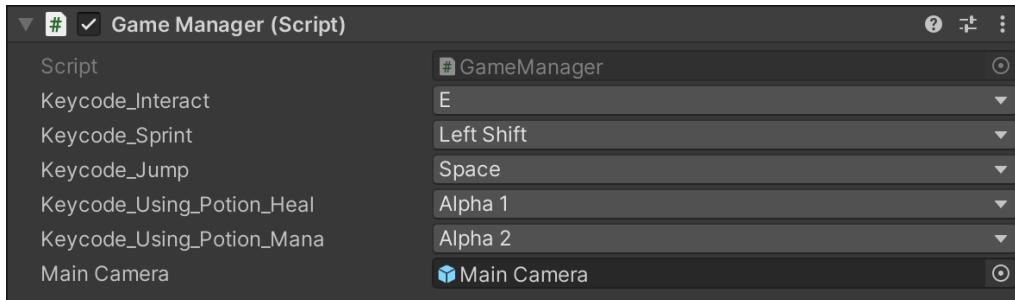
GAME MANAGER

Game Manager prefab is the most important prefab in the game. Your Default configurations for inputs, your main character, your camera and your Game Canvas is in this prefab. You can drag and drop this prefab into your scene and it will start to work immediately.



- Game Canvas contains all UI elements.
- AdvancedTPSPlayer contains your hero's mesh, colliders and basic components.
- Main Camera is your main camera in the game.

Game Manager has got default configurations. You can set your Interact Key on Keyboard, Sprint key, Jump key, Healing potion key and Mana potion key.



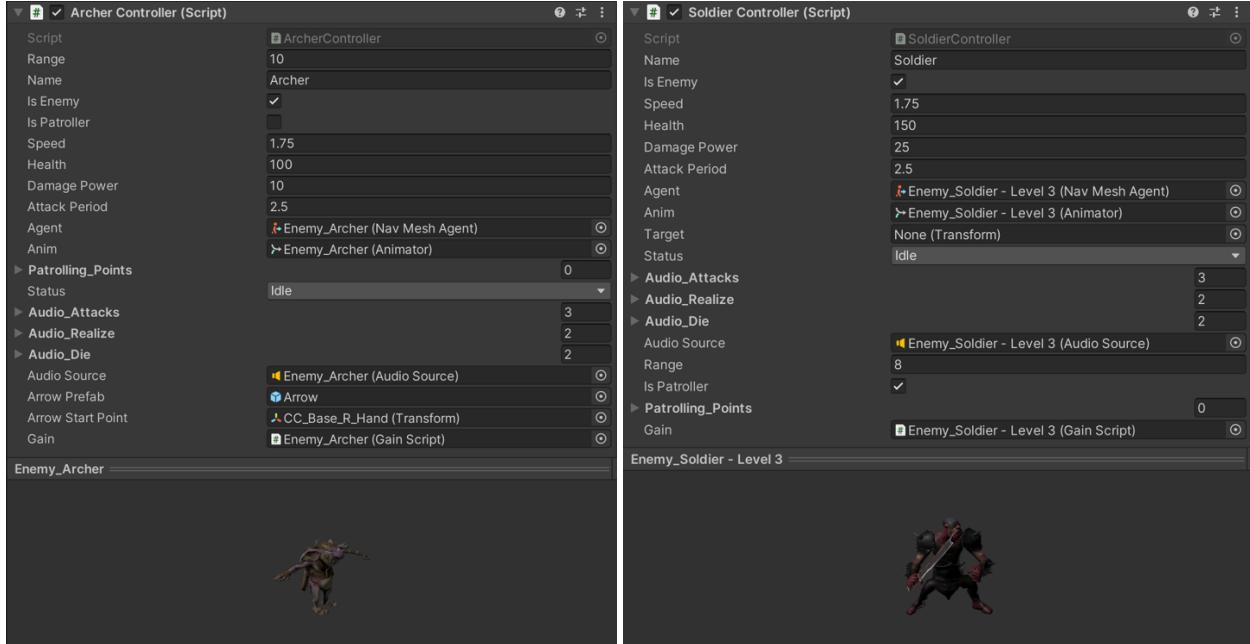
ENEMY AI – SOLDIERS AND ARCHERS

There are two types of Enemy characters with Enemy AI components. You can use these enemy AI in your game whenever you want. They have all basics of AI systems:

- Patrol
- Kill
- Realize
- Die
- Hit
- Get Damage
- Walk
- Run
- Idle



You can find Enemy AI prefabs in Assets/AdvancedRogueLikeandPuzzleSystem/Prefabs/Enemy folder. Archer Enemy and Soldier Enemy has got different properties such as Range, Health, Speed, Damage Power, PatrollingPoints (If you add transform list and tick Patroller checkbox, ai will start to patrol. If you leave it empty, AI will stand idle).



DIALOGUE SYSTEM

The Package has got a dialogue system and it is already integrated. Dialogues will appear on your game UI as displayed below:



There are two ways to show a Dialogue:

Manual Calling in your Code:

You can simple call this method from anywhere in your own code with the Speech Text string and Speaker string as parameters:

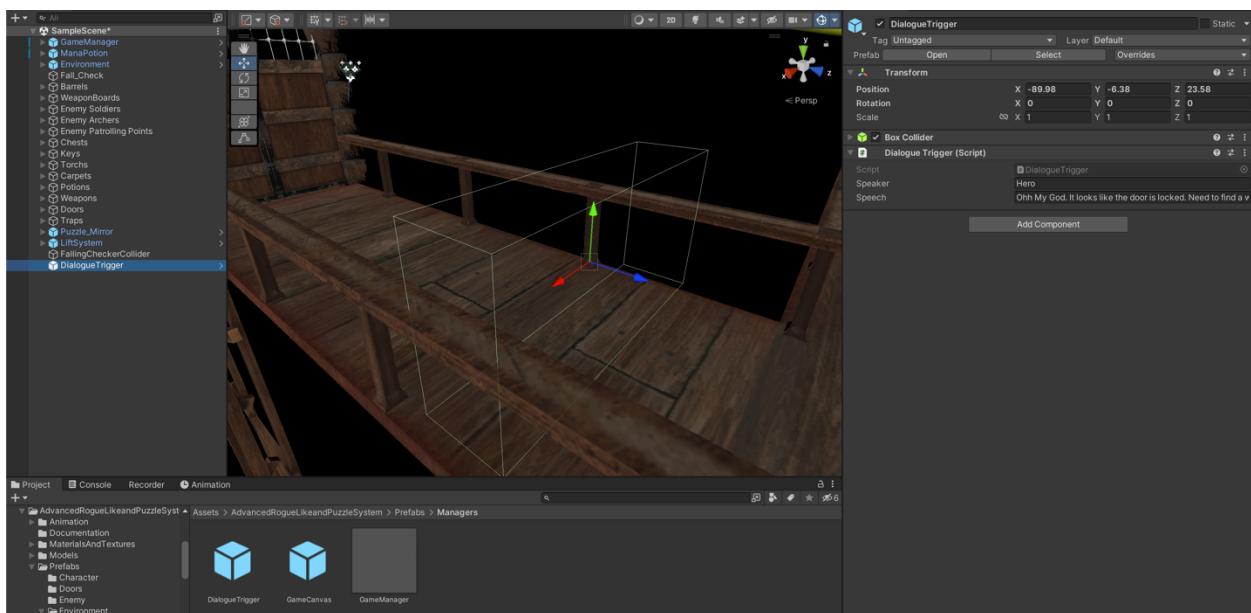
```
SpeechManager.instance.Show_Speach("Oh! I need to find a way to open the door. It is locked.", "Your Hero");
```

Speech: Your Text which will appear as Dialogue.

Speaker: Talker of the dialogue.

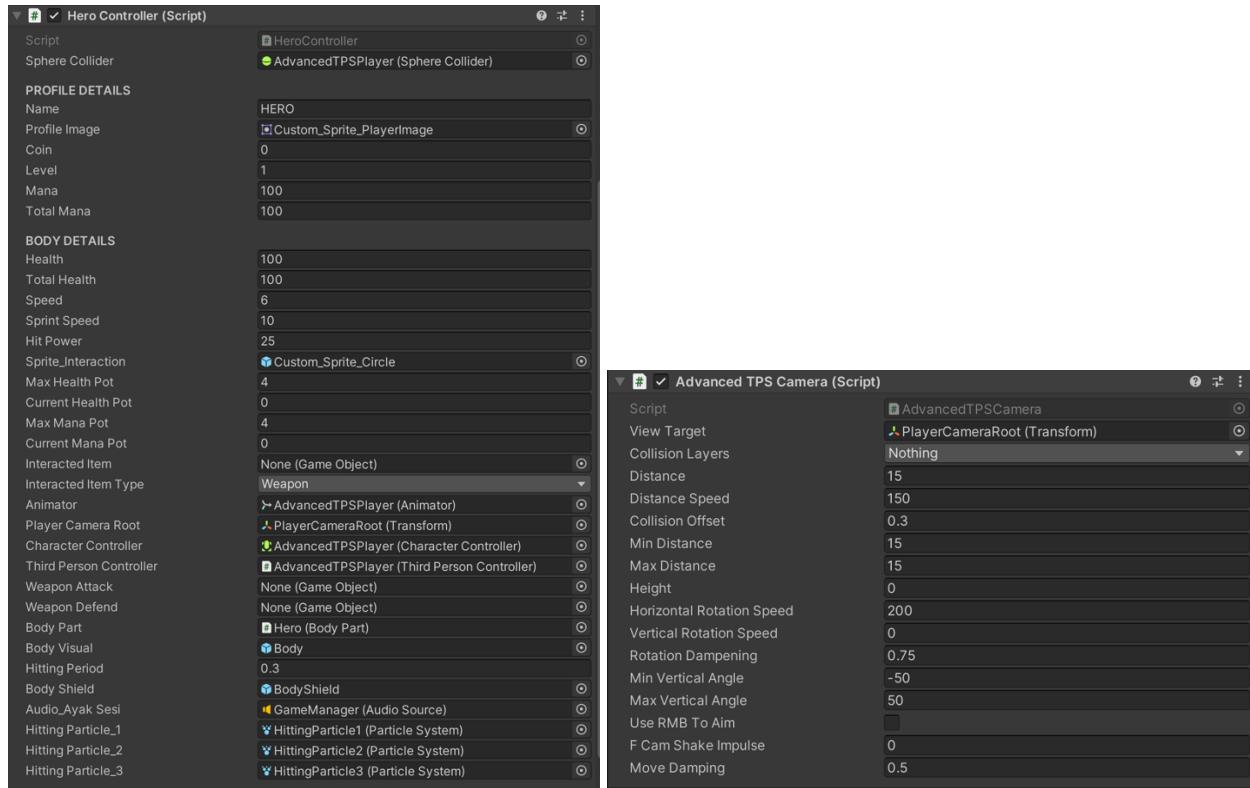
Using Dialogue Trigger Prefab in your Scene:

You can use **DialogueTrigger prefab** as much as you want in your scene and locate them where your character exactly want to have dialogue. When you add a DialogueTrigger prefab in your scene, please don't forget to set Speaker and Speech variables from inspector:



THIRD PERSON CONTROLLER (YOUR HERO) AND TPS CAMERA COMPONENT

The package has got a complex and advanced TPS Controller. You can set your character's main properties such as Health, Speed, Sprint Speed, Hit Power, etc on Hero Controller component. In addition, the your character has got Coin system. So you can give coins as reward on your Objectives. There is an important component on Main Camera called Advanced TPS Camera. By this component, you can arrange the maximum distance, minimum distance, height or camera collision layers easily.



TARGET POINTER

You can easily point some object or location in your game by using Target Pointer. The Target Pointer will appear on UI as an arrow and it will point the direction to your target:



You only need to assign your target (the object you want to point) to TargetPointer's PointedTarget variable. Let me show an example:

Imagine that you want to point a door on your game. You need to call this code and assign the object to Target Pointer like coded below:

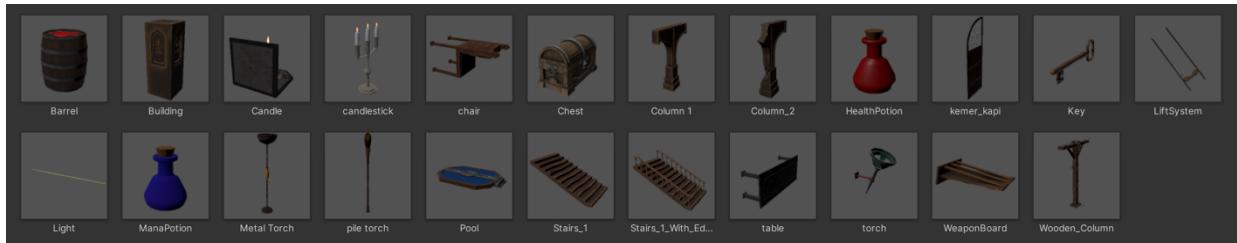
```
TargetPointer.Instance.PointedTarget = exitDoor;
```

If you want to hide the Target Pointer from your Game Scene, just call this:

```
TargetPointer.Instance.PointedTarget = null;
```

PROPS AND TRAPS

The Package has got lots of ready to use props and traps in order to make your game rich. All props and traps are contained in **Assets\AdvancedRogueLikeandPuzzleSystem\Prefabs\Props** directory:



Barrels: It will start to fire and explode in Random period. You should not wait beside it.

Chests: You can put objects in it and add them to its HiddenObjects array in the inspector.

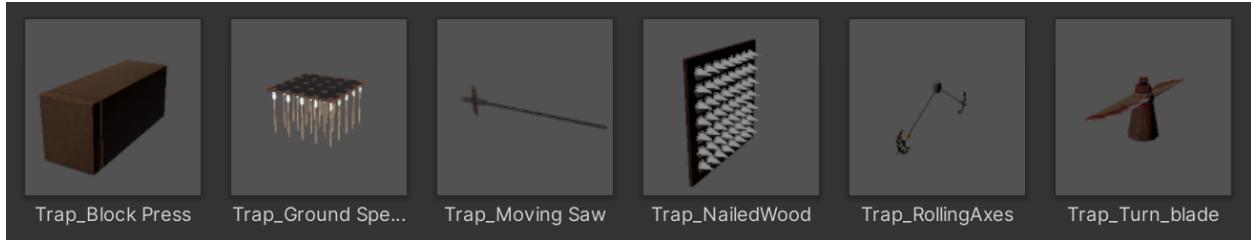
When you open the chest, these hidden objects will appear and you can collect them.

Key: You can use keys to unlock the doors. Just define an id to Key from its inspector and add its key id to your Door objects in order to match with the key.

Lift System: You can go up and go down with this list prefab. Easy to use. Just re-position its UpPoint and DownPoint transforms.

ManaPotion: You can increase your mana with this potion.

HealthPotion: You can increase your health with this potion.



Trap_Block Press: This block goes out and in periodically. If it hits you, you die.

Trap_Ground Spears: When your character stands on it, lots of spears get out and kill you.

Trap_Moving Saw: A Rolling saw is moving from left to right in loop. If it touches you, you die ☺

Trap_Trap_NailedWood: This board is rotating periodically. When it looks to down, you can stand on it but you should not be on it when it rotates back.

Trap_RollingAxes: Two Axes are rolling from side to side. If one of it touches you, you die.

Trap_Turn_blade: Two blades are rotating periodically. If one of it touches you, you die.

CONCLUSION

As you can see, there are many features, prefabs, components and Enemy AI system, weapons, props are ready to use in this package. You can create your own Roguelike game or Third Person Shooter game or RPG game with this package easily.

I hope you like it ☺

Kind Regards,
Queen Developer <3