Shooting - RPG
Starter Kit

Shield : 285
HP : 356
MP : 154
Ammo : 89

Level : 3
ExplosiveBarrel (1)
You Learned Brave
554
Enemies 34
Shield : 148
HP :
MP :
Ammo : 49 / 95

Level :
Shield :
HP : 305
MP : 143
Ammo : 6 / 100

Level : 6
Assaulter (7)
Shotgun
Shield : 285
HP : 356
MP : 154
Ammo : 5 / 93

Level : 4
Shield : 80
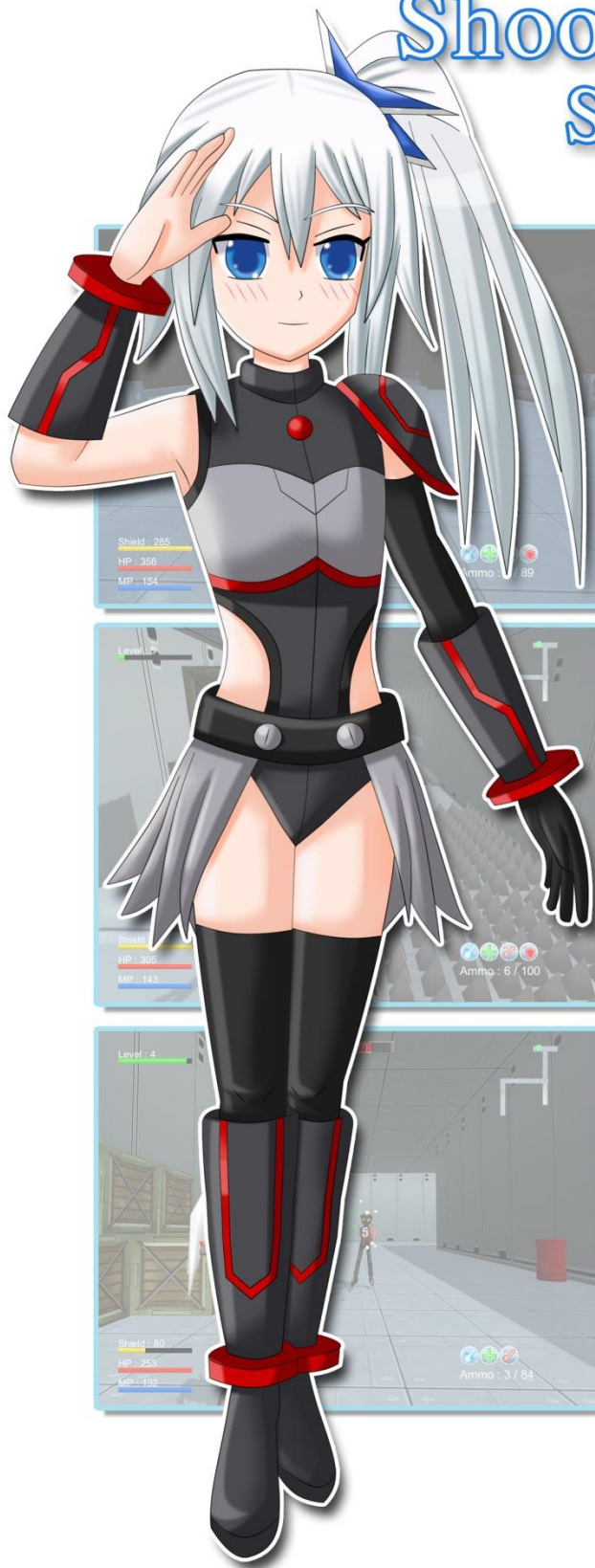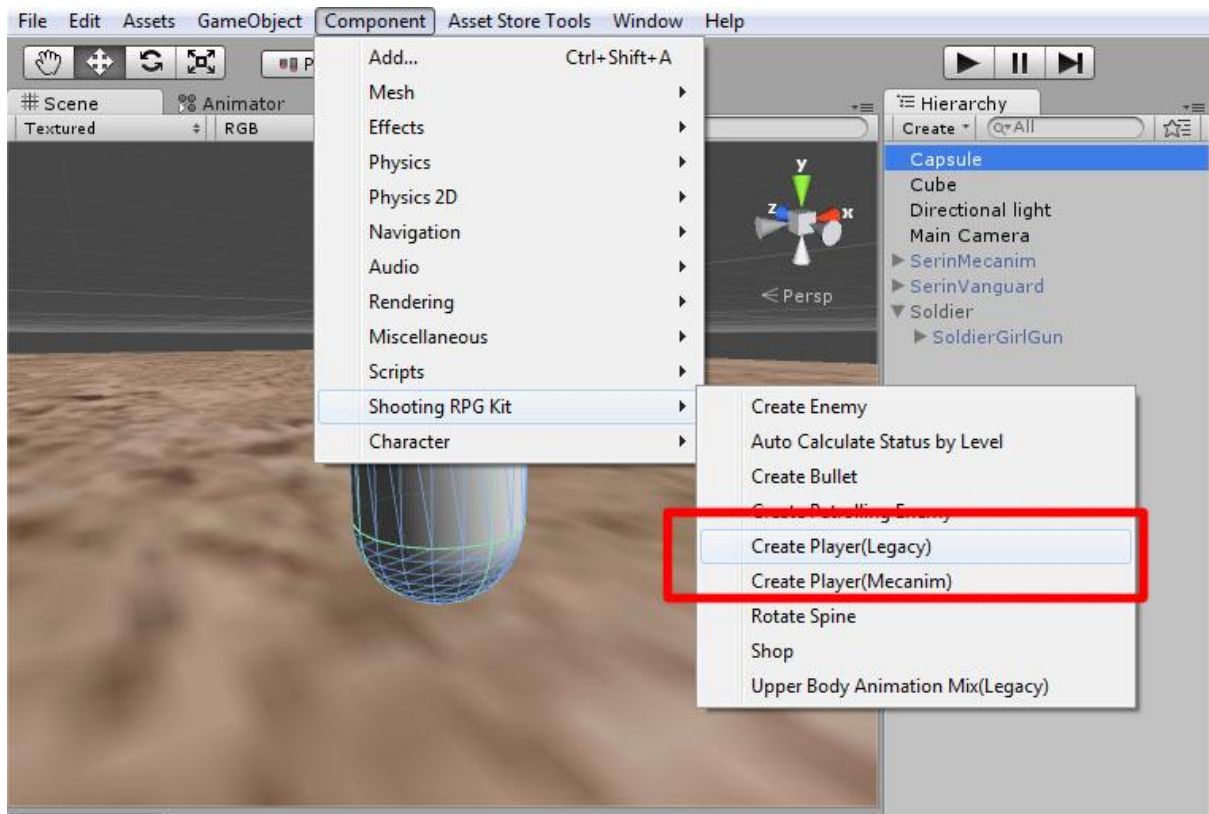HP : 253
MP : 132
Ammo : 3 / 84
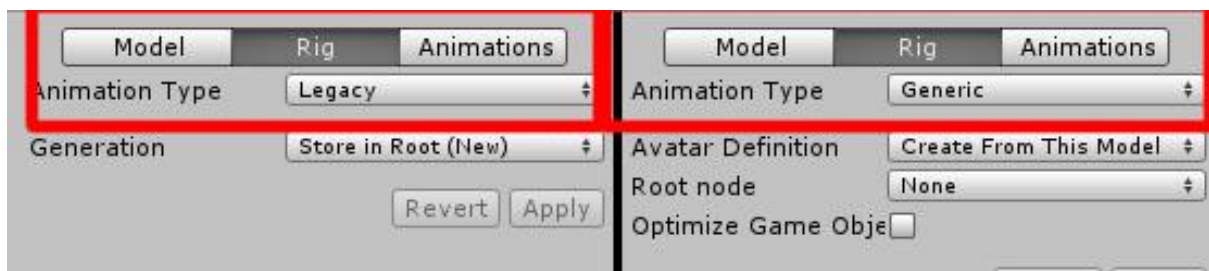
Level : 5
Shield : 28
HP : 261
MP : 143
Ammo : 4 / 69
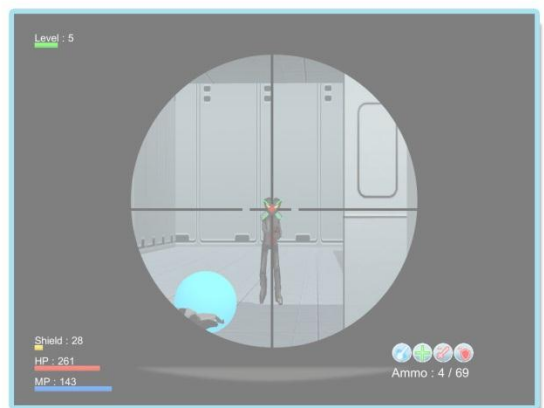
How to Create Player

1. Create "Capsule" or any 3D Object.
2. Go to Component/Shooting RPG Kit/Create Player

(If your model rig as Legacy use Create Player(Legacy) or if your model rig as Generic use Create Player(Mecanim))


3. Remove Capsule Collider to prevent collider problem because the script will automatic add "Character Controller" for collider

4. Make your character model as parent of the capsule and then assign your model to "Main Model" variable in "Status"
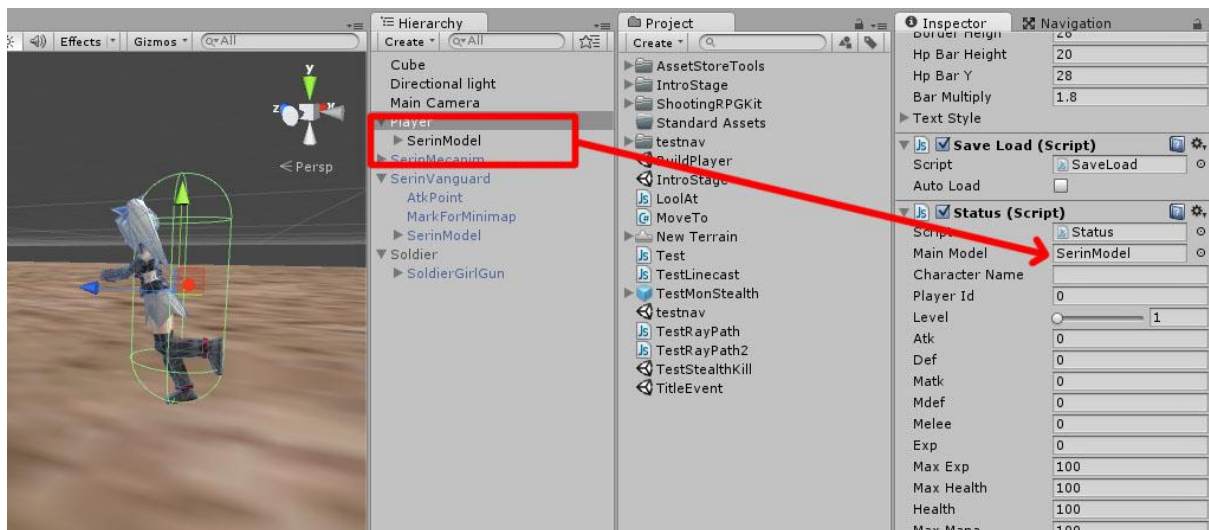
5. Assign your animation.
   - If you use Legacy assign animations to PlayerLegacyAnimation
   - If you use mecanim create "Animator Controller" and set your animations
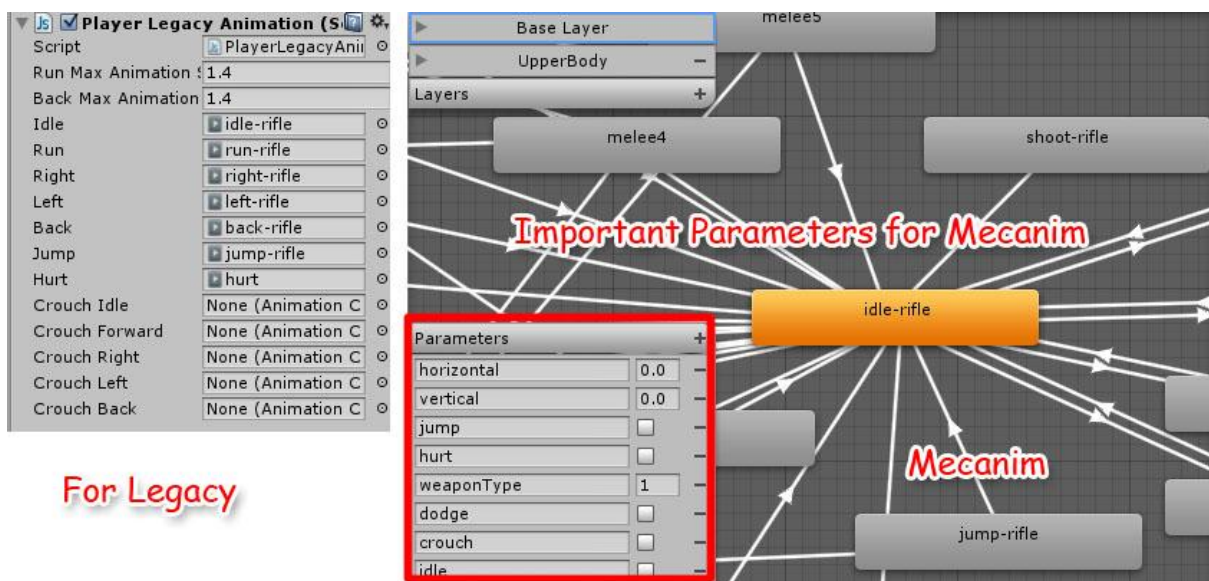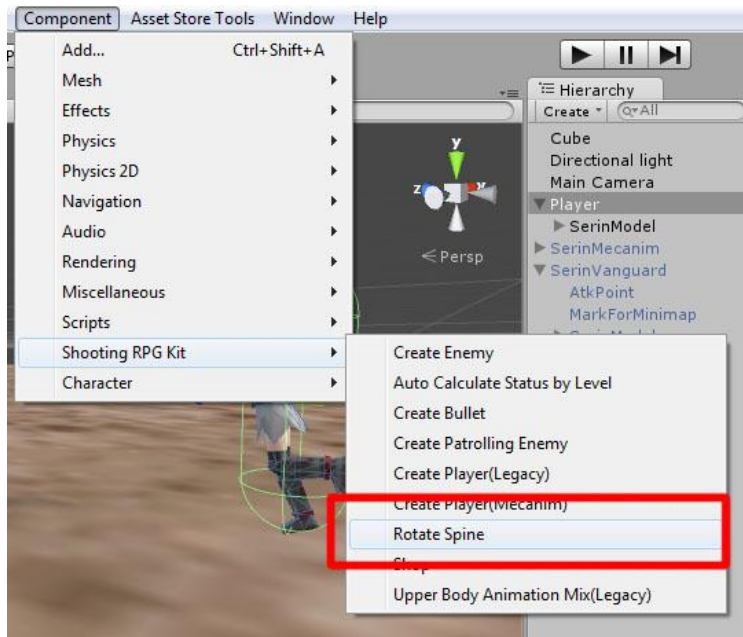

Now your player can move around with animations. ^^

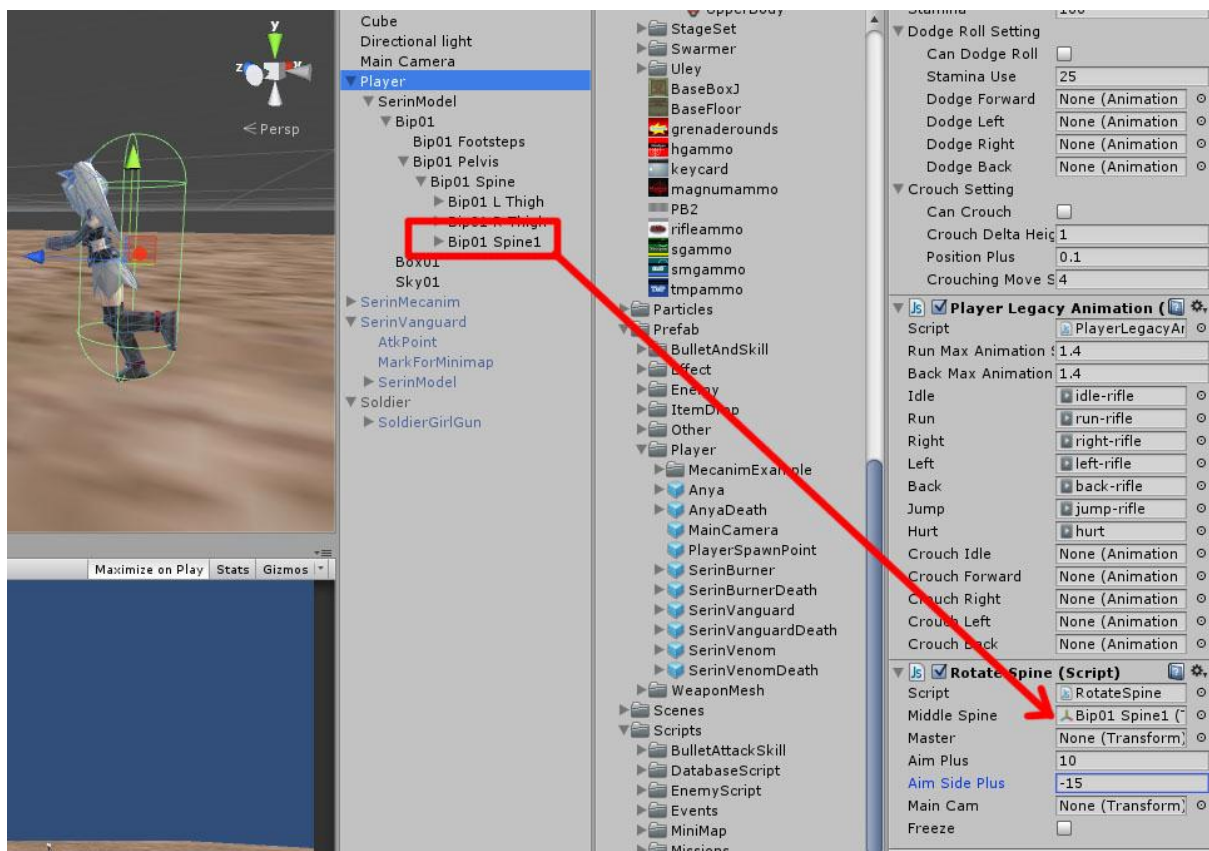Q : Can I add all components to player model directly?

A : Yes you can, But use capsule tip will easier to swap player model for other character.

6. (Optional) You can make your player's spine rotate up/down for aim your gun by go to Component/Shooting RPG Kit/Rotate Spine
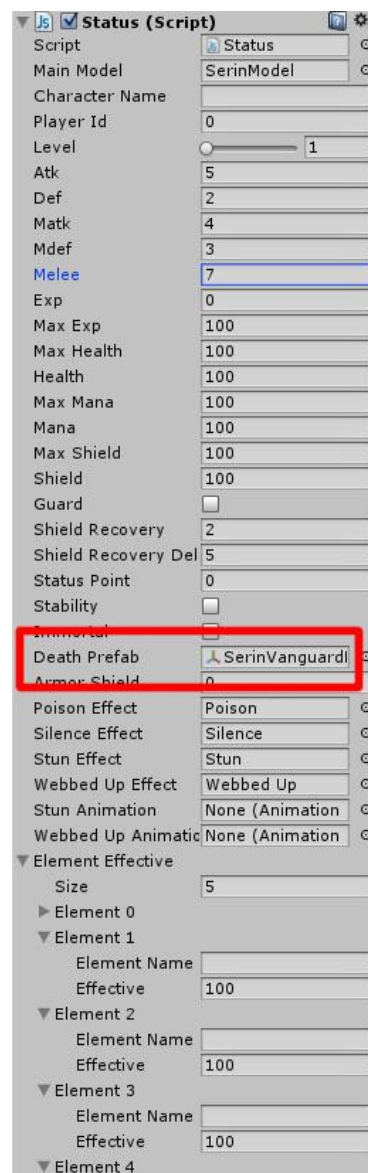

Then assign your middle spine of your model to "Middle Spine" variable

Now your character can aim up/down with mouse.

7. You can make Upper Body Animation Mix by adding component from Component/Shooting RPG Kit/ Upper Body Animation Mix(Legacy) for Legacy animation. If you use mecanim just create new layer in "Animator Controller" and create "Avatar Mask" for mask upper body.

8. In "Status" script you can set your character Status such as Attack , Defense , HP , MP , Shield , Shield Recovery Rate , EXP here.
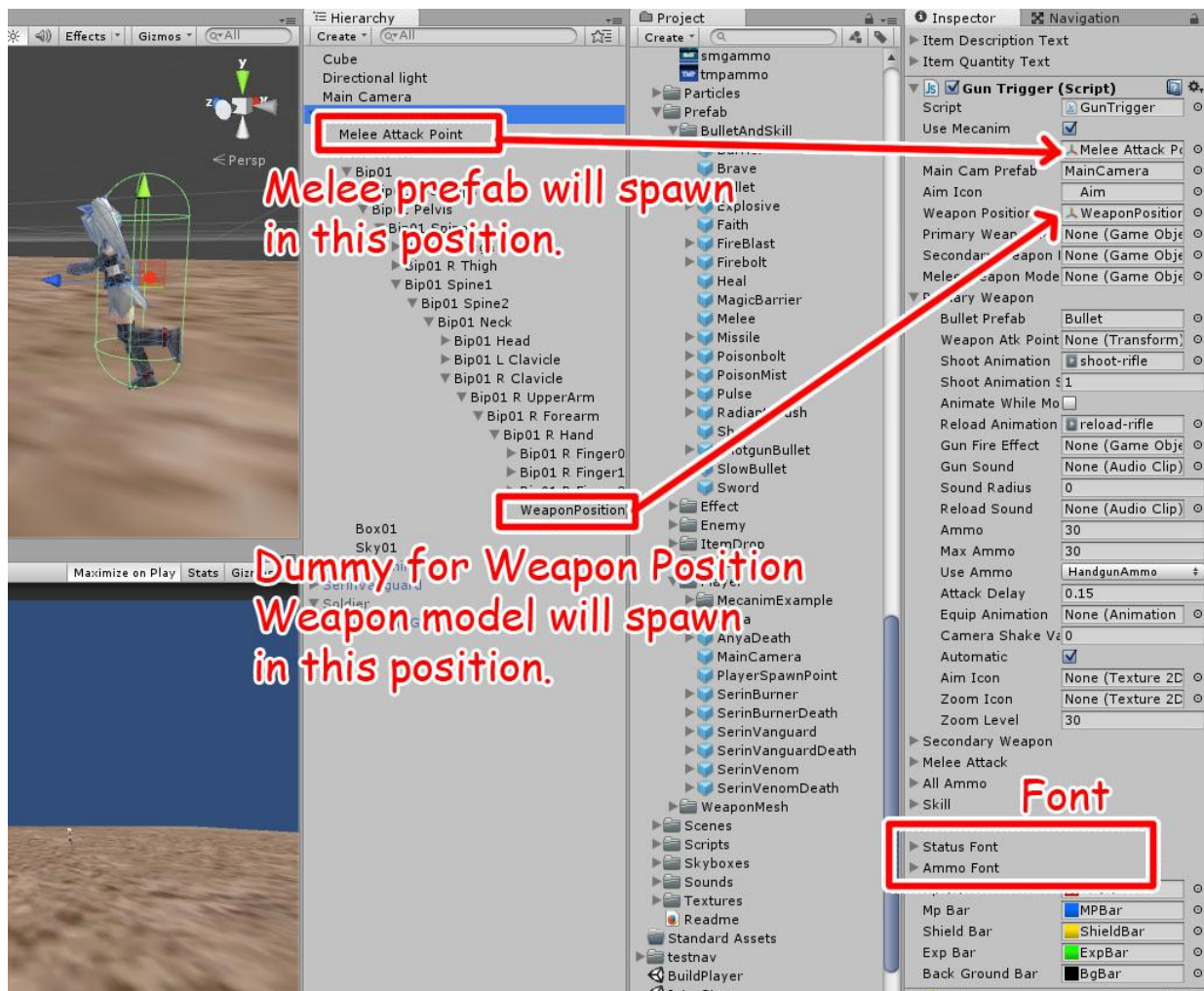
Status (Script)	
Script	Status
Main Model	SerinModel
Character Name	
Player Id	0
Level	1
Atk	5
Def	2
Matk	4
Mdef	3
Melee	7
Exp	0
Max Exp	100
Max Health	100
Health	100
Max Mana	100
Mana	100
Max Shield	100
Shield	100
Guard	☐
Shield Recovery	2
Shield Recovery Del	5
Status Point	0
Stability	☐
Immortal	☐
Death Prefab	SerinVanguardl
Armor Shield	0
Poison Effect	Poison
Silence Effect	Silence
Stun Effect	Stun
Webbed Up Effect	Webbed Up
Stun Animation	None (Animation
Webbed Up Animatic	None (Animation
▼ Element Effective	
Size	5
▶ Element 0	
▼ Element 1	
Element Name	
Effective	100
▼ Element 2	
Element Name	
Effective	100
▼ Element 3	
Element Name	
Effective	100
▼ Element 4	

9. Assign character's death prefab to "Death Prefab" variable in "Status". When character dead system will spawn this prefab.(You can attach "Game Over" script to death prefab to allow player to respawn) (Death prefab can use with both Player and Enemy)

10. (Optional) You can use "Auto Calculate Status by Level" to set status of Min and Max Level. This script will auto calculate status for you.
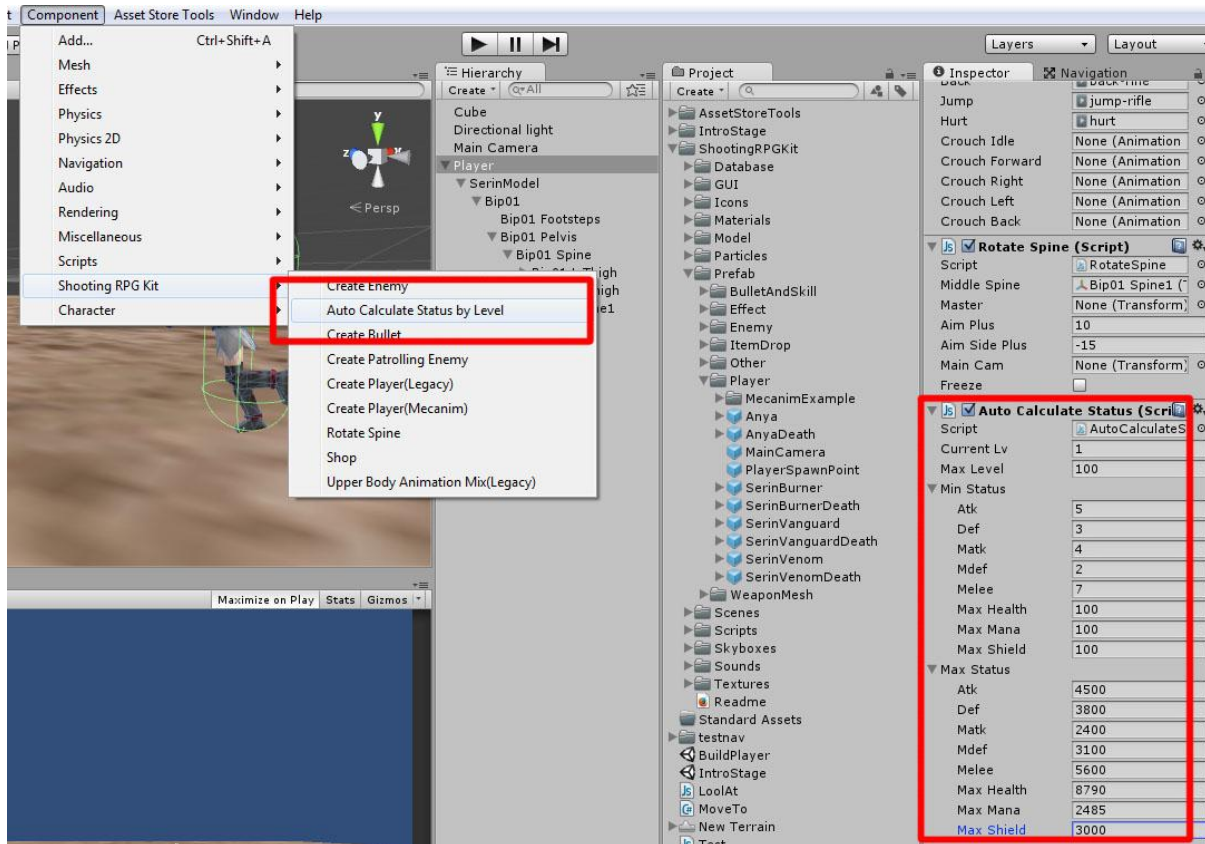

11. In "GunTrigger" script will allow you to set Primary Weapon , Secondary Weapon , Melee Weapon , Skill and Weapon Position here.

- If your model have dummy for weapon position you can assign it to "Weapon Position" variable. If you don't you can create empty gameobject make it parent with character's hand and use it as dummy.
- The weapon mesh will spawn as parent of "Weapon Position"
- In "All Ammo" variable will store all ammo of character.
- You can assign Bullet prefab , Weapon attack point , Shooting animation , Gun sound , Sound radius of your weapon in "Primary Weapon" , "Secondary Weapon" and "Melee Attack" variable
- In "Melee Attack" you can mark on "Can Melee" to eneble melee attack

Melee prefab will spawn in this position.

Dummy for Weapon Position Weapon model will spawn in this position.

Font

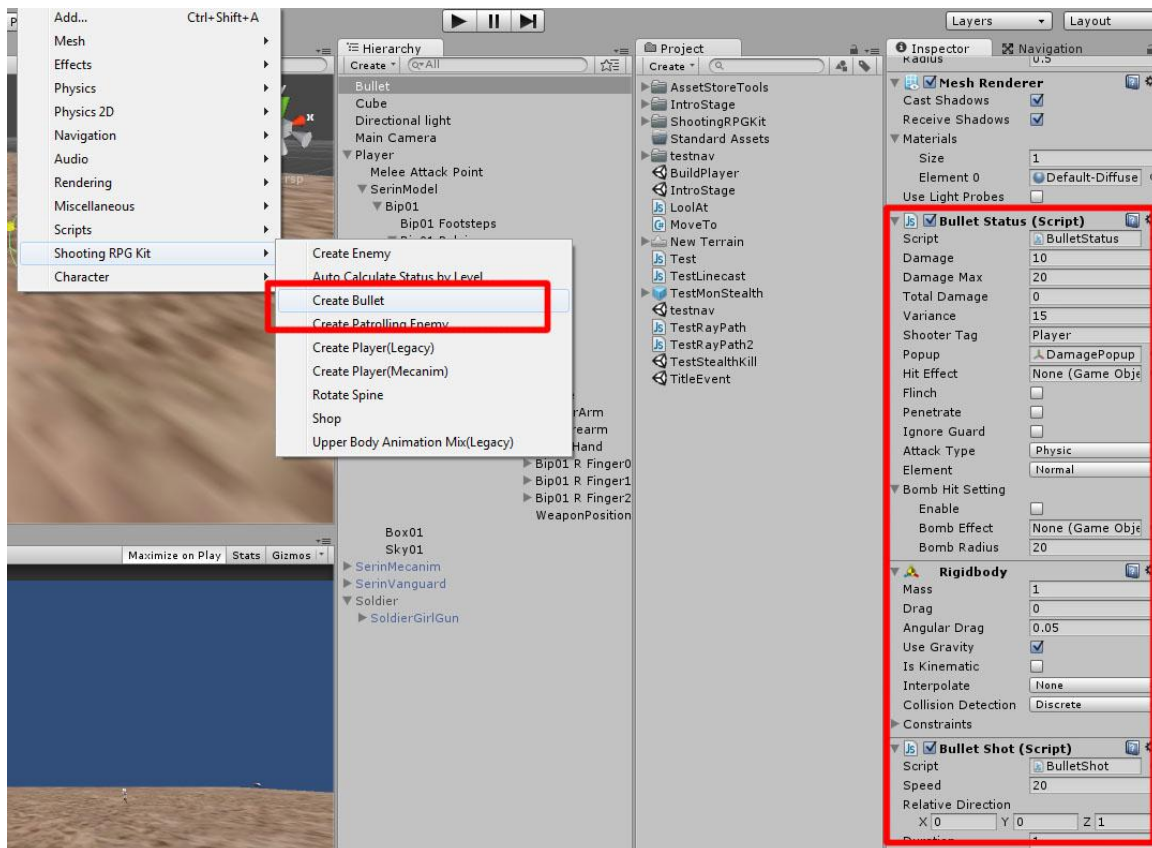12. You can set walk run speed , Dodge Roll and Crouch in "Player Movement Controller".
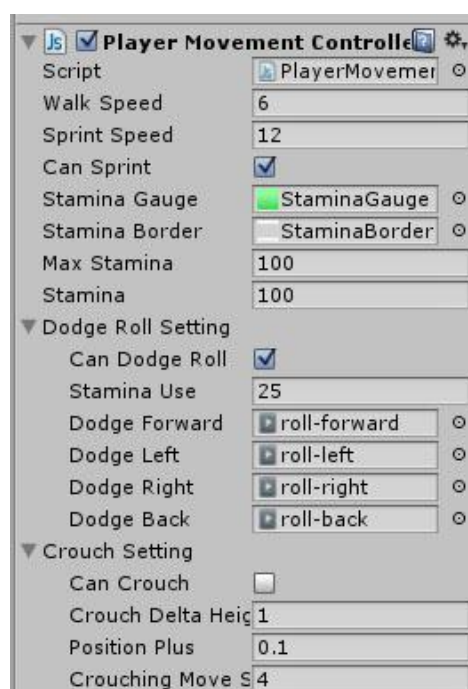
How to Create Bullet

Create any 3D object with Collider and then go to Component/Shooting RPG Kit/Create Bullet . Then setting your damage and bullet's speed here.

After that create new prefab and assign this bullet to it.

Tip. Bullet cannot pass any object that has "Wall" tag. You can set this tag to the wall , floor or anything that can block the bullet.
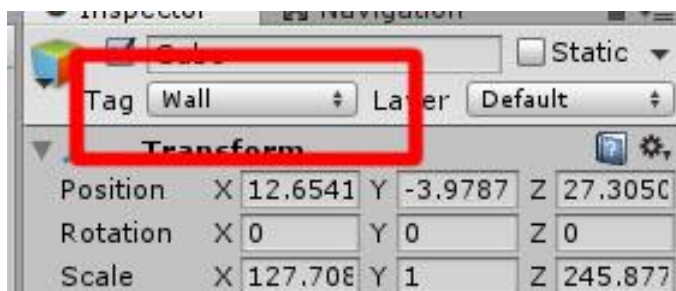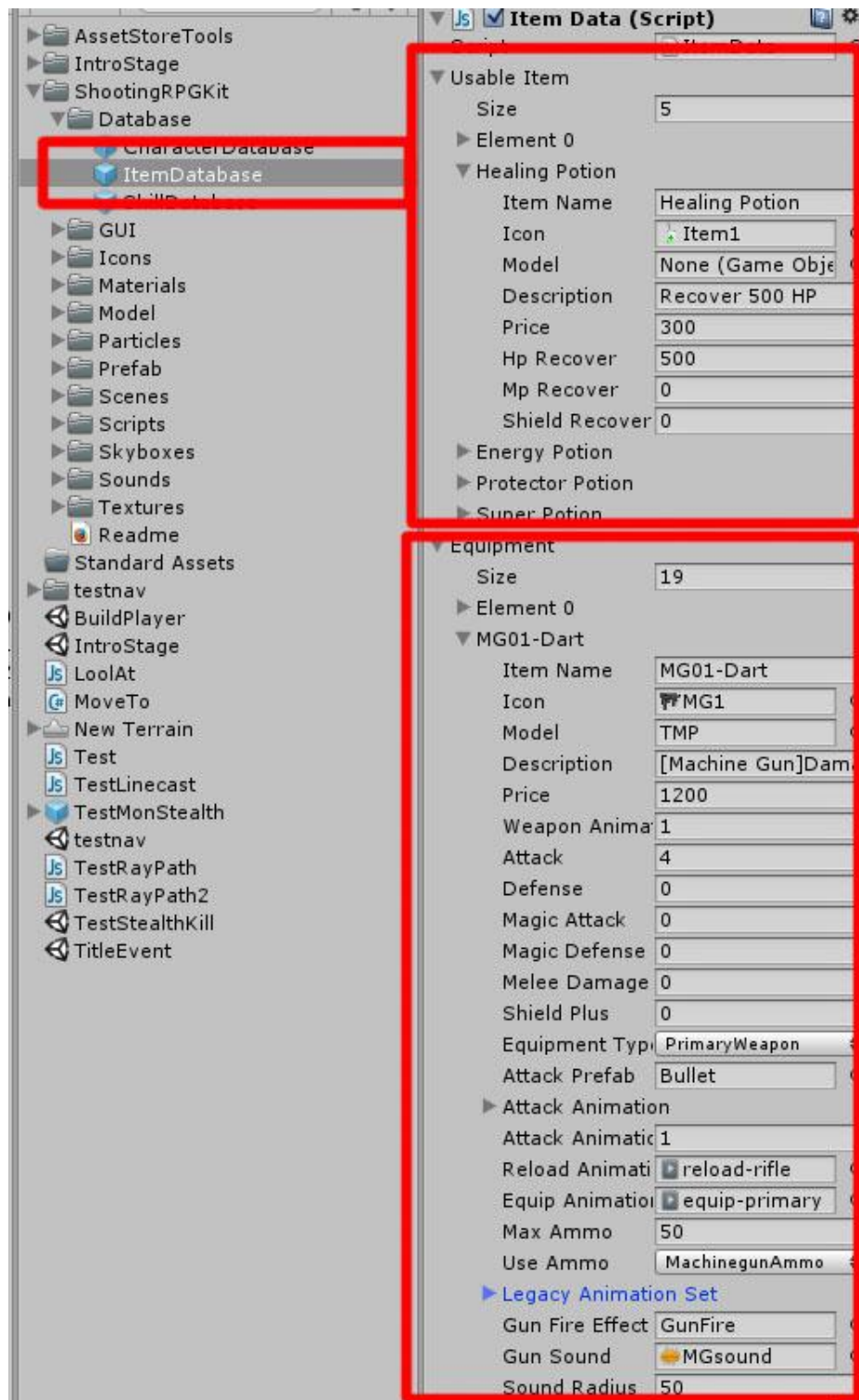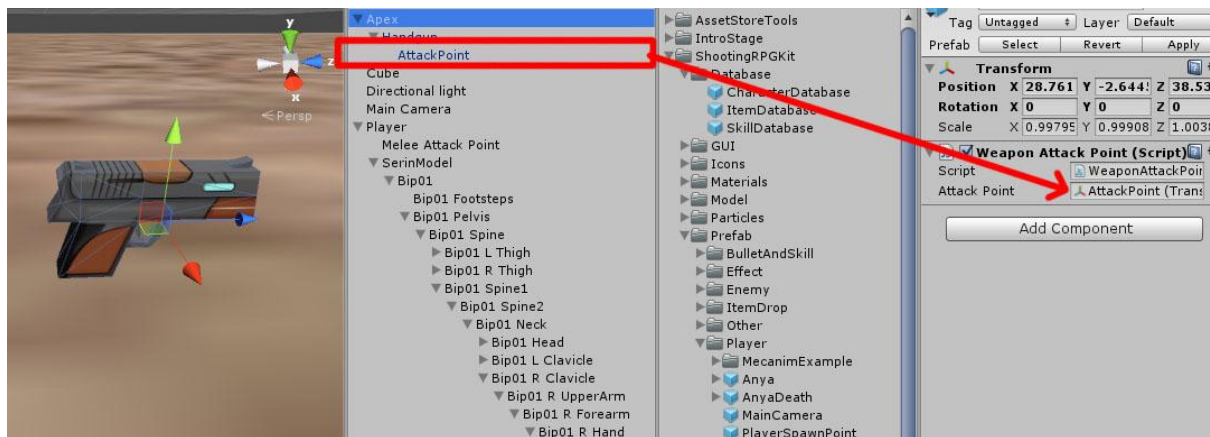
Item Database

The Item database locate in ShootingRPGKit/Database/ItemDatabase

You can create your items and weapons here.

Weapon Mesh

Weapon Mesh is the model of your weapon. You can assign Weapon Mesh's prefab to "Model" variable of ItemData/Equipment

You can attach "Weapon Attack Point" script to the weapon mesh

For store Attack Point of the Weapon

Fonts

You can setting the font for GUI for each script that have GUIStyle

Such as "Gun Trigger" , "Skill Window" , "Show Enemy Health"

"Status Window" , "Inventory"

Inventory

"Inventory" script is attached to Player. This script will store item of your player by ID(element id in Database) and your equipment ID
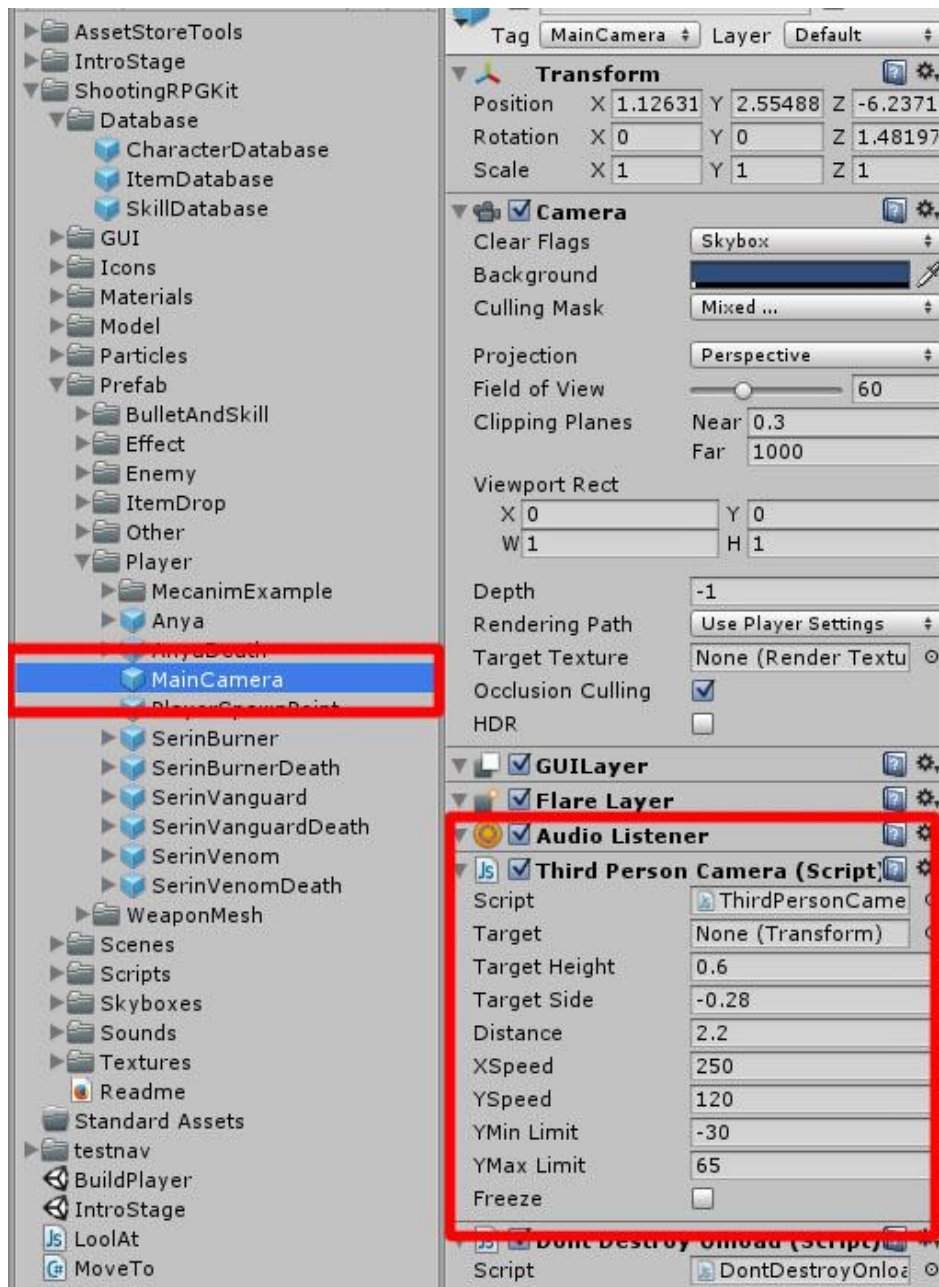
- If you mark on "Auto Assign Weapon" the system will automatic assign weapon setting in database to your player by ID.

Camera

The main 3rd person camera is locate in

ShootingRPGKit/Prefab/Player/MainCamera

You can setting your camera such as Target height, Distance or camera rotate speed here.

Pickup Items

In the Script/OtherScript folder. There are 3 scripts for pick up item.

AddAmmo , AddCash , AddItem. Attach those script to any object
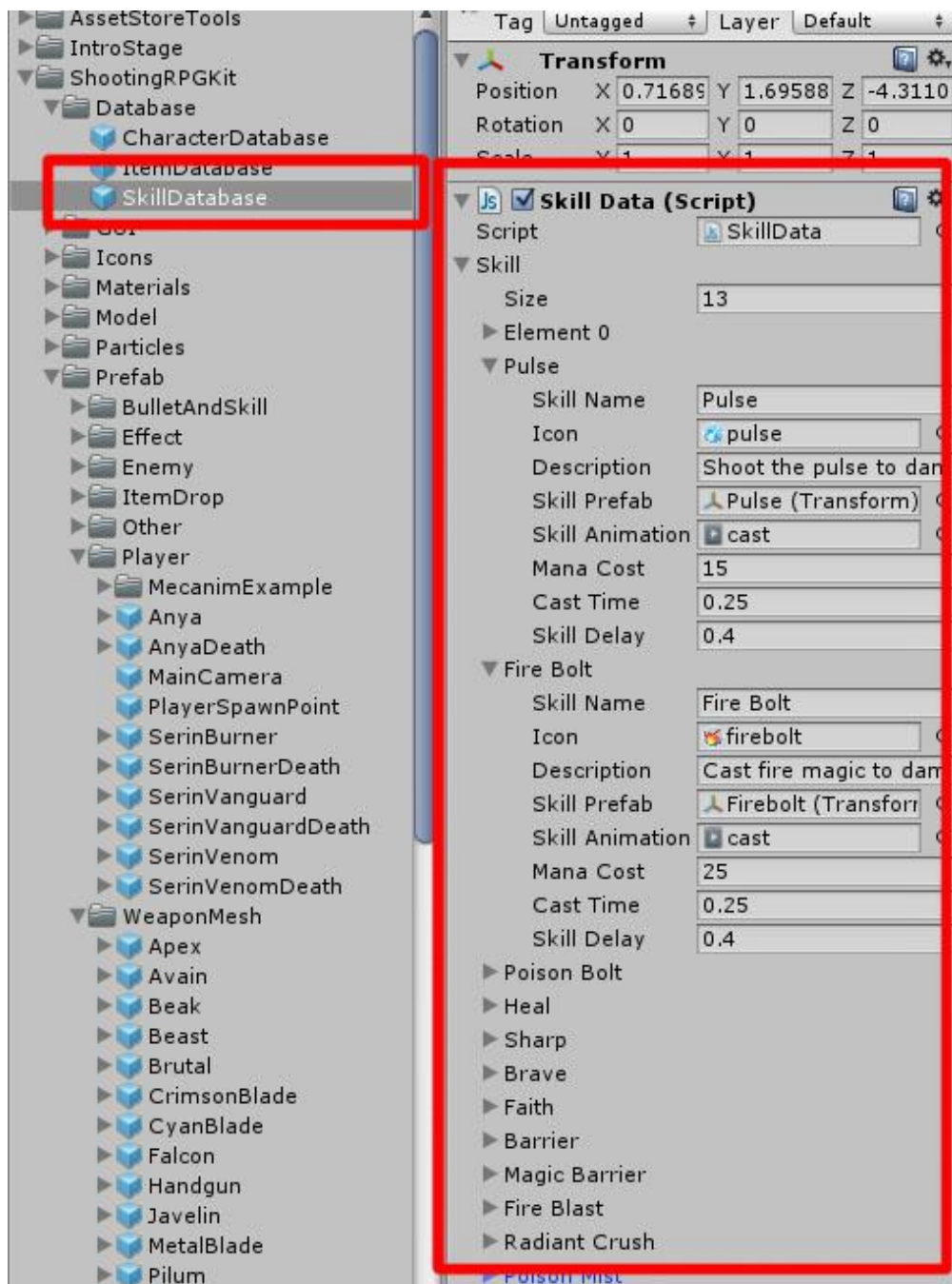
Item with Collider and Set "Is Trigger"

Skill Database

The Skill database locate in ShootingRPGKit/Database/SkillDatabase

You can add new skill data by edit Size in "Skill" variable

The Element number is an ID of your skill. It very important to use with the

"Skill Window"

Skill Window

The Skill Window script will attach to the player character.

This script Contain variable of Skill ID. The reference of the skill ID is

from SkillDatabase.

- Learn Skill can use to Add Skill when level up.

Skill Window (Script)		
Script	SkillWindow	
Player	None (Game Obje	
Database	SkillDatabase	
▼ Skill		
Size	4	
Element 0	1	
Element 1	0	
Element 2	0	
Element 3	0	
▶ Skill List Slot		
▼ Learn Skill		
Size	4	
▼ Element 0		
Level	2	
Skill Id	4	
▼ Element 1		
Level	3	
Skill Id	6	
▼ Element 2		
Level	5	
Skill Id	8	
▼ Element 3		
Level	7	
Skill Id	11	
Skin 1	None (GUISkin)	
Window Rect		
X 360	Y 80	
W 360	H 185	
▶ Skill Name Text		
▶ Skill Description Text		
▶ Show Learn Skill Text		
Page Multiply	5	
Auto Assign Skill	☑	

Character Database

The Character database locate in
ShootingRPGKit/Database/CharacterDatabase

You can add edit player data such as Player Name , Prefab , Description

The "Title" script can use this Database for "Select Player" when start new game.

Player Spawn Point

The easiest way to spawn player if you have more than 1 character.

You can use "SpawnPlayer" script in Scripts/PlayerAndCamera folder

Minimap

First you have to drag "Minimap" from "Prefab/Other/Minimap" to the scene

you want to show the minimap. Move the minimap object above all object

in the scene . Then you can change the Layer of the object you want to show in Minimap
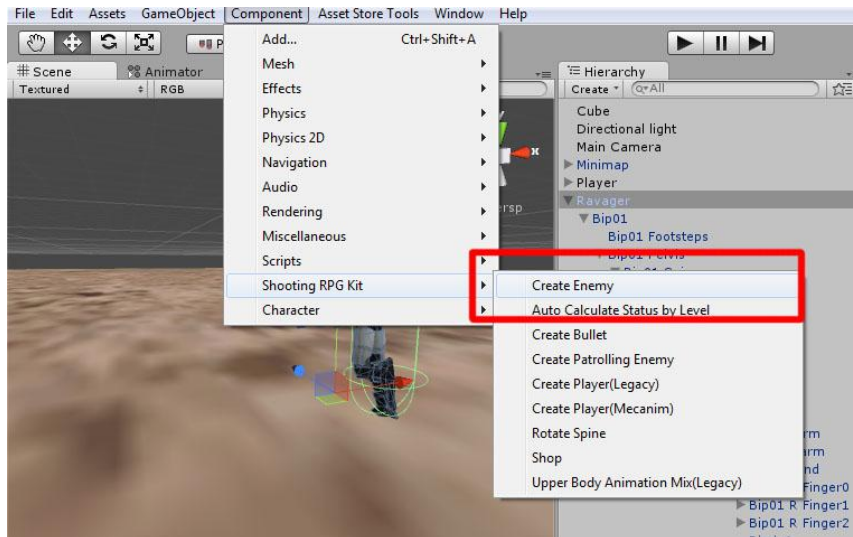
- "Minimap"(Layer 8) Layer will make the object show in minimap.

- "MinimapOnly"(Layer 9) Layer will make the object show in minimap only and

   not show in the scene
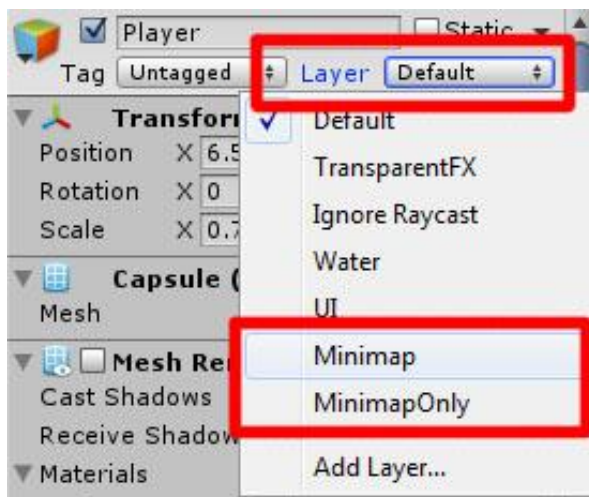
Create Enemy

After we import the monster's model and split the animations. Go to
Component/Shooting RPG Kit/Create Enemy

- If your monster's model use Mecanim animation. Mark on "Use
  Mecanim" in "AIenemy"
- Assign Dummy or create empty object and use it as dummy to
  "Attack Point"(When attack the bullet will spawn here)
- Assign Bullet prefab to Bullet Prefab.
- You can use "Auto Calculate Status by Level" with enemy too.
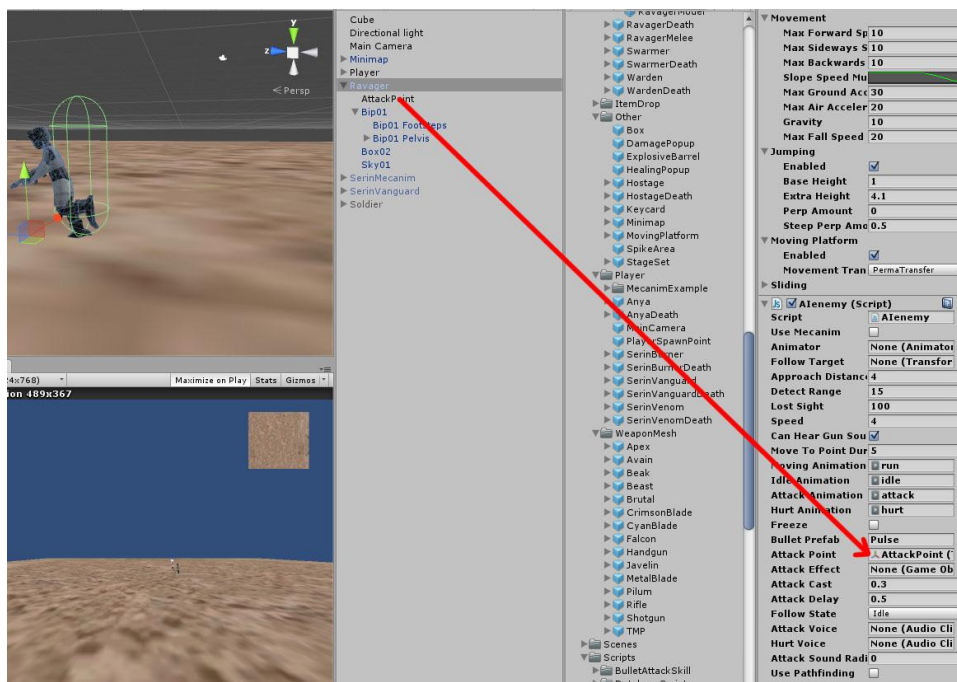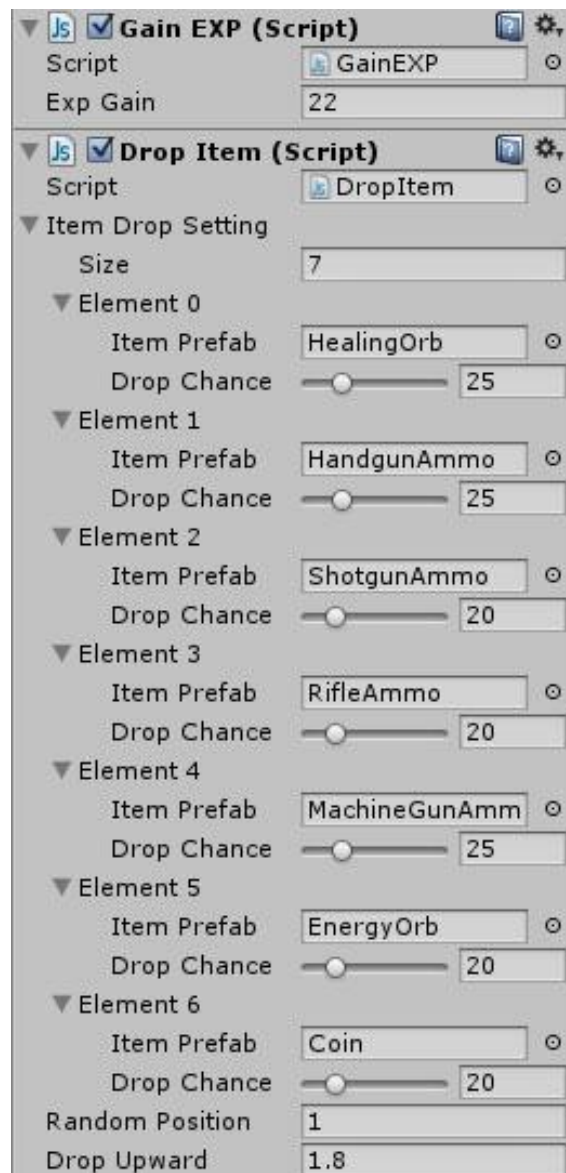
Enemy drop item and Gain EXP

When enemy dead. Status Script will spawn it's Death Body Prefab

In the Death Body Prefab you should attach the "GainEXP" Script to it.

The Player will gain EXP when monster's death prefab is spawn
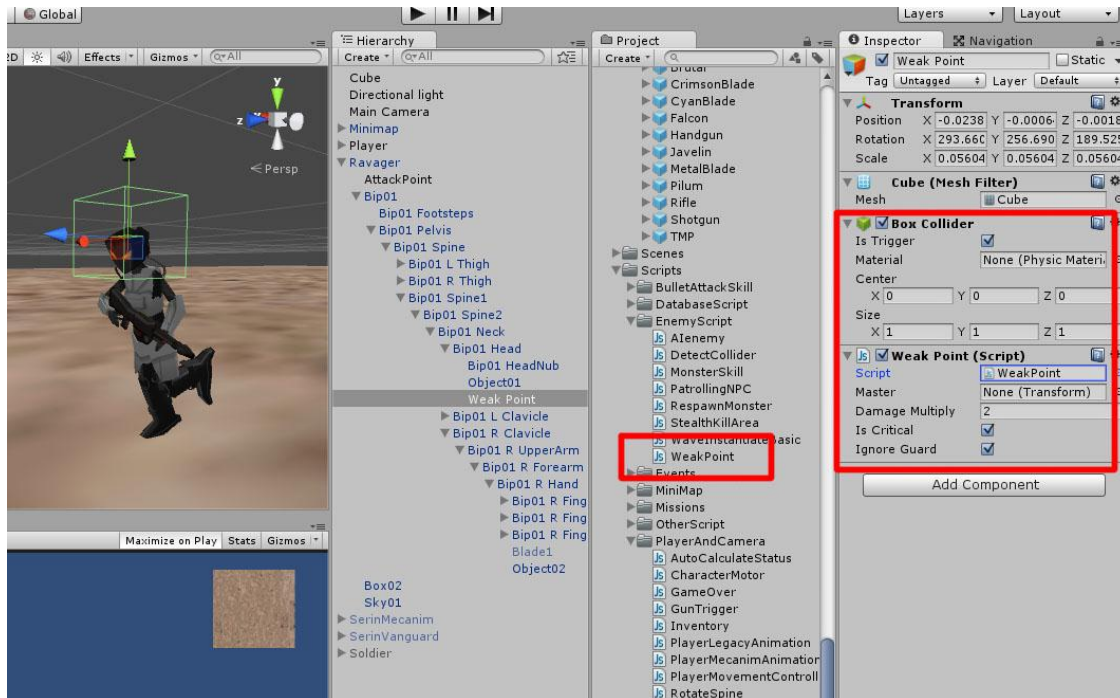
Attach the "DropItem" Script to the monster's death prefab

when monster's death prefab is spawn. It will be random Drop the item

from the script

Enemy's Weak Point

You can create the weak point for enemy by create any Game Object with collider and mark on "Is Trigger" in Collider. Then attach "WeakPoint" script

and make it parent of your monster.

Stealth Kill

Same as Weak Point create any Game Object with collider and mark on "Is Trigger" in Collider. Then attach "StealthKillArea" script and make it parent of your monster.
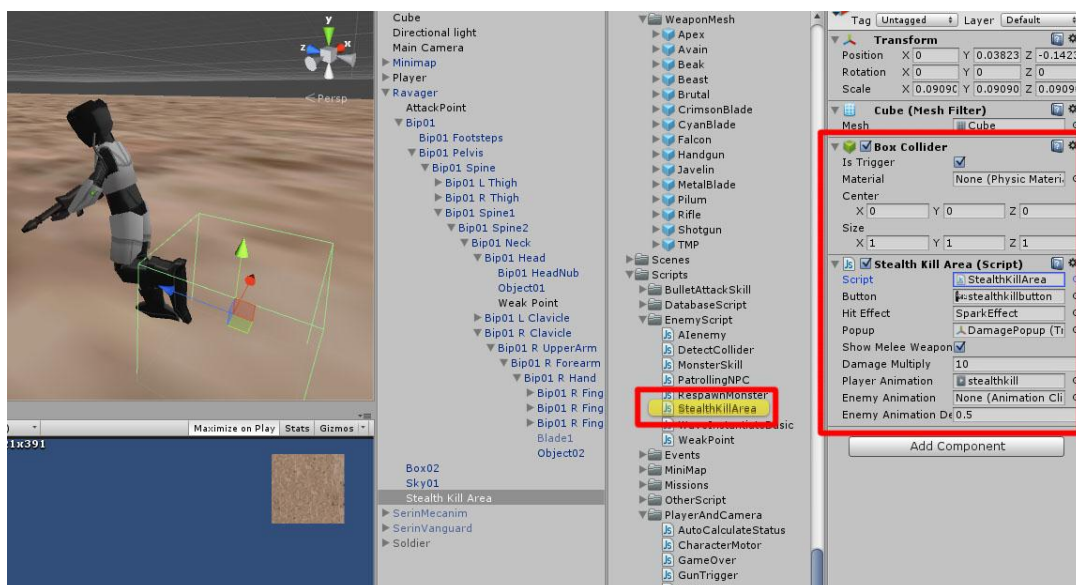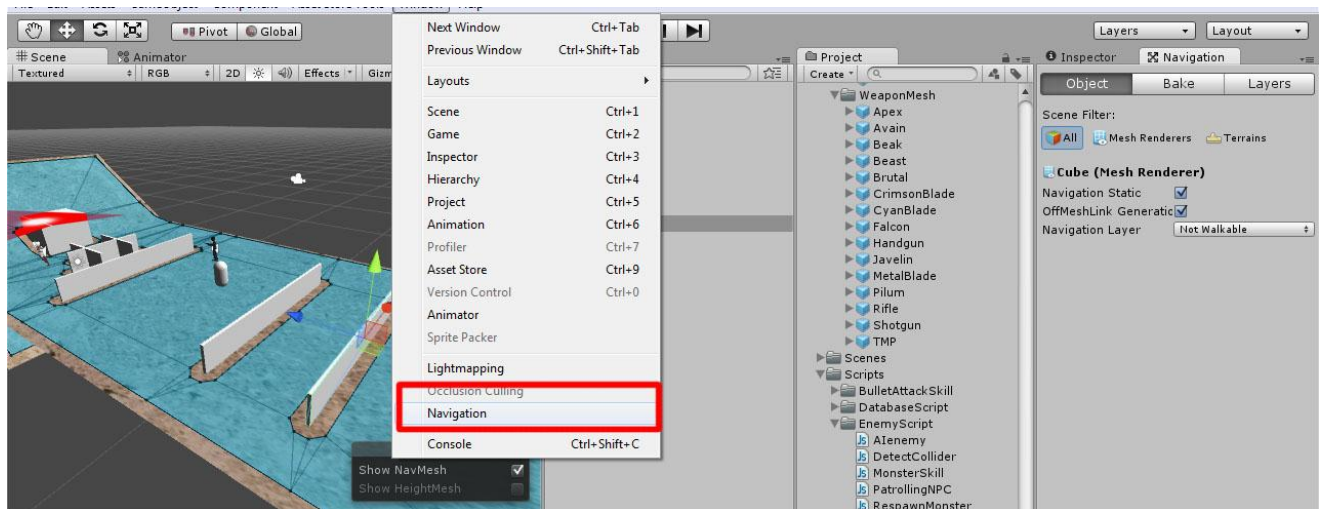
Nav Mesh Agent for Enemies(Optional)

The Enemies (AIenemy) have option to work with Nav Mesh Agent for
Pathfinding.

1. Mark on "Use Pathfinding" in "AIenemy"
2. Add Component/Navigation/Nav Mesh Agent
3. Setting Speed , Acceleration and Stopping Distance in Nav Mesh Agent
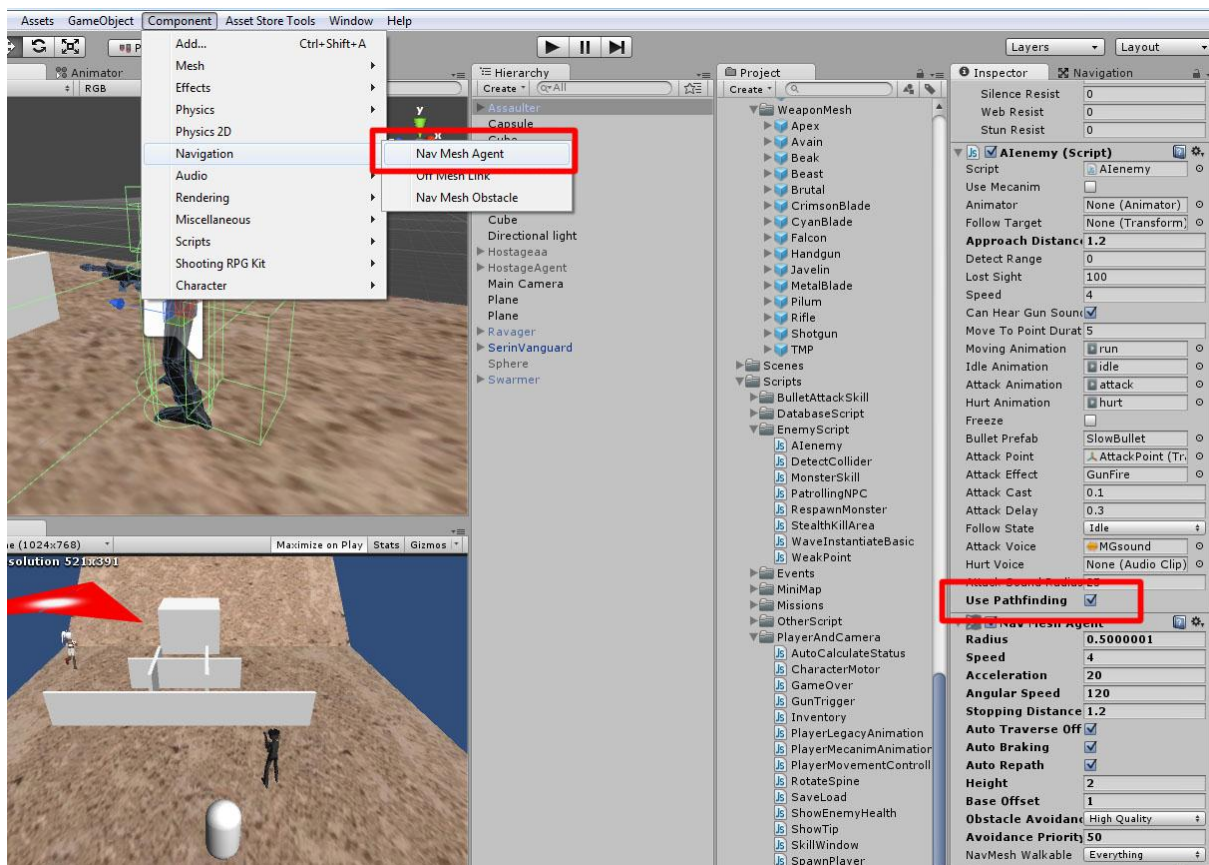
Then go to Window/Navigation and Bake Navigation

Now Path Finding is ready to use.

Dialogue

create Game Object with collider and mark on "Is Trigger" in Collider. Then attach "Dialogue" script. When player enter the area. You can press E to open dialogue window