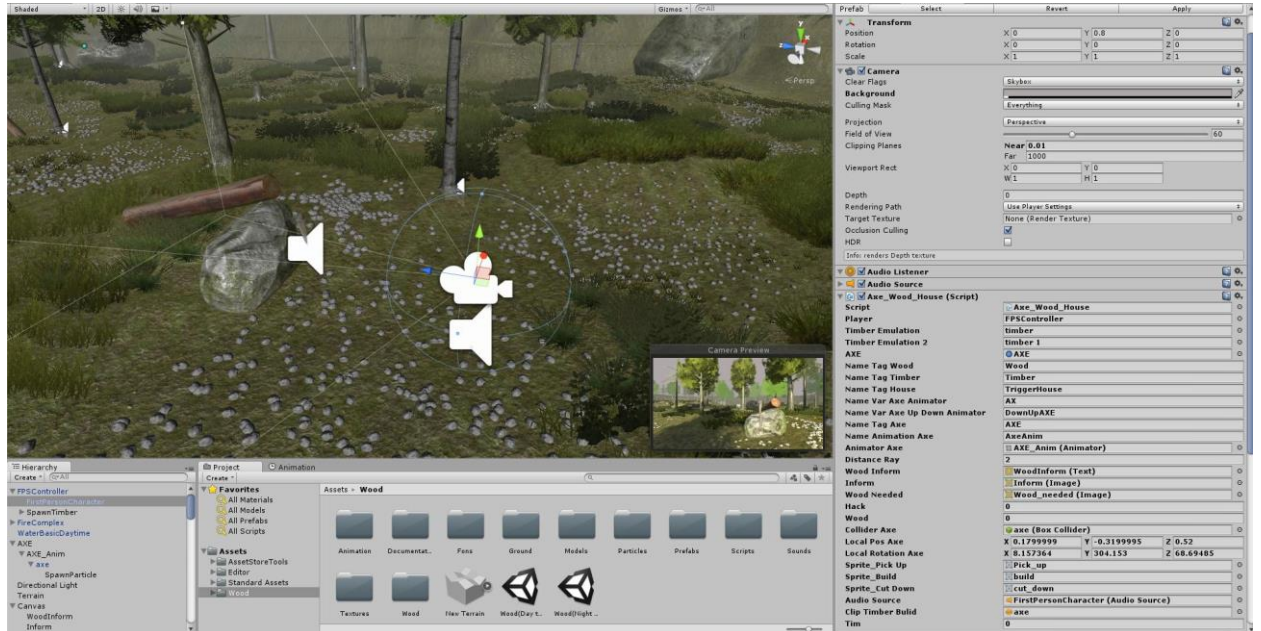


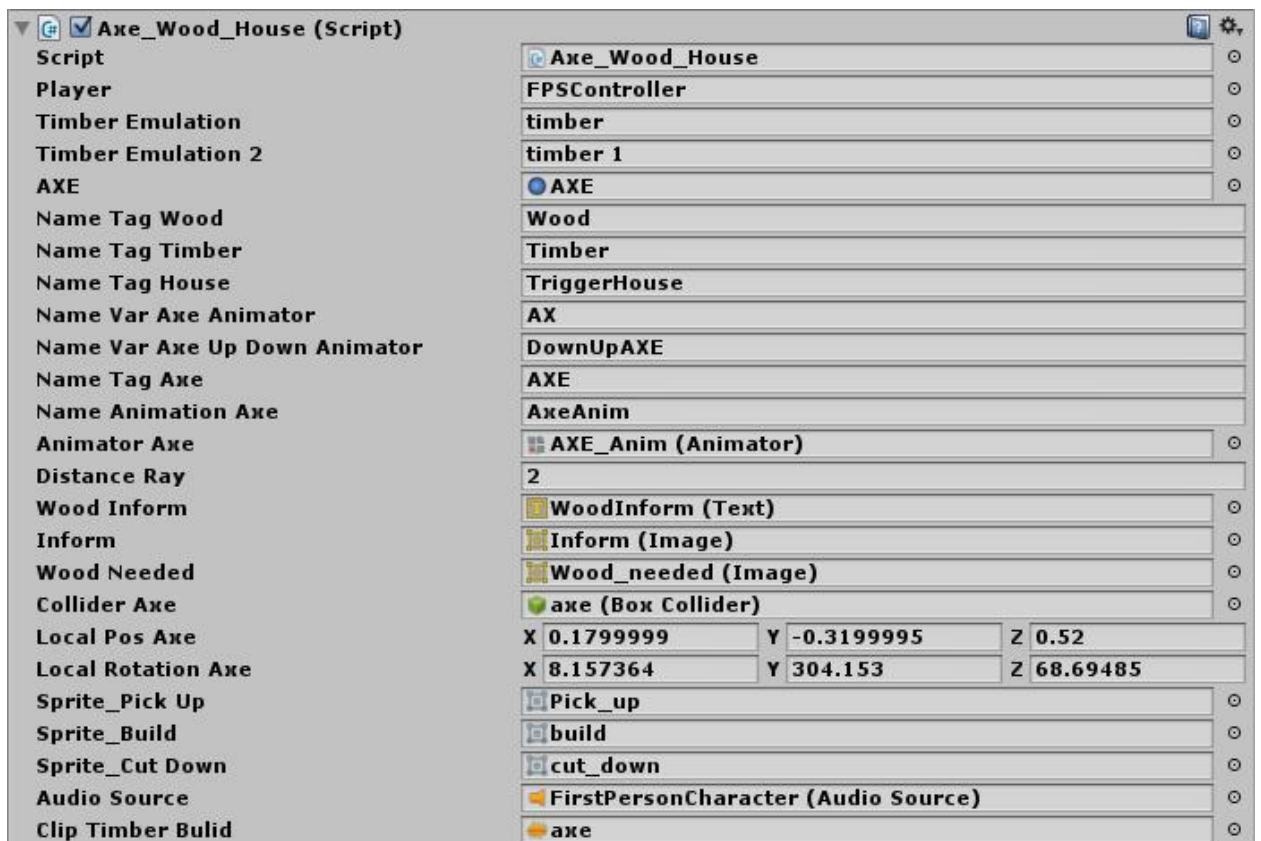
Surviving in the Woods

Documentation for Lost in woods (Complete edition)

Script - **Axe_Wood_House**



Explanation of all variables:



Player - Our player object

Timber Emulation - The object of emulating the first log in hands

Timber Emulation 2 - The object of emulating the second log in hands

Axe - Our Axe object

Name Tag Wood – All our wood tags

Name Tag Timber - All our logs tags

Name Tag House – Our Home tag

Name Var Axe Animator - The name of the variable in the animator (animation of cut with axe)

Name Var Axe Up Down Animator - The name of the variable in the animator (animation of pull / remove Axe)

Name Tag Axe – Tag for our Axe

Distance Ray - Used the distance from the camera to a tree

Wood Inform - UI text for output

Inform - UI image to display a message

Wood Needed - UI image to display a message

Collider Axe – Collider on our Axe object

Local Pos Axe – Local position of Axe after you pick it up

Local Rotation Axe - Local rotation of Axe after you pick it up

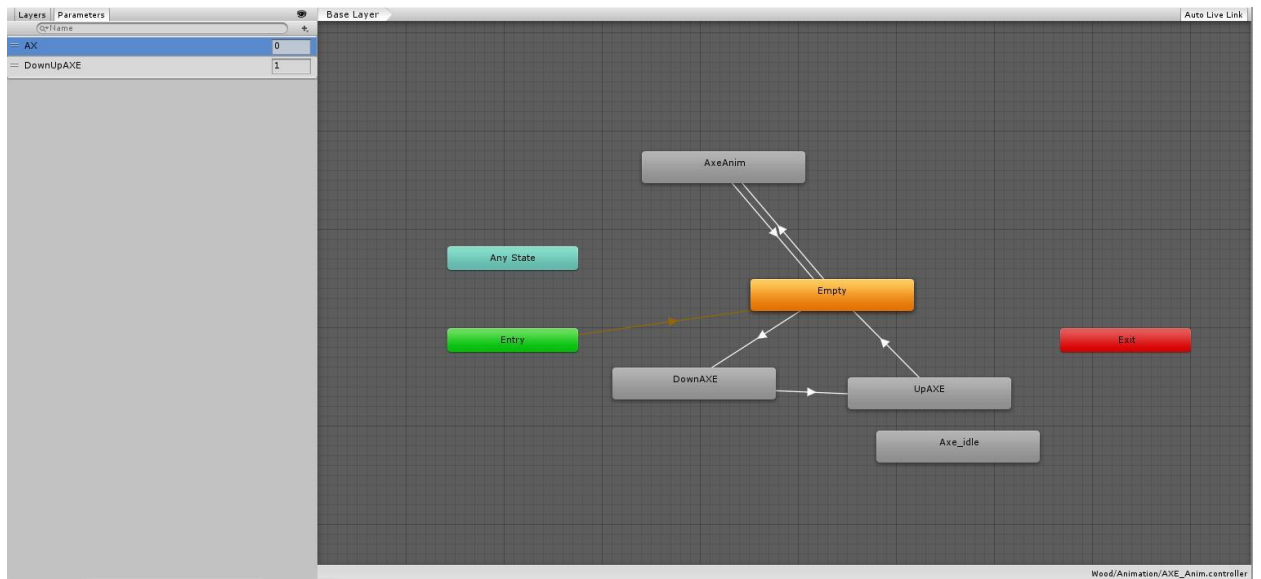
Sprite_Pick Up – Sprite informing lifting

Sprite-Build – Sprite informing that it is possible to build

Sprite_Cut Down – Sprite informing that you can cut

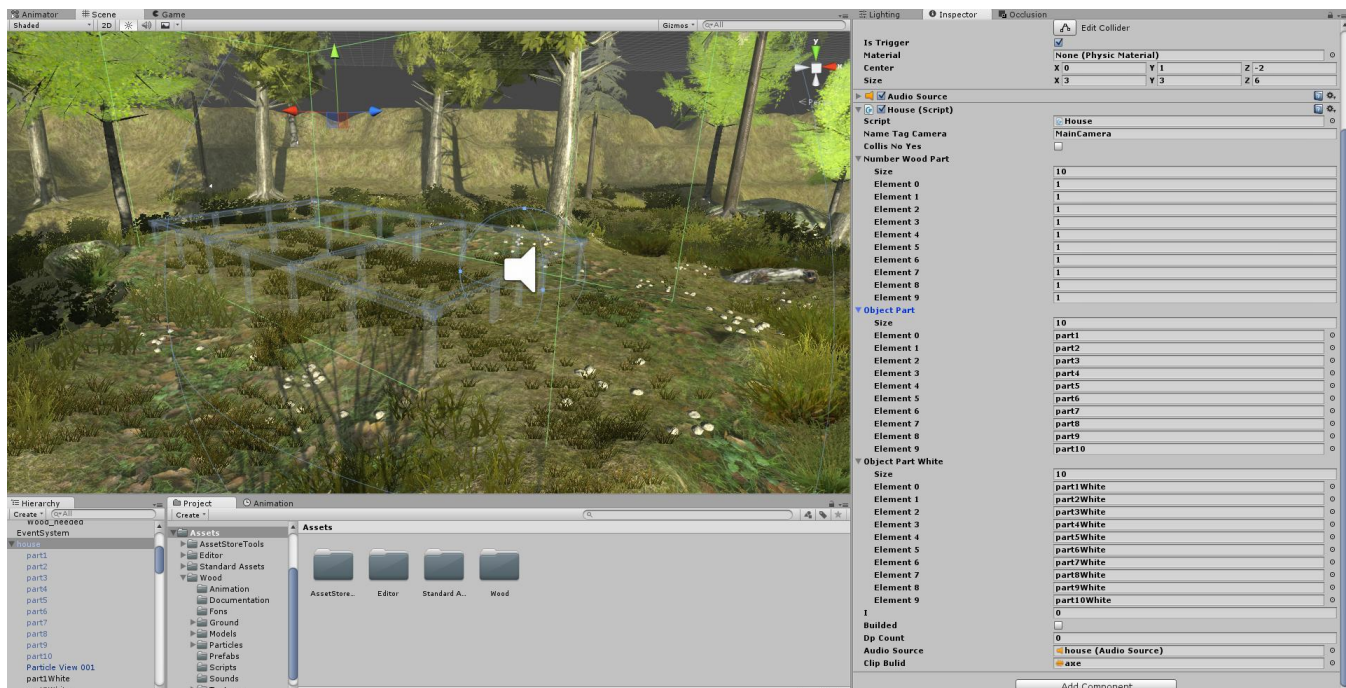
Audio Source – Your player audio source

Clip Timber Build – Your Tree cut sound

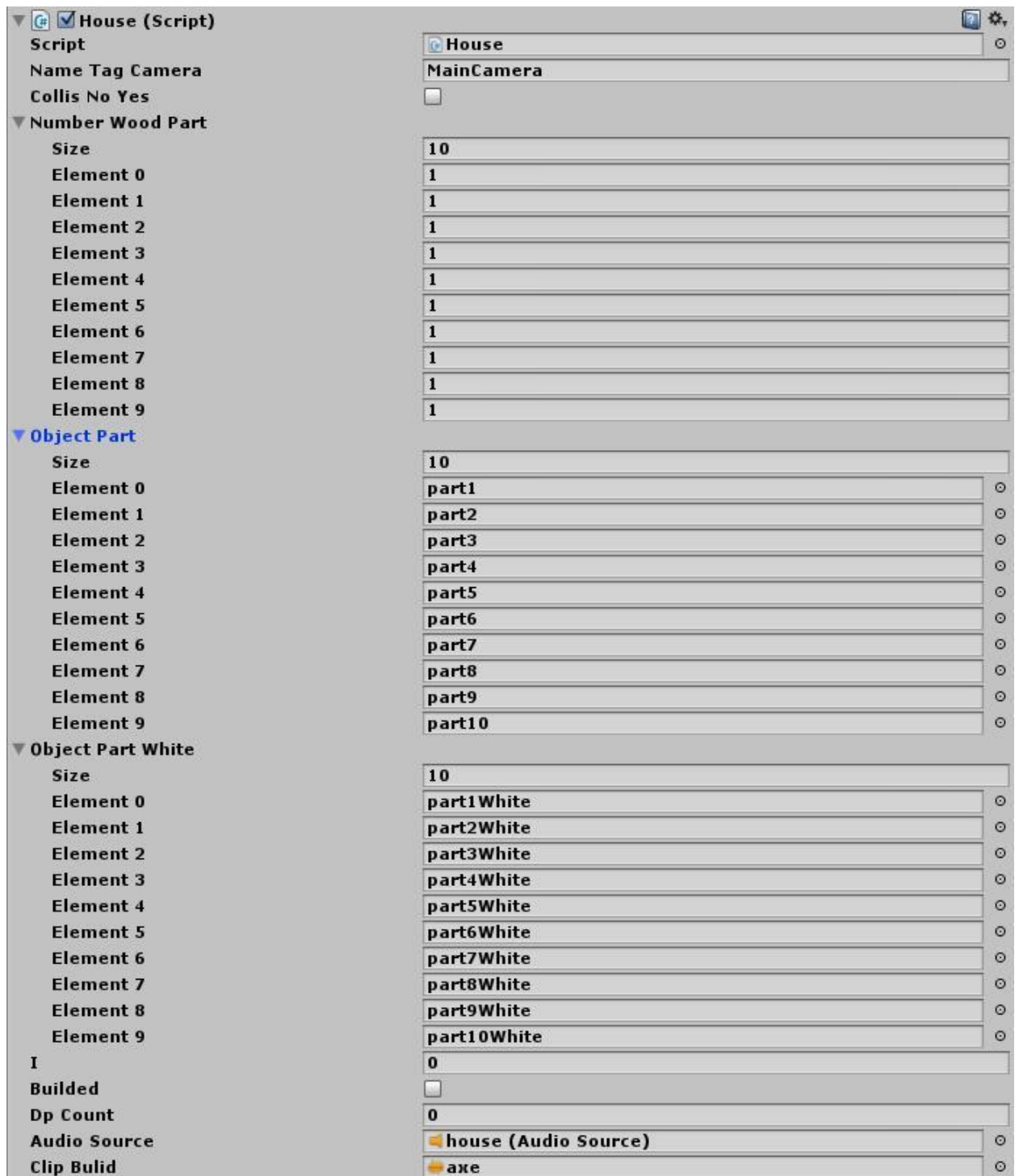


You can add your own objects and sounds such as trees logs axe etc , change the original models and just add them to the variables .

Script – House



Explanation of all variables:



Name Tag Camera – Tag of you camera

Collis No Yes – Turn on/off collision

Number Wood Part [] - Array for the number of logs in the construction of single parts of house

Object Part[] - An array of your house parts

Object Part White[] – An array of white translucent parts of house

I – variable counter (don't touch)

Bulded – Finish build / not finish

Dp Count – counter (don't touch)

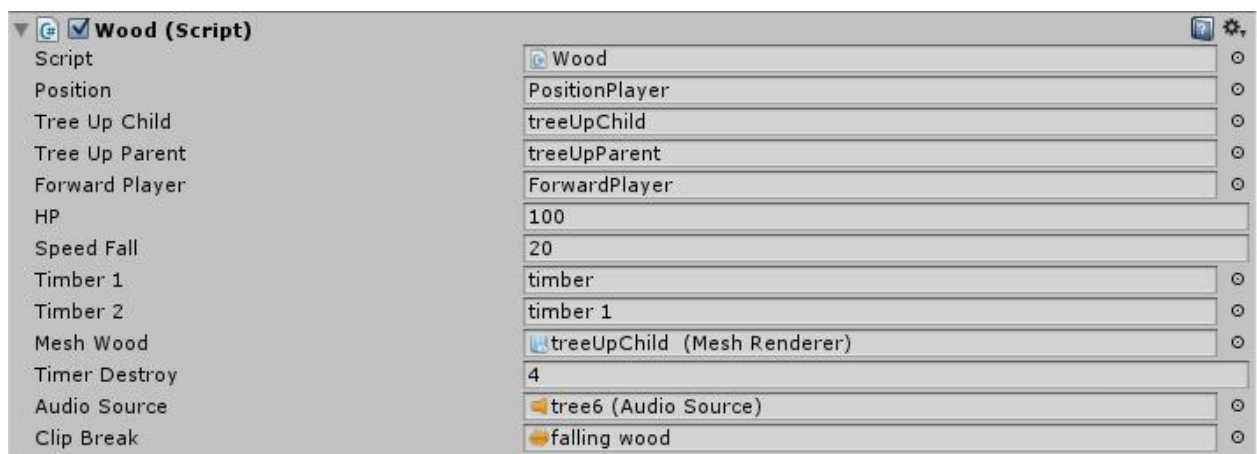
Audio source – Audio source of your house/building

Clip Build – Sound of build

Script – **Wood**



Explanation of all variables:



Position – The position of the child object of the tree

Tree Up Child – child object

Tree Up Parent – parent object

ForwardPlayer – The object that is constantly looking at player axis Z

HP – Number of tree health

Speed Fall – falling speed

Timber 1 – 1st log part that you get after cut

Timber 2 – 2nd log part that you get after cut

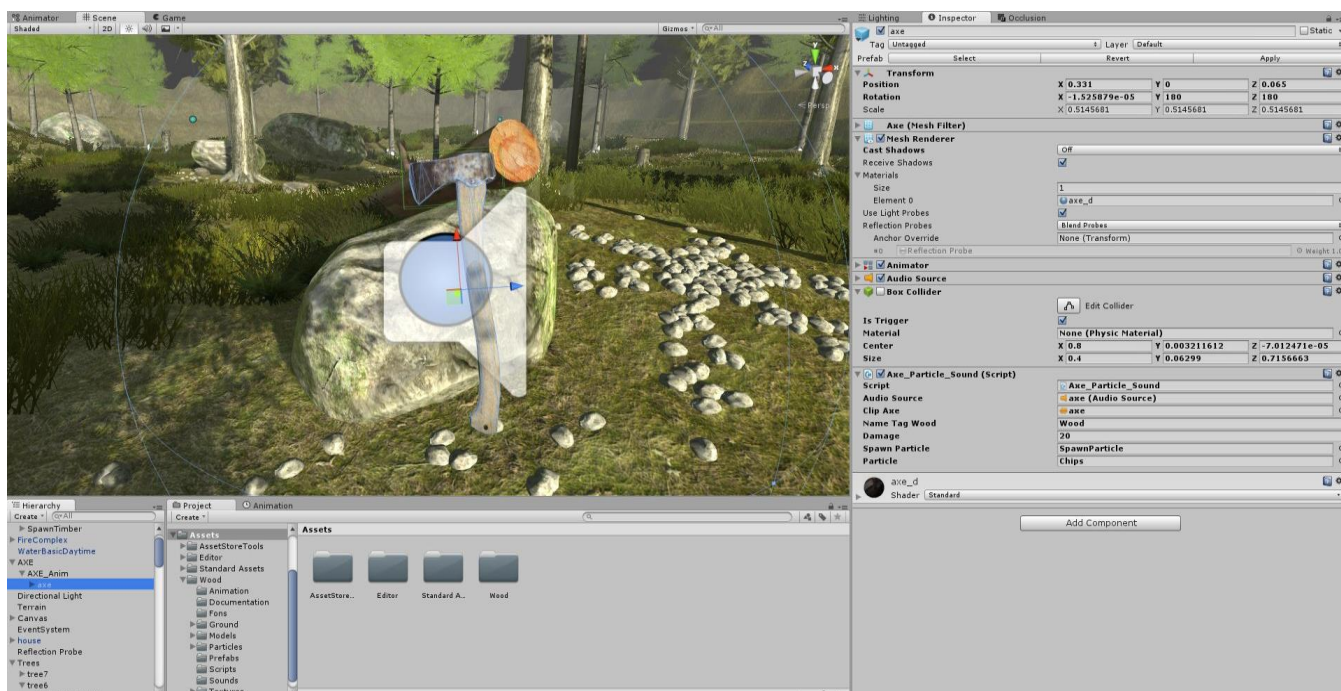
Mesh Wood – Mesh collider of you tree

Timer Destroy - Time after the tree will disappear

Audio Source – Tree audio source

Clip Break – Falling sound of tree

Script – Axe_Particle_Sound



Explanation of all variables:



Audio Source - Audio Source of you Axe

Clip Axe – Sound of Cut

Name tag wood – Tag of your trees

Damage – Damage from the axe to tree

Spawn Particle – An empty object which will be created Particle

Particle – Your particle chips

FOR ANY QUESTIONS PLAECCE CONTACT My PERSONAL EMAIL ADDRESS

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