

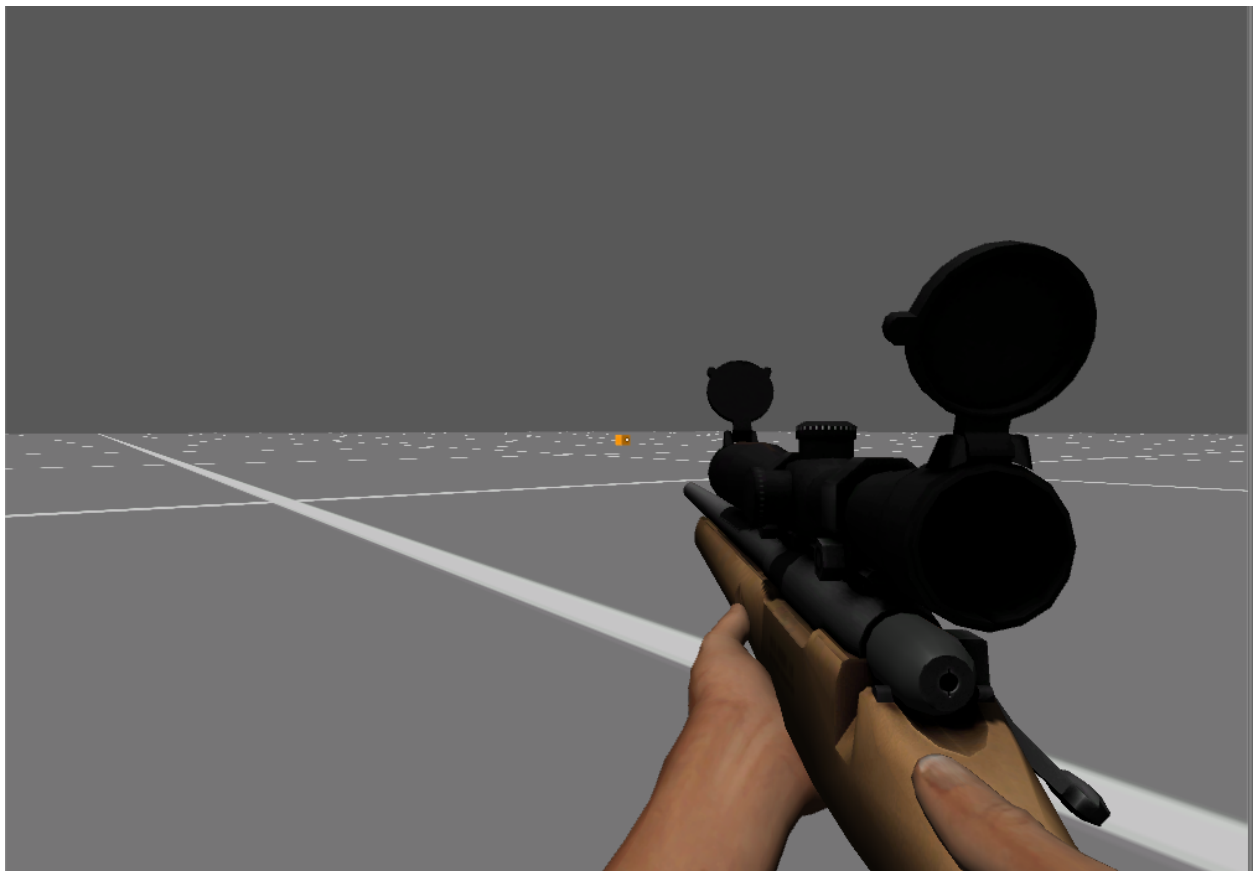
Advanced Sniper Starter kit

Basic manual

How to Setup

You can play test our demo in [AdvancedSniperStarterKit\SniperGame\Demo](#) or setup your own battle field in a few steps.

1. Open your scene, basically you can create simple terrain for example if you haven't create any scene yet
2. Place **AS_ActionCamera** to the scene (in [AdvancedSniperStarterKit/AdvancedBullet/](#))
3. Place **Player** to the scene [AdvancedSniperStarterKit\SniperGame\FPSplayer](#)
4. **Play Test!** and see how it move and shoot.

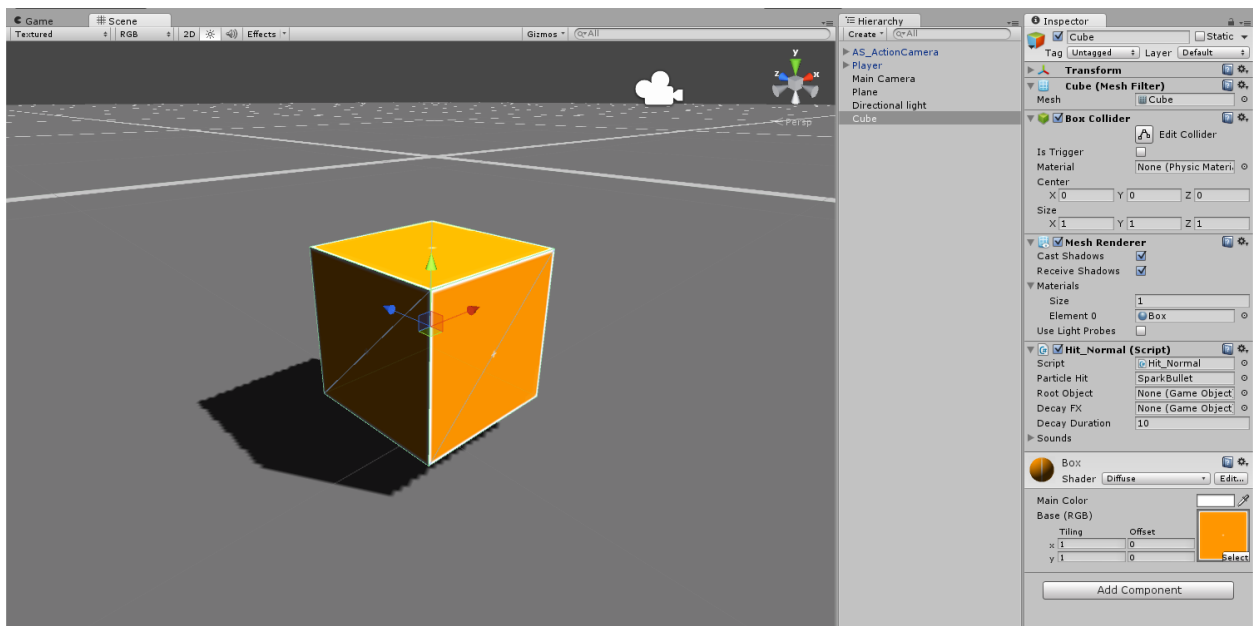


Note. Mobile controller will activate automatically when your app is running on actual device

Setup Tatget

for the example you can create simple target with cube for shooting practices

1. Create Cube and place anywhere in the scene
2. Add **Hit_Normal** component to the cube
`AdvancedSniperStarterKit\AdvancedBullet\Scripts\Common\Hit_Normal.cs`
3. Set some parameter Add **SparkBullet** effect to **Particle Hit** parameter
4. Place it somewhere in your scene make sure it far enough to shoot
5. Shoot test and see what happen.



Note. if your target is huge, and action camera seem to be too close, you can add more distance by set **Length** parameter on **AS_ActionCamera** object to 4 - 20 and see the result.

Setup Enemies Target

In this step will show you how to create enemy and how to use Animation Character as a target

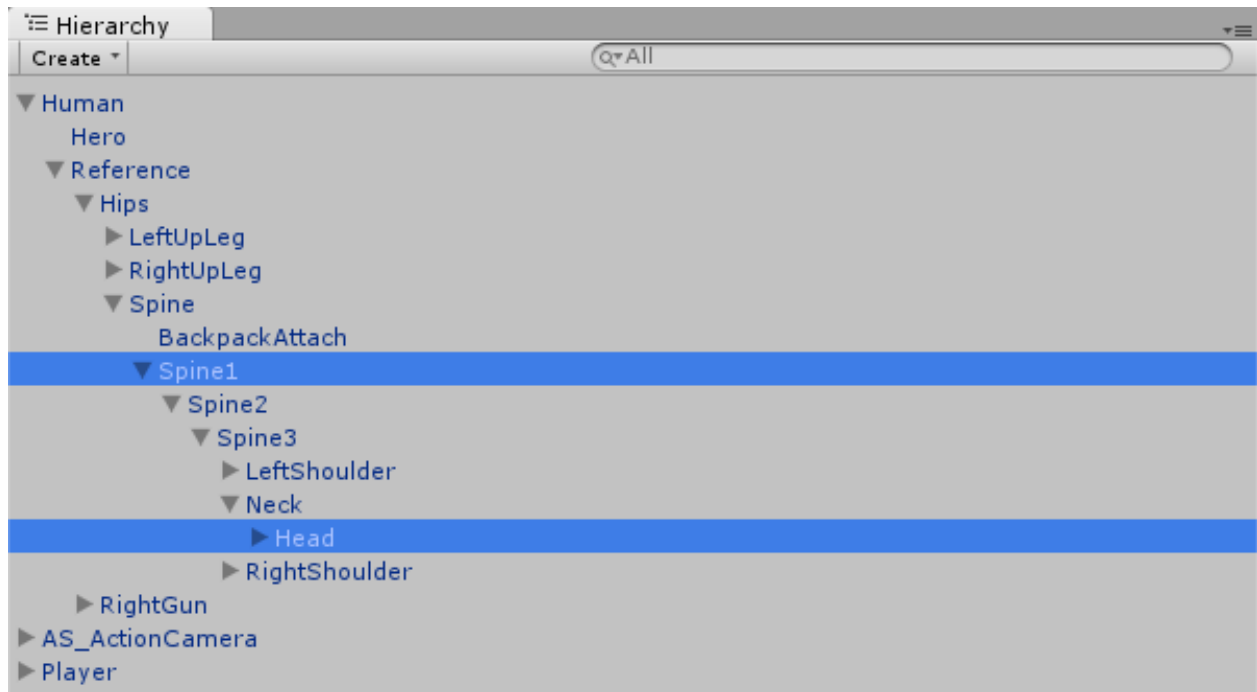
1. Place character to the scene, make sure animations are included in the character.
2. Add **Enemy** component to the character, some components will be added automatically
3. set Character controller size, make sure it fits perfectly to the character
4. Set Layer to **Ignore Raycast**
5. Add animation Name to **Run Pose** and **Idle Pose**.



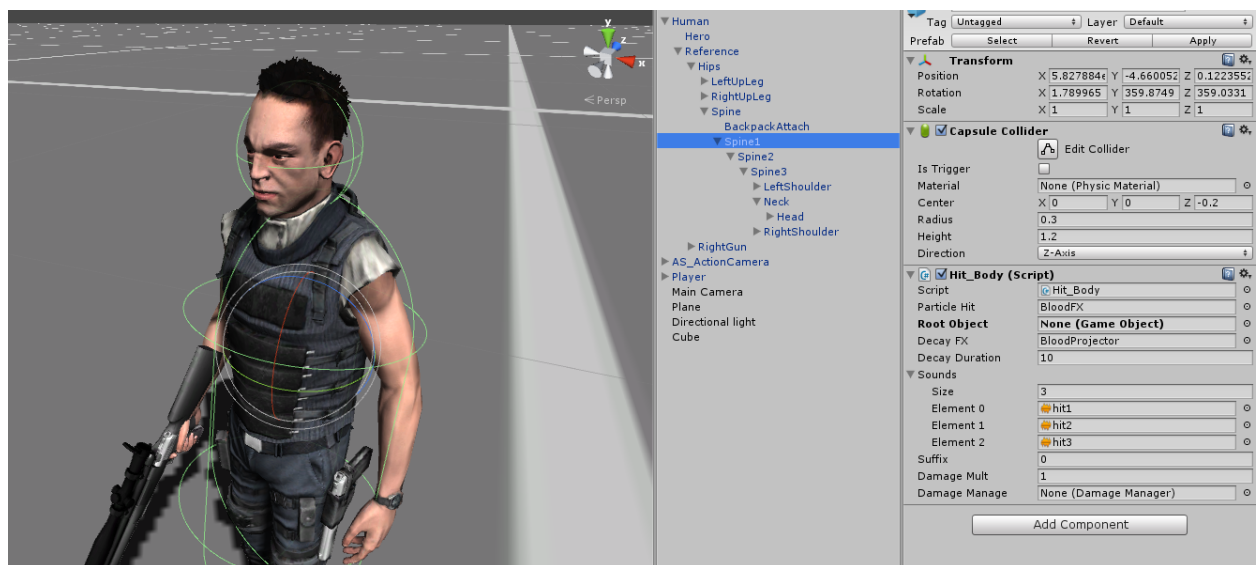
Setup Hit box

1. Open Character **bone** hierarchy and looking for **Middle Spin** and **Head**
2. Add **Hit_Body.cs** component to **Middle Spin** adjust size of collider
3. Add **Hit_Head.cs** component to **Head** adjust size of collider
4. You should add Particle effect to **Particle Hit** and some sound effect to **Sounds**

Character Hierachy



In this sample, i add **Hit_Body** to Spin1 and **Hit_Head** to Head



Adjust collider size, make sure it fit to head and character body. if everything is ok let's play

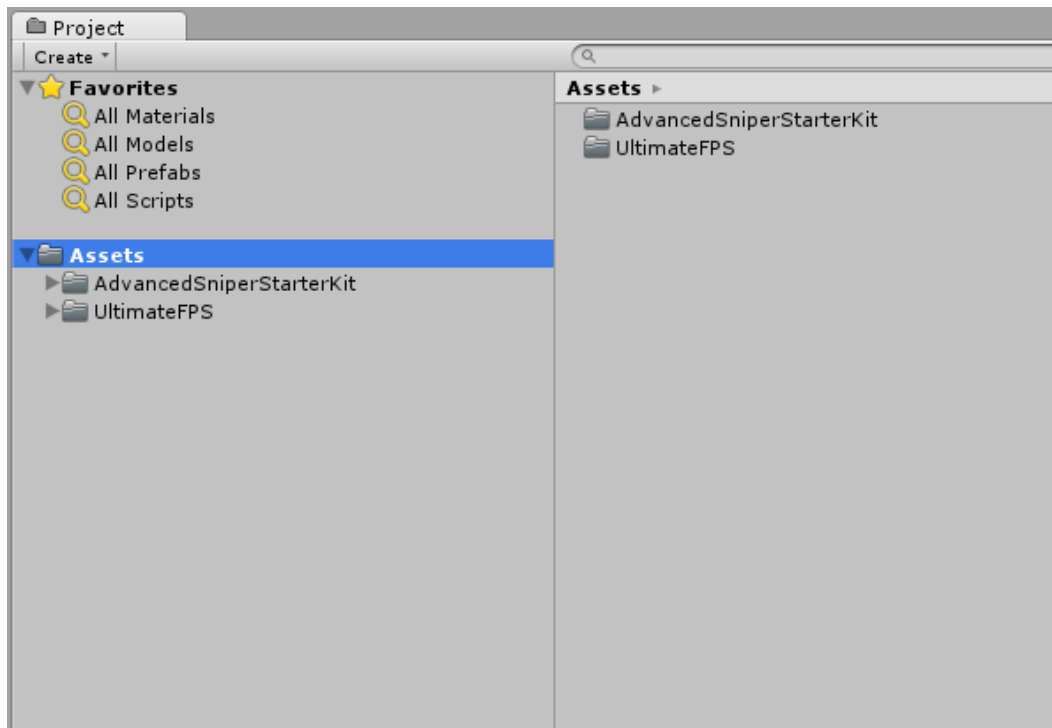
test!

How to use with UFPS

For the **UFPS** you have to use **UFPS** as base and **Advanced Sniper Kit** as a component, In this sample is show you How to add Action Bullet Camera feature like in Advanced Sniper Kit into UFPS,

Gun Setup

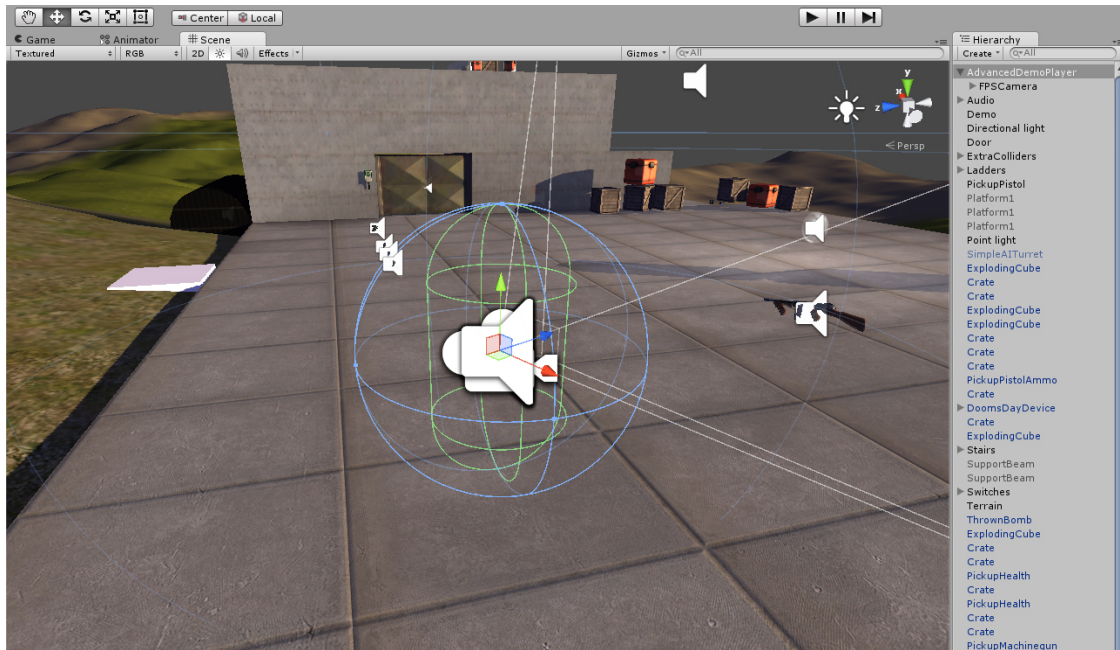
1. Import **Advanced Sniper Starter Kit** and **UFPS** package to your project



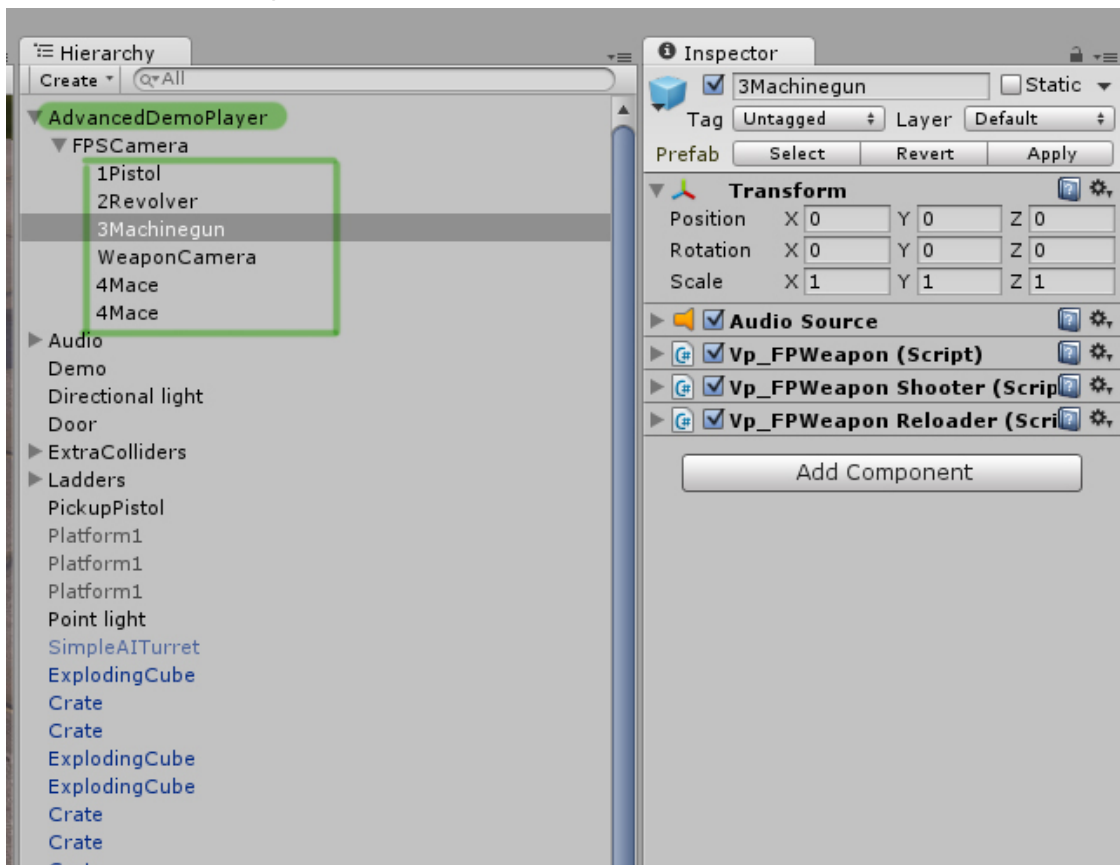
2. Open **DemoScene3** from UFPS **UltimateFPS\Content\Levels\DemoScene3**, we will use this for the sample scene.

Note. *UFPS is the best FPS controller, this tutorial is show you how to add Action Camera Bullet feature from Advanced Sniper Starter Kit to UFPS, so you still use UFPS as a Player controller.*

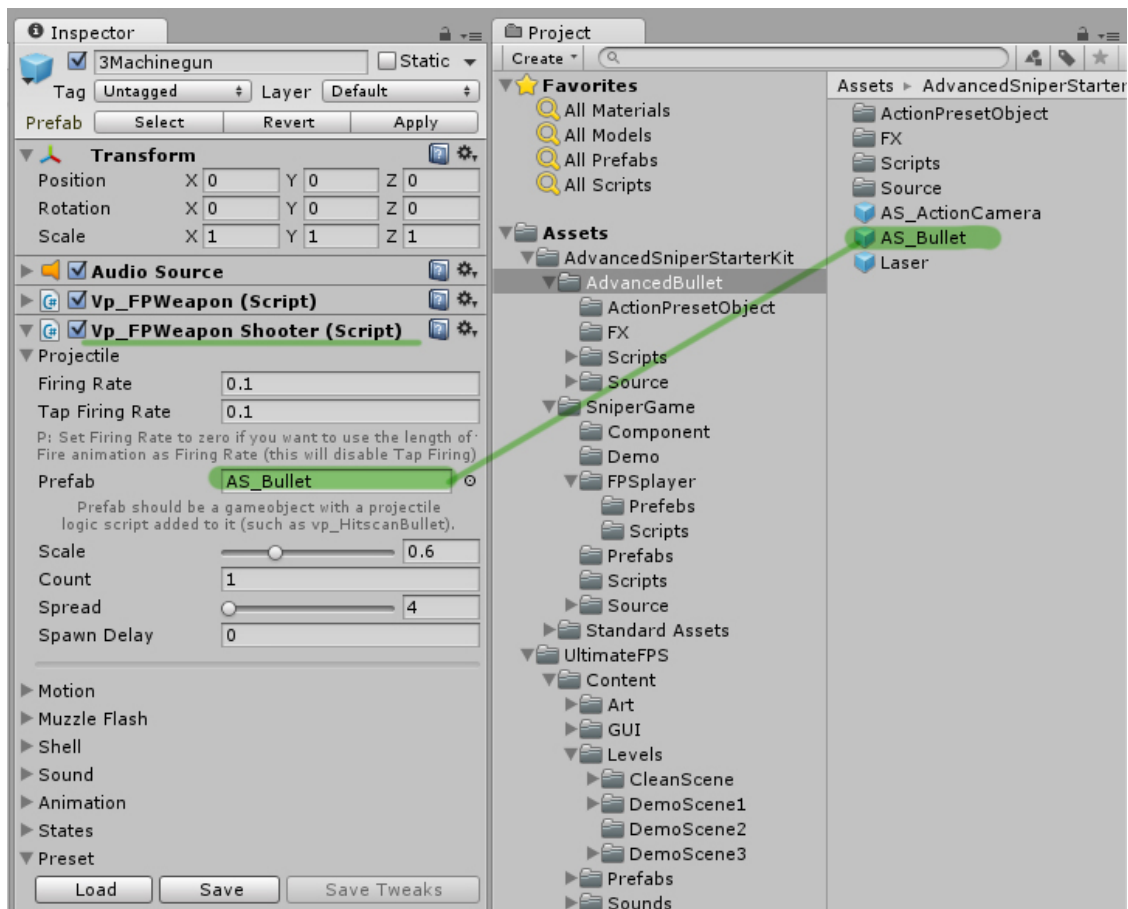
3. Looking for **AdvancedDemoPlayer**



4. You will see all Weapons as child under **FPSCamera**,



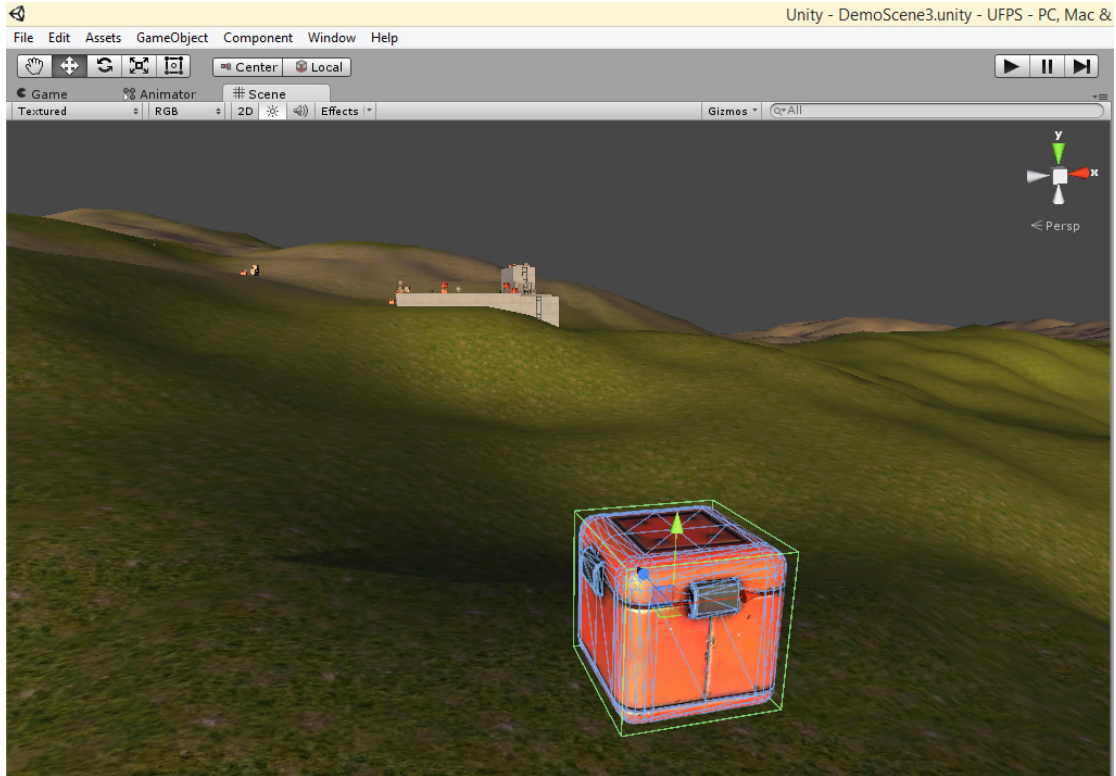
5. So i select **MachineGun** for example, this is how to add **Action Bullet Cam** feature from Advanced Sniper Kit to this **MachineGun**
6. Selected **MachineGun**, so you will see **Vp_FPWeapon Shooting** component
7. Open **Projectile** parameter in **Vp_FPWeapon Shooter** component
8. Add **AS_Bullet** prefab from **AdvancedSniperStarterKit/AdvancedBullet/** to **Prefab** parameter



9. Place **AS_ActionCamera** **AdvancedSniperStarterKit/AdvancedBullet/** to the scene
10. **Play test!** let's go pick up **Machine** gun and shooting test, you will see **MachieGun** shoot with Advanced Sniper Kit bullet.

Setup Target

1. Place **ExplosionCube** from **UFPS** like this screenshot



2. Add **Hit_Normal.cs**
[Assets\AdvancedSniperStarterKit\AdvancedBullet\Scripts\Common](#) to **ExplosionCube**
3. **Play Test!** shoot this ExplosionCube to see the result.

Note. ActionCamera will active only when bullet hit an objects with **Hit_Normal.cs** component attached

You have to add **Hit_Normal.cs** to any object that you wanted to shoot such as enemies character in every collision component

Thank you

www.hardworkerstudio.com

hwrstudio@gmail.com