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1. Introduction

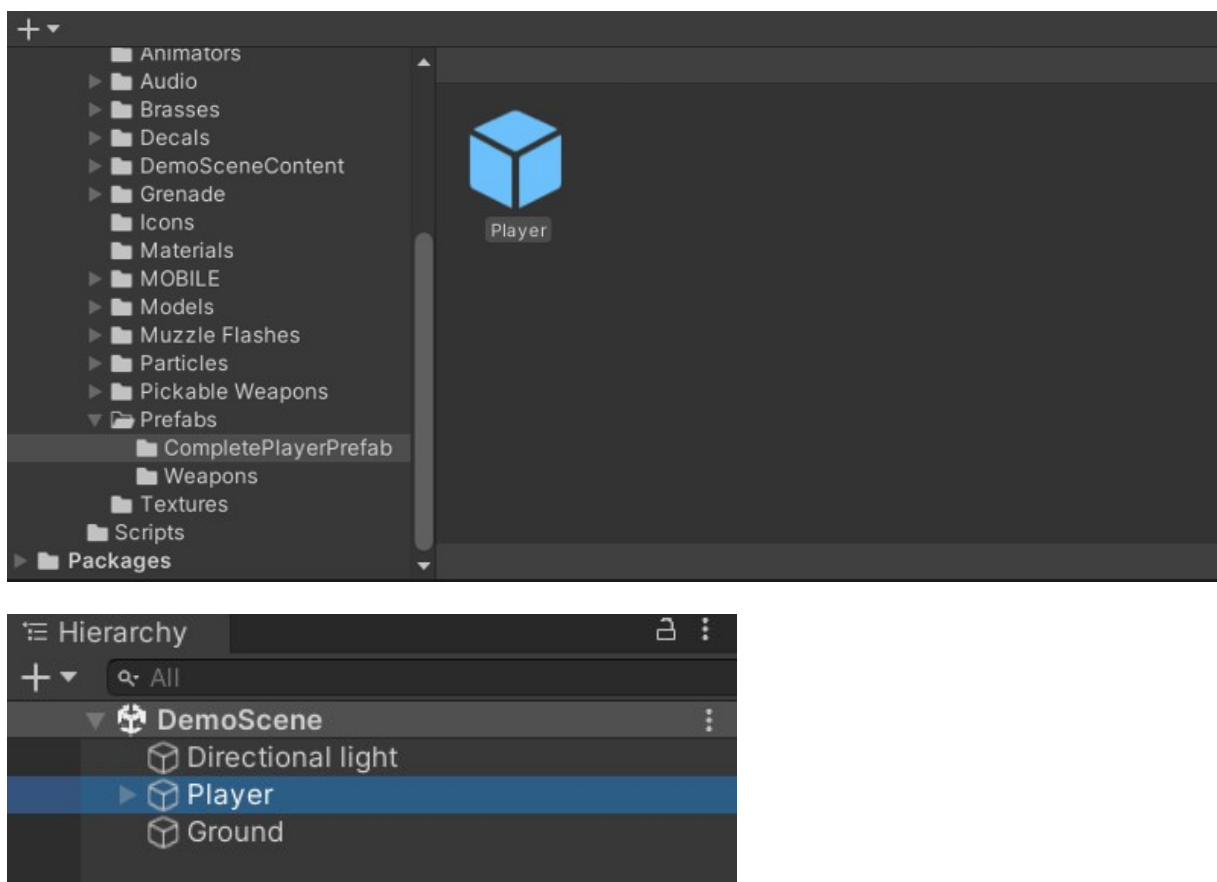
Animated FPS Weapons is mainly a model pack focused on the weapons but it also contains a base FPS controller that can be used by the user.

Keep in mind the controller is a bit simplified. It has been written to show all weapons and animations in the attached demo scene. If you're looking for something more advanced use dedicated tools available on the Asset Store.

2. How To Use

If you want to use the controller directly, open *Prefabs\CompletePlayerPrefab* folder and then drag and drop the **Player** prefab into your scene.

I suggest to get familiar with the demo scene first.



3. Features

3.1 Controller features

- full movement controls (including walk, sprint, jump and crouch)
- footsteps sounds based on animation events
- animation-based 'head bobbing' effect
- separate camera to avoid weapons clipping through walls and objects
- grenade mesh and grenade throw animation including explosion effects
- camera shake from the explosion
- smoke effect that is visible while shooting
- bullet holes
- raycasts
- shells ejection

3.2 List of the animations

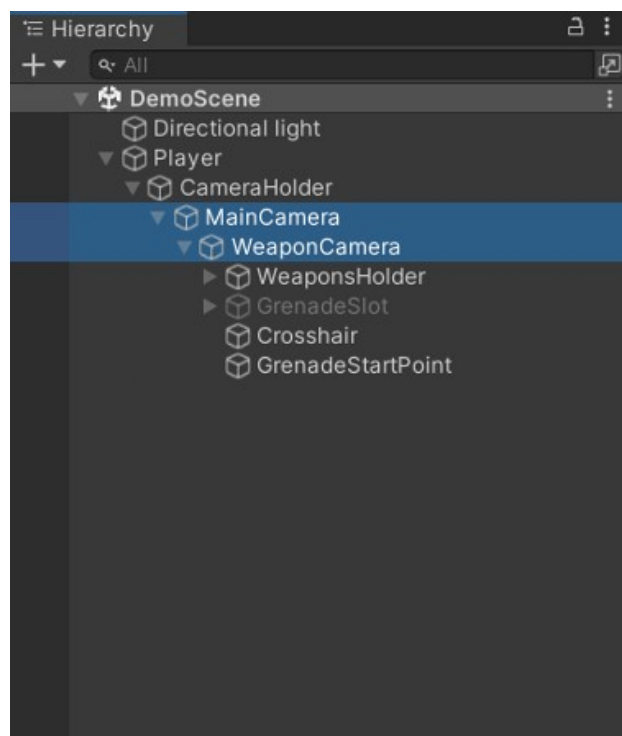
- Select
- Putaway
- Idle
- Move
- Run
- Automatic Fire

- Alternate Single Fire
- Reload
- Empty Reload (if the magazine is empty)
- Zoom Idle
- Zoom Move
- Zoom Automatic Fire
- Zoom Alternate Single Fire
- Melee Attack
- Dryfire (if no ammo)
- Grenade Throw
- Crouch
- Jump

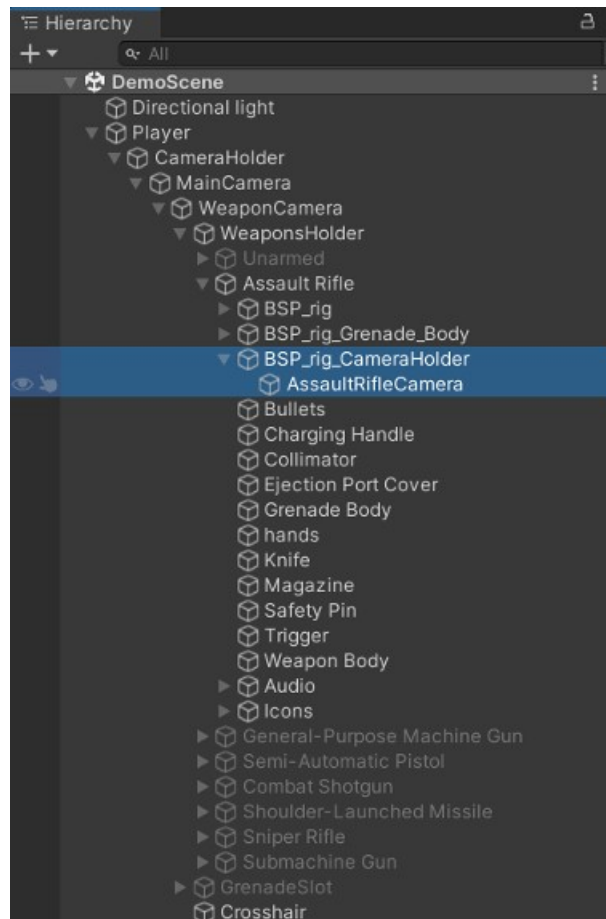
4. Player Controller

4.1 Cameras

The player controller uses 2 cameras. Main camera is responsible for the display of all objects on the scene and the second one called **WeaponCamera** displays current weapon only. This is to avoid weapons clipping through the walls and other objects (additional layer).



Additionally, each weapon uses its own additional camera that is attached to the animated bone named **CameraHolder**. This camera is responsible for head bobbing effect when moving, shooting and reloading weapon.

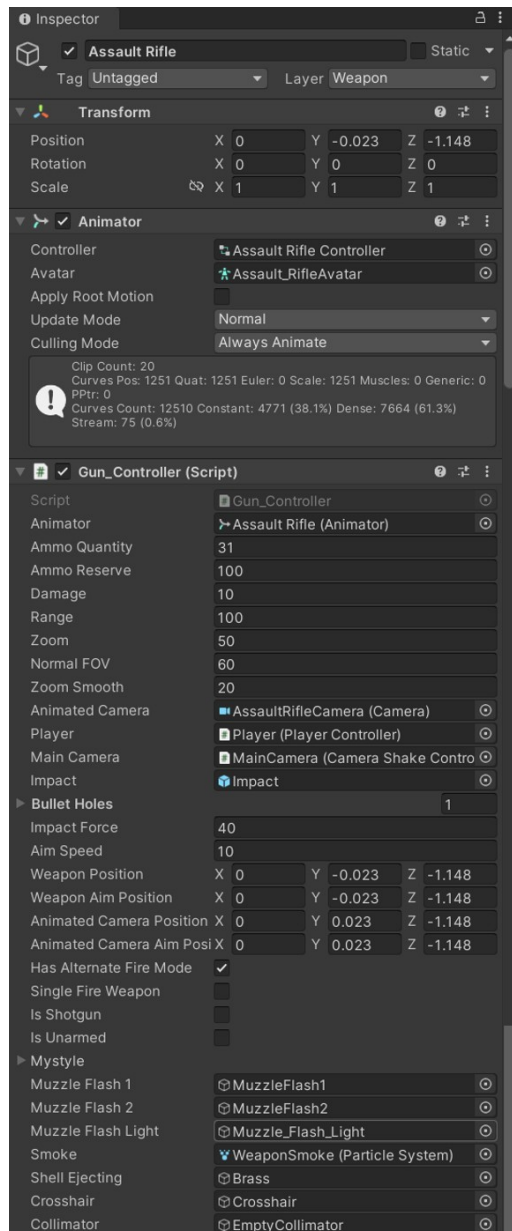


4.2 Weapon Parameters

You can set following parameters:

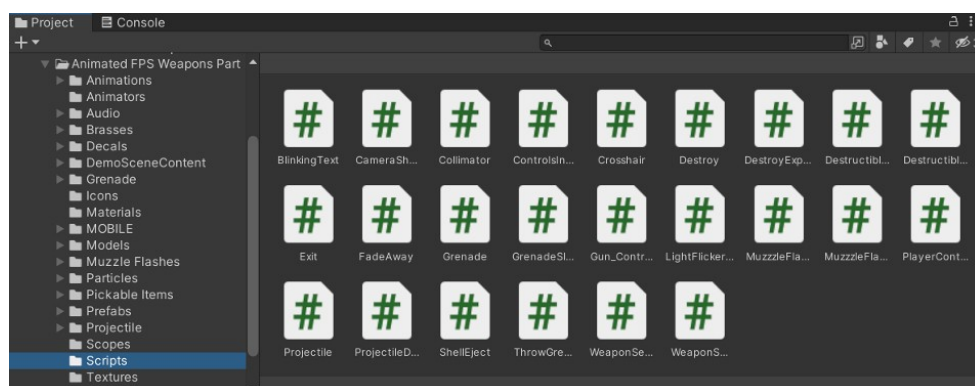
- ammo quantity
- ammo reserve
- damage
- range, and so on

The screenshot below (based on the Assault Rifle) shows parameters that you can set up.



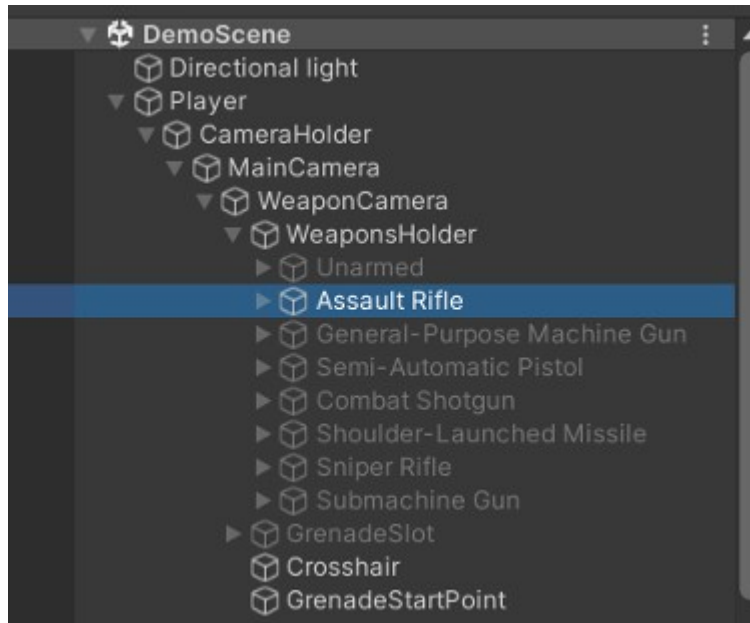
4.3 Base Scripts

All scripts you will find in the **scripts** folder.



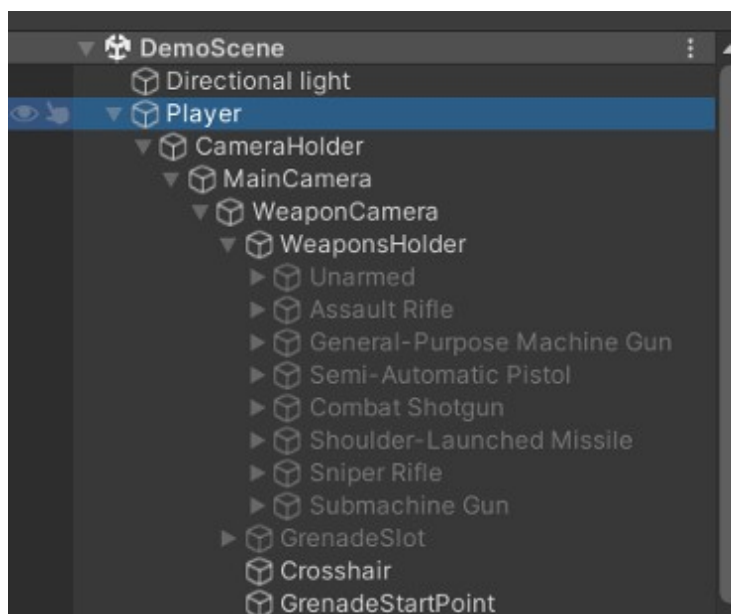
- Gun Controller

The main script. It controls all animations and parameters of each weapon. This script should be attached directly to the weapon.



- Player Controller

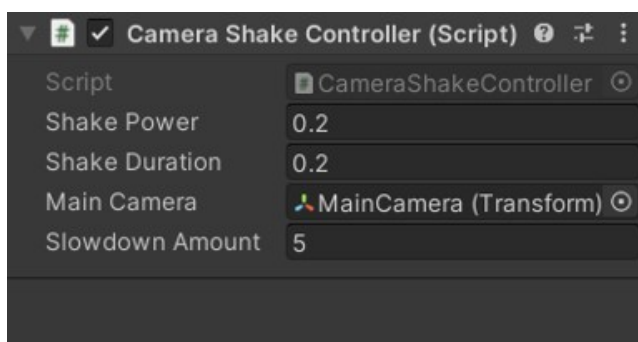
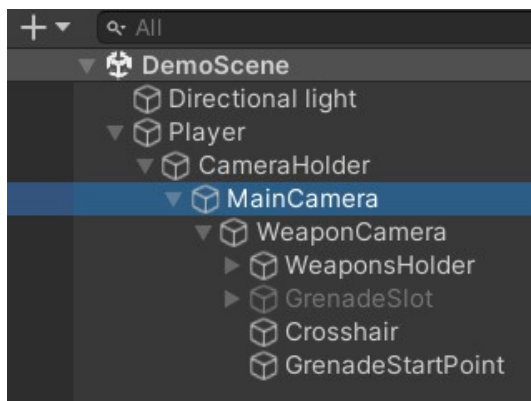
The **player** and its parameters.





- Camera Shake Controller

It controls the shake power (from the explosion).



- Weapon Sway and Weapon Selection

Attached to the **WeaponsHolder** object.

