

Background

In the 1920's and 1930's the Italian Colonial Army built several forts to guard vital objectives, mainly wells for water supply (with a tendency of constructing these several miles away from their objective). The most famous of these forts was Bir el Hakeim in central Libya which was the site of a major engagement between Third Reich's Africa Corps and Allied Forces defending the fort.

This fort served as an example when I created this pack using images of today's remains of the fort.

Content

This pack contains everything required to create the fort of Bir el Hakeim or a similar fort of that era/location. In particular:

- Four types of walls (plus length variations for specific walls),
- Two types of turrets,
- Three types of enterable buildings,
- All collectively use 7 Materials and according diffuse (including specular) and normal maps,
- Door Scripts in Javascript and C#.

Usage

All Objects come readied as prefabs for you to simply drag & drop into the scene. To climb the stairs within the buildings without problems, a slope value of 70 degrees is necessary (assuming the usage of Unity's standard character controller – this might apply to individual character controllers as well).

If you wish to set up new doors, an instruction is included within the scripts. Common parameters can be defined for the script to use, including the key to activate (by default, its e – key).

Feedback

I'm always open for constructive critics and suggestions and have the goal to improve my abilities. If you wish to send me feedback about my work, you can always send me an Email to support@tohel.de. Please keep in mind that it might take me some time to answer (those Caribbean beach nights are sometimes endless ;)).

If you feel satisfied with my work, you can of course also write me... oh and don't forget to rate.

Credits

Me – creating the fort models and textures.

Kuno Gross – for providing intense reference imagery of today's site allowing me determine the individual assets required to recreate the fortress.

Olaf Richter – for crafting the formidable Bir Hacheim Map and constantly giving tip's and hint's.

maksimum654321 – for providing the door script in JS.

All my friends encouraging me to continue pushing myself.