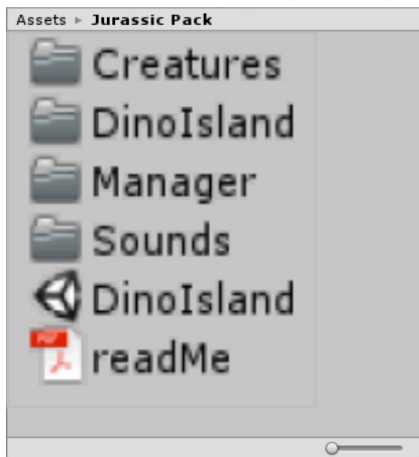


1. Introduction

"JP assets" are a growing collection of playable prehistoric creatures. They are provided with a survival system, health, food, water and fatigue status. Herbivorous can eat Trees/Details on Unity Terrain and carnivorous need prey to increase his food bar. They can drink water ("water" layer 4). They must sleep to increase the fatigue bar and they can take/receive damage from all other dinosaurs.

"JP Script Extension asset" are an extension of "shared.cs" script, a script shared between all creatures. This extension enable artificial intelligence and inverse kinematic feet placement for all JP creatures. Herd behavior, pack hunt, search for food, water and avoid obstacles in complete autonomy. *This asset overwrite the "shared.cs" file. Consider reimporting it at the end if you have added a new creature/packs to your project.

2. Content



"Creatures" folder : All owned JP models and their textures, controllers, script and prefab. "Creature/shared" sub folder : shared folder contain shared eyes texture for all models and the "shared.cs" script used by all creatures.

"DinoIsland" folder : Contain terrain, trees models, grass details, all fx and the scene prefab "DINOISLAND.prefab".

"Manager" folder : You will find in this folder the "MANAGER.prefab" which handle the main camera, GUI/health bar, and allow you to manage/add/remove creatures in game.

"Sounds" folder : All sounds are stored here.

*Sounds are not included in JP assets, nevertheless you can download them here : [download JP dinosaurs sounds](#) for personal non-commercial use only.

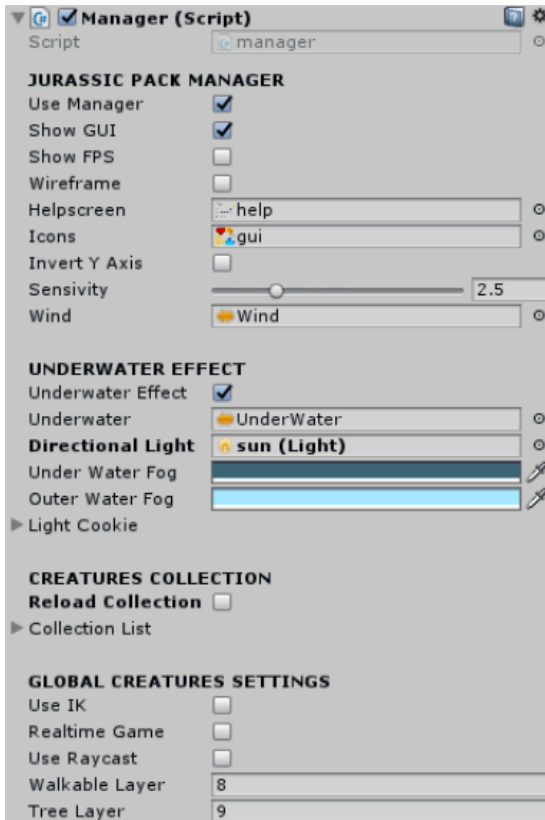
3. Quick Start

- Press ESC to open menu and go to "Creatures" tab.
- Add a new creature, select a specie from your collection list.
- Press Spawn button to add selected creature into the game.
- You can change all creature parameters from this tab.
- Select camera mode, Free, Follow, or Point Of View.
- Go to "Help" tab to see controls list.
- Add all dinosaurs you want, explore the island and have fun !



4. manager.cs script

manager.cs script are attached to the MainCam.



“JURASSIC PACK MANAGER” :

-**Use Manager** This disable creatures management, player inputs, camera behavior and GUI features, underwater fx... Only creatures A.I. still work. Useful if you want to use a third party asset e.g. fps controller. However, manager component still to be attached to the MainCam.

-**Other settings** Enable/ disable GUI, healthbar Textures, sounds used by the camera. Setup mouse sensitivity and invert mouse Y axis.

“UNDERWATER EFFECT” :

Enable/disable underwater effect and setup fog colors.

“CREATURES COLLECTION” :

Search automatically the creatures prefabs in the project and add it to the Inspector to make it spawnable in game.

“GLOBAL CREATURES SETTINGS” :

“**Use IK**” (**JP Script Extension Asset required**) Enable Inverse Kinematic feet placement.

“**Realtime Game**” Creatures will be active even if they are no longer visible by the camera.

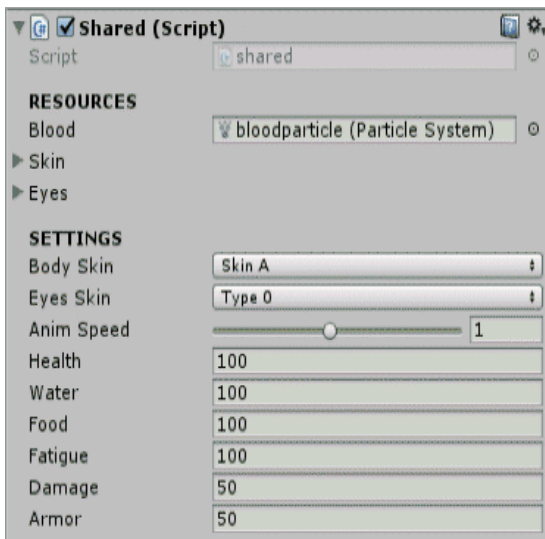
“**Use Raycast**” Allow creatures to walk on all kind of collider with a defined "walkable" layer. If disabled, creatures can only walk on Terrain collider (faster).

“**Walkable Layer**” If "UseRaycast" are enabled, select the walkable layer. Do not use builtin layers.

“**Tree Layer**” Unity terrain tree layer, to enable tree finding, you must add this layer to trees prefab in your project. Do not use builtin layers.

5. shared.cs script

shared.cs script are attached to all JP creatures.



“RESSOURCES”

“**Blood**” The blood particle used when taking damages.

“**Skin**” Body textures list.

“**Eyes**” Eyes textures list.

“SETTINGS”

Settings for this creature. All theses settings are also available from in game menu “Creatures” tab.

6. JP Script Extension “ARTIFICIAL INTELLIGENCE” (JP Script Extension Asset required)

Behavior Editor allow you to assign targets and path for the creatures, You can use it in many ways. For example, to make one or more creatures follow an object, just put the target gameObject in the Inspector with Priority 100%. The creature will follow this object tirelessly. If the object are another creature (player or AI), he will share his targets, hunt, food...

It is also possible to have a creature never leave its original location. Just put a waypoint with a priority of 50% for example. The creature will wander, but always returns 50% of the time on the “home” Waypoint. You can put as many waypoints as you want to create paths.

“**AI**” Enable or disable AI for this dino.

"Path Editor" optional

Use gameobjects as waypoints to define a path for this creature by taking into account the **Priority** between autonomous AI and its path. Place your waypoint gameobject in a reachable position. Don't put a waypoint in air if the creature are not able to fly. Using a priority of 100% will disable all autonomous AI for this waypoint. Obstacle avoid AI and custom targets search still enabled.

"Target Editor" optional

Use **gameobjects** to assign a custom enemy/friend for this creature. Can be any kind of gameobject e.g : player, other creature or a simple cube. The creature will include friend/enemy goals in its search.

Enemy: triggered if the target is in range.

Friend: triggered when the target moves away.

MaxRange : Creature will start his attack/tracking once in range.

If MaxRange is zero, range is infinite.



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