ADVANCED HORROR FPS SYSTEM

First Person Controller with Mobile Inputs

The package has got advanced FPS System specialized on making any FPS Mobile games. You can find **AdvancedMobileHorror/Prefabs/AdvancedFPSPlayer.prefab** and drag and drop to Scene.

AdvancedFPSPlayer.prefab has got 5 important elements. These are:

- **HorrorManager:** It has got AudioManager which controls all Audio Clips.
- **Character**: Our main FPS actor in the game.
- **GameCanvas**: All UI Elements are included and being controled in this Canvas element.
- **PlayerFlashLight**: This gameobject is being active in the game when you grab Flashligh prefab during the game.
- **MainCamera**: Camera object to display the scene.

Mobile Inputs

First of all, all UI elements you need are contained in GameCanvas. But if you need to use these controls specifically, the package has got two main input prefabs in order to control our character in Mobile platforms and you can find them **AdvancedMobileHorror/Controls/** directory. These are:

1. **Joystick:** Move your character.
2. **TouchPad:** Rotate your Camera to Look around.

Flashlight with Blue UV Effect

We have well executed Flashlight component in the game. This flashlight is tracking player's rotation and moving changes and simulating these changes with lerp function. This gives a little bit tasty latency in the game.

Once player grabs flashlight item in the game, Flashlight UI Button appears on Canvas. So player can switch on the flashlight by clicking this flashlight button.


Flashlight has got also Blue UV Light effect in order to use it against Enemy AI. You can burn and kill your enemy AI characters by press and holding this button. Blue UV Light effect feature has got limit. You can see the remained battery on the UI and while player doesn't use this feature, the battery is being refilled again.


Interactable Props

All interactable props are located in **AdvancedMobileHorror/Prefabs/InteractableProps** directory:

- **Keys**: You should grab the keys in order to unlock the doors. The keypoint is to define Key ID in the KeyScript component on Keys. For example, if you define a KeyID as 1 on this component, this means that this key will unlock the door which has same Key ID 1 on its DoorScript component.
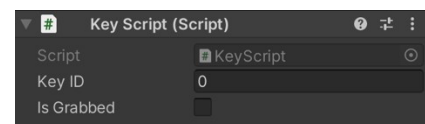
- **Doors**: You can open, unlock or close the doors easily. The keypoint is to define corrent Key ID number on DoorScript.
  Islocked: The door will be locked or openable.
 GiveLockMessage: If it is locked, it will show an info text on UI when player tries to open it.
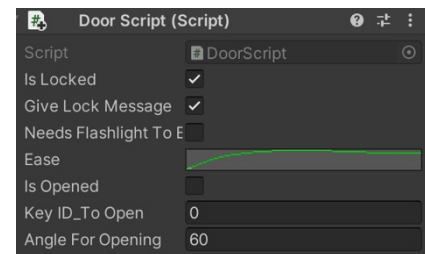
- **Ladders**: You can grab and carry Ladders in the game. You can only locate ladders on LadderPutPoint prefabs on the scene.

- **Chests**: By solving the mini right-time-clicking game on the chests, you can unlock the chests and open their cover in order to be able to take the object in it.

- **Cabinets**: You can open the cabinets and grab the object in it in the game.

- **Notes**: You can grab and read the notes in the game. NoteScript has NoteText variable. You can type the text which will appear on the note UI (when reading).
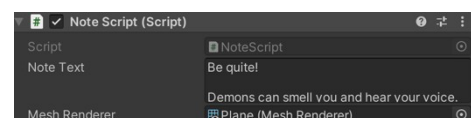
- **Deteachable Woods on Wall Holes:** You can use this prefab for making the games more interactable. Player needs to tab each of woods on the hole in order to detach and throw them. After clearing all woods, player can pass through the Wall.

JumpScares

The package has got three different types of jumpscare. These are Animation Based, Explosion and Object Fall.
- Animation Based type is for animating an object as jumpscare when it's collider is triggered by player.
- Explosion Based type is for exploding a list of objects and throw them around randomly when it's collider is triggered by player.
- Object Fall type is for falling of objects by their rigidbody when it's collider is triggered by player.

The package has got four ready to use jumpscare prefabs located in **AdvancedMobileHorror/Prefabs/Jumpscares** directory:
1. Moving Skeleton (Animation Based)
2. Rising and Falling Sofa (Animation Based)
3. Coffin Box and Hedge Throwing (Explode and Throw Based)
4. Toy Horse Swing (Animation Based)

You can also test and see these jumpscare prefabs by playing Jumpscares scene.

Enemy AI System

The package has got ready to use Enemy AI system. You can find the Demon prefab in **AdvancedMobileHorror/Prefabs/AI Enemy** directory and test them by playing Enemy_AI scene.

Note: Enemy AI prefab is using NavMesh Agent in order to find its way and trying to detect gameobject with "Player" tag to attack.

Use EnemySpawnManager to spawn them in the game.

Helper Components

1. **HorrorDetector:** By using this component, you can increase the horror effect in the game. Horror Detector scan the scene and tries to find any gameobject with HorrorItem script. If it finds it in specific distance, it makes four main actions:

a. Depending on horror factor's distance, volume of player's breathing sound effect is being increased or decreased.
b. Depending on horror factor's distance, volume of shaking sound effect is being increased or decreased.
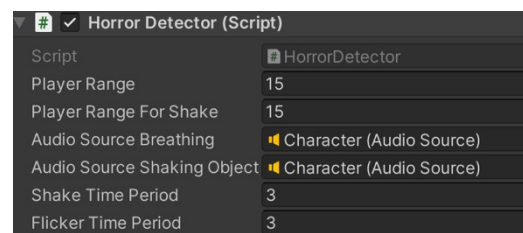
c. Depending on horror factor's distance, objects with "ShakableObject" component are being shaken periodically.

d. Depending on horror factor's distance, objects with "FlickableObject" component are being flickered (lights and particlesystems).

2. **EnemySpawnManager**: This prefab is for spawning enemies with certain amount of period. It has got MaxDemonCountAlive variable. With this variable you can define maximum alive demon number during them game. If one of them dies, this script will spawn another one.
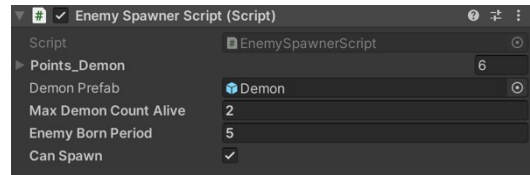

Another important variable here is "Points_Demon" list. You should locate these points to where you want to spawn demons in the game. The script will pick one of these positions randomly and spawn a demon every time.

3. **BlinkEffect**: You can use this component for making the game objects more noticable during the game. This component will change the color of material's emission every 2 seconds.
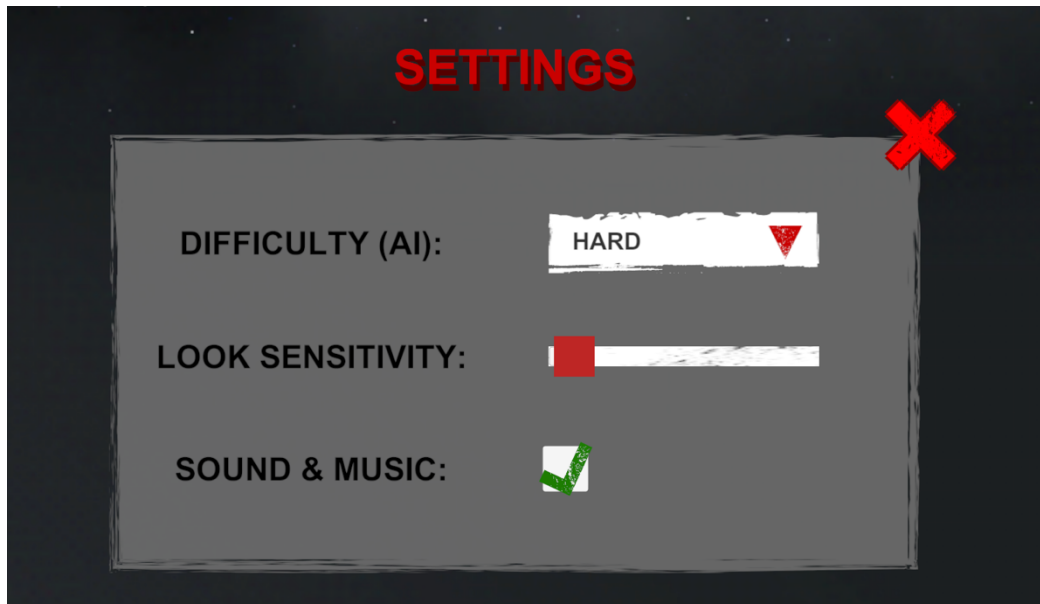

Main Menu

The package has got ready to use Main Menu. You can replace the logo text with your game's name or replace the text component with Image component and assign your game's logo sprite.
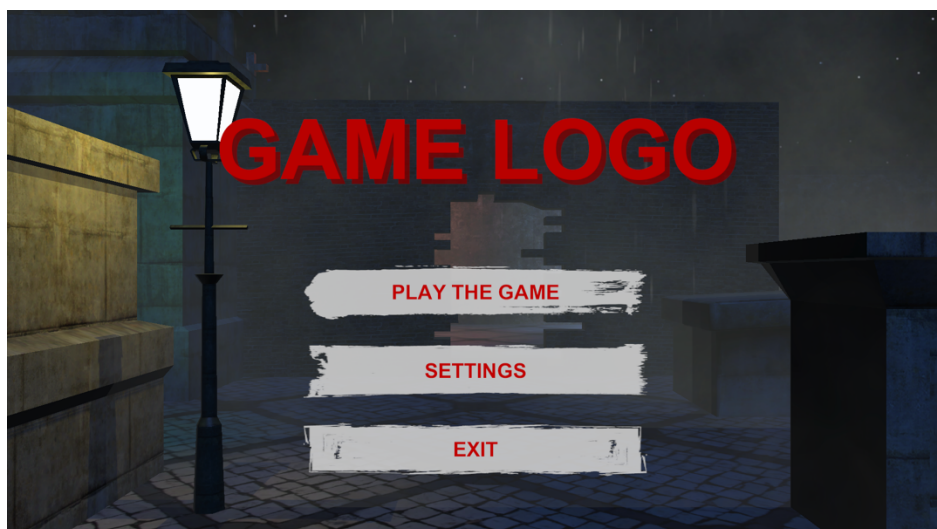

When you click to Exit. The app will be terminated and you will be returned to Menu. If you click to settings, a ready to use and fully functional settings UI will be opened.

Here player can set and play with three different settings. There are:
- Difficulty of Enemy AI Characters
- Rotation Speed of Character Camera
- Sound FX and Music On Off Toggle

Important Note: Please, select MainMenuCanvas from Hierarchy, find Main Menu Canvas Component on Inspector and type your Scene Name which you want to be loaded when player clicks to "Play the Game" button to Scene Name_Game Play property:
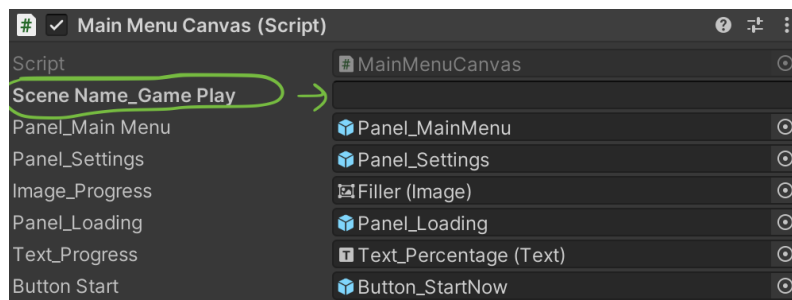
Progressive Loading Screen

The package has got ready to use Loading Screen. There are three hint areas here. So player can check the hints and read them while progress bar is being filled. After the scene is loaded fully, a "Start" button will appear. So player can click this and scene will be shown:

Hint 1
(Type Hint if you want here)

Hint 3
(Type Hint if you want here)

Hint 2
(Type Hint if you want here)

%80