



THANKS FOR BUYING HORROR TEMPLATE "EYES"

Eyes Horror is a template that will help you create your own horror game for mobile devices!

The template includes the basic functions of the player, mobile control, enemy AI, Drag and Drop system, ready demo scenes and much more!

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Features

System functions

- Choice of game mode, choice of level and difficulty
- Enemy AI (support for multiple enemies)
- Dynamic objects (door, drawer, and other)
- Pictures pickup system
- Pause menu, simple options configuration (volume, sensitivity)

Player Functions

- Player controller (Walk, Run, Crouch)
- Foot steps
- Enemy eyes - the ability to see through the eyes of the enemy!
- Running with stamina

Enemy AI

- Patroll way points
- Points of interest for the enemy
- Chases and loses a player
- Interacts with Cabinets and Lockers (if search player)
- Player Kill animation
- Have FOV and see distance

Pictures

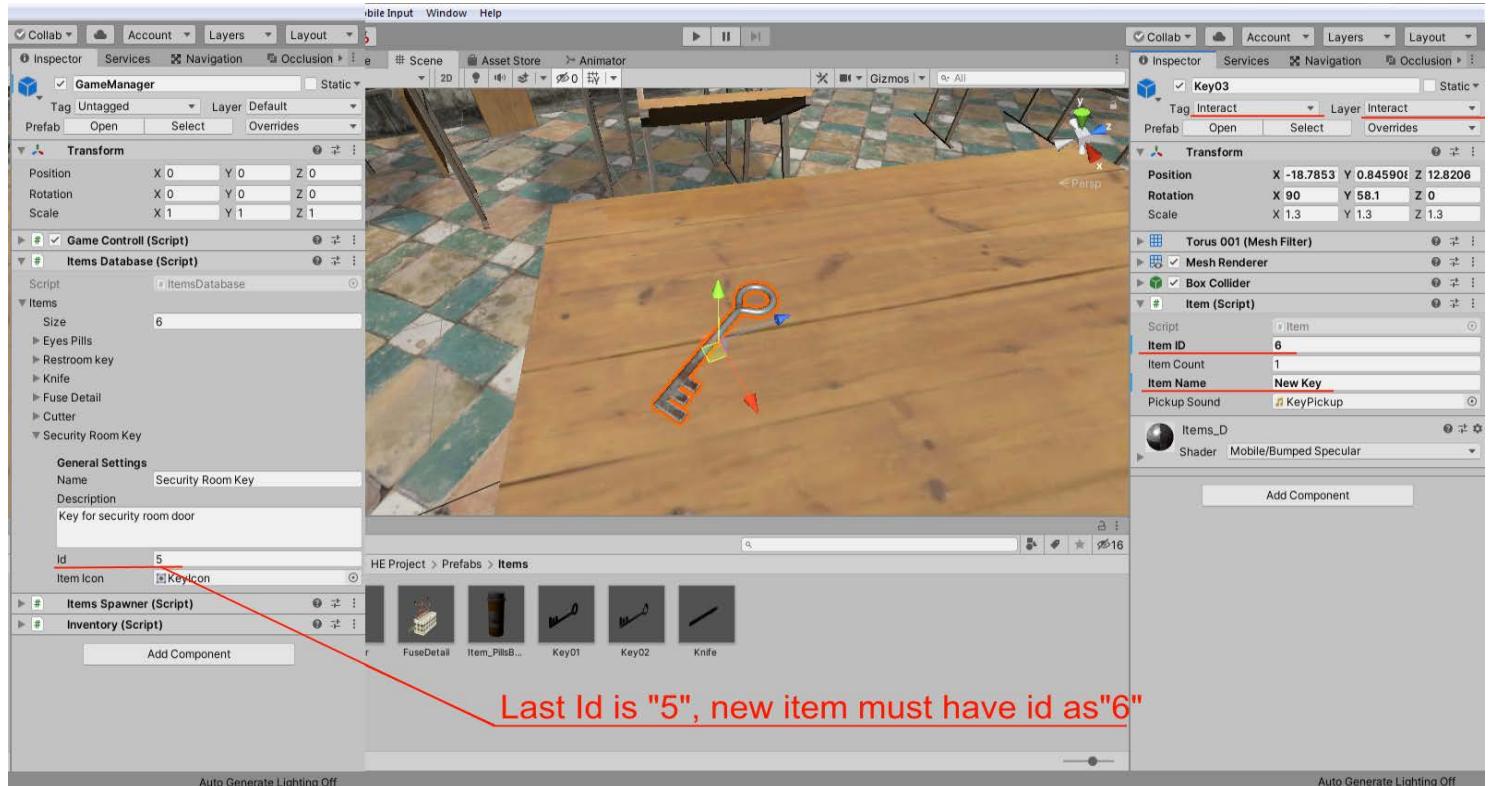
- Pictures system: you need to collect a certain number of pictures to win. Each pictures gives different bonuses (negative or positive) For example, a picture can attract an enemy or give the player an endless run.

Game

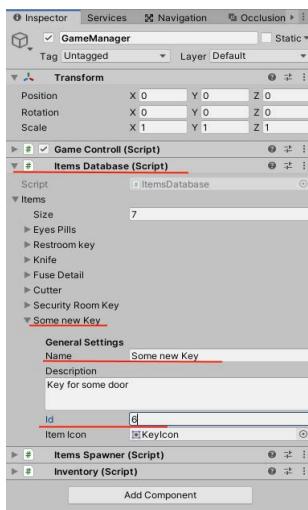
- The asset has the ability to choose a level as well as game modes (enemies). You can also choose the difficulty of the game, on which such parameters as the speed of movement of the enemy, the range of his visibility and others will depend

Adding a new item

- 1) Prepare new item gameobject. Place the object on the scene. Add such components as: Collider, and "Item.cs" script and change layer and tag to "Interact"
- 2) Item ID must be unique (you can see the last item id in the "Items Database" script on the "Game Manager" object)

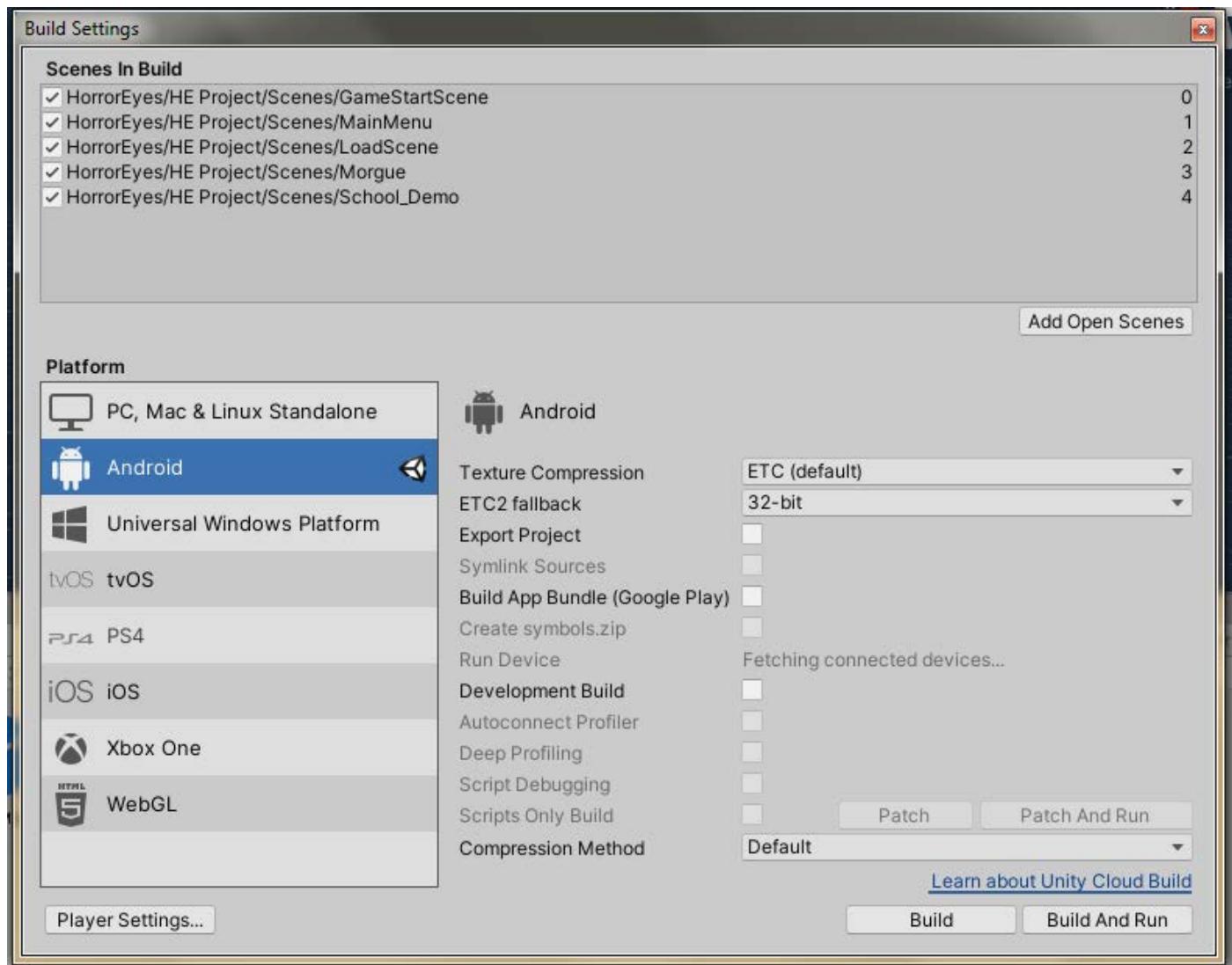


- 3) Also fill in the name of the item and the sound that will be played when the item is picked up
- 4) Make prefab of this object and go to "HE Project/Resources". Open GameManager prefab. Here you need to add a new item to the array (for example, select the last item from the list, right-click and select "Duplicate Array Element") Then set a new name, description, ID and Icon.

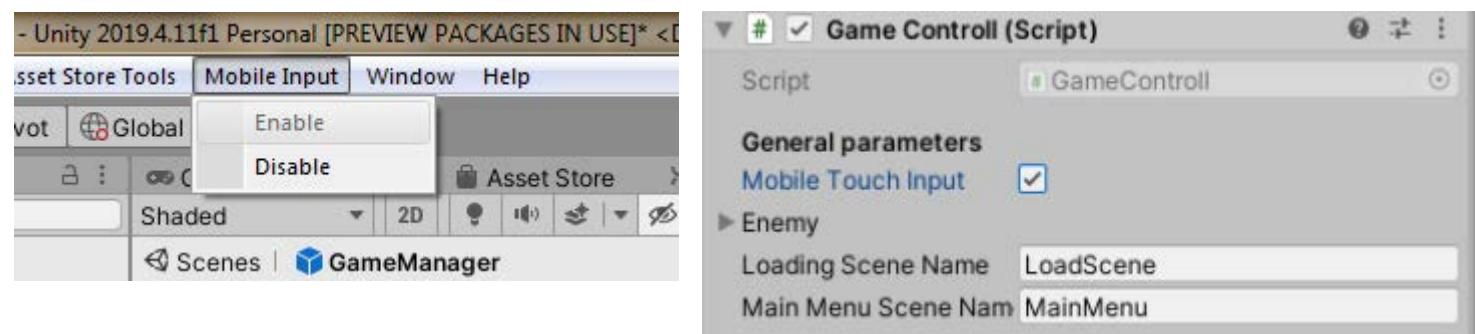


Build Scene

1) To build your project for the Android platform, you need to download all the necessary libraries (Android SDK and others)
Also, after importing the project, you will need to switch to the platform you need (Android etc).

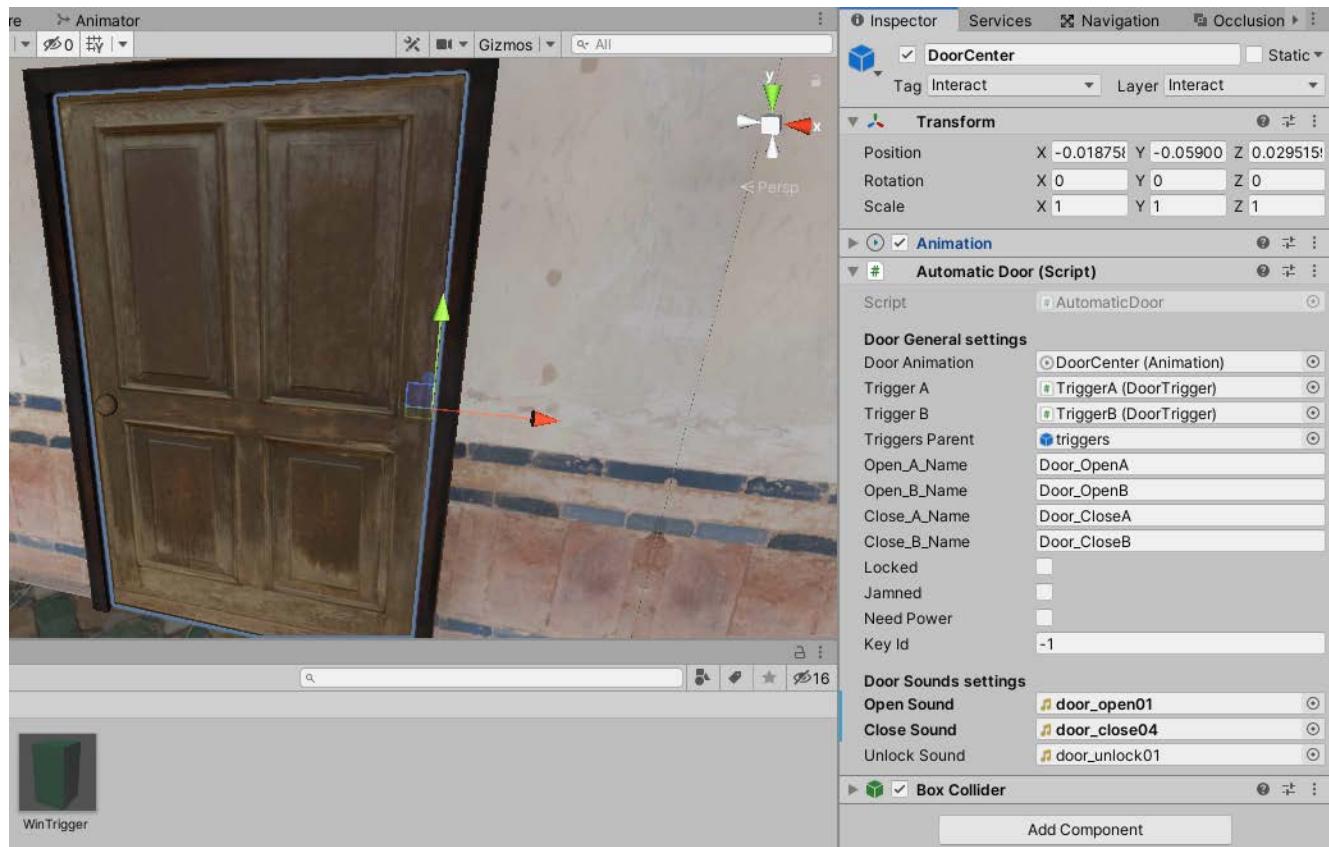


Also, before building the project, be sure to **enable Mobile Input** in the top menu. And don't forget to enable "Mobile Touch Input" in the "GameManager" prefab!

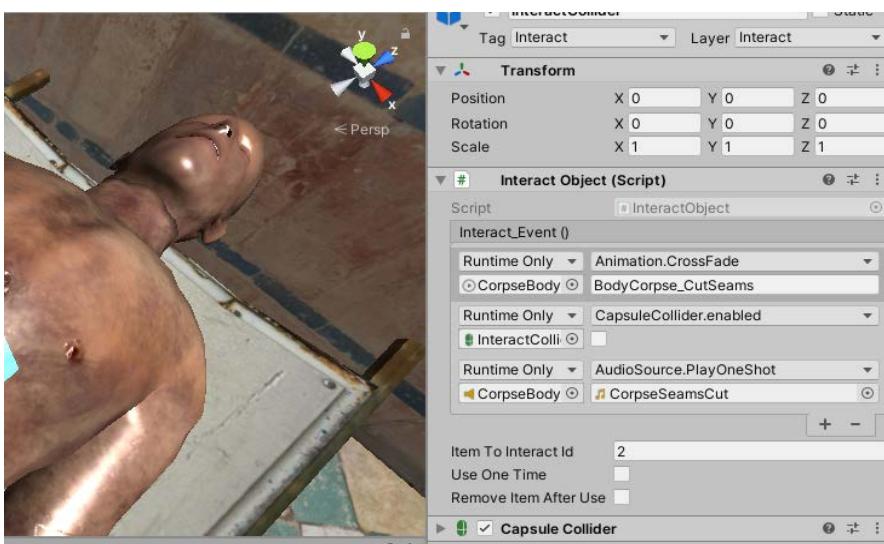


Doors And Interact Objects

- 1) All doors automatic open when player or enemy enter on triggers. Key Id is the id of the key or item that unlocks the door. If the door is closed, "Locked" must have a check mark. If "Jammed" then the door will never open. "Need Power" - This parameter is used for the elevator.

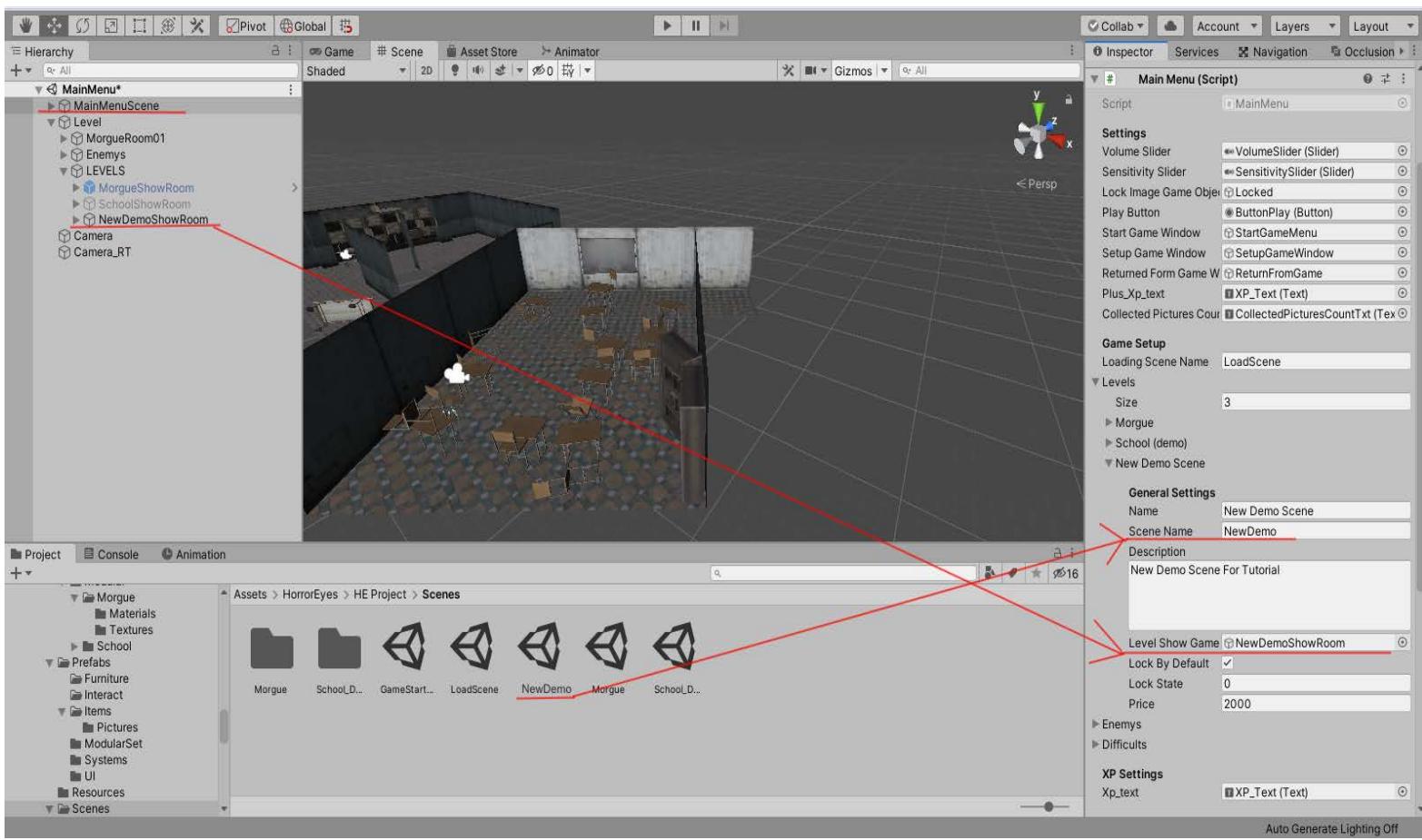


- 2) "Interact Object" has similar parameters, but this script has Interact Event. When the player interacts with the object, the event starts running. You can add as many different events as you like here, for example, make an object play an animation or activate an object from a scene.



Add new Level

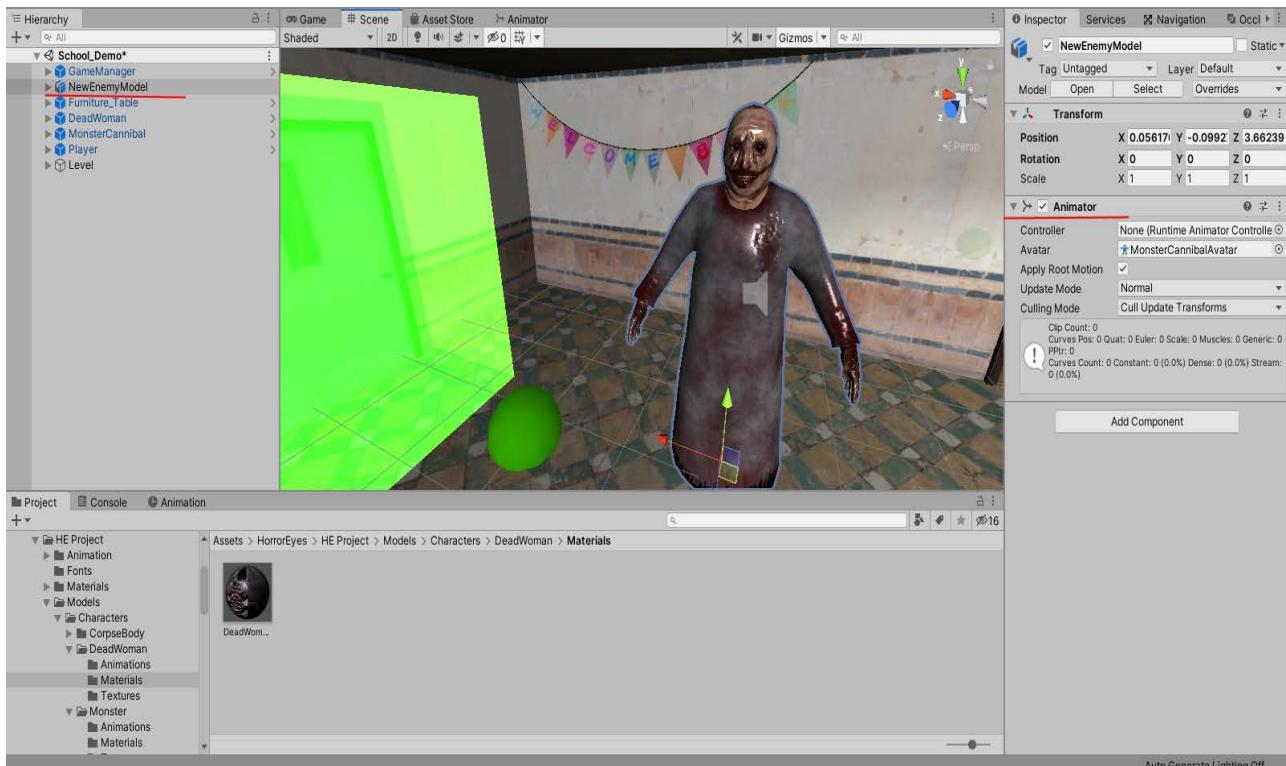
- 1) Let's assume that you already have your own ready-made game scene with enemies on it and everything else. If not, I recommend that you go to one of the created demo scenes, then go to the "File / Save As" editor menu and save this scene, but with a different name. Then just remove walls, floors, and other items from the old scene and add new ones here. Don't forget NavMesh and Occlusion at the end!
- 2) Select the "MainMenuScene" object and in the "Main Menu" script add a new element to the "Levels" list. Here you need to enter the name of the element and the name of the scene (**THE NAME OF THE SCENE MUST BE IDENTICAL TO THE NAME OF YOUR SCENE!**), As well as a description. If the scene is to be opened with experience points, check the "Lock By Default" checkbox and assign a cost.



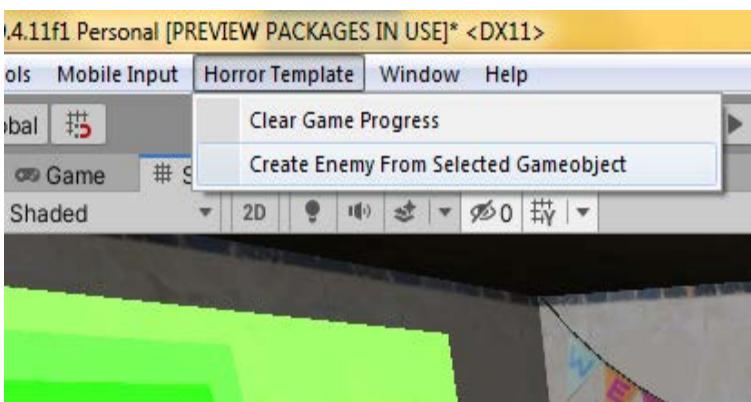
- 3) The "Level Show Gameobject" is an object from the Main Menu scene, this is a slice of your new scene. It is needed to demonstrate the scene in the game window. (this gameobject must be disabled after you configure him)

Create new Enemy

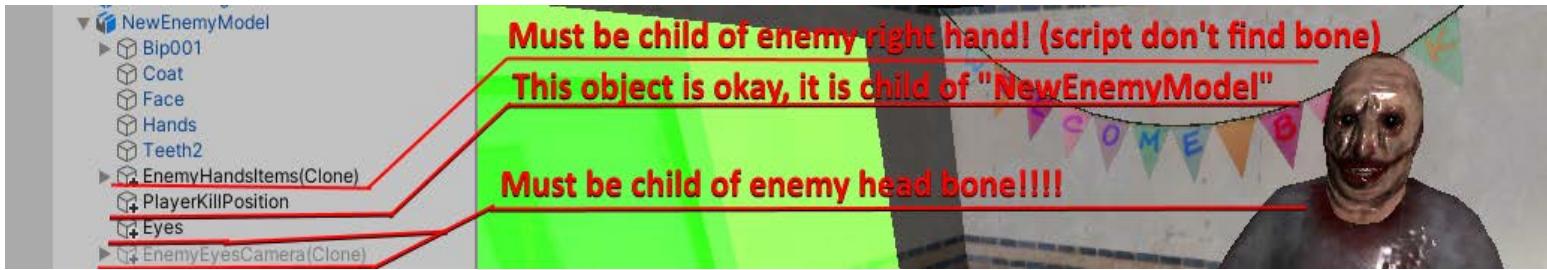
- 1) Put new enemy gameobject on scene. Rig of the new enemy should be Generic or Humanoid of your choice, but you will need animations for it. (for example, you can download character and animations from Mixmo.com, you need idle, walk and kill animations) Select the object of the new enemy in the scene. **It should only have an Animator component!**



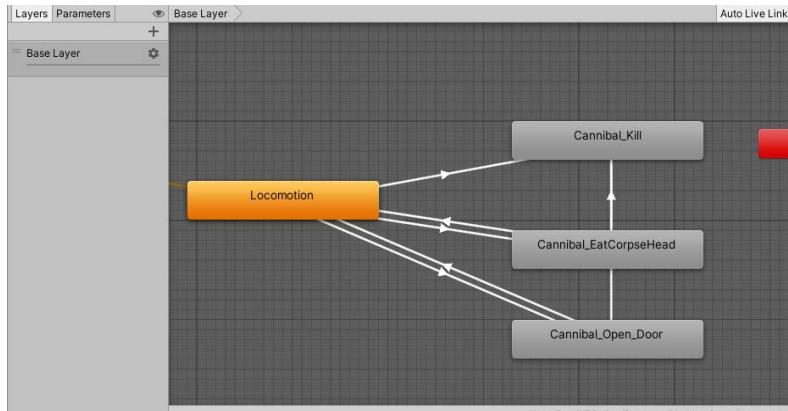
- 2) In top of Unity editor you can find new button "Horror Template". Go to this button and select "**Create Enemy From Selected Gameobject**" (your new enemy gameobject must be selected on scene!!!)



- 3)The script will automatically assign all the necessary components and set the default scripts. You just have to adjust sounds and other parameters at your discretion. If your enemy model is Humanoid, then the script will configure everything as needed, but if it is generic, then you should find the created new objects in the child objects of the new enemy and place them in the right place (see next picture)



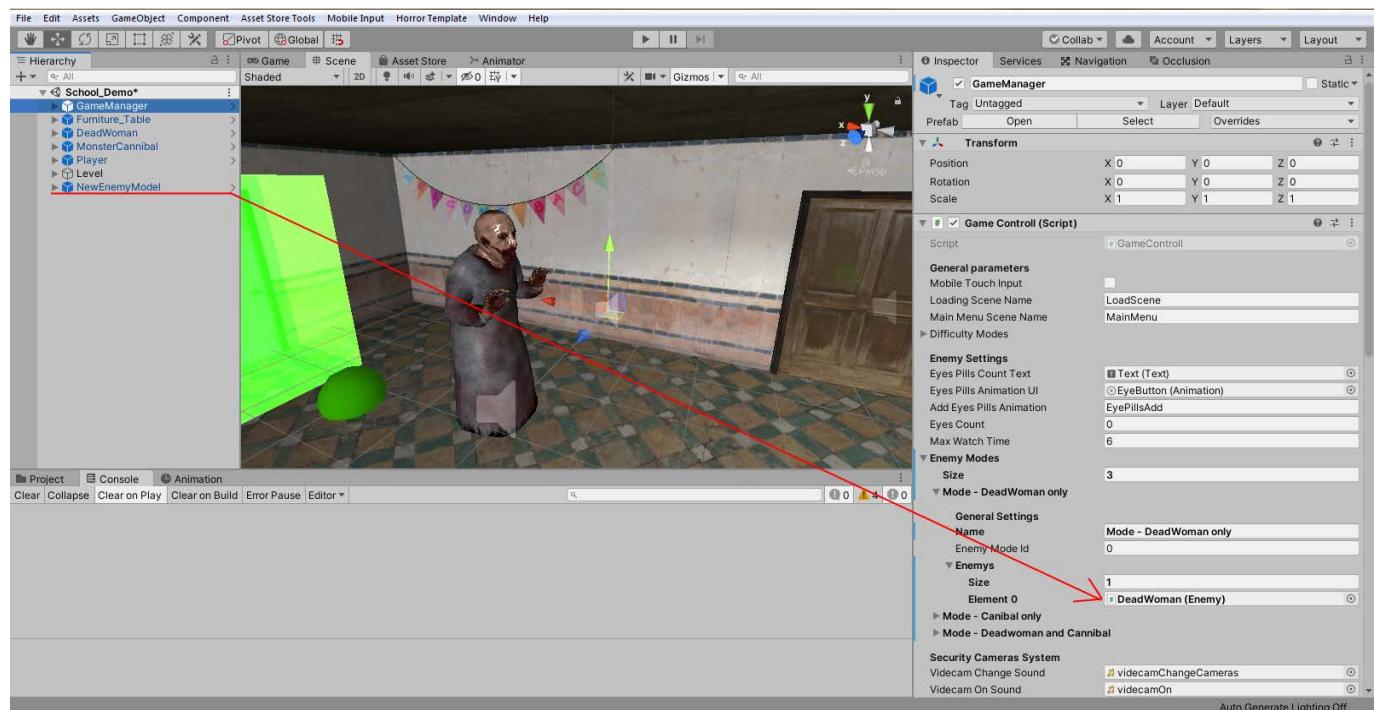
4) Now your new enemy is ready! However, the animations of the new controller will not work on the new enemy! Select the object of the new enemy and open the "Animator" window.



5) Here you can see the animations that the enemy is using. If you double click on "locomotion", then you will be taken to the blend tree of enemy movements. Here you must replace the animations with new ones that suit your enemy.

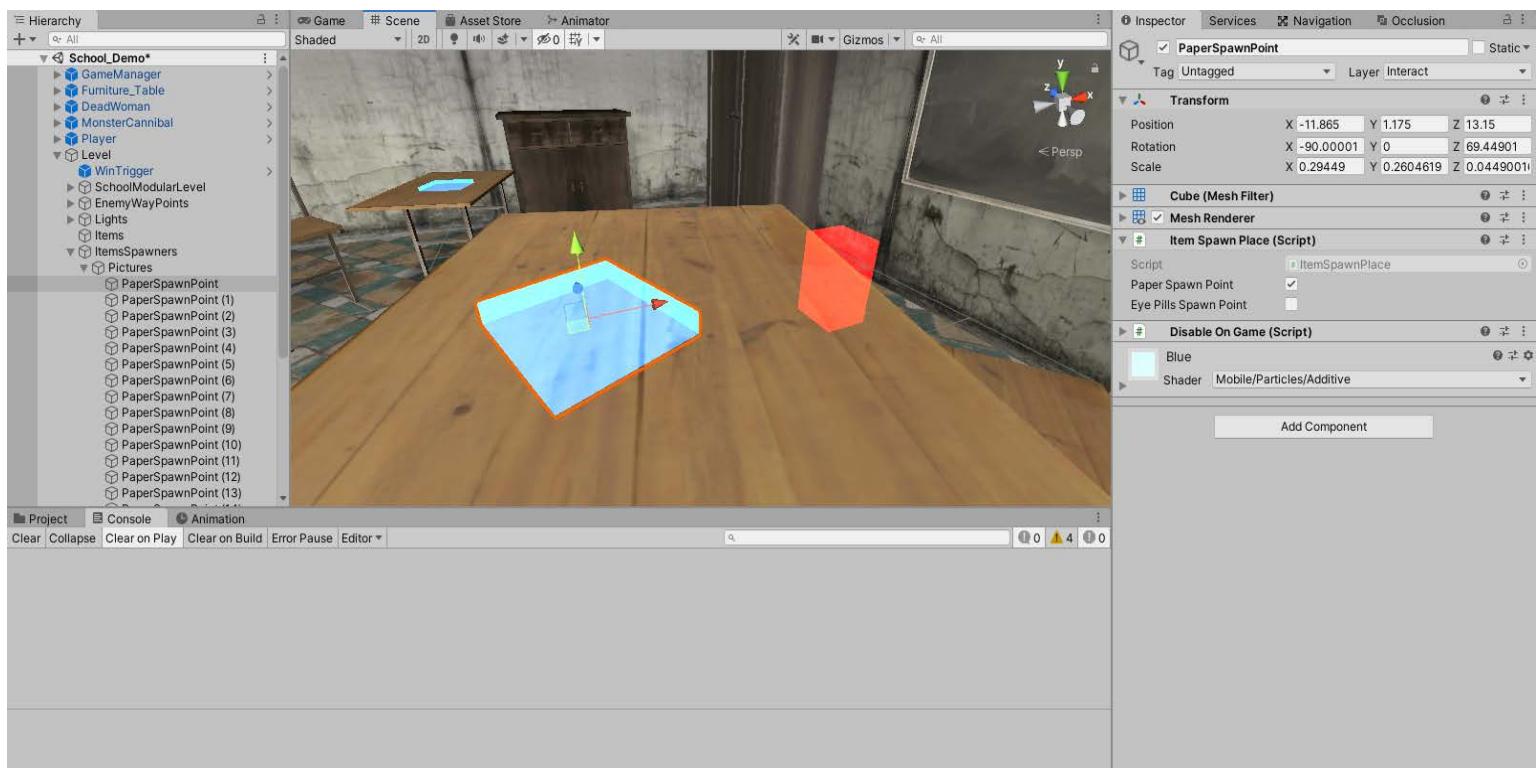
6) After you replace the animations, you can replace one of the existing enemies with a new one. To do this, find the "GameManager" object on the stage and in the "Game Controll" script find the "Enemy Mode" parameter and open, for example, the "mode - DeadWoman only" line and replace the "Enemys" parameter with your new enemy model on the scene.

Now if you click play in Main Menu scene and choice enemy "Dead Woman" you will see new enemy!

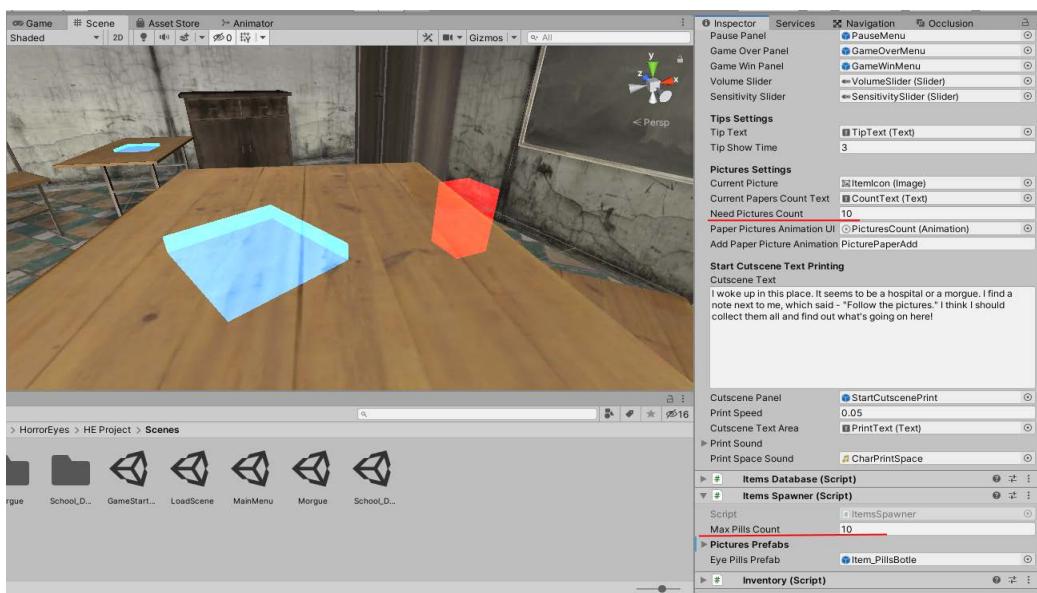


Items Spawn

1) Some items can spawn randomly, in random locations and in a certain amount. These items include drawings and pills. The number of pictures that you need to collect in order to win is set in the "Game Controll" script, that is how many pictures will be created at the beginning of the game. Places where pictures and tablets can appear are objects located on the scene with the "Item Spawn Place" script. At the beginning of the game, the script automatically finds all these objects and selects random ones, in which the picture or pills will appear. Some prefabs have the "Item Spawn Place" script, for example, for cabinets and nightstands, as well as for bodies that need to be cut.

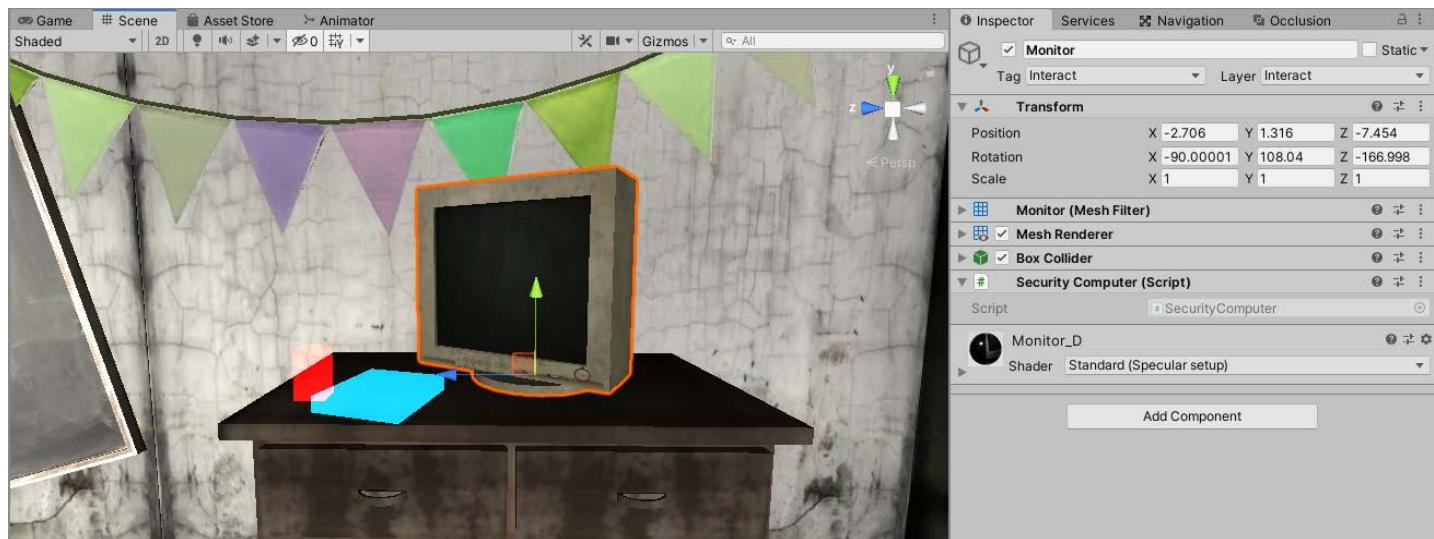
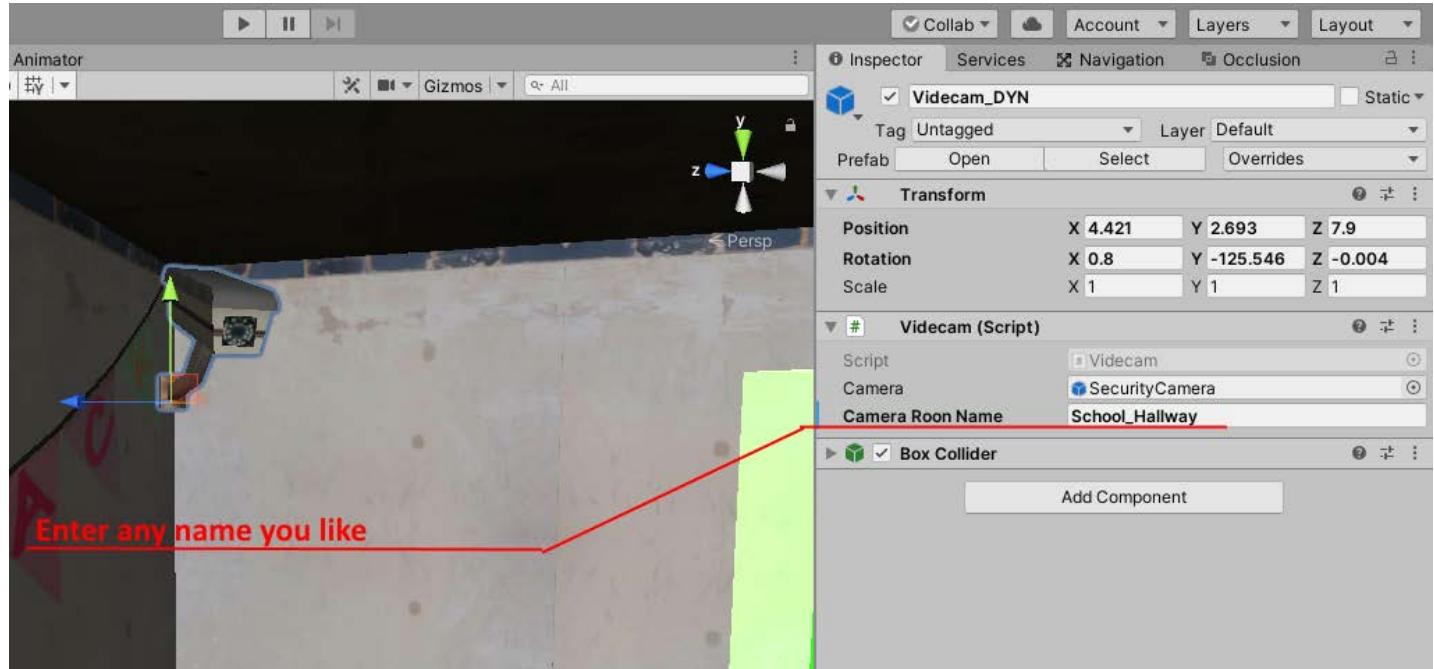


2) The number of pills that should appear is controlled in the "Item Spawner" script and also here is a link to the prefab of pills and pictures.



3) All other inventory items must be placed on the scene manually, in the places you want.

CCTV cameras are also automatically found by a script. You just need to install as many cameras as you need and give each camera a name in the "Videcam.cs" script located on the cameras. You can also set several monitor prefabs on stage in the places you need.



Credits

On my YouTube channel, you can find more detailed lessons about this asset!

This asset developed by **AlexeyCrayne**. All Rights Reserved.

All assets created by **AlexeyCrayne**.

Links

<https://assetstore.unity.com/publishers/41127> Assetstore

<https://voronalexeydakurlz.wixsite.com/alexcrayne> Website

https://www.youtube.com/channel/UCWVyZG1BJRKg9tC_Pp6Hx3w Youtube



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