

AR Survival Shooter

[AR Survival Shooter \(Unity Asset\)](#) — first-person AR Shooter: kill the zombies and save your life with full immersion in the game! Feel the power of Unity FPS AR Shooter.



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AR Survival Shooter contains Unity Assets

All paid assets are included in Unity Package. All modules are designed independently to keep this asset extendable & easy

to understand:

- ★ [AR Camera GYRO \(docs\)](#) to implement Augmented Reality for wide range of mobile devices. You can use any AR Engine (ARCore, ARKit, etc.) because there is no hard connection between Unity Project and [AR Camera GYRO \(docs\)](#).
- ★ Real-Time [AR Shadows \(docs\)](#).

Features of AR Survival Shooter

Bring the enchanting Power of Augmented Reality into your amazing AR Shooting Game or App:

- ★ Feel the Effect of Presence with Same AR as in [Pokemon GO game](#).
- ★ Kill 3 Types of Zombies in Real World: Bunnies, Bears & Elephants.
- ★ Defend "Iron Throne" from Enemy Damage.
- ★ Mobile Optimizations:
 - ★ [Object Pool](#) with separate Enemy Manager for each Zombie prefab;
 - ★ [TextMesh PRO](#) for Texts to update them when it really needs.

Tutorial

“

*This tutorial is relevant for 2.3+ version of Asset.
Tutorials for previous versions can be found in asset folder.*

Getting Started with AR Survival Shooter

Folders & Files in package by default:

★ Makaka Games.

Steps

“

If you have any issues with the first launch then just Reach Support with Invoice Number and Get Help.

If you read this tutorial from PDF, first check the latest docs online to get actual information.

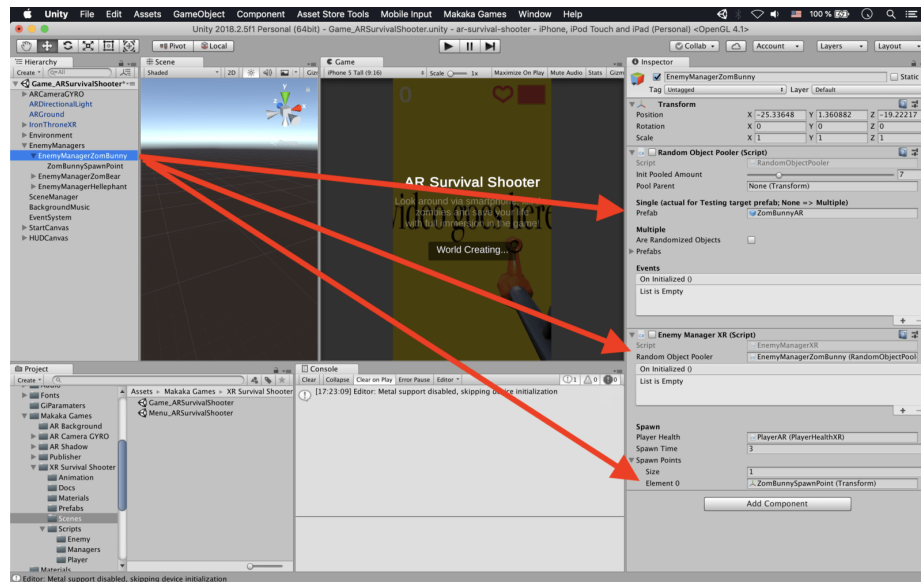
- 1 Create New Unity Project with Unity 2019.2.9.
- 2 Download and import AR Survival Shooter into Unity.
- 3 Install TextMesh Pro 2.0.1 with Package Manager & Window > TextMeshPro > Import TMP Essential Resources.
- 4 Open Scene: Makaka Games > XR Survival Shooter > Scenes > Menu.
- 5 Test in the Unity Editor with Unity Remote or build for mobile.



Each Unity Asset included in AR Survival Shooter has its own documentation in target folder or on the website (the latest docs).

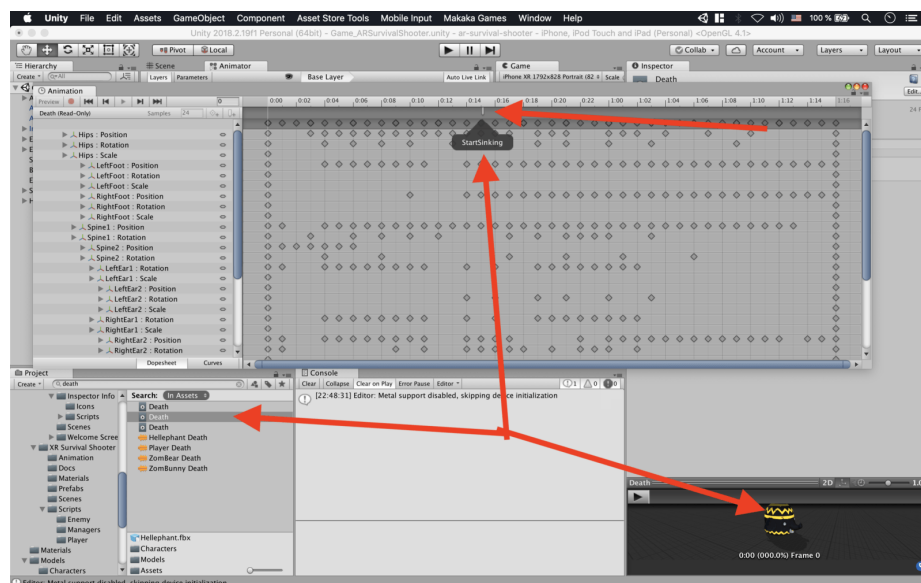
How to set up your own Enemy prefab

- 1 Duplicate one of customized prefabs: ZomBunnyAR.
 - 1 Indicate your 3D-model, audio, etc. inside new prefab.
- 2 In "EnemyManagers" game object select appropriate Enemy Manager:
"EnemyManagerZomBunny".
 - 1 In "Random Object Pooler" component indicate your own (duplicated & customized) prefab.
 - 2 Fix "Spawn Points" as you need.



How to change Death Animation

If you change the model, then you need to change Death Animation. You need to add Animation Event with call of "StartSinking ()" function (EnemyHealthXR.cs) in place on the timeline of your own animation where you need it.



Related VR & AR Shooter Games (Unity Assets)

1

[VR Survival Shooter \(docs\)](#) with Google VR SDK.

2

[AR Space Shooter \(docs\)](#) with Vuforia AR Engine.

Testing

[Read Article: Mobile Testing.](#)

Tested with Mobile Devices

- ★ iOS on iPhone 6, 8, XS Max.
- ★ Android on Samsung Galaxy S10.

Support

First of all, [read the latest docs online.](#)

If it didn't help, [get the support.](#)

Changelog

Check the current version of [AR Survival Shooter on Asset Store.](#)

The latest versions will be added as soon as possible.

2.3:

- ★ Unity 2019.2.9;
- ★ [AR Camera GYRO 3.2 \(docs\)](#);
- ★ Unified UI Layout to match different resolutions (iPhone XS Max => iPhone 6).

2.2:

- ★ Unity 2018.3;
- ★ New Chapters in AR Shooter's Documentation:
 - ★ How to set up your own Enemy prefab;
 - ★ How to change Death Animation.

2.1.1:

- ★ Fix StartCanvas, so you can seamlessly add buttons to HUDCanvas if you want

2.1:

- ★ Unity 2018.2;
- ★ TextMesh Pro texts for Menu Scene.

[Read more about TextMesh Pro for Unity 2018.2.](#)

2.0:

New Architecture of AR Shooter with Object Pools:
EnemyManagersXRControl initializes each zombie type
(EnemyManagerXR with Object Pool) now (more performance).
There are 3 object pools in total: ZomBunny, ZomBear,
Hellephant.

- ★ Unity 2018.1;
- ★ Object Pool with separate Enemy Manager for each
Zombie prefab;
- ★ Caching of all Components & Animation Parameters for
Enemy Prefabs;
- ★ Start Tutorial in Game Scene.

Optimizations:

- ★ Merge EnemyMovementXR.cs with EnemyHealthXR.cs;
- ★ InvokeRepeating () => Coroutine in EnemyManagerXR.cs;
- ★ Set "navMeshAgent.enabled = false;" once after Death;
- ★ Enemies are disappearing right after death now.

1.1 (More Complete Project as a Separate Game):

- ★ Shoot Animation,
- ★ Menu Scene,
- ★ Load Screen Control,
- ★ Colored Particles for Zombies,
- ★ Mobile Shaders for enemies,
- ★ Public Unity Events for more flexibility,
- ★ And more...