

Advanced Car Controller with Weapons for Both PC and Mobile Platforms

Introduction

Thank you for buying this package. You can create any type of Car and Vehicle game with this package for High Quality PC platforms or Mobile platforms such as Android or IOS.

It supports and have both TPS (Third Person Shooter) and FPS (First Person Shooter – In Cockpit) mode.



Installation

After downloading this package, please import it in your project. It should be working without any error. A folder named “CarControllerwithShooting” should appear on your Asset level directory. Everything about this package is contained in that folder.

You can check SampleScene and find all the prefab and managers you need in the scene. Run it and drive the car. Fire with its weapons.

If you want to add car controller into your own Scene, you can copy **AdvancedCarSystem** gameobject from SampleScene (Or you can find it in Prefabs\Car directory as well):

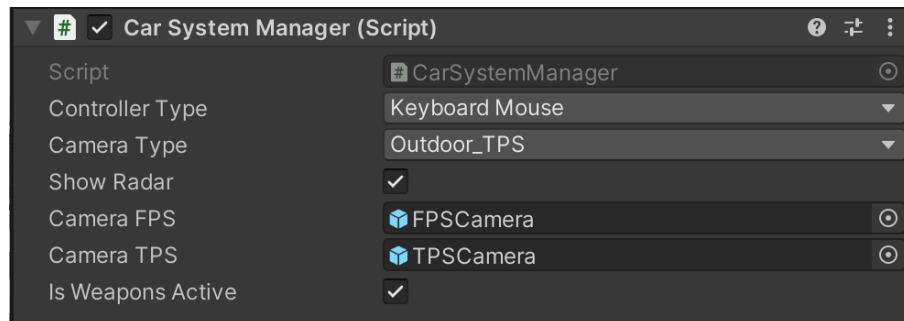


Let's check it what it has in it:

- **AdvancedCarSystem:** Manages the basic mechanics and configurations.
- **GameCanvas:** All UI related objects are here. Canvas of the Package.
- **CarSystem:** Car Controller script, Gun script, Radar System script is in here. If you want to use your own Car 3D model, you can replace the mesh in this Game Object.
- **TPS Camera:** Third Person Camera Follower script and camera.

Configure for your Game

Car System Manager script has all the configuration for you. By this script, you can verify your game style. Let's check the details here.



- **Controller Type:** There are two types of Controller Type. These are Mobile and Keyboard Mouse. If you select Keyboard Mouse option, you can control as explained below:
 - W-A-S-D keys for Driving Car.
 - C key for Camera Switch.
 - Mouse Left Button for Machine Gun Firing
 - Mouse Right Button for Missile Firing
 - Space for Hand Braking

If you select Mobile as Controller Type, you will be able to touch on buttons and control by joystick.

- **Camera Type:** There are two different Camera Type. Interior_FPS (First Person Shooter) and Outdoor_TPS (Third Person Shooter)
- **Show Radar:** Radar UI will appear on top right. So you can see Enemy, Rock, Collectable Item, Building locations on this Radar.

Components

There are 4 different main Components in the game.

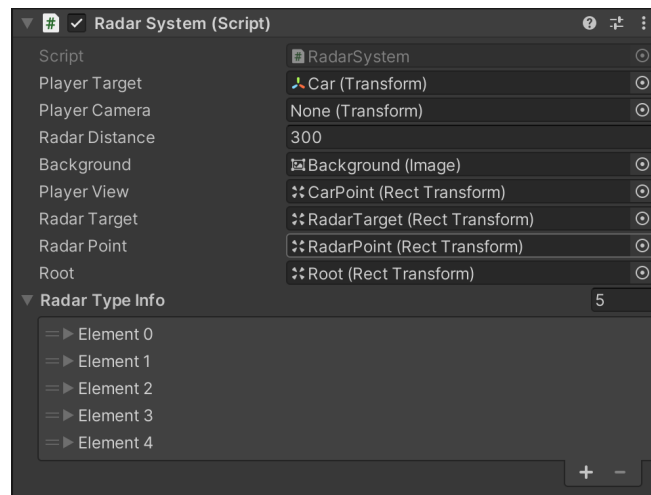
1. Radar System

Radar System is very useful component in order to check the objects around us and the distance between them and our Car. You can create your own Radar object by assigning RadarItem script on the object.

There are 4 types of object which we can see on the Radar. These are:

- Rocks
- Collectable Items
- Buildings
- Enemies

You can configure the Radar Sensivity Distance and the object types by this Radar System script on Radar Logic object.

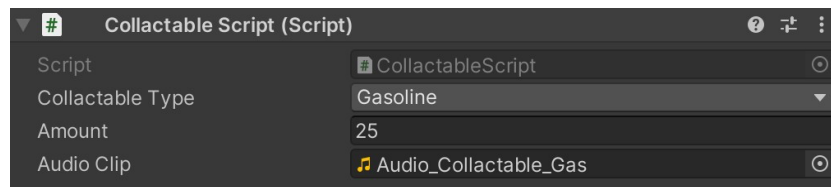


2. Collectables

There are two different prefabs as Collectable in the game. These are Collectable_Gas and Collectable_Ammo.



You can set the amount of Gasoline for collecting. Or you can configure the type of Ammo (Machinegun or Missile) and the amount of Ammo for collecting by configuring Collectable Type and Amount on Inspector.



3. Collapsibles

Collapsible items are houses. You can check the House prefab and copy the same Rigidbody and Collider structure for creating your own Collapsible objects. Car's Machine Gun and Missile weapons are able to hit and collapse these objects. It is very satisfactory for your game.

4. Enemy

Enemy Air Defense Vehicle has got EnemyAI script. You can use default Enemy Prefab or create your own Enemies by using this EnemyAI script. You can set enemies' properties Health, Range, Firing Interval and Accuracy (how good they will attack).

