



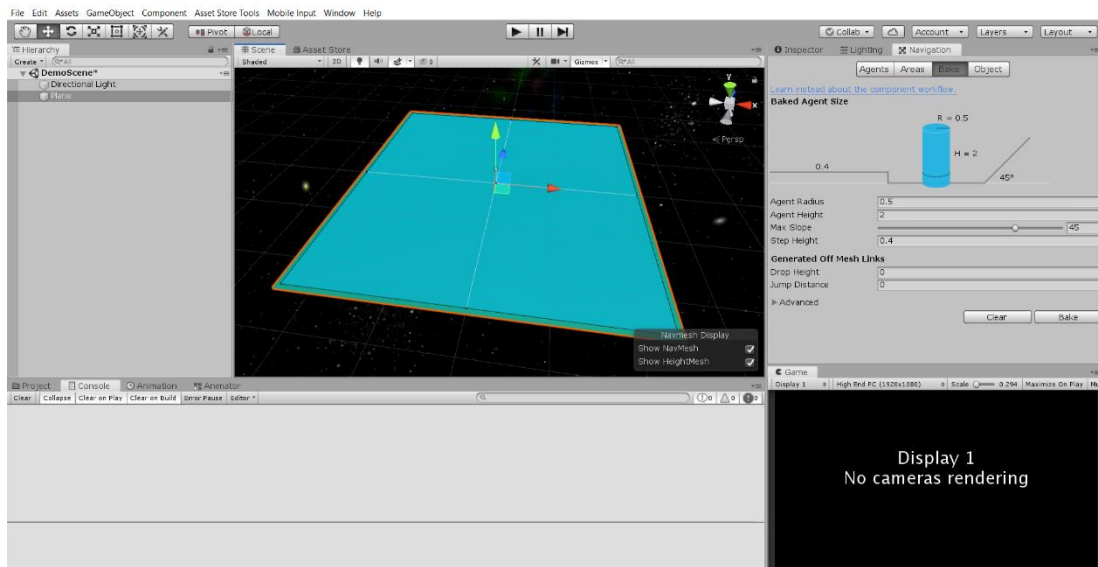
# Rail Shooter System for Unity

Version 1.0

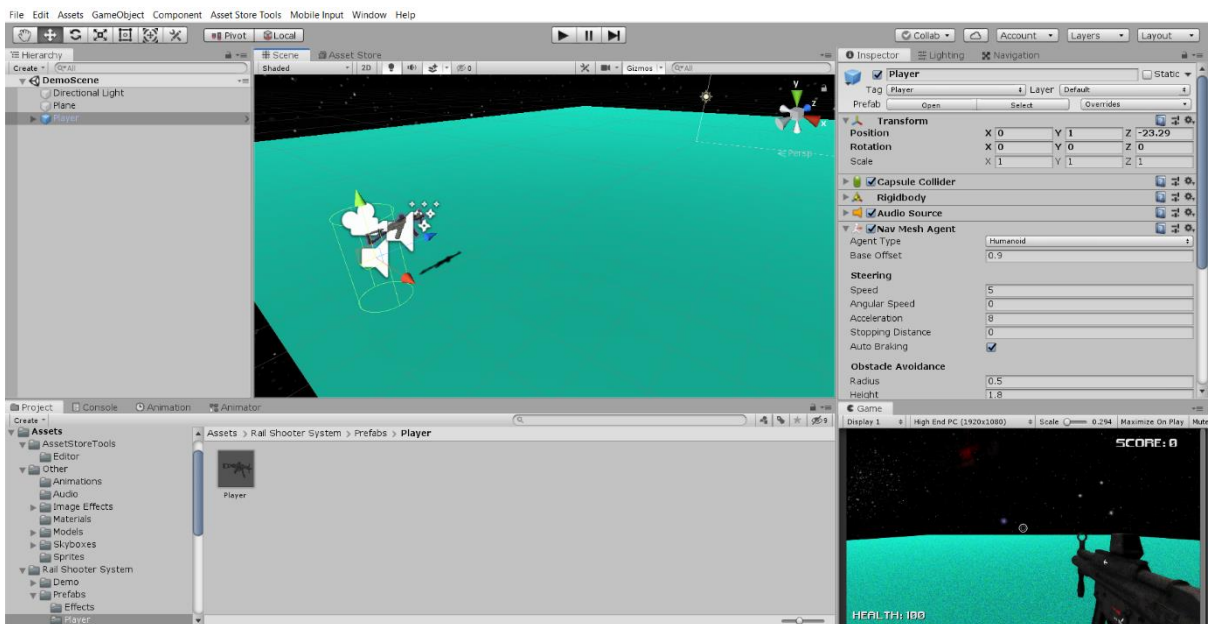
Quick Start – New Scene

# How to set a new scene?

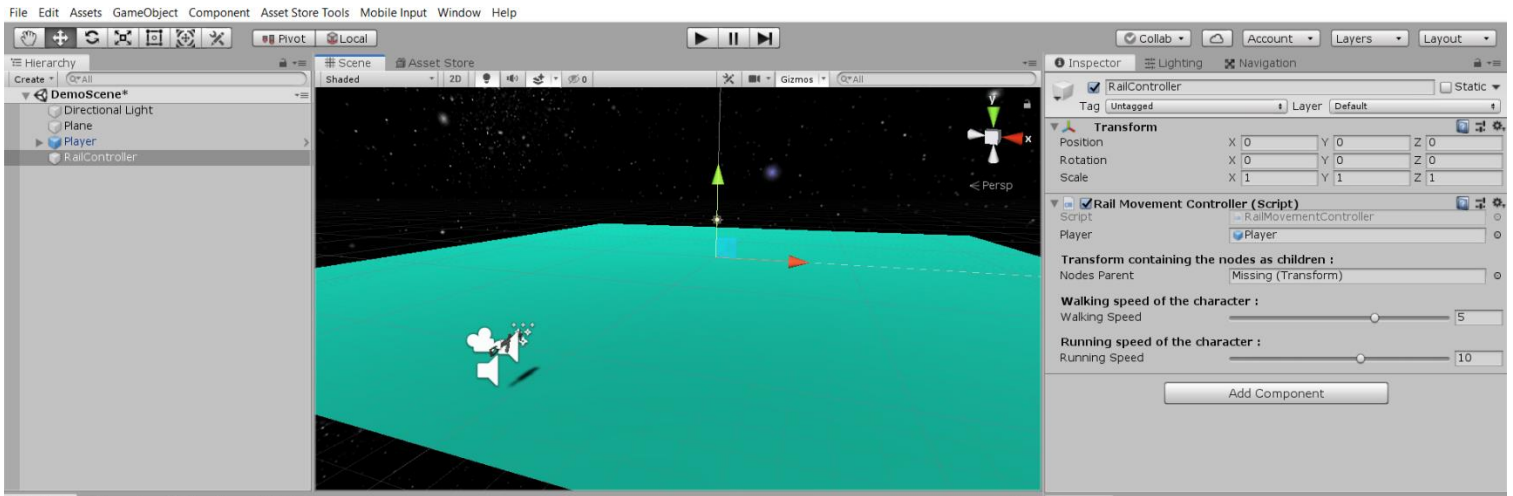
- 1) Create a new scene, add a new plane, make it static and bake a nav mesh.



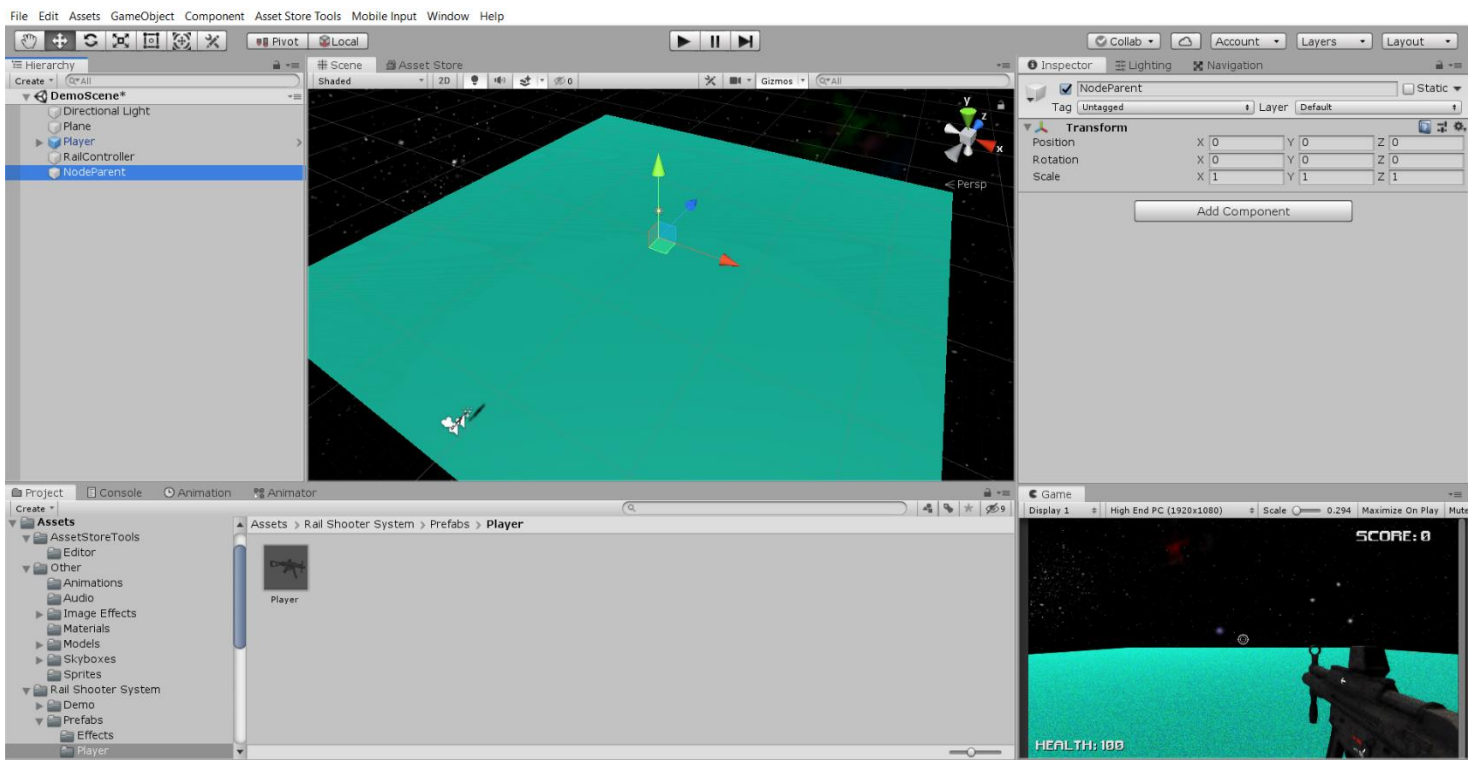
- 2) Drag the player prefab from the folder Rail Shooter System/Prefabs to the scene where you want the player to start moving.



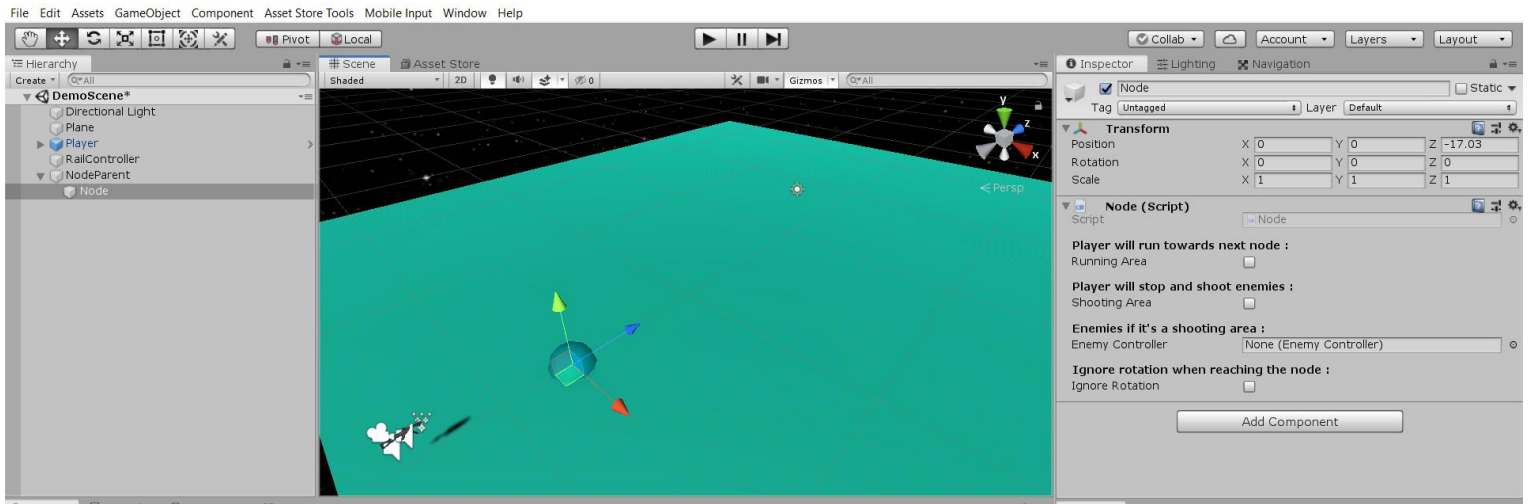
3) Create an empty game object and add to it the RailMovementController.cs script.



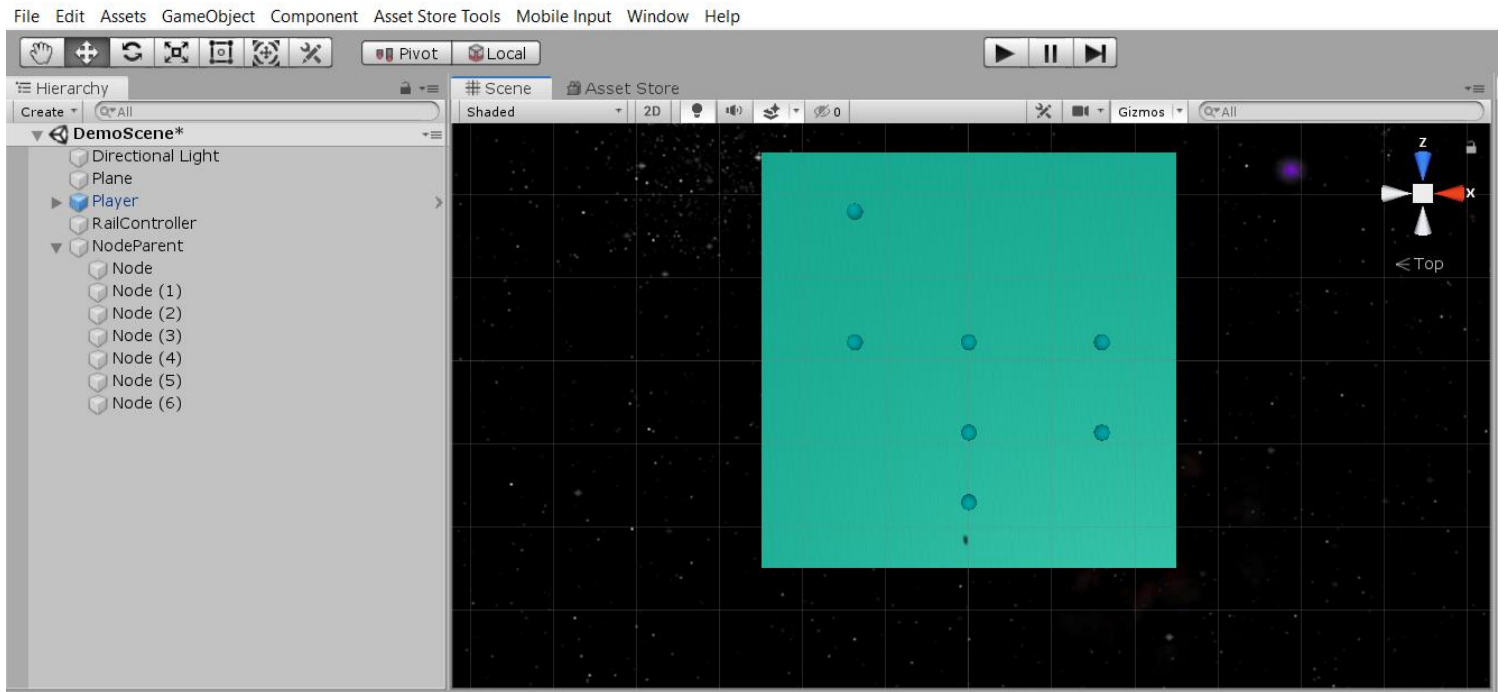
4) Create an empty game object and name it "Node Parent".



- 5) Add an empty child to the Node Parent and add to it the Node.cs script and move it wherever you want your player to start to move.

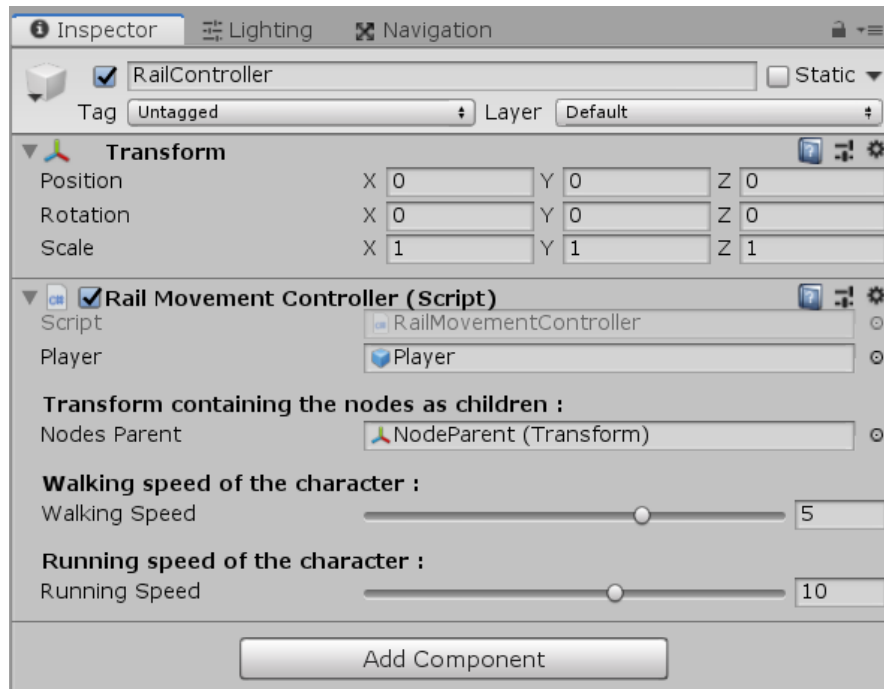


- 6) Duplicate the node child and move the nodes in the order you want the player to follow the path.

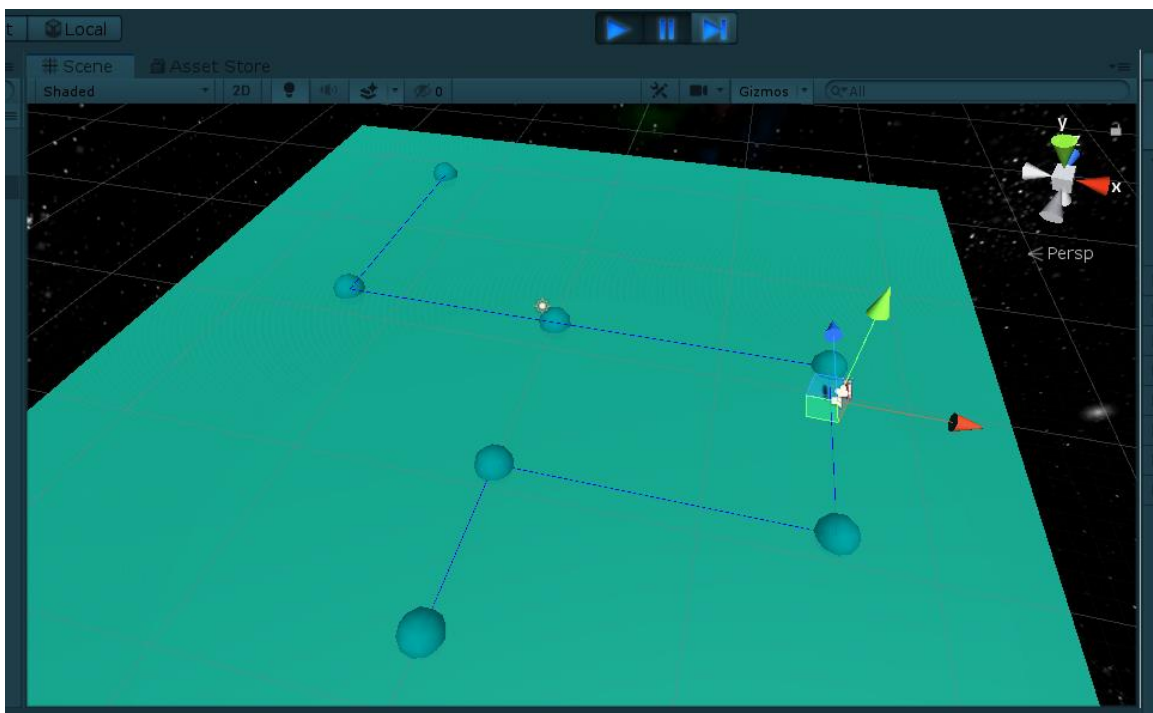




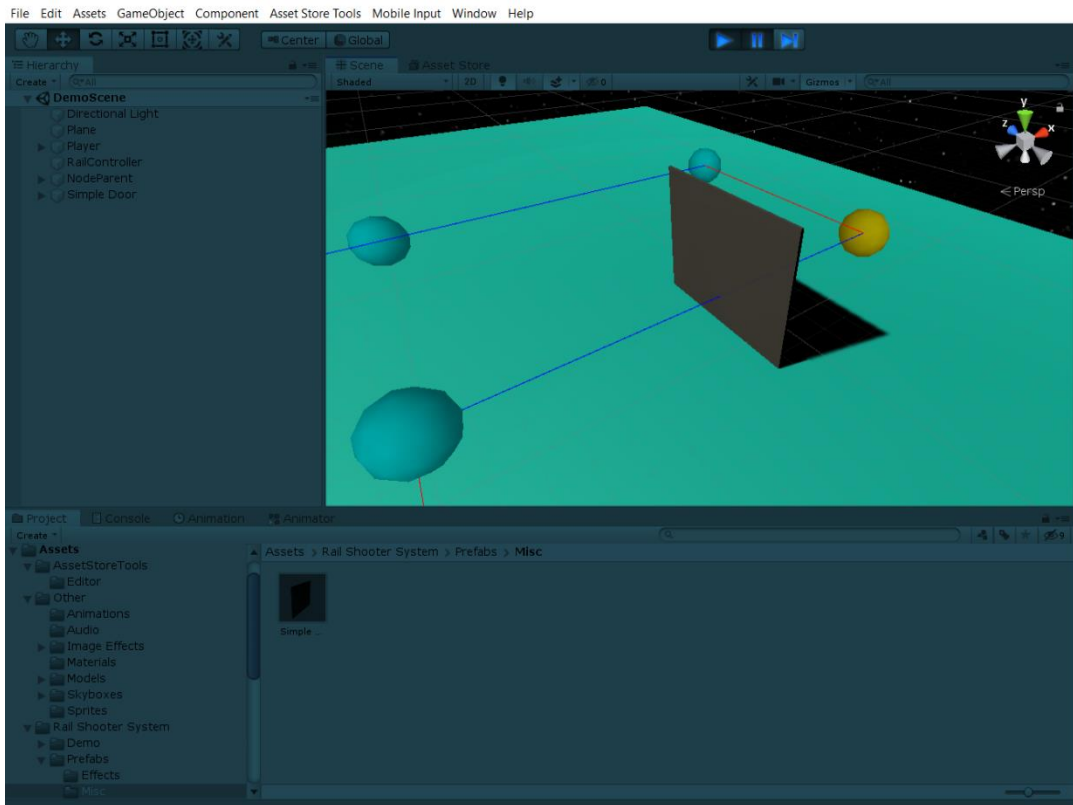
- 7) Assign the player in the scene and the Node Parent object to the RailMovementController script.



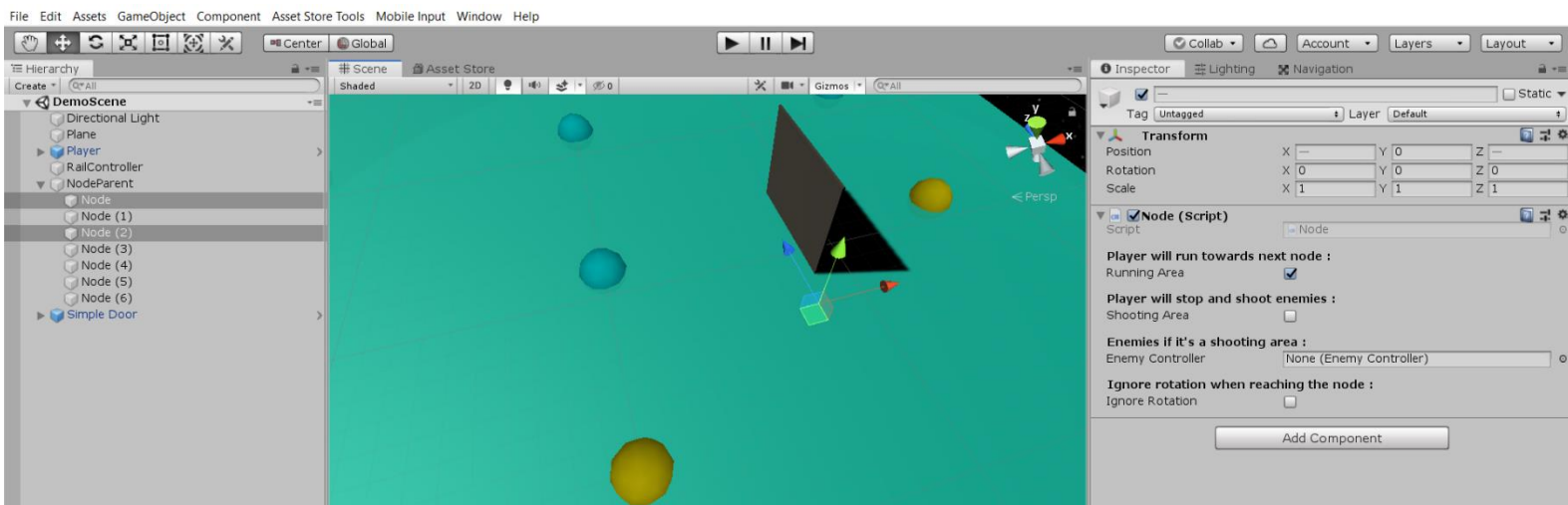
- 8) Once you press play, you'll see the nodes connect in order, creating the path to follow.



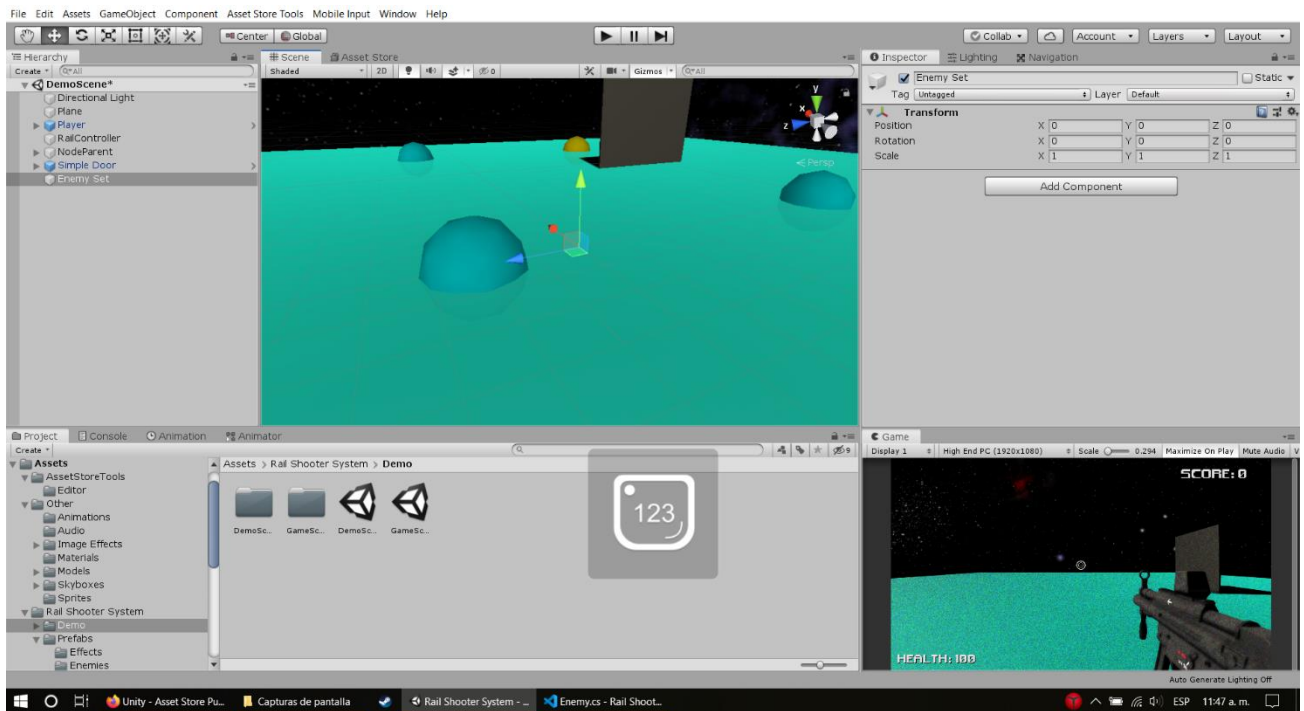
- 9) Grab the Simple Door prefab in the folder Rail Shooter System/Prefabs and drag it between two nodes that are connected. Make sure its perpendicular to the path.



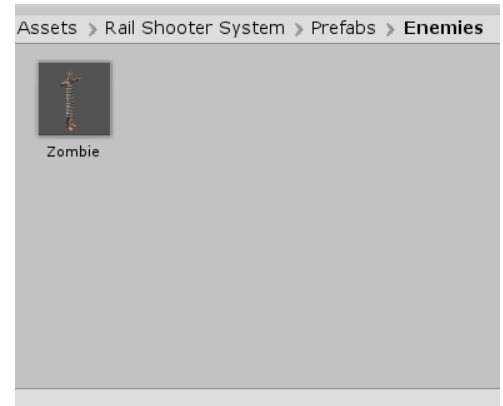
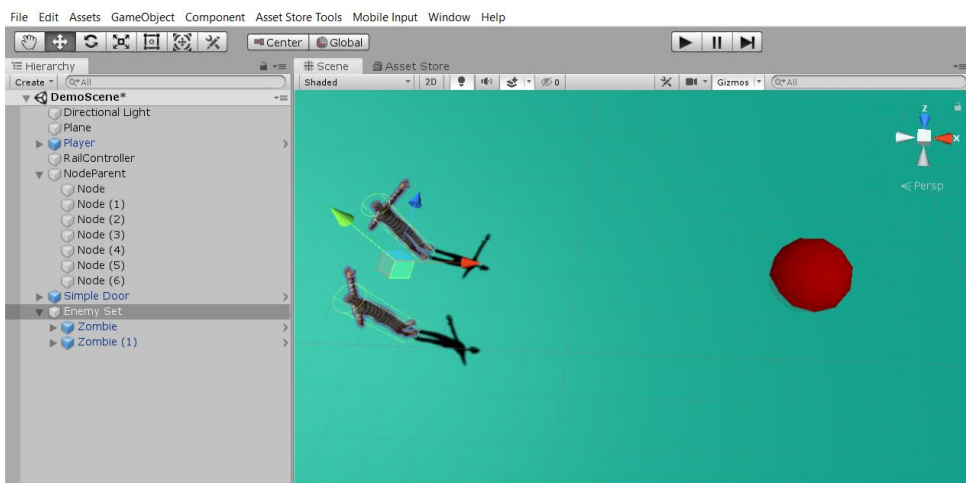
- 10) Pick a node and in the Node script tab, set the flag 'Running area' to true.



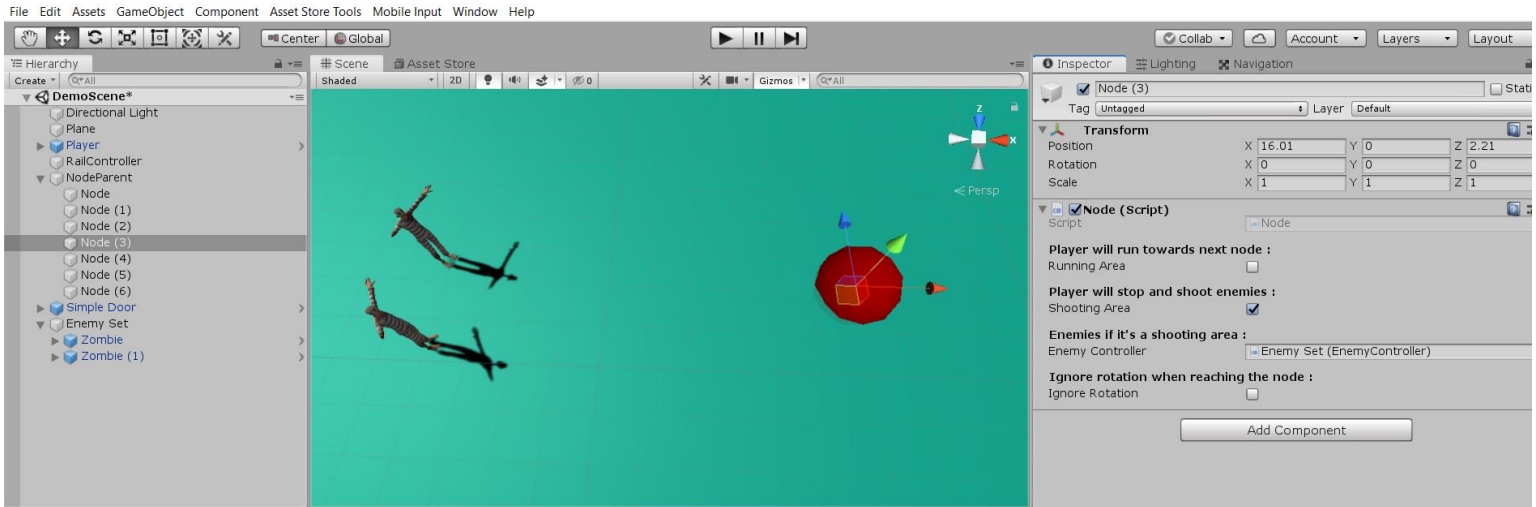
- 11) Create a new game object, name it "Enemy Set" and add to it the EnemyController.cs script.



- 12) Place the Enemy Set in the position you want the zombies to be from a node and add as child objects some Zombie prefabs from the folder Rail Shooter System/Prefabs.



- 13) Select the node where you want the player to stop and attack and in the Node script tab, set the flag 'Shoting area' to true. Also add the Enemy Set to the enemy controller tab in the same tab.



- 14) Hit play and the character will start to move!

**Note:** This scene is included in the package if you want to see the scene created in this document. Location: Assets -> Rail Shooter System -> Demo -> DemoScene.unity