

# Stealth Action

## Game Kit (v1.1)

Requires Unity3D V4.5.2 or higher (Compatible with Unity 5)

Supports Android, iOS, WebPlayer, Windows and Mac

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Dear Customer,

Thank you so much for purchasing this game kit. Here you can find the most important information on how to use this project efficiently. All script and code assets are fully commented, but if you ever needed a hand on a block of code or anything else, feel free to contact me at [ali.nwdo@gmail.com](mailto:ali.nwdo@gmail.com). I'll try my best to support you with your questions with utmost respect and as soon as possible.

### Overview

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Stealth Action game kit is a complete framework for developing stealth games for many platforms. It introduces many different objects such as:

- Closed Circuit Cameras
- Static Lasers
- Moving Lasers
- Rotary lasers
- Locked doors with Keys
- Noise detectors
- Machine guns
- Press machines
- Polices (Sleep, Awake, Static, Dynamic)
- And many more to come as updates.

You can easily test and use these premade prefabs to form your own levels, and you can also fully inspect each element to see how it works, Thanks to clear and easy to understand codes.

This kit also comes with 12 example scene for each detector, and 3 carefully designed live example to show the true potential of the project.

This project accepts both touch and mouse inputs, and thus, can be tested on Android, iOS, WebPlayer and Stand-Alone platforms. This kit works flawlessly on both Unity3d Free and Pro.

#### !!Important:

- Always add all scenes to Builds via *BuildSettings*, to make sure you experience a smooth transition between different scenes.
- As of version 1.1, you can now choose your desired control type (Mouse, Touch, Keyboard or Joystick) to move the player. But please note that if you want to use Joystick controller, you have to put an instance of "VirtualJoystick" prefab inside the scene.

## Detectors & Classes

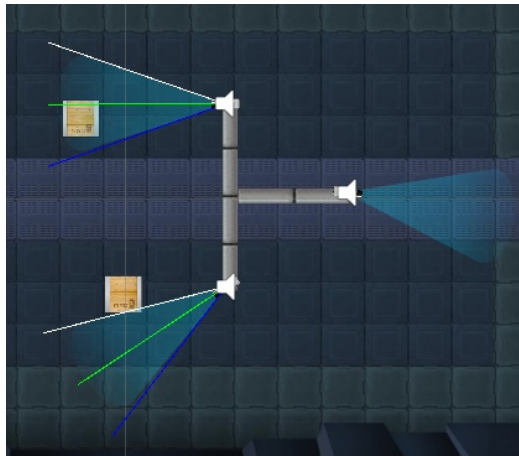
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The Stealth Action game kit uses different prefabs (Detectors) with different attributes, and each of them adds a new layer of complexity to the overall game experience.

### Closed Circuit Cameras

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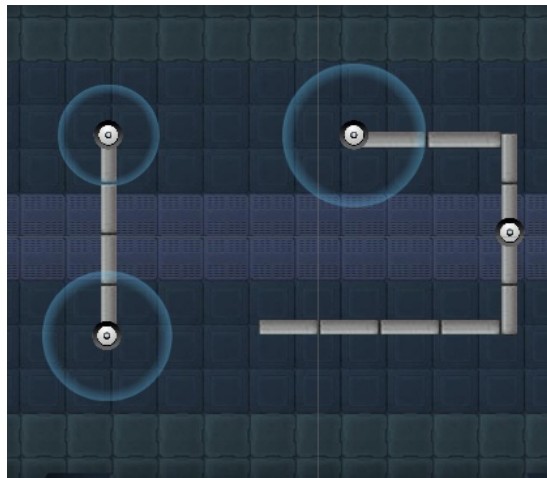
CcCamera is a very useful tool for developing any type of stealth game. These cameras can be customized with preferred rotation angles, rotation speed and delays. They can also respond to other game objects. For example player can cover behind a box or crate to stay safe from these cameras.



### Noise Detectors

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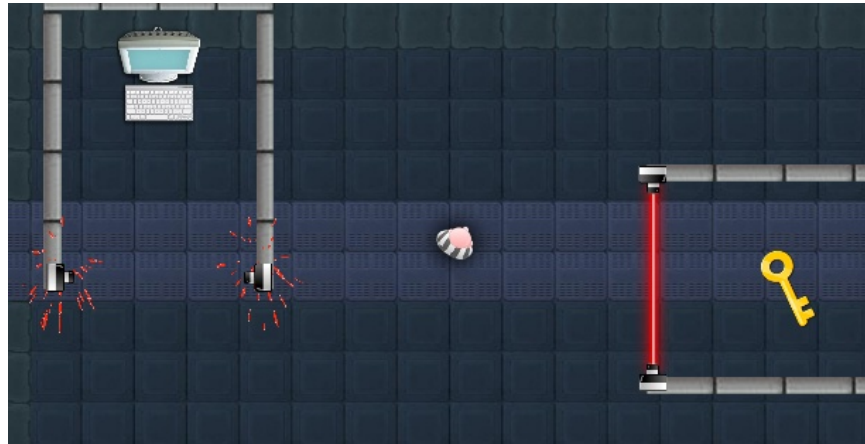
Noise detectors use a dynamic sized sphere collider to detect all sort of movement/collisions. You can customize these detectors by setting their detectionRate and growSpeed.



## Static Lasers

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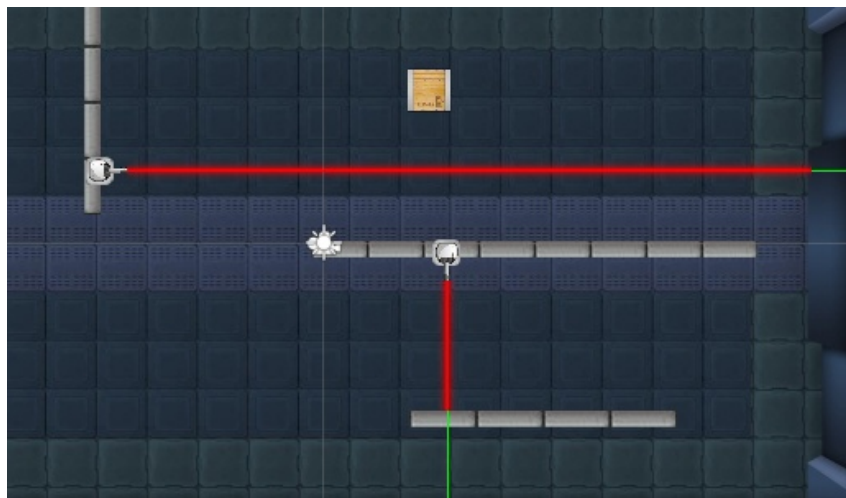
Static laser acts like a door which constantly cycle between open and close state. You have full control over On/Off time and delay of these lasers. You can also use these lasers as locked doors by setting it's Boolean value through inspector and then set how many key this door require to get open. Any object with a collider and "key" tag can be used as a key.



## Moving Lasers

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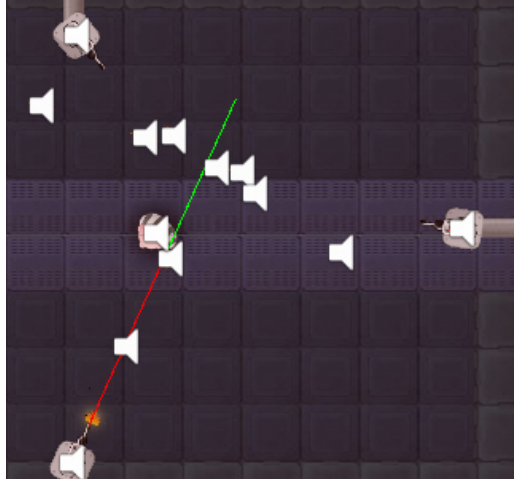
Moving lasers are just like static laser with the additional ability to move side to side. Each moving laser has two dummy children that acts as helper for the movement. You can drag and place them anywhere you want and the moving laser travel between these two points. You can control the speed and effective distance of the Moving lasers.



## Machine Guns

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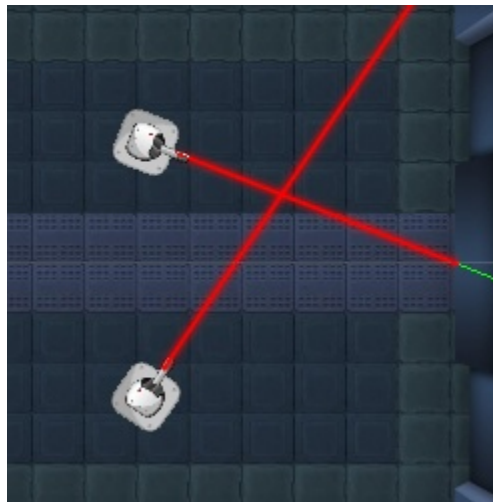
Machine gun is a very aggressive defensive unit that tracks player's movement, tries to lock on it, and if locked for enough time, perform the shooting. You have full control over `followType` and `DetectionRange` of machine guns. You can also change the delay required for locking and the number of bullets to fire, when locked.



## Rotary Lasers

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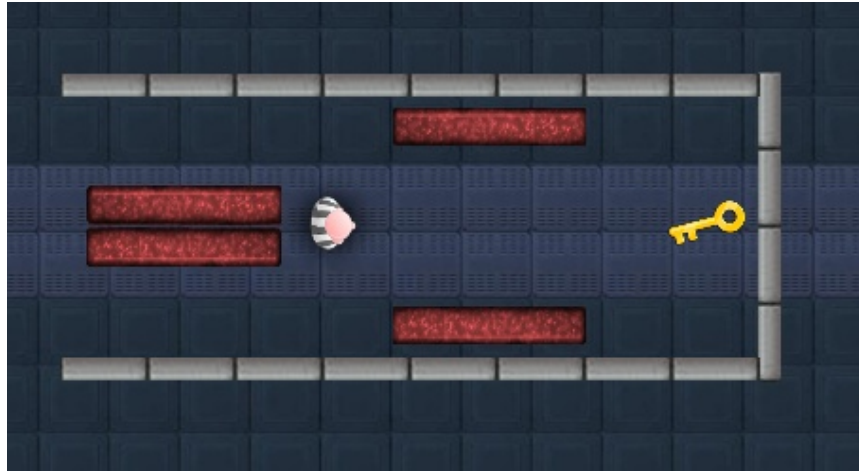
Rotary lasers are just like moving laser, with the additional ability to rotate around their pivot points. You can control the direction, speed and `effectiveDistance` of these lasers.



## Press Machine

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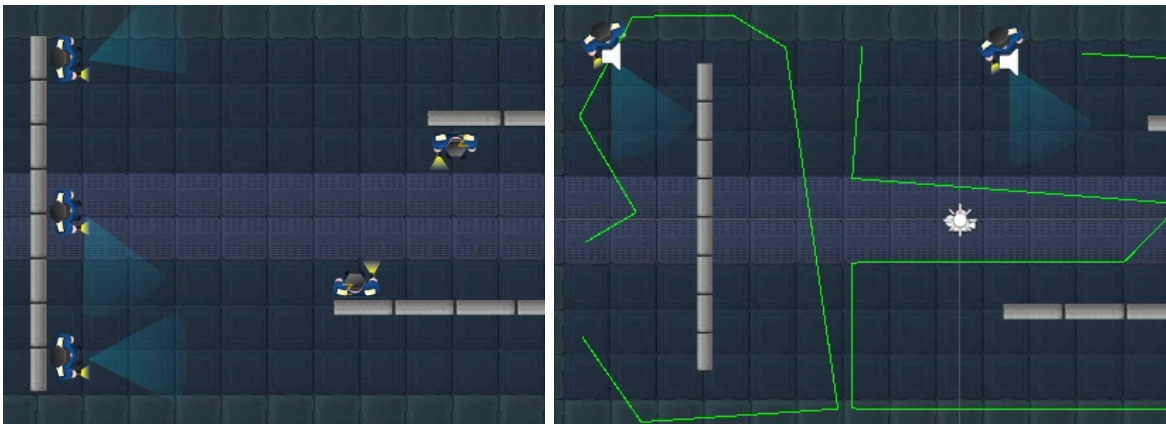
Press machine has two wings that opens slowly and shuts very fast. It can trap the player inside and can be used as an effective way to block player's strategy. You have full control over open & close speed and delay of this machine.



## Static & Sleeping Polices

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We have three types of police in this stealth kit. Sleeping Police, Static Police and Moving Police. Sleeping Polices are simple colliders with sleep animations. If you collide with them, they will trigger the alarm. Static polices are awake and can look around with their flashlight [which act exactly like a CcCamera, but with a smaller range], and the Moving Polices can follow a path of waypoints and interact with scene objects. You can control the path, speed and delay of these police objects.



If you have any questions, feel free to ask me at: [Ali.nwdo@gmail.com](mailto:Ali.nwdo@gmail.com) and I will get back to you as soon as possible.