

DUNGEON CRAWLER CONTROLLER v1.2

Presentation



DungeonCrawlerController is a player movement script to use in games similar to gridbased dungeoncrawler games like the old classic Dungeon Master and Eye of the beholder and the new ones like Grimrock and Vaporum.

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If you have any further questions, write me an email: and.gus@hotmail.com
This controller is used in my game Labyrinth – The wizard and the cat.
More info at [ZombiSoft \(angu.ddns.net\)](http://ZombiSoft(angu.ddns.net))

DUNGEON CRAWLER CONTROLLER V1.2

The Package

DungeonCrawlerController is a player movement script to use in games similar to gridbased dungeoncrawlers like the old classic Dungeon Master and Eye of the beholder and the new ones like Grimrock and Vaporum.

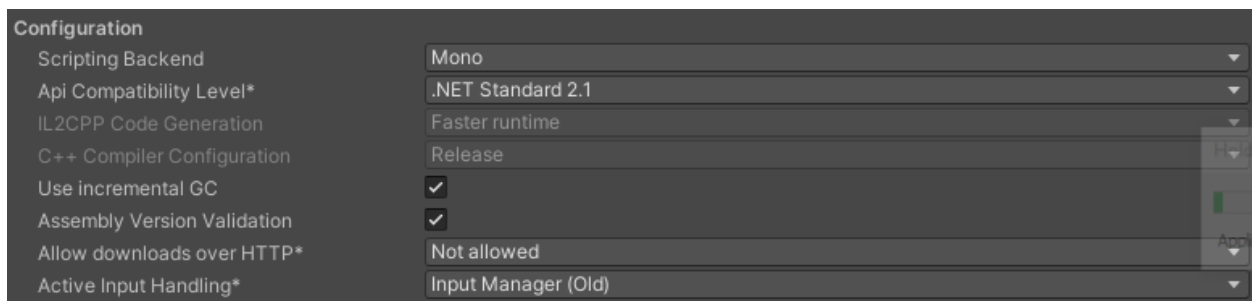
This asset consists of a demo dungeon with doors and stairs, a player prefab and an enemy prefab. All to make you start making your own dungeoncrawler game.

The player script allows you to use freelook, rotate, bobbing and walk in all four directions. The enemy script makes the enemies chase and attack the player. This asset also includes some simple and cool wall and ceiling models and an UI compass.

The package includes:

- Ready made playerprefabs.
- Walk and rotate with mouse and keyboard.
- Simple EnemyAI.
- Mouselook with auto rotate.
- Move the player with keys, buttons or swipe.
- Ready made wall, ceiling floor and stairs prefabs.
- Fully functional door with levers or pressureplates.
- Stairs up and down to change levels.
- Simple demo level.
- **Note! in version 1.2, I have reverted to the old input system.**

If you currently use the new input system, you'll have to revert back to the old one in the project/player settings.



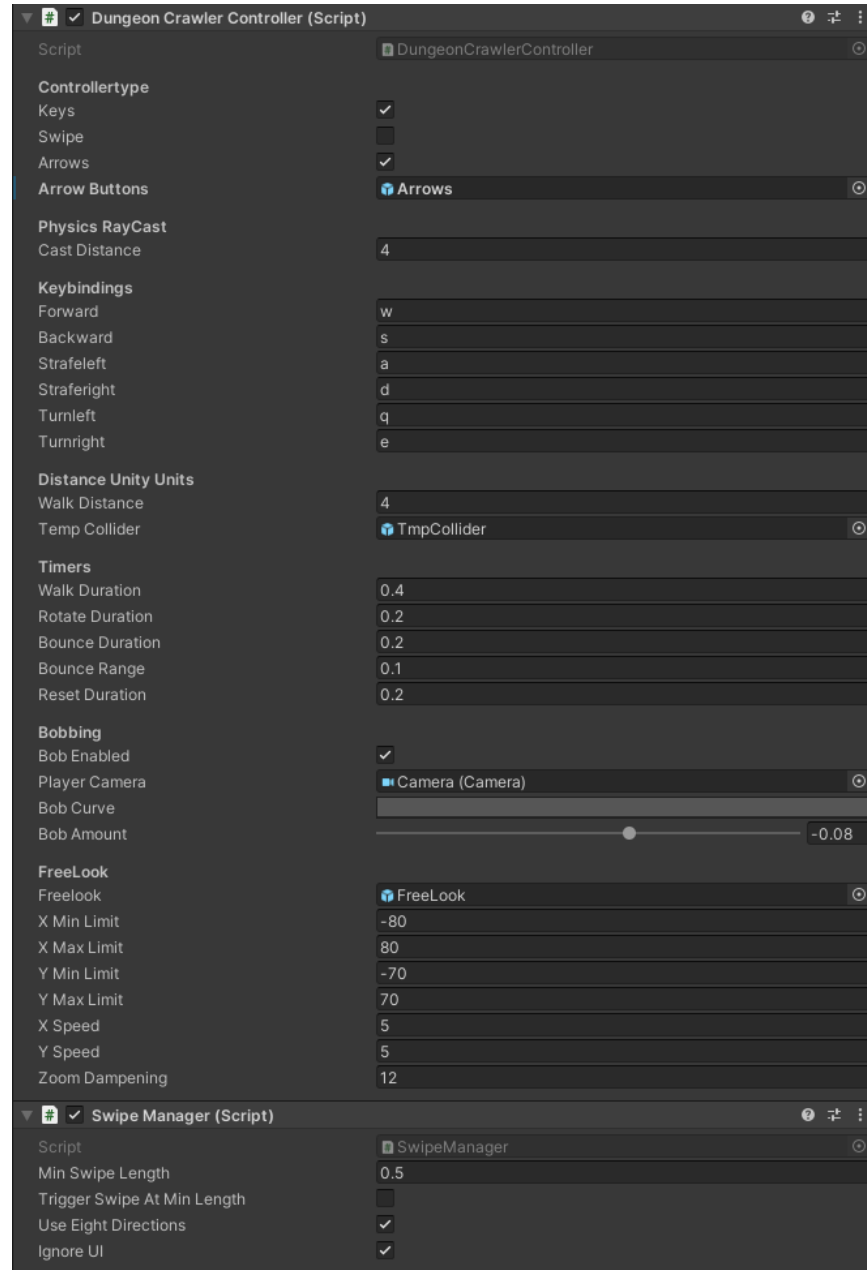
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How to use the player script

DungeonCrawlerController.cs is the script that you put on your player object. There are many controls to make the player behave the way you want regarding distance, timers and more.

look at the image below to see how I have set up my controllers



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How to use the player script

Controller type

You have 3 ways of move the player. Keys, Swipe or Arrow-buttons.

Physics RayCast

This is the distance to check if there is any obstacle before move the player in any direction.

Key bindings

A simple way of change the input movement keys.

Walk Distance

This is the distance to move the player in any direction.

Temp Collider

A temporary collider to prevent the player and the enemy to walk to the same spot.

Timers

Different timers for the movement and rotation of the player.

Bobbing

This is the settings for the player bobbing. The curve is dynamically created by the player script.

FreeLook

This is all the settings for the player freelook.

Min Swipe Length

Min swipe distance (inches) to register as swipe

Ignore UI

Ignore swipes over UI objects

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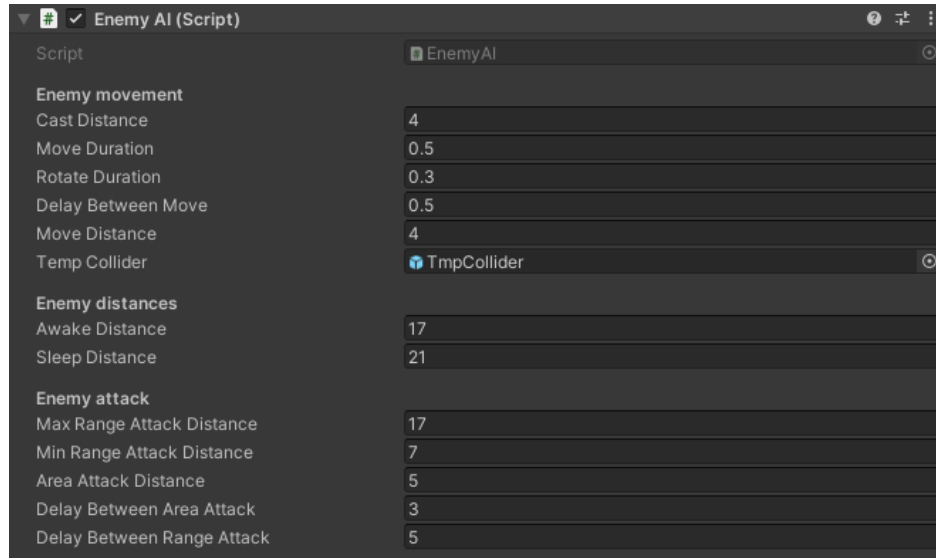
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How to use the enemy script

EnemyAI.cs is the script that you put on your enemy object.

There are many controls to make the enemy behave the way you want regarding distance, timers and more.

look at the image below to see how I have set up my enemy.



Temp Collider

A temporary collider to prevent the player and the enemy to walk to the same spot.

Awake distance

This is the minimal distance between the player and enemy that activates the enemy.

Sleep distance

This is the minimal distance between the player and enemy that deactivates the enemy.

Max Range Attack Distance

This is the distance when the enemy makes range attacks.

Min Range Attack Distance

This is the distance when the enemy stops the range attacks.

Area Attack Distance

This is the distance when the enemy makes area attacks.

Delay Between Area & Range Attacks

This is the delay between enemy area & range attacks.

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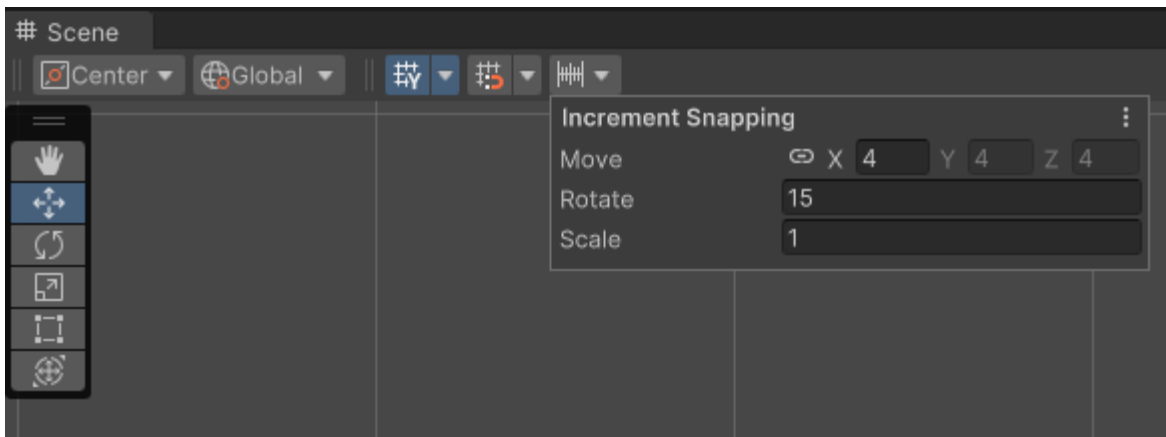
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DUNGEON CREAWLER CONTROLLER v1.2

Tips & Trix

To build your own dungeon and have the walls and stuff align properly, you can turn on snap to grid and set this to 1,2 or 4 uniy units.



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