

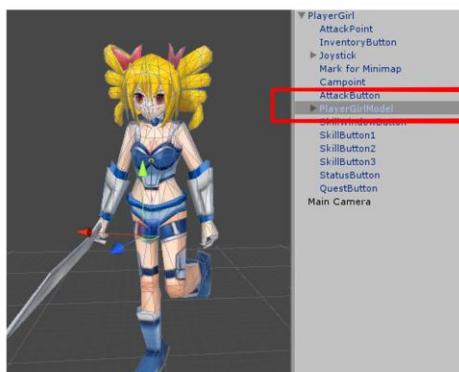
# Top Down Action-RPG Kit



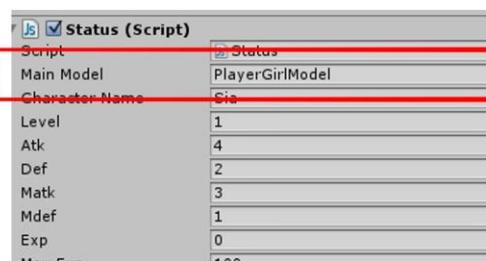
## How to Create Player

### Easy Tip:

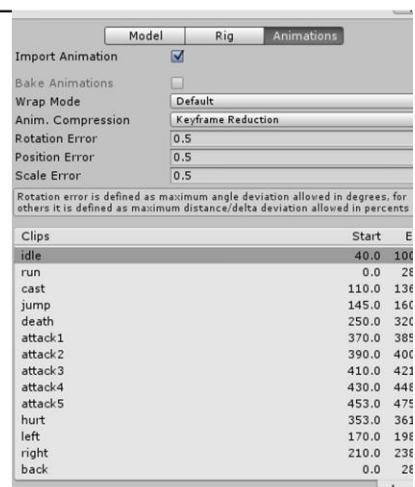
The fastest way to create player. You can use the example character(PlayerGirl) from Prefab folder then replace “PlayerGirlModel” in the prefab with your character Model



Then Assign your character model to the “Main Model” Variable in “Status” script and your model has all animation  
Now your character will ready to use



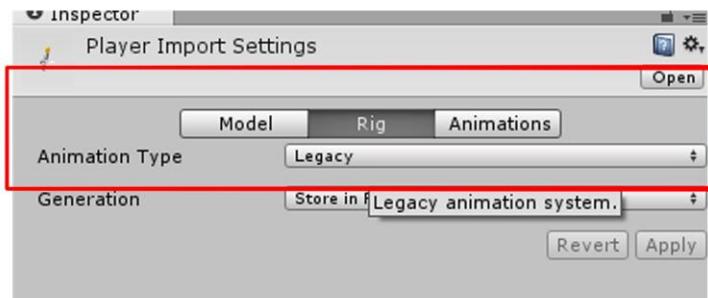
However you can create the new one by this step.  
After you import your character model to Unity and setting all animations of your model.



# Legacy or Mecanim Animation

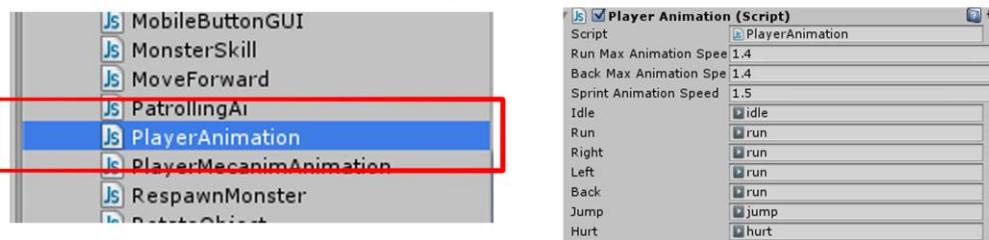
This package supports both Legacy and Mecanim Animation.

If you use Legacy Animation

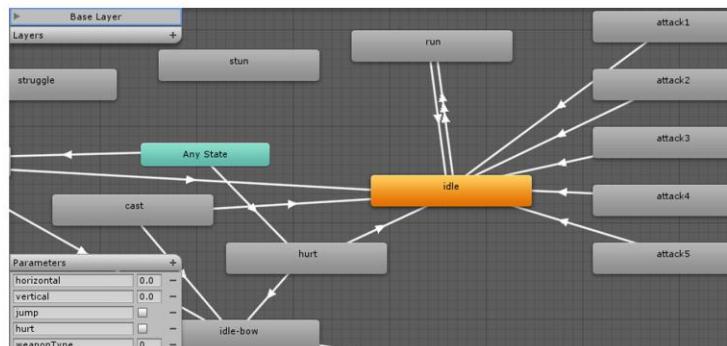


Attach the “PlayerAnimation” Script to your character.

This script will add all components that are needed to setup the player.



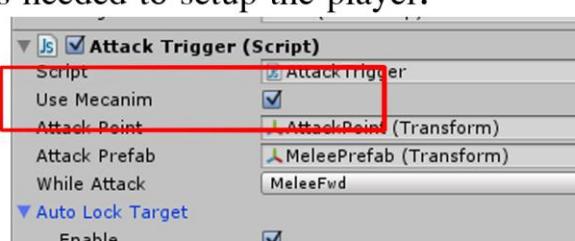
If you use Mecanim Animation



Attach the “PlayerMecanimAnimation” Script to your character.

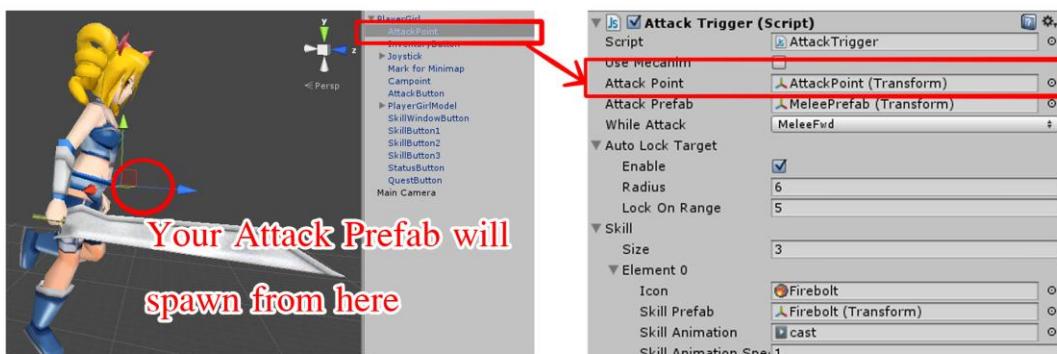
This script will add all components that are needed to setup the player.

Then mark on “Use Mecanim” in  
“AttackTrigger” if you use Mecanim

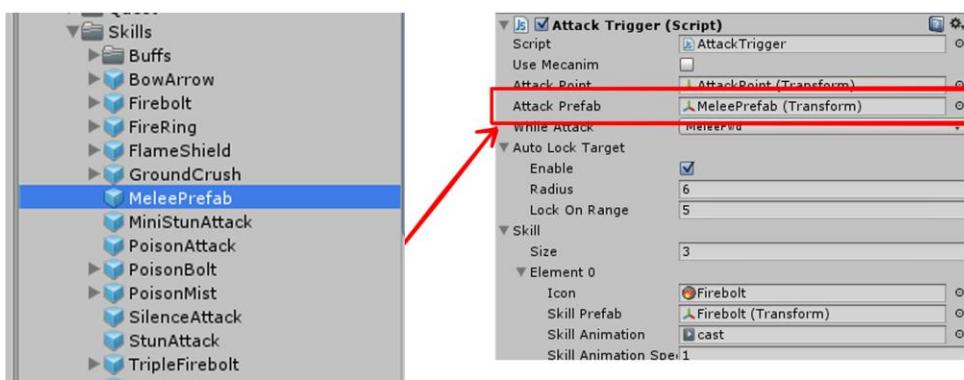


## Set up Player (Attack Trigger)

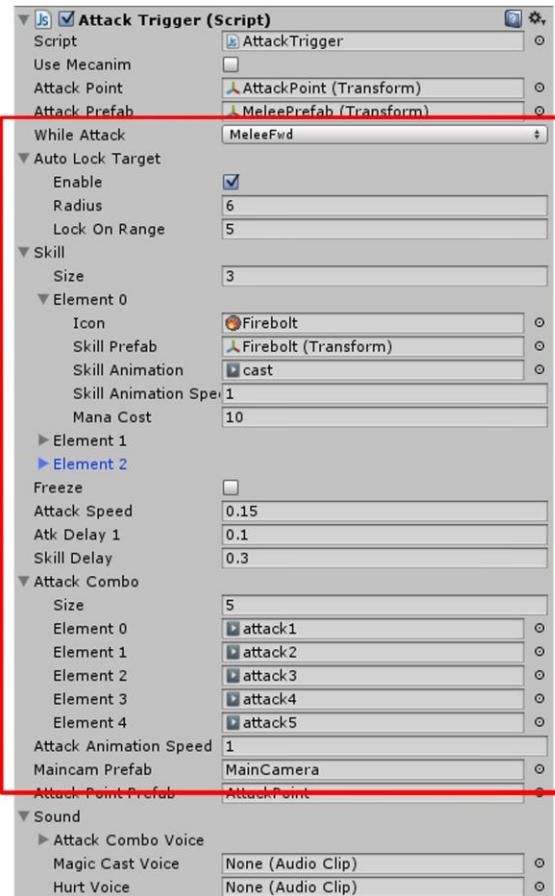
In “AttackTrigger” script contain useful variable for player to use Attack and Skill. First Setup Attack Point (Optional) by create empty game object and make it part of your player. Then assign it to the “Attack Point” in “Attack Trigger” (If you skip this step the attack prefab will spawn from your player pivot)



Assign attack prefab from Prefab folder. When player attack will spawn that prefab(ex.If you assign Melee Prefab it will spawn close range attack prefab. If you assign Firebolt your attack will shootout Firebolt)



You can create your own attack prefab but we will talk about it later  
(In Skill and Skill Data)



## While Attack

- MeleeFwd = Move forward a little when attack
- Immobile = Can't move while attacking
- WalkFree = Can walk freely while attacking

## Auto Lock Target

When you attack it will auto lock nearest target in front of player

## Skill

Contain variable for Skill such as Icon , Skill Animation , Skill Prefab and Mana Cost

## Attack Combo

You can assign your **Attack Animation** here.

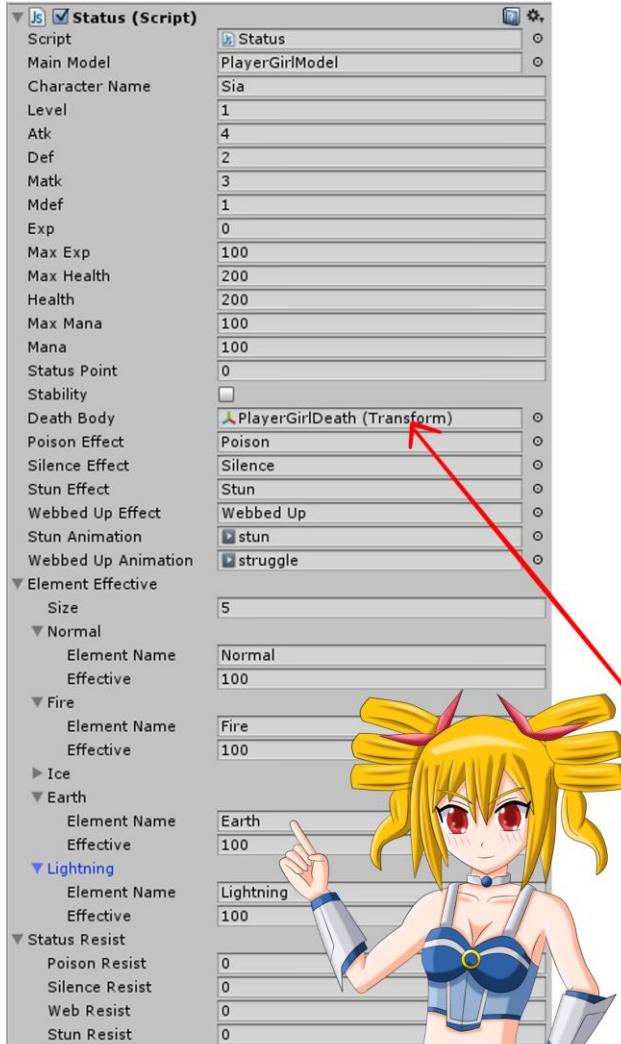
Max Combo depend on Size of Attack Animations

## Maincam Prefab

Assign Main Camera from Prefab. It will spawn when Start the Game.(The script already assigned for you)



# Set up Player (Status)



You can set your character's status in “[Status](#)” script such as

Atk (Attack)

Def (Defense)

Matk (Magic Attack)

Mdef (Magic Defense)

Health

Mana

Stability – Character will not flinch w/ take damage

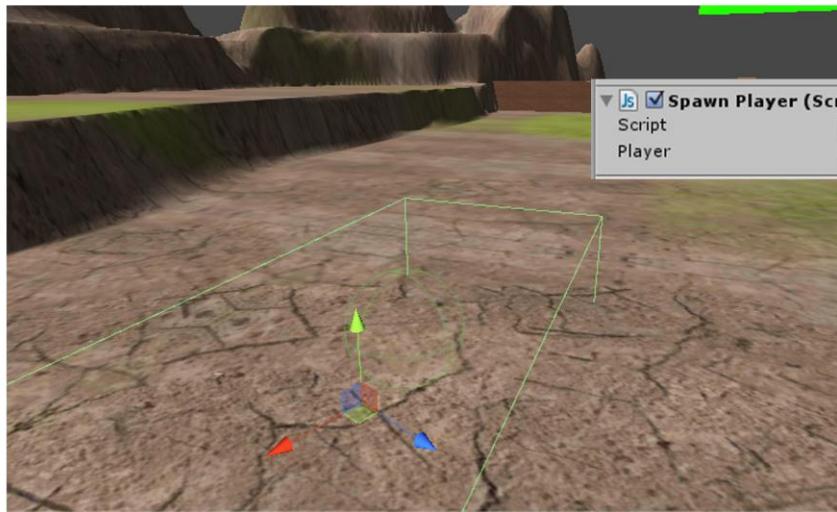
## Death Body

When the character is dead, the system will spawn this prefab. So, you have to create the prefab that shows your character's death pose and put in the death body variable.



- Poison Effect , Silence Effect and Stun Effect is the prefab. Use when character suffer by those status ailment.
- Elemental Effective use to make elemental defense more value more damage you take from that element
- Status Resist is the resistance of status ailment.

## Spawn Player

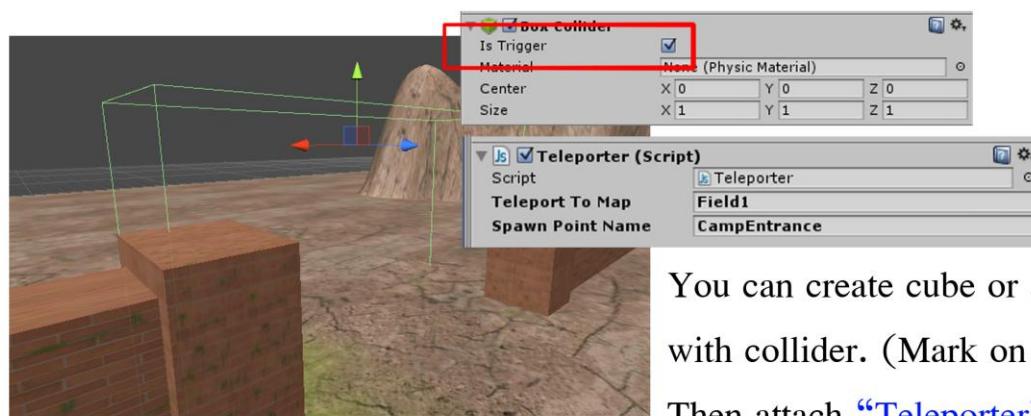


We recommend you to use “SpawnPlayer” Script to spawn Player.

First create Empty GameObject(Or any GameObject) and attach use “SpawnPlayer” Script from Script folder to it and assign Your Player’s prefab to the Player Variable.

When you start the game Your Player will spawn at the Spawn Point. It can work well although your player come from the other scene.

## Change Map

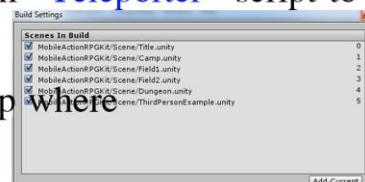


You can create cube or any game object with collider. (Mark on Is Trigger)  
Then attach “Teleporter” script to it.

Teleport to Map – Enter Map’s name

Spawn Point Name – Name of game object in that map where

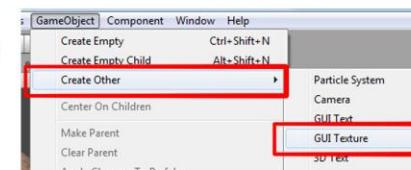
player will spawn to.



# Mobile Button and Joystick



You can create Mobile Button by create GUI Texture  
(GameObject/Create Other/GUI Texture) and  
Make it parent of your player



Then you can use the Mobile Button script from  
[Script/Button](#) folder

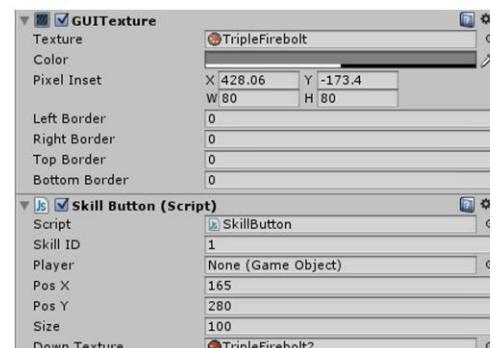
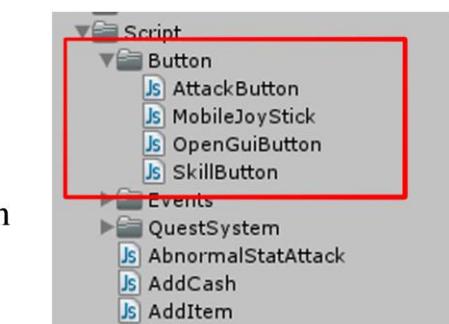
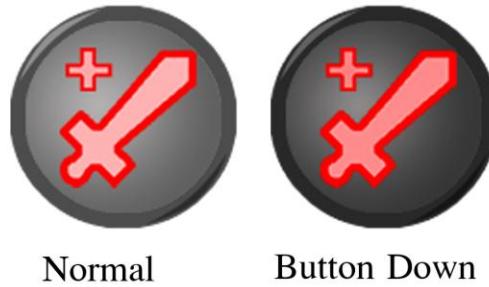
**AttackButton** – Use for attack when push button

**MobileJoyStick** – Use for move player

**OpenGuiButton** – Use for open 4 GUI

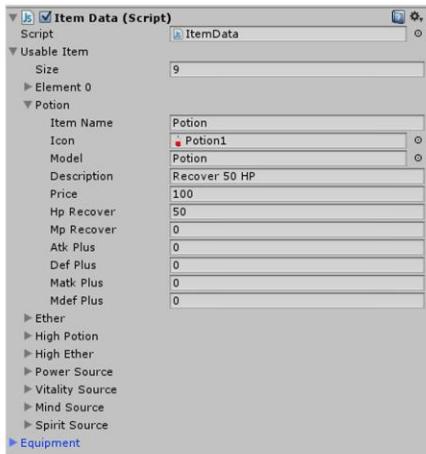
(Status , Inventory , Skill , Quest )

**Skill Button** – Use for casting Skill



# Item Database

You can use “ItemDatabase” prefab in Database folder as a Database  
(Database/ItemDatabase)



You can add new item data by edit Size in “Usable Item” and “Equipment”. The Element number is an ID of your item.

It very important to use with the Shop and Inventory.

## Equipment

**Assign All Weapons** – If your character carry more than 1 weapon (ex. Dual sword). When you swap weapon It will swap all weapon mesh.

**Weapon Type** – Use for Mecanim

**Attack Combo** – Change Player Attack Animation when equip this weapon

**Idle , Run , Right , Left , Jump Animation** – Change Player movement animation when equip this weapon.

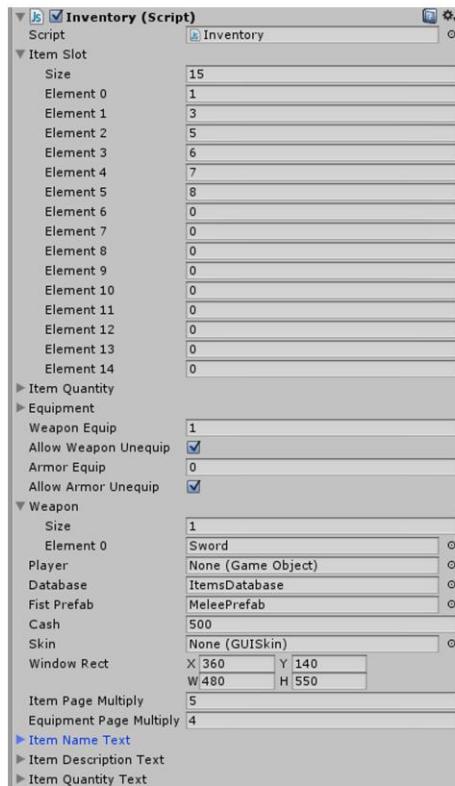
**While Attack** – MeleeFwd = Move forward a little when attack

- Immobile = Can't move while attacking
- WalkFree = Can walk freely while attacking

# Inventory

## Inventory

This script contain variable of Item ID. The reference of the item ID is from ItemDatabase



**Item Slot** – Store the Item ID

**Item Quantity** – Store quantity of the items

**Equipment** – Store the Equipment ID

**Weapon Equip** – ID of your equipped weapon

**Allow Weapon Unequip** – If uncheck this You cannot unequip your weapon

**Armor Equip** – ID of your equipped armor

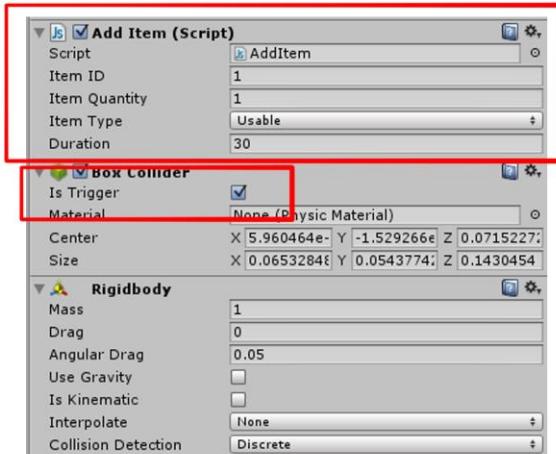
**Allow Armor Unequip** – If uncheck this You cannot unequip your Armor

**Database** – Reference of ItemData (Database/ItemDatabase) is the default

## Pickup Items

You can add the item to your Inventory by create new game Object

And then attach “AddItem” script mark on the “Is Trigger” in Collider



**Item ID** – ID of item

**Item Quantity** – Quantity of the item

**Item Type** – Type of the item(Usable and Equipment)

**Duration** – Duration of this object to stay in the world

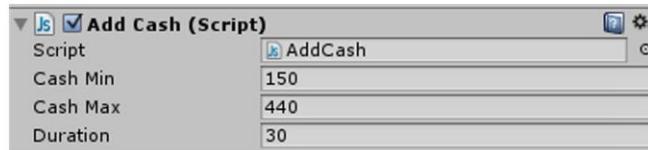
If = 0 the object will not destroy until player Pick it up

## Add Cash

You can add the cash to your Inventory by create new game Object

And then attach “Add Cash” script mark on the “Is Trigger” in Collider

(same as Item)

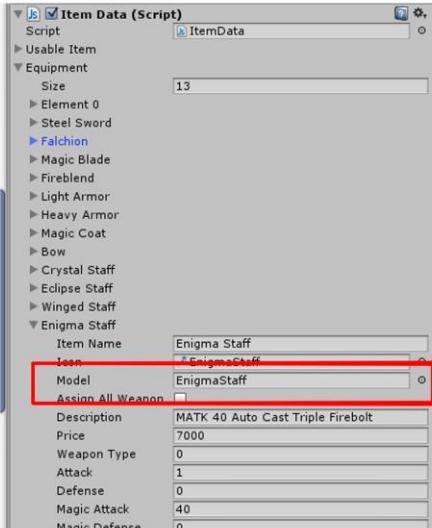
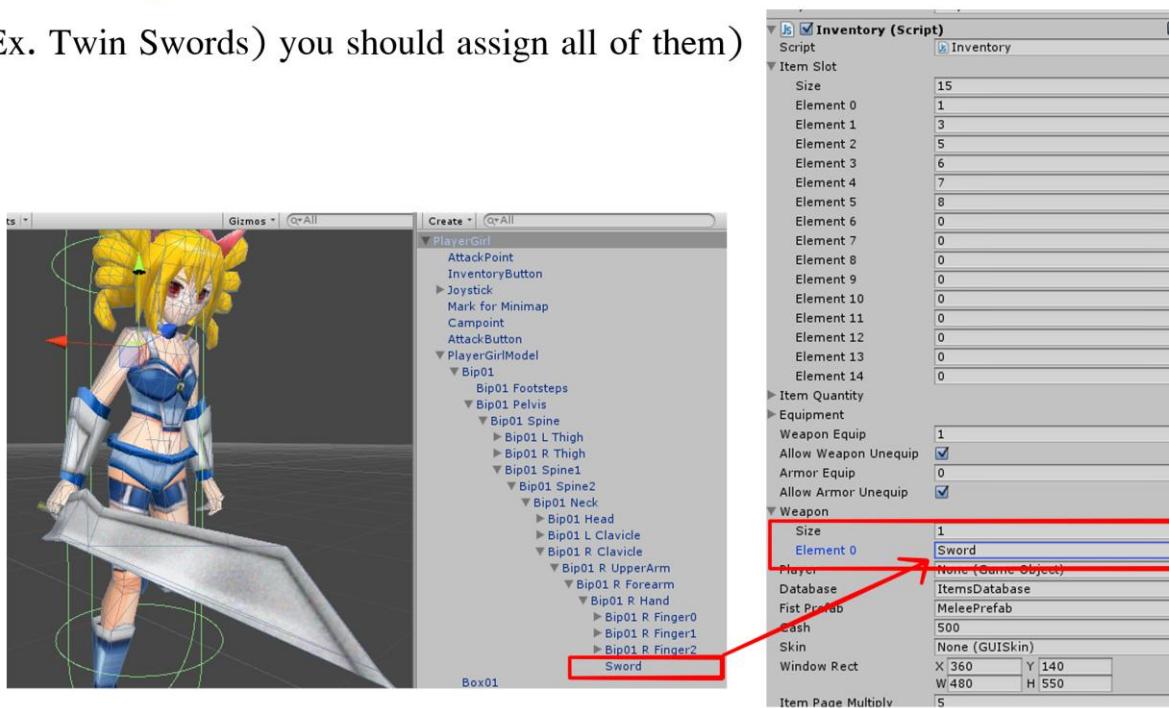


This Script will calculate random range of “Cash Min” and “Cash Max”

To add

## Swap Weapon Model

First Assign the main weapon's model in the characters to “**Weapon**” Variable in “**Inventory**” script (If your character have more than 1 weapon (Ex. Twin Swords) you should assign all of them)



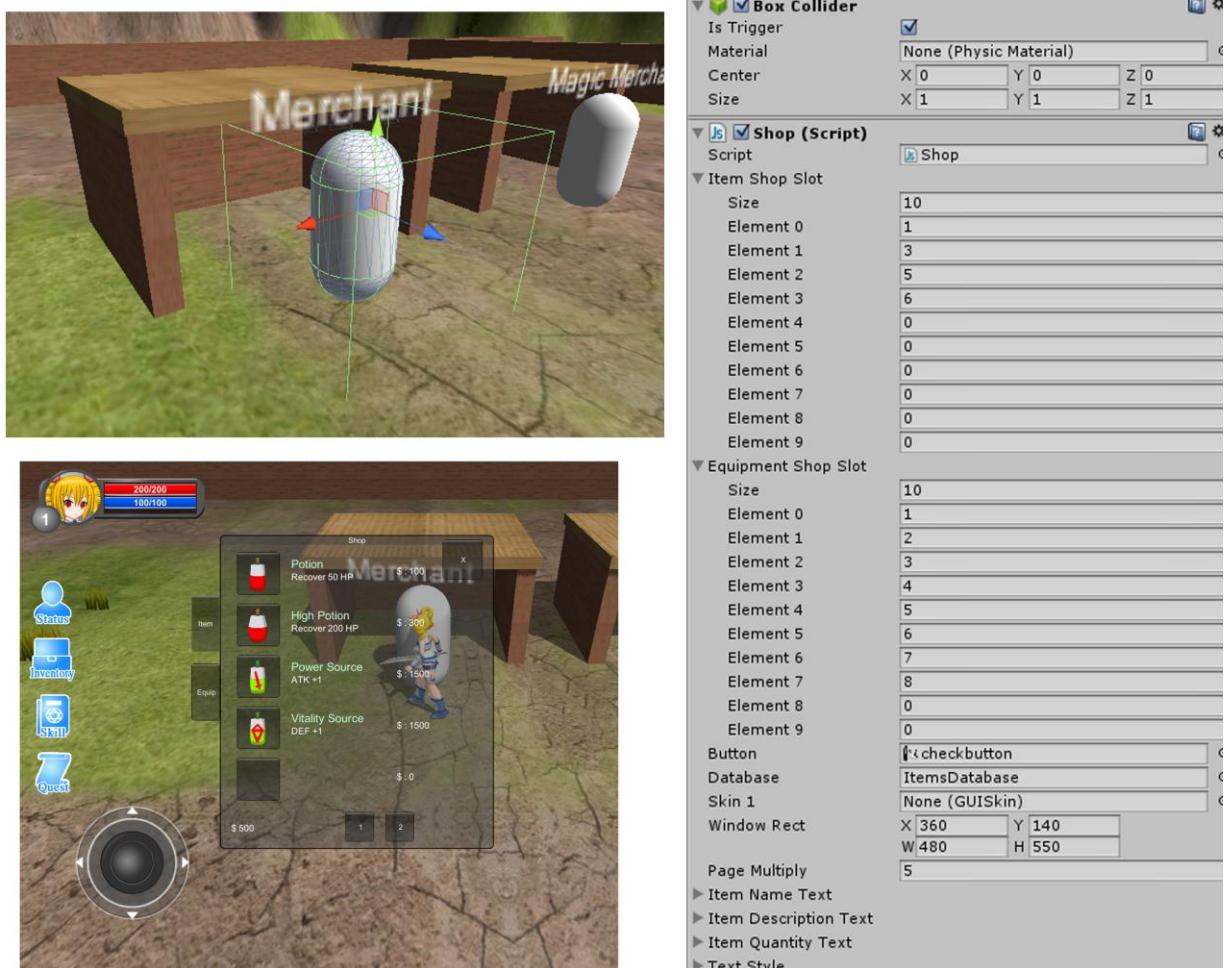
Then in the “**ItemDatabase**” of the weapon Assign weapon model To the “**Model**” variable.

When you equip the weapon. If you do both step correctly. The system will swap Weapon Model.

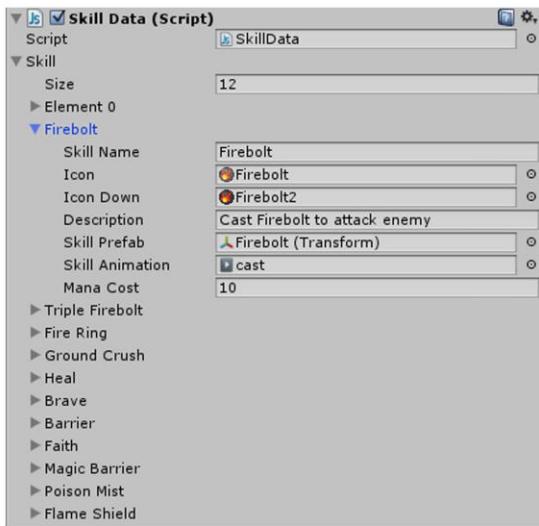


# Shop

To create shop. Create game object with collider and mark on “Is Trigger”. Then attach “Shop” script. When player enter the area of shop collider You can press E or push the Button on the screen to open shop menu.



## Skill Database

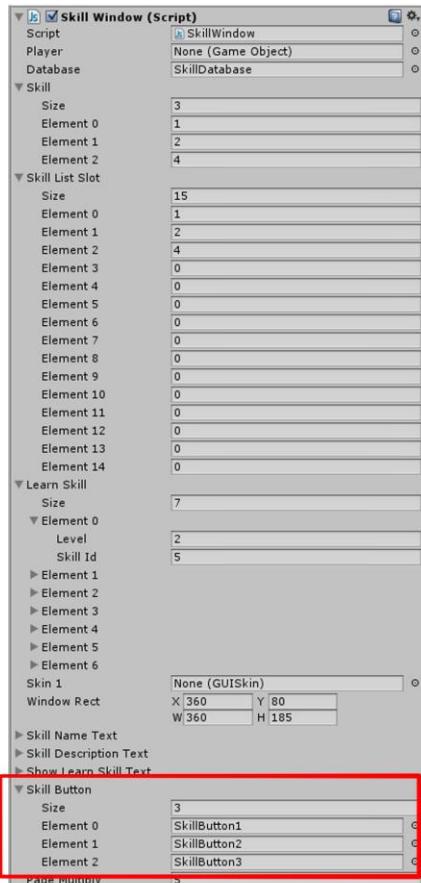


“SkillDatabase” prefab locate in Database folder (Database/SkillDatabase)

You can add new skill data by edit Size in “Skill” variable.

The Element number is an ID of your skill. It's very important to use with the Skill Window script.

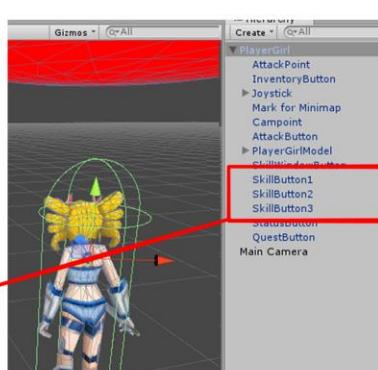
## Skill Window



The Skill Window script will attach to the player.

This script contains variable of Skill ID. The reference of the skill ID is from SkillDatabase

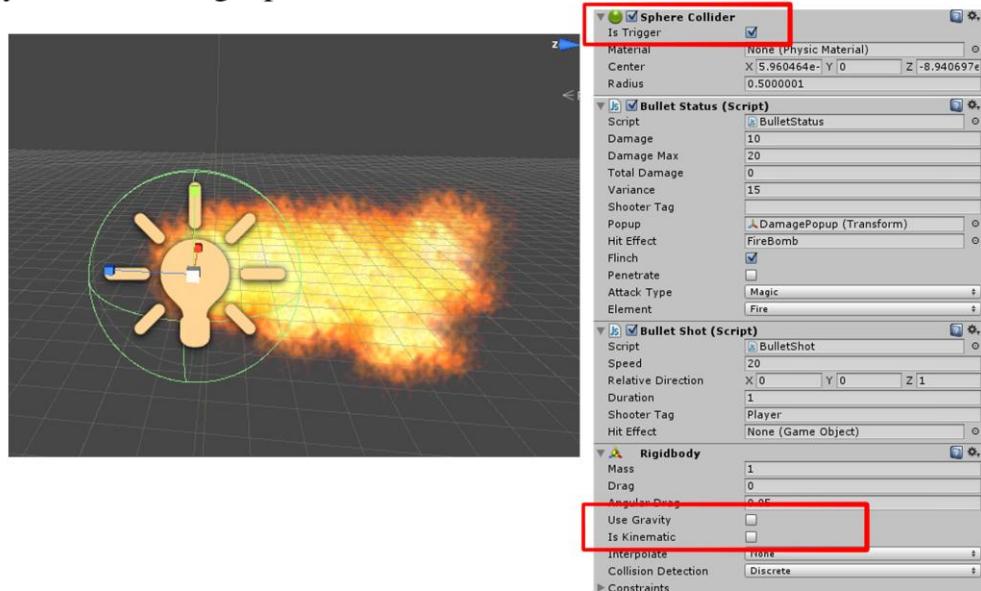
- Learn Skill can be used to add Skill when Level UP
- Skill Button use for assign GUI Texture of Skill for Mobile. (When you change skill it will change icon of that button too)



## Skill Bullet

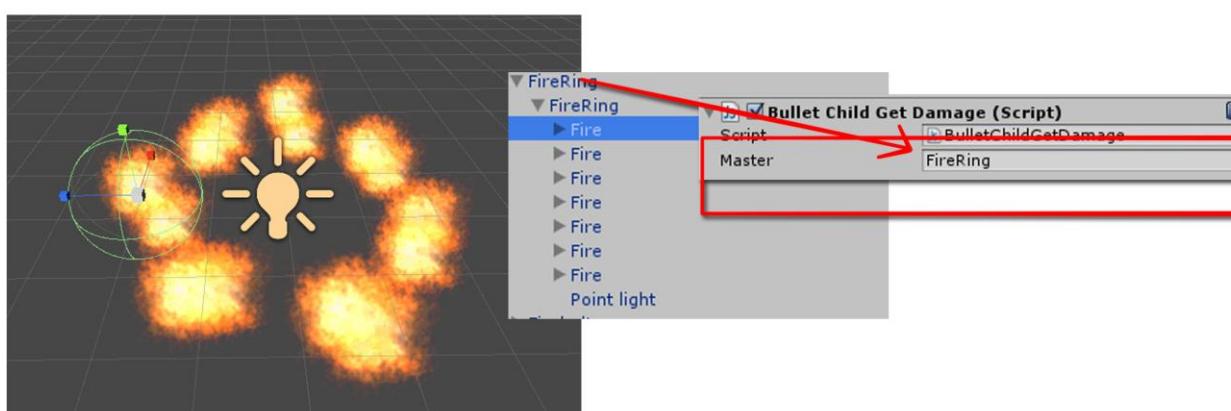
After we have create game object with collider. Attach “[BulletShot](#)” script to it. Now you can setting **Damage** , **Variance** , **Effect** , **Type(Physic , Magic)** and **Element** in “[BulletStatus](#)”

And you can setting Speed and Duration in “[BulletShot](#)”



## Tip

You can create multiple bullets in one skill by using “[BulletChildGetDamage](#)” to your Skill Bullet. Make it parent of Main Skill Bullet and then assign Main Skill Bullet to Master variable in “[BulletChildGetDamage](#)”  
(Main Skill Bullet must have “[BulletStatus](#)” attached)

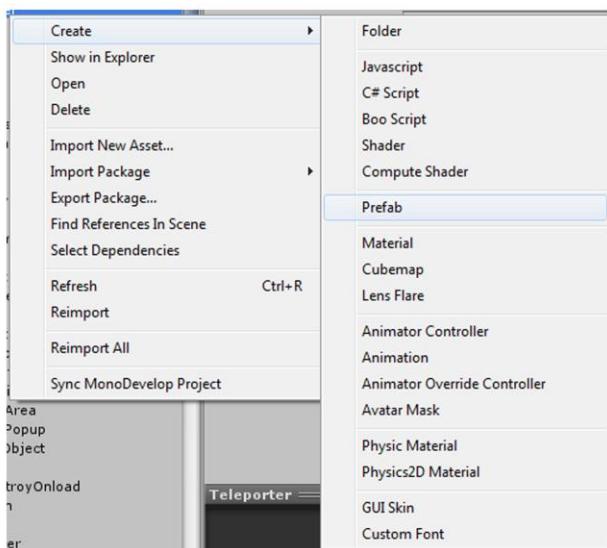


## Skill Prefab

Now we have Skill Bullet. After that create new prefab and drag your skill bullet to thr prefab. Your skill prefab will ready to use.



You can use the Skill Prefab to Skill Database or Weapons.



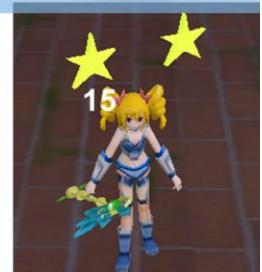
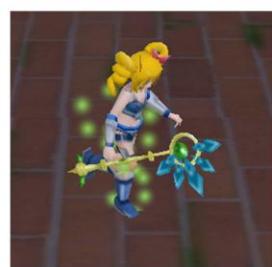
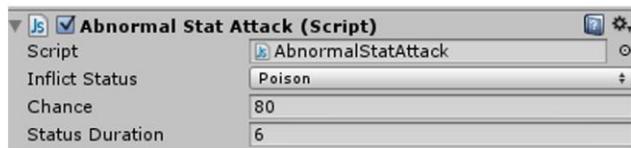
## Abnormal Status

Attach “[AbnormalStatAttack](#)” script to the Skill Prefab or Attack Prefab.

**Inflict Status** – What kind of Status to inflict to target

**Chance** – Chance of success rate

**Status Duration** – Duration of abnormal status



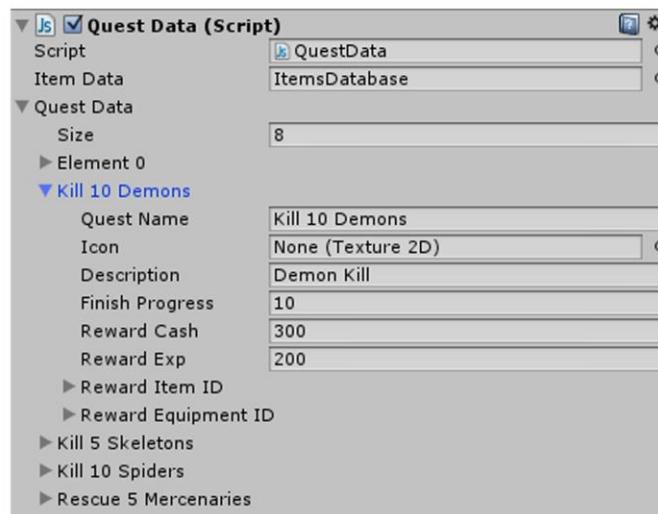
## Quest Database

The Quest Database locate in **Database** folder (**Database/QuestDatabase**)

You can add new quest by edit **Size** of **Quest Data**

-Finish Progress is the maximum value of your quest progressive

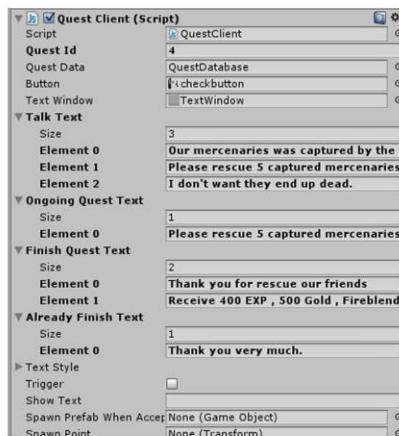
ex. If your quest is kill 10 Demons you should set Finish Progress to 10



## Quest NPC

**“Quest Client”** script is for Quest NPC

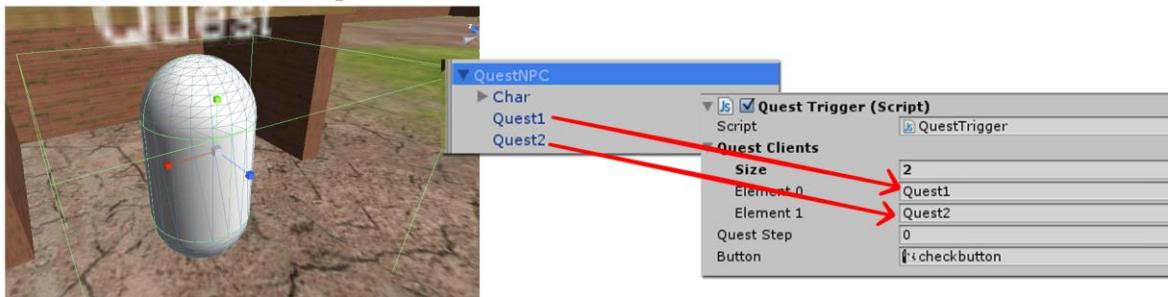
- Quest ID = ID of quest(match to the QuestData)
- Quest Data = Database of the quest(Already assigned)



## “Quest Trigger”

Quest Trigger Script is for NPC who have more than 1 quest.

For example it will start with quest in **Element0**. When you finish the quest it will activate new quest until all of quest you assigned to the **“QuestClients”** variable. Quest will be the GameObject and must contain the **“Quest Client”** script



## “Quest Progressive”

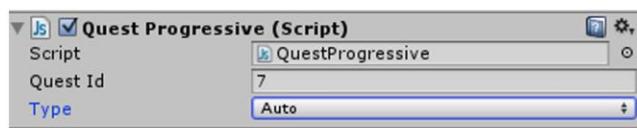
This script use for increase the progress of your quest status.

For example you can assign it to the Monster’s Death Prefab or Item

**Quest ID** – ID of the quest you want to increase.

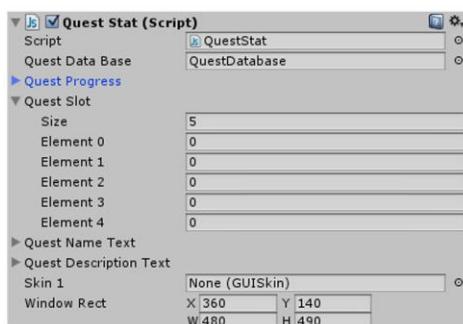
**Type** – Auto = Automatic increase your quest stat

- Trigger = You must collide the object to increase quest stat



## “Quest Stat”

Attached to the player for save variable of The quests.



## Spawn from Quest

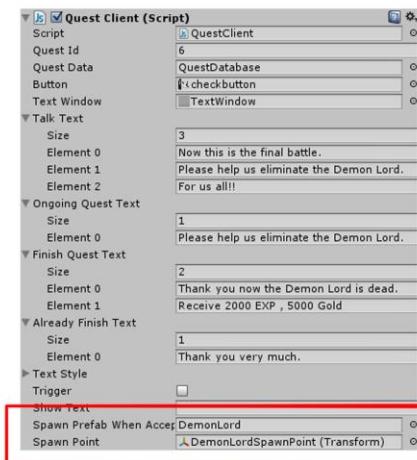
There are 2 ways to spawn something by the quest condition



### 1. Use “Spawn Prefab when Accept” variable in “QuestClient” script.

When you accept this quest it will spawn the prefab that you assigned.

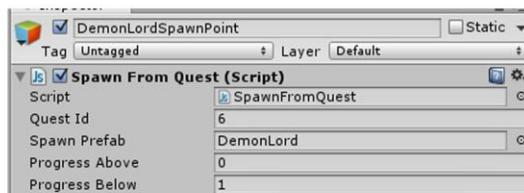
But please note that if you leave the map that object will no longer in this map anymore but don't worry we have another way to respawn it.



### 2. Use “SpawnFromQuest” script.

Attach this script to the game object that you want to use it as spawn point the prefab.

Then set “Quest ID” and condition (Progress Above , Progress Below)

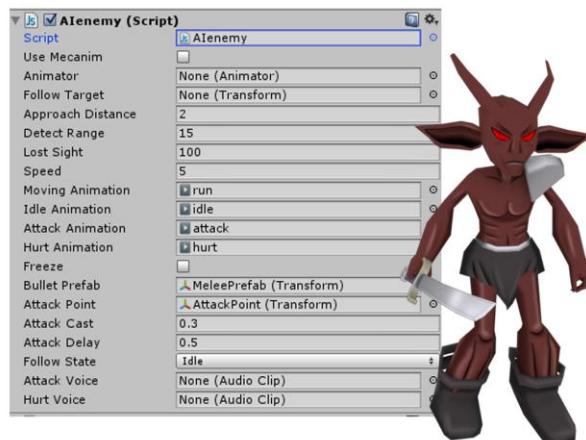


This script will spawn the prefab when Start the map by checking condition of Player's QuestStat (Ex- from the above picture it will spawn Demon Lord if Player have Quest 6 in Quest Stat and progress above 0 but below 1)

## Create Enemy

After we import the monster's model and split the animation.

Attach “AIenemy” script to it.



If your monster's model use Mecanim animation mark on “**Use Mecanim**” in “**AIenemy**” script.

**Attack Point** and **Bullet Prefab** same as Player.

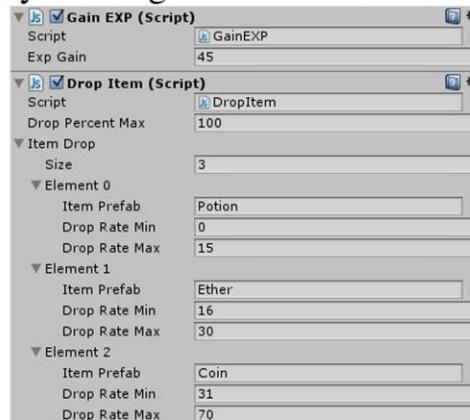
After setting all of variable and Status. The enemy will ready to use.

## Enemy Drop Item and Gain EXP

When enemy dead. Status Script will spawn it's Death Body Prefab

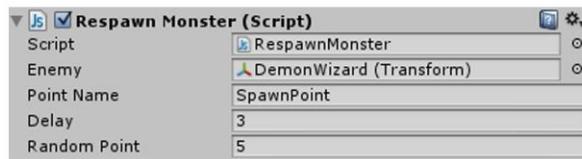
In the Death Body Prefab you should attach the “**GainEXP**” , “**DropItem**”

Script to it.The Player will gain EXP when monster's death prefab is spawn.



## Enemy Respawn

Attach the “RespawnMonster” script to the enemy’s death prefab



**Enemy** – Prefab of the Enemy to respawn

**Point Name** – Name of all respawn point the monster will random

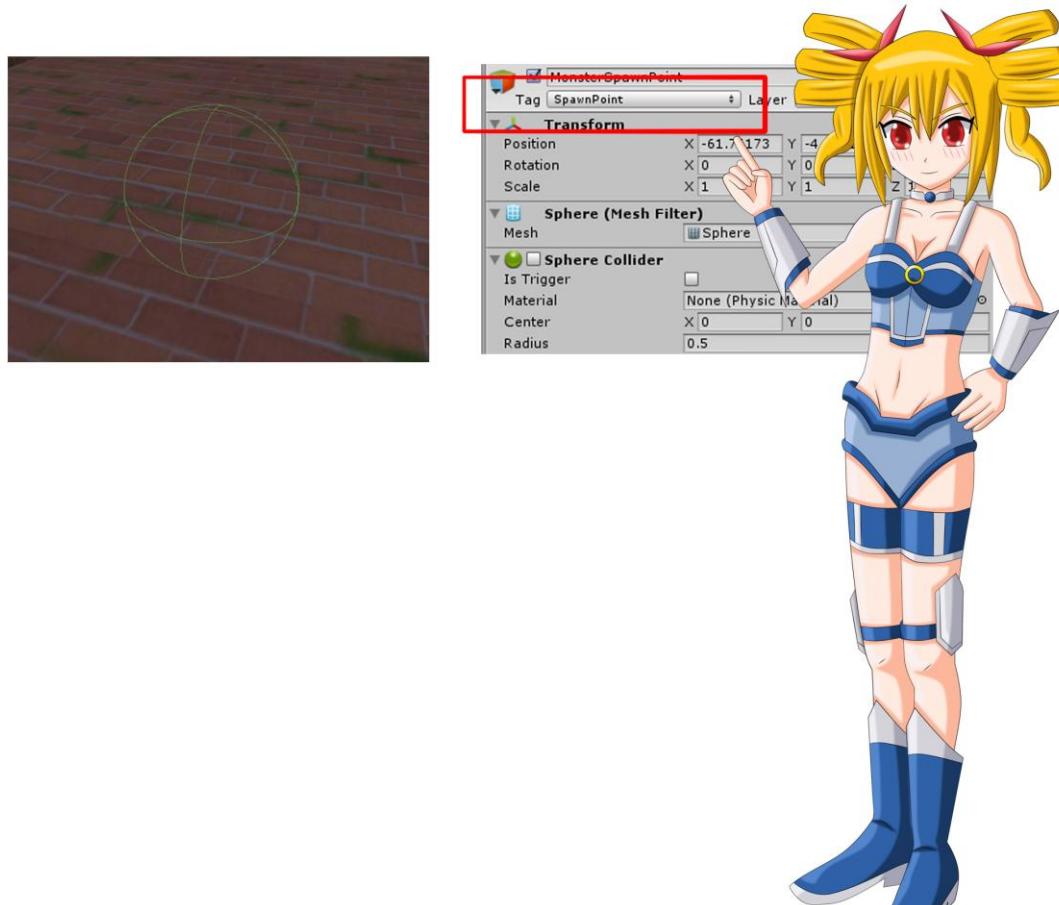
Respawn at the position of object with the same tag as this variable

**Delay** – Delay after enemy death until it respawn

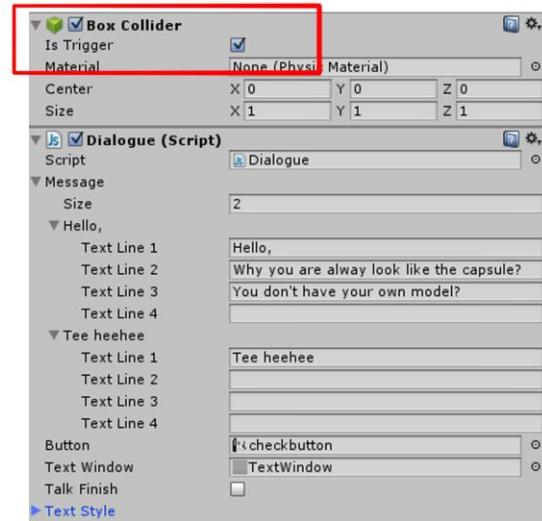
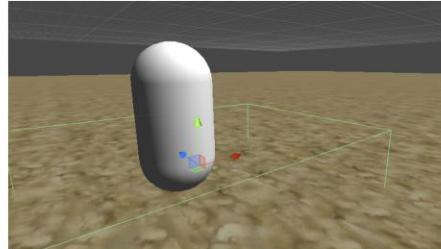
**Random Point** – Random variance of the respawn position a little

Then create any object in the scene and set it's tag to “**SpawnPoint**”

When the monster respawn it will random spawn to the spawn point position



# Dialogue



Create game object with collider  
and mark on “Is Trigger”

After that attach “Dialogue” script to it. When player enter the area of collider. You can press E or push the Button on the screen to open dialogue window.



## Create Partner

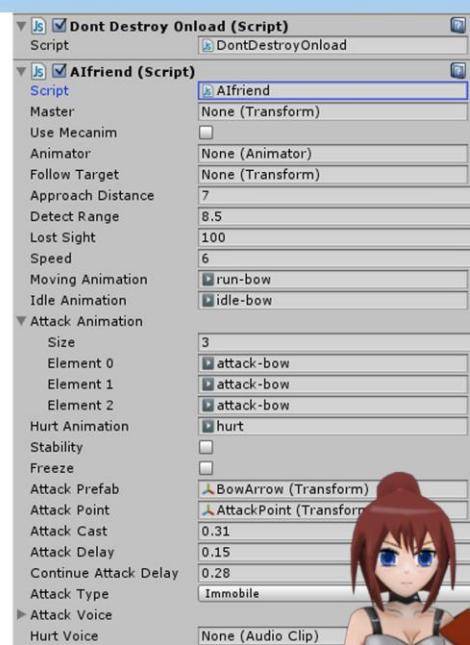
Attach “AIfriend” script to the model

If your partner’s model use Mecanim animation  
mark on “Use Mecanim” in “AIfriend” script.

Attack Point and Bullet Prefab same as Player.

After setting all of variable and Status.

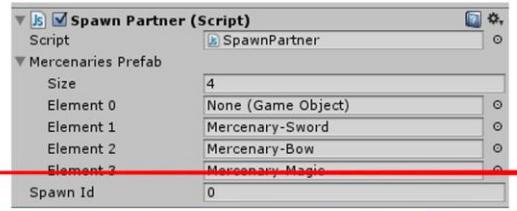
The Partner will ready to use.



## Spawn Partner

There is “SpawnPartner” script attached to the Player. This script will spawn the partner prefab from “Spawn ID” when start the game.

And there is the function Move To Player when change the map.



You can also use “HireMercenary” script to get your partner

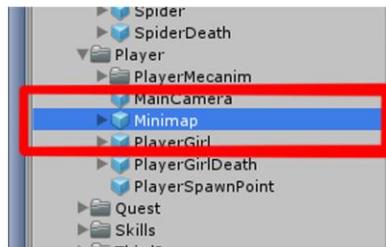
This script will attach to the NPC



(Your partner can help you when you are in trouble)

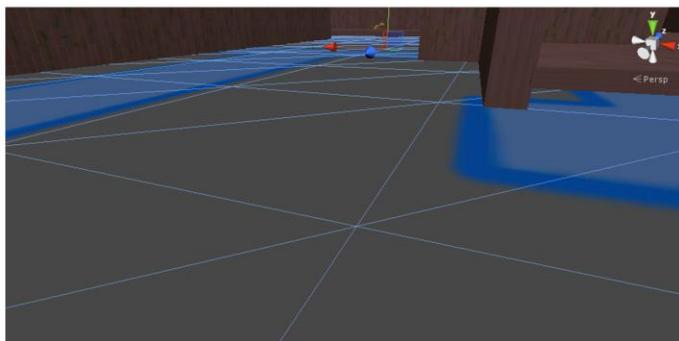
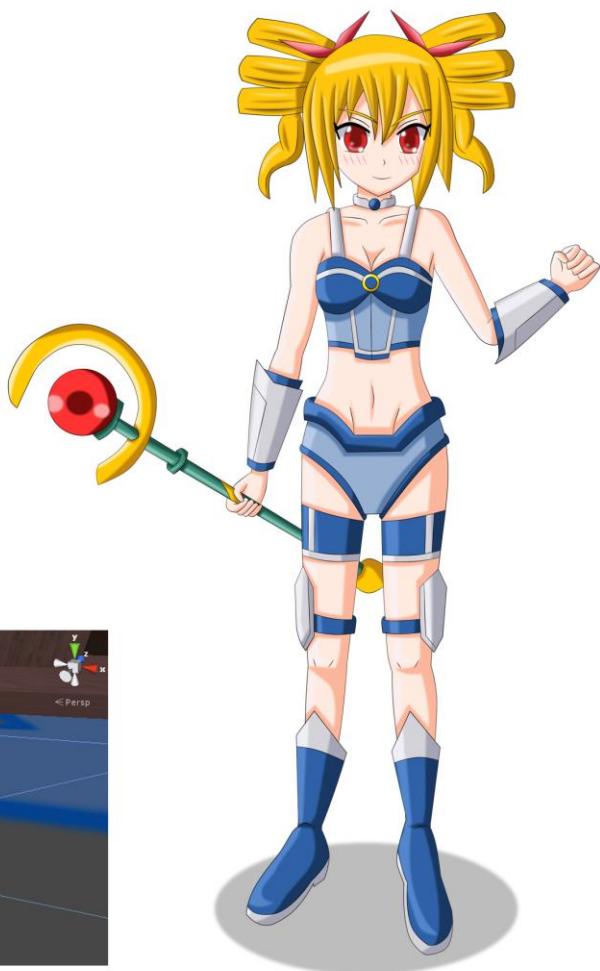
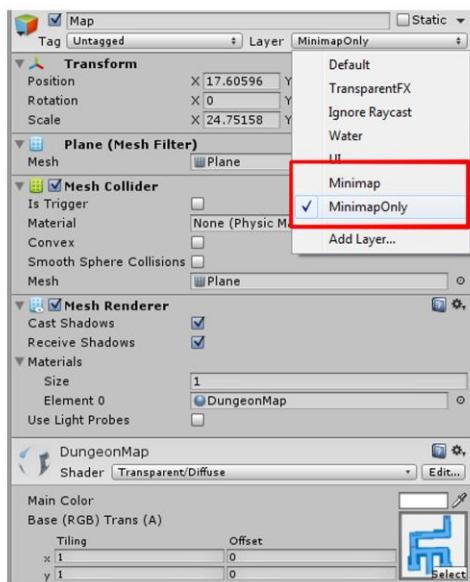
## Minimap

First you have to drag "[Minimap](#)" from "Prefab/Player Folder" to the scene you want to show the minimap.



Then you can change the Layer of the object you want to show in Minimap

- "Minimap" Layer will make the object show in minimap.([Layer 8](#))
- "MinimapOnly" Layer will make the object show in minimap only and not show in the scene.([Layer 9](#))



## Advance Level UP

In “**Status**” script, you can modify various functions such as “How much the skill point and max HP will increase when the character level up”.

Looking in the example below.

### **function LevelUp**

```
statusPoint +=5;
```

You can set 5 to other number as you want, when your character is level up, it will get the skill point same as the setting variable.

```
maxExp = 1.25 * maxExp;
```

When Level up, character max EXP will extend by 25%

```
maxHealth += 20;
```

```
maxMana += 10;
```

Same as above, you can set them as you want.

### **function OnDamage and OnMagicDamage**

When the damage occur, this function will be called.

You can adjust the status calculate formula as much as you want