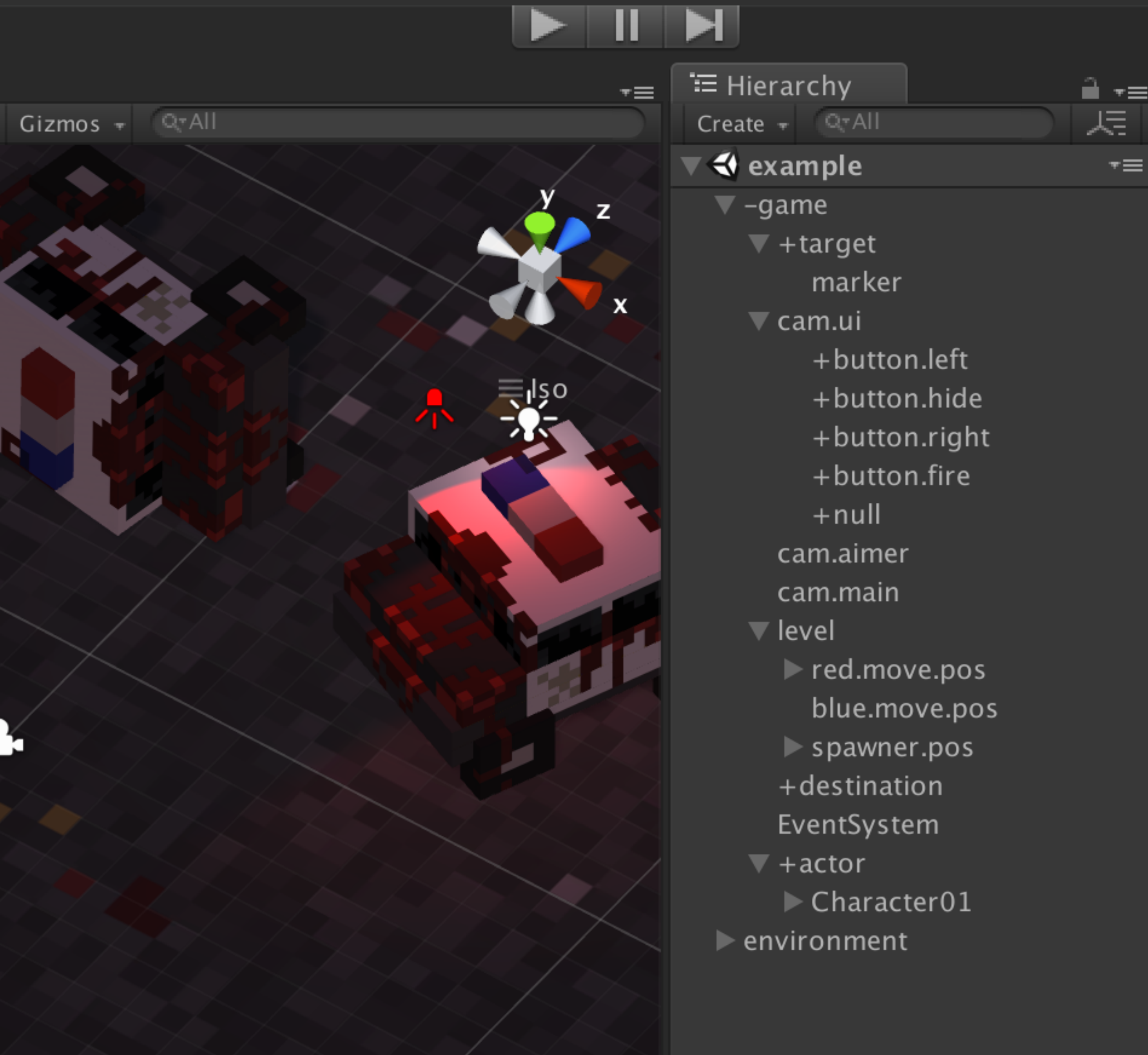# Attack Zombie Mobile TPS

Documentation

Project Overview

Core gameplay script and player are sorted under single GameObject.
Environment are sorted under a separated GameObject

-game	mother of gameplay, ui and needed element
+target	where the player is aiming (in world coordinate)
cam.ui	Unity UI element goes here
cam.aimer	is zooming or not
+actor	contain player gameobject
level	contain specific gameplay related-stuff

Hierarchy panel:
- example
  - –game
    - +target
      - marker
    - cam.ui
      - +button.left
      - +button.hide
      - +button.right
      - +button.fire
      - +null
    - cam.aimer
    - cam.main
    - level
      - red.move.pos
      - blue.move.pos
      - spawner.pos
    - +destination
    - EventSystem
    - +actor
      - Character01
  - environment

For more usage information please see our example scene

Developer Support : support@suriyun.com

Scripting Reference

Classes implementation and description

Player controls overview

Game

Contains
Move Destination Array

Agent

Handle Button Input
Sync behavior with mecanim
Walk/Shoot/Hide
Aim at +target

Bullet

Spawn by agent
At gun tip position
And same direction

Camera

Handle drag input
Update +target position
According to camera rotation
Follow Agent

Enemy

class in Suriyun.MobileTPS / inherits from: MonoBehaviour

Description

The zombie that try to eat your brain.
Contain basic stats and basic ai for a zombie trying to eat you.

Variable

public float	atk_range	will perform an attack when in range
public float	atk_delay	delay after attack
public float	atk_damage	damage that applied when hit the target
public float	dmg_delay	delay after attack before damage will be applied
public float	hp	hit point
public float	target_switching_delay	delay before finding new target

BehaviourControl

class in Suriyun.MobileTPS.Agent / inherits from: MonoBehaviour

Description

This module handle input, sync mecanim animation state and move Agent.
By using NavMesh navigation system.

Agent

class in Suriyun.MobileTPS / inherits from: MonoBehaviour

Description

Agent is the actor that player control.
Equipped with BehaviorControl module to manipulate its animation, action and navigation

Variable

public GameCamera	pressed	true if the button is pressed
public BehaviorControl	behaviour	use to access BehaviourControl class
public GameObject	fx_on_hit	instantiated when hit by enemy attack
public float	hp	hit point

Variable

public button	btn_fire	fire button
public button	btn_hide	hide button
public button	btn_left	move left button
public button	btn_right	move right button
public Transform	gun_tip	gun tip where bullet will be spawned
public GameObject	bullet_prefab	Bullet to fire

Method

public void	Init	Call this before other method
public void	StartFiring	Start shooting
public void	StopFiring	Stop shooting
public void	Hide	Hide
public void	GoLeft	Move left
public void	GoRight	Move right

Scripting Reference

Classes implementation and description

Button

class in Suriyun.MobileTPS / inherits from: MonoBehaviour

Description

Attached to game object with collider.
This script make it a button.

Variable

public bool   pressed   true if the button is pressed

Event Handler

protected virtual void   Press_pressed   fire once when the button is pressed
protected virtual void   Release_released   fire once when released the button

Bullet

class in Suriyun.MobileTPS / inherits from: MonoBehaviour

Description

Bullet prefab got spawned by an Agent when firing a gun.
Bullet will be spawn at the specify gun tip position and same rotation with gun tip

Variable

public float   damage   to apply when hit something
public float   accuracy   [0-100] represent bullet accuracy
public float   speed   bullet travel speed
public float   life_time   (sec) bullet will be despawn when this value < 0
public GameObject   sfx_shoot   GameObject instantiated on shooting
public GameObject   fx_on_hit   GameObject instantiate when bullet hit target