



Free Horror Game Kit Documentation

1. [About](#)
2. [Setup](#)
3. [Main scripts](#)
4. [Downlods](#)
5. [Showcase](#)

1. About project

Type

Complete Projects/Packs

Publisher

[Two TV Game Studio](#)

Requires

Unity 2017.3.0 or higher
Standard Assets - [Link](#)

Resume

The project was created for developers who enjoy horror survival games, requires Unity standard assets to work, especially camera scripts and effects.

With this kit, developers could use advanced systems, modular buildings, and any unique features to create their own horror game story.

The project was made for easy understanding and modification.

Features

- Movie Menu
- Advanced ingame menu with load and save system
- Flashlight system
- Battery charge system
- Collect pages system
- Health system
- Customizable UI
- Modular buildings included
- Free awesome assets included
- Unique atmosphere

- Fog system
- C# crafted code and easy to modification

2. Setup Project

First, import the required packages.

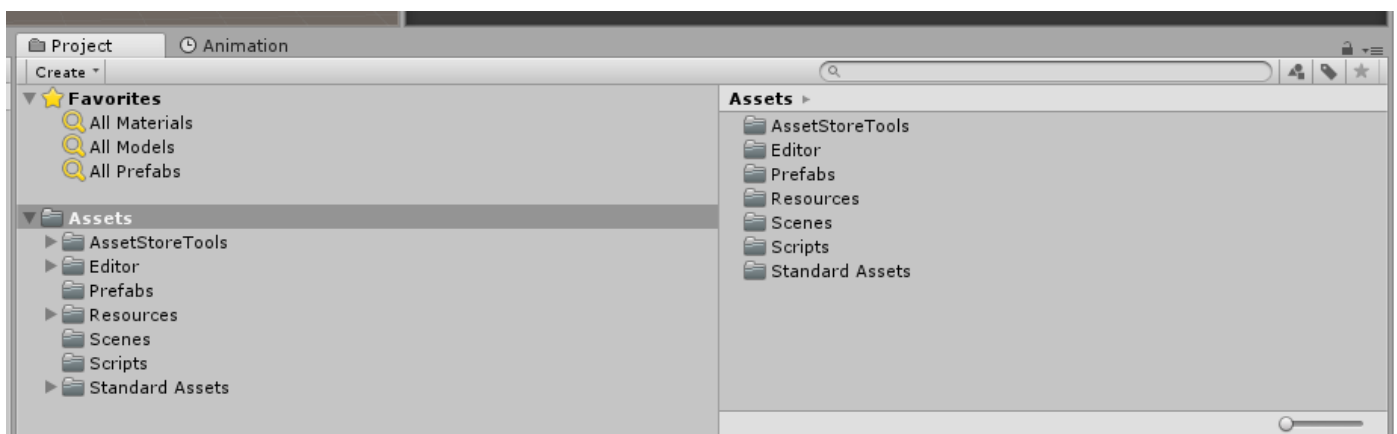
[Standard Assets](#) and [TwoTV Free Horror Game Kit](#)

After importing the above packages, just start the test scene called "menu" and press play.

The test scene used a demo video to change the game style.

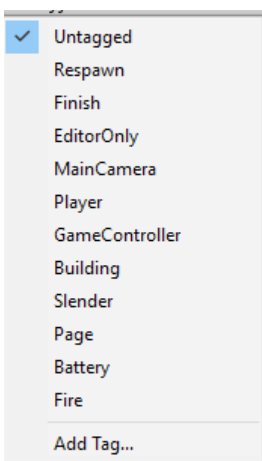
After importing all packages the console will not appear any errors and can start development without problems.

Your project will look like this



When you press play and everything does not go well you will have to create some conditions.

Below the list of tags.

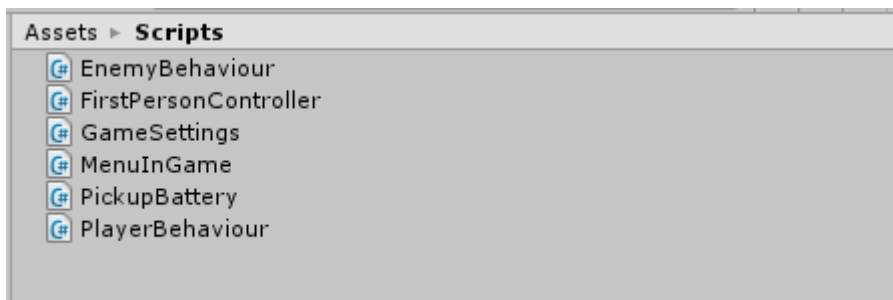


You will usually have no problems after importing the project, but the tool may not include these tags.

3. Main Scripts

Below is the list with the main scripts of the project, where it can be modified by each developer in the way that you prefer.

Each script has a specific function but should be studied by everyone who uses the project.



All scripts are documented for better understanding.

The player has their own scripts and they have been changed for good performance and adjustments.

Make sure everything is as we left it in the demo so that it works correctly, this applies to all objects.

4. Downloads

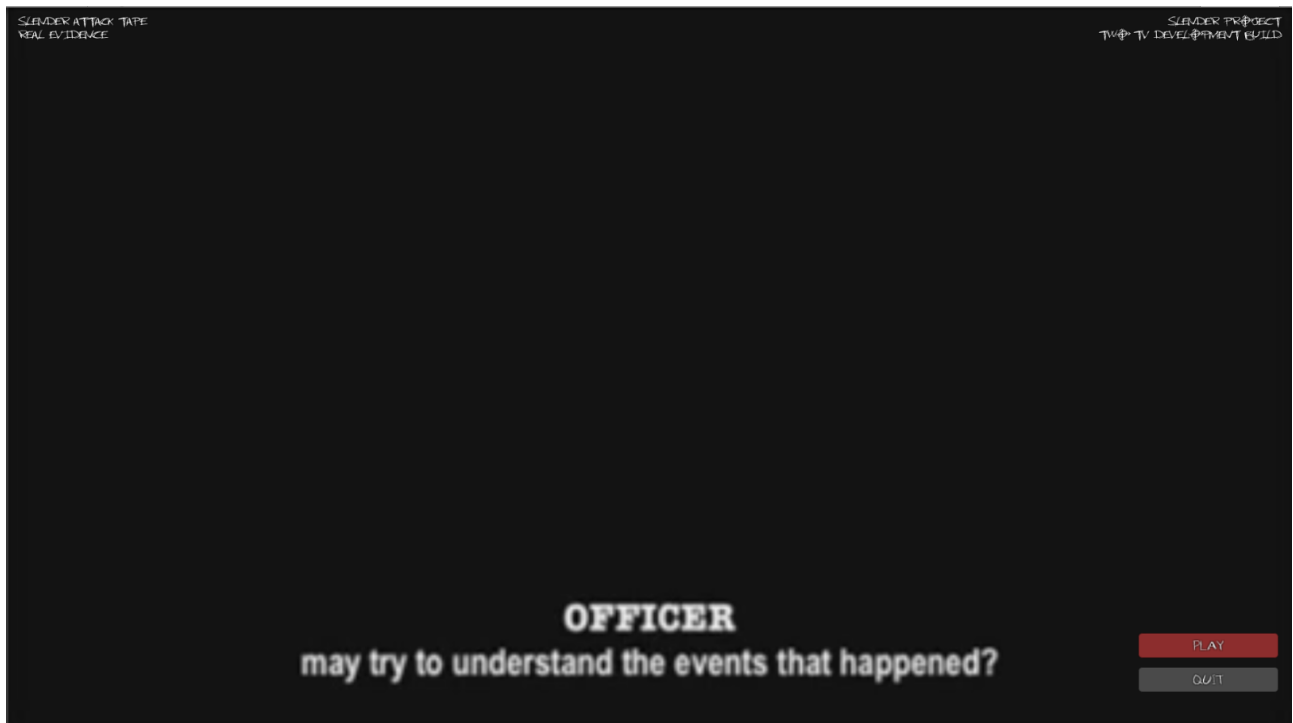
[Unity Engine](#)

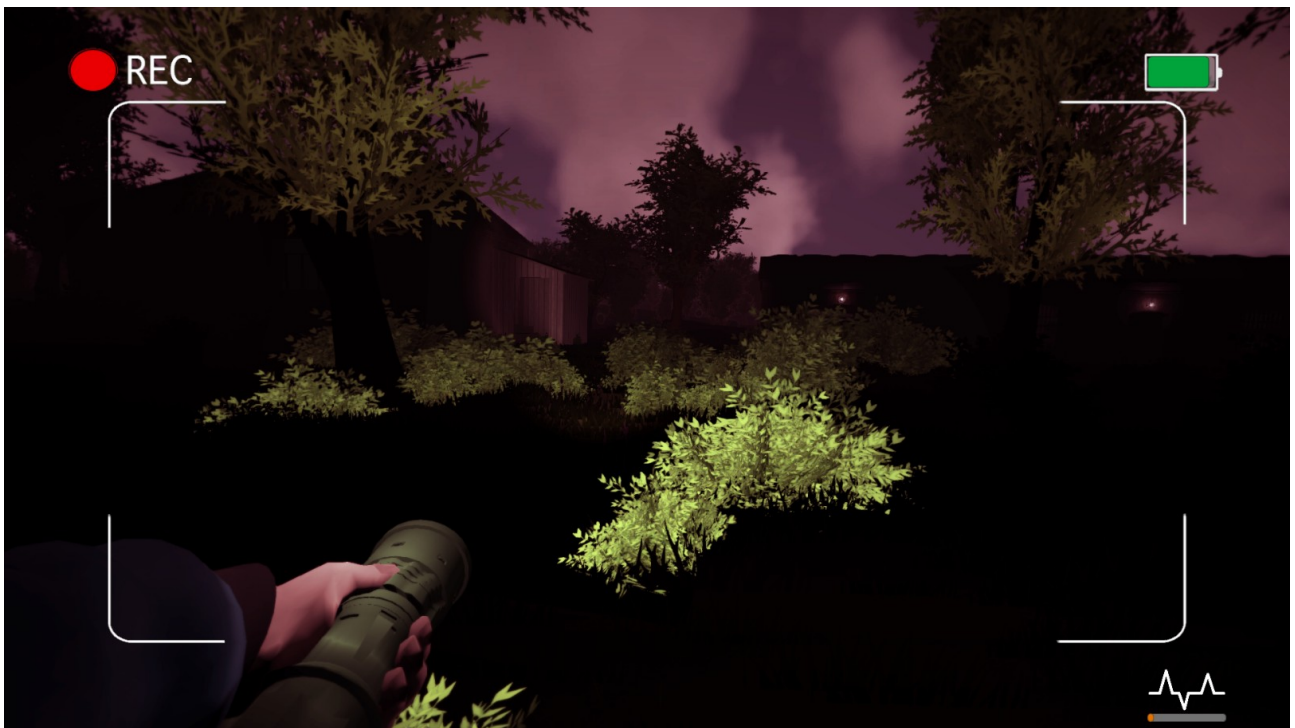
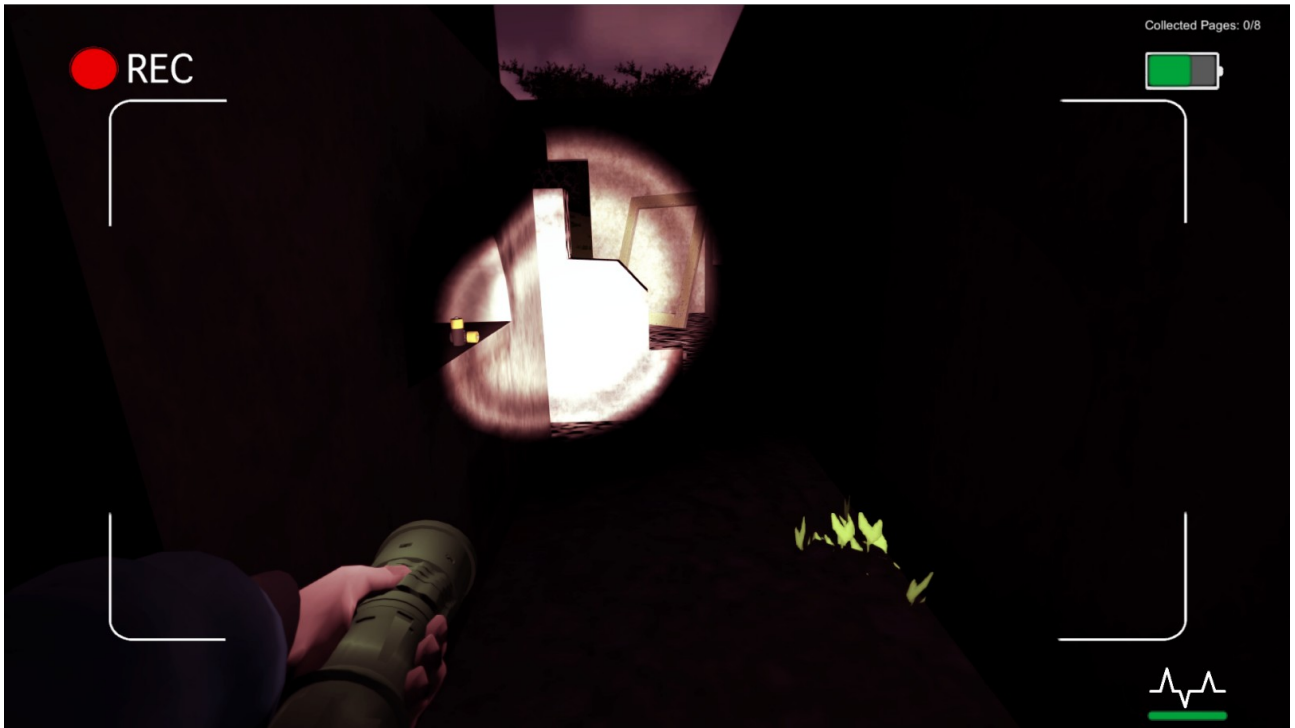
[Standard Assets](#)

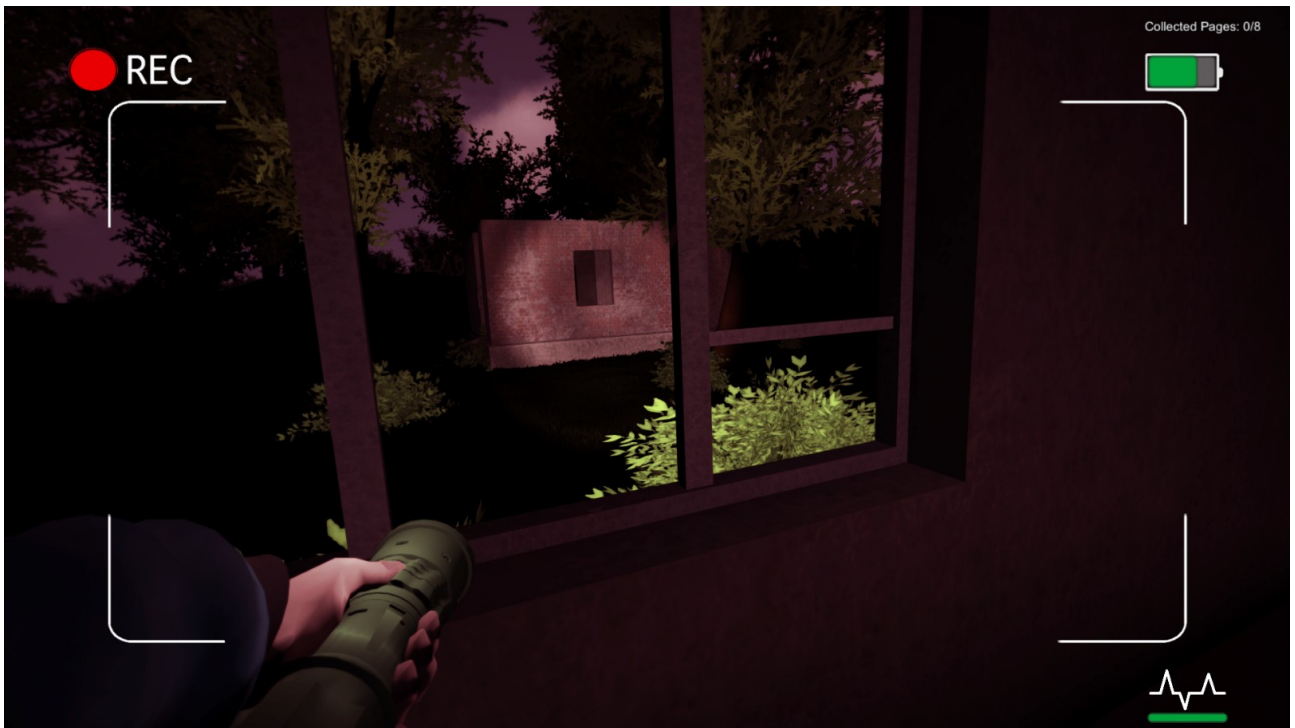
5. Notes

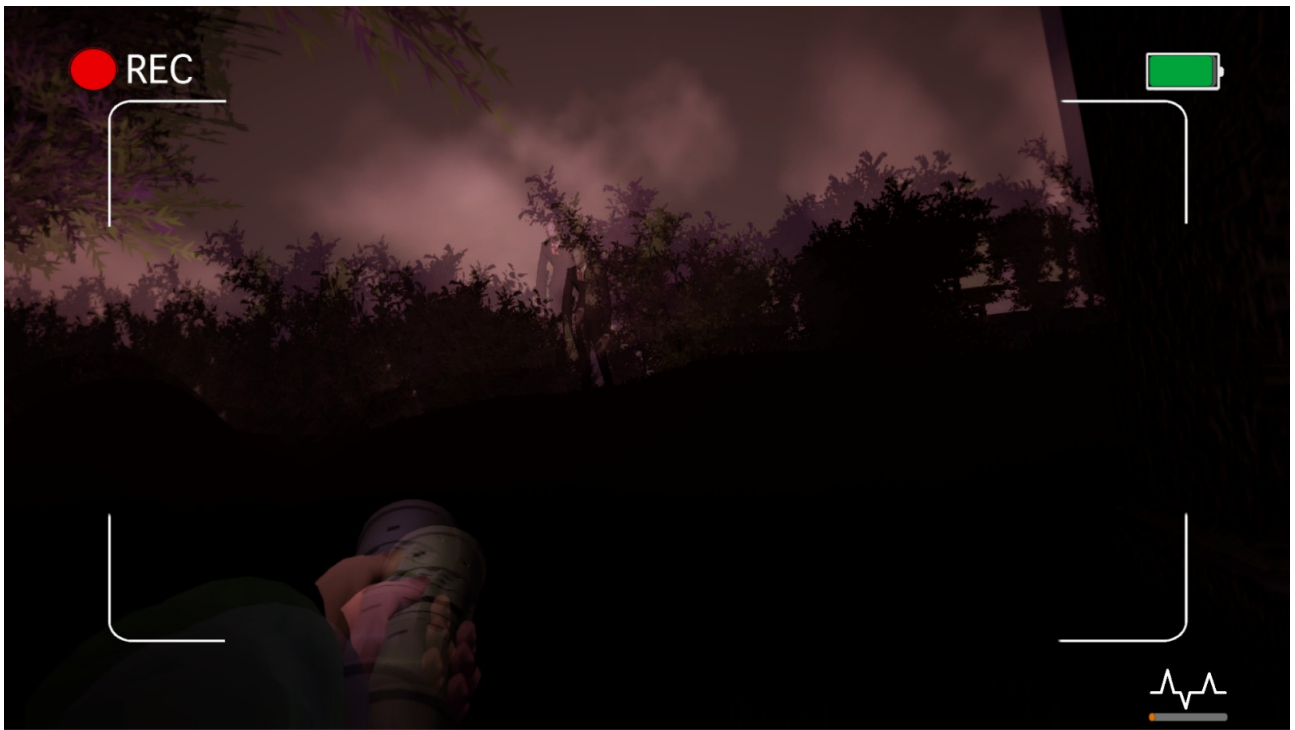
1. The images used for demonstration (showcase, item 6) have 3D models different from the one available in the asset store, however I made some adjustments to have a scene of tests better and with more interactions.
2. Remember to import the standard assets to work some important components of this kit.
3. I will always be here to help with doubts and development.
4. Remember, it's a free package, do not expect it to be the best of all, but I hope it helps start a project.

6. Showcase









[Youtube video showcase](#)

Developer Leandro Vieira, @gallighanmaker

[GitHub Page](#)