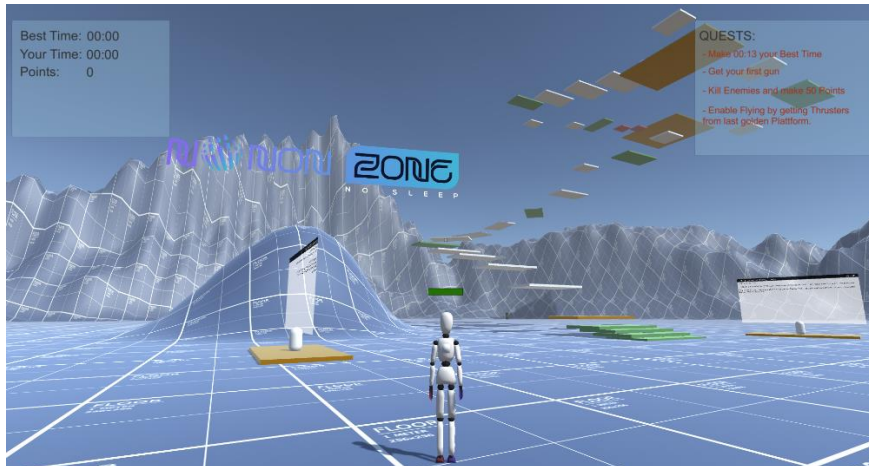




Character Controller

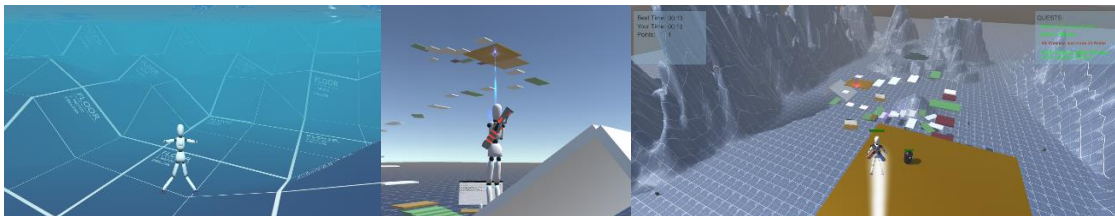


This Unity Package is a Character Controller Package including Camera Movement, Scene Setup, simple game elements to interact and Game and Scene traversing Logic.

It provides you with a custom editor menu, which makes it easy to add the provided elements to the scene. You can find this Menu below the “Tools/NononZone” folder.

Abilities

The character has a lot of abilities that are implemented for the character



Ability	Description
New InputSystem	Implementation of Input is integrated into the new input system
Walk/Run	Switch between running and walking
Strive	Strive Movement left and right
Jump	Jumping dependent how long jump button is pressed
Draw 2H Ranged Weapon	Drawing Weapon animator and adjusting with IK Bones
Aim and Shoot	Aiming with IK Constraints and Shooting with the weapon to the target (raycasting)
Falling Dmg and Self-Heal	The Character gets dmg dependent on the time falling. The character has the self-healing ability
Fly	Flying when getting flying equipment (preparation for mounts)
Swim	If in contact with a collider having the type WATER, the character changes to Swim
Camera	WOW like Camera and Movement

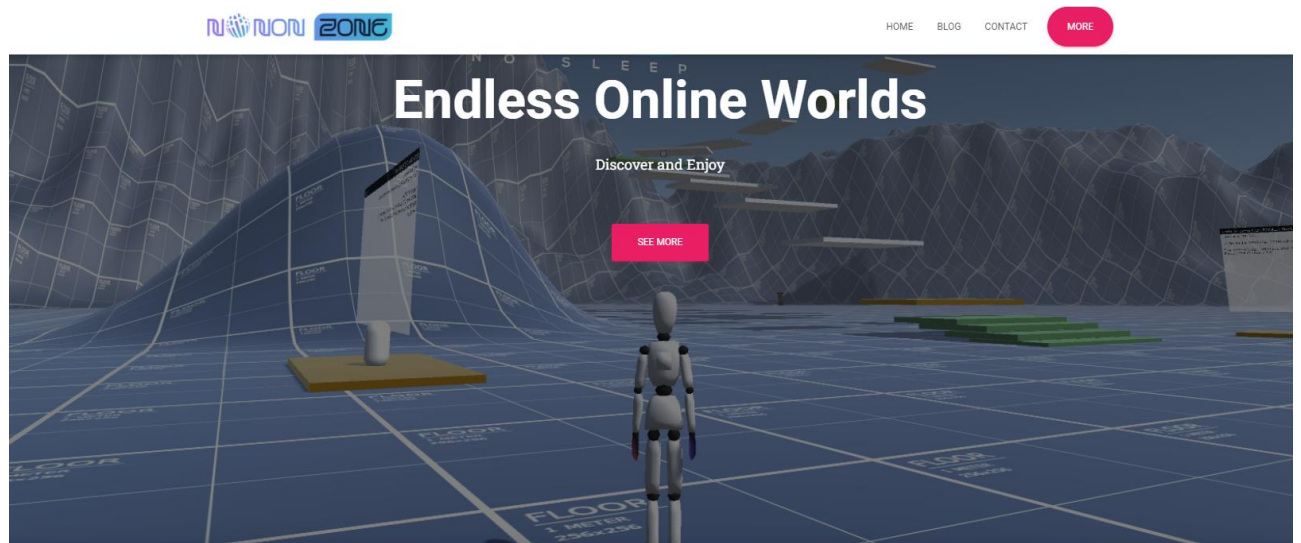
Scene Creation

All Elements can be created through the Nonon Zone Menu and will be created at the place where the Editor Camera looks.



Element	Description
Scene	Setup the scene with a GameController, Basic UI, Zone Portal and dynamic instantiation of the Player
Player	Add the player to the scene
Enemy	Basic Enemy with state behavior
Portal Pair	A pair of portals which reference each other. If you walk through em you get ported
Zone Portal	Portal with a field to specify Scene Name. If the player walk through it, the new scene loads and the player is taken over with all its childs
Plattforms	Different Plattforms which can move horizontal or vertical
Water	Create a water element. If the player walks in the water, he swims automatically.
HitboxCollider	Collider that send GameEvents that the collider has been hit. This will add a box collider.
Health Bar	Health Bar on the objects which react to Damage Game Events
Loot Bubble	It's a bulb and if the player walks through it (if it is the booster or weapon loot) the player equips it
Customer Info Panel	An Info Panel with a scrolling text on it

Further Documentation



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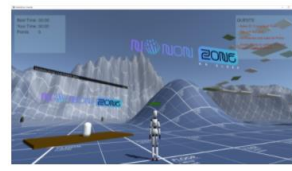
Customizable

Be a customizer of the NoNoN Zone yourself and implement your custome zone. [Read more....](#)



Fun

Go in and be curious. In each zone you'll experience a new world. Try out each zone for free. [Read more...](#)



Commercial

Sell your surfaces and have your reward from your own customizable zone. [Coming Soon](#)

You'll find all the documentation for usage and abilities on the NononZone Blog

[Blog – NoNoN Zone](#)