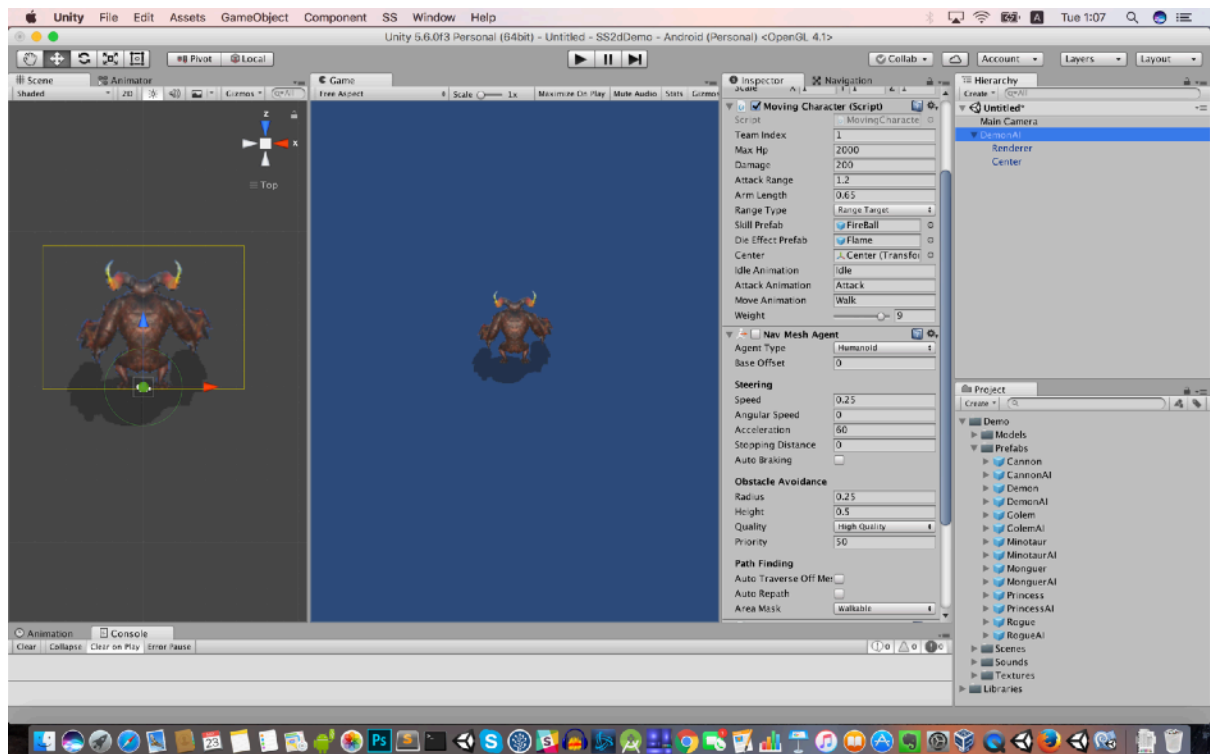# Setup characters tutorials
SS2d

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1. How to setup a character which can move and attack with a target-skill

Your character requires **MovingCharacter** and **NavMeshAgent** components.

* Moving Character:

- **Team Index:** The character will attack other ones who have different Team Index.

- **Max Hp:** Maximum Health Point.

- **Damage:** Damage which is calculated when the skill hit an enemy.

- **Attack Range:** Maximum range which the character can attack.

- **Arm Length:** Distance from the character center to skill source position (yellow box).

- **Range Type:** Because this character can attack with a target-skill, so we choose "Range Target"

- Skill Prefab: Skill prefab which contains TargetSkill component (sample "FireBall" skill is included in ss2d package). You can set skill speed in TargetSkill component.

- Die Effect Prefab: This effect appears when the character dies (sample "Flame" effect is included in ss2d package)

- Center: We can reposition this child-object to set the center of character.

- Idle/Attack/Move Animation: Set same "Animation Name" of SpriteGenerator components.
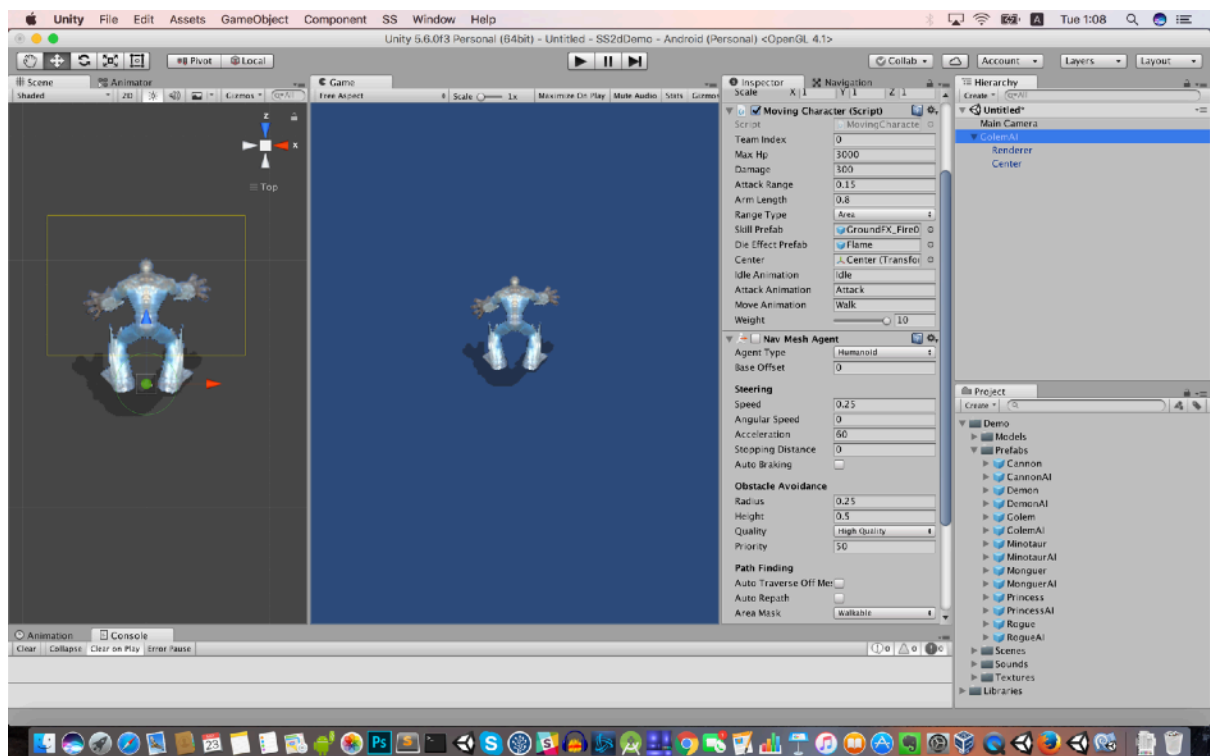
- Weight: The higher weight, the stronger a character can push other ones while it's moving.

* Nav Mesh Agent:

- Speed: Moving speed of the character.

- Radius: Character Radius which is used by Unity Navigation Mesh system for path finding and colliding.

2. How to setup a character which can move and attack with a area-skill

Your character requires **MovingCharacter** and **NavMeshAgent** components.
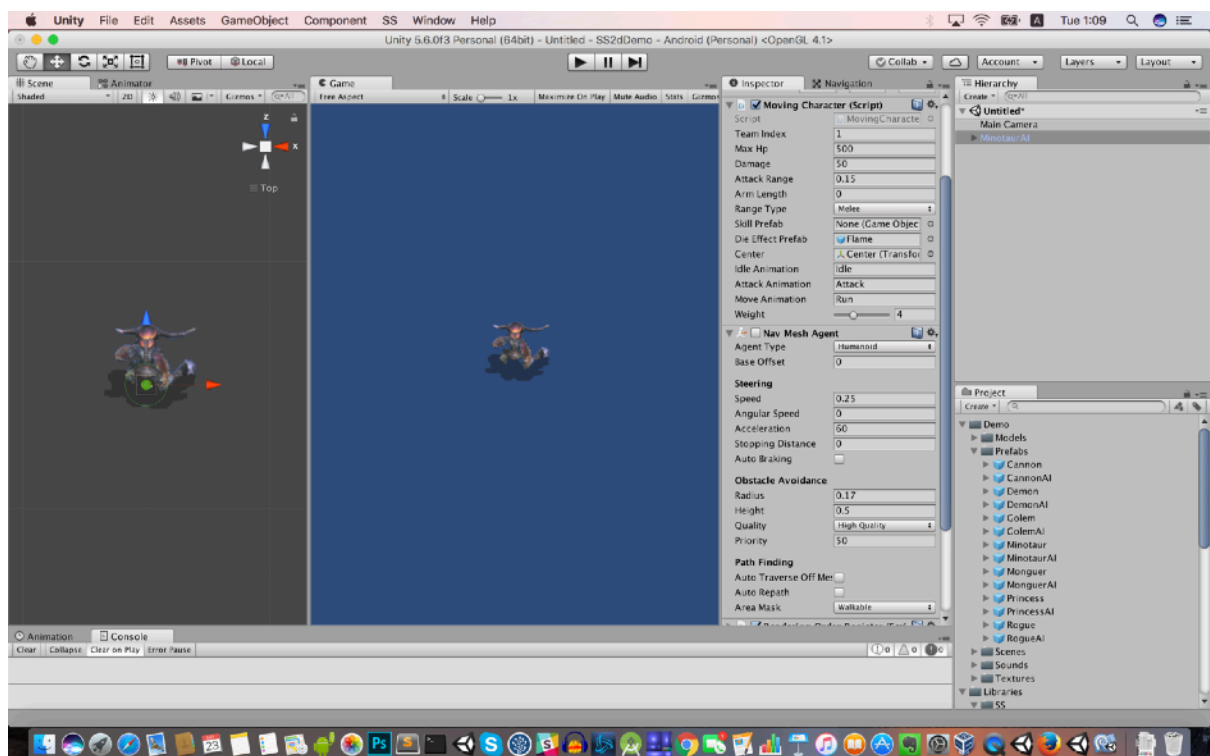
* Moving Character:

- Range Type: Because this character can attack with a area-skill, so we choose "Area"

- Skill Prefab: Skill prefab which contains AreaSkill component (sample "GroundFx" skill is included in ss2d package).

- Area Skill:

+Damage Time: Duration from skill-appear time to damage-apply time.

+Radius: All enemies in this radius will get damage.

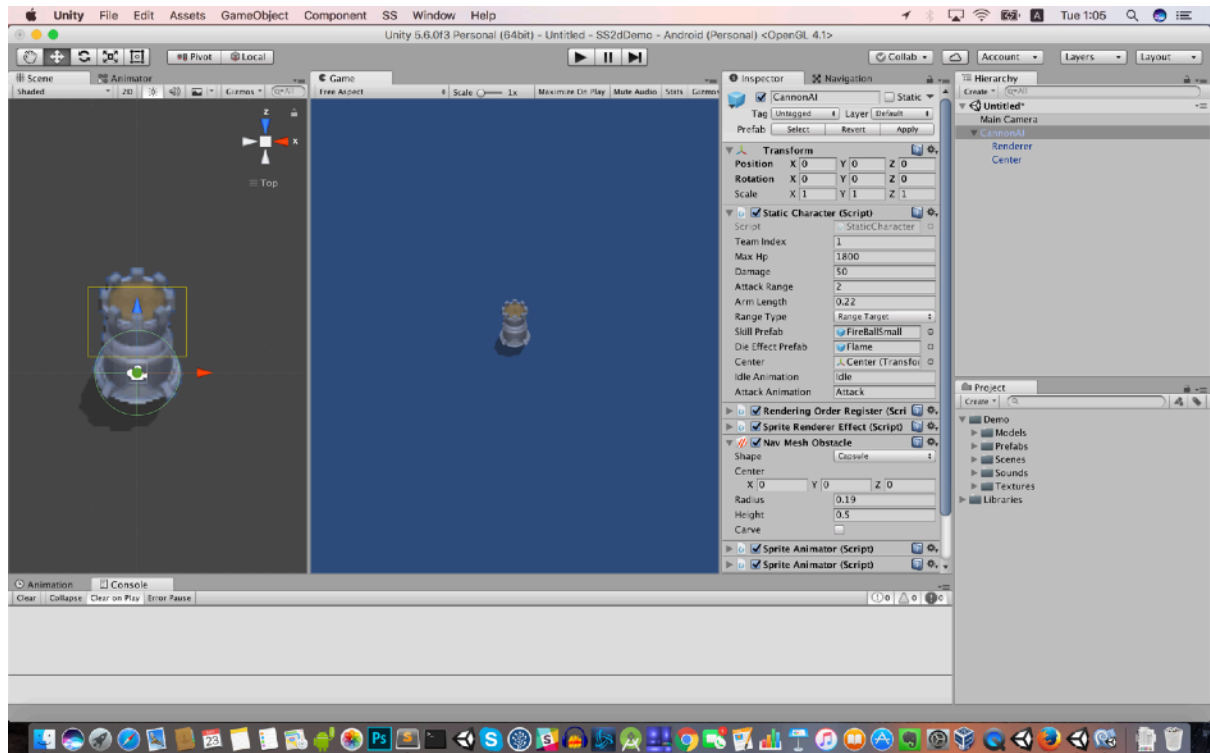## 3. How to setup a character which can move and has melee-attack

Your character requires **MovingCharacter** and **NavMeshAgent** components.

* Moving Character:

- Range Type: Because this character has melee attack, so we choose "Melee"

- Skill Prefab: Just set "None"

4. How to setup a building which can not move but can attack with a target-skill

Your character requires **StaticCharacter** and **NavMeshObstacle** components.

* Static Character:

- Range Type: Because this building can attack with a target-skill, so we choose "Range Target"

- Skill Prefab: Skill prefab which contains TargetSkill component (sample "FireBall" skill is included in ss2d package). You can set skill speed in TargetSkill component.

* Nav Mesh Obstacle:

- Radius: Building Radius which is used by Unity Navigation Mesh system for path finding and colliding.