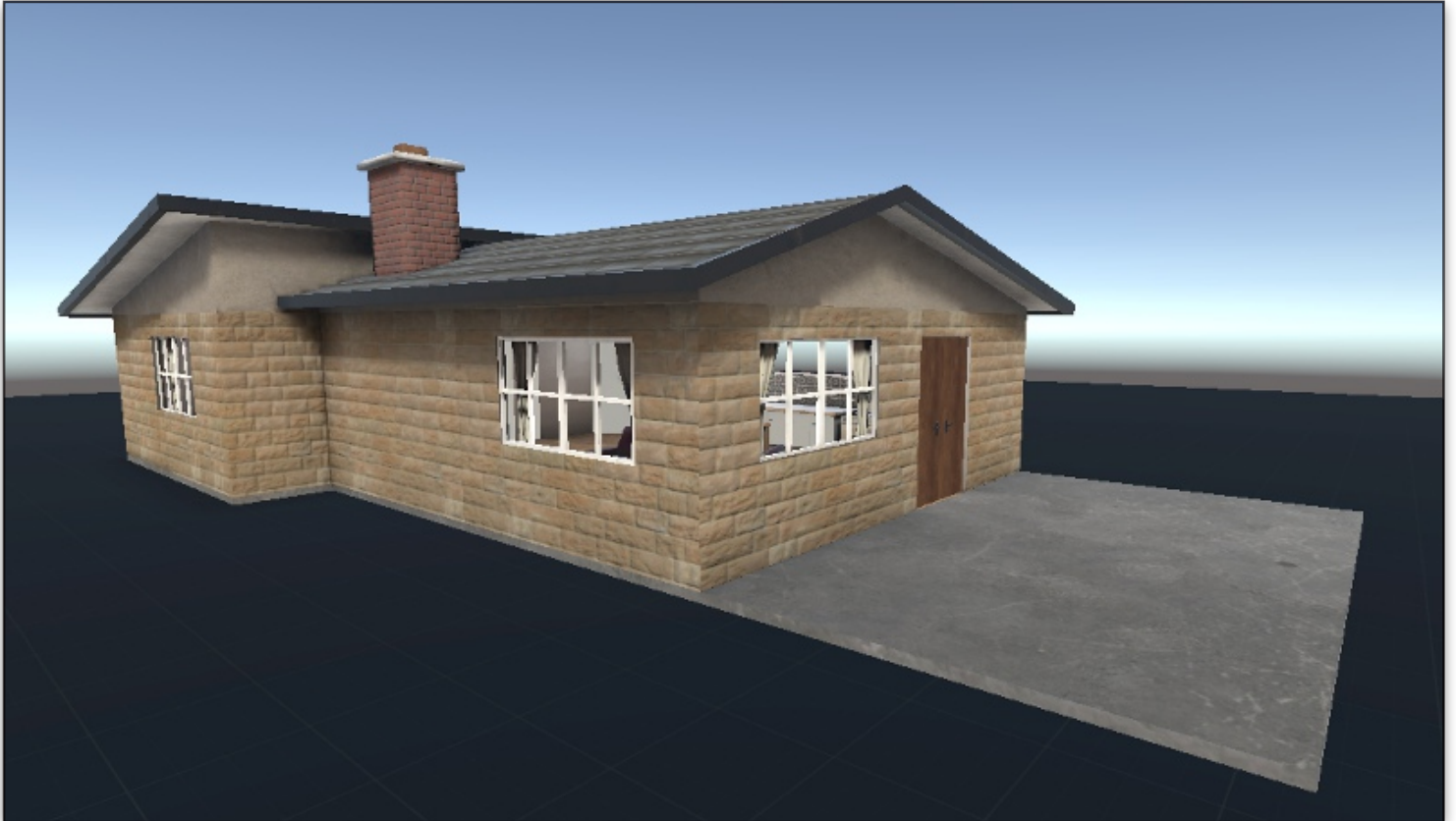

Furnished Cabin



Contact: johnnykasapi@gmail.com

V1.2

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Demo Scene - Setup

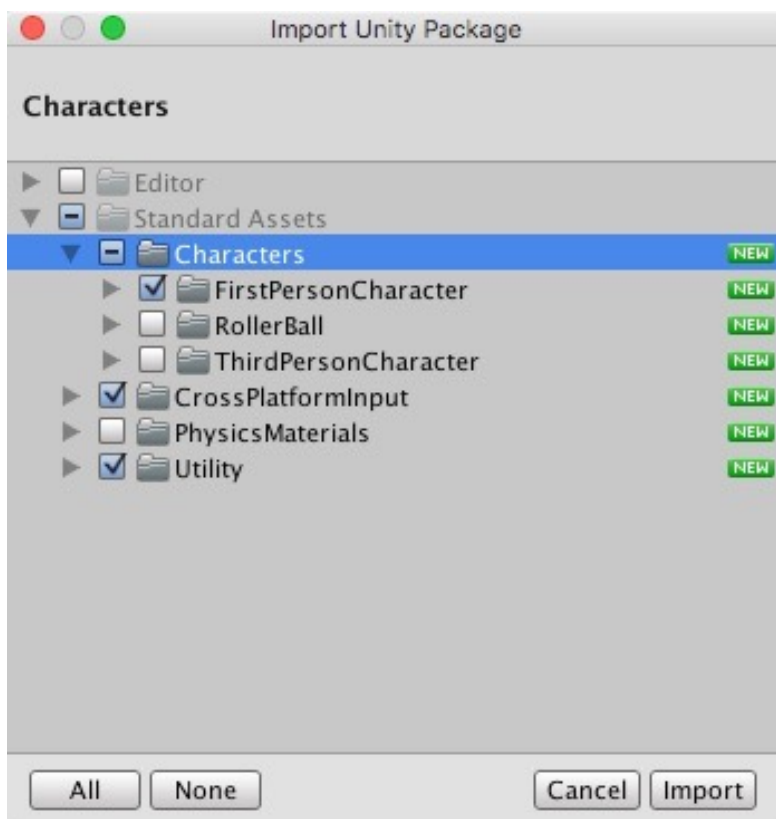
The demo scene utilises Standard Assets which will need to be imported into the project.

1. Import the Unity Standard Asset - Characters

From the menu: Assets -> Import Assets -> Characters

Tick the following Standard Assets:

- Characters \ FirstPersonCharacter
- CrossPlatformInput
- Utility

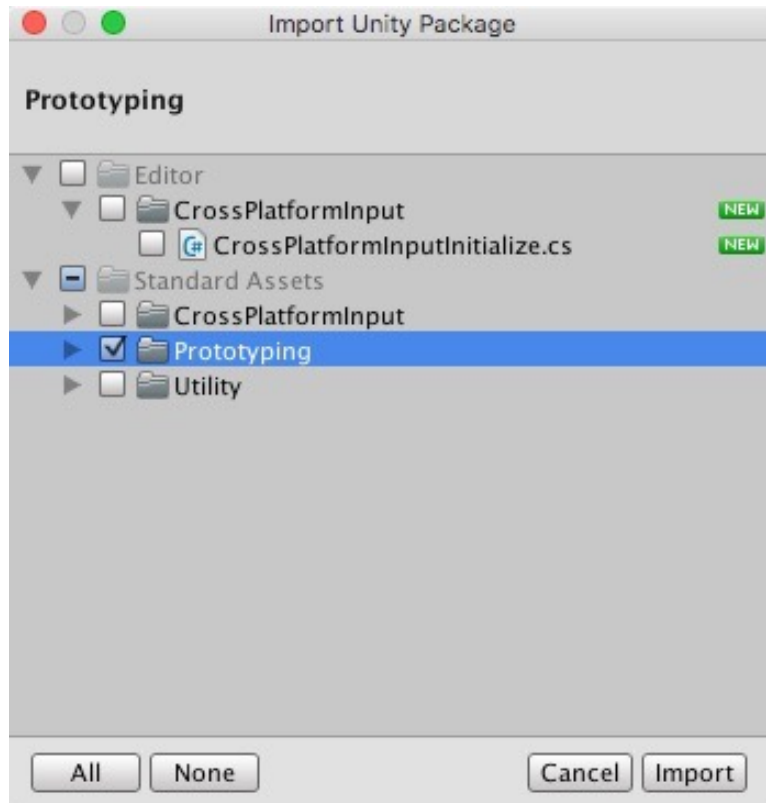


2. Import the Unity Standard Asset - Prototyping

From the menu: Assets -> Import Assets -> Prototyping

Tick the following Standard Assets:

- Prototyping

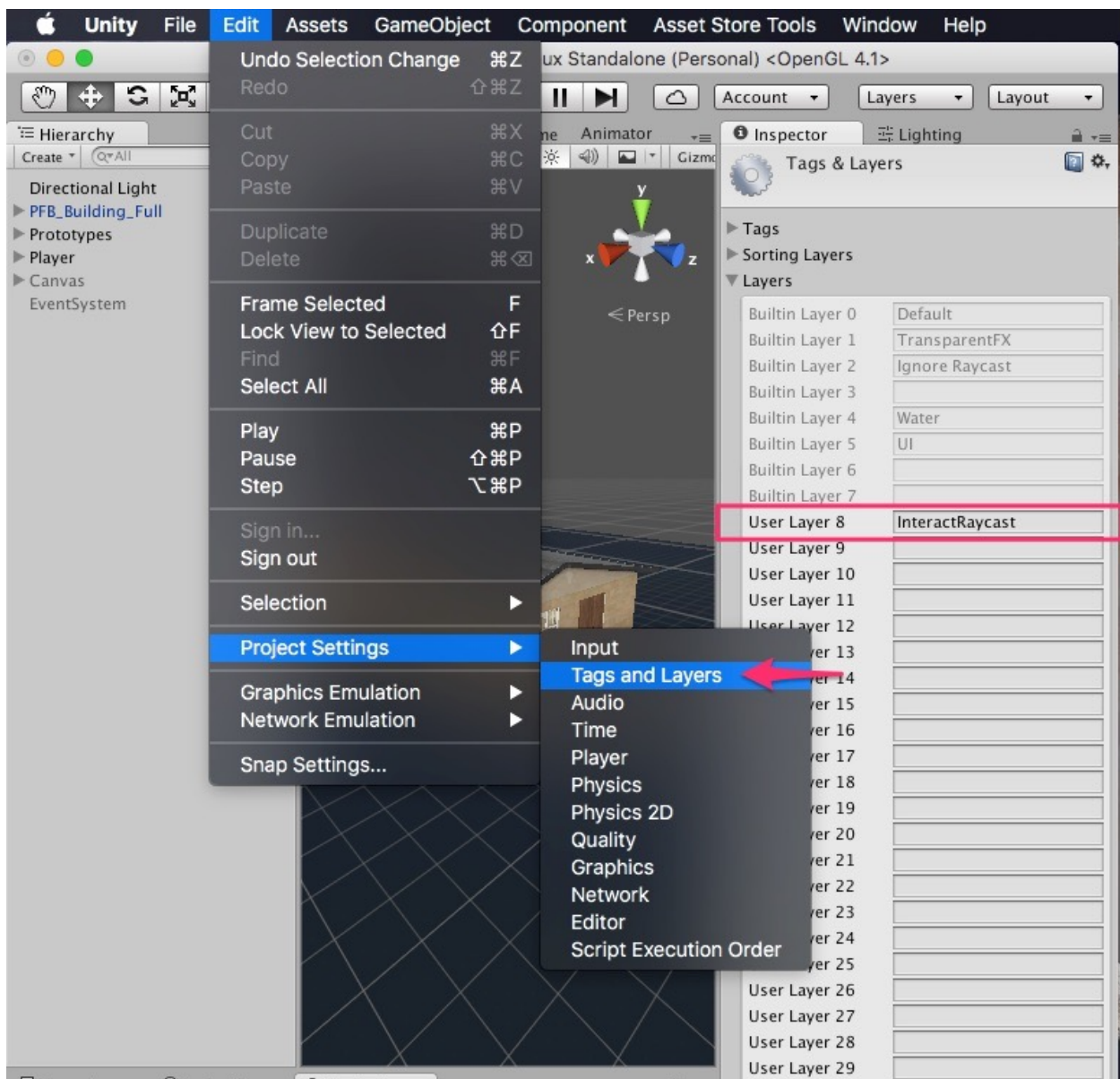


Project Configuration

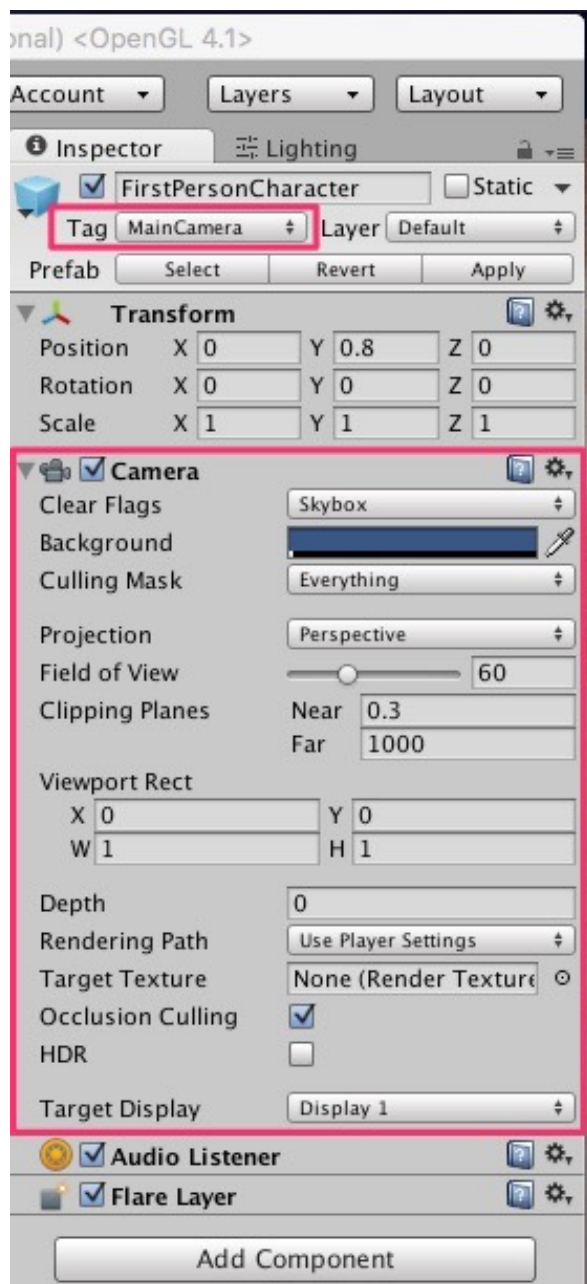
Objects that the player can interact with are controlled via C# Script `MoveObjectController`. In order for the script to work correctly the project needs to be configured in the following way.

- 1) Ensure you have a layer named `InteractRaycast`. To check this from the menu go to Edit -> Project Settings -> Tags and Layers.

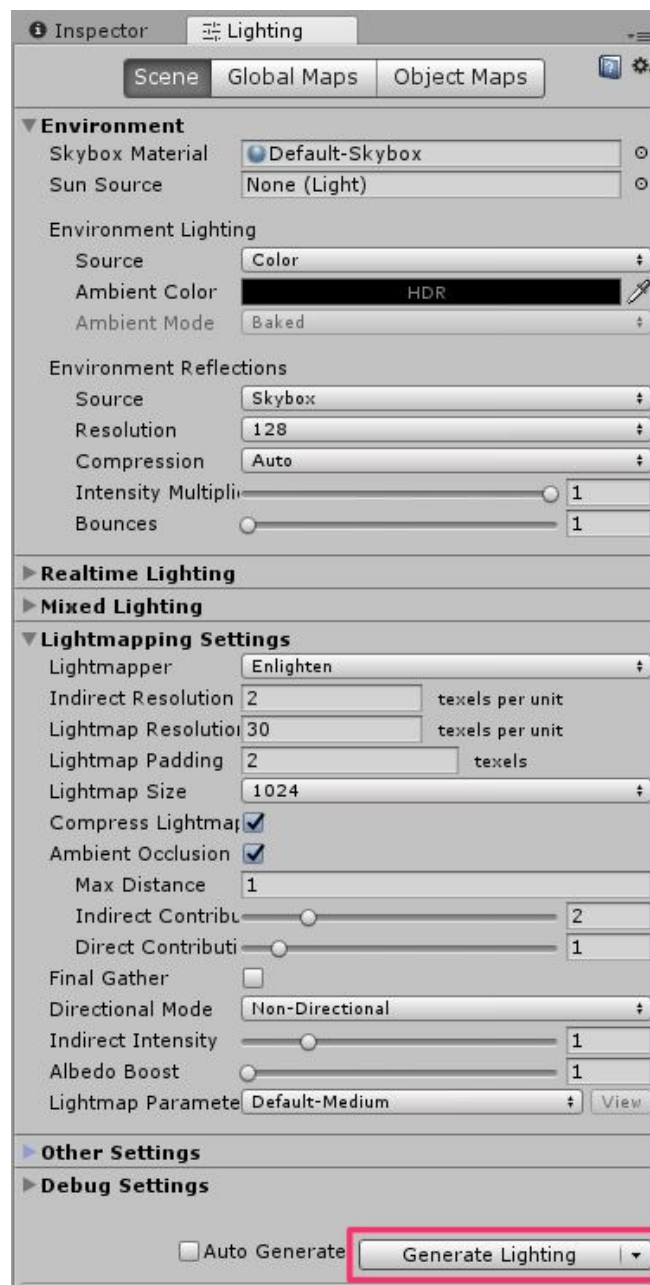
This is used by the script to mask the raycast to objects that are intractable only.



- 2) Player game object needs to be tagged as `Player`
- 3) Object containing camera needs the tag `MainCamera` applied



4) This asset contains Baked Lights. Bake the lighting information by opening the Lighting window and clicking Generate Lighting.
From the menu: Window -> Lighting



Script Information

The C# script `MoveObjectController` is used to control player interaction.

Property: - Reach Range
Determines the distance the player can reach.

