Spider crawler

WHAT IT DOES

It's a script that makes a spider detect its surroundings and try to walk over it. The goal is to create a creepy effect.

HOW IT WORKS
The spider has some sensors (raycasts) that are visualized in the Scene view. When the sensors detect something (any collider), the spider is rotated or/and moved. This makes the spider APPEAR to walk over surfaces.
When the spider is not touching a surface with any of his sensors underneath it, the Gravity of its Rigid-Body will be activated and it will fall down. It will try to readjust itself and start walking again as soon as it can. Gravity will be turned off (this way it can walk over ceilings and such)
NEW Spiders can produce a silk string making them move down on a string when they are upside down.There are also 2 spiders and a beautiful temple model included with this asset.

This is done in the C# script called: SpiderMove.cs .There is also an editor script called EditorSpiderMove.cs which makes the settings of the spiders more organized.

HOW TO USE
Use one of the Spider prefabs (Spider1 and Spider2ProduceSilk), located in the /Prefabs folder. It's essential that you don't remove the SpiderCollider and the SpiderSense gameobject, because they are needed to make the spider work.
The prefab itself has a component called SpiderMove where you can ajust the random size and the minimum and maximum speed. The Spidermodel can also be replaced. For the best visual result the model should contain a 'Walk' and a 'Descent' animation.

If you look at the Scenes/UndergroundTemple you will find a gameobject in the Hierarchy called 'Spidernest'. Inside is a gameobject called 'Spiderspawn' with a simple c# script attached called 'SpiderSpawn'. With a few settings you can adjust the spawn-rate of the spiders, which spider you want to Instantiate and how many you want to Instantiate.
TIP! If you keep spawning spiders i suggest you create scripts where you Destroy spiders over time so you won't get slow performance.