

/*-----
Kids characters for Survival
© 2022 SigmoidButton

Scripts in the package is for Demo Scene only.
It is not recommended for any other use.

Shader file requires "Shader Graph".
Would you please install "Shader Graph" from Package Manager.

Would you please set the appropriate texture on item of texture in surface inputs of
the Shader file.

Position prefab is that where the character should stand in relation to the object.

- board
- cabinet
- switch

Render Pipeline URP

Each of the models have the number of Material is 1.
Each of the models have the number of Textures is 1.
Texture size 1024 x 1024 pixels.

Polygon

character

boy0 6928 triangles
boy1 5082 triangles
boy2 5890 triangles
boy3 5771 triangles
girl0 7202 triangles
girl1 5377 triangles
girl2 5548 triangles
girl3 6462 triangles
enemy0 4390 triangles

item

bandage 116 triangles
board 924 triangles
book 264 triangles
cabinet 1060 triangles
flashlight 142 triangles
hammer 40 triangles
heart 308 triangles
slingshot 276 triangles
smokebomb 216 triangles
switch 892 triangles
Trap 954 triangles

Animation

action_board_attack_l
action_board_attack_r
action_book_reaction1
action_book_reaction2
action_book
action_cabinet_attack
action_cabinet_attack_end
action_cabinet_enter
action_cabinet_exit1
action_cabinet_exit2
action_cabinet_open
action_cabinet_open_miss
action_cabinet_surprised
action_climb
action_dive
action_hammer
action_item_drop
action_item_get
action_kick
action_pocket
action_psychic
action_release_sticky
action_release_trapped
action_sliding
action_slingshot_charge
action_slingshot
action_smokebomb
action_switch_l
action_switch_r
action_treat_own
action_treat
caught_down
caught_standup
caught1
caught2
damage_back
damage_forward
damage_sticky
damage_trapped
damage_treat_own
damage_treated
down_back
down_forward
faint_back
faint_damage_back
faint_damage_forward
faint_forward
fear

idle_coward
idle_crawl_injure
idle_crawl
idle_crouch_injure
idle_crouch_listen
idle_crouch_lookaround
idle_crouch_panic
idle_crouch_treated
idle_crouch
idle_flashlight
idle_frustration
idle_hang
idle_happy
idle_injure
idle_listen
idle_lookaround
idle_panic
idle_sticky
idle_tired
idle_trapped
idle0
idle1
idle2
idle3
idle4
idle5
jump_default
jump_fall
jump_landing
jump_rise
move_crawl_injure
move_crawl
move_crouch_injure
move_crouch
move_run_flashlight
move_run_injure
move_run_tired
move_run
move_sneak
move_walk_flashlight
move_walk_injure
move_walk_tired
move_walk
shift_forward
standup_crawl
standup_crawl_injure
standup_crouch
standup_crouch_injure
standup_faint_back
standup_faint_forward

book_open
book_close

slingshot_idle
slingshot_shot
slingshot_shot_charge

trap_close
trap+close_caught
trap_default
trap_open
trap_open_caught
trap_release

enemy0_attack_push
enemy0_attack_telekinesis1
enemy0_attack_telekinesis2_l
enemy0_attack_telekinesis2_r
enemy0_attack1_l_back
enemy0_attack1_l_charge
enemy0_attack1_l
enemy0_attack1_r_back
enemy0_attack1_r_charge
enemy0_attack1_r
enemy0_catch1_l_back
enemy0_catch1_l_letgo
enemy0_catch1_l
enemy0_catch1_r_back
enemy0_catch1_r_letgo
enemy0_catch1_r
enemy0_catch2_charge
enemy0_catch2_letgo
enemy0_catch2_loop1
enemy0_catch2_loop2
enemy0_catch2_miss_back
enemy0_catch2_miss
enemy0_catch2_success_back
enemy0_catch2_success
enemy0_damage
enemy0_idle_appraise
enemy0_idle_catch1_l
enemy0_idle_catch1_r
enemy0_idle_catch2
enemy0_idle_lookback_l
enemy0_idle_lookback_r
enemy0_idle_peek_l
enemy0_idle_peek_r
enemy0_idle0
enemy0_idle1

enemy0_idle2
enemy0_jump_default
enemy0_jump_fall
enemy0_jump_landing
enemy0_jump_rise
enemy0_stun1
enemy0_stun2
enemy0_stun3
enemy0_walk_catch1_l
enemy0_walk_catch1_r
enemy0_walk_catch2
enemy0_walk_sneak
enemy0_walk

-----*/