



Quick Setup

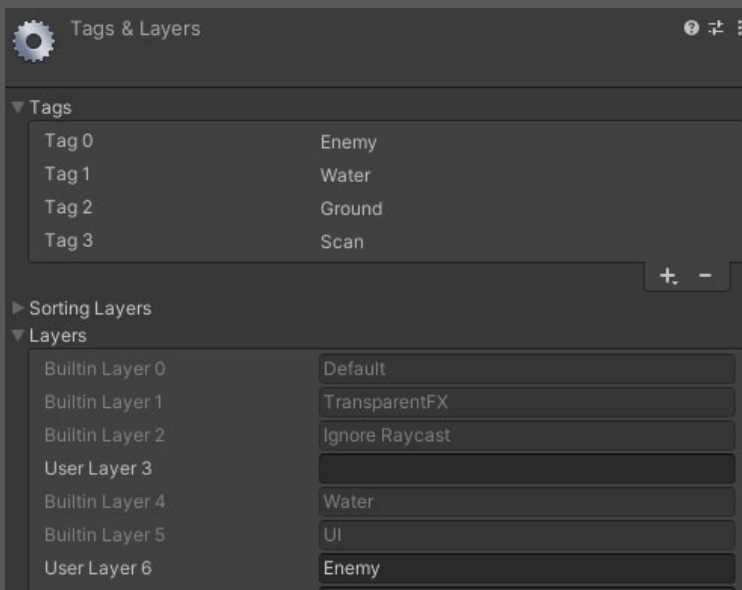
Overview

For any help with using this asset specifically, please refer to the Wiki linked below. If you need any help using Game Creator 2, please refer to the official Game Creator 2 documentation, or look at my YouTube channel below where I cover Game Creator tutorials.

PS: It is recommended to not have this in the same project as Easy Template Kit - RPG

Steps

1. Go to **Assets\Plugins\RVRGaming\RapidTemplate\Scripts** and open the **UpdatesToScripts** Unity package, and install the updated scripts inside this package. These three updated scripts contain minor changes that are needed.
2. Make sure you have/add an “Enemy” **tag** and **layer** to your project, as well as a “Dead” **tag**, and assign these to the enemies you use (just the parent is enough).



3. Go to the Unity package manager, and make sure **Shadergraph** and **VFX Graph** are installed.
4. Quick start overview video:
<https://youtu.be/0b3fFEQtuMk>

Support

- Asset Documentation - [Wiki](#)
- Video tutorials for GC2 - [YouTube Channel](#)
- Asset support - [Discord](#)