

# Soccer Project Tutorial



## Introduction

Welcome to this tutorial on our Soccer Project. In this document you will find useful information to create, with very little effort, your own football game based on the package you have just purchased. Moreover, all the assets included have been designed with mobile platforms in mind (e.g.: iPhone, iPad, Android, etc.).

## Scene

In the project you will find a scene containing virtually everything needed to create a football match in Unity. You will notice how the players are already laid out across the playing field in their initial positions; all of them have a single script (Player\_Script) associated to them. This script is valid both for non-playable characters (NPCs) and those controlled by a player; in order to differentiate them, you can change their tag as follows:

- “Player\_Team” for the player.
- “Opponent\_Team” for those belonging to the team controlled by the CPU.

## Prefabs

In the prefabs folder you will find all the assets necessary to assemble your football match: players, playing field, ball, etc. Give them a go in the Scene, it’s extremely easy to use!

You can swap the meshes from the prefabs and/or their textures in order to obtain more variation amongst the players. This will also allow you to create different teams; in this package, however, we include two different ones you can use as a starting point.

## Triggers

If you use your own playing field, it is important that you adjust the triggers you will find in the Scene sample. These triggers will allow you to find out when different events are taking place – e.g.: corner kick, free kick, etc. They are very easy to tweak!

## Scripts

Here is where the potential of this package resides in terms of evolving and customizing the football game. In the scripts you will find all the internal requirements driving the AI of the players and the game logic. Feel free to modify them to adapt them to your own needs or drop us a line if you have any queries.

You will also find the different states of the football match: free kick, goal, corner kick, etc. A good starting point would be to add a “penalty” state, for example. Please bear in mind that while not all of the states necessary have been implemented, it should not be too difficult to implement them.

## Art

Without a doubt, one of Project Soccer’s strongest points is its art assets: when you acquire this package you will instantly be able to use a wide variety of animations, as well as a very polished, low-poly player mesh. A beautiful playing field with high quality textures is also included.



You are just a few steps away from creating a football game for your platform/s of choice; you already have the tools and the assets – what are you waiting for?