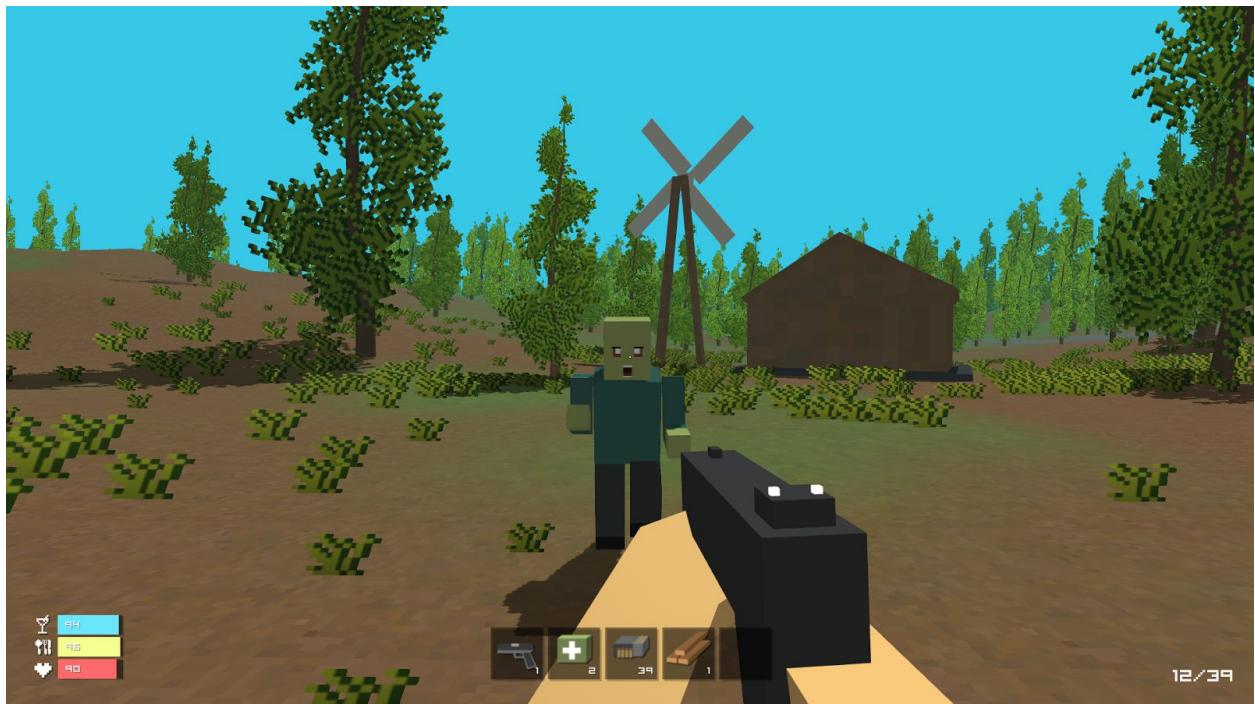


UNIT 2

FPS SANDBOX STARTER KIT

The FPS Multiplayer Sandbox Starter Kit. This project provide a useful template and tools to help you create the open world multiplayer in a few steps. the project also includes with several shooting gameplay such as Team / Death match , Co-op Survival Horror , Zombie Swarm , You can create your world, custom your rule and enjoy with your friends.



Get Started

The UnitZ using UNET networking, the powerful multiplayer system from Unity5 so before you start you should to setup your multiplayer project here

<https://unity3d.com/services/multiplayer>

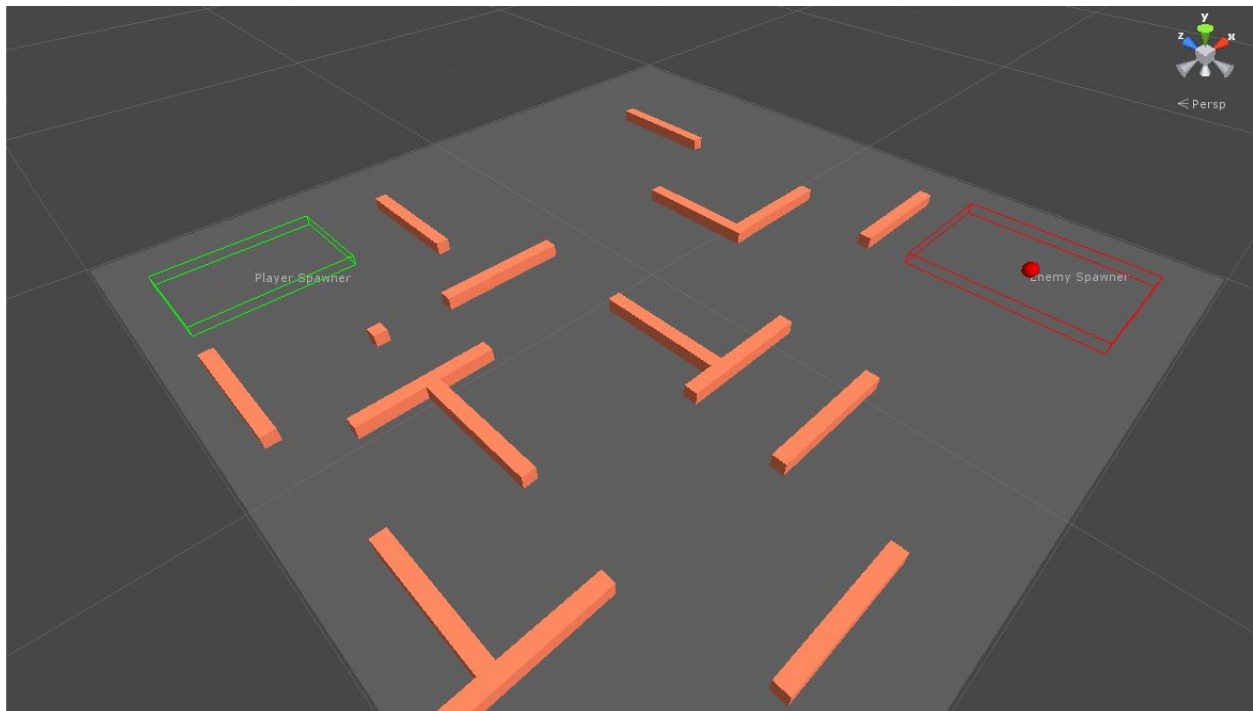
and connect to your project by go to **Window > Services**

you will see a **Multiplayer** Tab

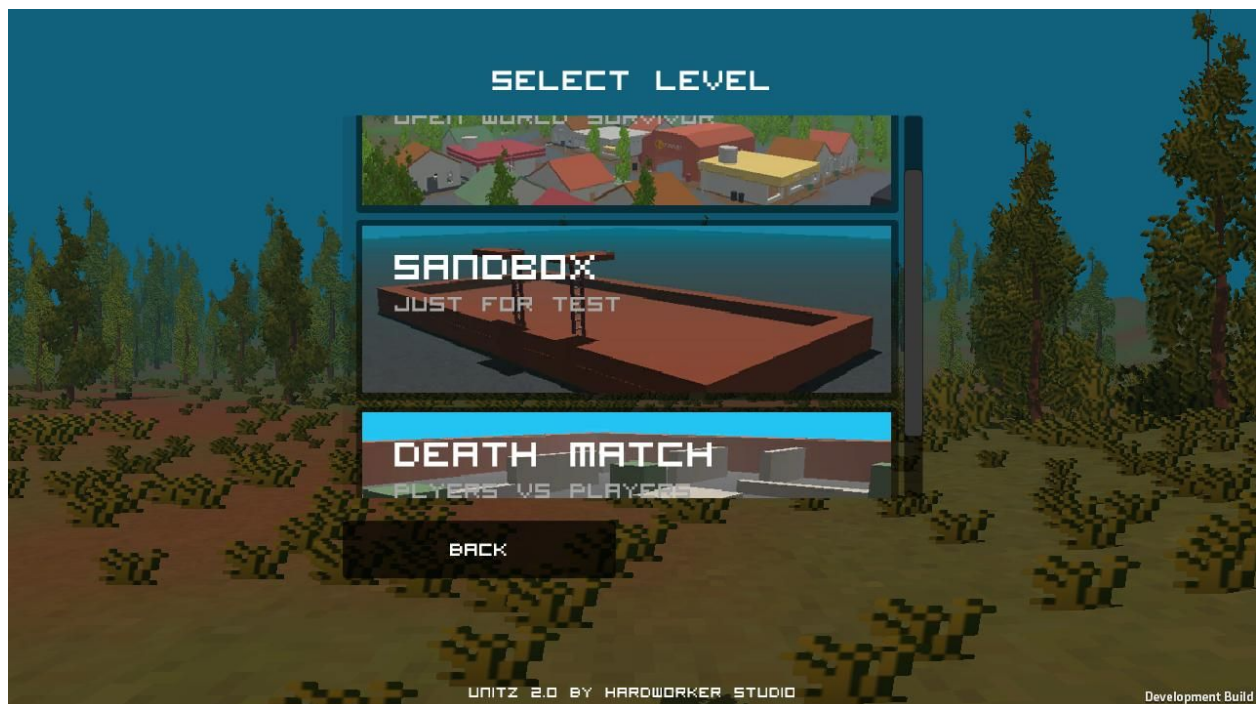


Setup New Level

1. New Scene
2. You can use simple **Plane** as ground for a sample
3. Add some level obstacles. for the sample we using **Cube**
4. Define Player Spawner by add **PlayerSpawner** by go to **Window > UnitZ > Spawner > Player Spawner**
adjust some area size. the player can spawn in this area.
5. Define Enemy Spawner by add **ZombieSpawner** by go to **Window > UnitZ > Spawner > Enemy Spawner**
adjust area size and parameters the enemy can spawn in this area

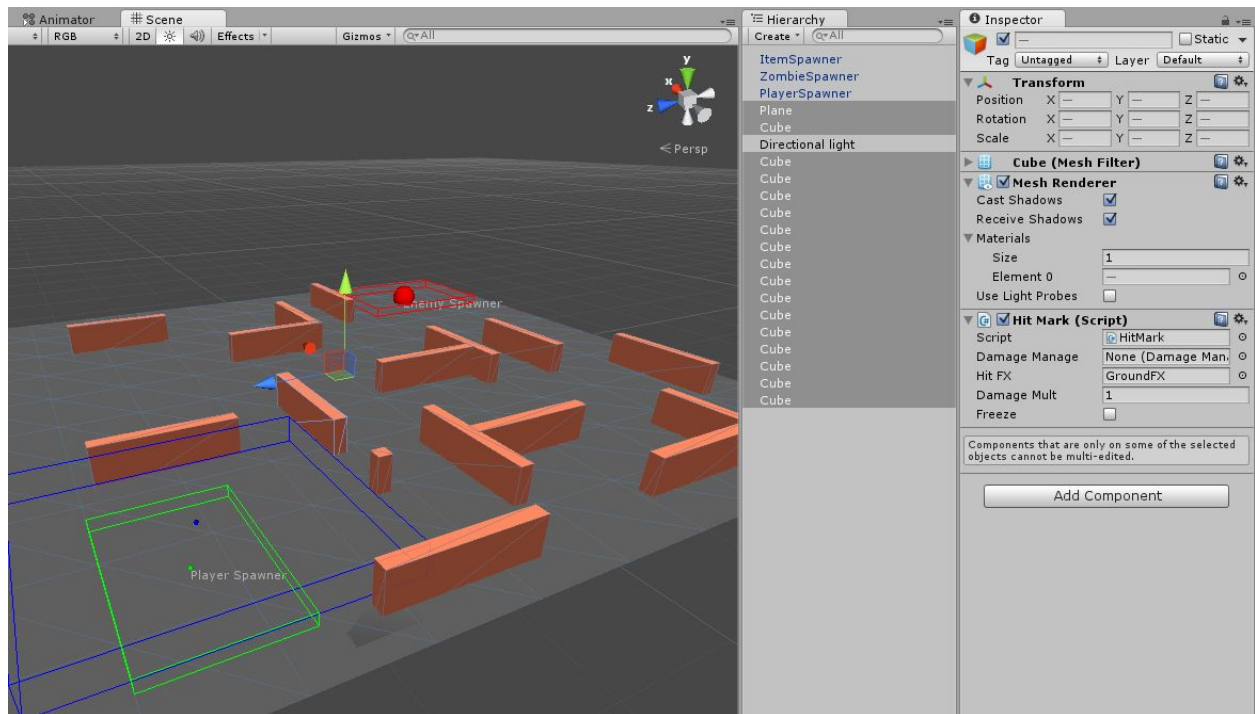


6. Save scene named “**sample**”
7. Add to this scene to the build list by go to **File > Build Setting**
8. Add this scene to **SceneManager** by go to **Window > UnitZ > Scene Manager**
9. you will found this new scene in the list of Select Level on playing.



Add Item Spawner

Add **ItemSpawner** by go to **Window > UnitZ > Spawner > Item Spawner** adjsut area size, item will spawn within this area



You can add more Items to spawn by open **Assets/UnitZ/Prefabs/Items** and select any prefabs with **ItemData** component attached, you can found it by named **_Drop** keyword. you can add them to **Item** parameter in **ItemSpawner**

Let's save and open **mainmenu** scene and play test. Now you can see items are spawn random placed around the spawner area.

Add Decal Effect.

Adding decal and effect when a bullet hit the wall or ground

1. Select scene object includes obstacles and ground.
2. Add **Hit Mark** component to those objects by go to **Window > UnitZ > Component > Damage > Hit Mark**.
3. Add **GroundFX** prefab to **Hit FX** parameter and DO NOT forget to active **Freeze** parameter and **Tag** to “**Finish**”

Note : Freeze parameter: make the object static, ignored all force from bullets

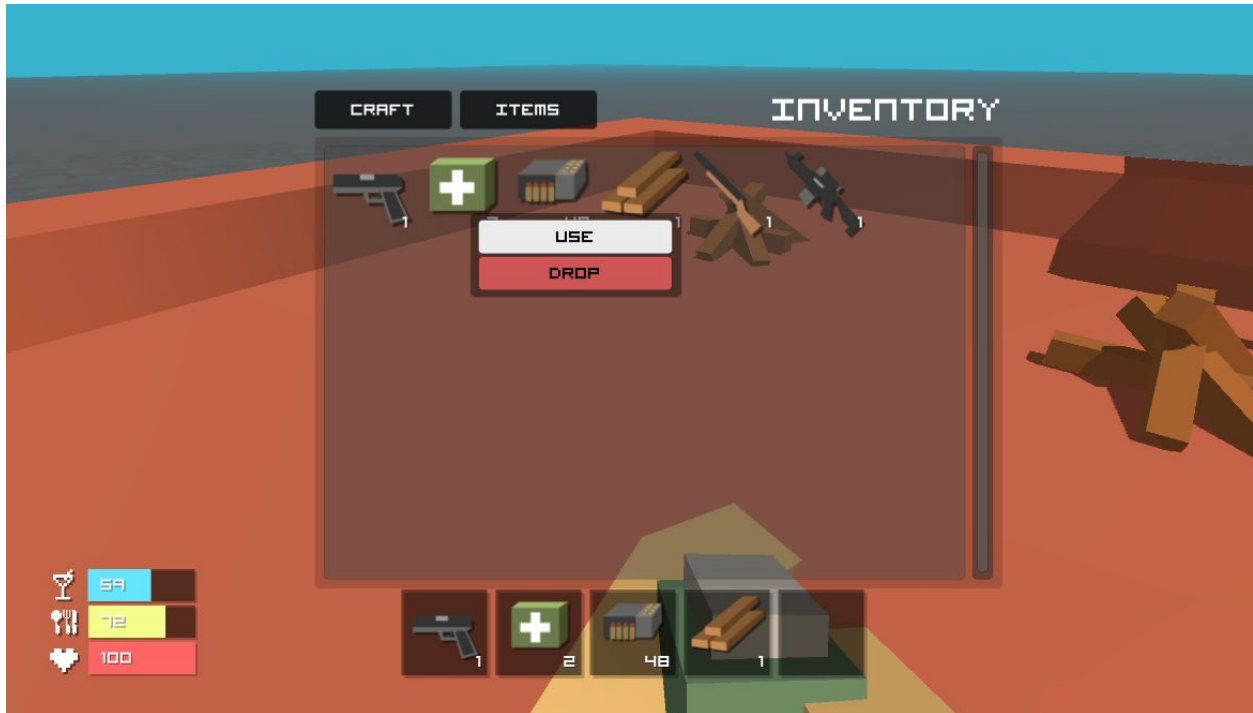


All **obstacles** in the game should have **HitMark** component attached if you wanted to shoot them. and all obstacles must set **Tag** to “**Finish**” because of reason when the players using explosive weapon, the obstacles with “**Finish**” tagged can protect them from explosion damage.

How to Create Consumable item

This step will show you how to create an item like Food , Drink or Bandage. this instruction using a prefab template in the project.

Let's Create some Pizza.



Create FPS view prefab

1. **New Scene** to make sure everything are clear.
2. Open **Assets\UnitZ\Prefabs\Items\Template**
3. Drag **Food_FPS** to the scene.
4. Repalcing **Food object** with your model or custom it, make sure it stick as child of **Right_Hand** hierarchy.
5. Re name it to "**Pizza_FPS**" and **DO NOT Click Apply button!**
6. New folder named "**Pizza**" **Assets\UnitZ\Prefabs\Items\Pizza**
7. Drag your **Pizza_FPS** to **Assets\UnitZ\Prefabs\Items\Pizza** to save it as **Prefab**

Create Third view prefab

1. Open **Assets\UnitZ\Prefabs\Items\Template**
2. Drag **Food_Equip** to the scene.
3. Repalcing **Food object** with your model or custom it.
4. Re name it to "**Pizza_Equip**" and **DO NOT Click Apply button!**
5. Drag your **Pizza_Equip** to **Assets\UnitZ\Prefabs\Items\Pizza** to save it as **Prefab**

Create Drop view prefab

1. Open **Assets\UnitZ\Prefabs\Items\Template**
2. Drag **Food_Drop** to the scene.
3. Repalcing **Food** with your model or custom it.
4. Set Parameters on **Item Data** Component, named "**Pizza**"
Item Name must not be duplicated.
5. Add **Pizza_FPS** to **Item FPS** parameter
6. Add **Pizza_Equip** to **Item Equip** parameter
7. Re name it to "**Pizza_Drop**" and **DO NOT Click Apply button!**
8. Drag your **Pizza_Drop** to **Assets\UnitZ\Prefabs\Items\Pizza** to save it as **Prefab** as same as FPS view and Third View

Create Apply Object

1. Open **Assets\UnitZ\Prefabs\Items\Template**
2. Drag **Food_Apply** to the scene.
3. You can see 3 parameters in **Apply Food** Component
 - Food Plus**
10 = Add 10 food point , -10 = Lose 10 food point
 - Drink Plus**
10 = Add 10 drink point , -10 = Lose 10 drink point
 - Health Plus**
10 = Add 10 Health point , -10 = Lose 10 Health point

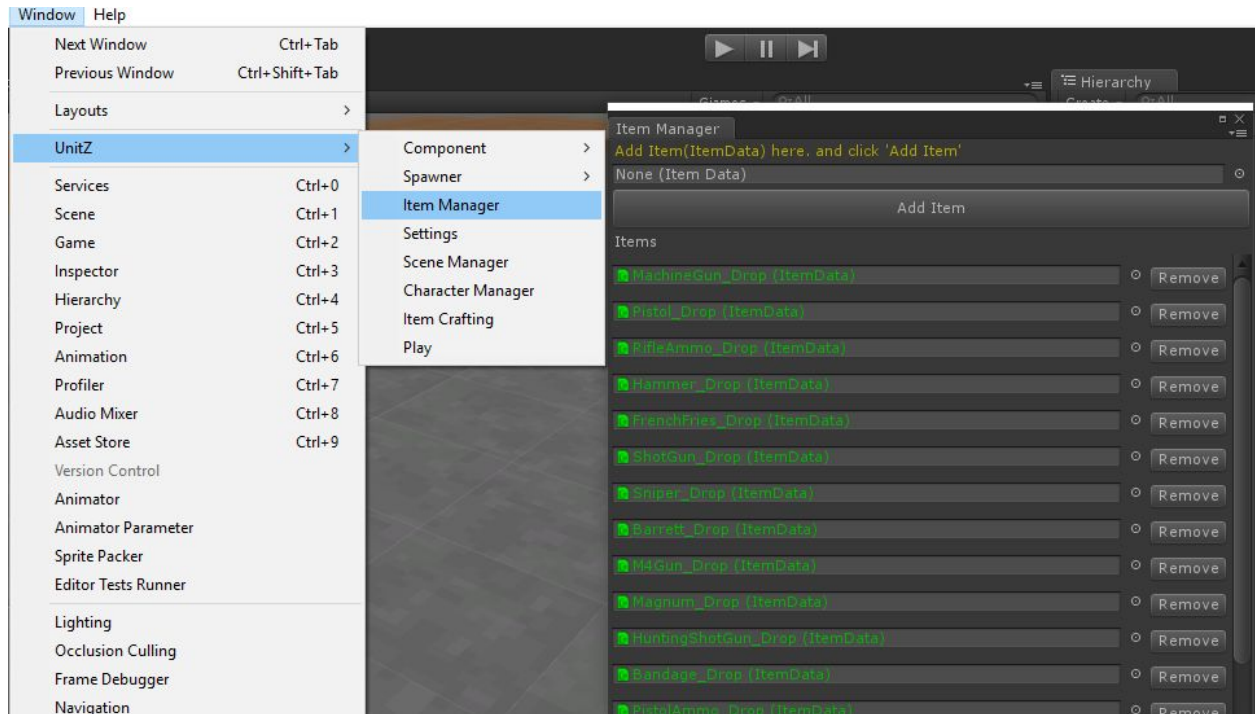
4. Re name it to “**Pizza_Apply**” and **DO NOT Click Apply Button!**
5. Drag your **Pizza_Apply** to **Assets\UnitZ\Prefabs\Items\Pizza** to save it as prefab.

Combine together.

1. Select your **Pizza_FPS** in **Assets\UnitZ\Prefabs\Items\Pizza**
2. Add **Pizza_Apply** prefab to **Item** parameter in **FPSItem Using** component
3. Add **Pizza_Drop** prefab to **Item Used** parameter in **FPSItem Using** component

Register your Pizza.

1. Go to **Window > UnitZ > ItemManager**
2. add **Pizza_Drop** to the list.



How to Create Placing item

This step will show you how to create placing items like Camp fire, Bunker or Tent. you can place it anywhere int the game world and other player also see it, this instruction is similar to other items.



Create FPS view prefab

1. **New Scene** to make sure everything is clear.
2. Open **Assets\UnitZ\Prefabs\Items\Template**
3. Drag **Statue_FPS** to the scene.
4. Replacing **Cube object** with your model or custom it, make sure it stick as child of **Right_Hand** hierarchy.
5. Re name it to "**MyStatue_FPS**" and **DO NOT Click Apply!**
6. New folder named "**MyStatue**" **Assets\UnitZ\Prefabs\Items\MyStatue**
7. Drag your **MyStatue_FPS** to **Assets\UnitZ\Prefabs\Items\MyStatue** to save it as **Prefab**

Create Third view prefab

1. Open **Assets\UnitZ\Prefabs\Items\Template**
2. Drag **Statue_Equip** to the scene.
3. Repalcing **Cube object** with your model or custom it.
4. Re name it to “**MyStatue_Equip**” and **DO NOT Click Apply!**
5. Drag your **MyStatue_Equip** to **Assets\UnitZ\Prefabs\Items\MyStatue** to save it as **Prefab**

Create Drop view prefab

1. Open **Assets\UnitZ\Prefabs\Items\Template**
2. Drag **Statue_Drop** to the scene.
3. Repalcing **Cube** with your model or custom it.
4. Set Parameters on **Item Data** Component, named “**MyStatue**” *Item Name must not be duplicated.*
5. Add **MyStatue_FPS** to **Item FPS** parameter
6. Add **MyStatue_Equip** to **Item Equip** parameter
7. Re name it to “**MyStatue_Drop**” and **DO NOT Click Apply!**
8. Drag your **MyStatue_Drop** to **\UnitZ\Prefabs\Items\MyStatue** to save it as **Prefab** as same as FPS view and Third View

Create Placing Object

1. Open **Assets\UnitZ\Prefabs\Items\Template**
2. Drag **Statue_Placing** to the scene.
3. Repalcing **Cube** with your statue model.
4. Re name it to “**MyStatue_Placing**” and **DO NOT Click Apply!**
5. Drag your **MyStatue_Placing** to **\UnitZ\Prefabs\Items\MyStatue** to save it as prefab.

Combine together.

1. Select your **MyStatue_FPS** in **\UnitZ\Prefabs\Items\MyStatue**
2. Add **MyStatue_Spawner** prefab to **Item** parameter in **FPSItem Placing** component
3. Add **MyStatue_Drop** prefab to **Item Used** parameter in **FPSItem Placing** component

Register your Pizza.

3. Go to **Window > UnitZ > ItemManager**
4. add **MyStatue_Drop** to the list.

Add Placing Area component

1. You have to add **PlacingArea** component to any place that you want to spawn a placing item by go to **Window > Unitz > Component > Statue > Placing Area**

Crafting Items.

This step will show how to crafting items in the game. in this sample i will show you how to craft a **Pistol**.

1. Go to **Window > UnitZ > Item Crafting**
2. Add size of **Item Craft Lists**, you will see new **Element** show up
3. Drag **Pistol_Drop** from to **Item Result** parameter
[Assets\UnitZ\Prefabs\Items\Pistol](#)
4. Add size of **Item Needs**, you will see new **Element** show up
5. Drag **MetalFragment_Drop** to **Item** parameter.
[Assets\UnitZ\Prefabs\Items\Materials\MetalFragment](#)
6. set **Num** to **3** ,set **Craft Time** to **10**, So you need 3 **MetalFragment** and **10** second to craft this **Pistol**.



Thank you

You can find more tutorials and news update in my dev blog

<http://www.hardworkerstudio.com/unitz/>

If you have any questions or need an assistance
please mail me: hwrstudio@gmail.com

Rachan Neamprasert

www.hardworkerstudio.com