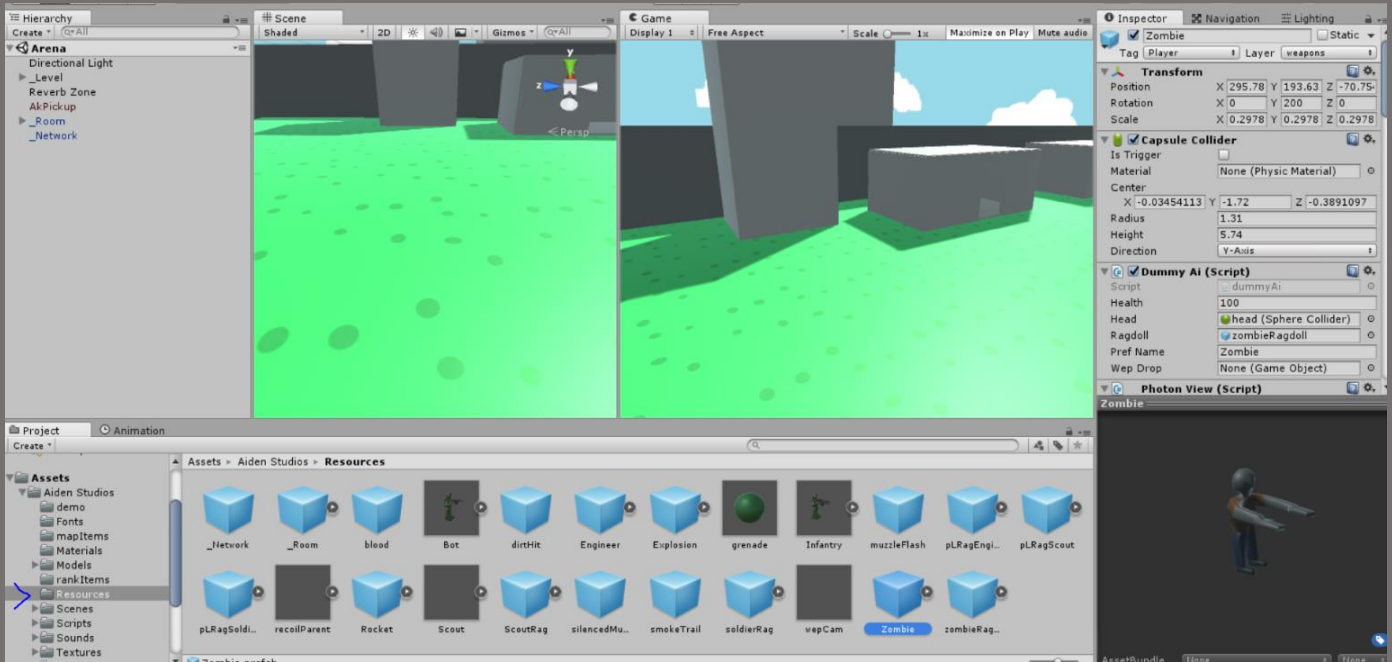


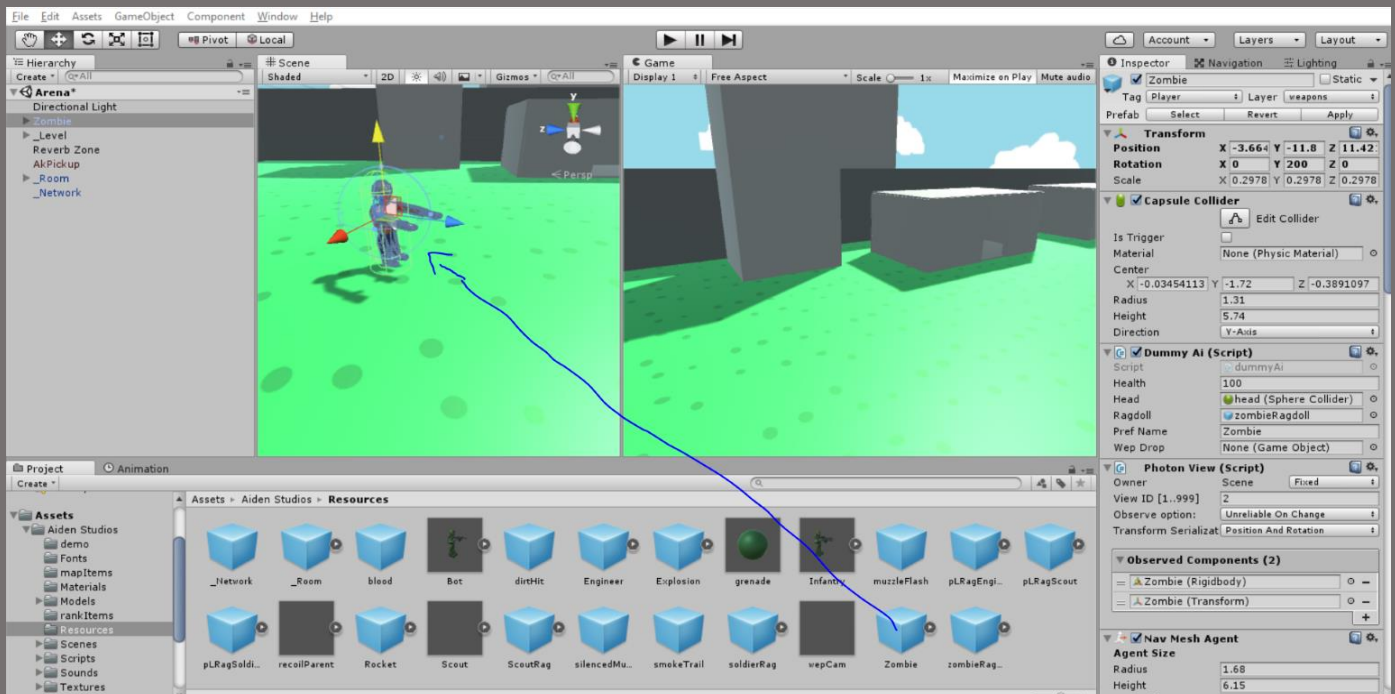
# EZFPS

## Getting Started

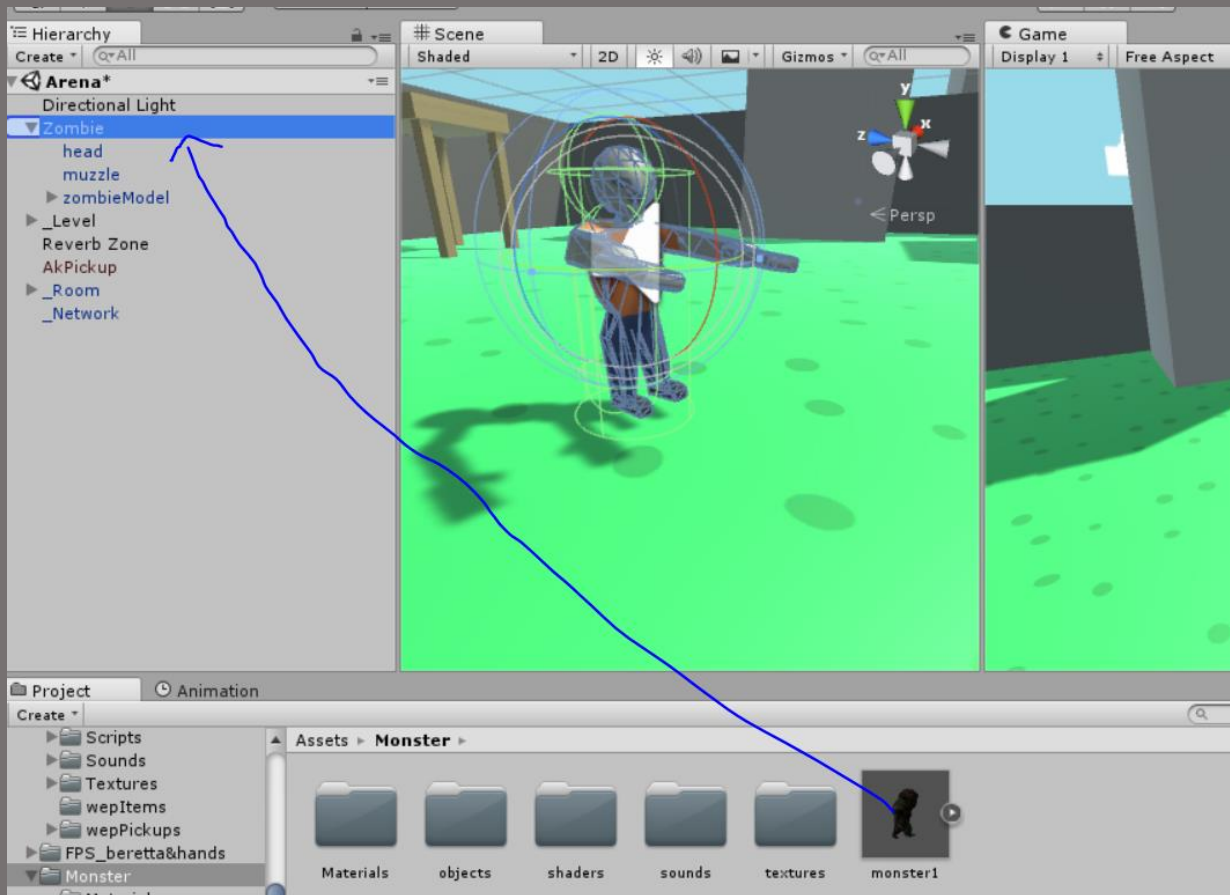
### 5. Changing the Zombie Model



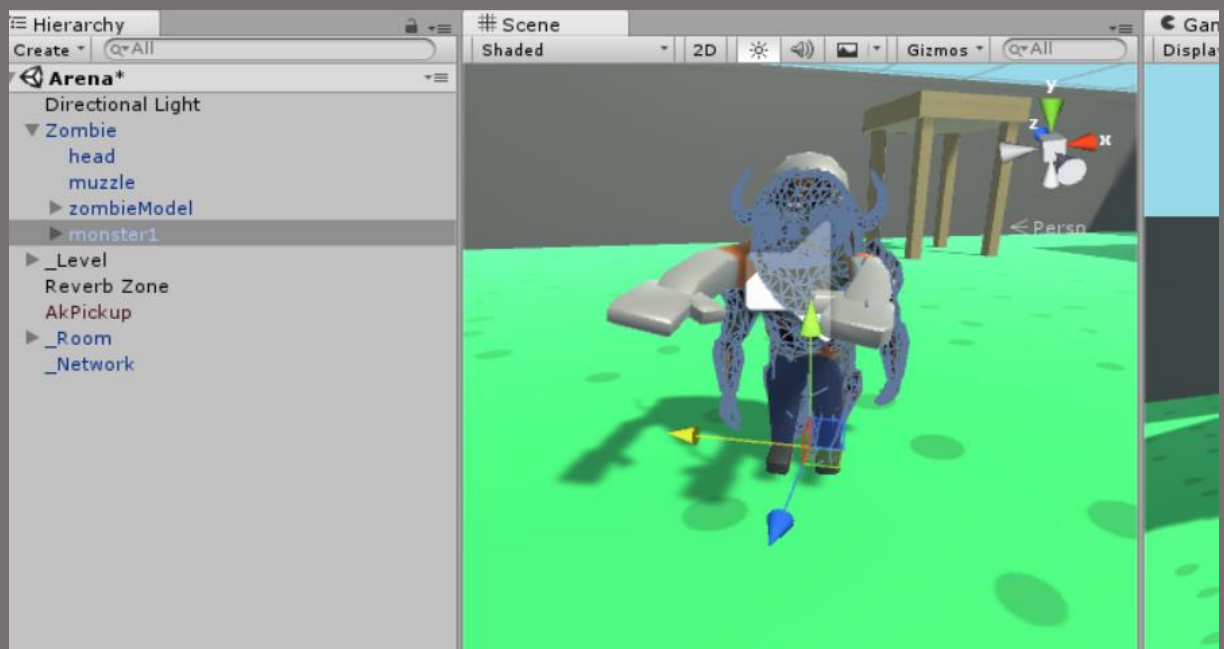
1. Navigate to the Aiden Studios/Resources folder.



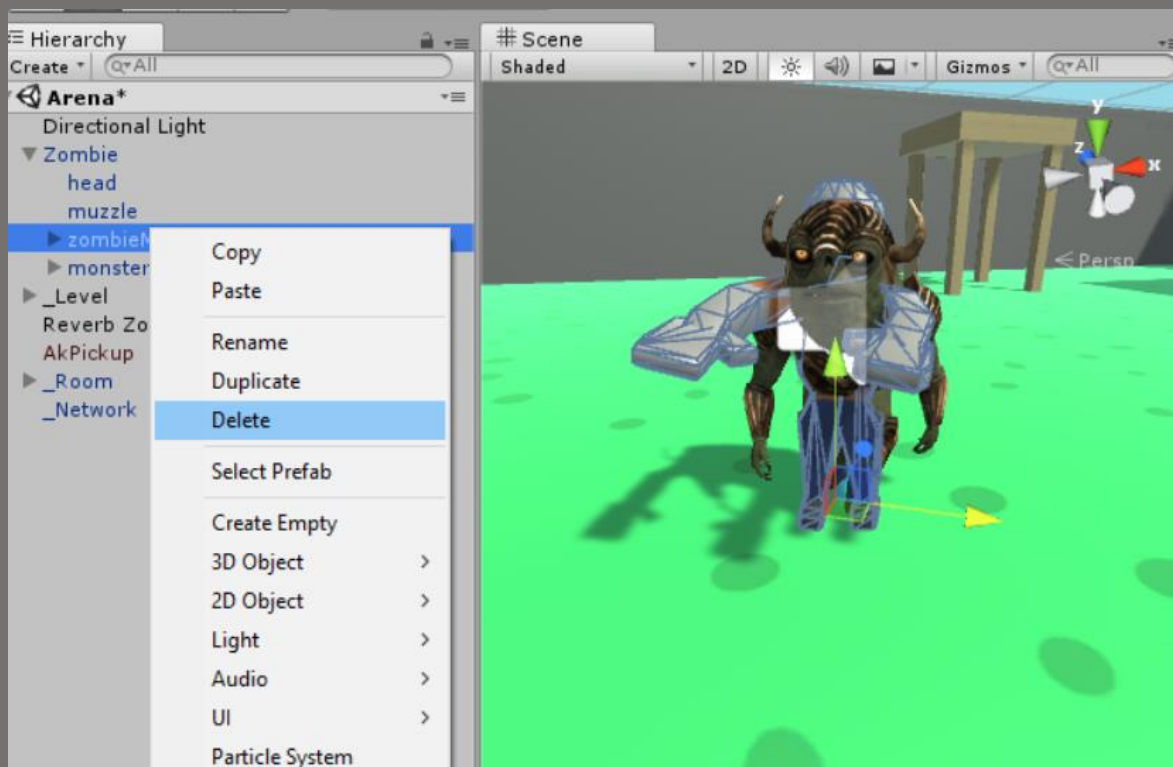
2. Drag the "Zombie" prefab into the scene.



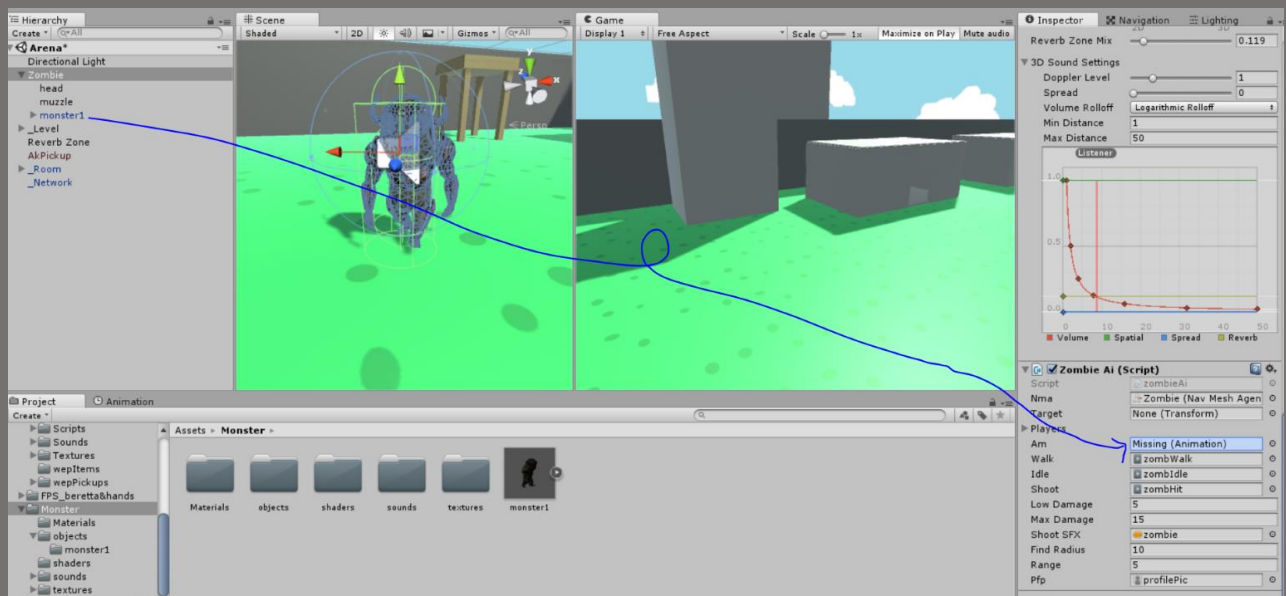
3. Locate your new animated model, and drag it onto the Zombie game object.



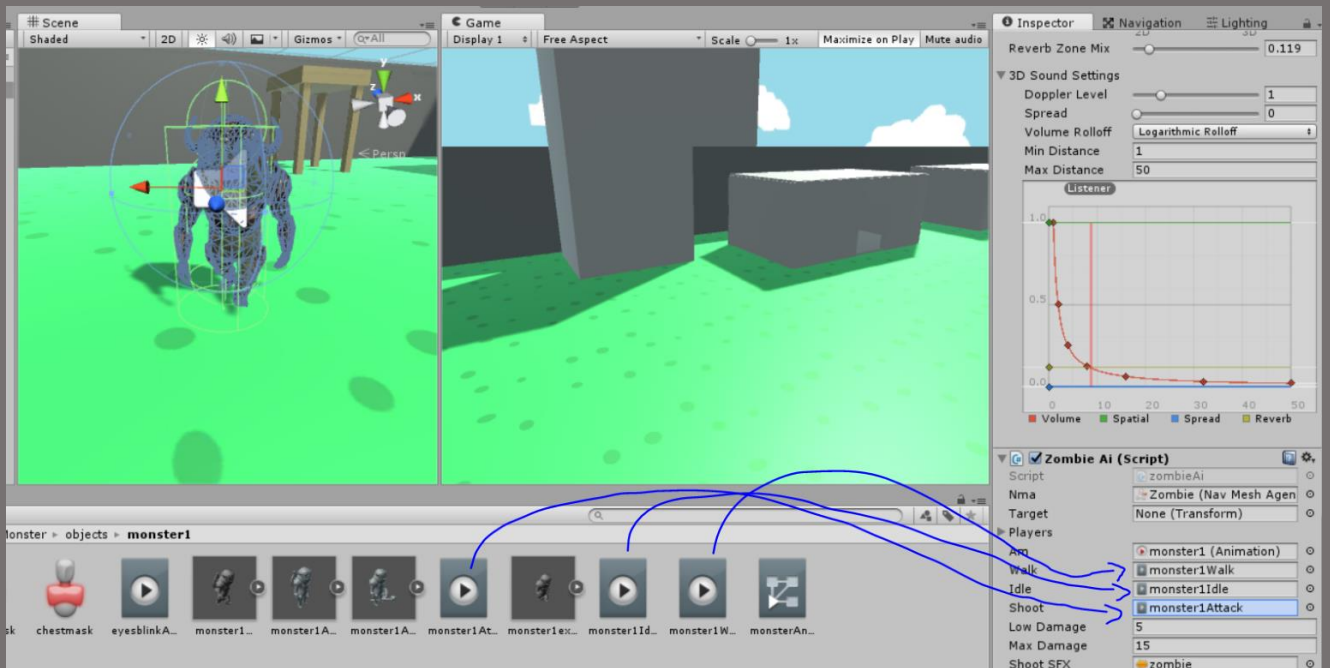
4. Position, rotate, and scale your model to line up with the placeholder.



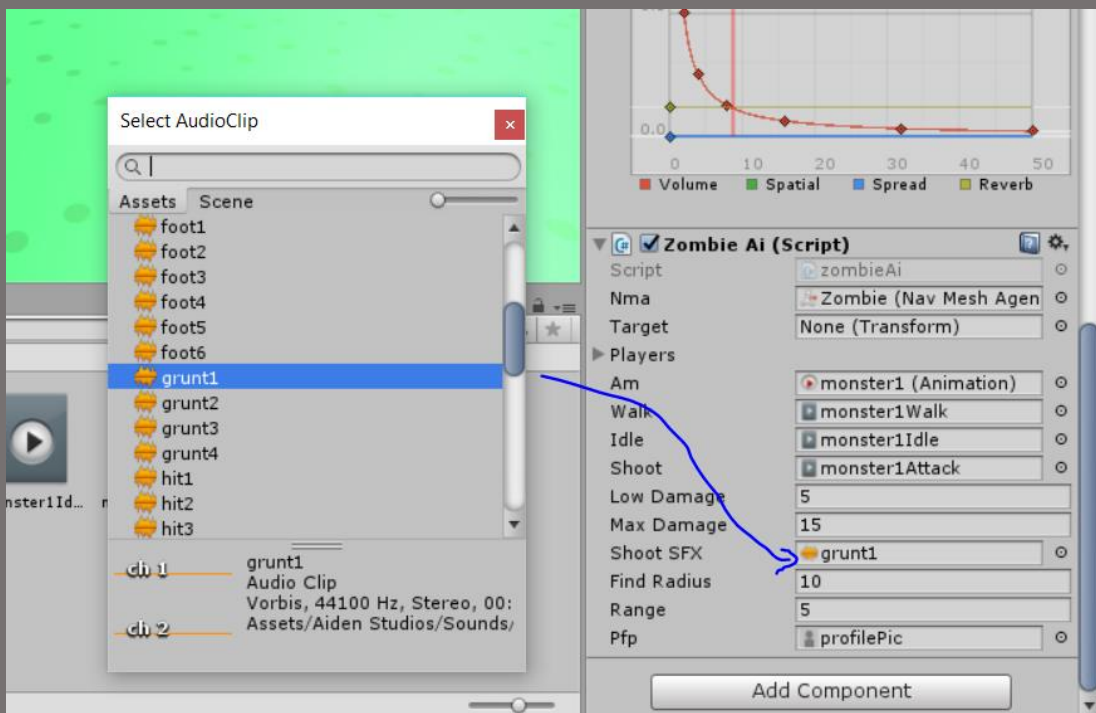
5. Delete the placeholder model.



6. On the Zombie game object, drag your model's Animation component into the "Am" variable in the Zombie Ai component.

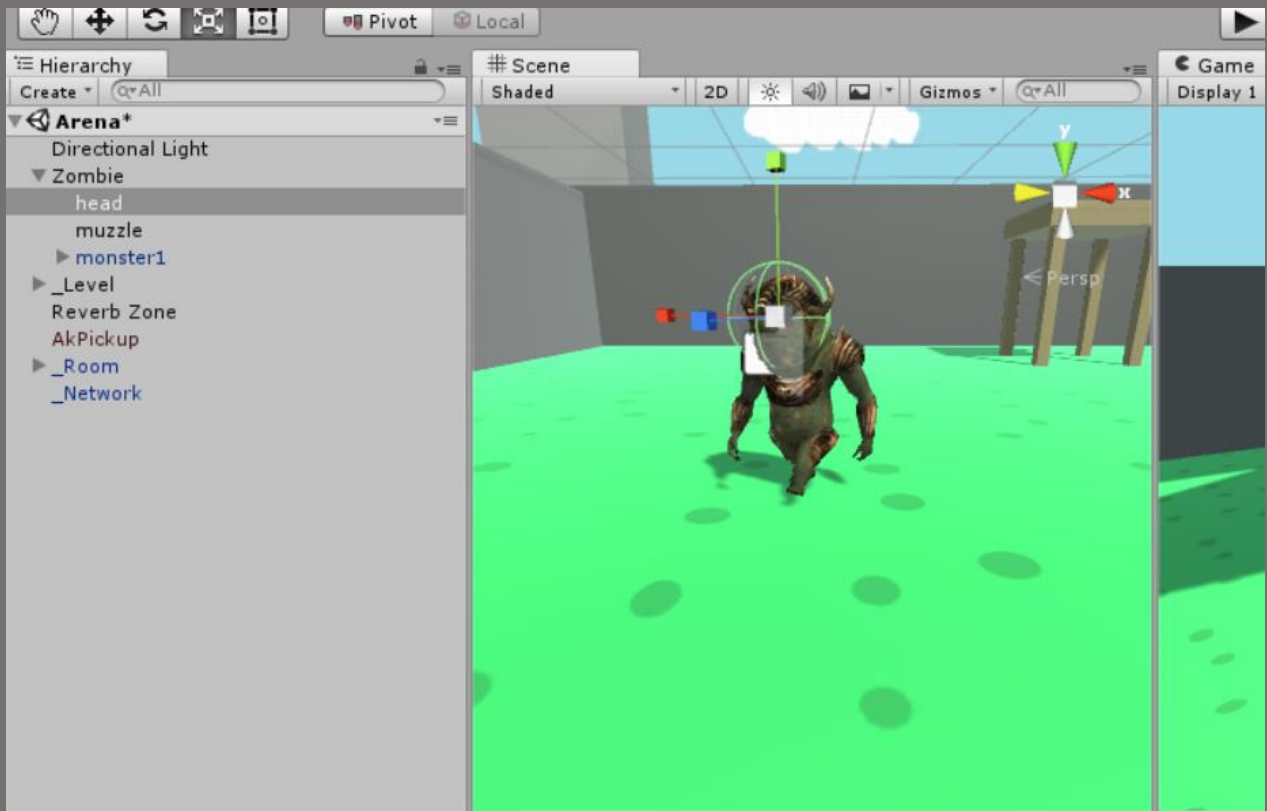


7. Assign the model's appropriate animations to the "Walk", "Idle", and "Shoot" variables

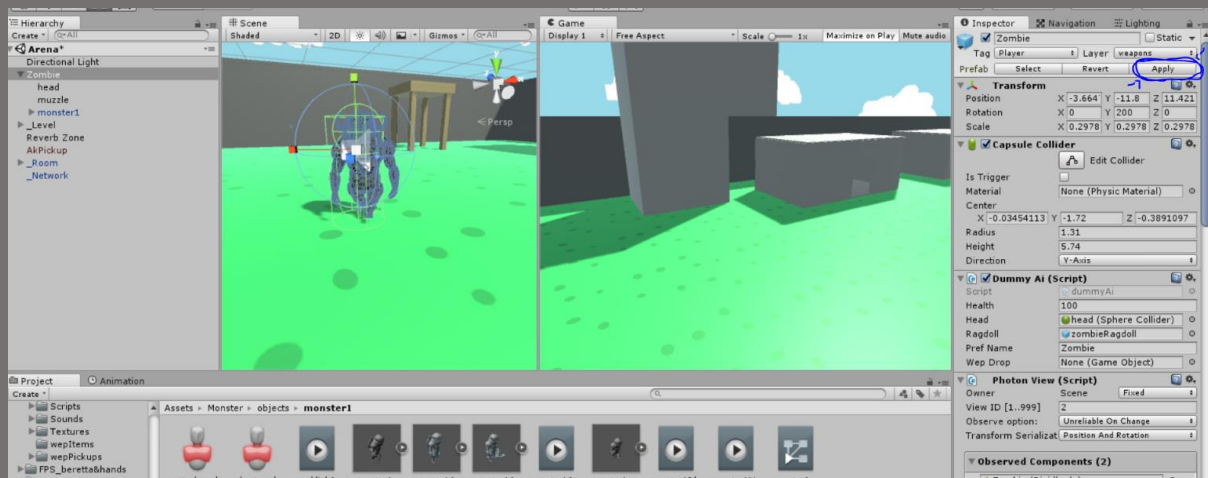


8. Add your new sound to the "Shoot SFX" variable





9. Reposition the “head” game object’s collider to line up with your model’s head.



10. Press “Apply” in the top right corner to apply and update your prefab. You’re all set!