

# FPS Door Kit

## FPS Door Kit - Overview

I would recommend you to view online documentation to stay updated with any changes I make in the asset and also gifs and youtube videos doesn't play in pdf documentation.

**Online Documentation Link :-** <https://eniv-studios.gitbook.io/fps-door-kit/>

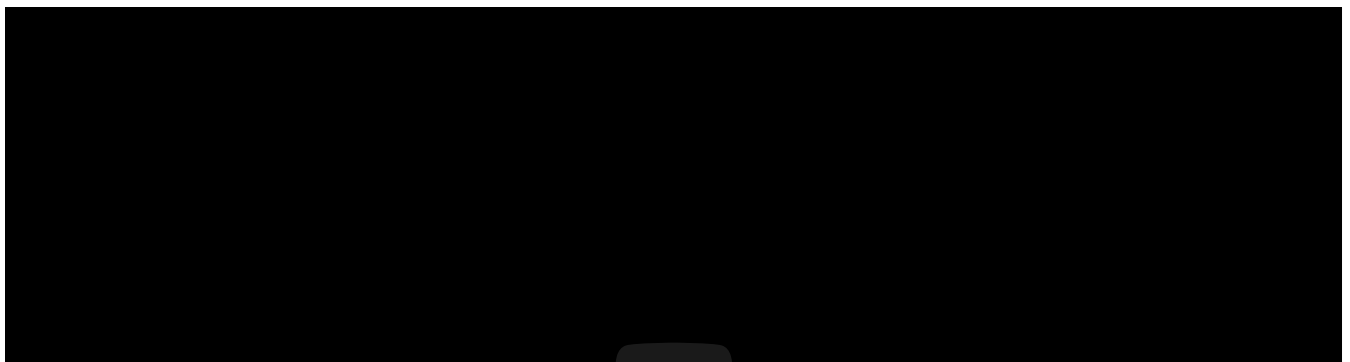
**FPS Door Kit** is an easy to use kit which is used to create various interaction types with doors. The script used to create various interaction types is fully dynamic in unity inspector. This kit features 8 door interaction types.

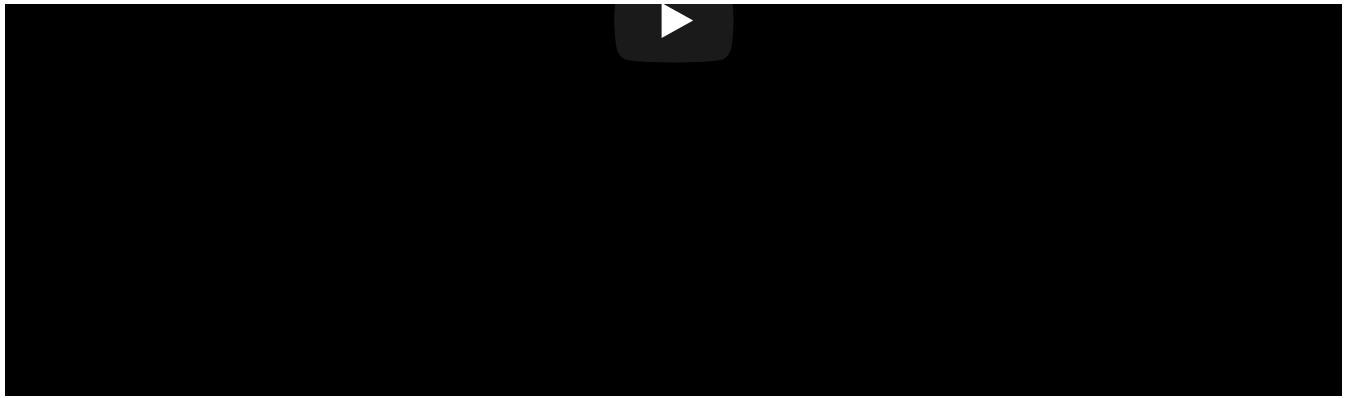
### ***Kit Features :-***

1. **Normal Door :-** This is a simple door that comes with both one way and two way door system.
2. **Hold Key Door :-** This is a door that opens by holding a key and comes with both one way and two way door system.
3. **Lever Door :-** This is a door that uses a lever to open and comes with both one way and two way door system.
4. **Key Door :-** This is a door that uses a key to unlock door and it comes in three types (One simple and other two with animations). It also comes with both one way and two way door system.
5. **Keypad Door :-** This is a door that uses a keypad to open and comes with both one way and two way door system.
6. **Padlock Door -** This is a door that uses a padlock to open and comes with both one way and two way door system.
7. **Keycard Door :-** This is a door that uses keycard to unlock door and it comes in two types (One simple and other with animation). It also comes with both one way and two way door system.
8. **Lockpick Door :-** This is a door that uses lockpicking mechanics to unlock and it comes with both one way and two way door system.

---

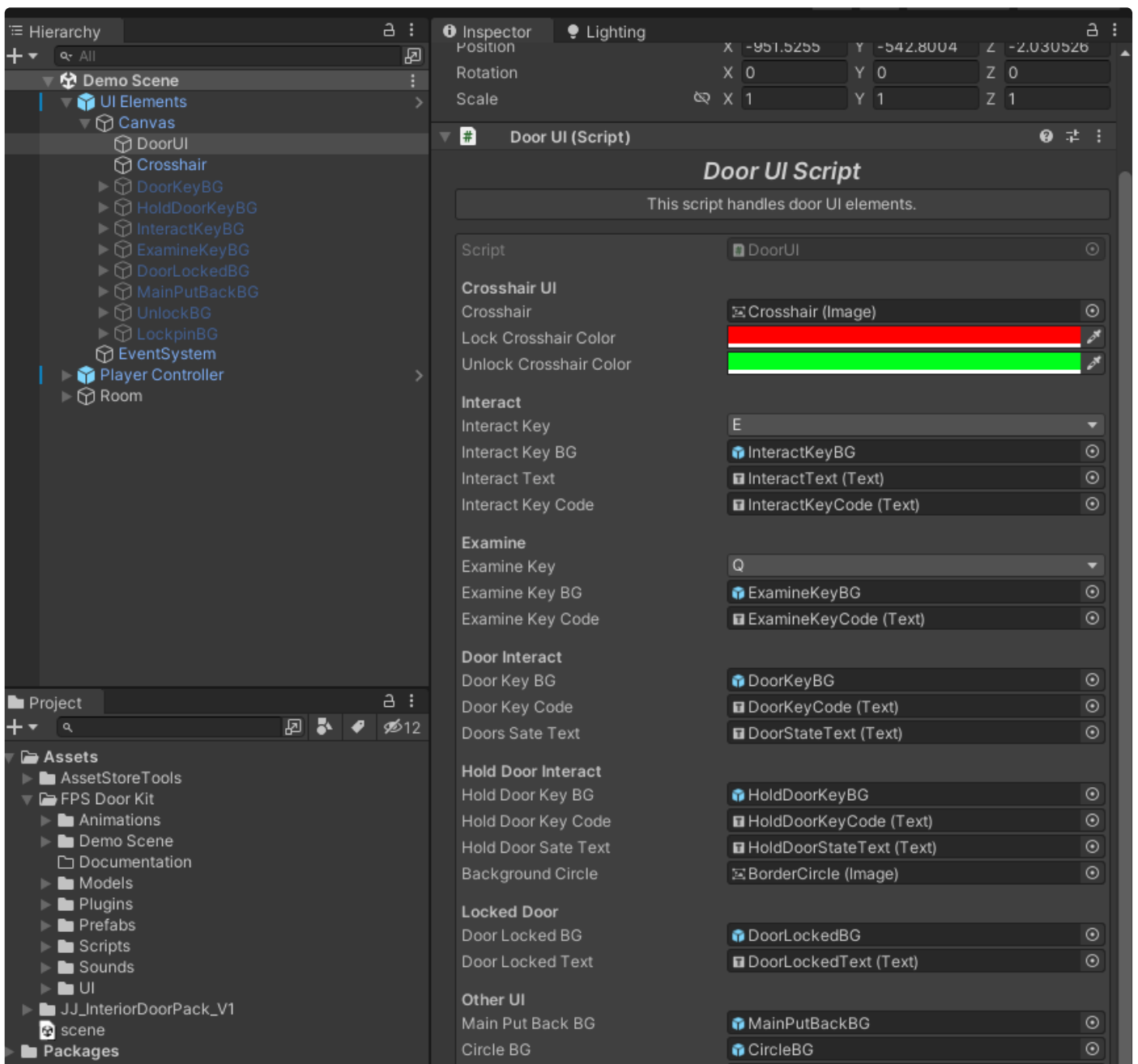
## FPS Door Kit - Demo Video

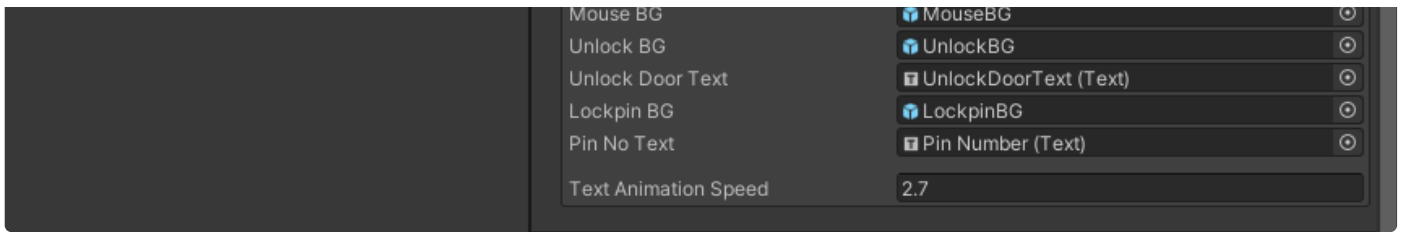




## Scripts Overview :-

### A. Door UI :-

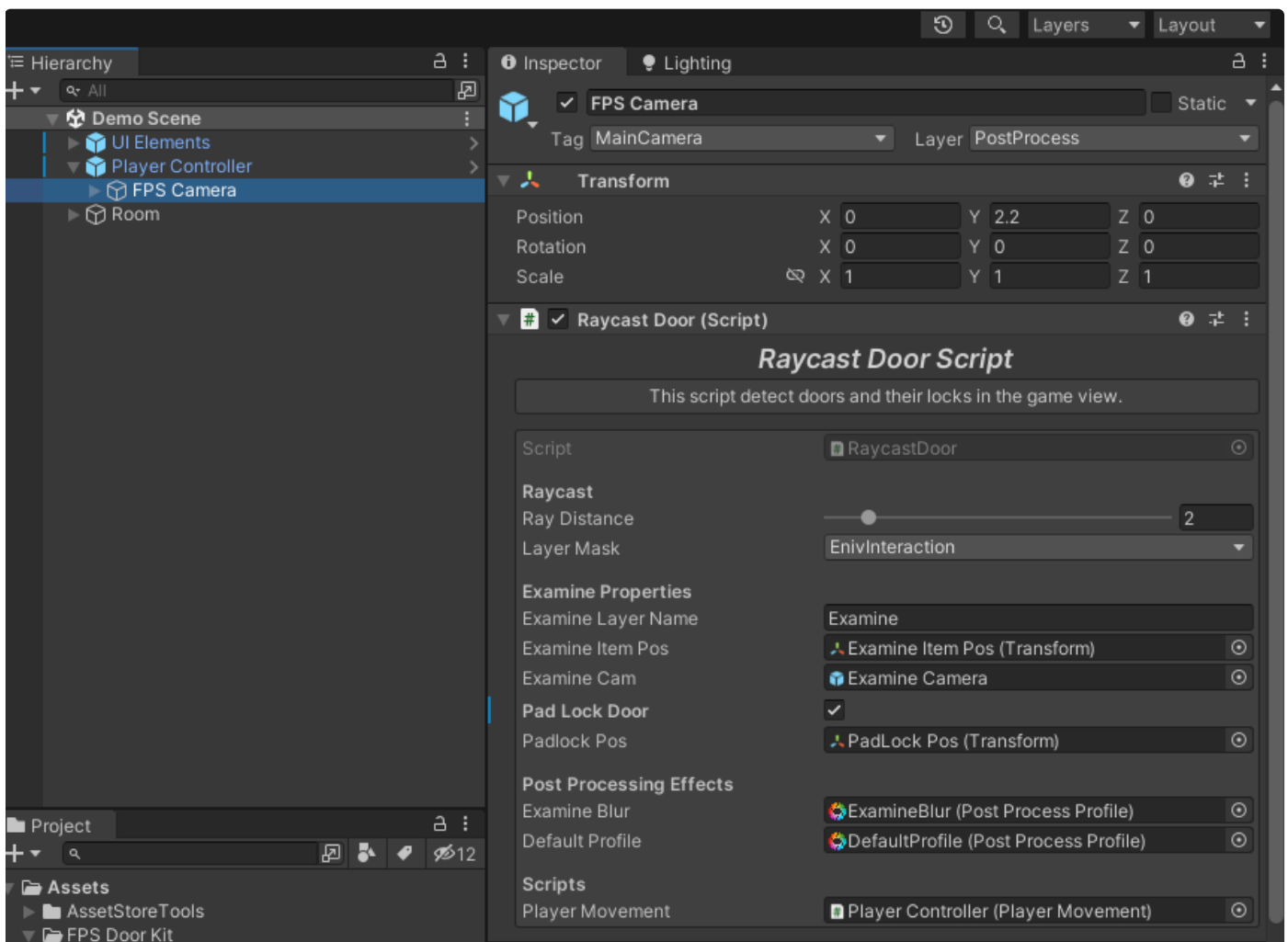




1. **Crosshair** :- It is just the UI that changes color when raycast from the camera hit the object.
2. **Lock Crosshair Color** :- It is just the crosshair UI that changes color when raycast from the camera hit the locked door.
3. **Unlock Crosshair Color** :- It is just the crosshair UI that changes color when raycast from the camera hit the unlocked door.
4. **Interact Key** :- It is the key which is used to interact with object.
5. **Examine Key** :- It is the key which is used to examine object.
6. **Text Animation Speed** :- It is the speed of text UI.

Rest are just UI elements which are used to display door properties

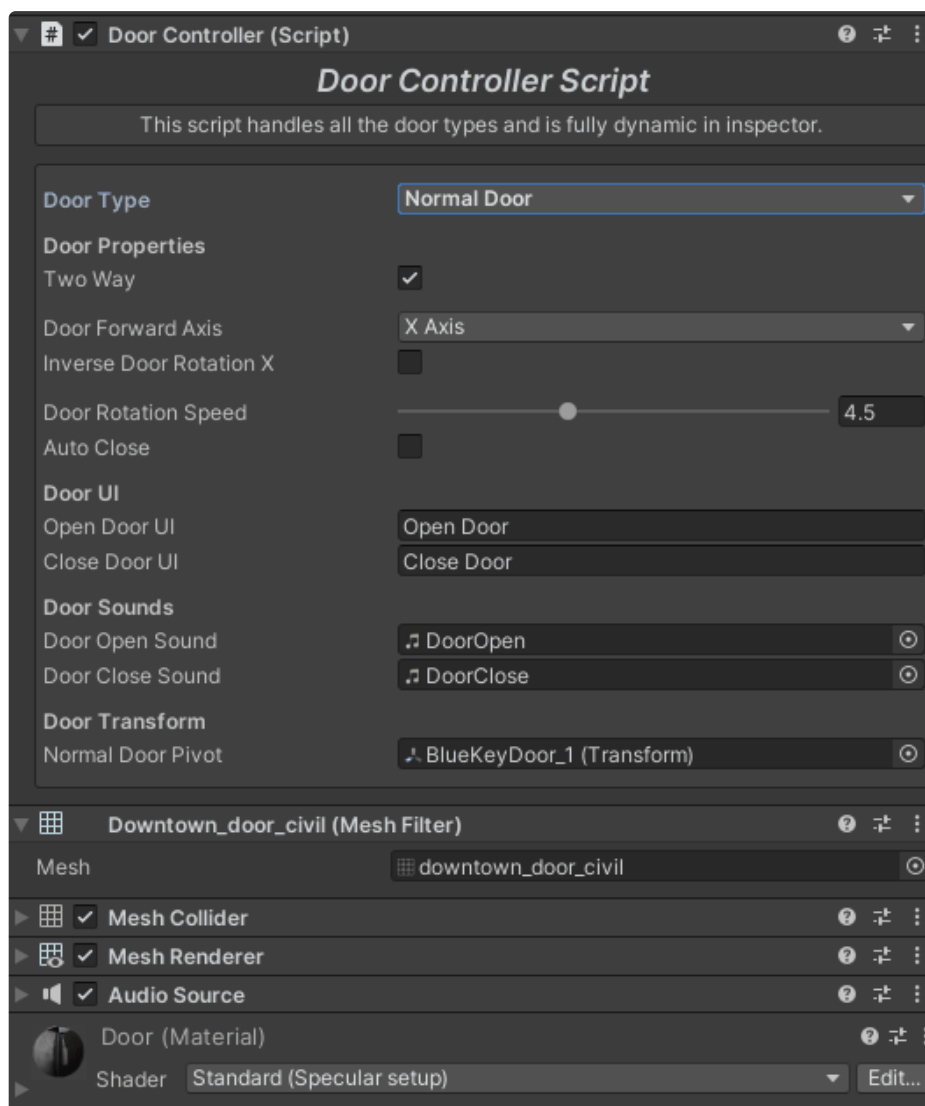
## B. Raycast Door :-



- **Ray Distance** :- It calculates the distance between the object from the player camera.

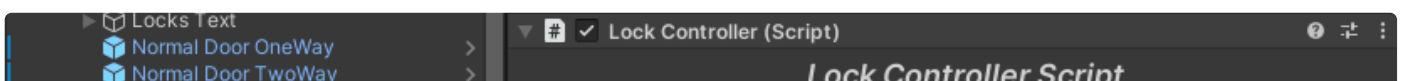
- **Layer Mask :-** It helps in detecting object which is to be interacted with. The object which is to interact must have the same layer which you have assigned in the raycast door script.
- **Examine Layer Name :-** This is the layer to which the object which is being examined will change to this is done so that background of the object becomes blurred and examined object becomes clearly visible.
- **Examine Cam :-** This is the camera which is used while examining object.
- **Examine Item Pos :-** This is the position where the object will come which is being examined.
- **Post Processing Effects :-** They just help in making the background blurred while examining objects.
- **Player Movement :-** Drag and drop your player controller script here. Just replace the name of the script with your player controller script name in raycast door script.

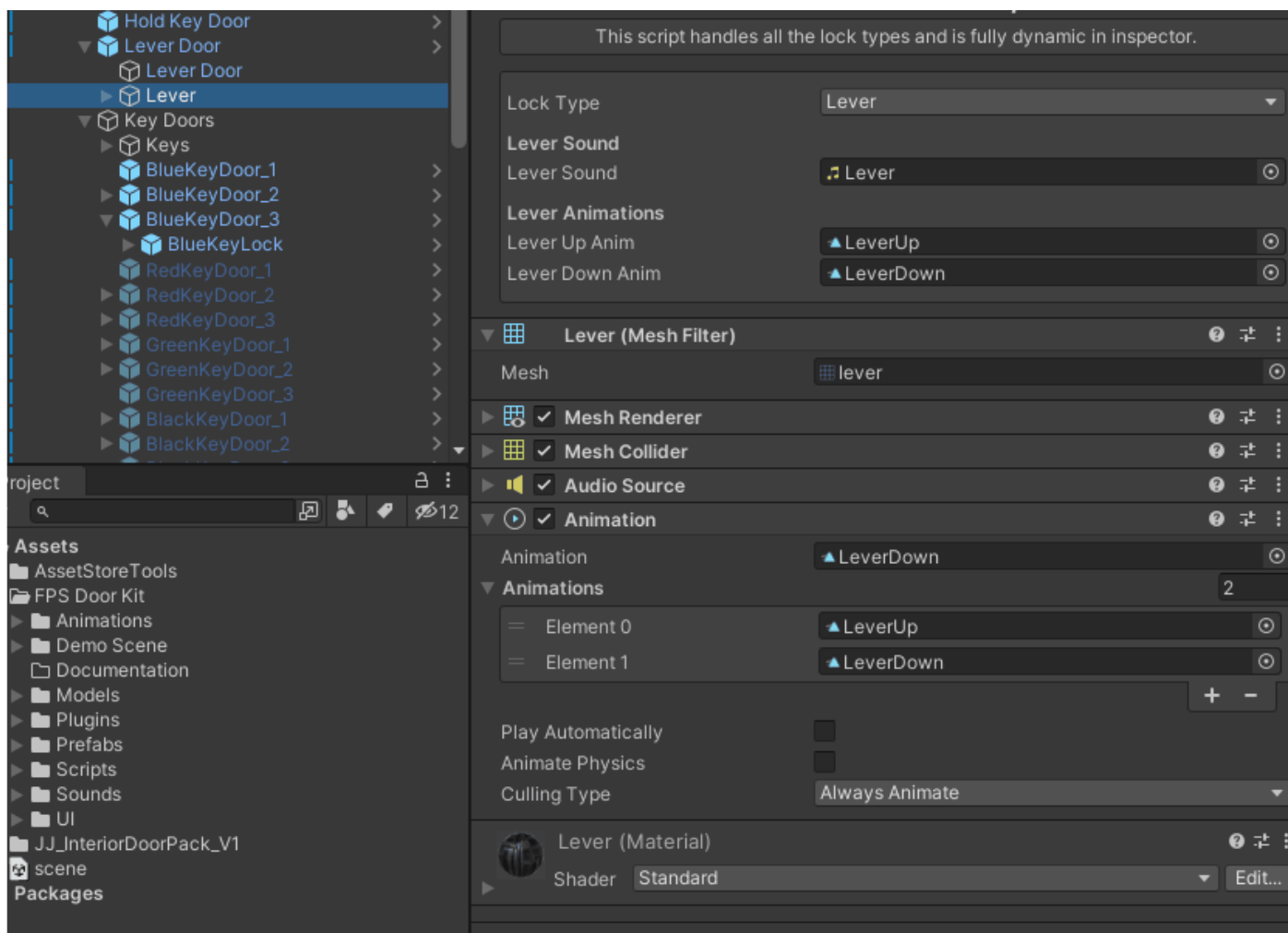
### C. Door Controller :-



This script handles all the door types and is fully dynamic in unity inspector.

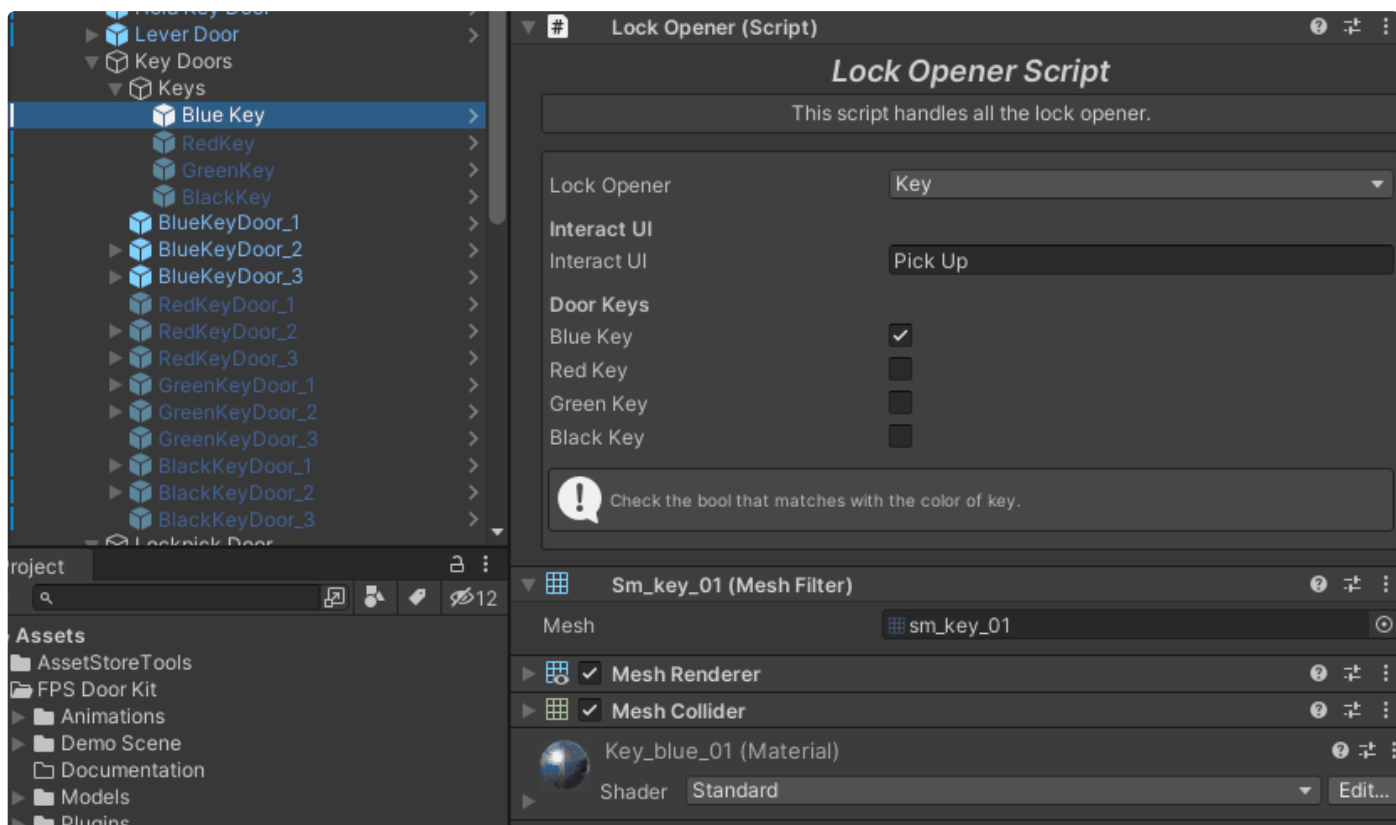
### D. Lock Controller :-





This script handles all the lock types and is fully dynamic in unity inspector.

### E. Lock Opener :-





This script handles all the lock opener and is fully dynamic in unity inspector.

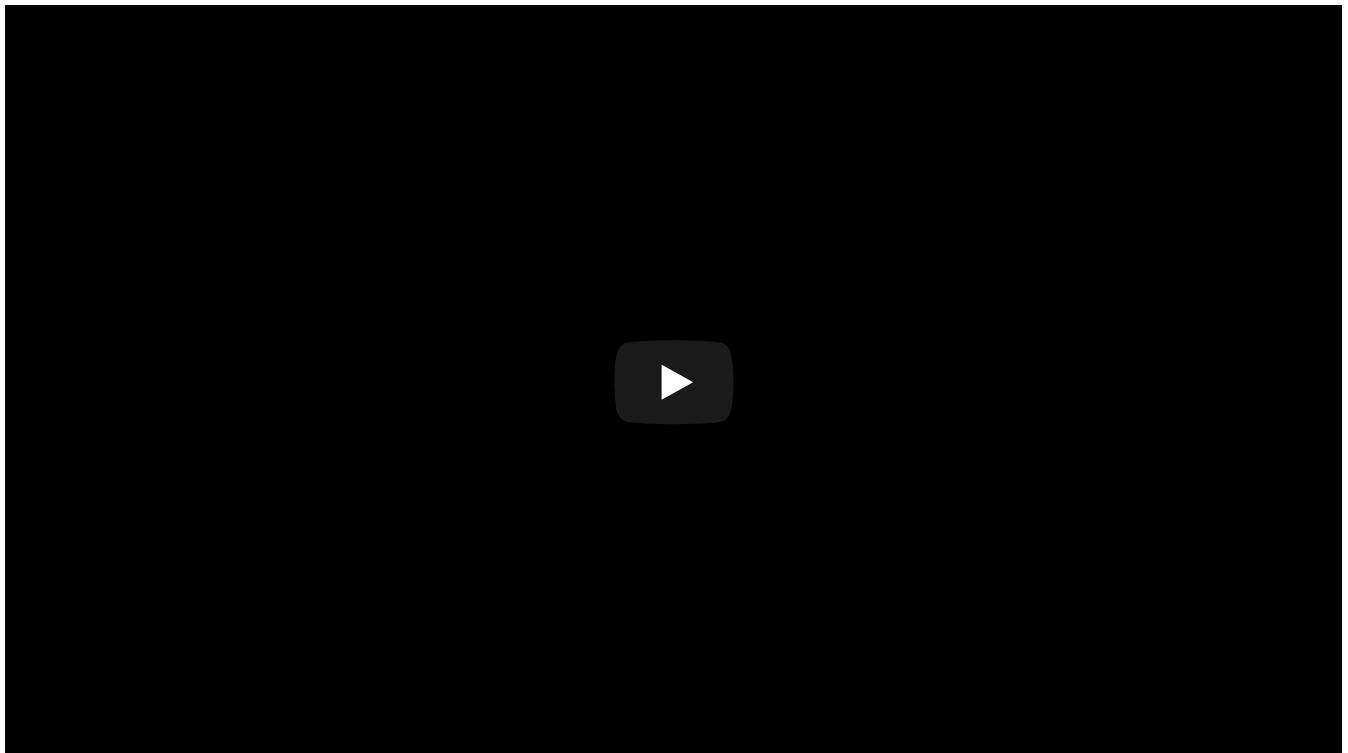
## FPS Door Kit - Setup

**If anyone faces any problem or have any suggestion contact me at :- [4d4467@gmail.com](mailto:4d4467@gmail.com)**

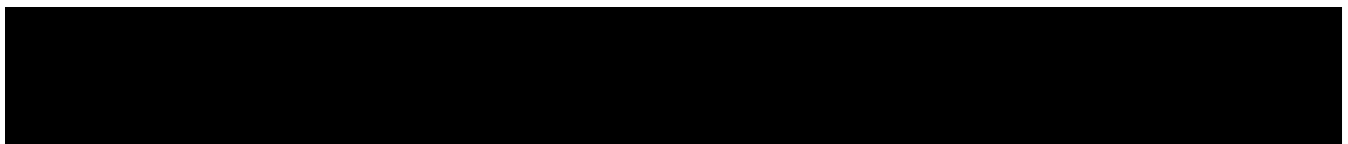
---

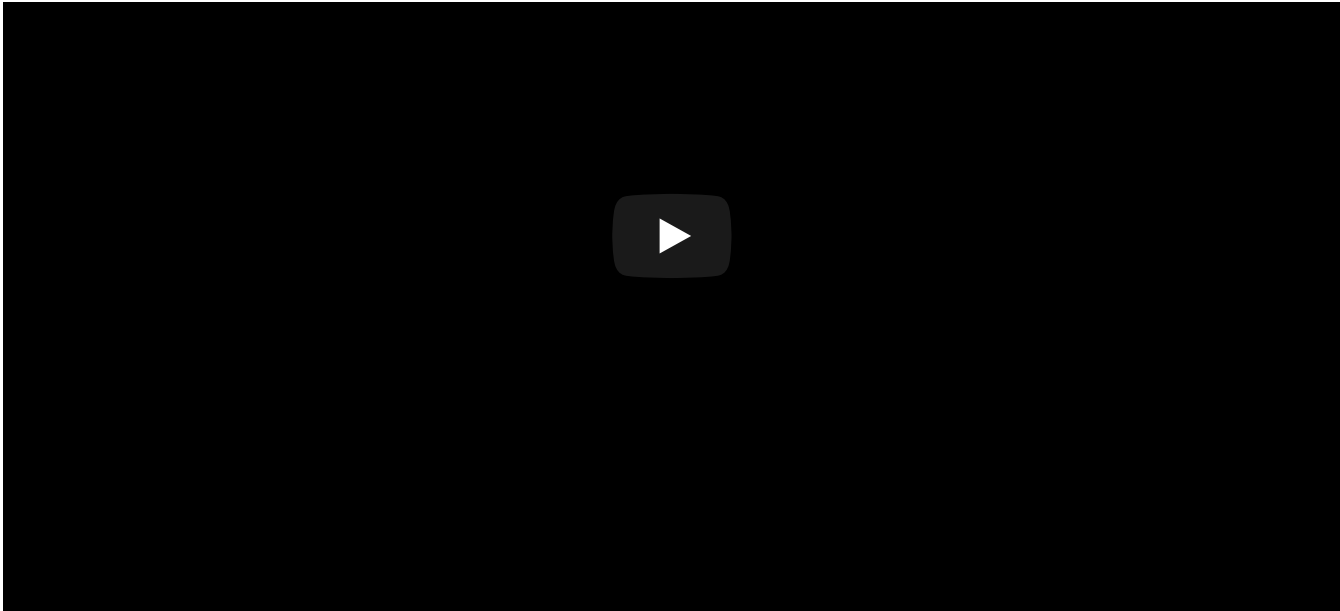
**It is recommended to watch all videos in sequence**

### Part 1 - Setup FPS Controller



### Part 2 - Setup Normal Door + Hold Key Door

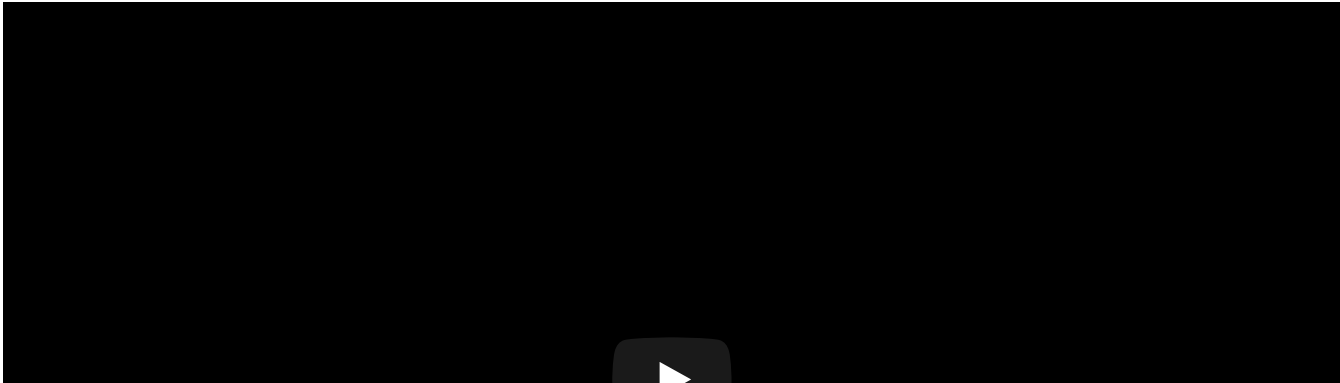




Part 3 - Setup Lever Door + Keypad Door

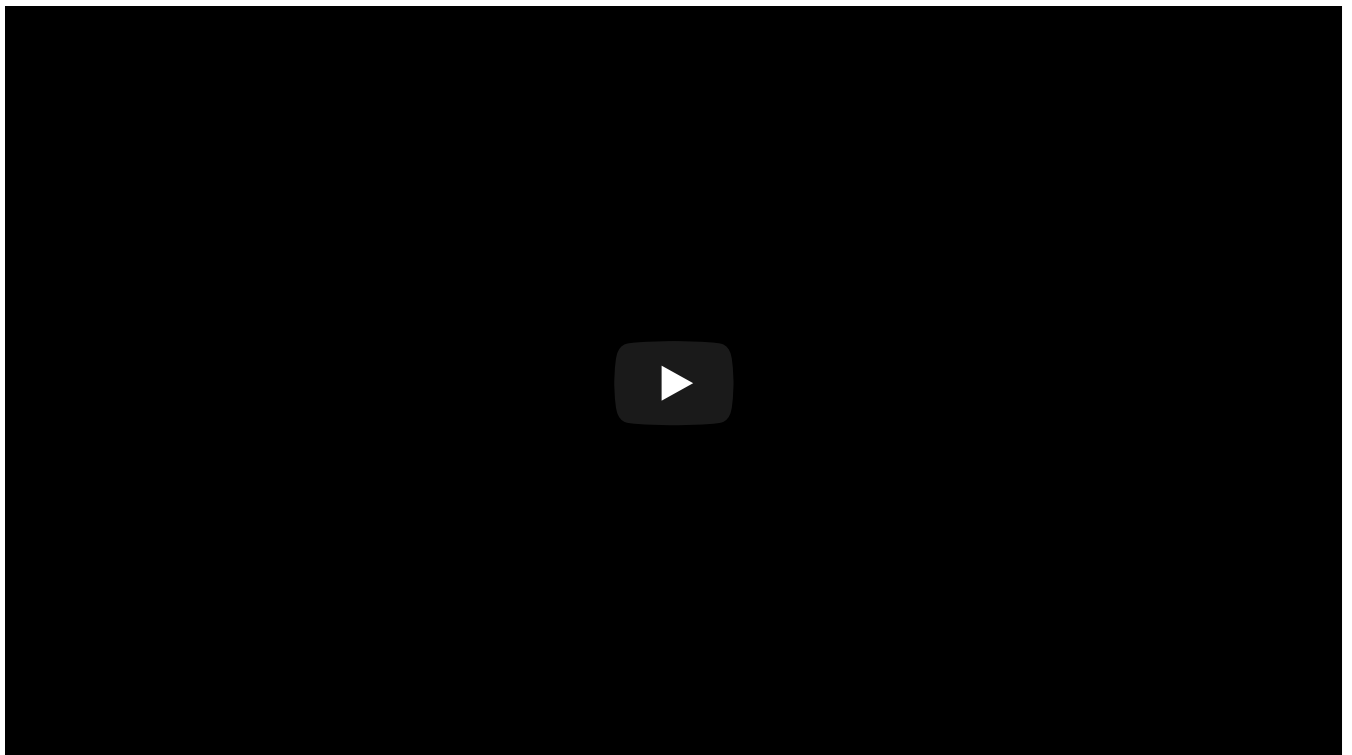


Part 4 - Setup Padlock Door + Lockpick Door





## Part 5 - Setup Keycard Door



## Part 6 - Setup Key Door

