UFO3D

Game documentation and How To guide.

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Package Description and contents

Move with the mouse, pick up cows and drop them at the portal. Get as many cows as you can before time runs out!

The sounds are courtesy of **the free sound project**.

First select a language

First things first, a little file/folder maintenance is required, otherwise Unity will/can get confused about what scripts to use. This is mainly due to the fact that both the C# and JavaScript scripts use the same naming convention, for whatever reason this is typically the case with timer.js/cs.

First you should decide which scripting language you are more comfortable with. In the project window you will notice a folder called "**ChooseProgLang**". This folder contains the C# and JavaScript files, prefabs and scenes.
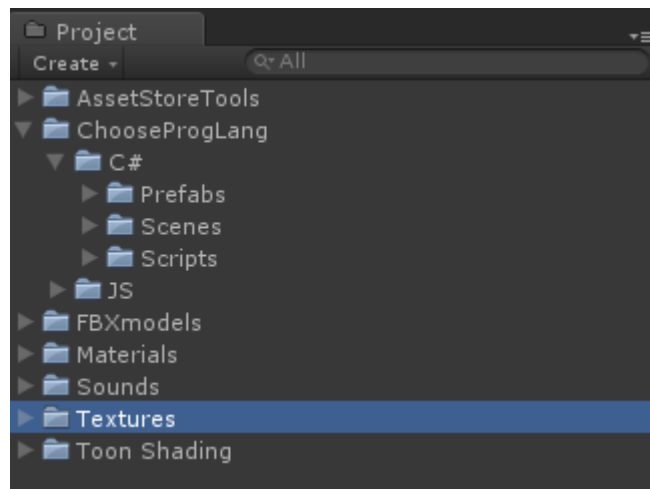
Select the **Prefabs**, **Scenes** and **Scripts** folder and drag it out to the root of the project. At this point you can delete the "ChooseProgLang".

The last step is to ensure the **Build Settings** contain the correct scenes and off you go.
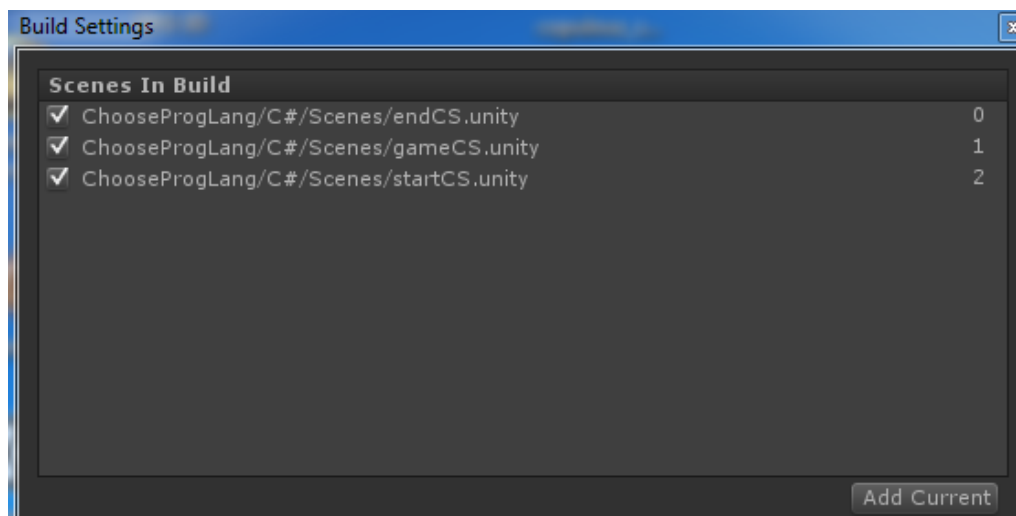
A Description of the Game's Library Items

Open the game project to look at the library folders:

- FBXModels: Contains the 3d models used in the game. These were created in 3DSMax and then exported to FBX. If you need the original Max files, send me a message.

- Materials: Contains the materials (not textures) used within Unity.

- Prefabs: These are the objects you actually play with in-game, comprised from several elements put together in a single object (3d model, script, sound, etc). For example, the UFO is made up of a UFO 3d model, along with a script to make it interactive, and a sound.

- Scenes: The start, end, and main game scenes which you play.

- Scripts: Many small pieces of code you add to your prefabs to make them interactive. You'll find a script for the camera, the UFO controls, and the cows.

- Sounds: All the sounds for the game, courtesy of the Free Sound Project.

- Textures: Textures for the Landscape, Portal, and Graphic User Interface.

A Guide on how to Change the Game's Settings:

Player attributes, speed, pick up radius
Click on the UFO object in the Hierarchy. In the inspector you can set, amongst other things, the player's Speed, and the pick radius (how far from you a cow can be to be picked up).

Add more cows to the scene
Right Click on one of the spawn point objects (CowSpawnPoint) from the Hierarchy, and then choose Duplicate to create another one. Rotate the new cow spawn point to a different place if you want (Don't move it,

as it's positioned at the center of the landscape object, so it rotates around it rather than moves).

Change timer

Click on the Camera object in the Hierarchy. In the inspector you can set the total time.

Sounds

The landscape object has a sound attach to it, which plays in a loop. The player has two other sounds, the portal effect and the cow sound. These are played when picking up a cow and dropping it at the portal.

It is highly advised, whether you are a designer or a developer to look further into the code and customize it to your pleasing. See what can be improved upon or changed to make this file work better and faster.

Good luck with your modifications!