

Scripts related to the player.

AimingShoHide.

This class defines whether to show or hide a weapon sight.

Behavior.

This player behavior list.

BushTimeLife.

This script defines time to destroy game object.

ChangeOfDayAndNight.

This script switches the time of day.

ChangingGun.

This script switches the player's weapon.

CountAmmo.

This script controls the ammo meter.

DropCamera.

This script includes solid state physics for the player's camera.

EnterInTunnel.

The script blocks the player's ability to change the state to sit in a standing state if it is in the trigger area. After the player leaves the trigger area, he changes the state to stand up automatically.

ExplosionFlash.

This script causes a flash of light in the explosion.

GrenadeGunCollider.

The script determines the objects that fall into the radius of the explosion, if it's the enemies that are being dealt damage. Also, the script starts playing the particle system. It is used for a hand grenade launcher.

GrenadeHand.

The script determines the objects that fall into the radius of the explosion, if it's the enemies that are being dealt damage. Also, the script starts playing the particle system.
Used for hand grenades.

GunControlBehavior.

This script controls the playback of sound and a particle system. If the player's playback animation matches the animation in the list, then the sound and special effects are played.

GunControlSystem.

The script controls the level of scatter of bullets when a weapon is fired. Adjust the radius of the spread of the bullets, the number of vectors, the refresh rate. Also, the script determines the hit on the enemy.

Health.

The script controls the level of the player's life. If the level of lives becomes less than 20 percent, then a signaling image of a low level of health appears on the camera.

HoteKey.

The script reloads the scene when you click the reboot button.

KnockWhithKnife

The script determines the infliction of damage to enemies when struck by a knife, ax, fanatic.

LightCurves.

The script controls the flash of light when shot.

MouseLook.

The script hides and blocks the movement of the mouse cursor.

ParticleSystemControlBase.

An abstract class is a base class for creating scripts for controlling particle systems.

ParticleSystemGrenade.

The script creates a new grenade object for a grenade launcher weapon. After the creation, a thrust force is applied to the grenade.

ParticleSystemGrenadeHand.

The script creates a new handgran object for the subsequent roll. After the creation, a throw force is attached to the grenade.

ParticleSystemGun.

The script creates a new shell of firearms. After the creation, the cartridge is pushed out of the direction of the gun.

ParticleSystemMultiplier.

Script to scale the size, speed and lifetime of a particle system, and play explosion sound.

ParticleSystemShootGun.

The script creates a new shell of firearms. After the creation, the cartridge is pushed out of the direction of the gun.

PlayAnimationIdleOther.

The Script play animation IdleOther then player's dont moved.

PlayerBehaviorControl.

The script controls the player's state change, if the new state differs from the current state, the player's state changes. If the current animation is in the list of state-blocking states, then the state does not change until the animation is played until the end.

PlayerBehaviorListener.

The script monitors the pressing of buttons by the user and checks the possibility of changing the state of the player on the stage. The script tracks the following states: actions, movement, current status, next state, amount of ammunition and health level.

Script methods are executed while the player's health is greater than zero.

PlayerCollisionDetection.

The script determines the player's collisions with the dynamic objects at the level, and if these objects contain the tag "HitBox" or "BuildingBlock", then physical force is applied to them.

ShowHideMesh.

The abstract class is designed for a general description of the methods of displaying and hiding objects involved in character animation. For example, if you want to hide an object to an animation while it is playing. To do this, you must fill the list of animation states and specify the object to hide during the animation. The time of hiding the object is indicated in percent.

PlayerHideGranade.

The class inherits the parameters and methods of the abstract class ShowHideMesh.
Hides the object while playing the animation.

PlayerPlaySound.

The script plays the sounds for the animations listed in the list.
If the current animation matches the animation specified in the list, then the sound is played back to the current animation.

PlayerSitDown.

The script controls the player's status whether he is standing or sitting. If the player is in a sitting state, then the collision detection collider is switched, which allows the player to pass in low places.

PlayerWalk.

The script tracks the player's move state and plays sounds.

RigidbodyFirstPersonController.

The script controls the player's movement on the stage. The player moves while his health is greater than zero.

SelectWeapon.

The script loses the sound of switching between weapons.

SniperZoom.

The script controls the optical sight sniper rifle zoom.

SpotLightOnOff.

Script controls the switching on and off the flashlight.

StructBehavior.

The public structure contains the parameters for the name of the animation and the behavior. It is used in other scripts to match the animation with the behavior.

WeaponAmmo.

The script controls the counter cartridge in the weapons store. The script contains methods: counter bullets, recharging magazine, recharging one bullet.

Scripts related to a NPC.

EnemyAI.

The script manages the NPC, it contains information about its health, a list of attacks, a list of animations that block state switching. If the player gets into the field of vision, the non-player character starts moving towards the player. Also contains information about its maximum speed of movement, the minimum distance between the NPC and the player.

EnemyAnimationControl.

The script controls the switching of states and animations of NPCs.

EnemyAttack.

The script determines the damage to the player. If an object with the tag "Player" gets into the collider, then the damage set in the script is applied to it.

EnemyAttackDetection.

The script determines the player is in the zone of the attack.

EnemyBehaviorControl.

The script controls the NPC behavior list and switches the animation playback depending on the current behavior.

EnemyBehaviorList.

NPC behavior list. Lists all possible behaviors for all NPCs

EnemyDamage.

The script calls the method for getting the damage for the NPC.

EnemyFireAttack.

The script determines the damage to the player from the fire attack of the NPC.

EnemyHealth.

The script controls the health of the NPC.

EnemyPlayPartEffect.

The script calls the method to lose the particle system of the NPCs. The particle system is played if the current animation matches the animation of the script specified in the list.

EnemyPlaySound.

The script plays the sound assigned to the current animation.

ShowParazite.

The script activates the hidden NPCs on the stage when the player enters the trigger.

Scripts related to a Scene.

ArmoredBox.

When a player enters the trigger zone of a weapon box, he receives a certain amount of ammunition for a specific type of weapon.

FirstAidKit.

When the player enters the trigger zone of the first aid kit, the player completely restores his health.

OpenDoor.

When the player enters the trigger zone, open the door, the player opens the door.

RaiseSpears.

When the player enters the trigger zone, raise spears, the spears begin to rise from the ground.