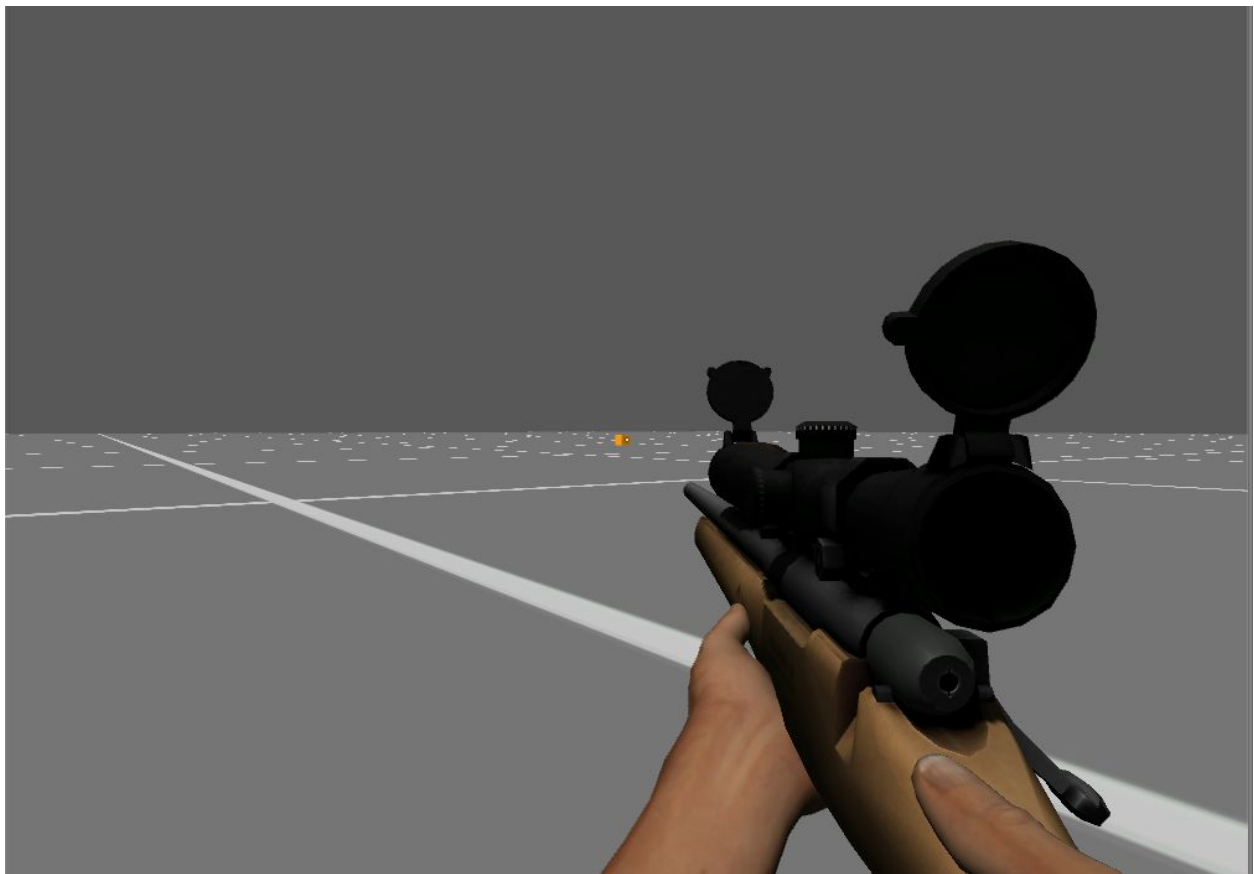# Advanced Sniper Starter kit

Basic manual

How to Setup

You can play test the demo in AdvancedSniperStarterKit\SniperGame\Demo or setup your own scene in a few steps.

1. New scene, bacically you can create a simple terrain for example if you haven't create any environment yet.
2. Place **AS_ActionCamera** to the scene (in AdvancedSniperStarterKit/AdvancedBullet/)
3. Place **Player** to the scene AdvancedSniperStarterKit\SniperGame\FPSplayer
4. **Play Test!** and see how it move and shoot.

Create : Static Target

for the example you can create simple target with cube for shooting practices

1. Create Cube and place anywhere in the scene
2. Add **Hit_Normal** component to the cube
   AdvancedSniperStarterKit\AdvancedBullet\Scripts\Common\Hit_Normal.cs
3. Set some parameter Add **SparkBullet** effect to **Particle Hit** parameter
4. Place it somewhere in your scene make sure it far enough to shoot
5. Shoot test and see what happen.
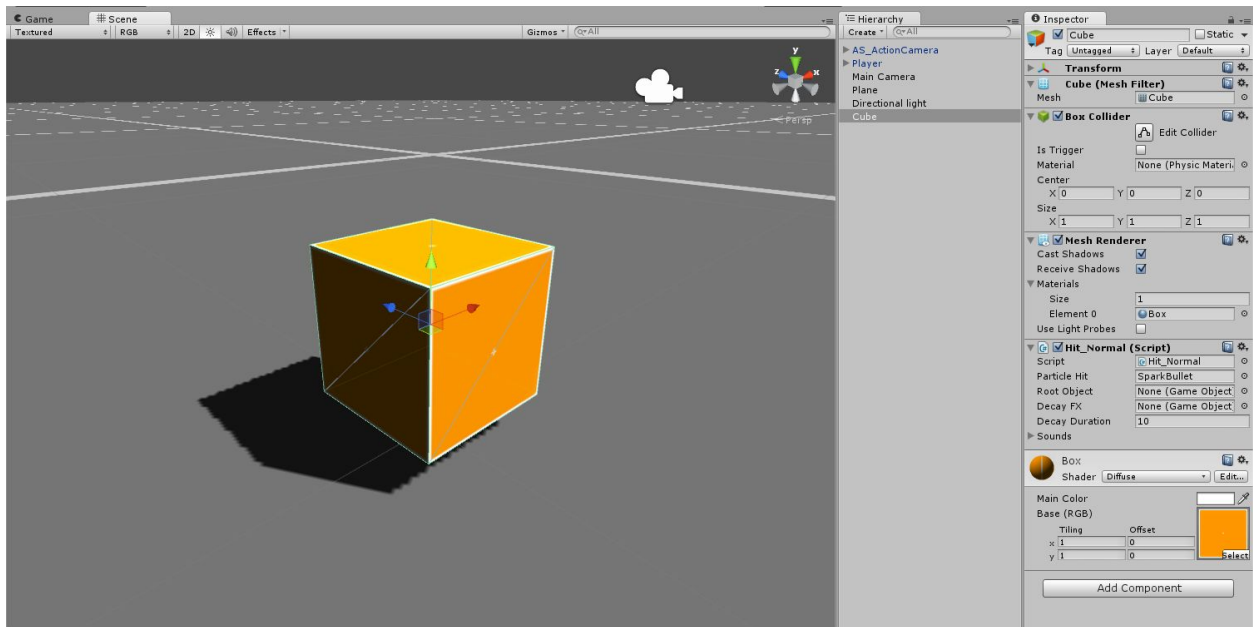
Note. if your target is a huge target, and action camera seem to be too close, you can add more distance by set **Length** parameter on **AS_ActionCamera** object to 4 - 20 and see the result.

Create : Animation Target

In this steps are show you how to create target with character animation

1. Place character to the scene, make sure animations are included in the character.
2. Add **Enemy** component to the character, some components are added automatically
3. Adjust Character Controller size, make sure it fix perfectly to the character
4. Set Layer to **Ignore Raycast**
5. Add animation Name to **Run Post** and **Idle Pose**.
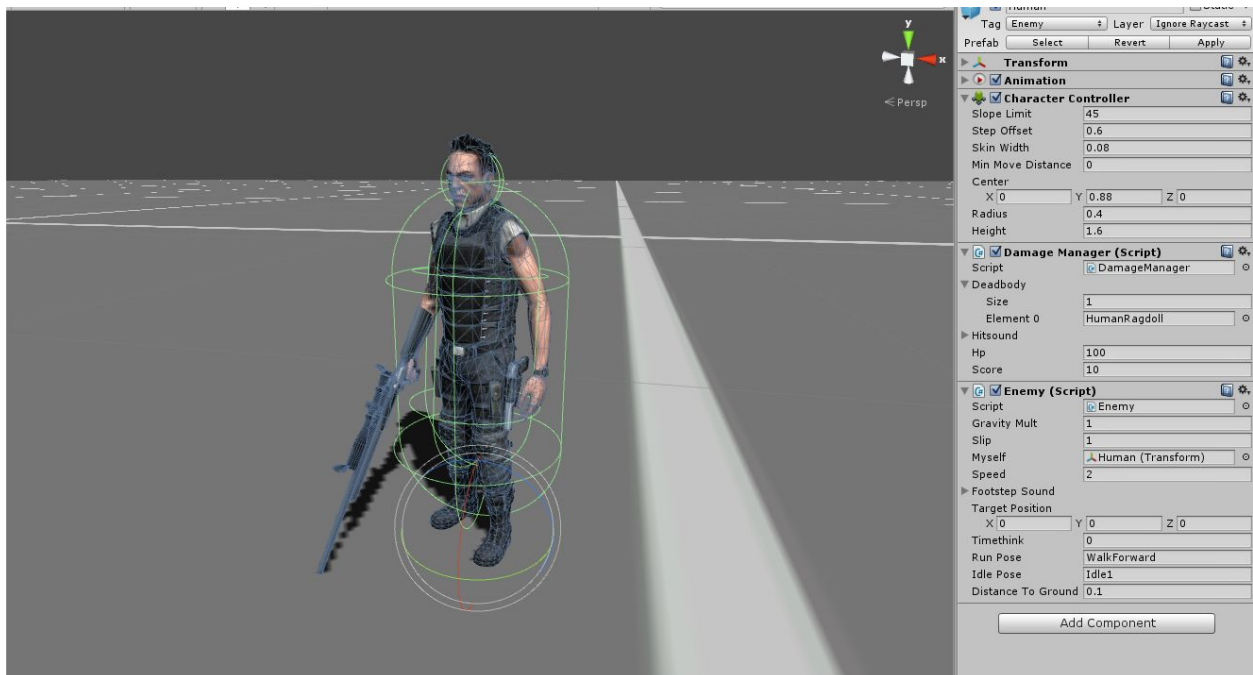
Setup : Hitboxes

1. Open Character **bone** hierarchy and looking for **Middle Spin** and **Head**
2. Add **Hit_Body**.cs component to **Middle Spin** adjust size of collider and set it as Trigger
3. Add **Hit_Head**.cs component to **Head** adjust size of collider and set it as Trigger
4. You should add Particle effect to **Particle Hit** and sound effect to **Sounds**

Note. If you already have an enemy prefab with your components and just need a Camera effect to your enemy prefab. so just add **Hit_Normal** to the collider any collider

Setup : Hitboxes

Please look at character bone hierarchy.
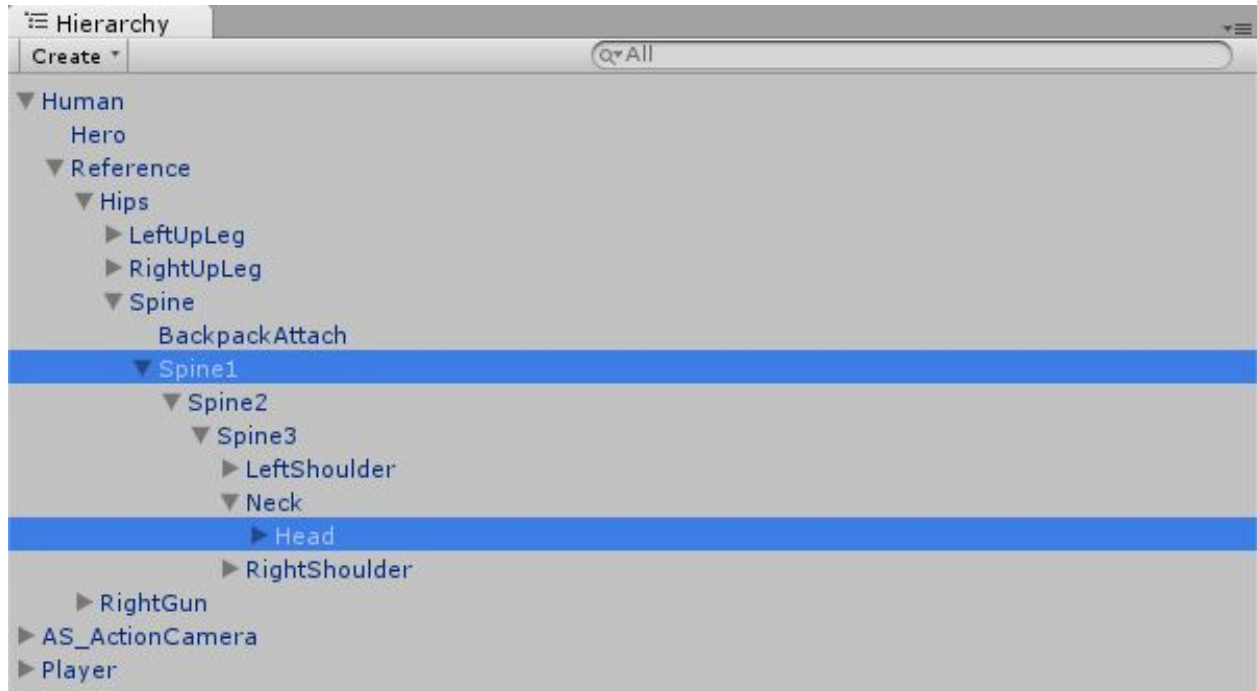
Here is how we adding hitboxes to bones hierarchy, **Hit_Body** to Spin1 and **Hit_Head** to Head so if your character is more likely complex you can add more **Hitboxes** to make them cover all the character body. also as same as animals or creatures.
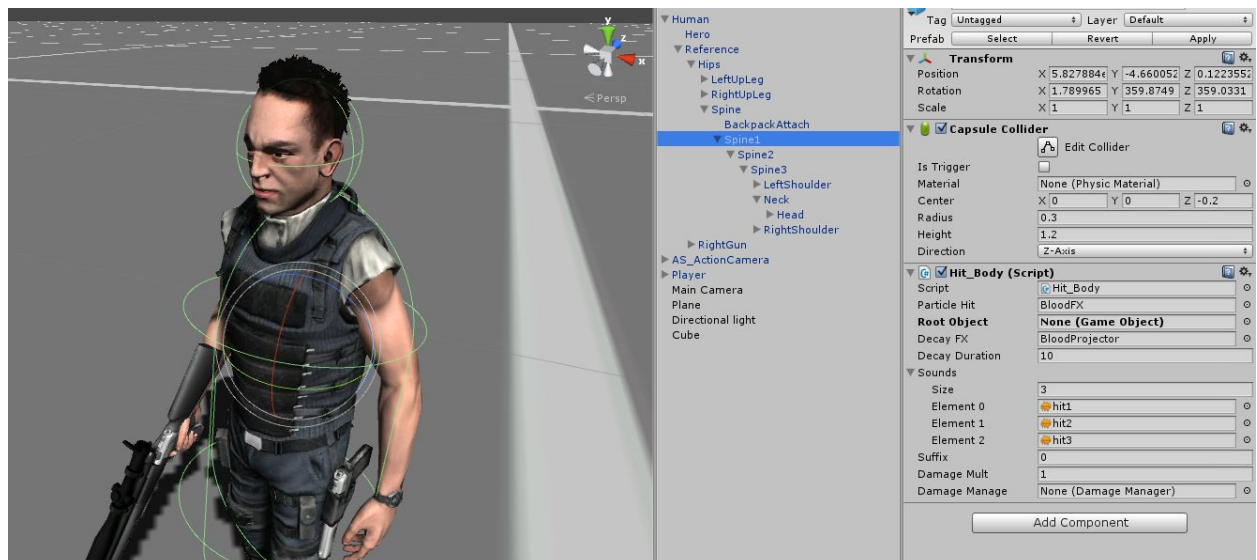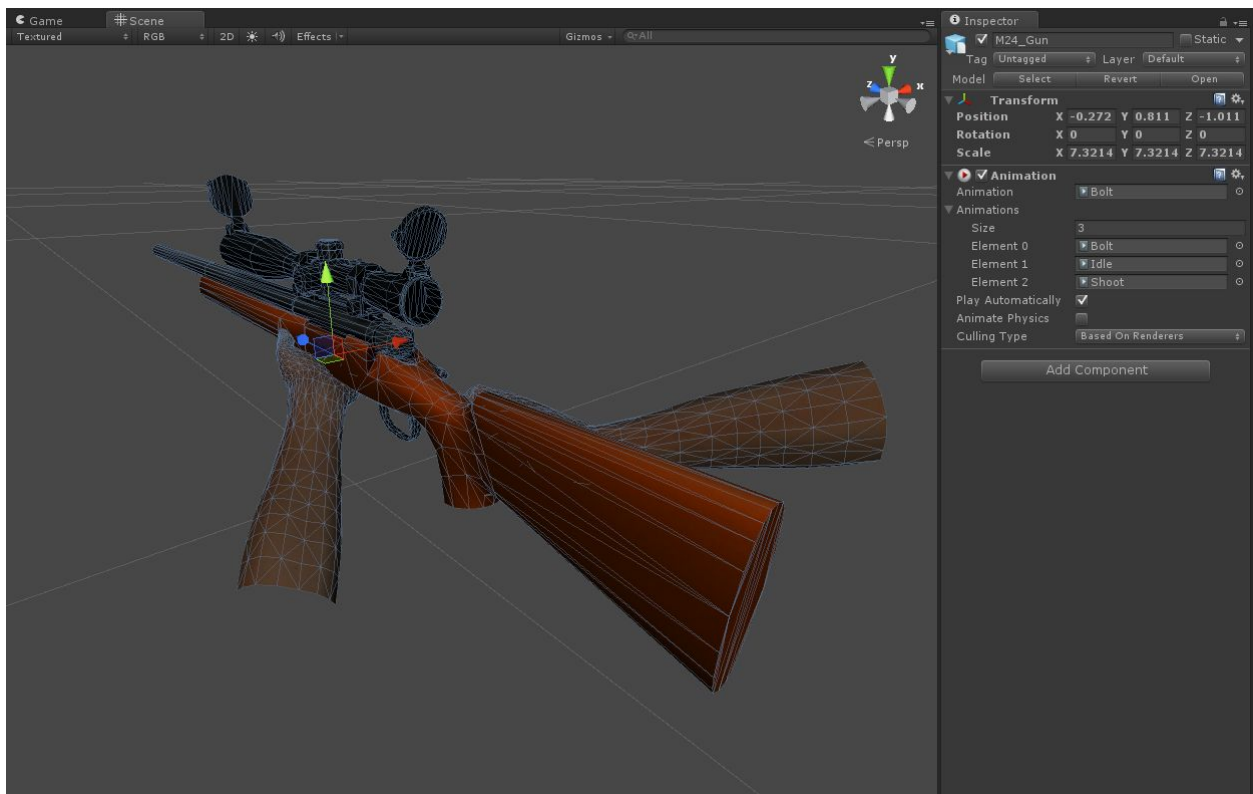

Adjust collider size, make sure it fit to head and character body. if everything is ok let's test.

Setup : New gun.

Model: a gun + hands with full rig animations
Animations : Shoot , Bolt , Idle , Shoot , Reload

Setup : New gun

1. New scene
2. Place **Player** prefab to the scene. AdvancedSniperStarterKit\SniperGame\FPSplayer
3. Open **Player** hierarchy you can see the other guns are under **FPSmain** object
4. So place **newgun** model into **Player** object under **FPSmain** object
5. Adjust and resize, make sure it look properly like the other one.
6. you can hide the other guns when setup for easier work because it must overlapped to another one.
7. Add **Gun.cs** component to **newgun** model
   AdvancedSniperStarterKit\SniperGame\FPSplayer\Scripts

8. Set all following parameters

   Bullet = AS_Bullet
   Normal Camera = **FPScamera** object, it is a camera that's under **Player** object
   Zoom FOVLists = add a camera FOV list here, so you want the gun zoom in difference
   Crosshair Img = add a normal cross hair here
   Corsshair Zoom = add a scope texture here
   **Idle Pose** = "put Idle animation name here"
   Shoot Pose = "put Shoot animation name here"
   Reload Pose = "put Reload animation name here"
   Bolt Pose = "put Bolt animation name here"

   Basically the gun should be ready to test, but you can also add sounds and set other parameters for more detials.

9. Back to **Player** object, please look at **Gun Handdle** component
10. Add **newgun** to Guns list in **Gun Handdle** component.
11. If everything correct, so click **Apply button** on **Player** object
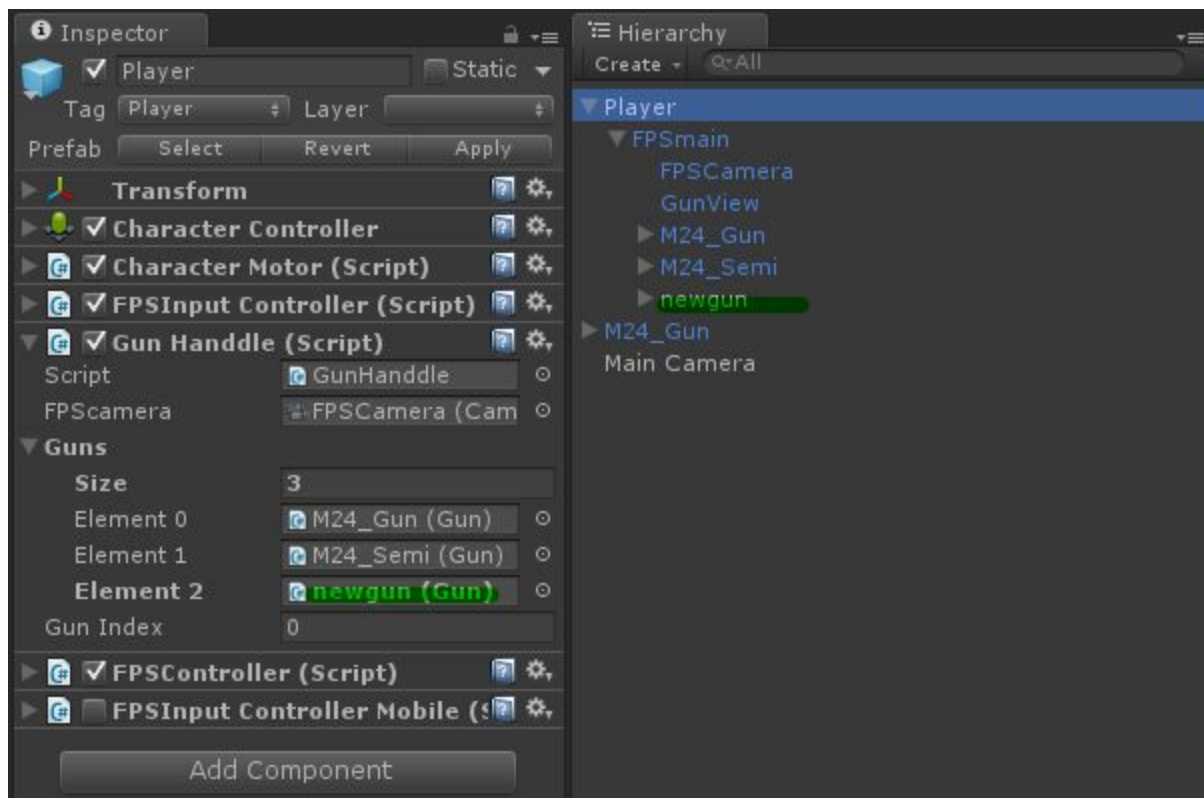
it's must look like this, well done!

How to active Mobile controller

When you need to public game on mobile devices. Please select **Player** prefab. you will see **FPSInput Controller Mobile** component and **FPSInput Controller** component so disabled **FPSInput Controller** and enabled **FPSInput Controller Mobile.**
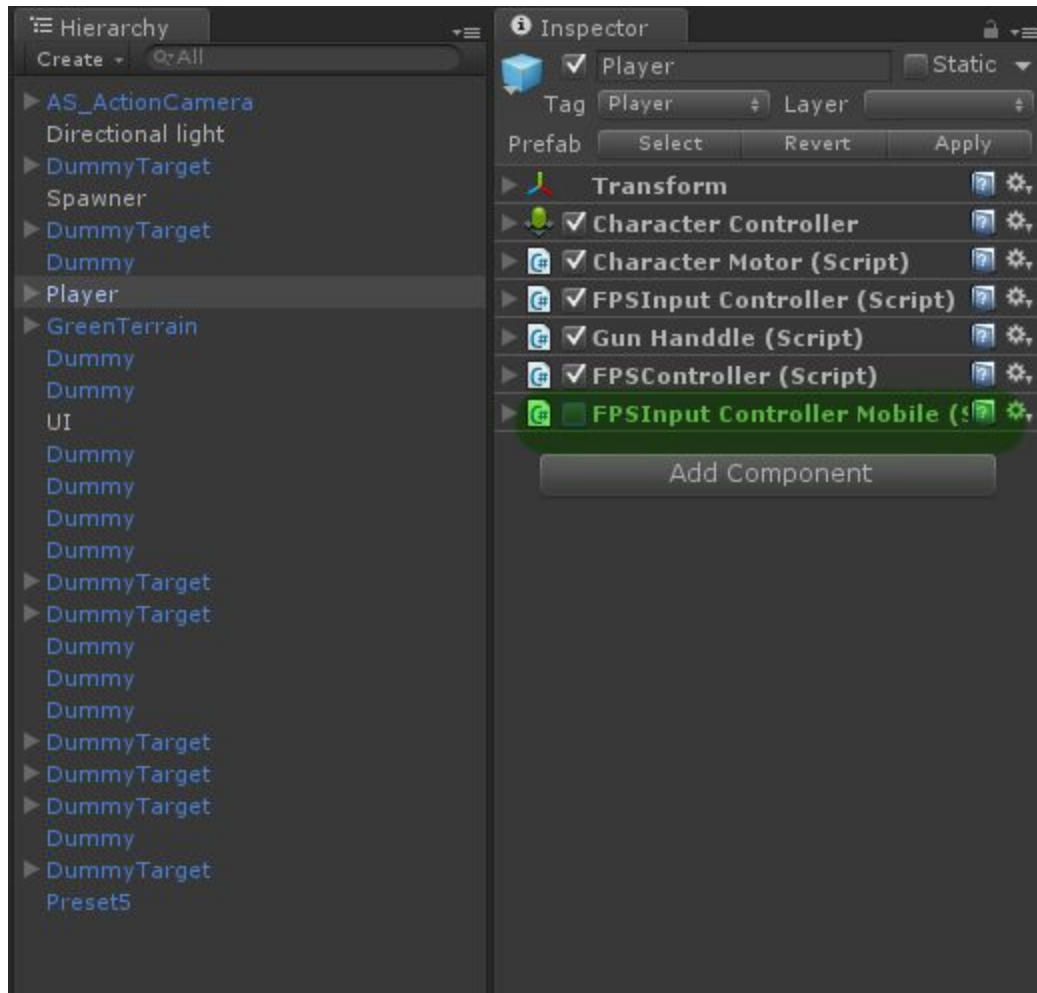
You will see many parameters in FPSInput Controller Mobile
you can **change button image**, **button icons** there.

Note. for the **FPSInput Controller Mobile** and **FPSInput Controller** You must choose only one for using to the rest and remove the other to prevent a conflict input in some devices**.**

Thank you

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