Low Poly Game Kit PRO

This is a documentation for the Low Poly Game Kit PRO in which is explained how to use the contained components.

Setup

After downloading and importing the asset from the assetstore you can open the *Demo* scene in the folder *LowPolyNature/Scenes* to get started.

To get the best quality for the graphics it is recommended to download and import the asset *Post Processing Stack* from the unity assetstore which is available for free.

https://assetstore.unity.com/packages/essentials/post-processing-stack-83912
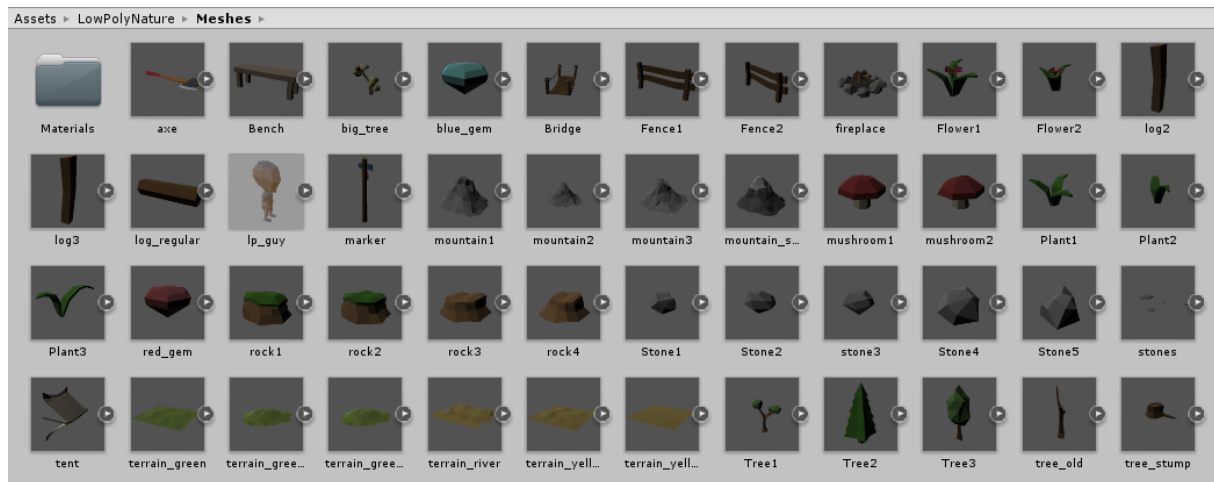
Also set the Color Space to *Linear*:
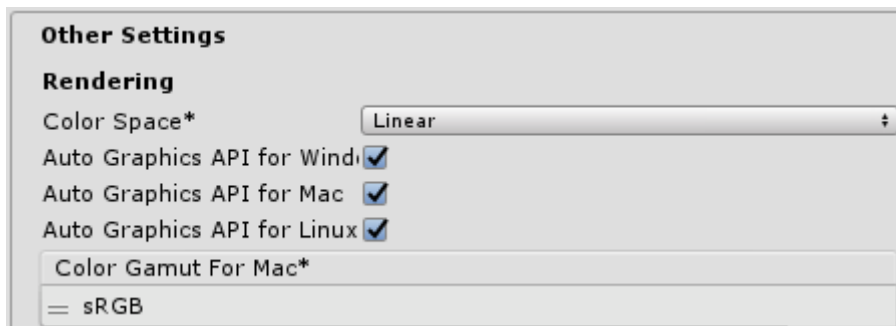
Build your scene

There is a sample scene called *Simple* in the scenes folder included that just contains the minimum of required components to get you started:

You can use this as a starting point and extend your scene by dragging in new meshes or prefabs.
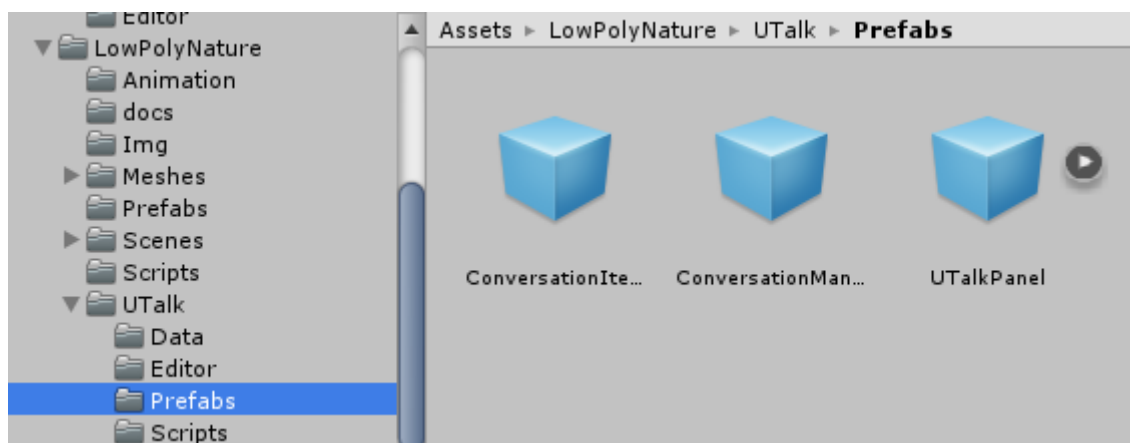
Meshes:

Prefabs:

The Conversation Manager

The game kit contains a conversation and dialogue asset called Utalk that you can use to create interactive conversations.
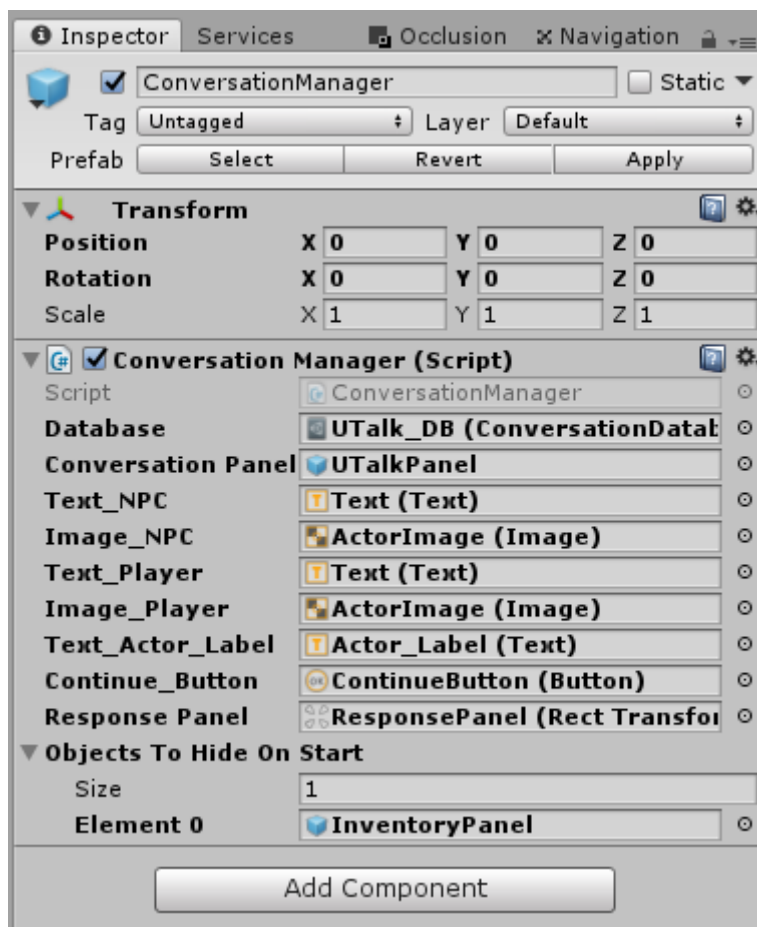
The Prefabs for this asset can be found in the Utalk/Prefabs folder:

You can start from scratch by dragging a ConversationManager to the scene and creating a database, which can be done by right-clicking into a project folder and selecting the following menu item:
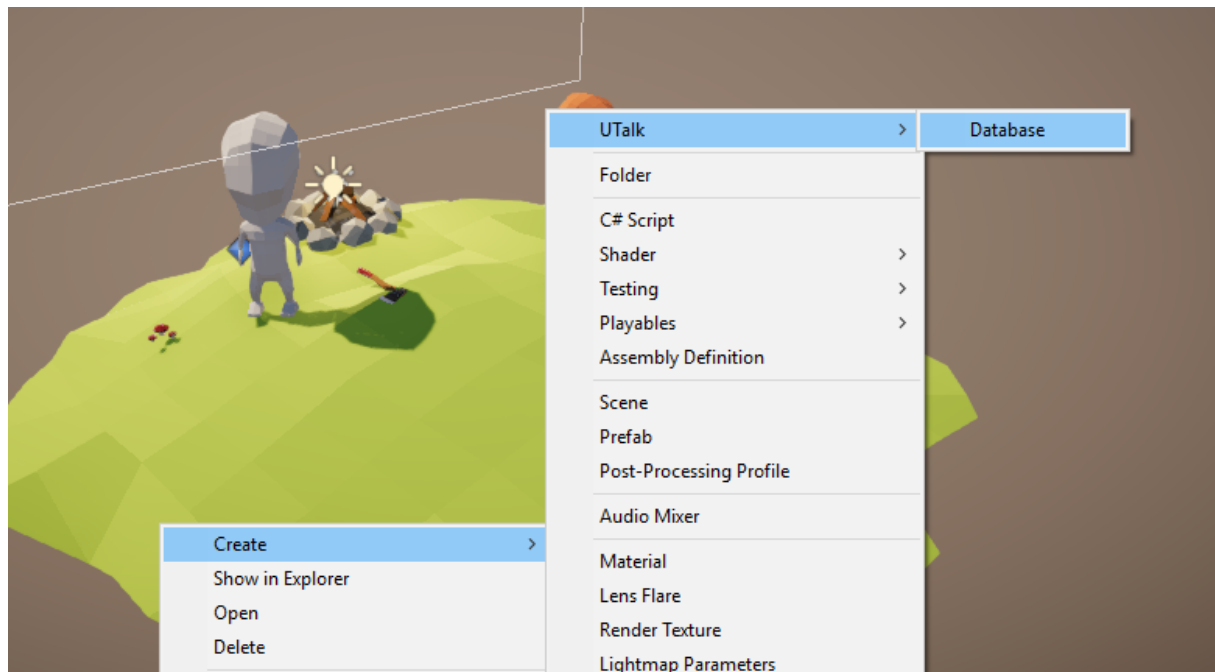

The database has to be added then to the Database clot of the ConversationManager:

But the simplest way is to start with the Simple-Demo, which contains a minimal setup also for the UTalk asset with a sample database.

Creating conversations

After you added a conversation database you can double-click to open it. Then the *UTalk Editor* is opened for defining your conversations:
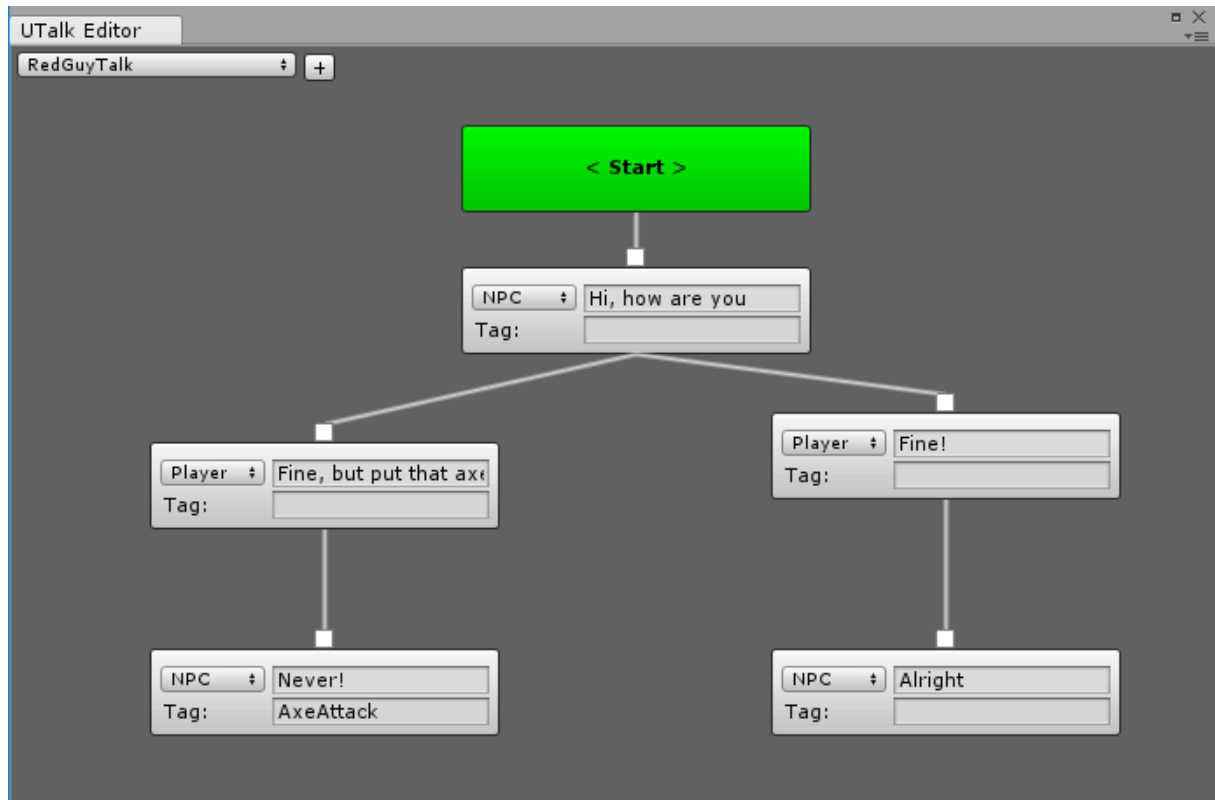
When you right click in the editor, a context menu is opened with an option it add a new conversation item. When you right click an item in the editor, you can define connections between the nodes.

When you right-click a connection endpoint, you get a context menu with the possibility to delete the connection:
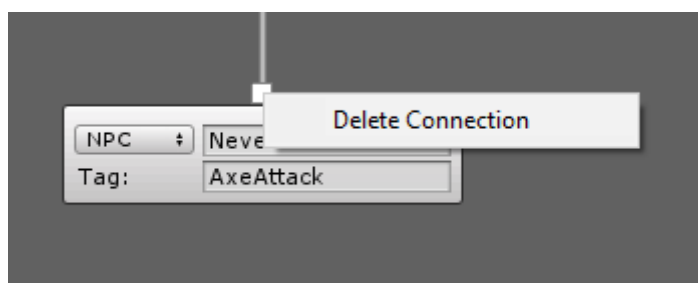
Using items and weapons

When you start the game the items that are contained in the inventory can be used by the player by clicking the inventory slot of the particular item. Then the item e.g. a weapon is attached to the player's hand. There are two sample items included: An *Axe* and a *Gem* model.

The items have C# scripts attached, the classes are derived from *InventoryItemBase*:
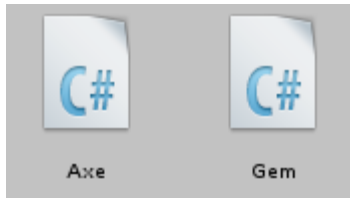
Both models are added correctly to the player's hand when used, because the values Pickup Position and Pickup Rotation are set for these.

When you want to use custom game objects as inventory items you have to add a script derived from *InventoryItemBase* and adjust the Pickup Position and Pick Rotation to attach them matching to the player's hand.

How this can be done is explained in this video:

https://youtu.be/S_USClc_r5c

Beside of that a collider has to be added to the game object.

Items can be picked up in the game by pressing the *F*-key, when you press the *R*-key while you use an item it is dropped to the ground.

You can also drop an item by dragging it out of the inventory into the environment.

Using the healthbar

This UI component is a part of the Prefab *HUD* and has a *Healthbar* script attached. To set the health value call the public method *SetHealth(int health)*.

How to use the healthbar is explained in this video:

https://youtu.be/BOr8GOc2nxM

The *Healthbar* class also offers two properties to get the current health as value or percentage:

```
int CurrentValue
float CurrentPercent
```
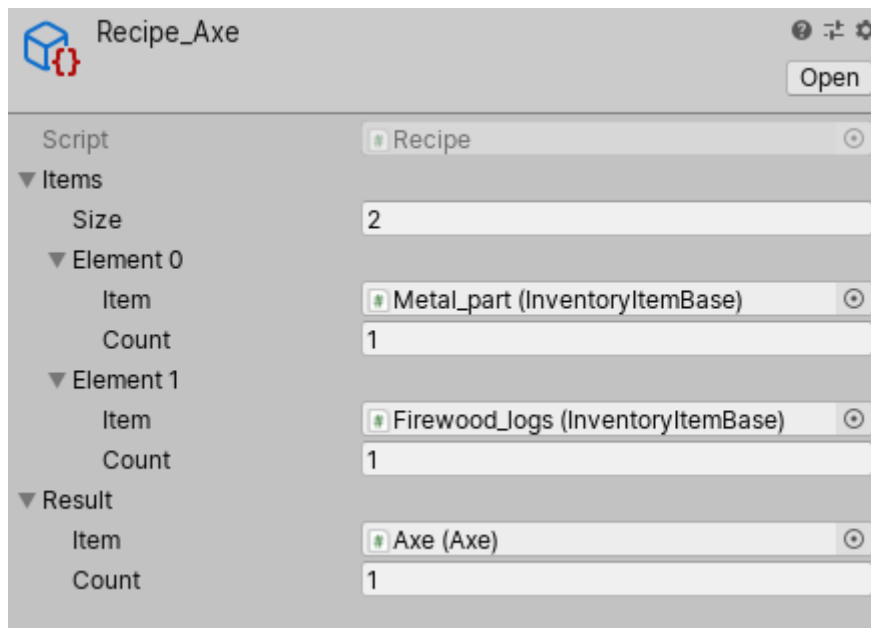
Crafting

It is possible to craft items that are added to the inventory then. For this you first have to drag the *CraftingManager* and *RecipeManager* prefabs to the hierarchy of your scene.

Assets > LowPolyNature > Prefabs > **Crafting**
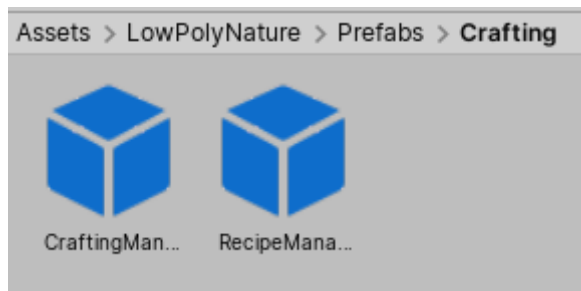
After that you can create Recipes in a folder of your project. Ust right click and choose *Create –> LPGK -> Recipe*.

Assets > LowPolyNature > Scenes > Demo > **Recipes**
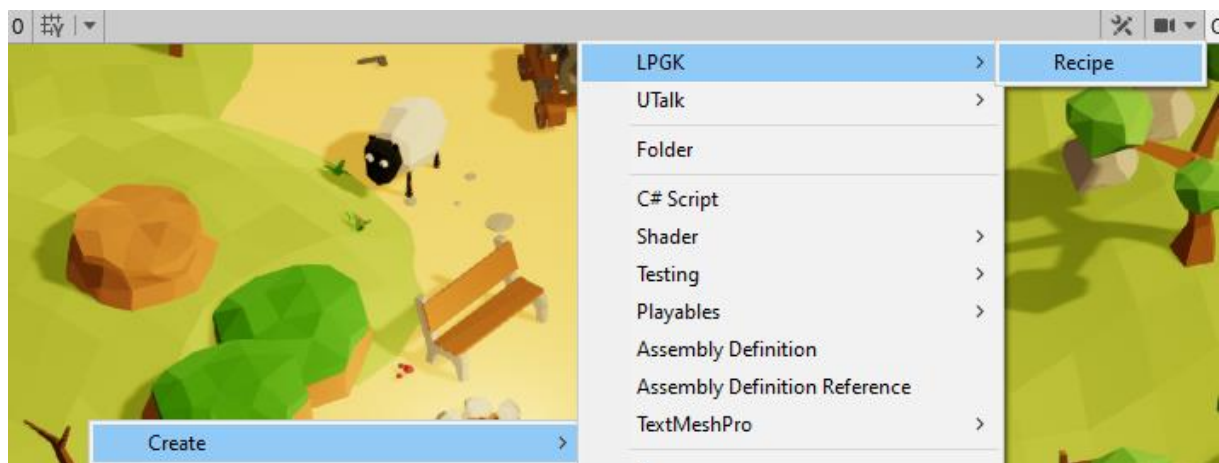
To the Recipe you can add Items, that are needed to craft a result and also you have to define the result item to be crafted:

The recipe has to be added to the **RecipeManager** in your scene:

To craft items when the game is running, the items of a recipe have to be inside of your inventory.

Then press **Shift + C** to open the Crafting Panel:

Drag the needed items from the inventory to the crafting slots and when an Item can be crafted, it appears as crafting result. Press the **Craft Item** button after that to craft it. The item will appear then in your inventory.