The Dungeon Thank you so much for purchasing asset

Documentation

Asset lnfo

2. Installation

1. Info

- 3. Hierarchy
- 4. Scripts
- 5. Images 6. Audio
- 7. Mobile Platform

uploadtool_DungeonKit.unitypackage

This is an asset of the template dungeon game. In this asset:

1.Top down controller 2.Combat system

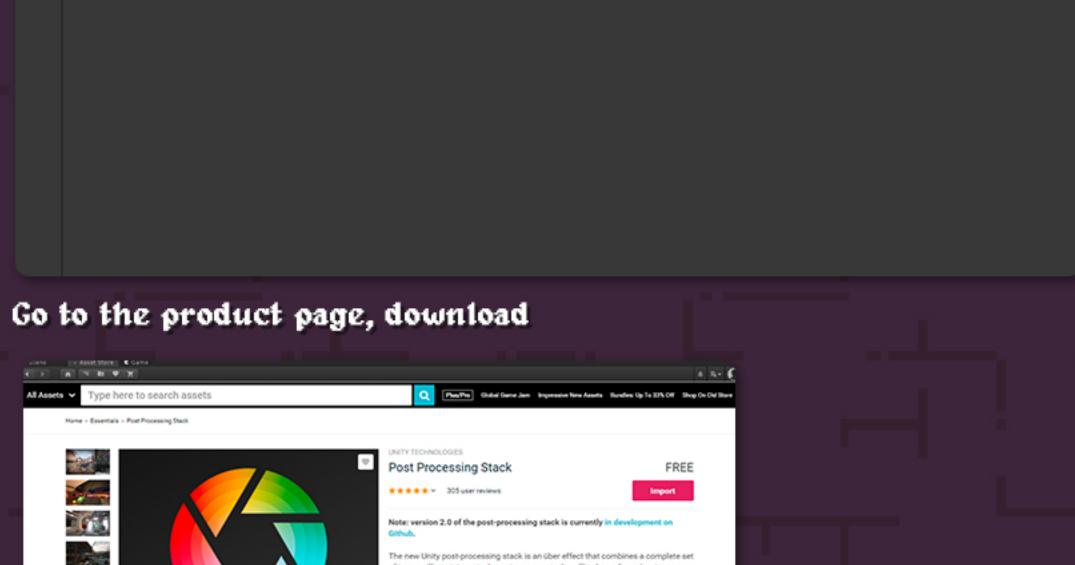
- 3.Al(simple, but easy to edit)
- 4.Dialog system
- 5.Shop 6.Level logic and more
- Asset
- Installation

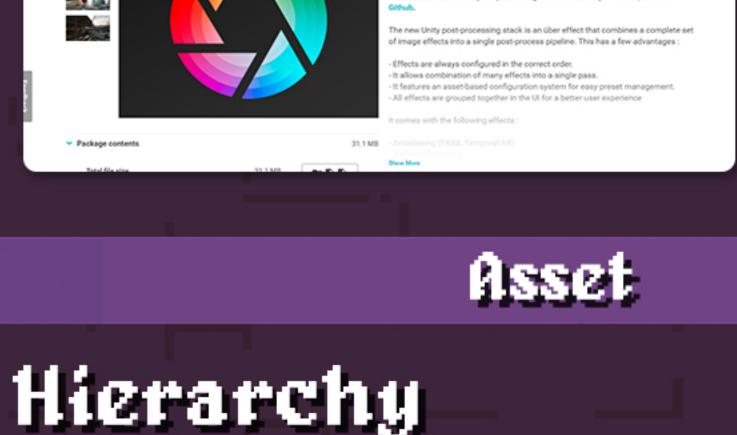
Transfer the file to the editor

Assets

04.01.2019 19:09

Unity package file





• Animation – stores the files responsible for the animation .anim, .controller

Imaga

Prafabs

TleMap

Fonts – keeps all the fonts Images – stores all images (UI, Sprites, etc.) Prefabs – keeps all copies of game prefabs · Scenes - keeps all the scenes

Audio – keeps all the music and sounds

Audio

Project:

Arimation

Scene:

• Main Camera - main camera on scene Player – Player GameObject Main Camera

• Scripts - stores all scripts responsible for logic

- Next level door Next level door GameObject ▶ Player ▶ NextLevelDoor [Level] – Keeps most of the level
- ▼ [Level] • [Level]/Grid - Level Tilemap ▶ Grid • [Level]/Static - Static objects such as boxes, etc ▶ [Static]
 - [Level]/Al Keeps Al GameObjects [AI] [Managers] – Keeps all managers ▼ [Managers]

work correctly (Do not delete)

Editing scripts is not difficult if you are familiar with c#

TileMap – stores all files associated with the Tilemap system

responsible for all the logic

public void PlayAnimation(string animationName)

animator.Play(animationName);

EventSystem

Managers

Scripts

• [Managers]/EventSystem- default object for UI to

[Managers]/Managers – on the object are scripts

conflicts with your scripts. //Play animation in animator PlayAnimation("Animation name")

If you want to redraw the level,

Dungeon_Tileset, save with the

replacement and the tiles will

you can simply edit the file

automatically change

the folder Image

DungeonkIT namespace is used for all scripts to avoid

//Play clip in playable director PlayPlayableDirector(timelineAssets[id], DirectorWrapMode.) public void PlayPlayableDirector(TimelineAsset timelineAsset, DirectorWrapMode directorWrap)

playableDirector.extrapolationMode = directorWrap; //Set director wrap mode in playableDirector playableDirector.playableAsset = timelineAsset; // Set clip playableDirector.Play(); //Play

lmages

Dungeon_Tileset

Sprite Color

Flip

Material

Draw Mode

Sorting Layer

Order in Layer

Mask Interaction

Sprite Sort Point

🔻 🚰 📝 Image (Script)

Preserve Aspect

Source Image

Raycast Target

Image Type

≅ Hierarchy

▶ [Level]

▶ [UI]

Create + Q-All

🗸 📢 MainMenu

Main Camera

Platform

Build Settings

Scenes In Build

✓ DungeonKit/Scenes/MainMenu ✓ DungeonKit/Scenes/LoadingScene

✓ DungeonKit/Scenes/GameUI

✓ DungeonKit/Scenes/Levels/Lvl_0 ∇ DungeonKit/Scenes/Levels/Lvl_1

To activate mobile control, switch platform

Color Material

🔻 💽 🔽 Sprite Renderer

Images are pretty easy to edit.

namespace DungeonKIT

Asset

All code has comments describing each action, so editing is easy

· Everything else you will find in

0x72_DungeonTilesetII_v1.2_0

 $\square \times \square \times$

Simple

Default

10

None

Center

Sprites-Default

Ul objects have an Image component, takes Sprite

None (Material)

Simple

In case you want to replace sounds:

0x72_DungeonTilesetII_v1.2_22

Set Native Size

Sprite objects on the scene have a component Sprite Renderer, takes Sprite

□ □! ♣,

□ 그! ☆,

60

2

Audio

Inspector

Prefab |

Music

🕨 🚄 🔽 Audio Source

AudioManager

Select

X 1

🔻 📾 🗸 Dont Destroy On Load (Script)

Tag Untagged

Transform

■ Static ▼

🔃 🖫 🚓

□ ;! *,

[다 다 다

교 및 수,

Z 0

Z 1

† Layer Default

X 0.03678 Y 0.10484 Z -0.01278

Revert

Y 1

AudioManager

EnemyDamage

PlayerDamage

medieval_loop

DontDestroyOnLoad

Asset

▶ [Managers] Position AudioManager Rotation Scale 📠 🗸 Audio Manager (Script) AudioClips Ai Damage Player Damage

