

# AR Survival Shooter

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**AR Survival Shooter** is the first-person shooter in Augmented Reality: kill the zombies and save your life with full immersion in the game!

*Important: This is the docs for 2.0+ version of the asset.*

*For the previous version use the local tutorial in the package folder.*

Unity Package contains a demo with [AR Camera GYRO \(docs\)](#) & [AR Shadow \(docs\)](#).

All modules are designed independently to keep this asset extendable & easy to understand.

*Note: Cross-platform mobile camera implements markerless augmented reality (AR) by using a gyroscope (like Pokemon GO).*

✂ [Available in the Unity Asset Store](#).

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## Dependencies

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All paid assets are included in the package.

- [AR Camera GYRO \(docs\)](#);
- [AR Shadow \(docs\)](#);
- [TextMesh PRO](#) by Unity Technologies;
- [Survival Shooter Tutorial](#) by Unity Technologies.

# Features

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Changes are made regarding the original project by Unity Technologies.

## AR

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- [AR Camera GYRO \(docs\)](#);
- [AR Shadow \(docs\)](#);
- “Iron Throne” with Player Damage Zone;
- Clean Scene Environment.

## Common

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- Menu Scene,
- Start Tutorial in Game Scene,
- Colored Particles for Zombies.

## Optimisations (Mobile, UI, etc)

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- [Object Pool](#) with separate Enemy Manager for each Zombie prefab;
- Caching of all Components & Animation Parameters for Enemy Prefabs;
- [TextMesh PRO](#) for Texts (Score Text is updated when it really needs),
- UI is noticeable on Mobile now (new cool design of Health UI),
- Load Screen Control,
- Mobile Shaders for enemies,
- Public Unity Events for more flexibility,
- And more...

## Testing

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You can test the project in the Unity Editor with [Unity Remote](#).

You need to hit Play – Stop – Play for gyro detecting (specificity of Unity Remote).

## Tested With

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- iOS on iPhone 6 (by myself),
- Android (by my clients).

## Download

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## Tutorial

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### Getting Started with AR Survival Shooter

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For legal reasons, I can't include some assets in the package, but you can get them for free separately.

If you have any issues with the first launch then just email me with Invoice Number and I will send you complete project.

I used Unity 2018.1.0f2 for this tutorial.

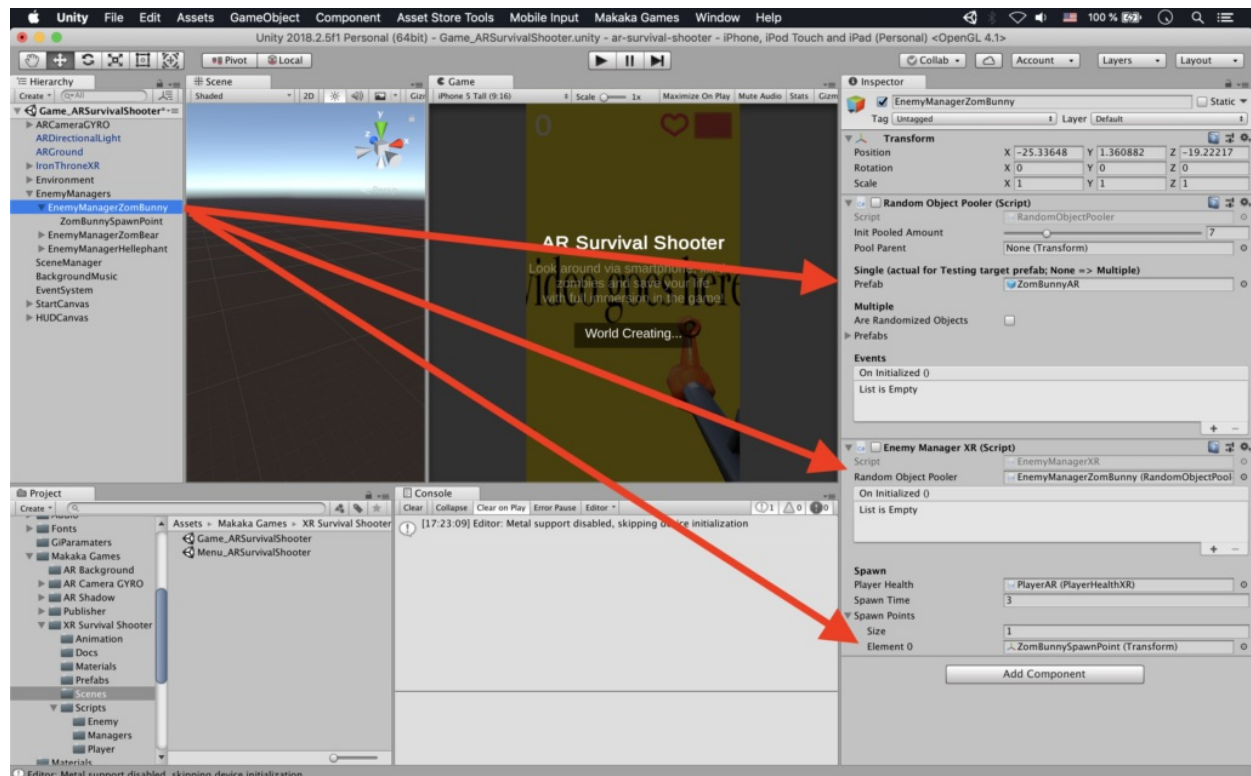
- Download and import AR Survival Shooter into Unity;
- Download and import Survival Shooter Tutorial with API Updating:

Don't import:

- Readme.asset;
- Folders:
  - ProjectSettings,
  - TutorialInfo;
- Reopen Unity project;
- Test in the Unity Editor with Unity Remote or build for mobile.

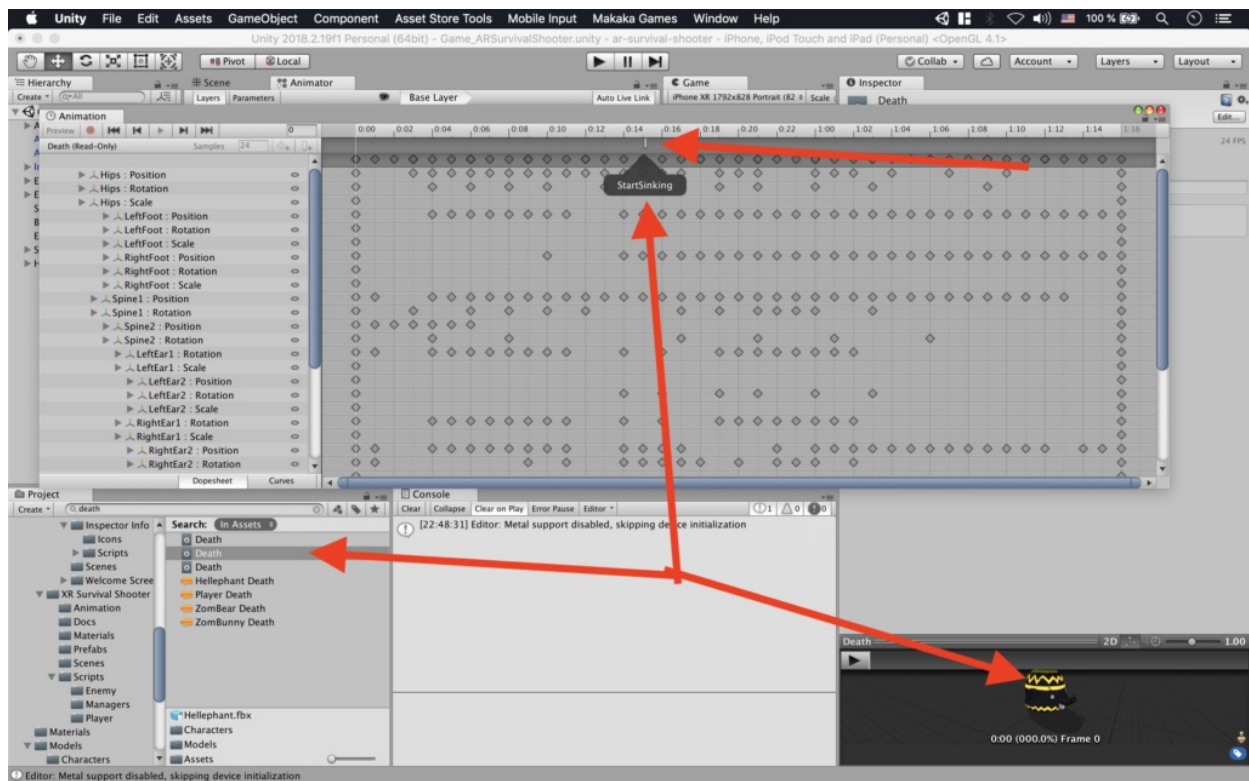
## How to set up your own Enemy prefab

1. Duplicate one of customized prefabs: ZomBunnyAR.
  1. Indicate your 3D-model, audio, etc. inside new prefab.
2. In "EnemyManagers" game object select appropriate Enemy Manager: "EnemyManagerZomBunny".
  1. In "Random Object Pooler" component indicate your own (duplicated & customized) prefab.
  2. Fix "Spawn Points" as you need.



## How to change Death Animation

If you change the model then you need to change Death Animation. You need to add Animation Event with call of “StartSinking ()” function (EnemyHealthXR.cs) in place on the timeline of your own animation where you need it.



## Related Shooter Games

- [VR Survival Shooter \(docs\)](#) with Google VR SDK;
- [AR Space Shooter \(docs\)](#) with Vuforia.





<https://youtu.be/dcPFQ0V-p4A>

## Support

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First of all, [read the latest docs online](#).

If it didn't help, [get the support](#).

## Changelog

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Show Version History

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## Advantages

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Feel the effect of presence.

Kill the zombies in the real world.

Same AR as in Pokemon GO game.

Greater coverage of devices.

Perfect

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Bring the enchanting Power of Augmented Reality into your amazing Game or App.

[Get AR Assets for Unity](#)