

GKC Update 3.6 Changelog

CATEGORIES:

PLAYER CONTROLLER

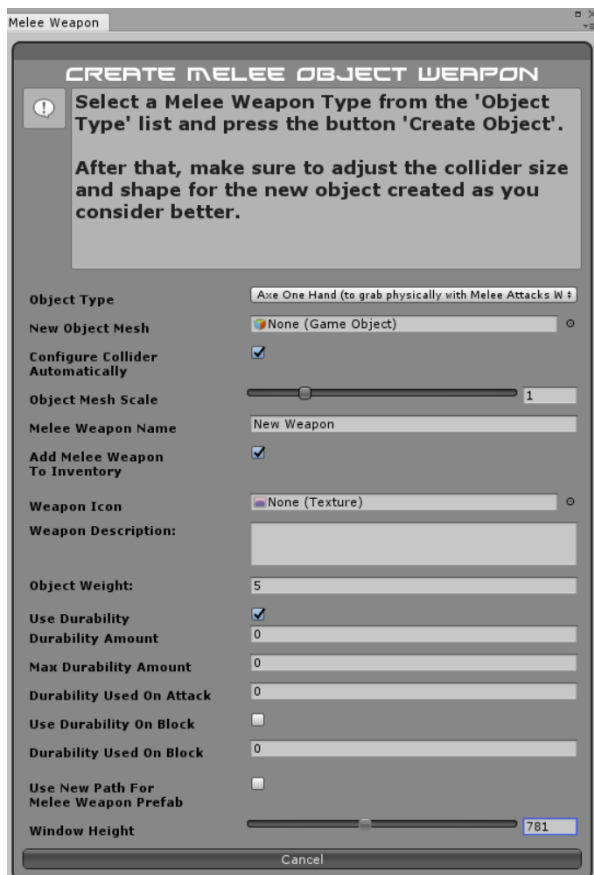
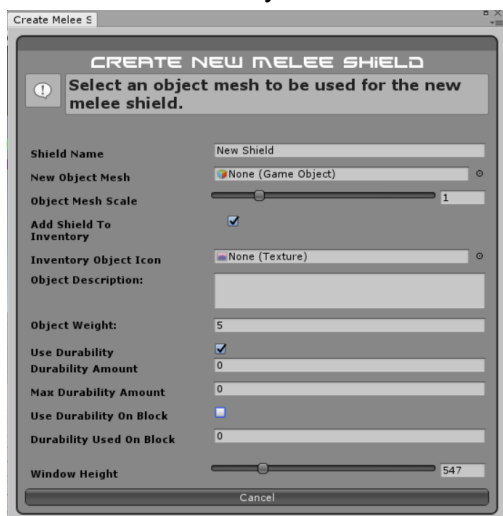
- Massive improvement for the climb system surface detection to move and adhere much better to any kind of irregular surface, no matter how is configured, being more accurate to the surface:
- <https://streamable.com/093bms>
- <https://streamable.com/5g967r>
- Tested the update rigidbody system with an AI, to make it able to just hop on it and move with it:
- <https://streamable.com/0rx1w7>
- This can be used with any other type of AI, like an animal (character with generic model), so you could have a bull moving around used as platform waypoint, by having a patrol on the AI and the animal moving through it

WEAPONS

- Improved weapons and animator when using fire weapons in third person, allowing to combine it with the current IK on arms too, so the posture and feel using fire weapons on third person will be better
- Also added the option to crouch when using fire weapons, so that action is finally included on GKC, allowing to aim and fire and move with fire weapons in crouch state (ignore the weird things, it is better now on the actual update)
- <https://streamable.com/8am4yi>
- Added a slice option on fire weapons so they can activate the slice system on impact, like a shotgun slicing enemies due to its power haha
- <https://streamable.com/z30mxr>
- Here a preview of dual weapons with the new possibility to crouch with both and keep aiming and shoot:
- <https://streamable.com/zv1mgt>
- Improvements on the slice system to have static functions, so it can be called easily for any type of object, including fire weapons on characters and vehicle weapons to slice objects on impact, including more accuracy now:
- <https://streamable.com/et90bh>
- Here an example of using the slice projectile types on vehicles:
- <https://streamable.com/977y8t>
- Improved a couple of elements on the spear launcher, including also an option to stop the spear after x time if not reaching a surface after impaling a target
- <https://streamable.com/fwh4lt>

INVENTORY

- Added an option to allow to use a scriptable object list to set the initial inventory list, allowing to set easily different list to start the game. Along making things easier and more customizable, it can be used to have different sets of objects preconfigured and set one of them randomly on start
- <https://streamable.com/1oeevh>
- Added the option to repair inventory objects directly from the inventory manager, avoiding the need to go into the crafting menu, if the materials for it are available, it will repair it and show a message, and same for the other case
- <https://streamable.com/m5gkvp>
- Improved wizard creator of objects, to include more inventory info directly on the creator, like durability:

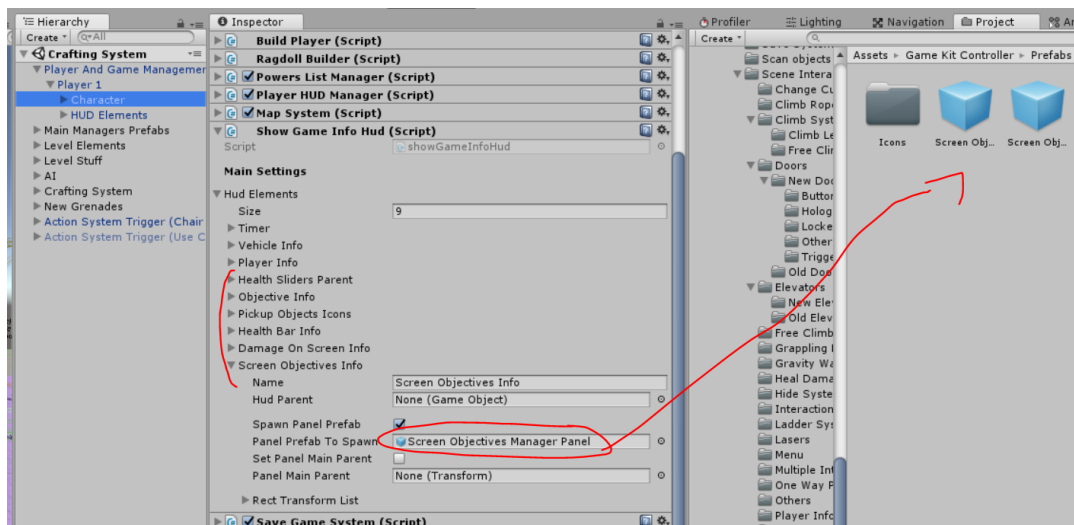


VEHICLES

- Added some improvements on the AI vehicle to use navmesh or waypoints and a simple remote activator to set the new target for the vehicle:
- <https://streamable.com/yzyv8j>
- Here some dumb stuff playing with laser mines on vehicles:
- <https://streamable.com/wxp4h>

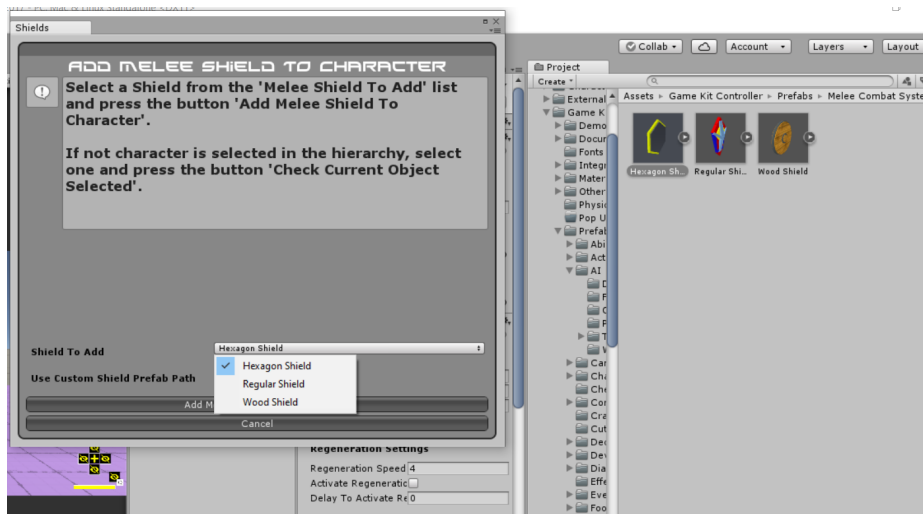
OTHERS

- Here an example of the local multiplayer using the boat, while one player drives, the other can use the turret weapon manually (I was playing both players, that is why it looks awkward xd):
- <https://streamable.com/ts5j9k>
- Small showcase of gravity elements and mechanics
- <https://youtu.be/aI3eAJ1Vo1M>
- Moved the main dynamic UI panels as separated prefabs, so they are not inside the main canvas, being a better management of UI, like health bars, pickups icons, screen objectives, damage numbers, etc...

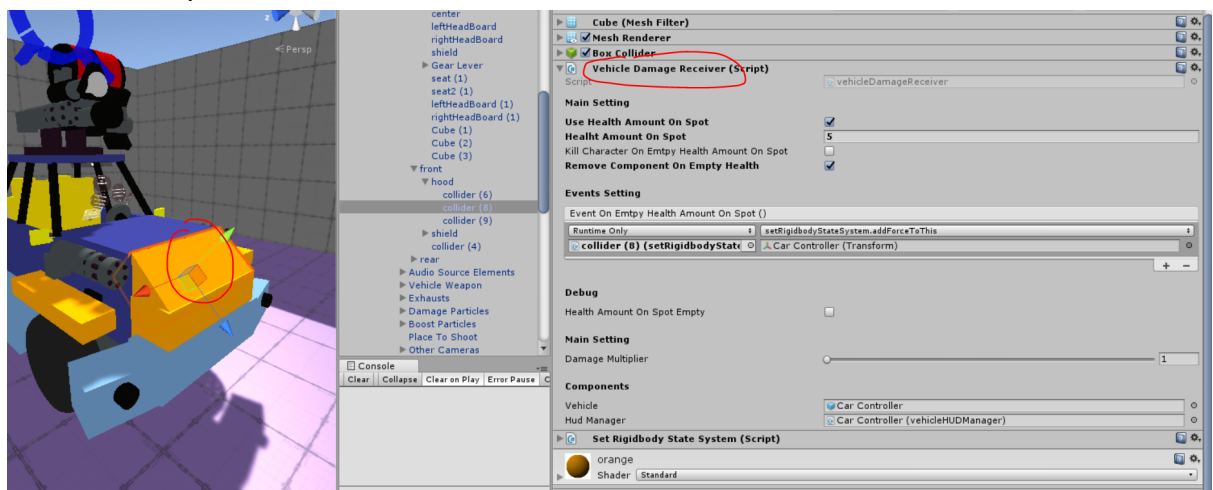


- Improved slice system to be usable on the player as well, avoiding to destroy the original model mesh, so the AI will be able to slice the player to pieces if needed:
- <https://streamable.com/8ot6al>
- Updated the EBS integration, here a test:
- <https://streamable.com/8azai6>
- Added a check on the checkpoint system, to show the die menu on player's death without need to wait for him to reach the ground (it is a condition on the regular get up option), so the player can respawn directly on the last checkpoint located
- <https://streamable.com/3unjzi>
- Improved the teleport platform for vehicle detection:
- <https://streamable.com/rcdbuw>

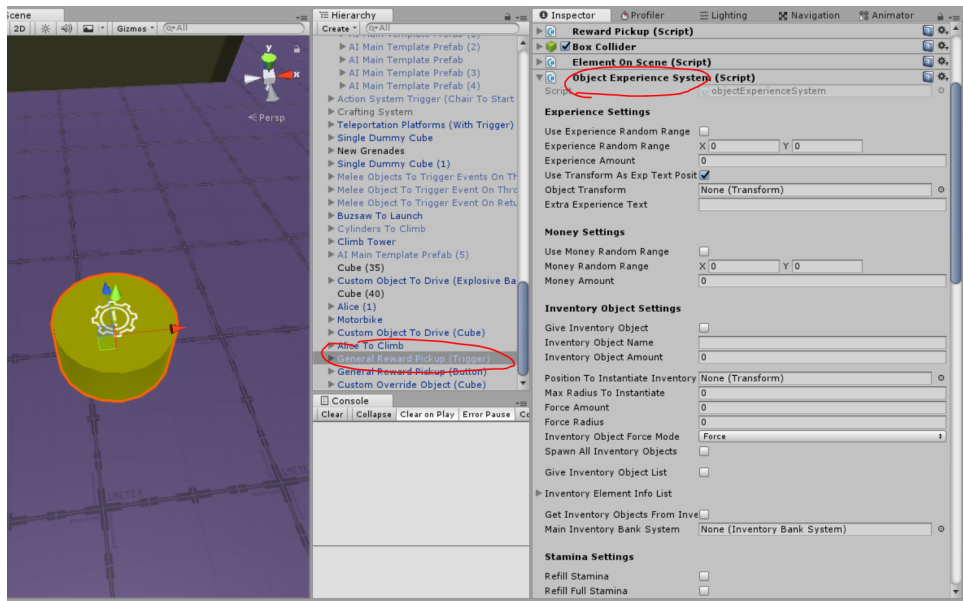
- Added a wizard to add an already created shield to any character, just like it was available for fire and melee weapons:



- Added an option on the damage receiver component (either vehicles, characters or objects), to allow to trigger events on certain amount of damage on certain body parts easily, this allows for example to disattach vehicle or body parts easily:
- <https://streamable.com/clom29>
- Here an example of how it works:

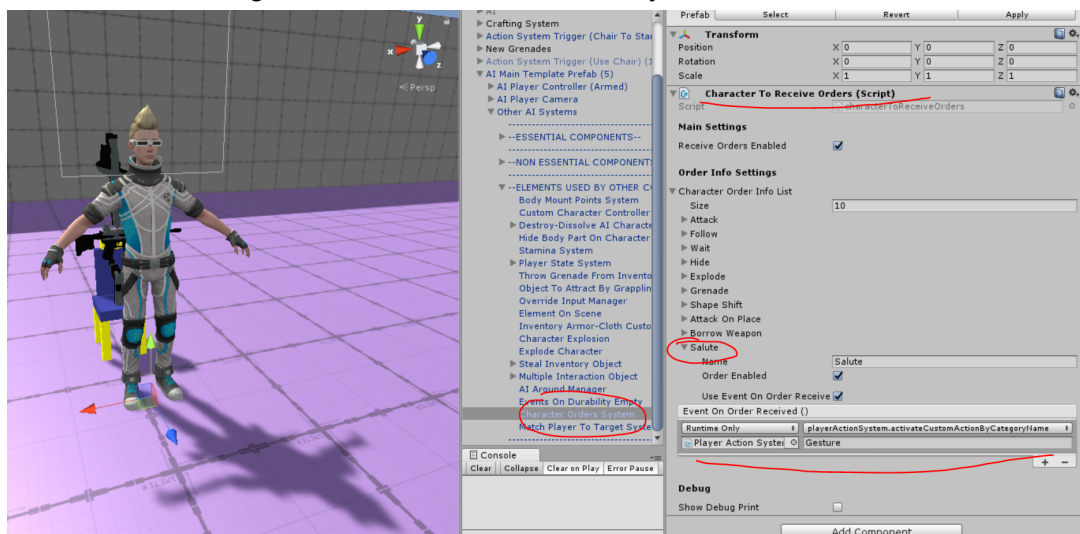


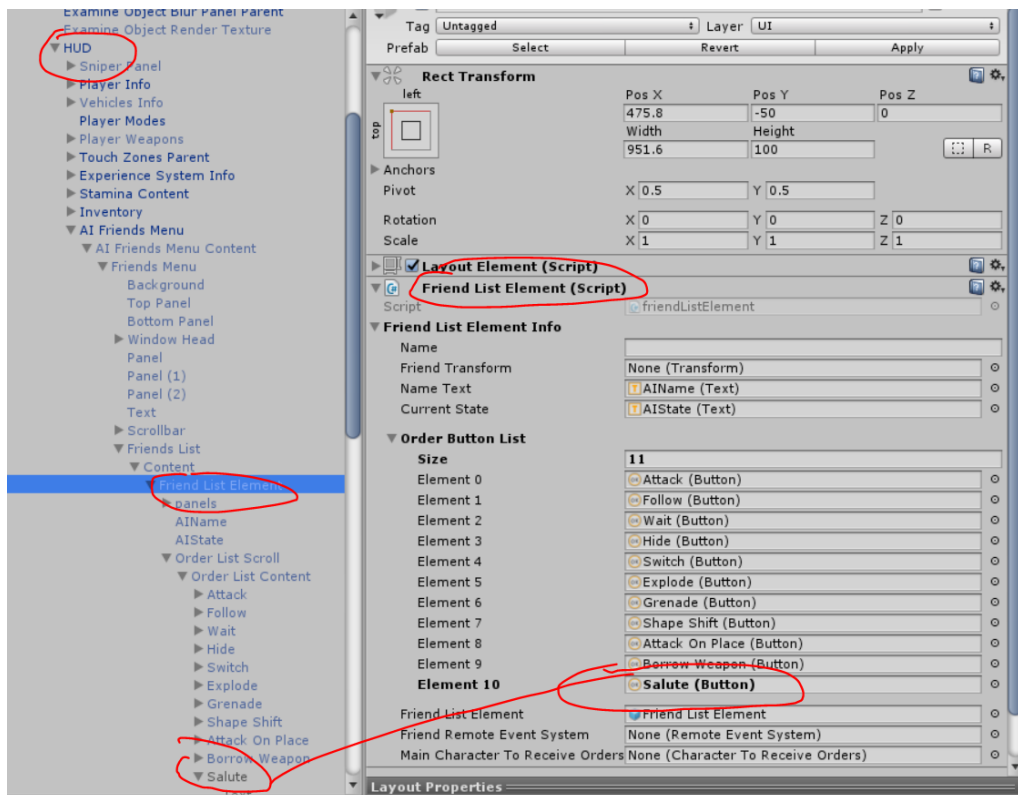
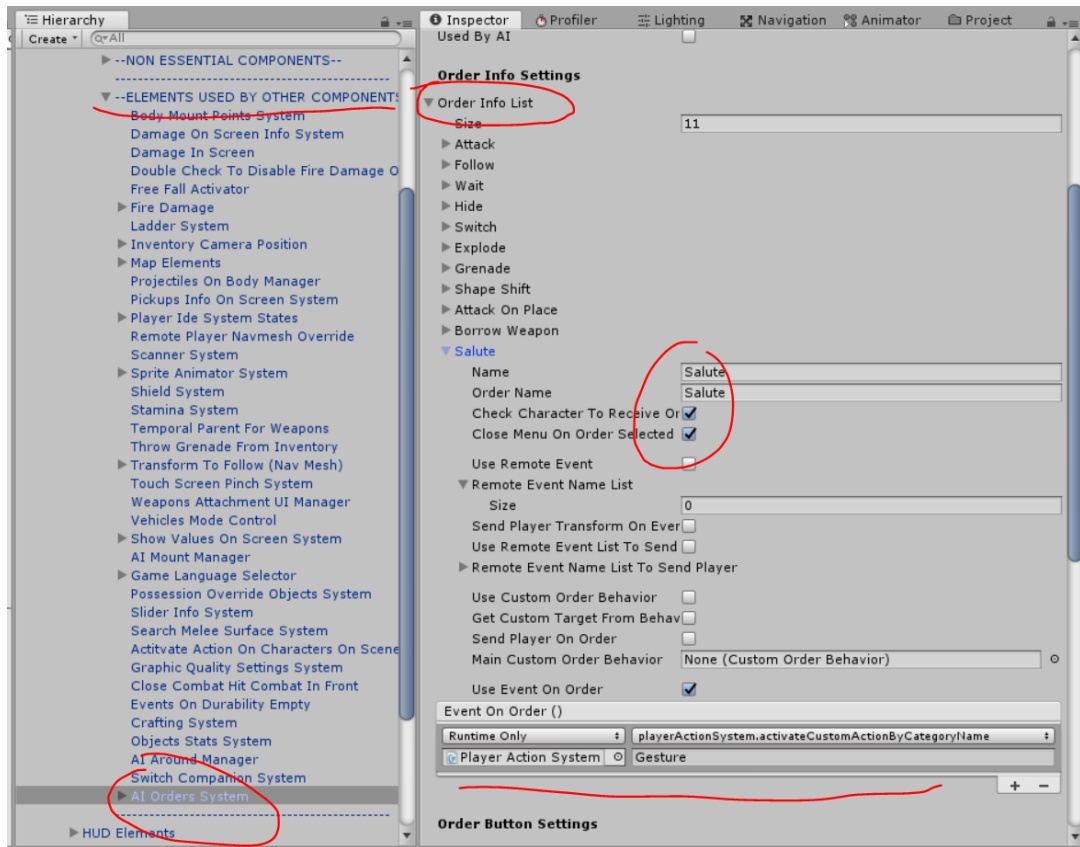
- Along the surfaces triggers on scene which can slice objects, I configured an example of using such surfaces on throwable objects, like buzzsaws, like in half life 2
- <https://streamable.com/12hfmd>
- These only slice when they are thrown, for example, with a gravity gun or by picking them physically on player's hands
- Configured an example of pickup by button/trigger to use the main reward component system, so it allows to easily set what to obtain from that pickup, either exp points, skill points, money, inventory objects, unlock skills, or blueprints, etc...

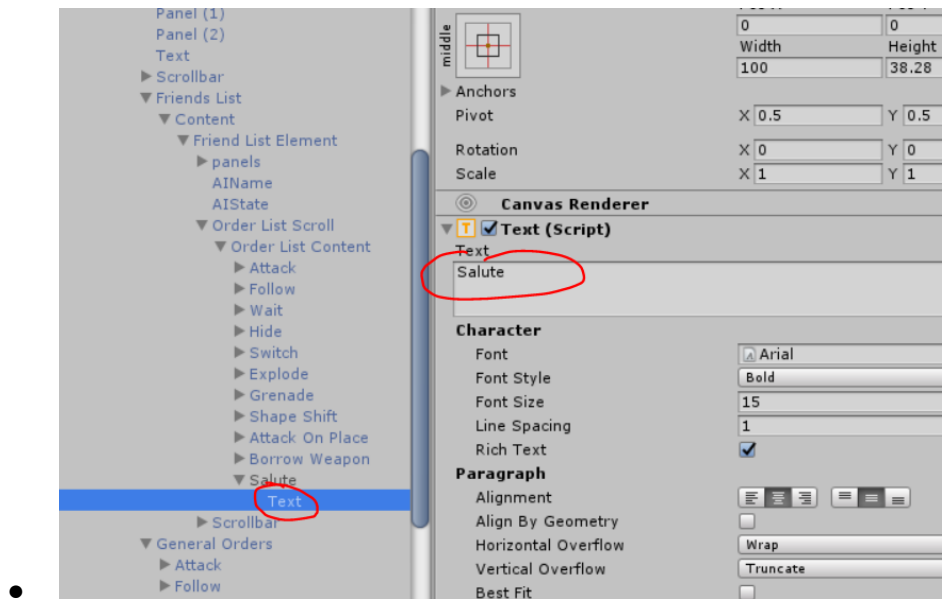


AI

- Configured an example of the action system for the AI to start the game with it, in this case, a chair, so it can be used for the AI to be there until the player interacts with him or is detected as enemy:
- <https://streamable.com/3azc8t>
- Added Resident Evil 4 remake inspired AI interaction, using the health weak spot system, to detect damage on the knees. it allows to activate a new injured state example on the AI, and show the parry counter which was added too.
- <https://streamable.com/u413s2>
- Added an example of the order system for AI with an example to make a salute in both the AI and the player:
- <https://streamable.com/sk8fe6>
- And here the settings used for it, made without any extra code:







ISSUES/BUGS FIXED

- Fixed small issue on the sheathe melee weapon action animation, where the weapon mesh was being moved a few frames to an incorrect place during the action. Here how it looked before (notice the axe on the end, showing on the back a few frames before time):
- <https://streamable.com/nk8v6>
- Here is how it looks now:
- <https://streamable.com/2u8hqp>