



Easy Survival Scripts

Asset Documentation

ALJEBRO STUDIO

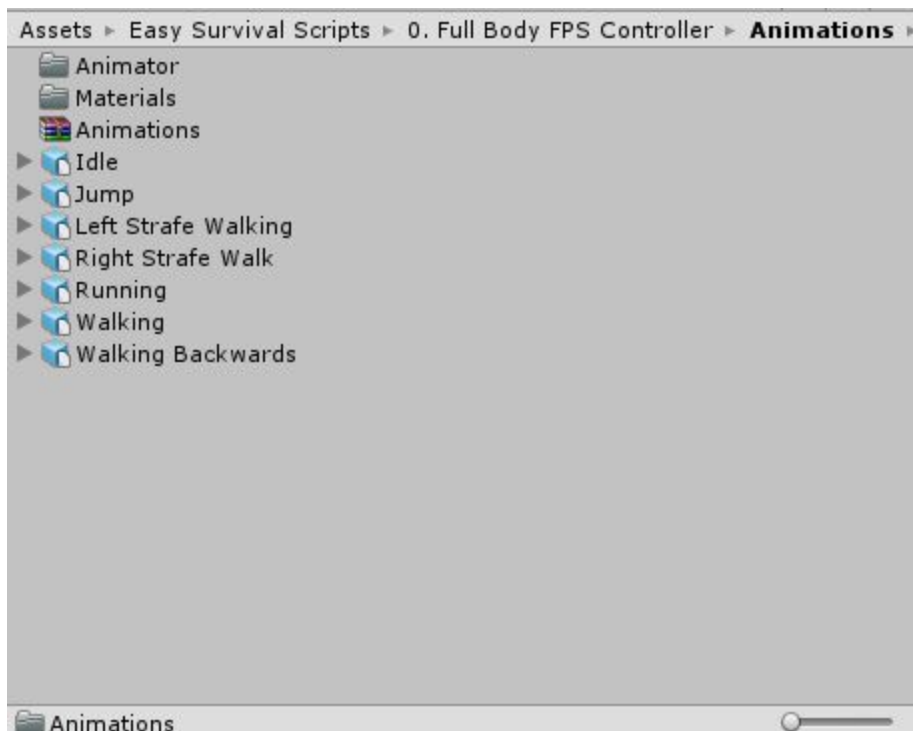
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aljebrostudio@gmail.com

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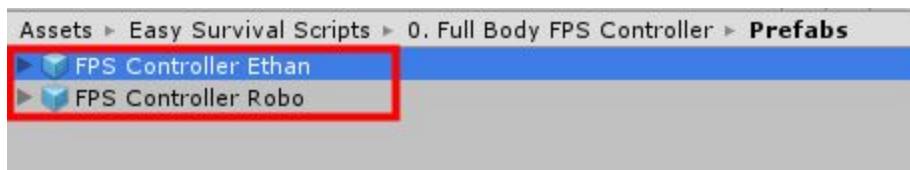
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Full Body FPS Controller

1. Please download the Animations and Import them in the project.
2. Download Link :
<https://drive.google.com/open?id=1CJ83zbVJPIBq635UwDwid0QFxrYchF2I>
3. After Extracting into the project it will look like this :



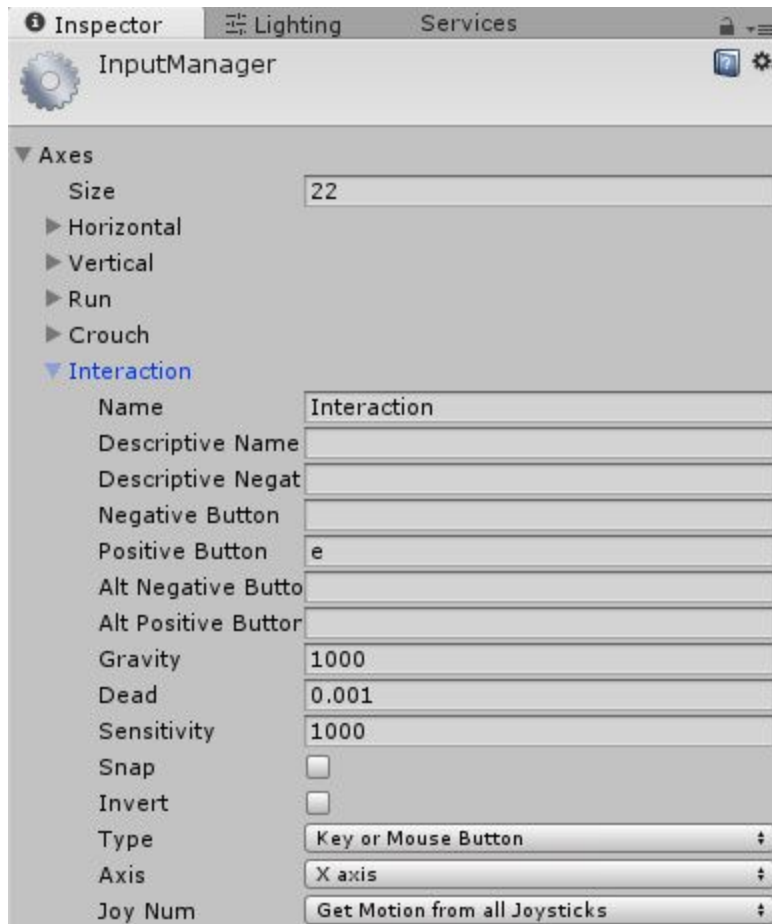
4. Now Please, restart the Unity Editor.
5. Now Drag and Drop the Prefab in your scene.



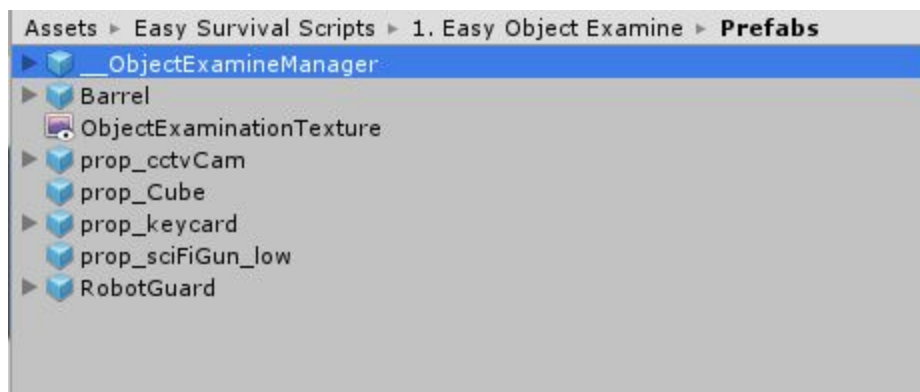
6. Hit Play! And everything should be working Perfectly!
7. For Any Problems please see the demo scene.

Easy Object Examine

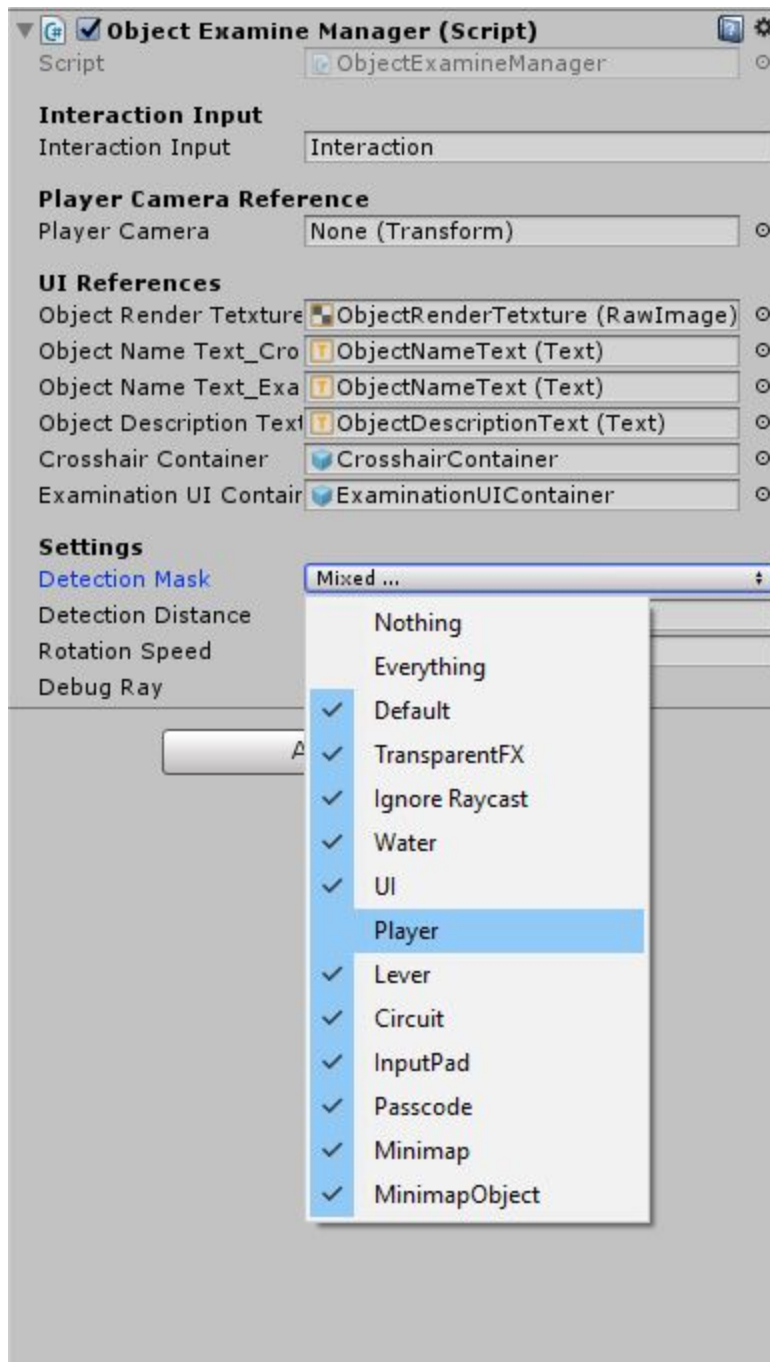
Please add a new Input **Interaction** by going to Edit>Project Settings>Input.



Now Drag the **__ObjectExamineManager** Prefab in your scene.

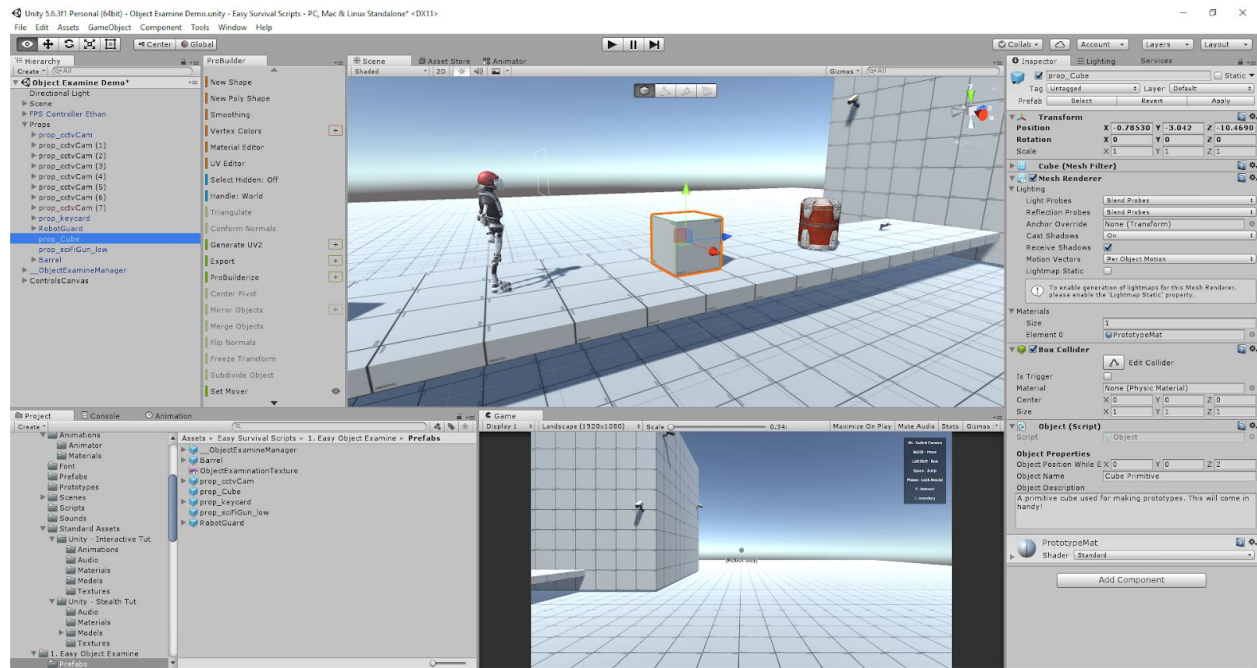


Select **_ObjectExamineManager**. In the Detection Mask, make sure, Player is on different layer and is unchecked from this List.

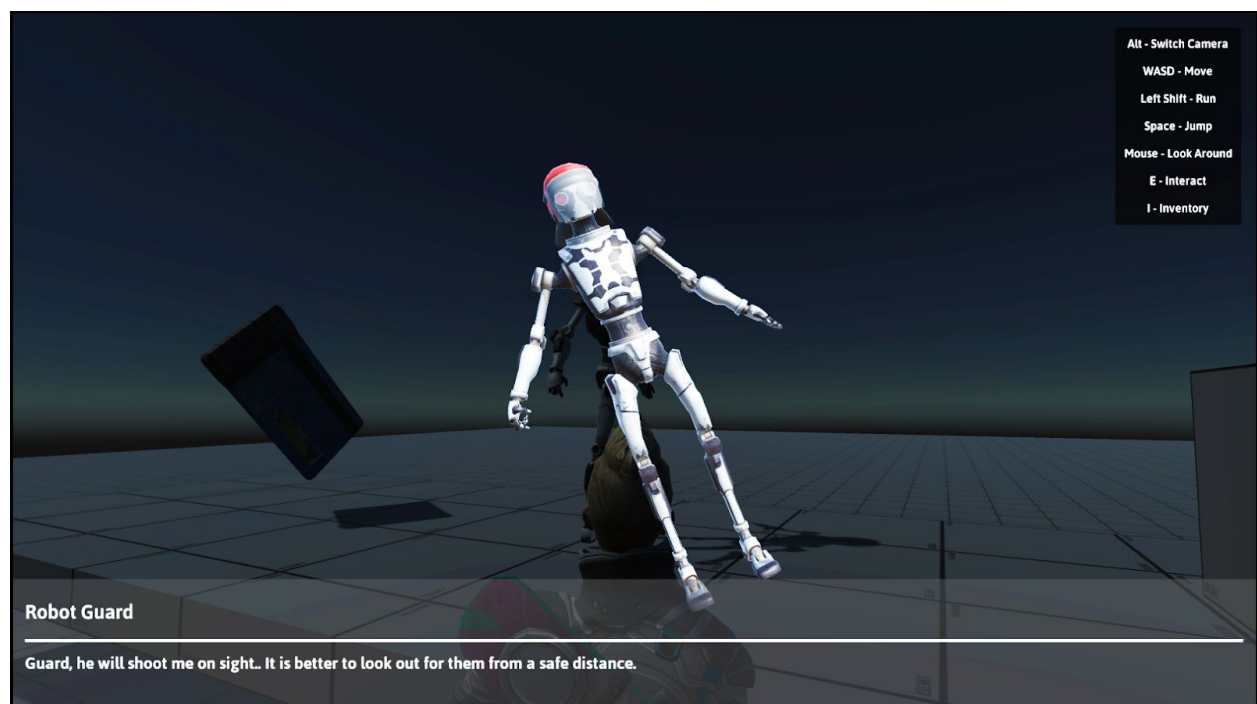


Now Select any Prop / GameObject in your scene and assign the **Object Script Component** to it.

Fill in the Details and it will be something like this.

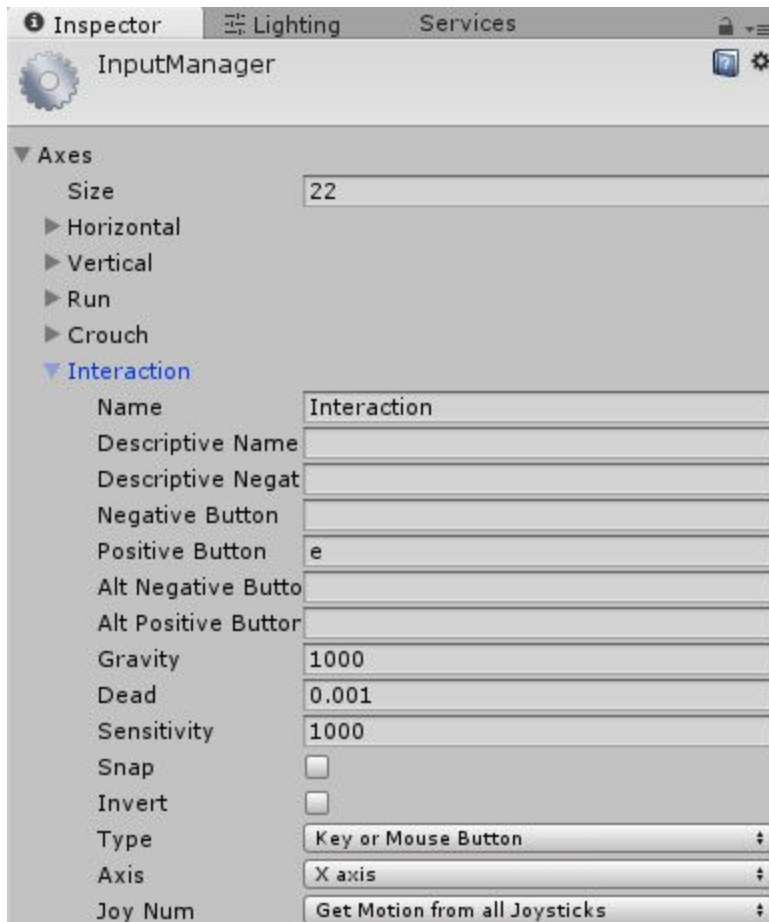


Hit Play and you will be able to Interact with the Object by pressing the Interact Input that we have set up in the beginning.



Easy Lever Interaction

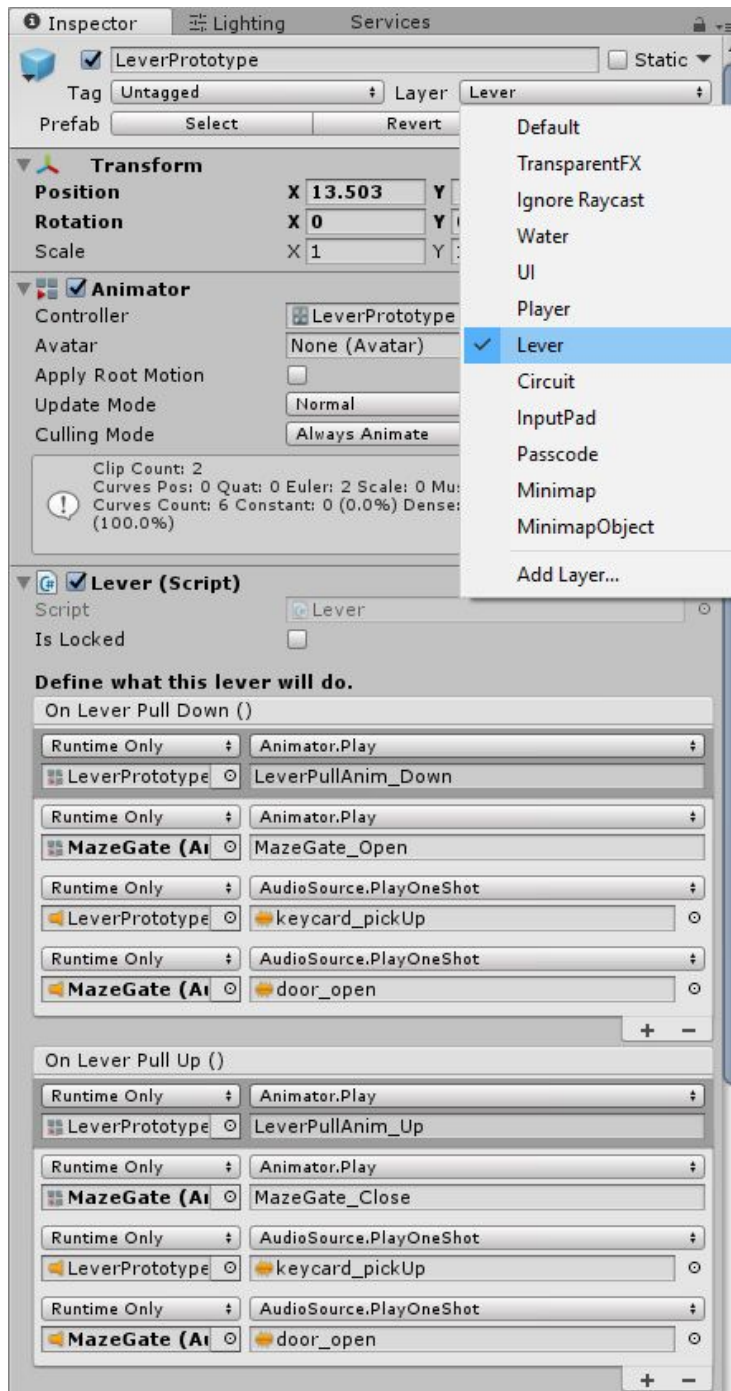
Please add a new Input **Interaction** by going to Edit>Project Settings>Input



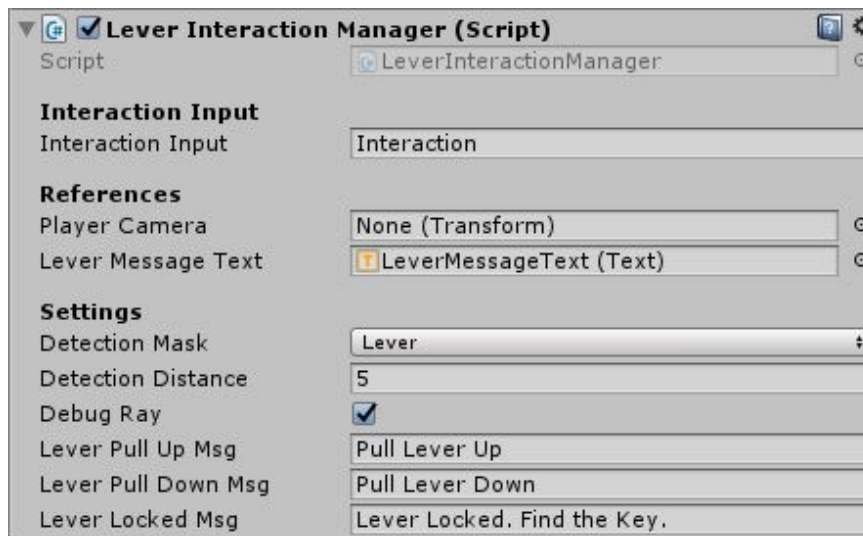
Now Drag and Drop the **__LeverInteractionManager** prefab into your scene from Prefabs folder.

Also Drop **LeverPrototype** prefab into your scene for quickly prototyping.

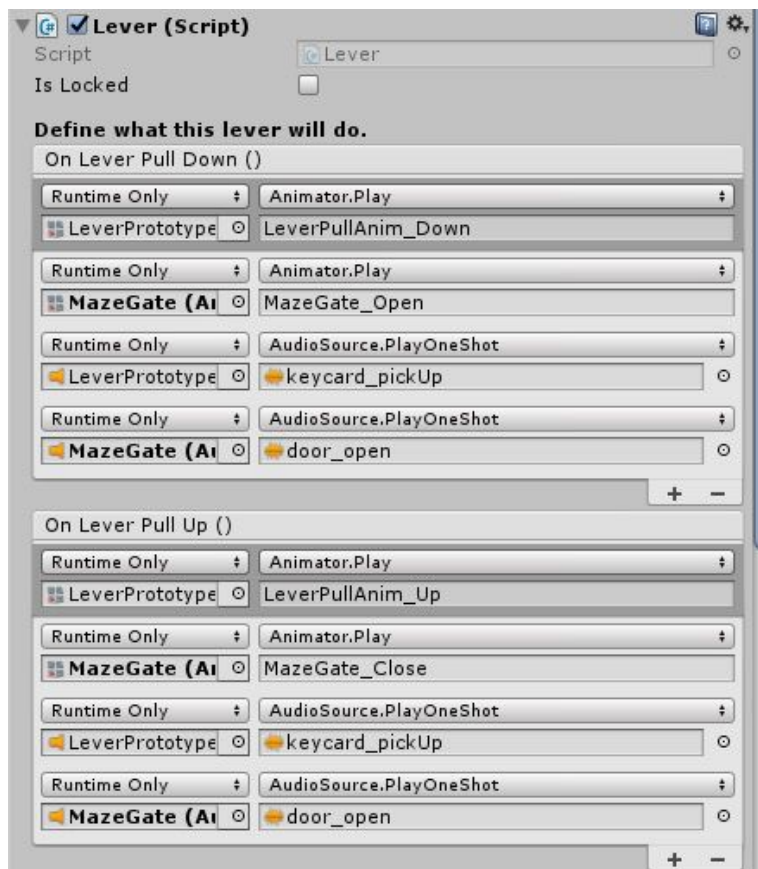
Select the **LeverPrototype** and change its layer, for example, **Lever**



Select **__LeverInteractionManager** in your scene, and set **Detection Mask** to the **LeverPrototype's** Layer.

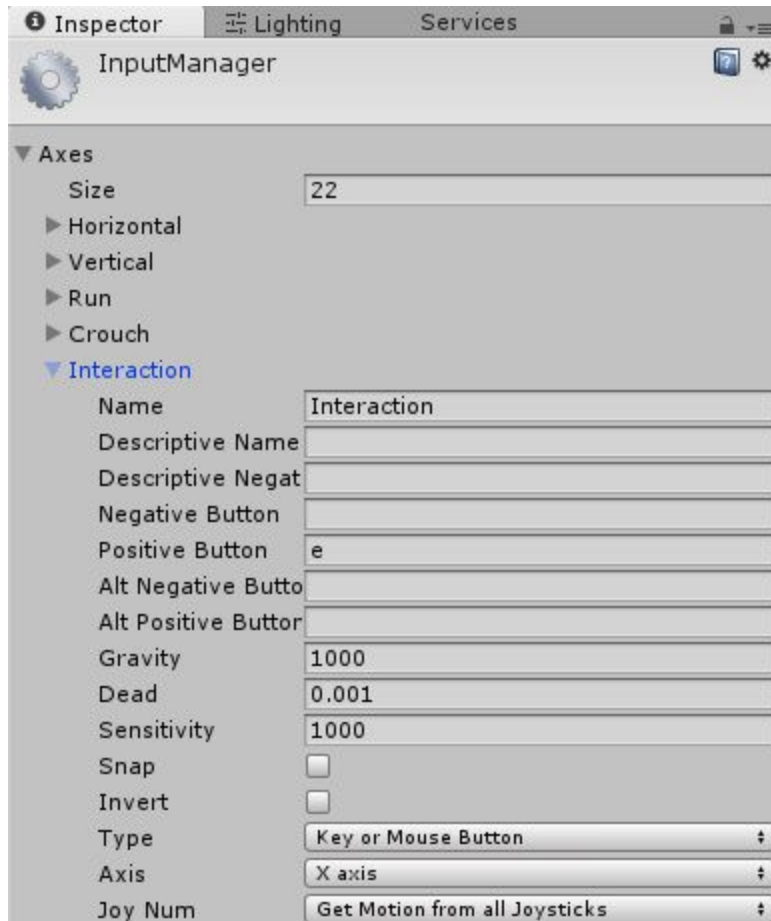


Now, you just have to play with **Lever's** Properties. Please see demo scene for better understanding.



Easy Fuse Circuit Interaction

Please add a new Input **Interaction** by going to Edit>Project Settings>Input

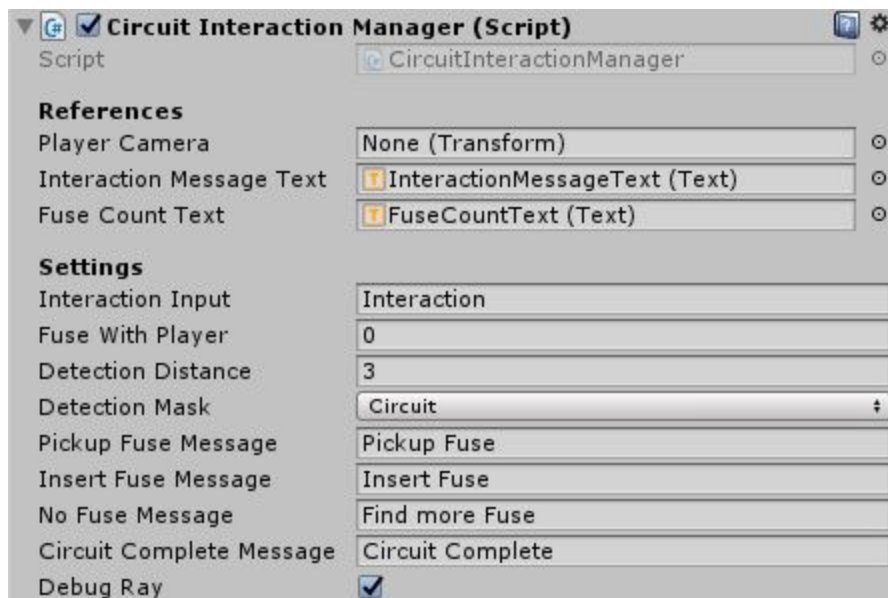


Now drag and drop 2 Prefabs into the scene.

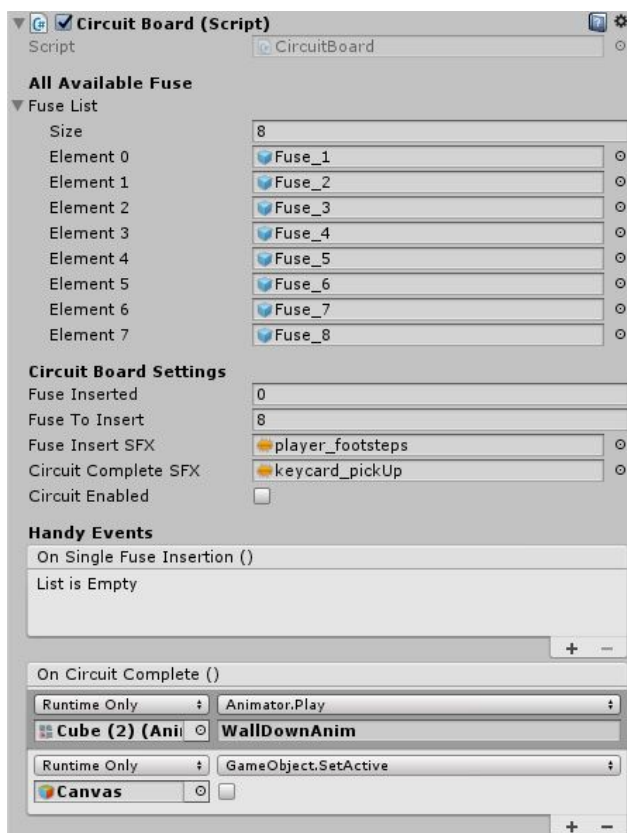
1. **Circuit**
2. **__CircuitInteractionManager**

Select **CircuitInteractionManager** and please assign the Layer at **Detection Mask**.

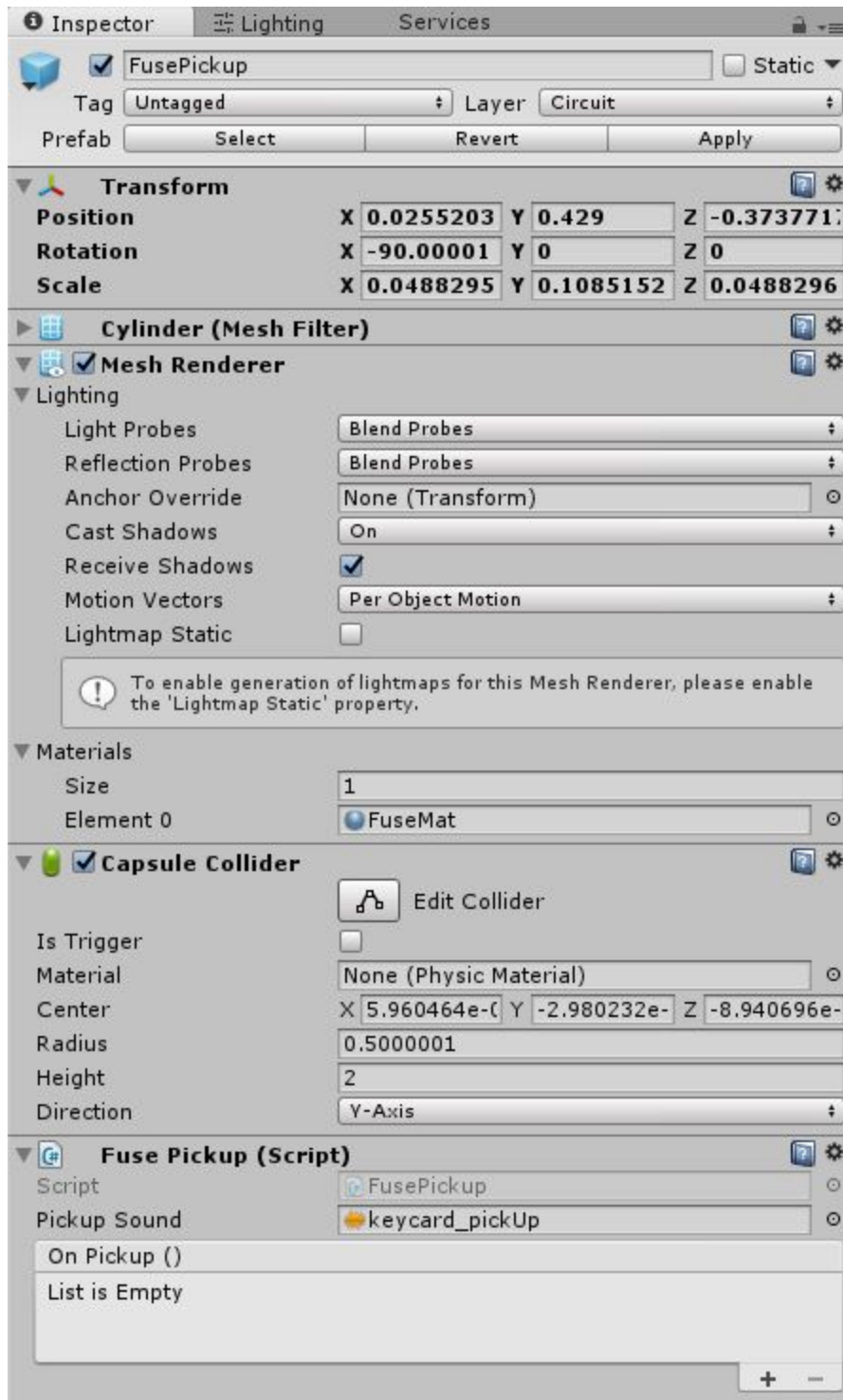
This is the Layer of **Circuit** that you have dragged in previous step.



Now Select the Circuit and assign the fuse, also change the properties according to your needs.

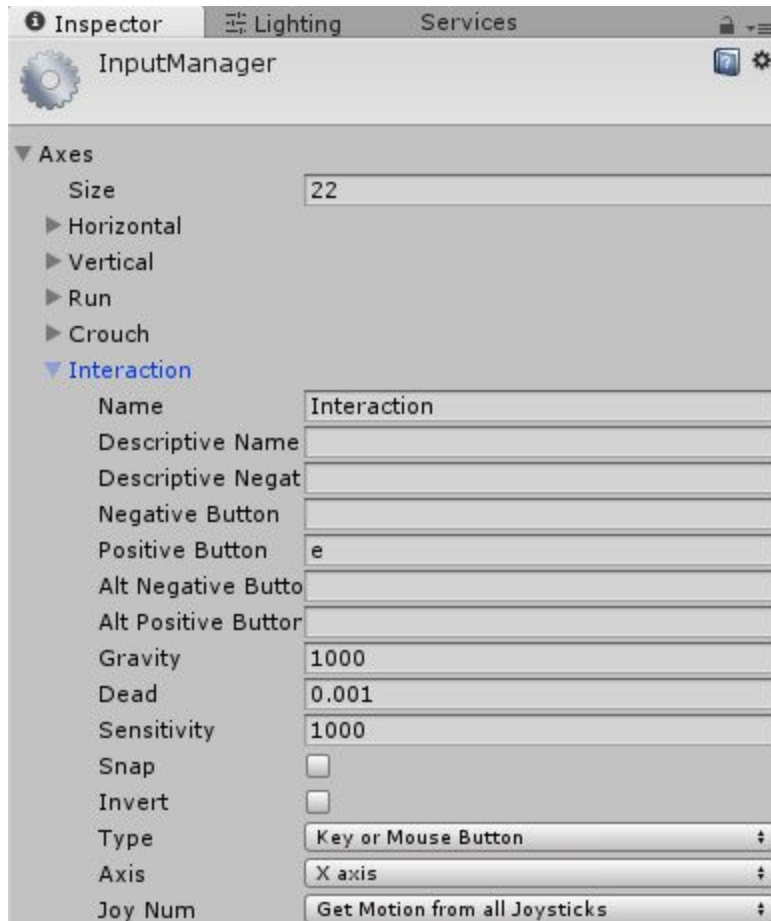


To make Fuse Pickups, just assign the **Fuse Pickup** script to it and you are done. Also make sure, it is on same layer as that of **Circuit**



Easy Input Interaction

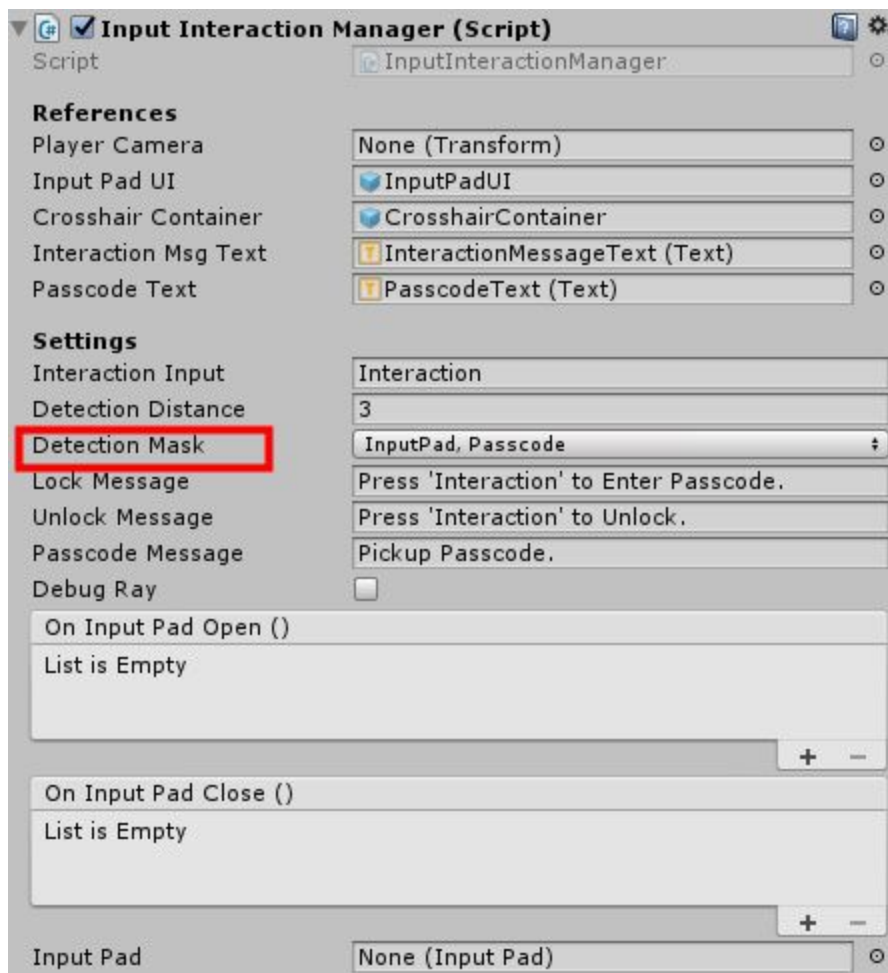
Please add a new Input **Interaction** by going to Edit>Project Settings>Input



Drag 3 Prefabs into your scene for quick starting.

1. **InputPad**
2. **_InputInteractionManager**
3. **Passcode**

Select the **_InputInteractionManager** and please assign the Layers of **InputPad** and **Passcode** under the Detection Mask property like so :

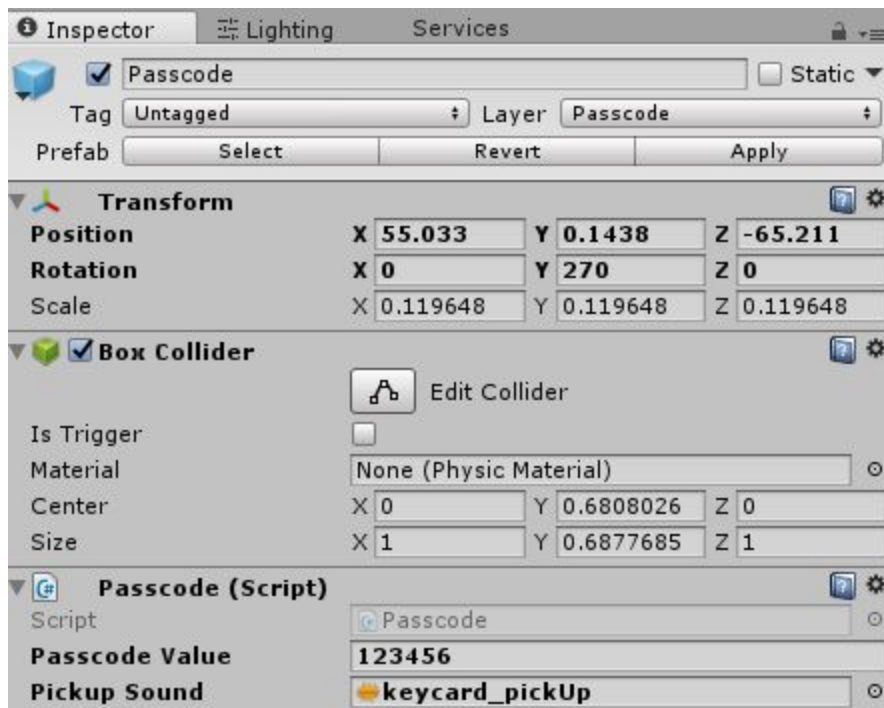


Select the **InputPad** and insert the Passcode required to unlock this.

Here, it is **123456** and a few events have been added which will be triggered when this Passcode will be entered.



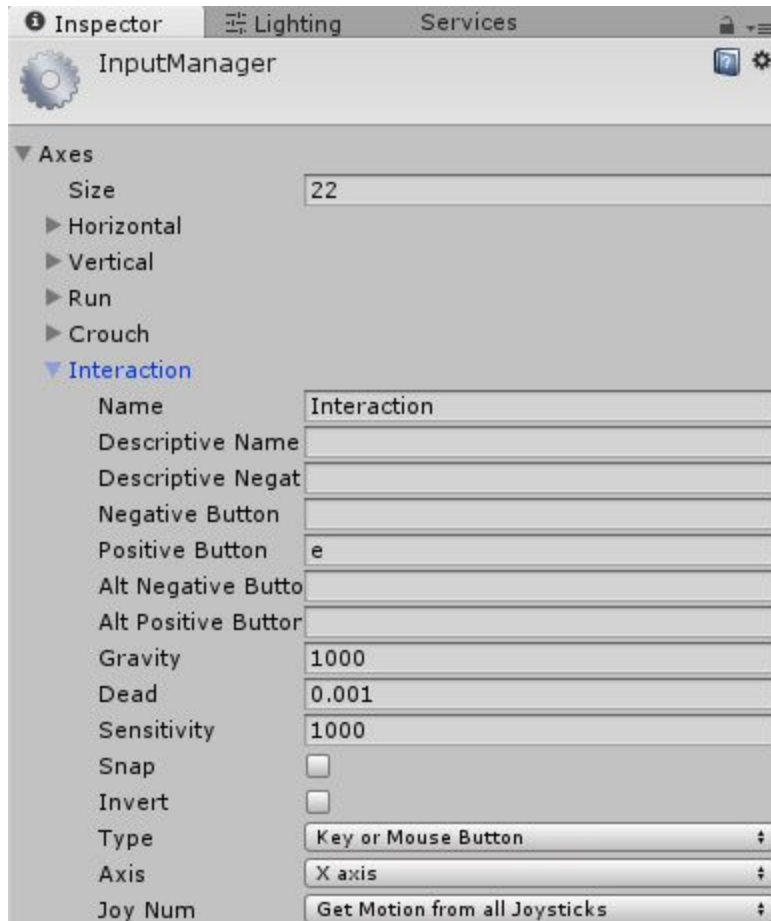
Now all which is left is to simply write this in **Passcode**. Make sure Passcode has its layer assigned to it.



Now you can pick it up, which will update the HUD and you can unlock the Input pad.

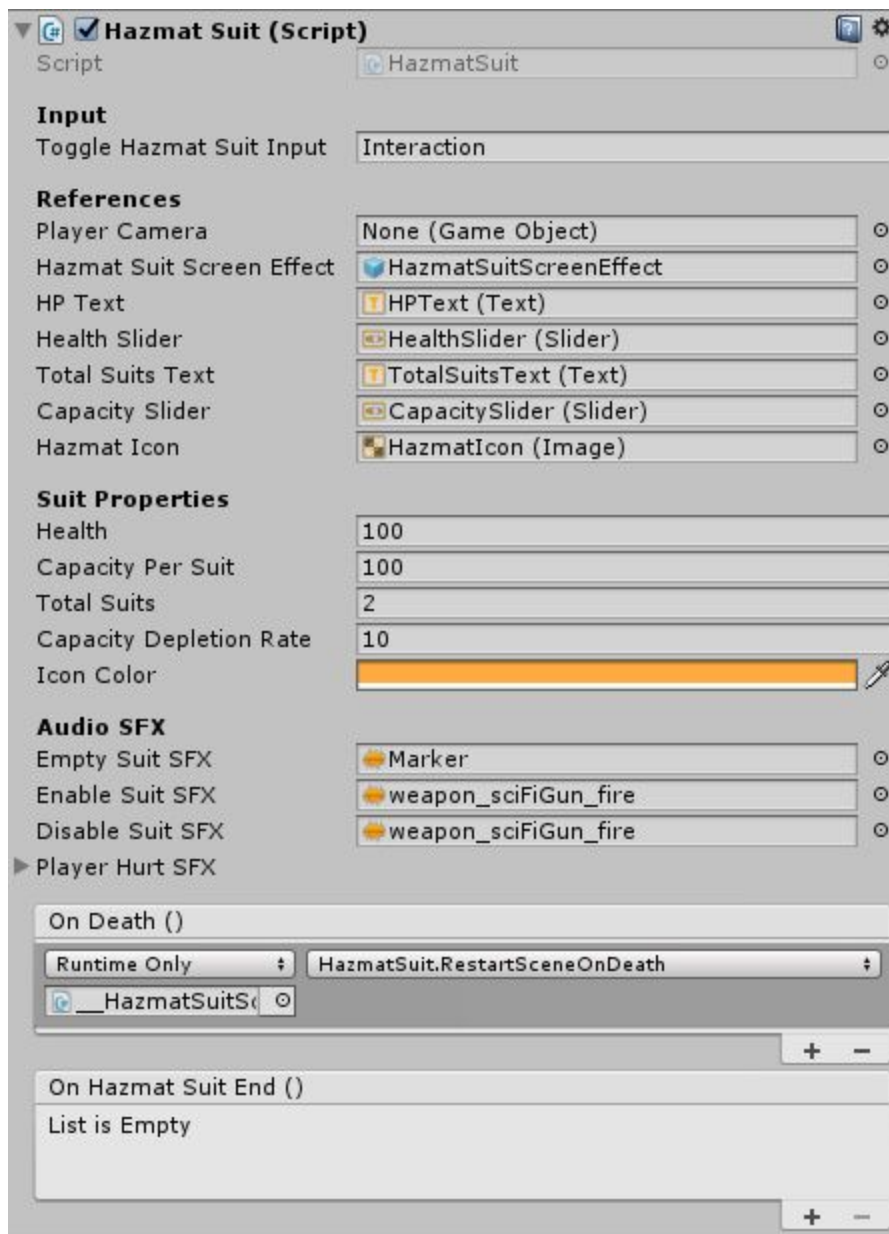
Easy Hazmat Suit

Please add a new Input **Interaction** by going to Edit>Project Settings>Input

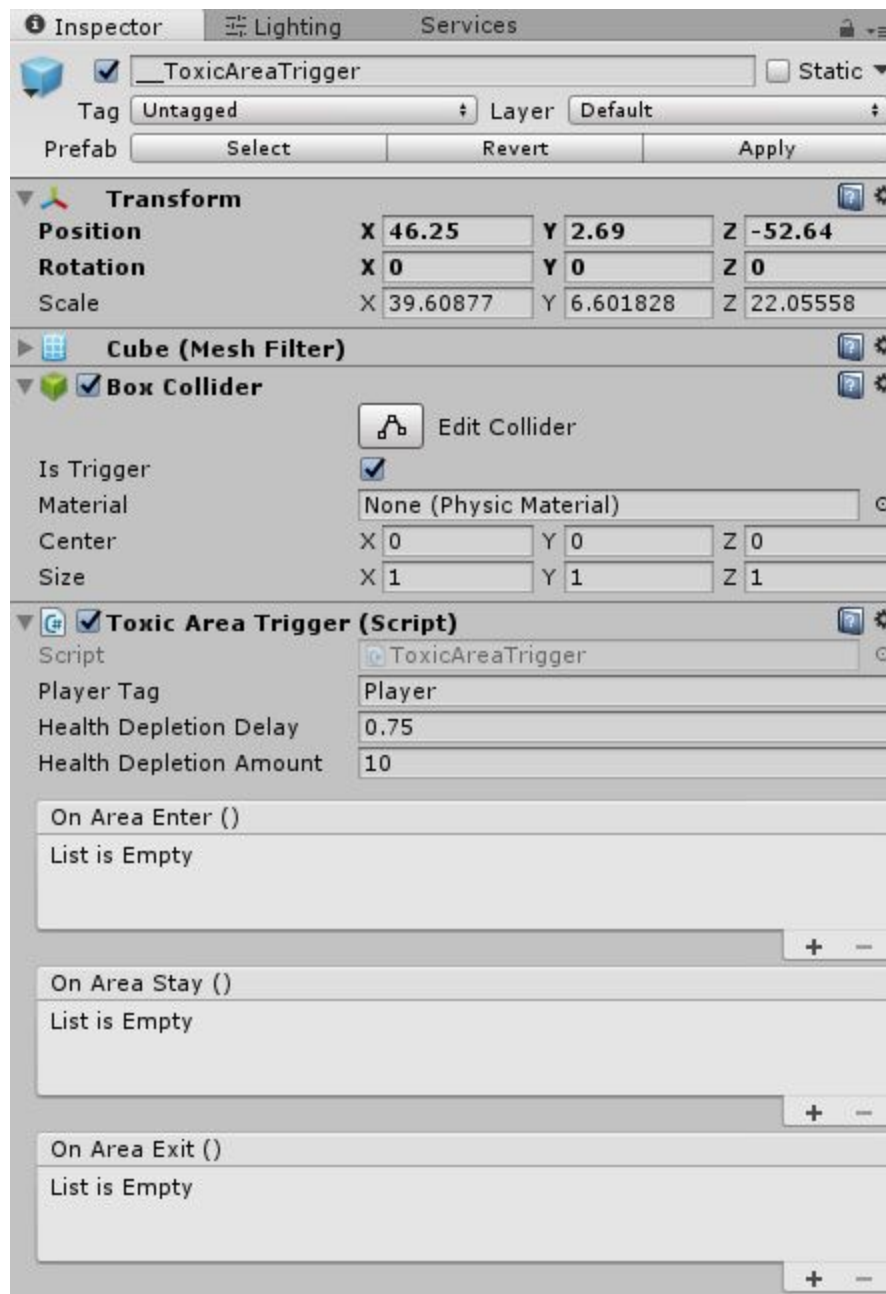


Now drag and drop the **_HazmatSuitScripts** prefab into the scene.

You can alter its properties to suit your needs



To Create a Toxic Area, just assign the **Toxic Area Trigger** script to an object like so.



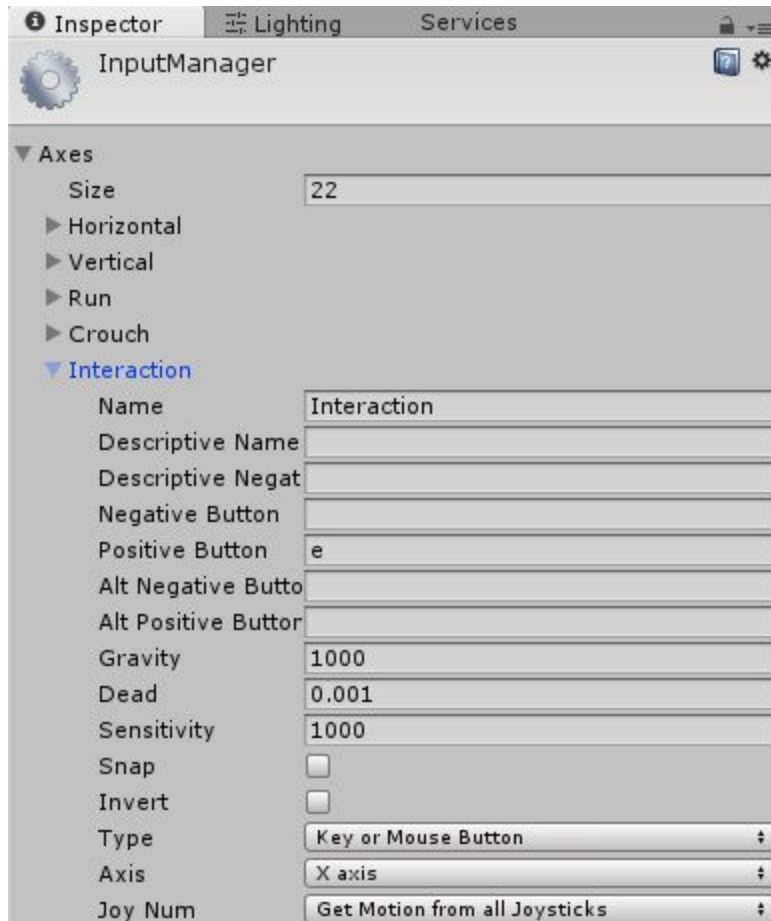
Make sure the box collider **isTrigger** is checked.

Also write the **Player Tag**.

For further info, please refer the demo scene.

Easy Minimap

Please add a new Input **Interaction** by going to Edit>Project Settings>Input



Drag and drop the **_MinimapScripts** prefab into your scene.

Play with **__MinimapScripts** settings as you like.

Expand the **Minimap Icons** list and fill in the details. Please see demo scene for better understanding.

Don't forget to assign the **Player** as well.



To create an object appear in the minimap, please add **Icon Spawner** script to it.

After assigning, please write the name of the Object in **Object Name** field.

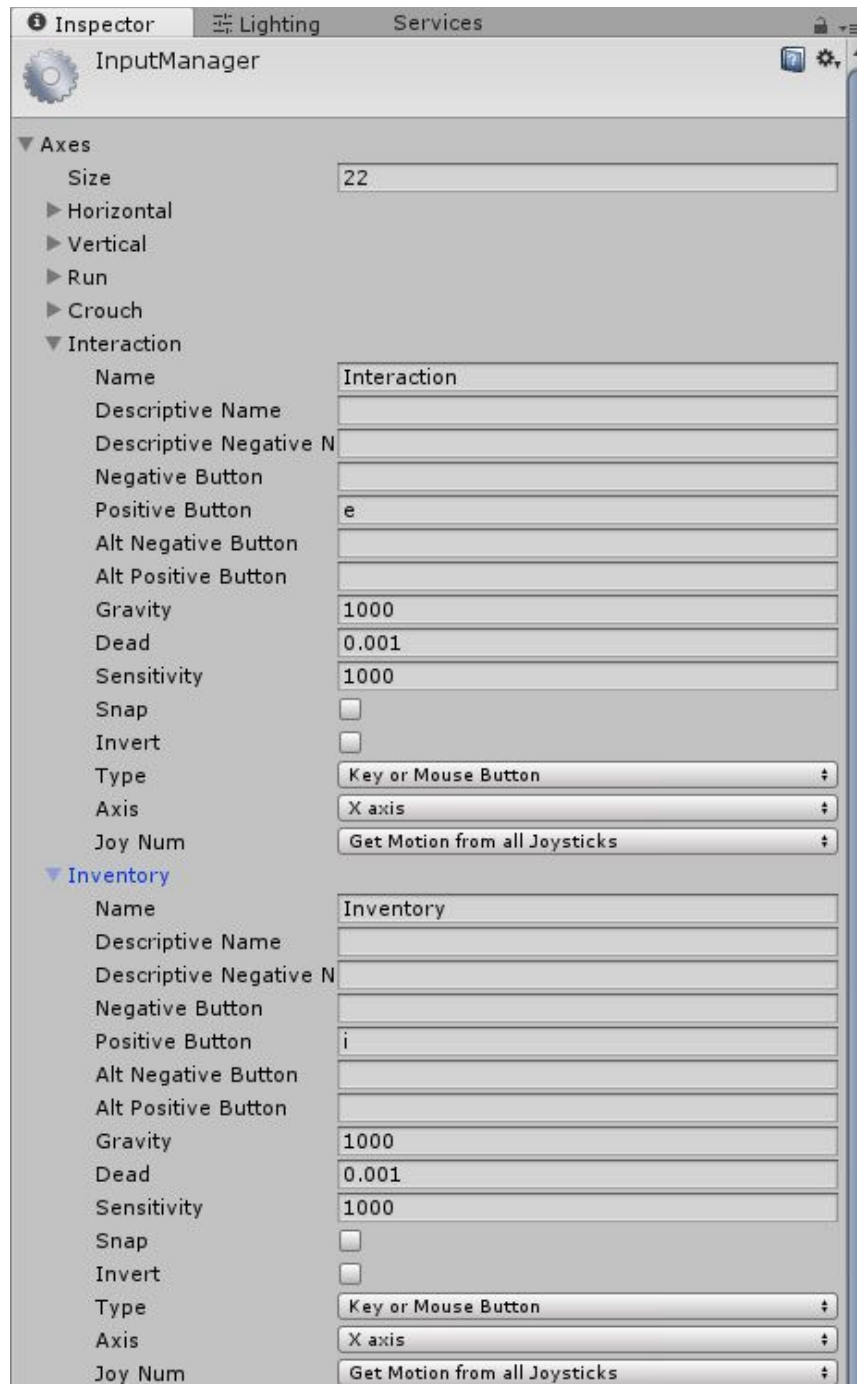


This **Object Name** should be **EXACTLY SAME** as what you have mentioned in the **_MinimapScripts** in the previous step.

In case of any problems, it is highly recommended to see the demo scene.

Easy Inventory

Please add 2 new Inputs **Interaction** and **Inventory** by going to Edit>Project Settings>Input.



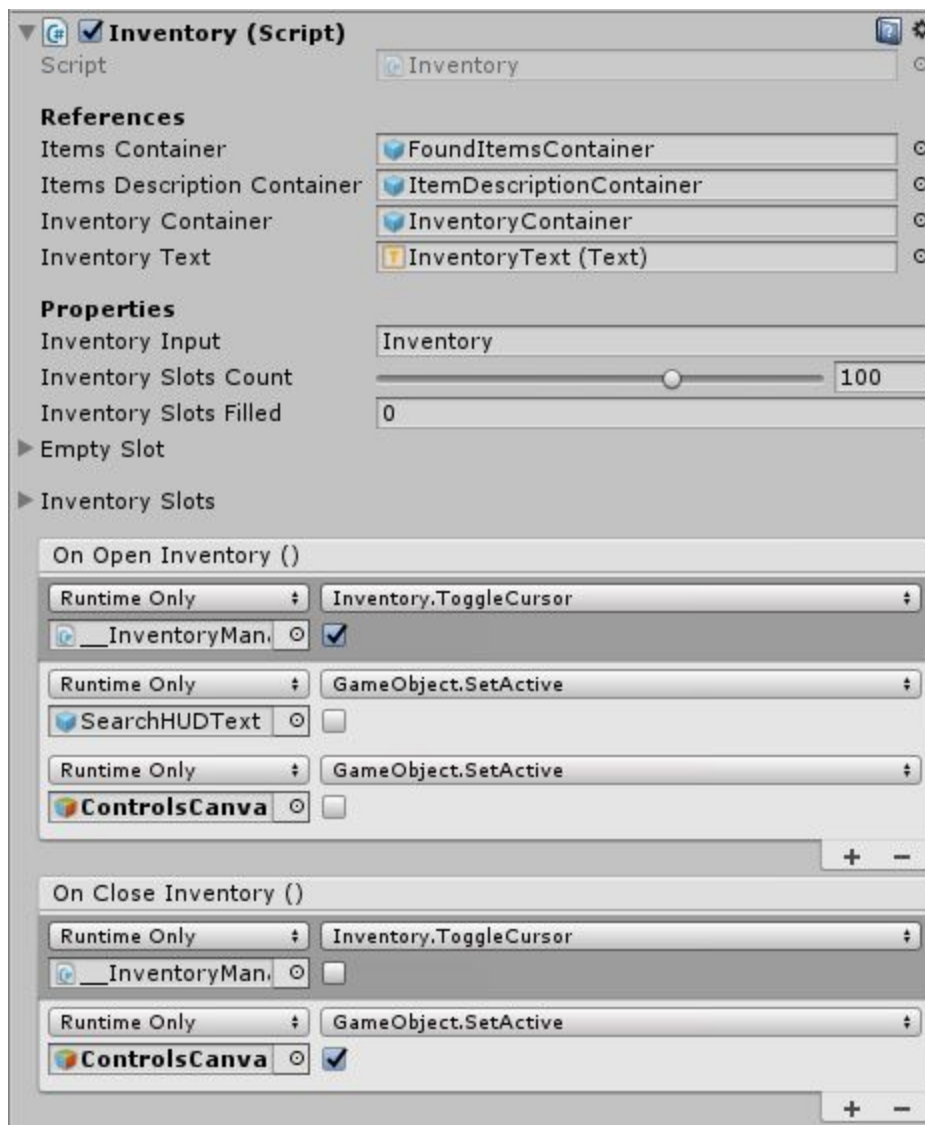
Drag and drop 2 Prefabs into your scene for the quick start.

ItemsChest/Bag

InventoryManager

Under the **_InventoryManager**, you will see 3 Scripts, Inventory, Found Item List Manager and Item Description.

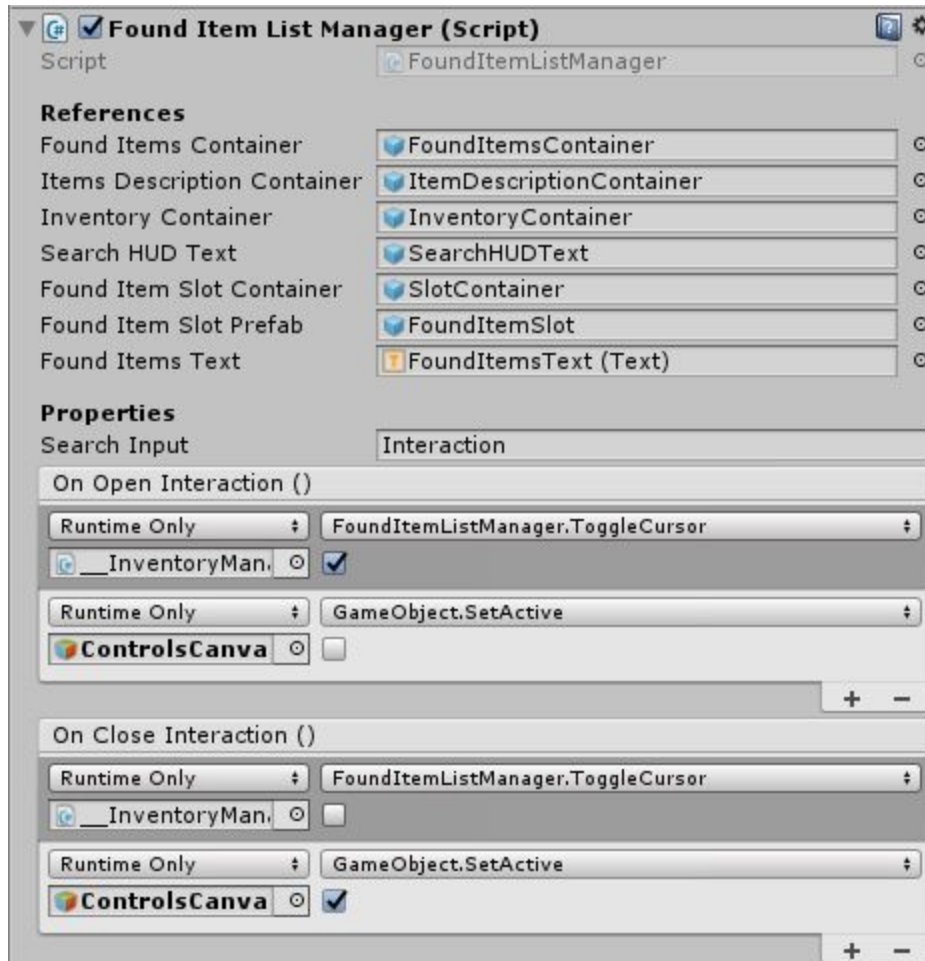
Inventory :



Inventory Slots Count : It defines how much slots will this Inventory will be having

On Inventory Open / Closed : These are the events which will be Invoked when Inventory is opened or closed.

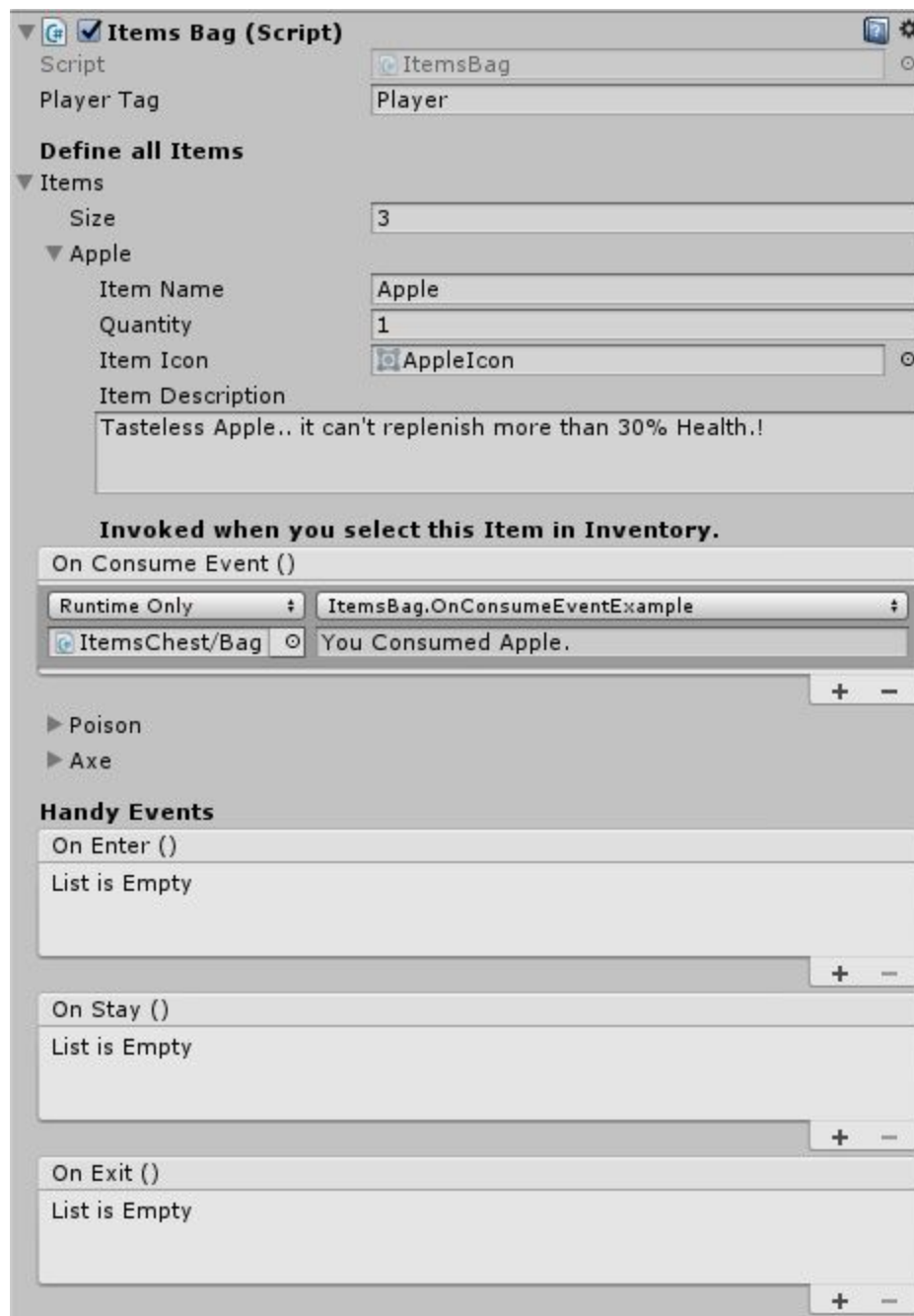
Found Item List Manager



There's nothing for you to do, everything is already assigned and ready to be used in the Game.

However, it is recommended to play with On Open / Close Interaction events, which will of course, be invoked when the Player starts interacting with the Item Bags he found.

Finally, To create an Item or more than one item, just drag **Items Bag** or select the **ItemsChest/Bag** prefab that we have dragged earlier in the scene.



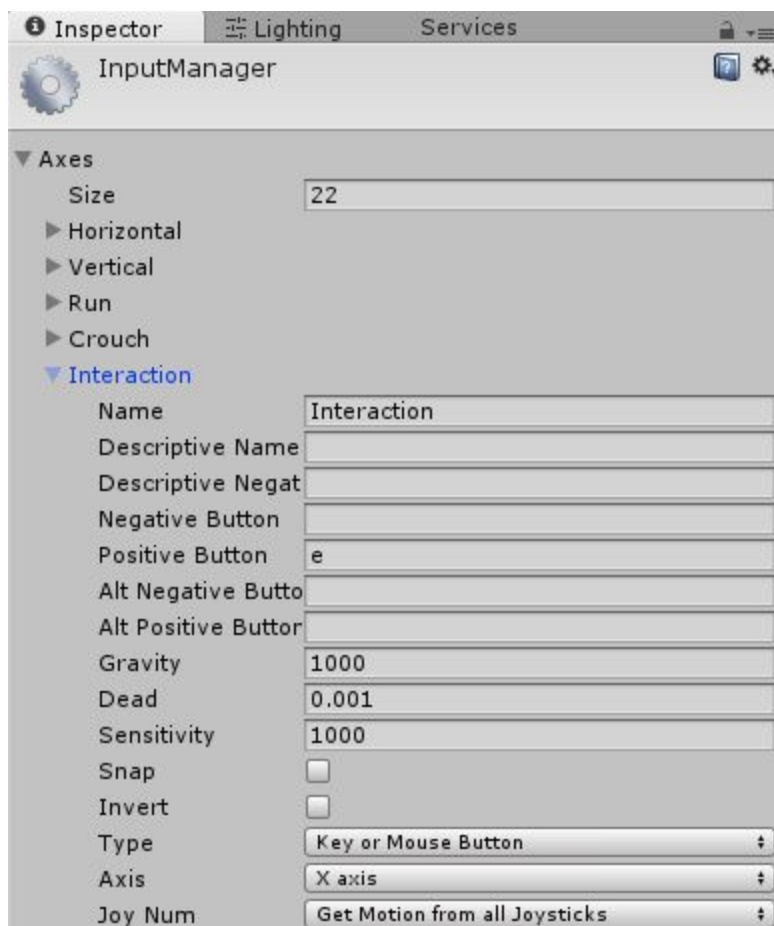
Under the **Items**, you can add and define as many Items as you like with properties : Name, Quantity, Icon, Description.

On Consume Event : This will be called whenever this item will be consumed via Inventory!

For any queries, please refer the demo scene or mail us : aljebrostudio@gmail.com

Easy Dialogues Interaction

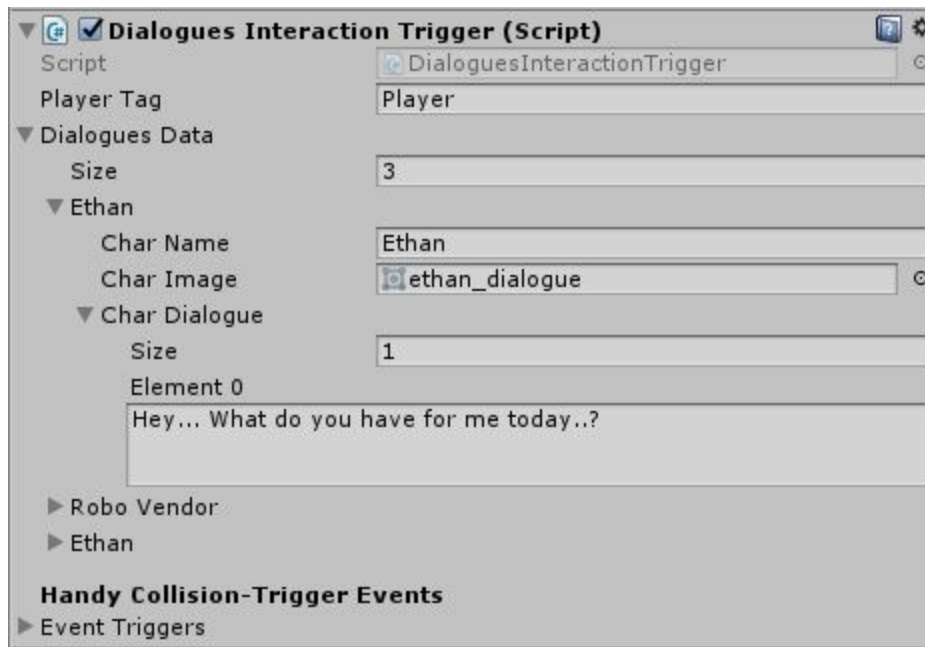
Please add a new Input **Interaction** by going to Edit>Project Settings>Input



To get started, please Drag **_DialogueInteractionManager** Prefab into your scene.

Now for the sake of better understanding, please see in the **Dialogues Interaction Demo** scene, under `_DialogueInteractionTriggers`, we have different triggers for different characters and conversations.

To create one of your own, you just have to add **Dialogues Interaction Trigger** script component to any object.



Now you can easily create any number of dialogues and interactions between any number of characters.

For any queries, please contact us at aljebrostudio@gmail.com