

FPS Simple Demo - Complete Game Template

Introduction:

This is a simple 3D FPS (First Person Shooter) game. Although simple, it contains a complete game flow. If you want to make a 3D FPS game, then this package will be very suitable for you. It contains beautiful scenes, a complete set of enemies, game role, perfect particles and sound sounds, easy-to-read scripts, and a complete game flow. Players play the game from a first-person perspective. Skeleton soldiers in the scene will appear one after another, chasing and attacking the player. Players need to dodge and shoot to kill them, or player can shoot the gunpowder barrel in the scene to cause an explosion. Blast the skeleton soldier to death. In short, this is a beautiful and complete game case, I hope you like it.

Main Features :

1. Complete project: contains models, animations, sound effects, special effects, codes, pictures, and can be directly build without any modification
2. Gunpowder barrel system: The gunpowder barrel will be placed in the game map by default. Players can shoot the gunpowder barrel to cause an explosion, thereby hurting the enemy
3. Enemy's system: the enemy has an automatic path finding function, so as to find the crystal of the village to attack
4. High-quality picture: Added a Post Processing file to increase picture texture, and light baking of the scene
5. Game data is configurable: if you need to increase the wave number of the enemy, you only need to add the corresponding data code
6. Easy to integrate: you can easily replace the corresponding material, and easily modify the function
7. The code is highly readable: the code has perfect English comments
8. Complete documentation
9. Refreshing and concise UI design
10. It is still friendly for the mobile platform. You only need to modify the player' s input method to publish to the Android and IOS platforms

In order to show this game better, I imported 1 free asset from unity asset store, which means that you also need to import it when you use this asset. Don't worry. It is free. And they are amazing.

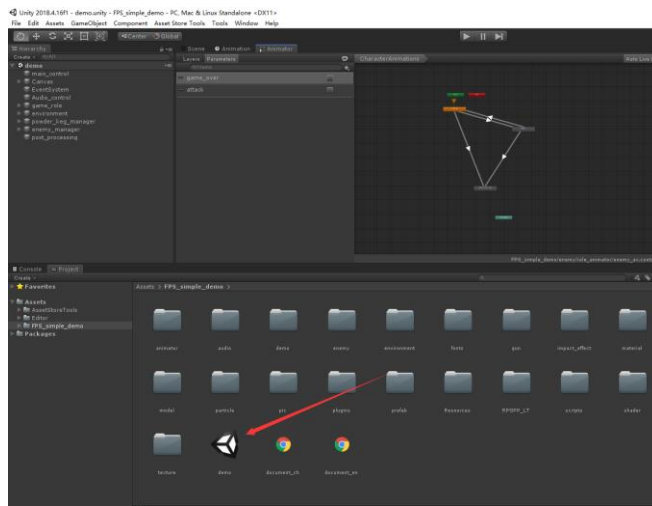
Here are asset store link:

<https://assetstore.unity.com/packages/3d/environments/landscapes/rpg-poly-pack-lite-148410>

Instructions:

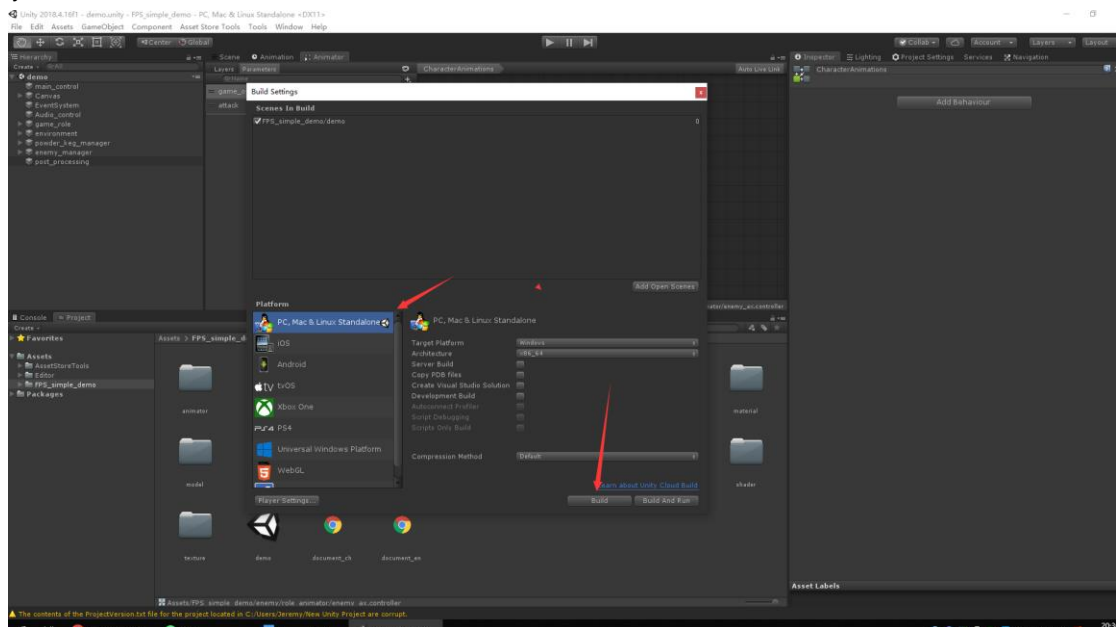
How to run

Find "demo.unity" in the resource package and click Run. The path address is shown in the figure below:



How to build it

If you need to build it, just click build in the figure below. Currently only supports the PC platform. If you need to use it on the mobile platform, you need to modify and add the user input method of the mobile platform(our next version is likely to add this function), and then choose to switch to the corresponding platform in unity, then click build. As shown below:

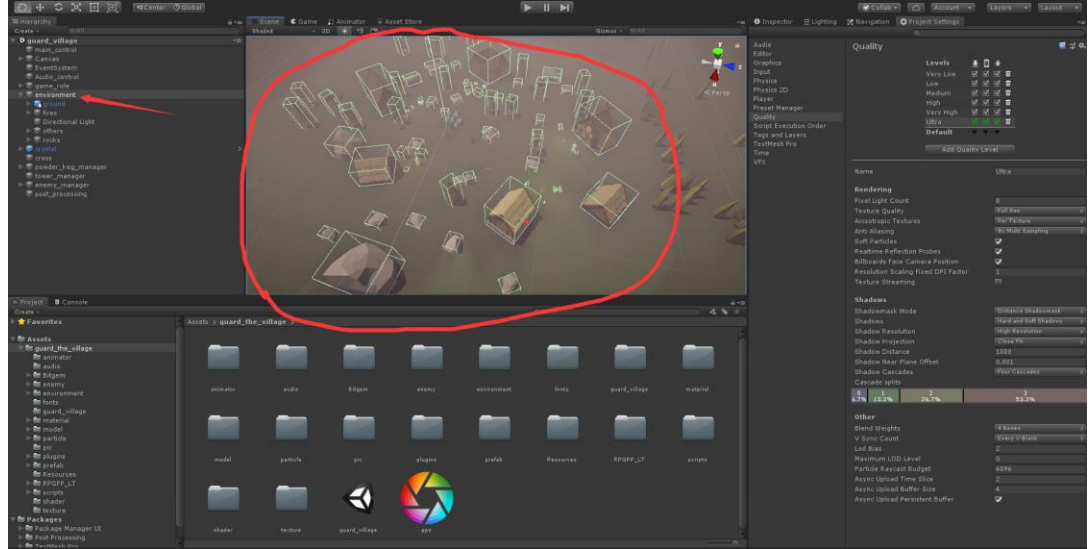


Modify game objects in the scene

All static scene objects are under a parent object called environment. Just find it and make corresponding modifications. It should be noted here that if you modify the static objects of the scene, you need to re-bake the light in the Lighting panel. You need to re-bake in the Navigation panel, as shown in the following figure:

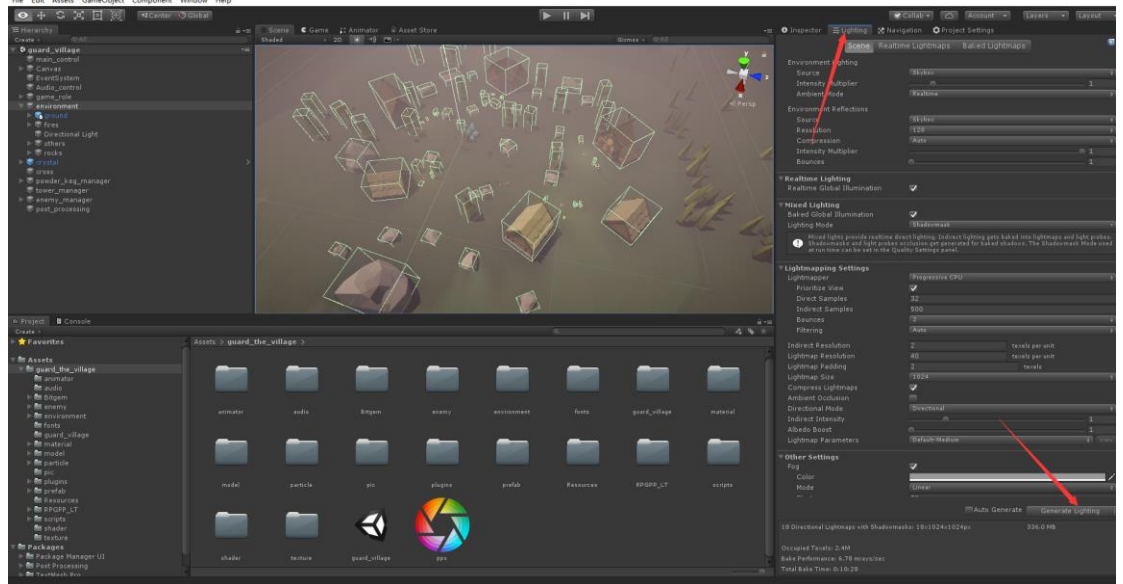
Unity 2018.1.16f1 - guard_village.unity - guard_village - PC, Mac & Linux Standalone (DX11)

File Edit Assets GameObject Component Window Help



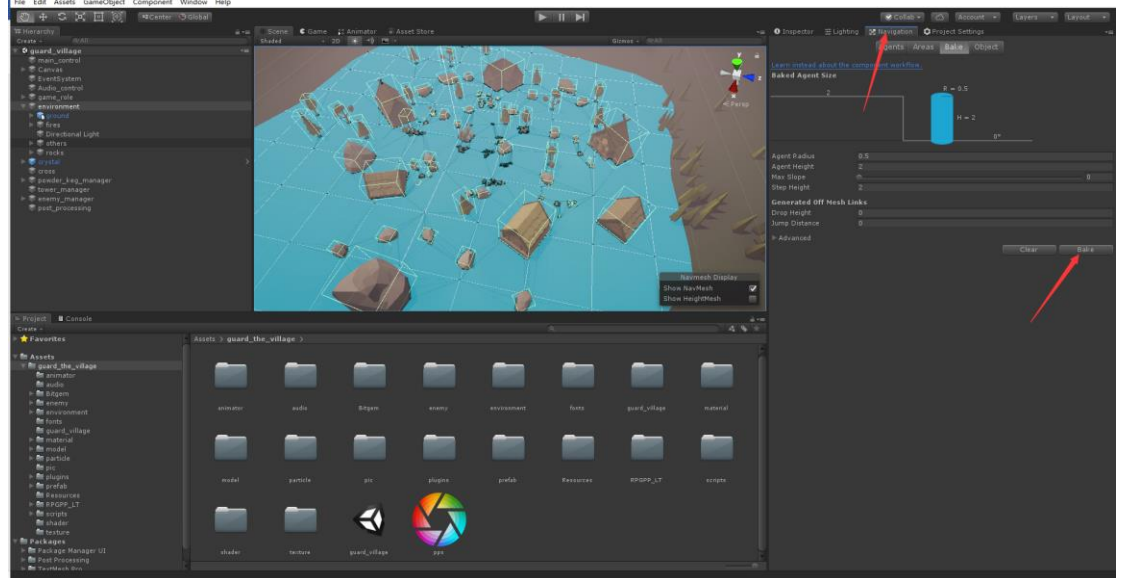
Unity 2018.1.16f1 - guard_village.unity - guard_village - PC, Mac & Linux Standalone (DX11)

File Edit Assets GameObject Component Window Help



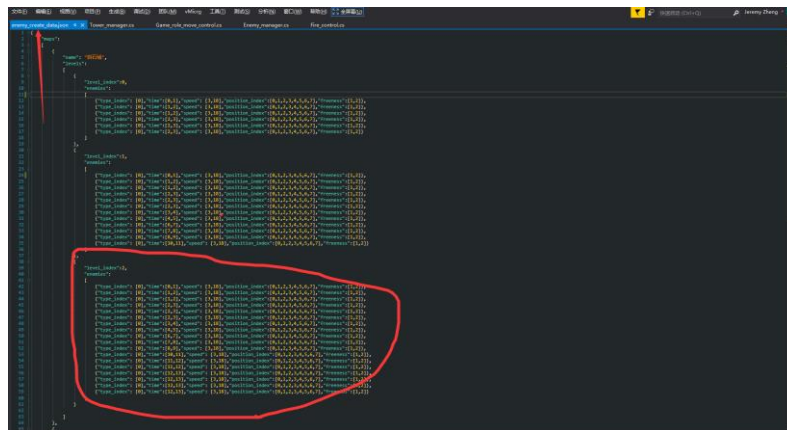
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File Edit Assets GameObject Component Window Help



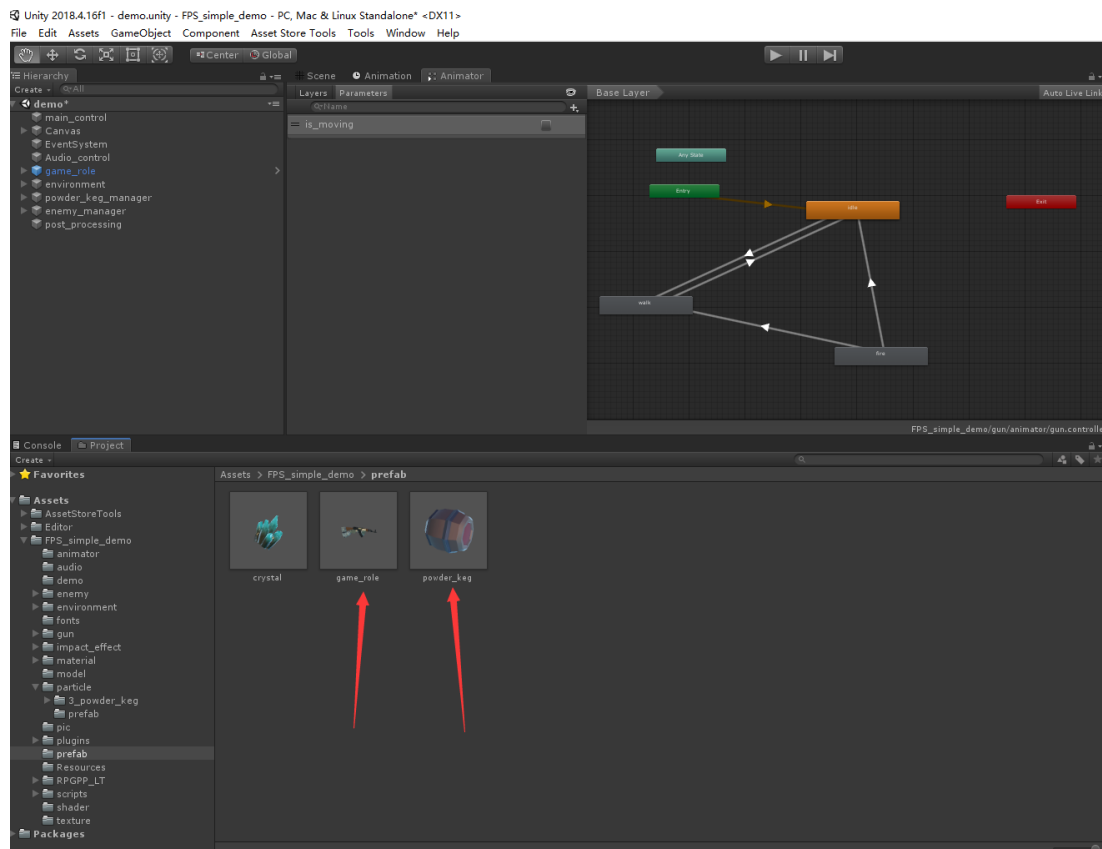
Increase, decrease, or modify enemies

In this game, enemies appear in waves, and the data of each wave is written in a json file, so if you want to increase or decrease the wave number of soldiers, or modify the enemy attributes that guide the wave number, you only need Find the json file, add, delete, and modify the data, as shown in the figure below:



Modify the logic of the gunpowder barrel, enemy, and protagonist of the game:

These objects are all made into prefabs in the game. You only need to find the path of the prefab, then modify its properties in the Inspector panel and then apply it. Of course, the code in the prefab is also easy to read and needs to be modified more deeply. Level logic, just read and modify the code. The specific path of the prefab is as follows:



Contact us:

If you have any questions or suggestions during use, please feel free to contact us

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