

Report

1551045

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Folder Structure

Megaman: Contains sprites for projects

Playmaker + Plugins: Playmaker library

Scenes: Main menu & game scene

Sound: contains bgm & sfx and voice

Zero_Animation: all animation for player goes here

Intro

This project is made by **Unity & Playmaker** - is a powerful visual scripting editor and runtime library for Unity.

<https://assetstore.unity.com/packages/tools/visual-scripting/playmaker-368>

Scripting

Main Camera

Main Camera : X

FSM

Waiting for movement

Description...

Get Position

Get Position

FloatCompare : CameraXPos xSpeed

START

Waiting for movement
sendMoveX

MoveCameraHorizontal
FINISHED

Get position of camera & player, if any difference, change state

Increase value of camera X position then set position of camera

Inspector

Main Camera

Tag MainCam Layer Default

Transform

PoX -13.24 Y -3.27 Z -10

RoX 0 Y 0 Z 0

ScX 0.9767 Y 0.9767 Z 0.9767

Camera

Audio Listener

Play Maker FSM

Add Component

Debug Hide Unused Action Browser

No errors Debug Hints [F1] Preferences

Player



