



Thanks for installing the asset!

The system also provides for shooting through the portal, so it can be used to create a shooter when opponents are in different worlds and cause damage to each other through the portal. Therefore, shooting and reloading capabilities have been added.

Briefly about how the system works:

Two locations (Place A, Place B) located quite far from each other contain two portals. Each portal has its own camera (Camera A, Camera B), which completely copy the position and rotation from the player's view of each frame. This creates the illusion of a portal. When entering the portal, the player imperceptibly moves to another place, and when shooting at him, in addition to moving, the angle of entry of the bullet is calculated.

Briefly about the purpose of each script:

1. CameraRotation - responsible for turning the camera by touching the player's finger on the screen;
2. FireButton - tracks clicks on the firing button;
3. Gun - responsible for shooting, reloading, counting the remaining cartridges, etc.;
4. Joystick - moves the player around the terrain depending on;

- 5. PlayerController
 - animates objects in the player's hand;
- 6. PortalCamera
 - synchronizes the position and direction of the player's gaze with another world;
- 7. PortalTeleporter
 - controlling the correct display of worlds depending on where the player is located;
- 8. PortalTextureSetup
 - activates the portal.

All blocks in scripts are commented out, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)