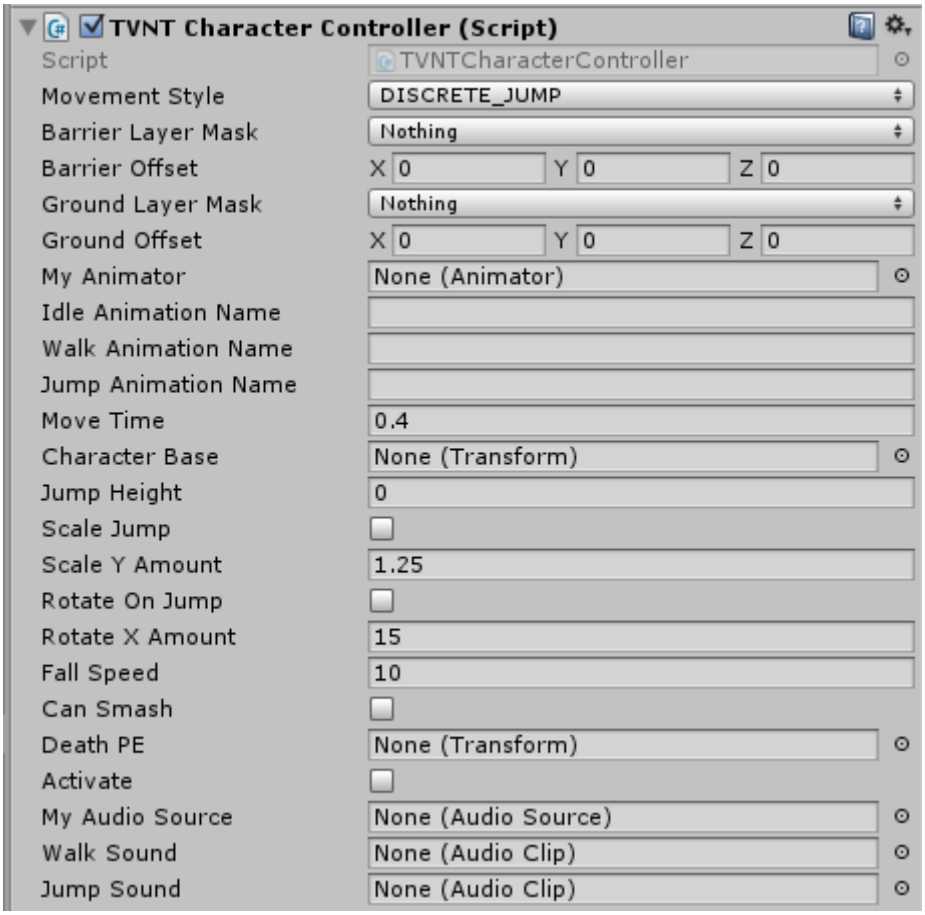
The Verby Noun Toolkit

Character Controllers

TVNTCharacterController

The player controller and the A.I controller inherit from the character controller script. In order for the character controller to work correctly the game object to which this script is attached to will need to have a box collider, and rigidbody component attached to it. This is what the character controller inspector looks like:



Movement Style
The character controller comes with four different movement styles (DISCRETE_JUMP, CONTINUOS_JUMP, DISCRETE_WALK, CONTINUOS_WALK). When selecting a movement style with discrete movement, the character will move from one open tile to the next open tile and stop. The continuos movement style moves the player until they run into a barrier, and once they do they stop. You can find an example of the CONTINUOS_WALK movement style in Game 1 in the sample games. And you can find an example of the DISCRETE_JUMP movement style in Game 2 in the sample games.

Barrier Layer Mask
The barrier layer mask drop down is to be filled with the layer given to your barrier objects.

Barrier Offset
The barrier offset is used to offset the position from which the character controller raycasting checks to see if there is a barrier object in the characters path.

Ground Layer Mask
The ground layer mask drop down is to be filled with the layer given to your ground objects.

Ground Offset
The ground offset is used to offset the position from which the character controller raycasting checks to see if there is a ground object below the character.

My Animator
This field should be filled with the animator component on the character. Consult with the character prefab provided in the TVNT_Samples/Common/Prefabs/Characters folder to understand how to setup the animator.

Idle Animation Name
Walk Animation Name
Jump Animation Name
These variables are to contain the names of the animation clips for the corresponding animation states.

Move Time
The move time variable holds the amount of time (in seconds) it takes for the character controller to move the character from one tile to another adjacent tile.

Character Base
The character base filed holds the parts of the character that need to lift of the ground when the character jumps. In the sample character prefab provided, this would be the entire character apart from the shadow sprite.

Jump Height
The height the character base will reach when the character is jumping or trying to smash an object.

Scale Jump
The scale jump boolean is used to activate the option to scale the character in the y axis on a jump.

Scale Y Amount
The scale Y amount works in tangent with the above boolean. This is the amount the character object is scale on the Y axis when a jump is initialized.

Rotate On Jump
The rotate on jump boolean is used to turn on the option to rotate the character base on a jump.

Rotate X Amount
The rotate x amount works in tangent with the above boolean. It specifies the amount the character base is rotated on the x axis.

Fall Speed
The speed at which the character falls when they are not standing on a ground tile.

Can Smash
This boolean is used to activate a characters ability to smash objects tagged with the smashable tag.

Death PE
The death particle effect. Used when the player is killed.

Activate
The boolean used to set the character controller on. Think of this as the on off button for the character controller.

My Audio Source
The audio source attached to the character

Walk Sound
The sound clip to use when the character is walking.

Jump Sound
The sound clip to use when the character is jumping.

TVNTPlayerController
The player controller inherits from the character controller implement its own update method that grabs the input from the player. Any object that uses the TVNTPlayerController needs to be tagged with the player tag for enemies using the TVNTAIController to be able to target them.

TVNTAIController
The A.I controller also inherits from the character controller but implements a pacman style A.I system to target objects tagged with the player tag. The target type field present on the A.I Controller has 3 standard options. Target Type 1 basically has the enemies seeking to the player current position. Target type 2 has any enemies implementing this scheme target a few blocks ahead of the player. Target type 3 targets the player position when the enemies is far away, but if the enemy is within a certain range of the player, the enemies tries to flee.