There's two versions of the path Waypoint Trail VFX, one uses an animated path while the other uses Bézier Path Creator, an asset pack that's free on the Unity Asset Store (https://assetstore.unity.com/packages/tools/utilities/b-zier-path-creator-136082). If you wish to use the latter then please install this to your assets folder first.

Next, load either Waypoint_Trail_AnimationVersion.unity or Waypoint_Trail_PathCreatorVersion.unity (if you've installed Bézier Path Creator) for an example scene, or drag the required example from the Prefabs folder into your scene.

Press the space bar (which by default is configured as "Jump") to test the path VFX. If you receive an error regarding input, go to the menu Edit -> Project Settings -> Player, then scroll down to "Configuration" and check that the Active Input Handling is set to "Both"

Please note that this pack doesn't offer a complete solution to plotting a route and path through a level to guide the player, instead it is a collection of VFX that can follow such a path once it has been established in your game.

Have fun!

If you have any questions then please get in touch at contact@realtimevfxstore.com