Fish Alive Unity Package - User Guide

Introduction

Welcome to the Fish Alive Unity Package, a collection of low-poly animated reef fishes, designed to bring vibrant underwater life to your AR/VR, mobile, and desktop games. With natural swimming scripts and customizable behaviors, these fishes are ready to dive into your scenes.

Getting Started

1. **Drag and Drop**: Simply drag the prefab of the fish you want to use into your scene.

2. **Assign a Target**: Select the fish in your scene and assign a target GameObject in the FishSwim component. The fish will naturally swim towards this target.

Customizing Fish Behavior

FishSwim script use a scriptable object that defines various parameters for swimming behavior. Three presets are included:

- **SwimAgile**: For quick and nimble movements.

- **SwimClumsy**: For slower, more relaxed swimming.

- **SwimNormal**: A balanced swimming pattern.
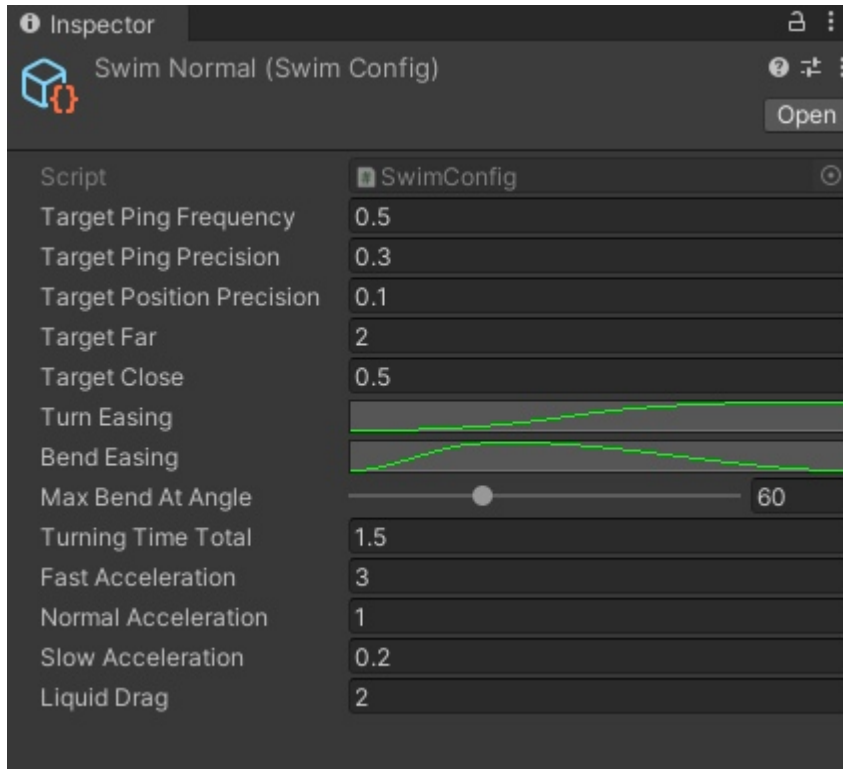
You can assign these presets to any fish through the FishSwim component, or modify them to create your own unique swimming behaviors.

Demo Scene
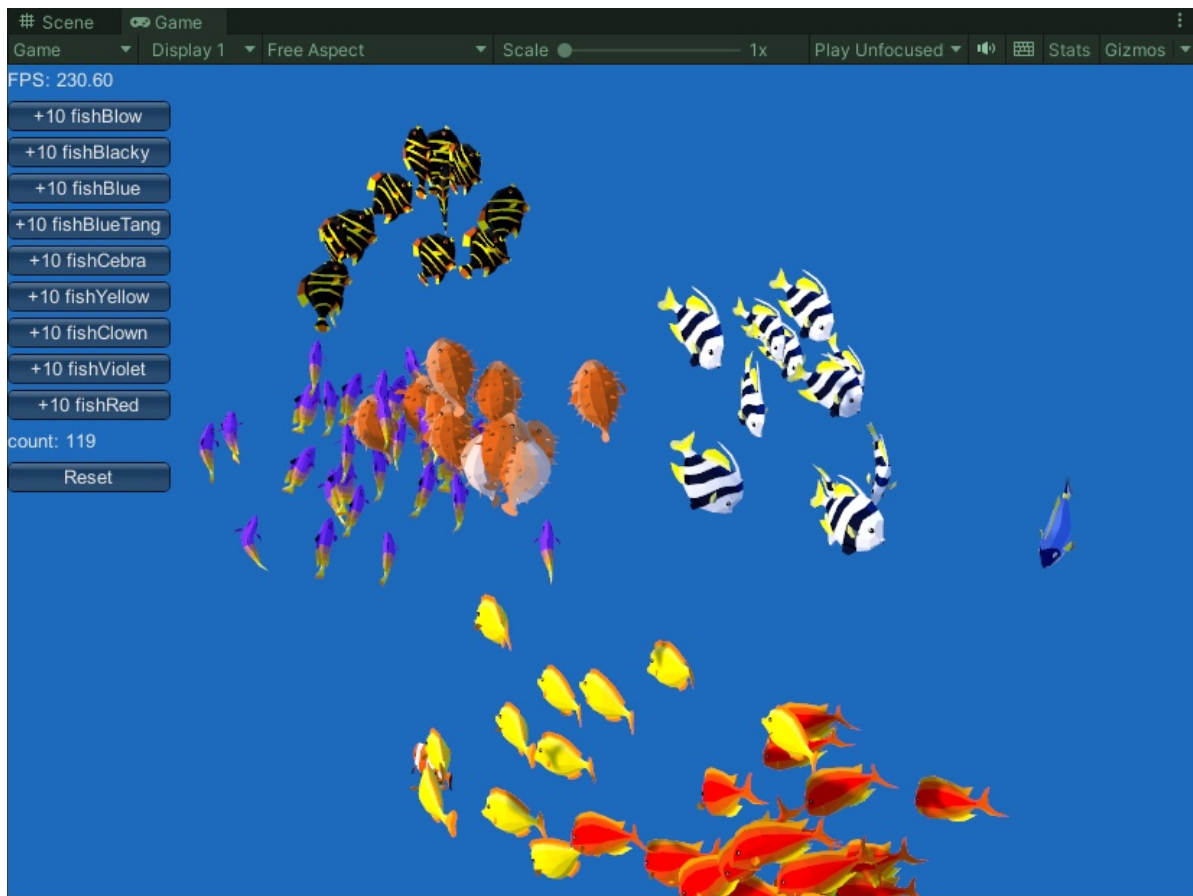
Explore the DemoScene to see the fishes in action. Here you'll find:

- **9 Fish Prefabs**: Each with its unique appearance.

- **Benchmarking Tools**: Multiply the fish to create a beautiful school and test performance.

- **3 Invisible Targets**: Fish are divided into 3 groups, each following a smoothly rotating target, demonstrating natural schooling behavior.

Support and Feedback

Your feedback is important! If you have any comments, questions, or need assistance, please reach out at denys.almaral@gmail.com.