

Action Strategy Kit



Contact : Dreamdevstudio@gmail.com

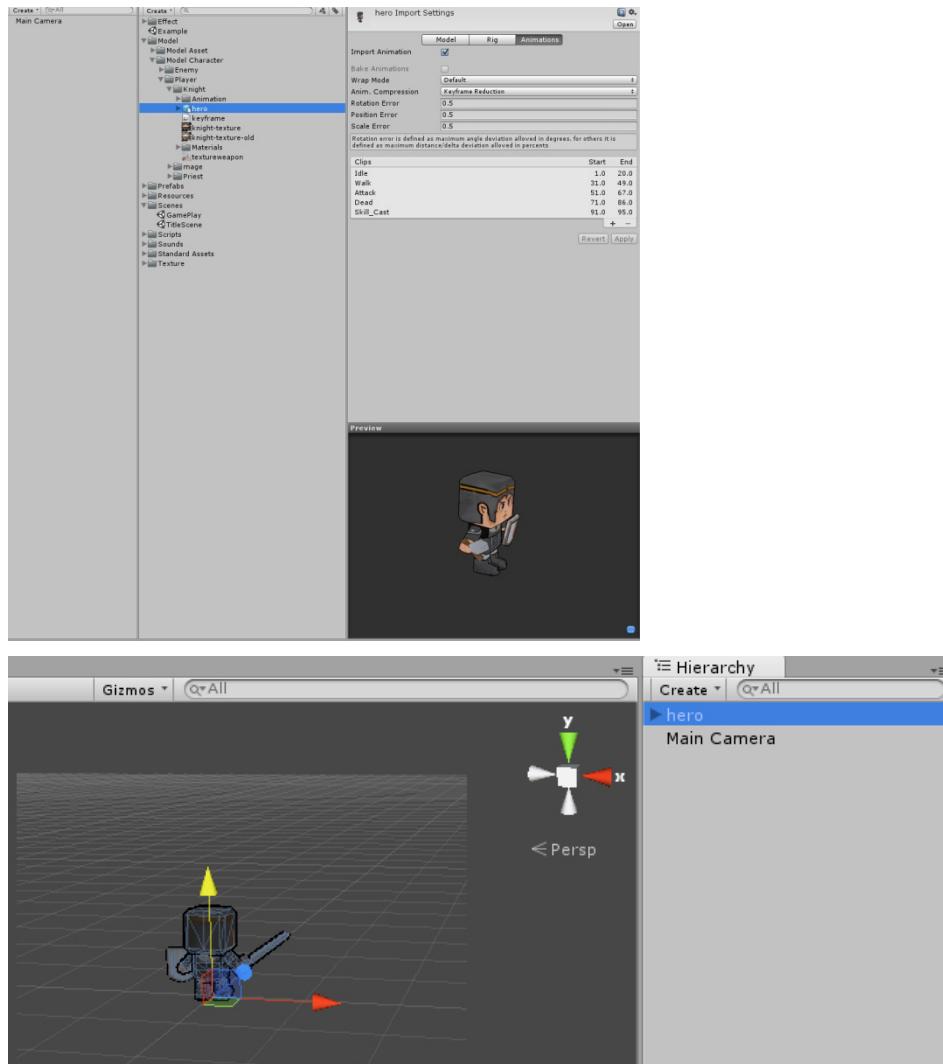
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How to create character

1. Drag model character to hierarchy.



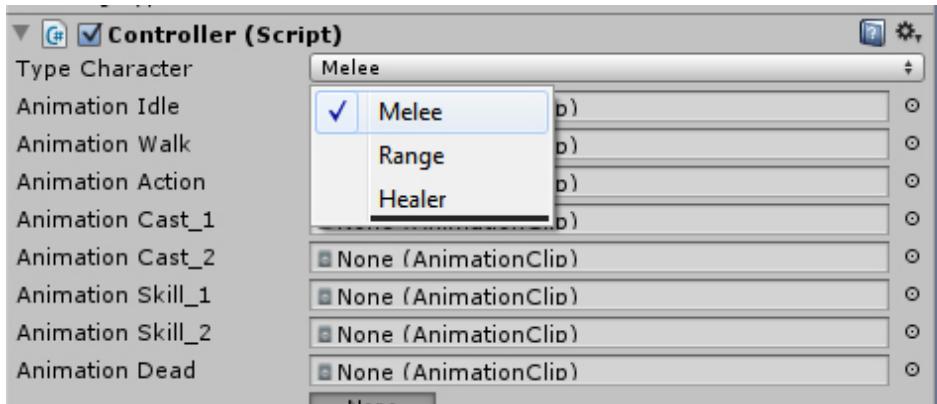
2. Add component “Controller (Script)” (\Scripts\Gameplay\PlayerController)

3. Set variable “Type Character” whatever you want.

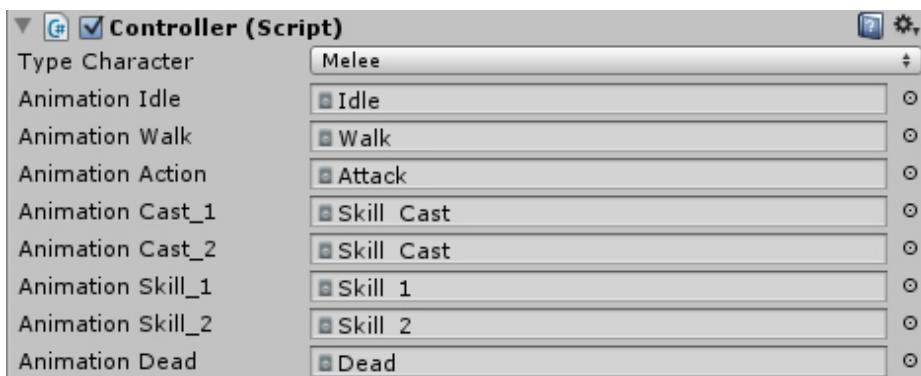
-Melee (Attack melee example knight, fighter)

-Range (Attack range example mage, archer)

-Healer (Can't attack but can heal ally example priest)

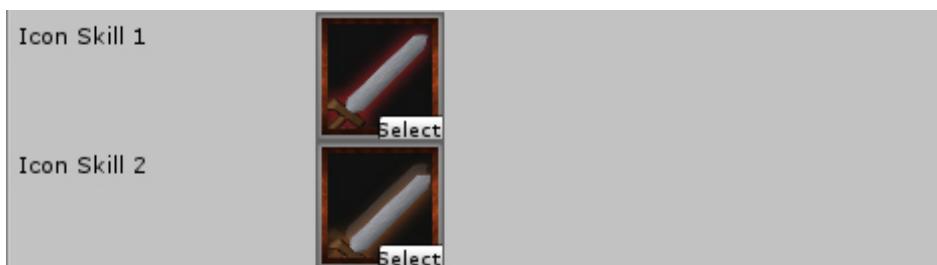


4. Set animation



*Note “Animation Action = Attack”

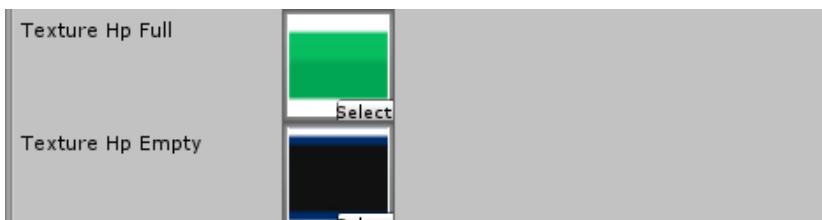
5. Set icon skill



6. Set texture hp bar , There are 2 part

- Texture hp full = hp guage

-Texture hp empty = hp bar

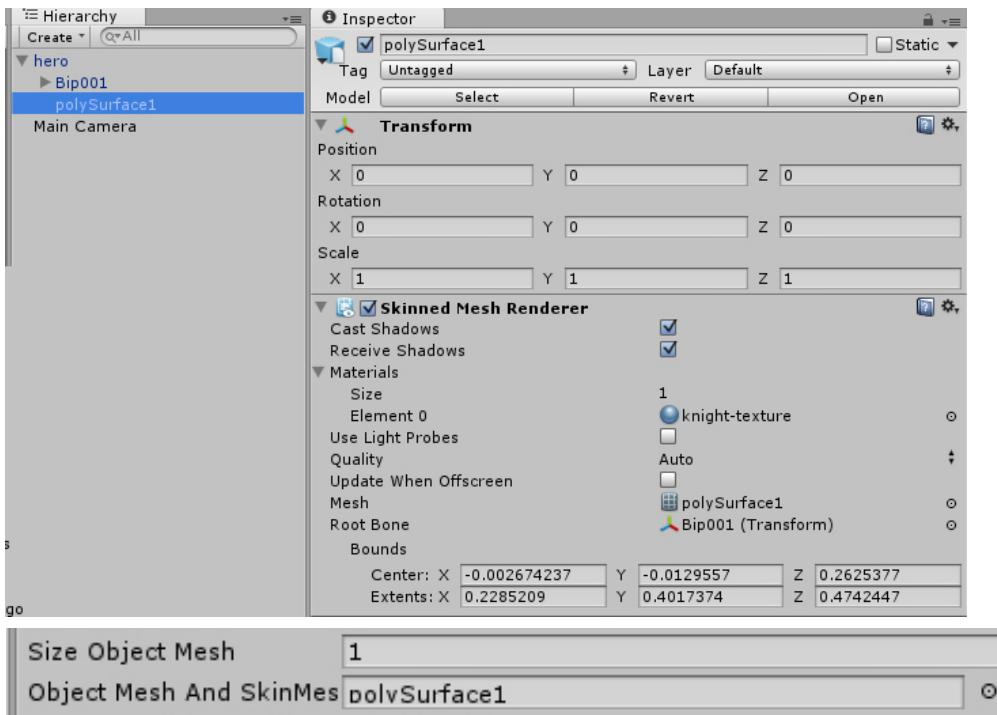


7. Size object mesh

-input skin mesh model character (use for change material if take attack)



8. Add Object mesh/skin mesh to component

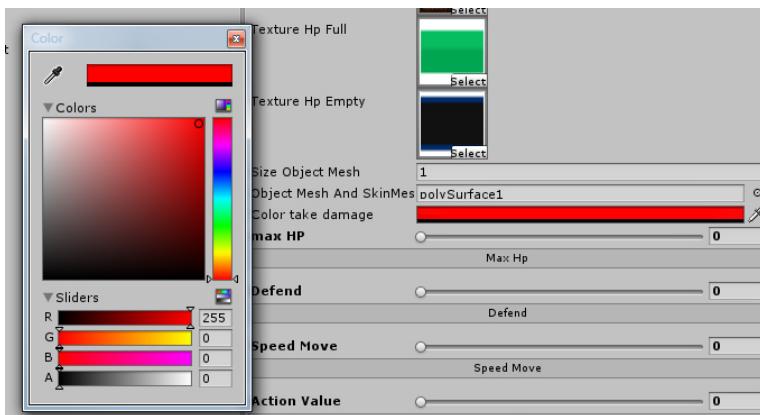


*Note If you have more than one skin mesh , you can add “Size object mesh”

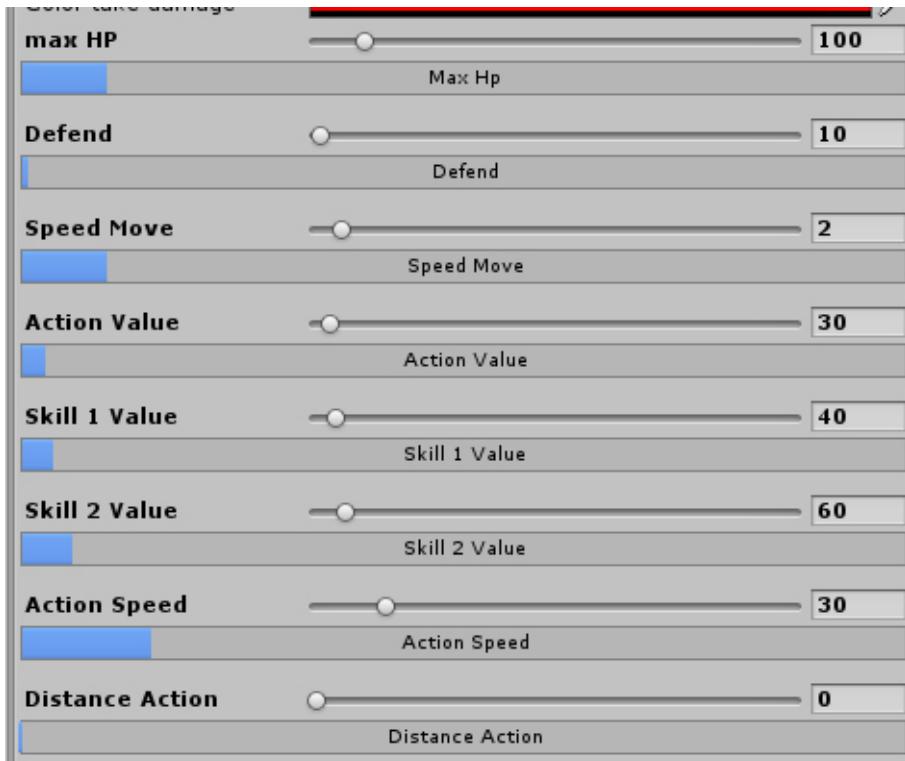
9. Color take damage

- if you set red color is mean if you take damage , model is change material to red color

for a while.

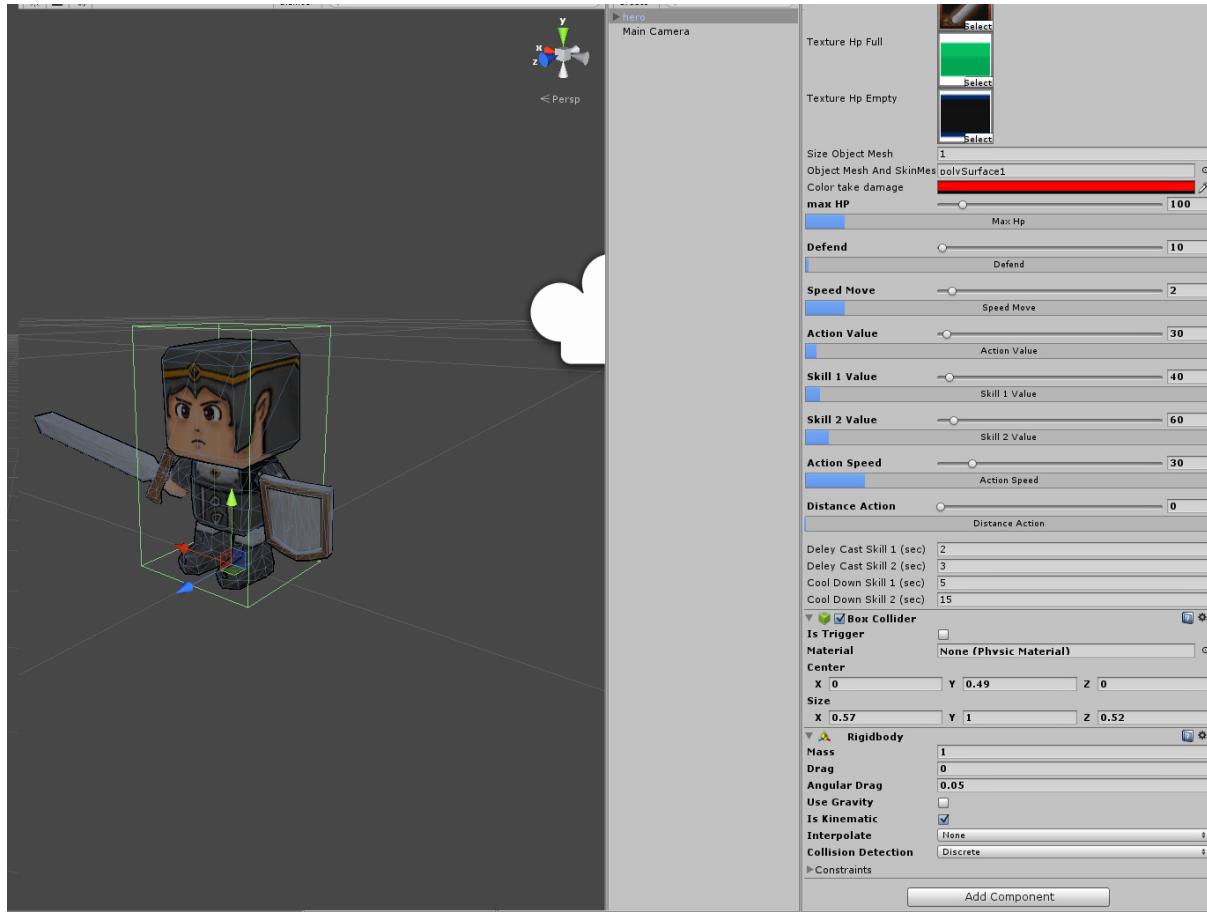


10. Adjust status hero



- Max hp(hit point hero)
- Defend (hero defense)
- Speed Move (speed movement)
- Action Value (if hero type is melee,range it mean "Attack"
if hero type is healer it mean "Healing power")
- Skill 1 Value (damage of skill 1)
- Skill 2 Value(damage of skill 2)
- Action speed(attack speed , or healing speed/healer)
- Distance Action(distance attack , distance healing)
- Delay Cast Skill 1(second) (delay cast skill before play animation skill)
- Delay Cast Skill 2
- Cool Down Skill 1(second) (cooldown skill to use it again)
- Cool Down Skill 2

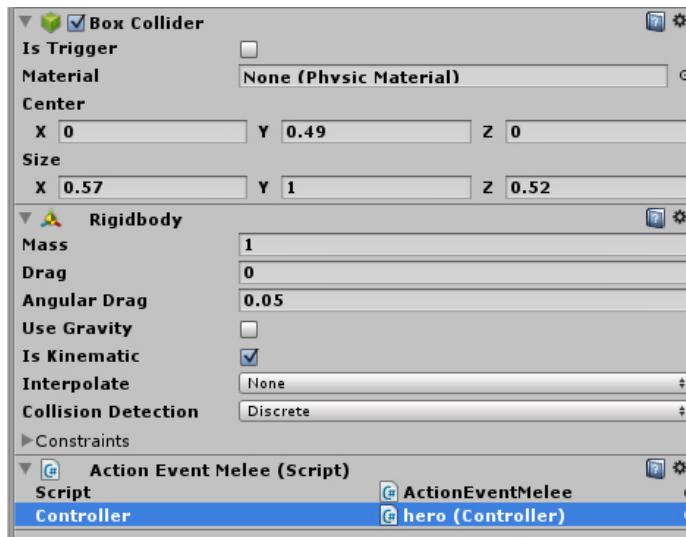
11. Add component “Box collider” and “Rigidbody”



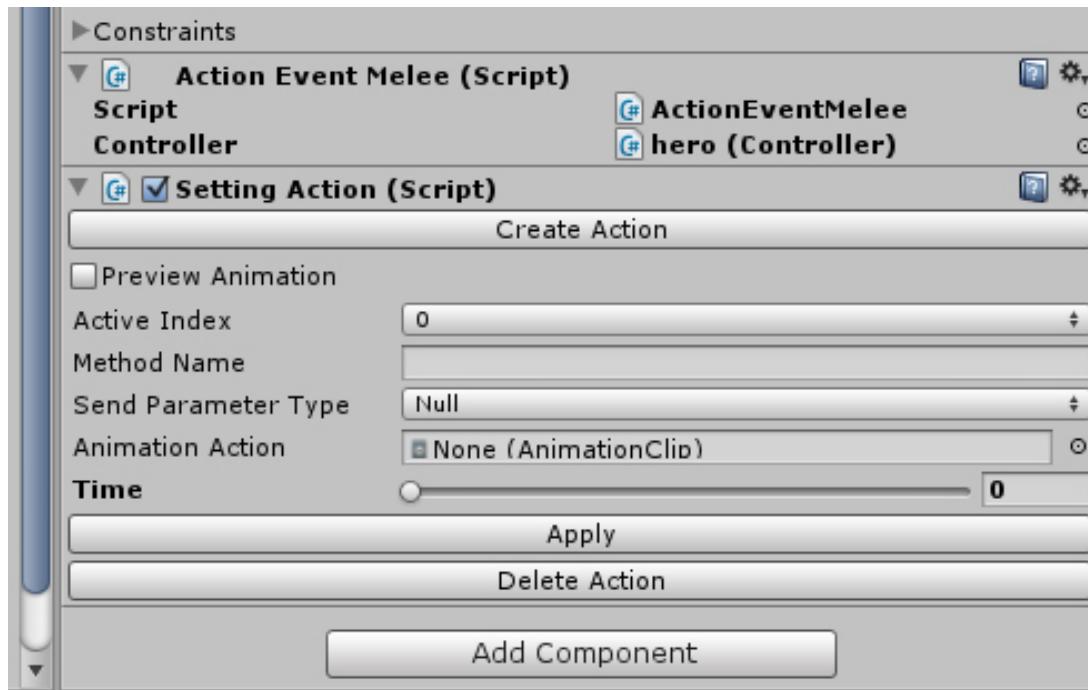
- Box Collider fix size collider to fit your model
- Rigidbody disable “Use gravity” and enable “Is Kinematic”

12. Add component “Action event melee” (if set other type example range you must

add “Action event range” instead



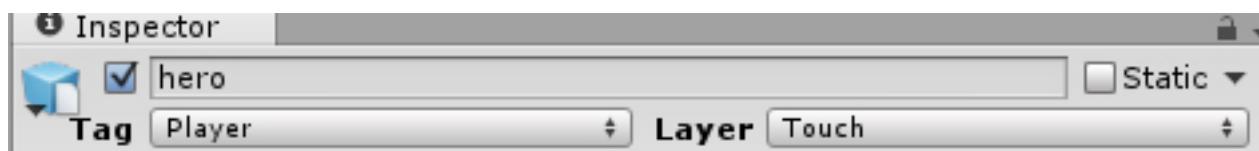
13. Add component “Setting Action”



14. Add tag = “Player” and layer = “Touch”

Builtin Layer 0	Default
Builtin Layer 1	TransparentFX
Builtin Layer 2	Ignore Raycast
Builtin Layer 3	
Builtin Layer 4	Water
Builtin Layer 5	
Builtin Layer 6	
Builtin Layer 7	
User Layer 8	Touch

-Create and rename layer 8 to “Touch”

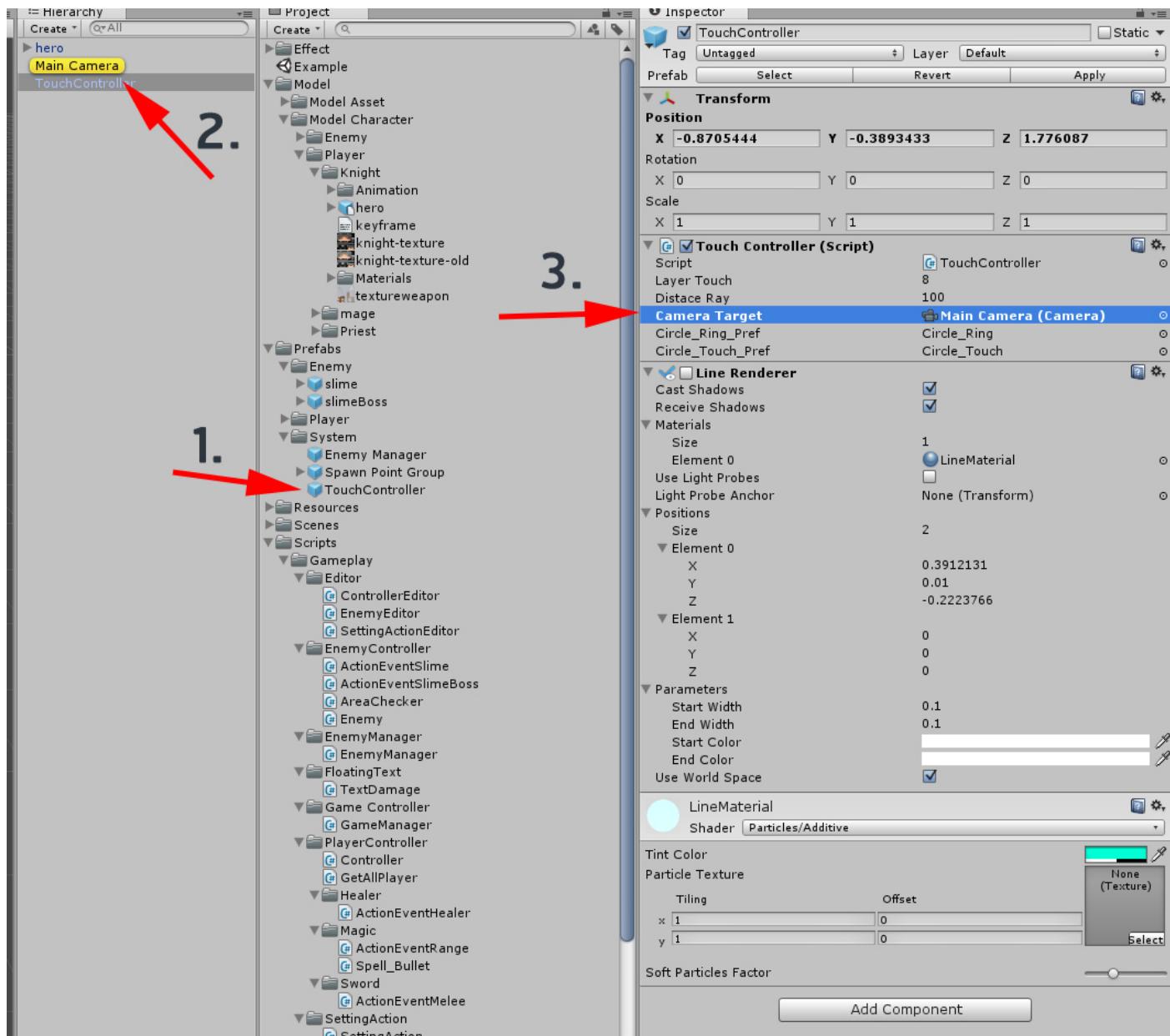


=====Complete Create Character=====

How to setting controller

1. Drag prefab “TouchController” (from folder Prefabs > System > TouchController) to

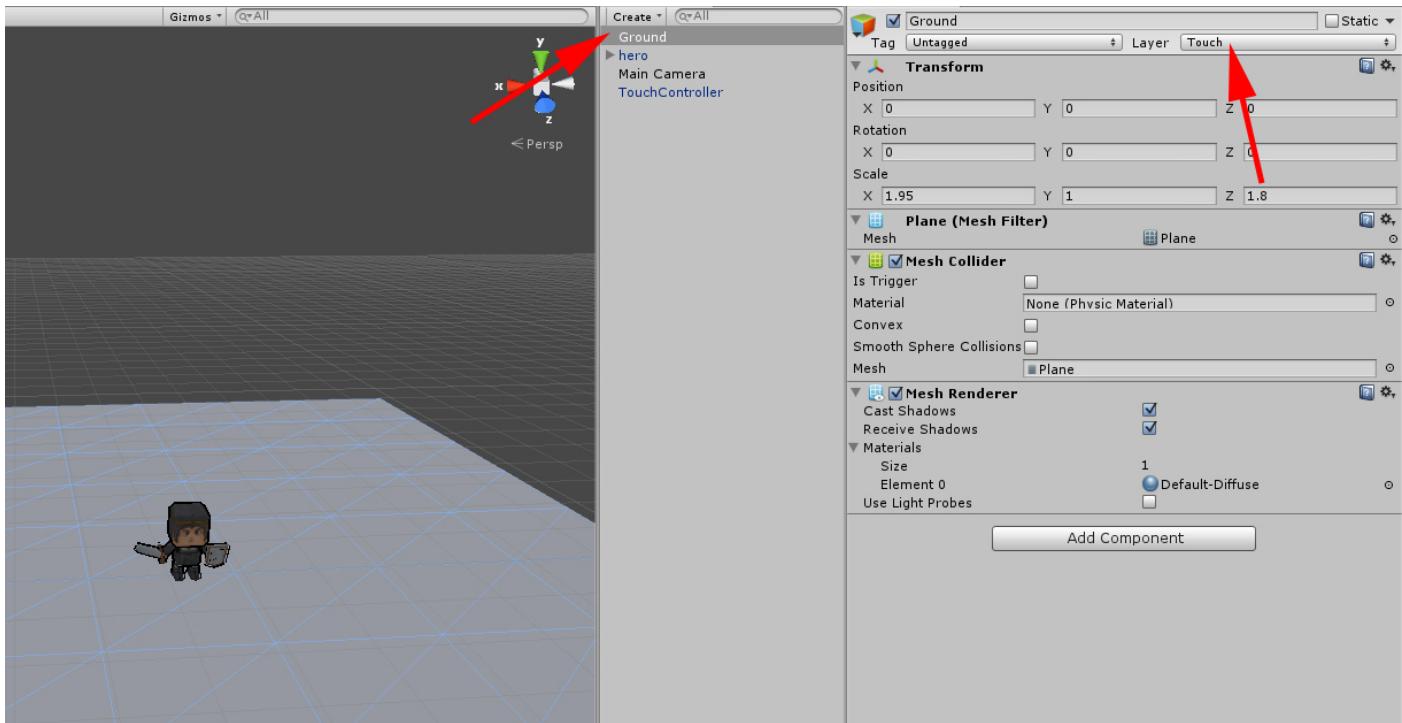
Hierarchy



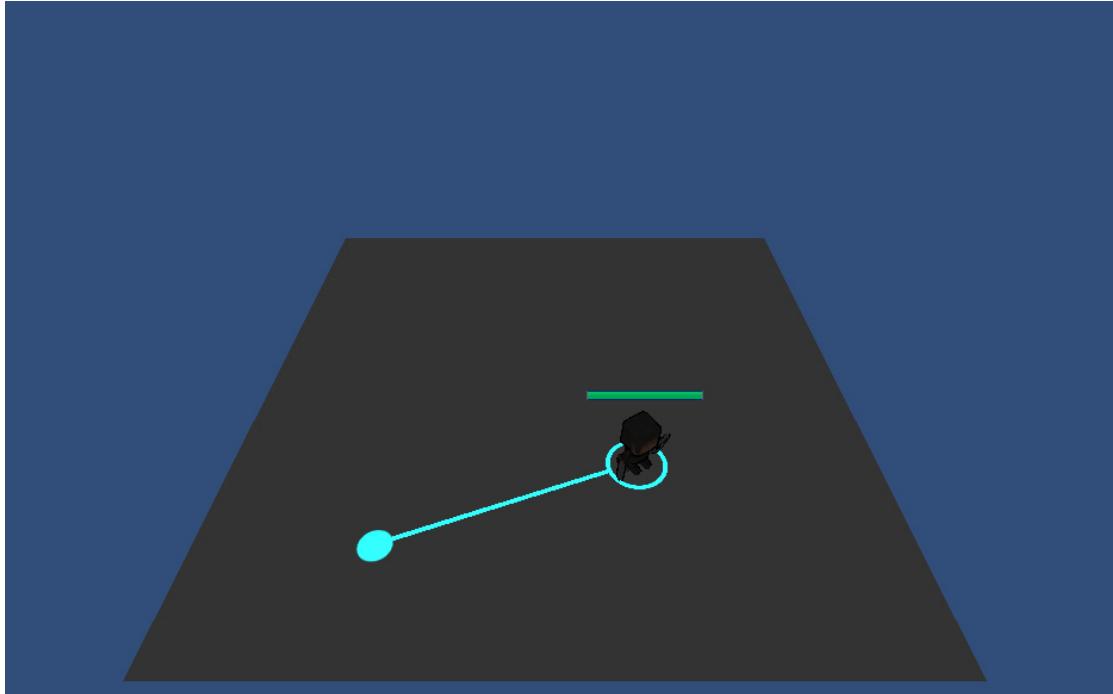
2. Drag “Main Camera” from hierarchy to component “TouchController” - Camera Target

3. Create Plane and set layer to “Touch”(layer 8)

Rename plane to “Ground”



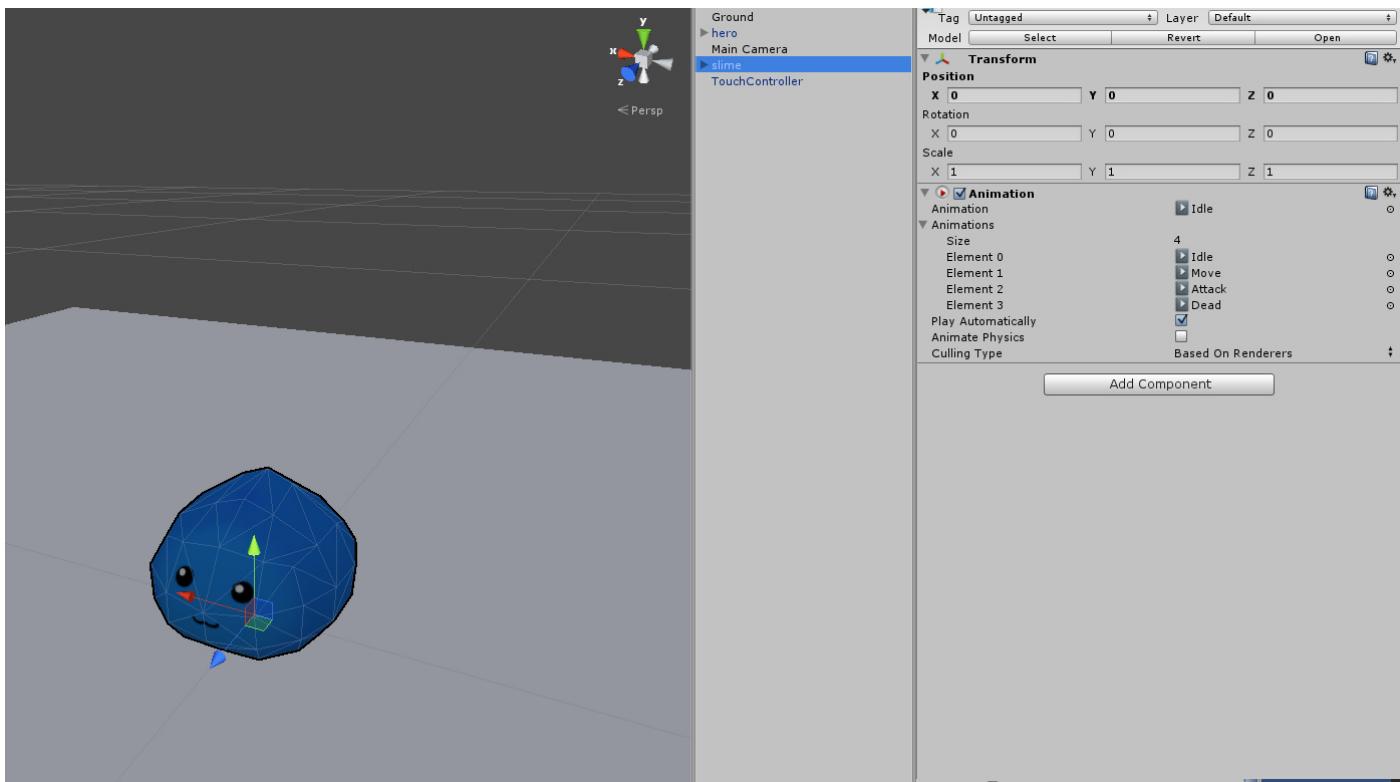
4. Set camera and test



=====Complete Setting Controller=====

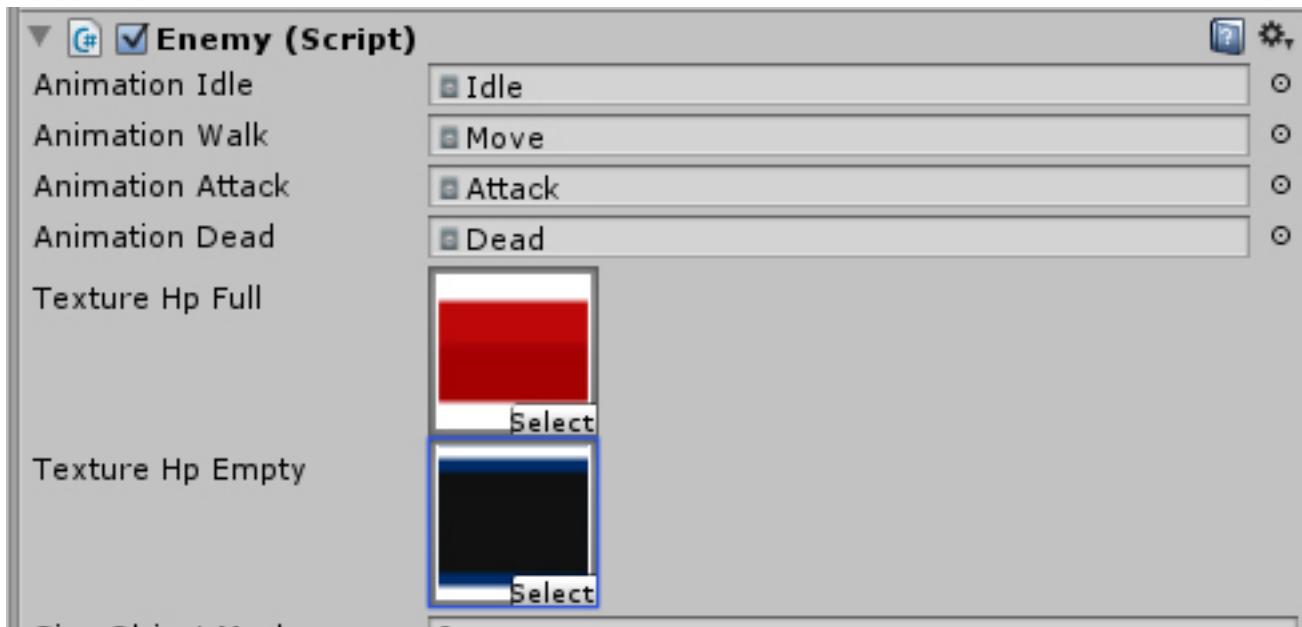
How to create enemy

1. Drag model character to hierarchy.



2. Add component “Enemy (Script)” (\Scripts\Gameplay\EnemyController)

3. Set animation and texture hp

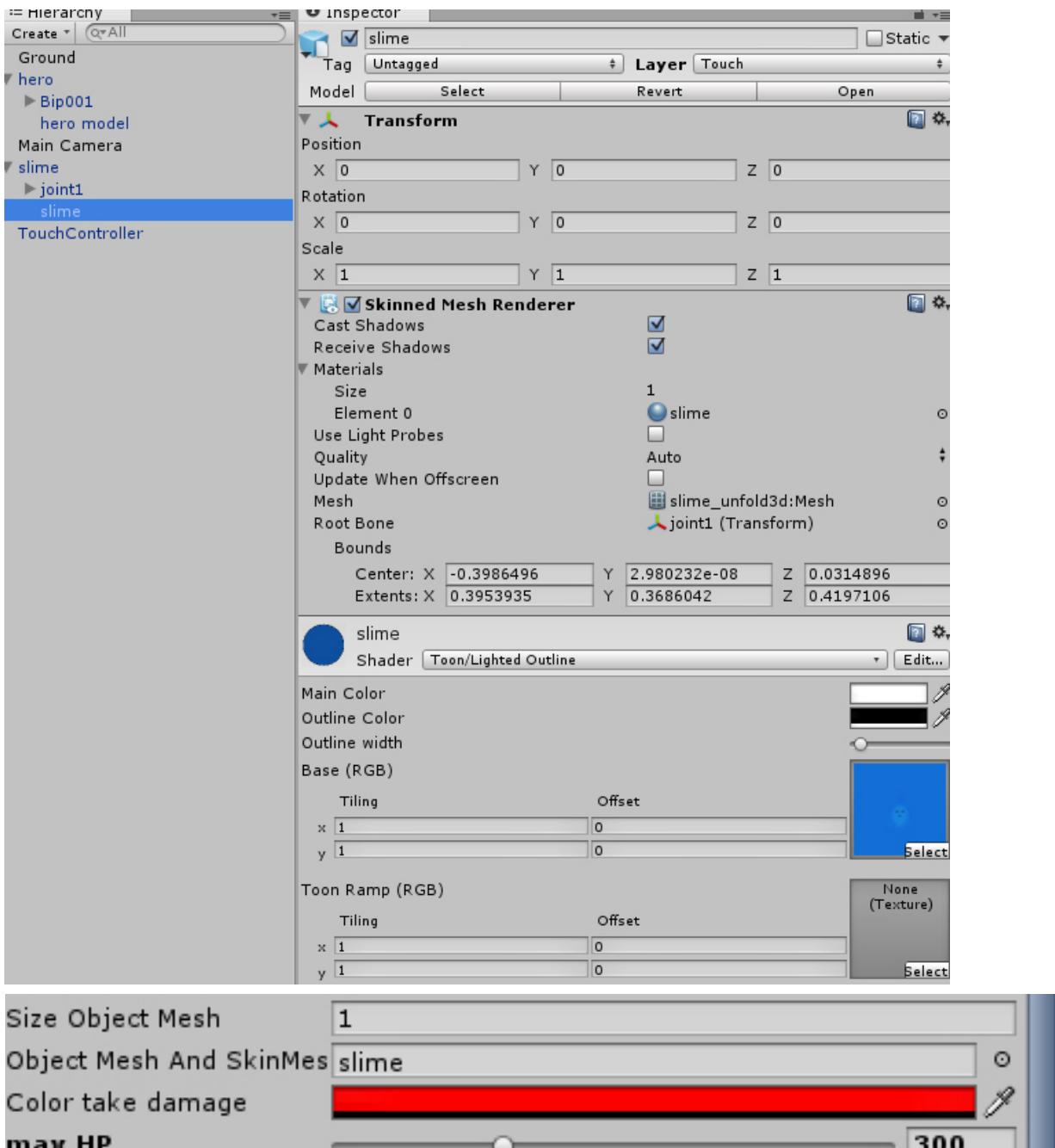


4. Size object mesh

-input skin mesh model character (use for change material if take attack)

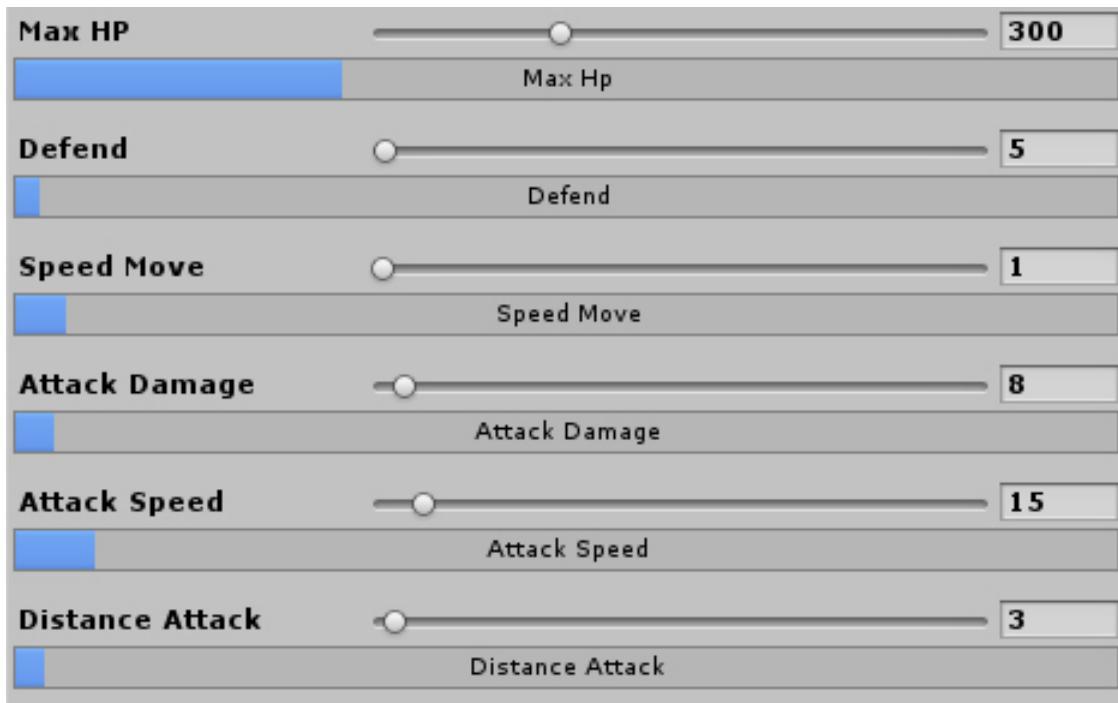


5. Add Object mesh/skin mesh to component



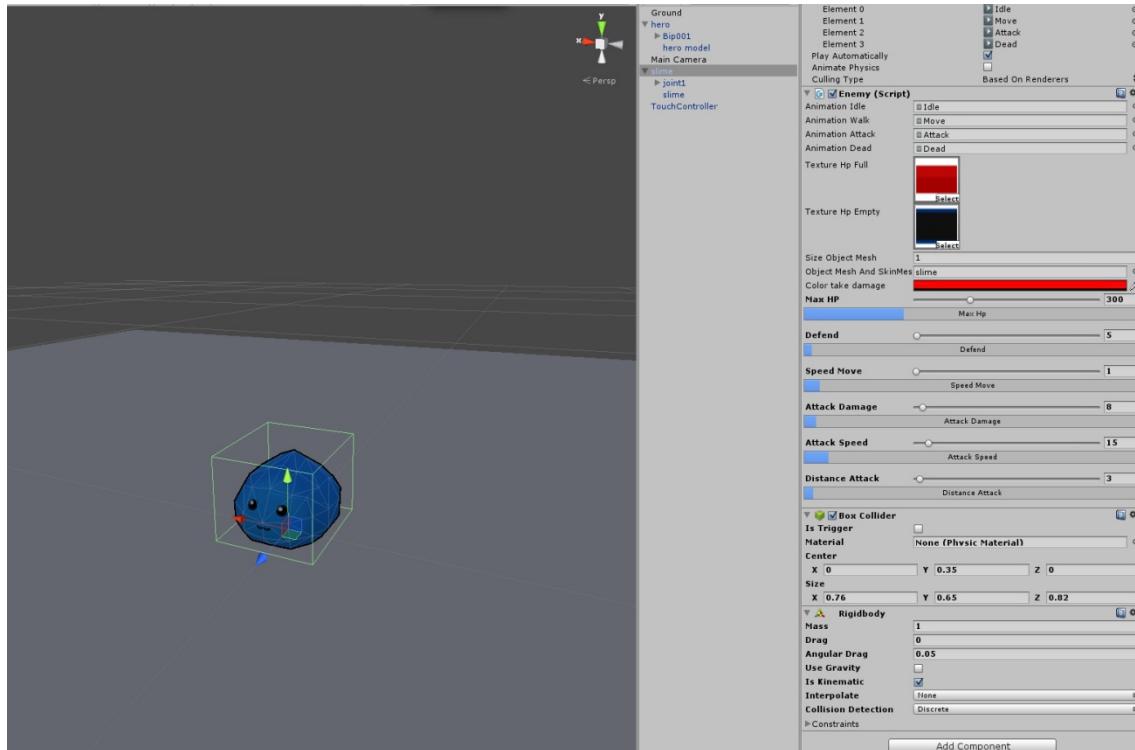
*Note If you have more than one skin mesh , you can add “Size object mesh”

6. Adjust status hero



- Max hp(hit point enemy)
- Defend (enemy defense)
- Speed Move (speed movement)
- Attack Damage (attack damage)
- Attack speed(attack speed)
- Distance Action(distance attack)

7. Add component “Box collider” and “Rigidbody”

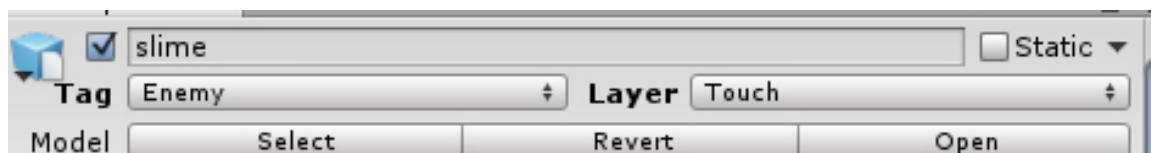


- Box Collider fix size collider to fit your model
- Rigidbody disable “Use gravity” and enable “Is Kinematic”

14. Add tag = “Player” and layer = “Touch”

Builtin Layer 0	Default
Builtin Layer 1	TransparentFX
Builtin Layer 2	Ignore Raycast
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User Layer 8	Touch

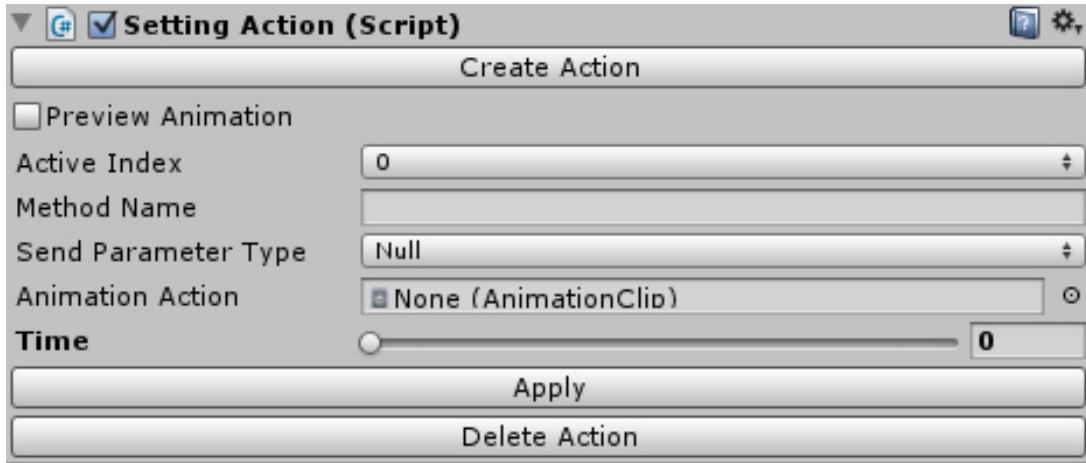
-Create and rename layer 8 to “Touch”



=====Complete Create Enemy=====

How to Action Event

Action event is a script to add event during the time of animation (example play sfx,play particle,send attack damage)



1. Create Action – is a renew action event

2. Preview Animation – you can test animation if enable “Preview Animation”

*Note Don't enable “Preview Animation” during run game

3. Active index – is a current action index

4. Method Name – is a name of method that active index will call

*Note Method can call from any script in the same inspector of “Setting Action”

5. Send Parameter Type – is a type of send or receive variable method. (Int , Float, Bool, Object)

Example Method

```
public void MyFuction(GameObject go)
{
    Instantiate(go, transform.position, transform.rotation);
}
```

```
public void MyFuction(AudioClip audio)
{
    AudioSource.PlayClipAtPoint(audio, Vector3.zero);
}
```

Note *Can send only **one** variable per parameter

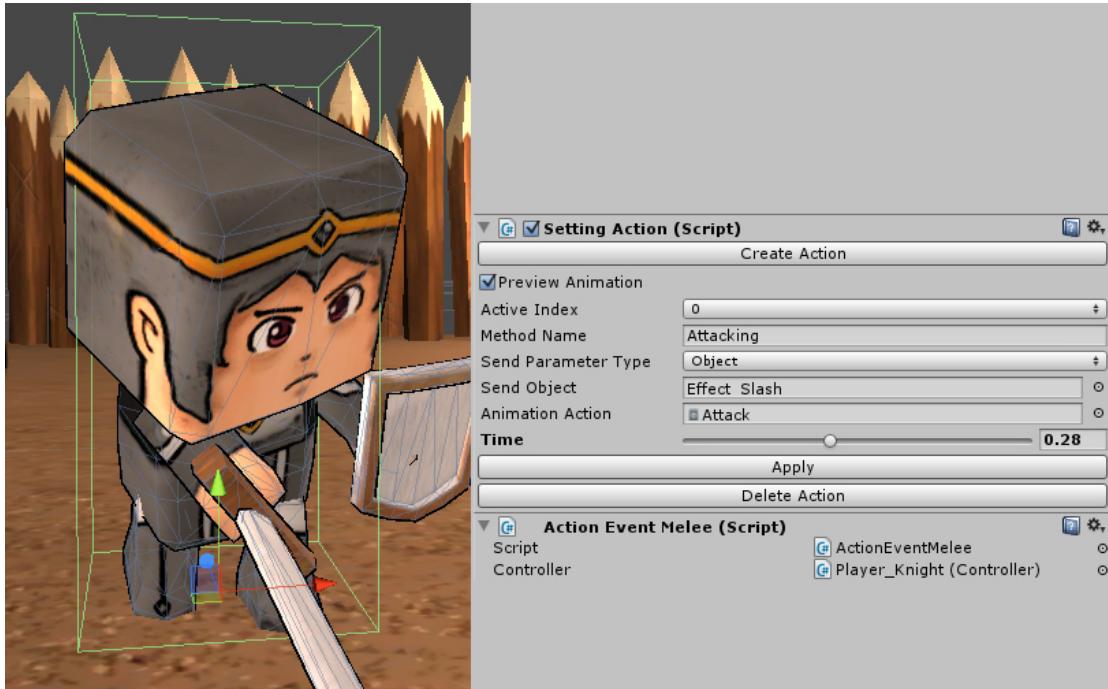
6. Animation Action – is a name of animation to create action event

7. Time – is a time to call a method during an animation

8. Apply - When you adjustments, press Apply to confirm. (Otherwise the program will not save if you don't apply.)

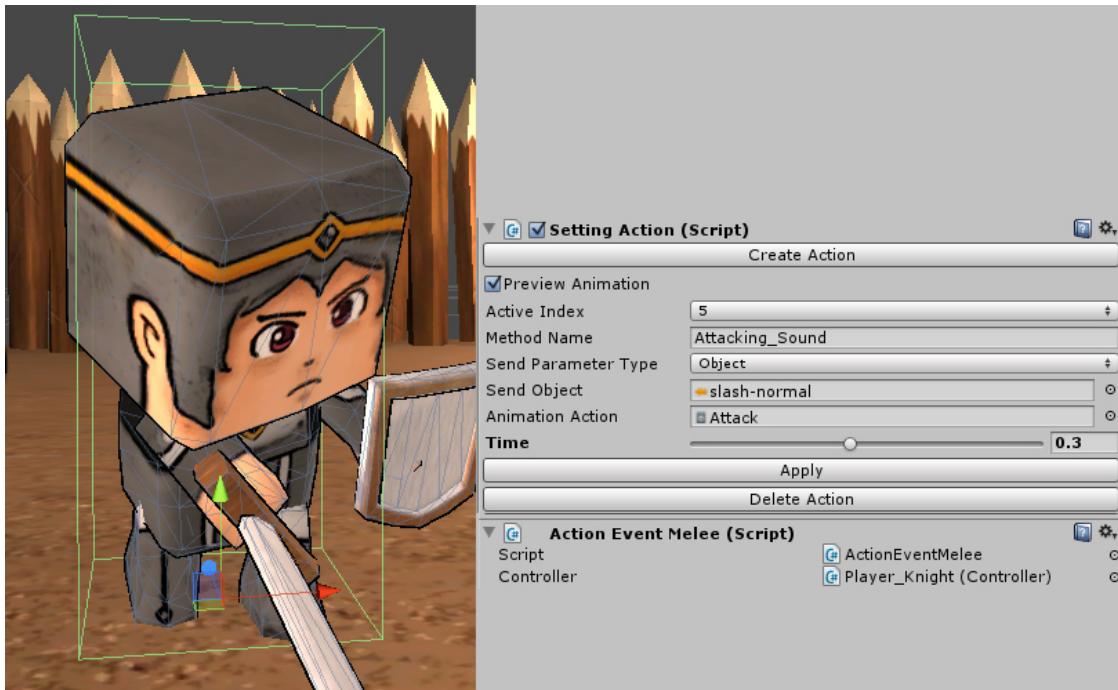
Example Action Event

Example – Attack event



Call “Attacking Method” from “Action Event Melee” one time at 0.28 sec.

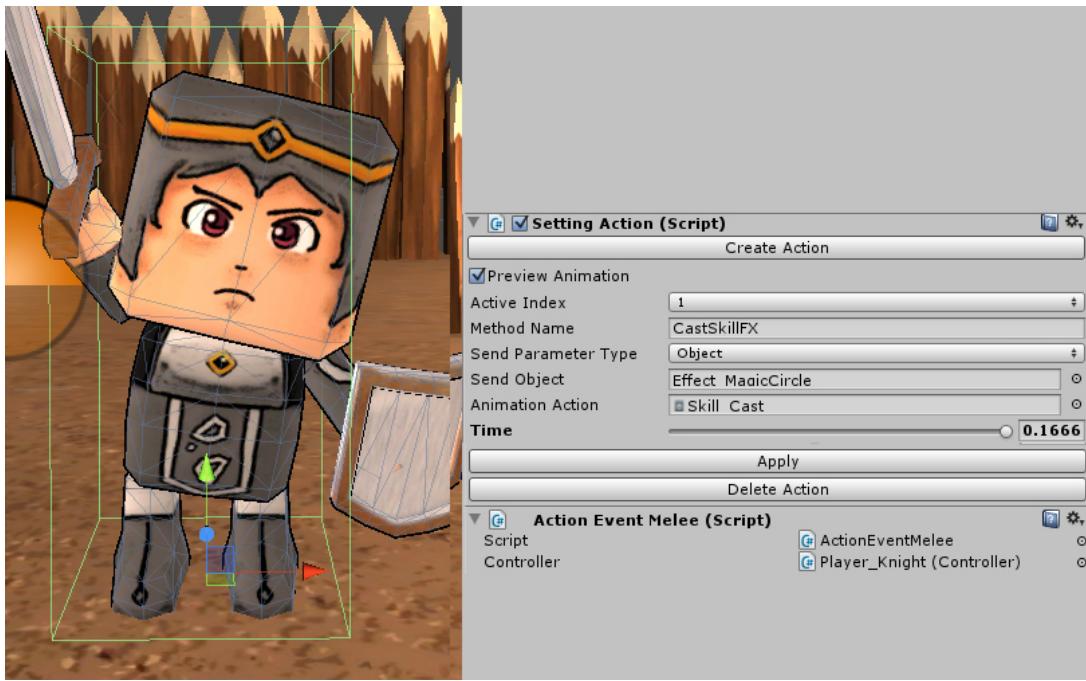
(play particle Effect_Slash&Attack at 0.28 sec if play “Attack animation”)



Call “Attack_Sound Method” from “Action Event Melee” one time at 0.3 sec.

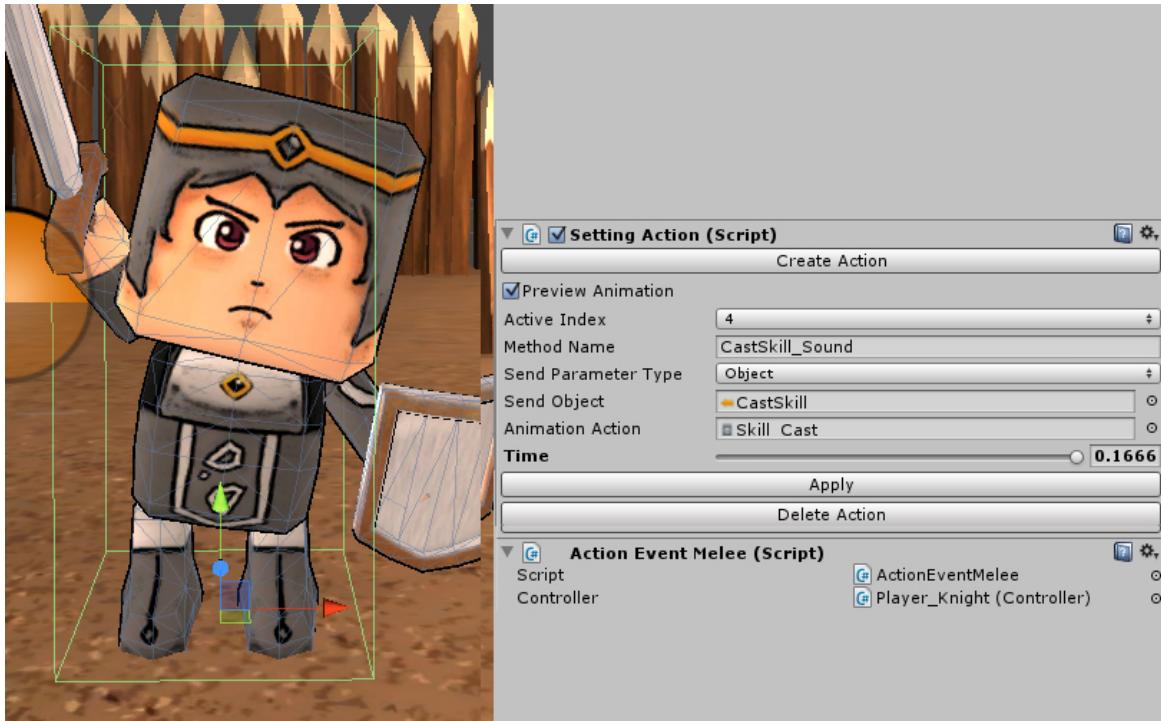
(play sfx slash at 0.3 sec if play “Attack animation”)

Example – Skill 1



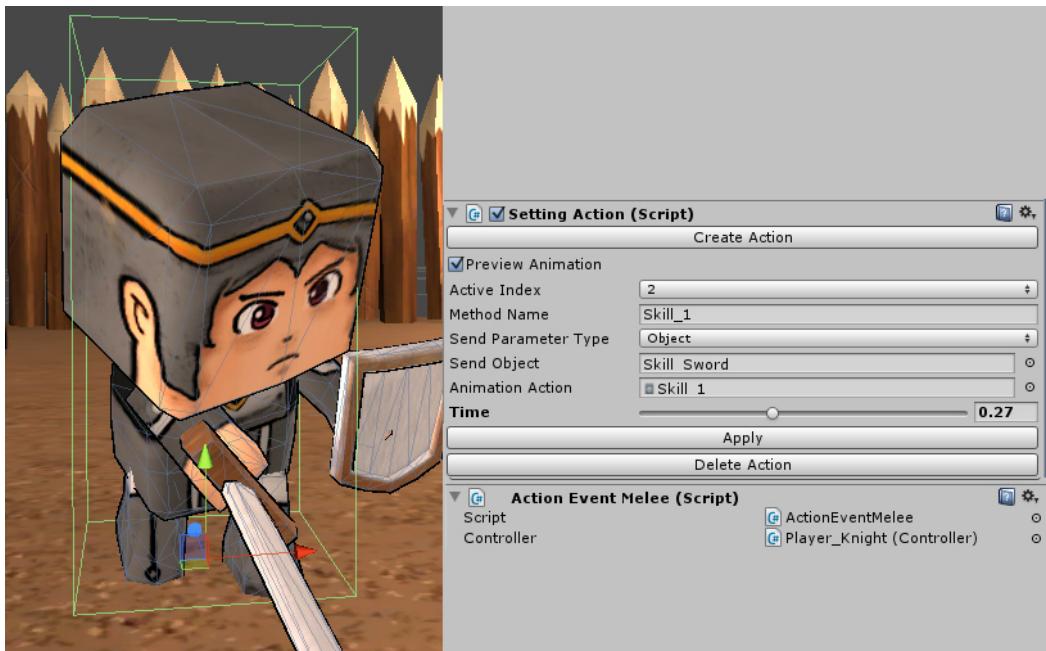
Call “ CastSkillFX Method” from” Action Event Melee” one time at 0.1666 sec.

(play particle Effect_MagicCircle at 0.1666 sec if play “**Skill_Cast**”)



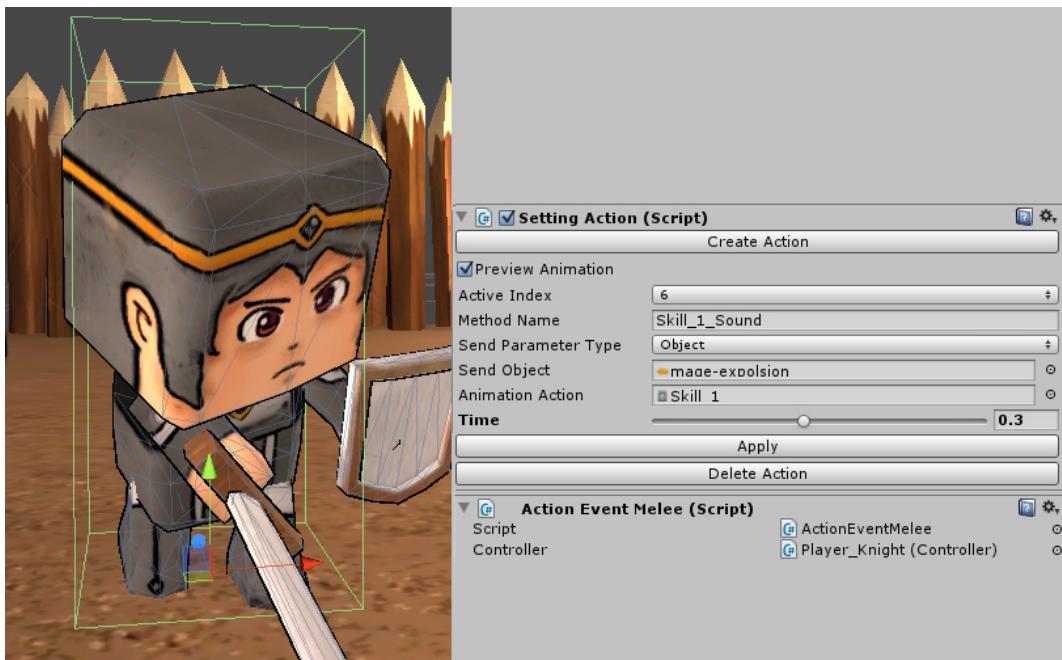
Call “ CastSkill_Sound Method” from” Action Event Melee” one time at 0.1666 sec.

(play sfx CastSkill at 0.1666 sec if play “**Skill_Cast**”)



Call “ Skill_1 Method” from” Action Event Melee” one time at 0.27 sec.

(play particle Skill_Sword&Attack at 0.27 sec if play “Skill_1”)



Call “ Skill_1_Sound Method” from” Action Event Melee” one time at 0.3 sec.

(play sfx mage-explosion at 0.3 sec if play “Skill_1”)