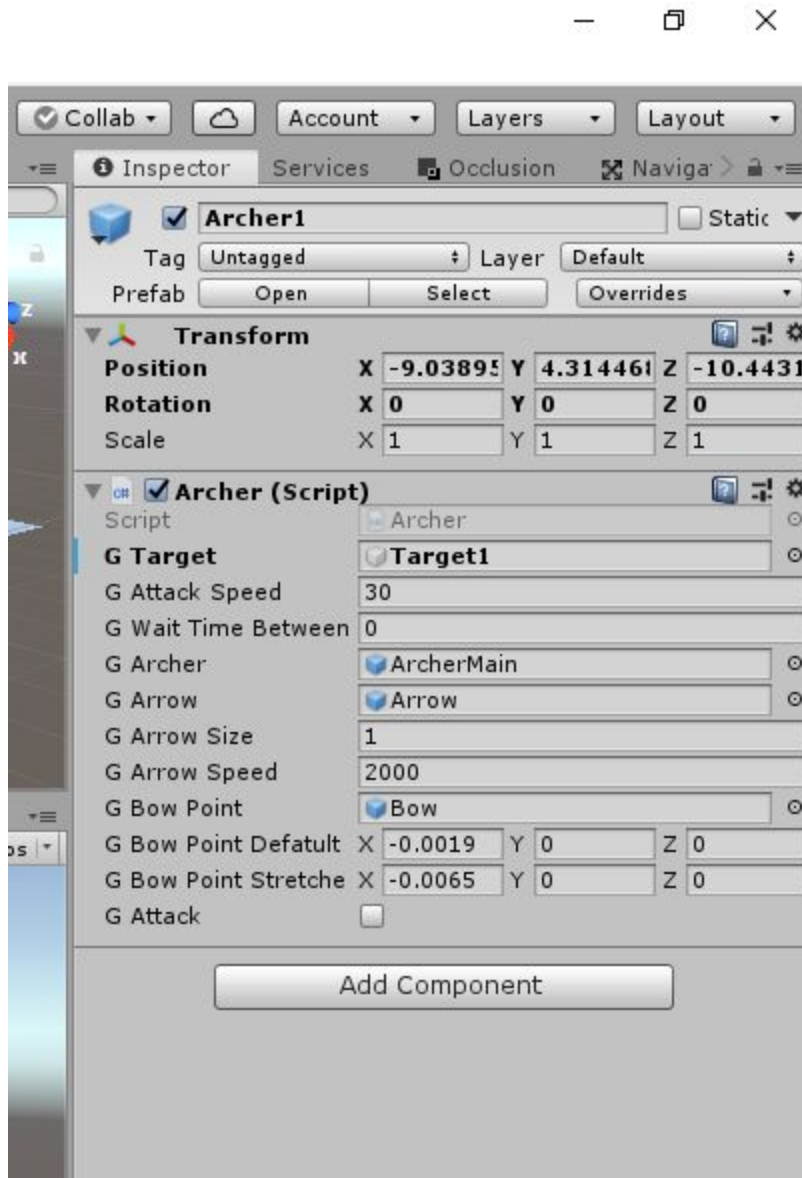


ARCHERS PACK

Scripts

Archer:

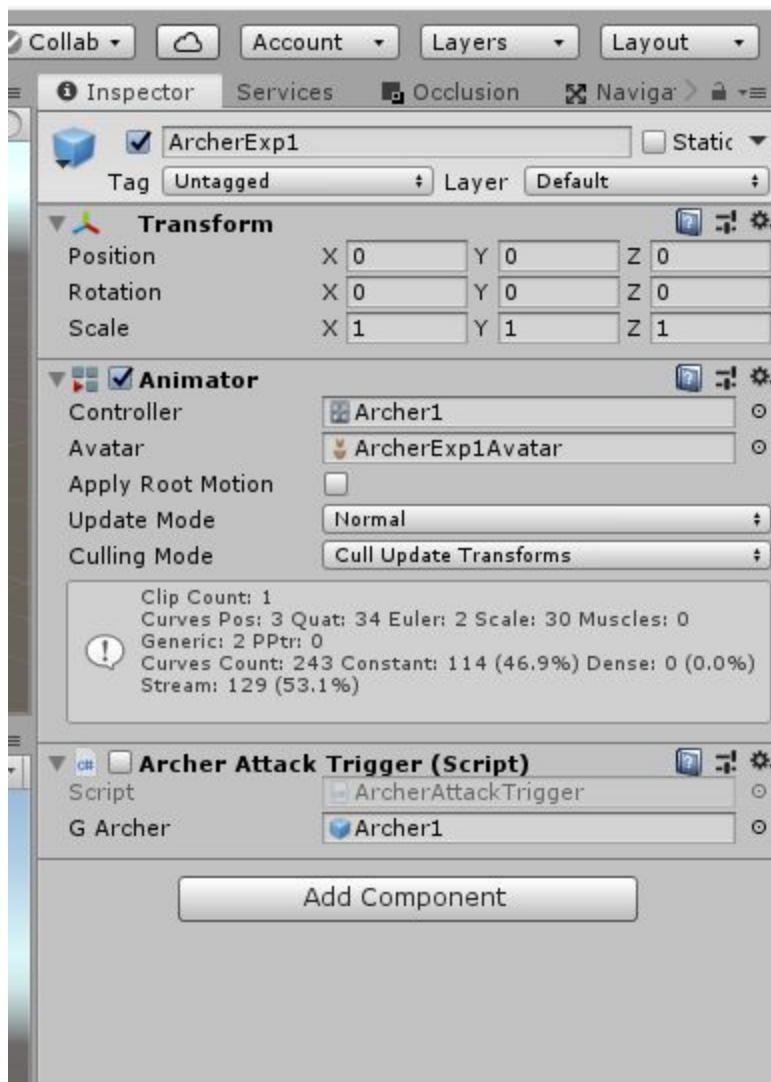


This script is on the Archer objects. It is controlling the archer's main actions.

- 1- **GTarget**: Archers attack to Target which is set here.
- 2- **GAttackSpeed**: Archers attack speed is setting here.
- 3- **GWaitTimeBetweenEachAttack**: Archers wait before each attack.

- 4- GArcher:** The object which is using rotate and working Animator Component on it's child.
- 5- GArrow:** The object which has a Box Collider and Rigid Body. It is thrown as an arrow. It's first child's Tag is defined as "Arrow". Otherwise the Target can not detect it.
- 6- GArrowSize:** It is used to define the size of the arrow.
- 7- GBowPoint:** The arrow is throwing at this point.

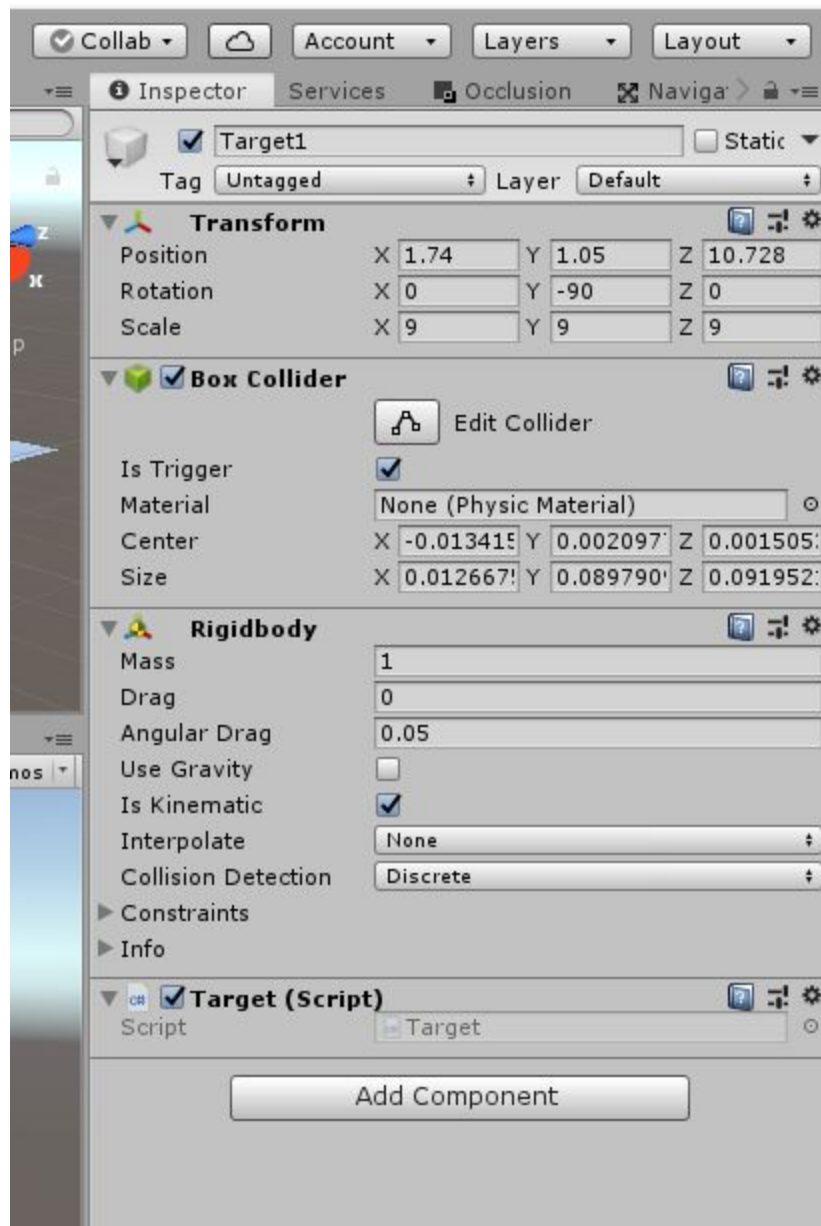
Archer Attack Trigger:



This scrip is on "Archer -> ArcherMain -> ArcherExp1" object. It is triggering the throw event from the animation.

- 1- GArcher:** It holds it's parent archer object.

Target:



This script is on the Target object. The script is used to detect and hold arrows.

Art Assets :

Archer1 (643 polygons)
Archer2 (886 polygons)
Archer3 (803 polygons)
Target (779 polygons)
Bow (246 polygons)

Arrow (47 polygons)

UV Texture:

MapBlue: 256 x 256 RGBA 85.4 KB

MapDark: 256 x 256 RGBA 85.4 KB

MapGreen: 256 x 256 RGBA 85.4 KB

MapWhite: 256 x 256 RGBA 85.4 KB