TOP-DOWN STARTER KIT Documentation

Stylized World "Victoria"

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Introduction

The **Top-Down Starter Kit** project is a starter kit for creating locations of the stylized world. Here is the working scene of the Top-Down RPG game with one location, which will give you a quick start in developing your unique, colorful, stylized RPG or RTS game. In this game, the main character of **Barbarian Girl Victoria** moving around the location destroys **Training Dummy**. Here you will find many objects for filling locations (*trees, plants, stones, ruins, water plants, wooden objects, various visual effects*). The project implemented a system for moving the main character (**Barbarian Girl Victoria**) based on NavMesh, a combat system with 3 attack animations and the effect of causing damage to the target, and a counter for the remaining targets.

The project was developed on the basis of **Lightweight Render Pipeline (LWRP)**, thus achieving high performance using highquality graphics.

The Lightweight Render Pipeline (LWRP) is a prebuilt Scriptable Render Pipeline (SRP) that is optimized for delivering high graphics performance. It's scalable to mobile platforms, as well as higher-end consoles and PCs. (<u>https://unity.com/</u> <u>lightweight-render-pipeline</u>)



Project Video Review: <u>https://youtu.be/4mj9TJeJ2kI</u>

I. Install and setting Project

Project parameters:

- Lightweight Render Pipeline v.5.16.1
- DirectX 11
- Color Space Linear
- Scripting Runtime Version .NET 4.x Equivalent

In order for all project functions to work properly please follow the instructions for installing and setting up the project:

1) Launch Unity and create a new project.

☑ Unity Hub 2.0.4				—: (Ē	×
🚭 unity				\$	RD
Projects	Projects		ADD	NEW	•
 Learn Installs 	Project Name	Unity Version	Target R	Last Modified 🛧	Q
	Stylized World D:\WORK\Asset store\LOW POLY\UNIT Unity Version: 2019.1.4f1	2019.1.4f1 🔻	Target Platform 👻	a few seconds ago	:

2) In the next window, select the project type **«Lightweight RP**», enter the name, the path and click «CREATE».



3) Wait for the download of the standard project «**Lightweight RP**» and select the **Asset Store** tab.



4) Entertheprojectname «**Top-DownStarterKit**[**SWVictoria**]» in the search and click «**Download**»



5) Open the project scene (STARTER_KIT->Scenes-> TopDown_StarterKit_SWVictoria)



6) The scene will open, but the function of the ghostly character will not work yet! To fix, you must update the version of LWRP.



7) Open the Package Manager (Window-> Package Manager)



8) Expand the list of «Lightweight RP», select the latest version (at the time of writing 5.16.1) and click Update to 5.16.1



9) Open «**Project Settings**» (Edit-> Project Settings). Go to the «**Graphics**» section and drag the file «**LightweightRend** erPipelineAsset» from the «Settings» project folder into the «Scriptable Render Pipeline Settings» field.



10) Now all project functions are working properly and you can use it to create high-quality games.



II. Project Content

1. Trees



- All textures resolution 2048

- All textures type (Albedo, Normal, MetallicSmoothness, AO)

-2 variants material leaves (red, green) on every tree with foliage



- Snag1 (Verts- 2294, Tris -2366,)
- Snag2 (Verts- 3096, Tris -2934)
- Stump1_1 (Verts- 1585, Tris -1633)
- *Stump1_2* (Verts- 1199, Tris -1953)
- Tree_Oak1_1 (Verts- 4548, Tris -4608)
- Tree_Oak1_2 (Verts- 4288, Tris -4432)
- Tree_Oak1_3 (Verts- 4548, Tris -4608)
- Tree_Oak2_1(Verts- 6056, Tris -5838)
- Tree_Oak2_2 (Verts- 5965, Tris -5550)
- Tree_Pine1 (Verts- 1519, Tris -1860)
- Tree_Pine2 (Verts- 1586, Tris -1912)
- Tree_Pine3 (Verts- 894, Tris -1140)

2. Plants



- All textures resolution 2048

- Grass_Bush Textures type (Albedo_transparency), to other objects textures type (Albedo, Normal, MetallicSmoothness, AO)



- Grass_Bush (Verts- 72, Tris -64)
- Grass_Bush2 (Verts- 72, Tris -64)
- Grass_Bush3 (Verts- 135, Tris -120)
- Mushroom1 (Verts- 215, Tris -304)
- Mushroom2 (Verts- 215, Tris -304)
- Mushroom3 (Verts- 215, Tris -304)
- Mushroom4 (Verts- 98, Tris -160)
- Mushroom5 (Verts- 98, Tris -160)
- Mushroom6 (Verts- 98, Tris -160)
- Mushroom7 (Verts- 188, Tris -288)
- Mushroom8 (Verts- 188, Tris -288)
- Mushroom9 (Verts- 188, Tris -288)
- Plant (Verts- 110, Tris -150)
- Plant_Fern (Verts- 240, Tris -320)

3. Rocks



- All textures resolution 2048

- All textures type (Albedo, Normal, MetallicSmoothness, AO)











Rock1

Rock2

Rock3

Rock4

Rock_Wall1

- Rock1 (Verts- 173, Tris -234)
- Rock2 (Verts- 106, Tris -134)
- Rock3 (Verts- 102, Tris -136)
- Rock4 (Verts- 376, Tris -608)
- Rock_Wall1 (Verts- 1235, Tris -2124)

4. Ruins



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- bowl1 (Verts- 148, Tris -168)
- bowl2 (Verts- 500, Tris -488)
- Brick1 (Verts- 26, Tris -28)
- Brick2 (Verts- 26, Tris -28)
- Brick3 (Verts- 95, Tris -102)
- *Brick4* (Verts- **57**, Tris -**62**)
- Brick5 (Verts- 68, Tris -70)
- Brick6(Verts- 26, Tris -28)
- Brick7 (Verts- 75, Tris -70)
- Brick8 (Verts- 55, Tris -62)
- Brick9 (Verts- 29, Tris -34)
- Brick10 (Verts- 48, Tris -64)
- Plate1 (Verts- 40, Tris -28)
- Plate2 (Verts- 40, Tris -28)
- Plate3 (Verts- 56, Tris -52)



- All textures resolution 2048
- All textures type (Albedo, Normal, MetallicSmoothness, AO)

- Plate4 (Verts- 60, Tris -48) - Plate5 (Verts- 58, Tris -48) - *Plate6* (Verts- 50, Tris -40) - Ruins_arc_br1 (Verts- 138, Tris -168) - Ruins_arc_br2 (Verts- 176, Tris -216) - Ruins_arc_br3 (Verts- 118, Tris -130) - Ruins_arc_full (Verts- 286, Tris -392) - Ruins_Bridge_pt1 (Verts- 166, Tris -180) - Ruins_Bridge_pt2 (Verts- 128, Tris -130) - Ruins_Bridge_pt3 (Verts- 140, Tris -106) - Ruins_Gryphon (Verts- 1387, Tris -1366) - Ruins_Gryphon_brocken (Verts- 795, Tris -713) - Ruins_pillar1 (Verts- 52, Tris -52) - Ruins_pillar2 (Verts- 99, Tris -120) - Ruins_pillar3 (Verts- 214, Tris -264) - Ruins_pillar4 (Verts- 64, Tris -80) - Ruins_pillar5 (Verts- 64, Tris -80) - Ruins_pillar6 (Verts- 88, Tris -100) - Ruins_pillar_br (Verts- 71, Tris -90) - Ruins_plate1 (Verts- 743, Tris -654) - Ruins_plate2 (Verts- 832, Tris -768) - Ruins_plate3 (Verts- 743, Tris -702) - Ruins_wall1 (Verts- 815, Tris -884) - Ruins wall2 (Verts- 2039, Tris -2182) - Vase (Verts- 182, Tris - 288) - Vase_brocken (Verts- 170, Tris -244)



For some objects (bridges, arches) low-poly custom colliders were created

- *Collider_Ruins_arc_full* (Verts- 24, Tris -44)
- Collider_Ruins_Bridge_pt1 (Verts- 85 Tris -44)
- Collider_Ruins_Bridge_pt2 (Verts- 106 Tris -56)
- Collider_Ruins_Bridge_pt3(Verts- 78 Tris -42)
- Collider_Ruins_wall2 (Verts- 28 Tris -28)

5. Water



To implement the water in the project uses custom shaders. To create rivers and lakes, a standard plane with a «Water_Stylized» shader is used. To create a waterfall, 2 meshes were developed (Waterfall with a Waterfall_Stylized shader and Water_circle with a Water_Circle_Stylized shader)



water_circles (Verts- 231, Tris -384) *waterfall* (Verts- 50, Tris -72)

6. Water Plants



All textures resolution 2048
All textures type (Albedo, Normal, MetallicSmoothness, AO)



- Water_Grass (Verts- 190, Tris -220)
- Water_Lily1 (Verts- 251, Tris -290)
- Water_Lily2 (Verts- 6, Tris -4)
- *Water_Lily3* (Verts- 223, Tris 258)
- Water_Reed1 (Verts- 135, Tris -184)
- Water_Reed2 (Verts- 270, Tris -368)
- Water_Reed3 (Verts- 405, Tris -552)

7. Wooden objects



- All textures resolution 2048

- All textures type (Albedo, Normal, MetallicSmoothness, AO)

- Prefab animated Boat

-For some objects low-poly custom colliders were created



- Coal (Verts- 108, Tris -166)
- Fire1 (Verts- 423, Tris -566)
- Fire2 (Verts- 297, Tris -406)
- Firewood1 (Verts- 63, Tris -80)
- Firewood2 (Verts- 54, Tris -64)
- Firewood3 (Verts- 63, Tris -80)
- Suspension_Bridge_Big (Verts- 12032, Tris -16226)
- Suspension_Bridge_Brocken1 (Verts- 3340, Tris -4430)
- Suspension_Bridge_Brocken2 (Verts- 4798, Tris -6436)
- Suspension_Bridge_Medium (Verts- 8402, Tris -11280)
- Wood_Boat (Verts- 420, Tris -592)
- Wood_Bridge1 (Verts- 966, Tris -1312)
- Wood_Bridge2 (Verts- 1904, Tris -2414)
- Wood_Bridge3 (Verts- 1540, Tris -2026)
- Wood_Bridge4 (Verts- 1474, Tris -1904)
- Wood_Fence1 (Verts- 572, Tris -740)
- Wood_Fence2 (Verts- 488, Tris -596)
- Wood_Fence3 (Verts- 392, Tris -470)
- Wood_Fence4 (Verts- 284, Tris -352)



For some objects (bridges, arches) low-poly custom colliders were created

- Collider_Suspension_Bridge_Big (Verts- 198, Tris -220)
- Collider_Suspension_Bridge_Brocken1 (Verts- 69, Tris -72)
- Collider_Suspension_Bridge_Brocken2 (Verts- 69, Tris -72)
- Collider_Suspension_Bridge_Medium (Verts- 156, Tris -172)
- Collider_Suspension_Bridge_Small (Verts- 144, Tris -156)
- Collider_Wood_Bridge1 (Verts- 14, Tris -12)
- Collider_Wood_Bridge2 (Verts- 70, Tris -60)
- Collider_Wood_Bridge3 (Verts- 42, Tris -36)
- Collider_Wood_Bridge4 (Verts- 42, Tris -36)



For instructions on designing bridges and using custom colliders, see the video: <u>https://youtu.be/iJVHFpbht-M</u>

8. Character «Barbarian Girl Victoria»



Character **Barbarian Girl «Victoria»** designed as the main acting character of the **Stylized World «Victoria»**. The character rig is designed for the **"Humanoid"** animation type, which allows the developer to attach third-party animations designed for this type to a barbarian girl.

The character is divided into 7 meshes (*BG_Amulet*, *BG_Armor_foots*, *BG_Armor_legs*, *BG_Glove*, *BG_Hair*, *BG_Head*, *BG_Shirt*) attached to one rig. This is done specifically for the next update in which character customization will be implemented.



Polycount:

-FULL Barbarian Girl «Victoria» (Verts- 5794, Tris -8705)

- -BG_Amulet (Verts- 281, Tris -438)
- -BG_Armor_foots (Verts- 1094, Tris -1580)
- -BG_Armor_legs (Verts- 751, Tris -1078)
- -BG_Glove (Verts- 926, Tris -1160)
- -BG_Hair (Verts- 869, Tris -1422)
- -BG_Head (Verts- 1014, Tris -1626)
- -BG_Shirt (Verts- 859, Tris -1401)

- SWORD (Verts- 357, Tris -446)

Texture:

Barbarian Girl «Victoria» :

- All textures resolution 2048

All textures type (Albedo, Normal, MetallicSmoothness, AO)
 Sword:

- Textures resolution 2048

- Textures type (Albedo(2 variants (red, blue)), Normal,

MetallicSmoothness, AO, Emission)

Animations:

- -Idle_Start -Idle -Run -Talk -Idle_battle -Attack1 -Attack2 -Attack3 -Hit
- -Death





9. Enemy Character «Training Dummy»



The Enemy character **Training Dummy** is presented in 2 versions (*whole (animated), parts (broken)*). The first version consists of 2 meshes (*Dummy_Training, Arrows*) attached to one rig. This is done to hide if you want a developer with a mesh with arrows. The second option consists of individual objects (*Arrow, Dummy_bag, Dummy_barrel, Dummy_bucket, Dummy_hand_l, Dummy_hand_r, Dummy_leg, Dummy_neck*) to which you can apply physics, which is implemented in the project.



Polycount:

-*FULL Dummy_Training* (Verts- 1948, Tris -2636) -*Arrow* (Verts- 313, Tris -328) -*Dummy_Training* (Verts- 1635, Tris -2308)

- Arrow (Verts- 117, Tris -120)
- Dummy_bag (Verts- 339, Tris -476)
- Dummy_barrel (Verts- 287, Tris -424)
- Dummy_bucket (Verts- 223, Tris -276)
- Dummy_hand_l (Verts- 358, Tris -370)
- Dummy_hand_r (Verts- 423, Tris -600)
- Dummy_leg (Verts- 69, Tris -82)
- Dummy_neck (Verts- 69, Tris -82)

Texture:

- All textures resolution 2048
- All textures type (Albedo, Normal, MetallicSmoothness, AO)

Animations:

-Idle1

-Idle2

-Hit1

-Hit2

-Death





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10. Ground Textures



The project contains **8 Tiled Ground Textures** for **Terrains**, which you can use to create high-quality, colorful and non-uniform terrains.

Texture:

- All textures resolution 2048
- All textures type (**BaseColor, Normal, Metallic, Roughness, AO, Height**)





3(

11. Visual FX



The project implemented visual effects based on particle systems (*snow*, *defoliation*, *water splashes*, *the effect of indicating the target point*, *fire*, *the effect of hitting the tree*, *the sun's rays*)



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12. Cursors



Also for the style of the project developed 2 **unique cursor (res-256)**:





13. Custom Shaders (Shader Graphs)



In Shader graph, custom shaders are developed:



a ghost shader to highlight a character if it is blocked by another object.



shader animation foliage, grass and other plants imitating swing in a gust of wind.



water animation shader



water splash animation shader



waterfall animation shader



snow imitation shader on objects





Music:

2 unique musical compositions specially written for this project:

- **SW_Background** (calm background music accompanying the main character throughout the game)

- SW_Battle (dynamic battle music that comes on when attacking)

Sound FX:

- birds (birds singing and chirping)
- crash-wood (a wooden object breaks down)
- fire (fire is burning)
- water (river flows)
- waterfall (flowing waterfall)
- wind (the wind is blowing in the gorge)
- wood_01 (blow to the tree)
- wood_02 (blow to the tree)
- wood_03 (blow to the tree)



III. Custom Shader Settings

Shader «CharacterGhost»:



A ghost shader to highlight a character if it is blocked by another object.

The material with the shader ghost character is used in the layers of user render settings LWRP:

	rPipelineAsset 🛛 📓 🛪 🗞 Open
▼General	
Renderer Type 🛛 📿	ustom \$
Data 📓	CustomForwardRendererData (For 🛛 👁
DepthTexture 🗌	
Opaque Texture	
Opaque Downsam 2	x Bilinear +
CustomForwardRe	ndererData 🔯 🕂 🗞 Open
Forward Renderer	
Default Layer Mask	verything +
Overrides	
Stencil 🗌	
Renderer Features	
- ChanastanBahind (C	
= CharacterBenind (E	R ChauseteuRebind
Event	After Rendering Onaques
▼ Filters	Piter Kendering Opaques
Queue	Opaque +
Laver Mask	Characters ‡
Shader Passes	
List is Empty	
	+ -
▼ Overrides	
Material	CharacterGhost ○
Pass Index	0
Depth	✓
Write Depth	
Depth Test	Greater \$
Stencil	
Camera	



Shader settings:

- 1) **Color** (*sets the ghost color glowing*)
- 2) AlphaTreshold (sets transparency)
- 3) FresnelDepth (sets the thickness of the

glowing edge)

Shader «Leaves_Animation»:



Shader animation foliage and plants imitating swing in a gust of wind.

💽 🖓 🀥 leaves1 Shader Shader Graphs/Leaves_Animation Albedo Select Normal Map Select Metallic Select 0 Smoothness AO Select Wind Movement X 7 YO Z O WO 0.07 Wind Density 0.7 Wind Strength 0.44 Alpha \$ 2000 Render Queue From Shader Enable GPU Instancing Double Sided Global Illumination

🗳 Shader settings:

- Albedo, Normal Map, Metallic, AO (*custom textures*)

- **Wind Movement** (*set the direction of the wind*)

- Wind Density (set wind density)

- Wind Strength (set wind strength)

- Alpha (alpha channel impact on transparency)

Shader «Leaves_Animation_mobile»:



Shader animation foliage and plants imitating swing in a gust of wind. Optimized for mobile platforms.

	leaves3 Shader Shader	Graphs/Leaves	_Animati	on_mobile	[] ↓ ◇
Albe	do				Select
Norn	nal Map				Select
Wind	Movement	X 7 Y	0	Z 0	W 0
Wind	Density				0.07
Wind	Strength				0.7
Alph	a				0.44
Rend	ler Queue		From Sh	ader ‡	2000
Enab	le GPU Instancin	g			
Dout	ole Sided Global 1	Illumination			

Shader settings:

- Albedo, Normal Map (custom textures)
- **Wind Movement** (*set the direction of the wind*)
- Wind Density (set wind density)
- Wind Strength (set wind strength)
- Alpha (alpha channel impact on transparency)

Shader «Grass_Animation»:



Shader animation grass imitating swing in a gust of wind.

Grass Shader Shader Graphs/Grass_Animation	i a	Shader settings:
Texture2D		- Texture 2d (<i>custom textures</i>)
		- Wind Movement (set the direction of the
Wind Movement X 6 Y 0 Z 0	W 0	wind)
Wind Density Wind Strength	0.14	- Wind Density (set wind density)
Render Queue From Shader #	3000	- Wind Strength (set wind strength)
Enable GPU Instancing		
Double Sided Global Illumination		



Shader «Water_Stylized»:



The water animation shader has a large number of settings and can be used to create rivers, lakes, seas and more.

Water_river_sr	nall						, ∵ \$
Shader Shader	Graphs/Wat	er_S	Stylized		_		•
Normal							Select
Normal Foam							Select
Color						HD	R P
Color Top						HD	R I
Fresnel Power						0.5	4
Foam Ofset						2.1	_
Foam Depth						2.6	/
Normal Depth						-0.2	/8
Class						0.2	6
Gloss Speed1	V O		0.2	1-	0	0.0	0
speedi	~ [0		0.2	14	0		0
Speed2	X 0	Y	0.05	z	0	W	0
Tiling1	X 3.84	Y	15	z	0	W	0
Tiling2	X 3.06	Y	13.72	z	0	W	0
Render Oueue		1	From SI	had	er	\$ 300	0
Enable GPU Instancing	-						-
Double Sided Global I	y Iluminatio						
Double Slued Global I	numatio						

Shader settings:

- **Normal** (*Normal map to simulate waves on the water surface*)

- **Normal Foam** (*Normal map to simulate foam around objects placed in the water and along the shore*)

- **Color** (*The color of the water surface*)
- Color Top (Color at depth)
- Fresnel Power (Water transparency power)
- Foam Ofset (Foam size)
- Foam Depth (Foam depth)
- **Normal Depth** (*Wave height on the surface of the water*)
- Metallic (Water reflection)
- Gloss (Water gloss)
- **Speed1** (*The speed of the first water layer*)
- **Speed2** (*The speed of the second layer of water*)
- **Tiling1** (*The tiling of the first water layer*)
- **Tiling2** (*The tiling of the second water layer*)

Shader «Waterfall_Stylized»:



(\bigcirc	Waterf	all] ≓ ≮
	· /	Shader	Shader G	ira	phs/Wate	Infa	ll_Stylize	d		_	•
	Norm	nal								State of the second sec	Select
	Norm	nal Foam									Select
	Alpha	a									Select
	Color	r								HD	R /
	Color	r Top								HD	R /
	Fresr	nel Powe	r							6.3	6
	Foam	n Ofset								2.4	8
	Foam	n Depth								1.8	8
	Norm	nal Depti	n							0.4	7
	Meta	llic								0.3	8
	Gloss	s								0.9	9
	Spee	d1		Х	0	Y	0.6	Z	0	W	0
	Spee	d2		x	0	Y	0.2	z	0	w	0
	Tiling	j 1		х	3	Y	3	z	0	W	0
	Tiling	j 2		×	2]Y	2	z	0]w[0
	Rend	ler Queu	e				From Sh	ad	er ‡]	300	0
	Enab	le GPU I	nstancing								
	Daub	la Sidad	Clobal II	Lue	nination						
	Doub	he sided	Giobal II	ur	mauon						

Waterfall animation shader.

Shader settings:

- **Normal** (*Normal map to simulate waves on the water surface*)

- **Normal Foam** (*Normal map to simulate foam around objects placed in the water and along the shore*)

- **Alpha** (*Transparency mask to create inhomogeneity of falling water*)

- **Color** (*The color of the water surface*)
- **Color Top** (*Color at depth*)
- Fresnel Power (Water transparency power)
- Foam Ofset (Foam size)
- Foam Depth (Foam depth)
- **Normal Depth** (*Wave height on the surface of the water*)
- **Metallic** (*Water reflection*)
- Gloss (Water gloss)
- **Speed1** (*The speed of the first water layer*)
- **Speed2** (*The speed of the second layer of water*)
- **Tiling1** (*The tiling of the first water layer*)
- Tiling2 (The tiling of the second water layer)

Shader «Water_Circle_Stylized»:



Shader animation of stains on the water.

Water_Circle	er Granhs/W	ater Circle S	tylized	[] ; ¢,	Shader settings:
Normal Alpha				Select	 Normal (Normal map to simulate waves on the water surface) Alpha (Transparency mask for fade out) Color (The color of the water surface) Color Top (Color at depth)
Color				HDR Ø	- Fresnel Power (Water transparency power)
Color Top				HDR /	- Foam Ofset (Foam size)
Freshel Power Foam Ofset				0.89	- Foam Depth (Foam depth)
Foam Depth				1.99	- Normal Depth (Wave height on the surface of
Normal Depth				-0.82	
Gloss				0.47	the water)
Speed1	X 0	Y -0.4	Z 0	W 0	- Metallic (Water reflection)
Speed2	X 0	Y 0.02	Z 0	W 0	- Gloss (Water gloss)
Tiling1	X 3	Y 3	Z O	wo	- Speed1 (The speed of the first water layer)
					- Speed2 (<i>The speed of the second layer of water</i>)
Tiling2	X 2	Y 2	Z 0	W 0	- Tiling1 (<i>The tiling of the first water layer</i>)
					- Tiling2 (<i>The tiling of the second water layer</i>)
Render Queue		From S	Shader	\$ 3000	
Enable GPU Instan	cing				
Double Sided Globa	al Illuminati	ion			

Shader «Snow_Sand»:



The shader is designed for applying snow cover or sand on objects. Regardless of the rotation or position of the object, the snow cover will always be on top.

Ruins_Arc_sno	W	🛯 🕂 🌣
Shader Shader	Graphs/Snow_Sand	•
Albedo		Select
Normal Map		Select
Matallic		Select
Smoothness		1
AO		Select
Alpha		0
ColorSnow		Jen 19
SnowDirection	X 0 Y 2 Z 0	W 0
SnowOffset		-0.42
Render Queue	From Shader \$	2000
Enable GPU Instancing	9	
Double Sided Global I	llumination	

Shader settings:

- Albedo, Normal Map, Metallic, AO (*custom textures*)
- **ColorSnow** (sets the color of snow or sand)

- **SnowDirection** (sets the position of the snow on the object)

- **SnowOffset** (*sets the height of the snow cover*)

Shader «Snow_Sand_mobile»:



The shader is designed for applying snow cover or sand on objects. Regardless of the rotation or position of the object, the snow cover will always be on top. Mobile version.

Ruins_Arc_snow 1	Shader settings:
Albedo	- Albedo, Normal Map (custom textures)
	- ColorSnow (sets the color of snow or sand)
Normal Map	- SnowDirection (sets the position of the snow
	Select on the object)
Alpha	• SnowOffset (sets the height of the snow cover)
SnowDirection X 0 Y 2 Z 0	WO
SnowOffsetO[-0.42
Render Queue From Shader +	2000
Enable GPU Instancing	
Double Sided Global Illumination	





IV. Script Settings

CameraMove:

This script is assigned to an object that moves smoothly behind the character. This can be a camera, a game object in which the camera is located, or any other game object.

1ove (Script) 🔲 🗐	
CameraMove	0
🙏 Barbarian_Girl_Victoria (Transform	0
0.3	
	Move (Script) I a GameraMove Barbarian_Girl_Victoria (Transform 0.3

Script settings:

- **Player** (*Transform the object for which you want to move*)

- **Smooth** (*Motion smoothing*)

Camera_Scroll:

The script is assigned to the camera and is designed to approximate or remove the view from the camera.

🔻 🖩 🗹 Camera_Scrol	(Script)	💽 🖈 🐥	Script settings:
Script	Gamera_Scroll	0	
Zoom Speed	0.3		- Zoom Speed (set <i>zoom speed</i>)

Cursor:

The script is assigned to the camera and is designed to control the appearance of the cursor and the appearance of the effect of specifying the point of movement of the character.

🔻 🖩 🗹 Cursor (Script)		7. 0
Script	🗟 cursor	0
Cursor Main	🛤 cursor_main	0
Cursor Battle	🔀 cursor_battle	0
Cursor Mode	Auto	\$
Target Point	😵 Cursor_FX (Particle System)	0
Movement Mask	Ground	\$

Script settings:

- **Cursor Main** (*Cursor in a calm state.*)

- Cursor Battle (Cursor when pointing at the

enemy) - **Cursor Mode** (*Auto-the cursor scales to 32x32px*, *Force Software* - *the cursor is displayed with the size of the original cursor image.*)

- **Target Point** (*Choosing a particle system effect specifying the character's waypoint*)
- **Movement Mask** (Selecting a layer on which the effect of specifying the character's waypoint is allowed to appear.)

CharController:

The script is assigned to the main character and controls the movement and attack of the character, the sound effects of the character, the background music of the game, the effect of striking the enemy.

🔻 📾 Char Controlle	r (Script) 🛛 📓 🗐	\$,
Script	- CharController	0
Hit_FX	¥Hit_FX (Particle System)	0
B Music	Background	0
Audio Hit 1	wood_01	0
Audio Hit 2	wood_02	0
Audio Hit 3	wood_03	0
Audio Step 1	븢 step 1	0
Audio Step 2	븢 step 2	0
Audio Step 3	븢 step 3	0
Audio Background	SW_Background	0
Audio Battle	⇔SW_Battle	0

Script settings:

- **Hit_FX** (*Particle system of the blow effect on the enemy.*)
- **B Music** (*Set game object with audio source for background music.*)
- Audio_Hit1 (Set sound effect first strike.)
- Audio_Hit2 (Set sound effect second strike.)
- Audio_Hit3 (Set sound effect third strike.)
- Audio_Step1 (Set the sound effect of the first step.)
- Audio_Step2 (Set the sound effect of the second step.)
- Audio_Step3 (Set the sound effect of the third step.)
- Audio_Background (Set background music.)
- Audio_Battle (Set battle music.)

Victory:

Victory Script is located on the Canvas object. This script starts when the enemies counter is zero, while hiding all the UI elements of counting the number of remaining enemies and the inscription Victory appears.

🔻 📾 🗹 Victory (Scr	ipt)	🔯 🕂 🖉
Script	Victory	C
Dummy Image	Dummy	G
Count Text	CountEnemy	G
X Text	⊘Text X	G
Victory Image	Victory	G

Script settings:

- **Dummy Image** (Set UI Dummy)
- Count Text (Set UI CountEnemy)
- X Text (Set UI Text X)
- Victory Image (Set UI Victory)

Enemy:

The script controls the number and display of the health of the enemy, sound effects and time of destruction after death.

🔻 📾 🗹 Enemy (Script	:)	[다 🔅
Script	📄 Enemy	0
Health	50	
Text Health	⊌Health_Text	0
Dummy Full	Commy_Training	0
Dummy Broken	🜍 Dummy_Broken	0
Circle	😵 Circle (Particle System)	0
Destroy Time	20	
Audio Broken	븢 crash-wood	0
Text Count Enemy	CountEnemy	0

Script settings:

- **Health** (*The initial health of the enemy.*)

- **Text Health** (Set the remaining health display

object.)

- **Dummy Full** (Set game object Dummy Full.

Deactivated after reaching health «0»)

- **Dummy Broken** (Set game object Dummy Broken. Activated after reaching health «0».)
- **Circle** (Set particle system of active enemy release.)
- **Destroy Time** (*Set time to remove dummy broken.*)
- Audio Broken (Set sound effect destruction of the enemy.)
- Text Count Enemy (Set Text Object to Count the Number of Remaining Enemies.)

TextHealh:

The script is applied to the game object Health_Text. It contains a void that starts after playing an animation of the game object Health_Text and hides this object.

Resolution:

The script is bound to the GameManager_MOBILE game object. This object must be activated to optimize the project for mobile platforms. The script sets the resolution to 1024x576.



For more details on project optimization and launch on a mobile platform, see the video: <u>https://youtu.be/KZy9kLeWKVE</u>

SUPPORT Web Site: http://polynext.dx.am Email: polynext.3d@gmail.com

