

# **Basic Fish System Pro**

Hello Unity User, with this asset you can add some more underwater life.

You can modify scale of fishes of the tank, with random range, alert system was added and some more functionalities.

This is first version, launch version.

CHANGE ME:

### Version 1.0

1. You can spawn how many fishes you want.

(Recommandation: <300 but anyway how many you want because the asset has spike).

2. Scale of fishes has random value in a range preset by you.




3. You can modify normal speed and alerted speed of fishes.


4. There is a system for alert fish when an enemy or main player will enter in a one of fish. All fishes will search a nearby zone where they will hide.

5. You can also modify regroup time after

### Version 1.1

-Fixed spike when fishes are scared.

▼   **Fishes\_AI (Script)**  

Script  

**Exterior Zone** *spawn destination of tank*

Min Heigh

Max Heigh

Min Weigh

Max Weigh

**Interior Zone** *spawn fish position in tank*

Min Heigh IN

Max Heigh IN

Min Weigh IN

Max Weigh IN

**Speed of the tank and fish.**

Normal Speed

Alert Speed

**Modify the scale of fishes.** *Random scale of fish*

Min Scale

Max Scale

**Distance between spawn points.**

Min Distance Of Spaw


**Group and regroup settings.**

Is Grouped  *Here you can modify time to regroup after they was scared.*

Time Un Hiden

**Fishes count.** *Here you can modify amount of fish in tank*

Count Fish

Prefab  

**Fishes lists and counts.**

- ▶ List Of The Fish
- ▶ Position In Tank

## HOW IT WORKS?

You need to add main tank in scene, set the values(if you want like this picture or other values) and the system will spawn automatically your fishes.(You can modify amount of fish there at "Count Fish").

DON'T FORGHET. SIMPLE AND USUAL.

THANKS YOU FOR PURCHASE THIS ASSET. ALL THE BEST.