

HUNTED



Contents

Introduction.....	3
New scene	4
Items.....	6
0: Buildable	9
1: Ranged weapon.....	10
2: Melee weapon.....	11
3: Consumable	12
Crafting.....	13
Enemies	16
Achievements.....	18
Item places	21
Notes.....	22

Introduction

Thanks you for buying "Hunted" . This manual will help you to add more content or understand some parts of the system better. If you need something more or different, please contact me. My support email is douabstract@gmail.com. Feel free to suggest new features that this package should include in future updates.

The Hunted is singleplayer survival game starter kit

This kit allows you to quickly make your own survival game with any type of graphics style and highly customized items, melee weapons, ranged weapons, buildables, achievements and enemies.

The system is flexible and can be used to make very different survival (or not) games.

This package completely includes „Cartoon Forest Environment“ package and over 85 additional various buildings prefabs, so you can start making environment for your game instantly.

Hunted main features:

- Day/Night cycle
- Save/Load system
- Enemies AI
- Ladders
- Ranged/Melee weapons system
- Inventory and crafting system
- Ability to easily create items, achievements, weapons, buildables, enemies and maps/scenes
- Enemies rigidbodies
- Chests
- Cartoon low poly buildings (over 85 different buildings prefabs)
- Includes Cartoon Forest Environment (over 350 different prefabs)

This package is still in development, which means that i will add more features in future.

If you have any questions or suggestions about this package please contact me.

New scene

Step1:

To create your own scene you have to make the environment first. I will use one from example_02.

Step2:

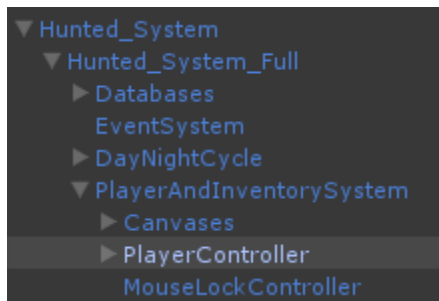
Go to Hunted/HuntedSystem/EveryLevelEssentials and drag Hunted_System prefab to your scene at position x=0; y=0; z=0

rotation x=0; y=0; z=0

scale x=0; y=0; z=0.

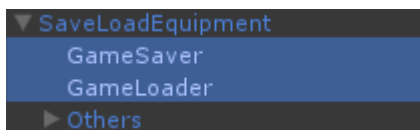
Then drag SaveLoadEquipment prefab at any position.

To reposition player search for PlayerController in hierarchy (Hunted_System -> Hunted_System_Full -> PlayerAndInventorySystem -> PlayerController) and place it anywhere you want.

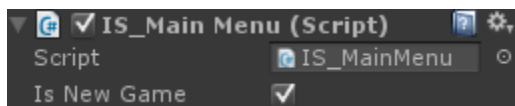


Step3:

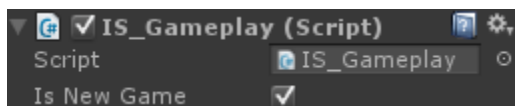
Now search for GameSaver and GameLoader in hierarchy.



Now select GameSaver and set "Is New Game" to true.



Do the same thing with GameLoader.



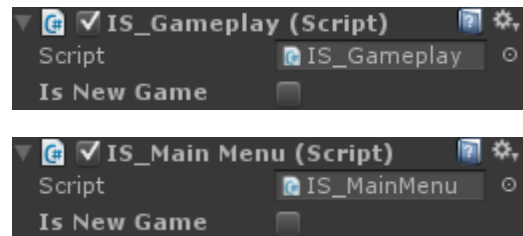
Select GameSaver and enter your scene name into "What Level Load" field.



Now save this scene with name like this: YourNewScene_NewGame

Step 4:

In your scene named "YourNewScene_NewGame" repeat step 3, but in GameSaver and GameLoader uncheck "Is new Game" value.



Now delete Hunted_System from scene and save this scene with name like: "YourNewScene"

Step 5:

Include "YourNewScene" and "YourNewScene_NewGame" in build settings and you are ready to go.

Notes:

"YourNewScene_NewGame" is used for starting new game in this scene.

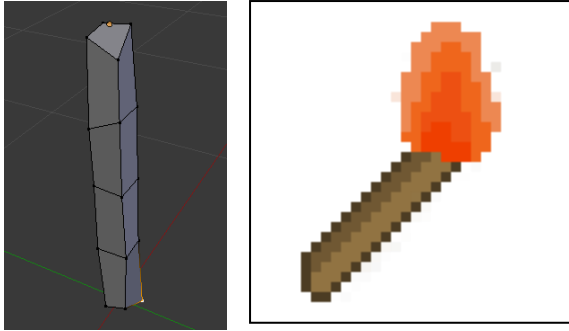
"YourNewScene" is used for loading, so make sure there is no items or enemies, to load game correctly.

Items

Step 1:

Create your item icon and item model.

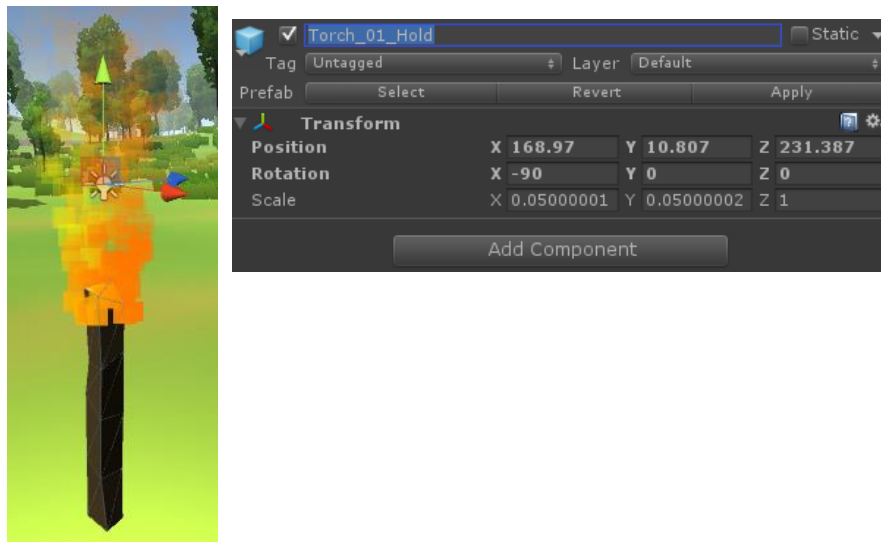
In this tutorial we are going to make a torch.



Step 2:

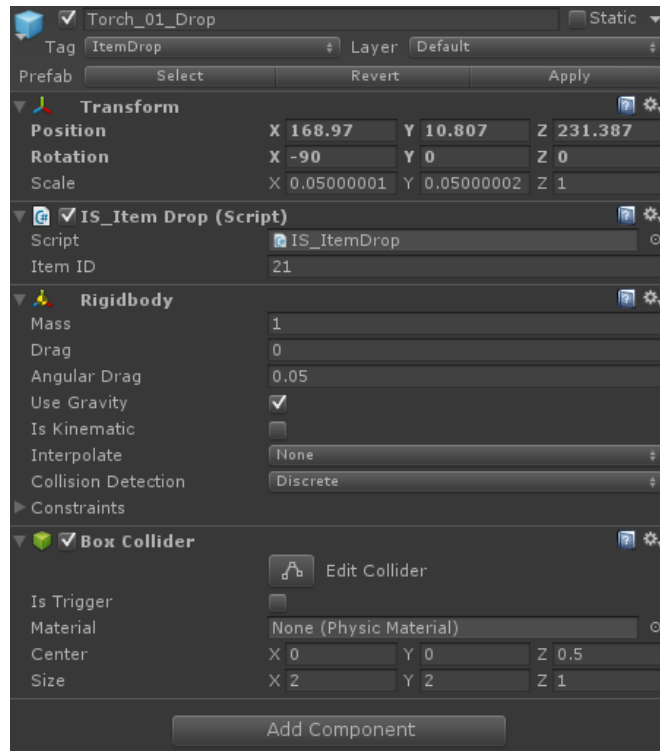
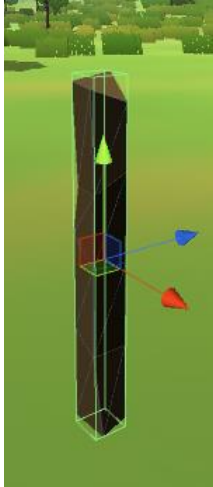
In Unity create ItemHold prefab and ItemDrop prefab:

Item hold is what you see when player is equipped that item.



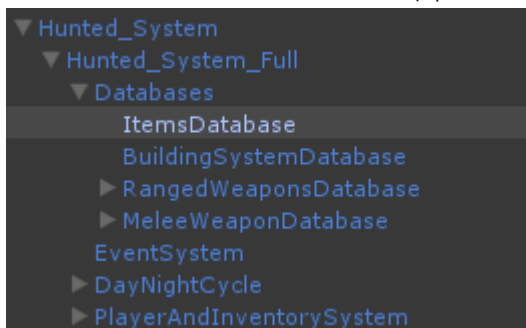
Create ItemDrop like this:

Set tag to ItemDrop, Add IS_ItemDrop and set ItemID based on total items number (more information later in this manual). Add rigidbody and collider as well.



Step 3:

Search for ItemsDatabase in hierarchy (Hunted_System/Hunted_System_Full/Databases/ItemsDatabase)



Increase Items array size by 1 and edit last array object like this:



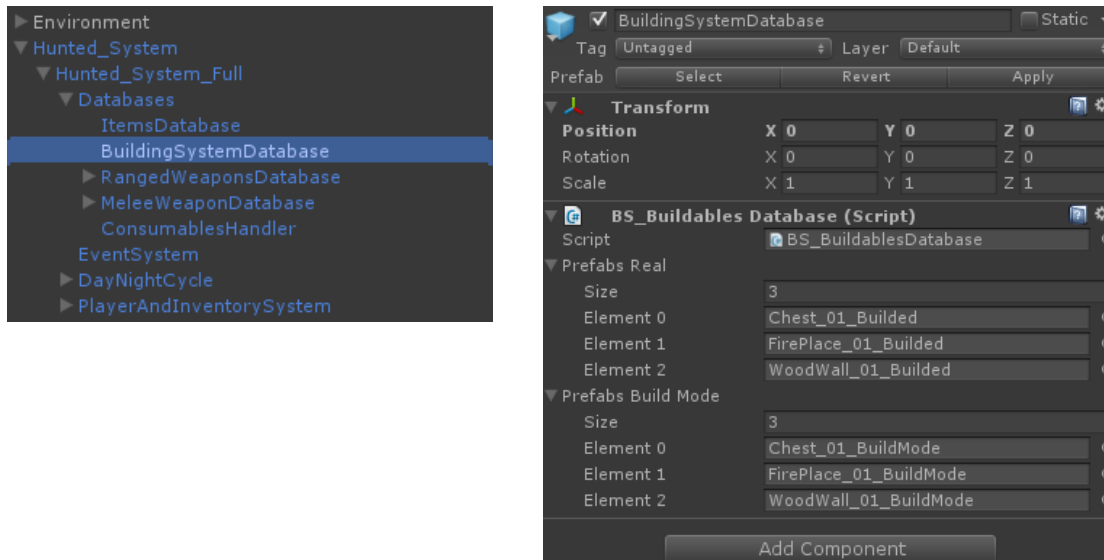
WhichUnique is used to recognize items. For example: if you are making ranged weapon and there is already 2 ranged weapons (you are making third one) to make a third one you have to set itemType to 2.

Another example: if you are making buildable and there is already 3 buildables (you are making fourth one) to make a fourth one you have to set itemType to 3.

ItemType defines what the item is, It can be:

0: Buildable

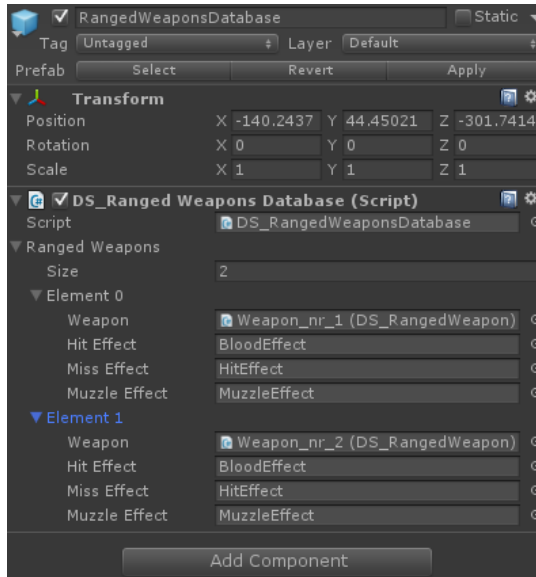
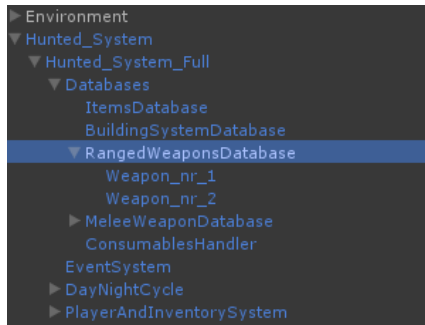
To make buildable you need to find BuildingSystemDatabase in hierarchy (Hunted_System/Hunted_System_Full/Databases).



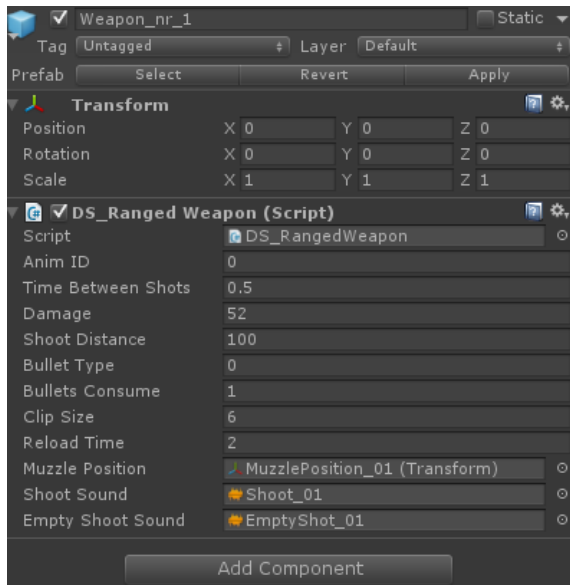
Increase PrefabsReal array size by 1 and add your prefab to new array place. Same with PrefabsBuildMode array.

1: Ranged weapon

To make ranged weapon you need to find RangedWeaponsDatabase in hierarchy (Hunted_System/Hunted_System_Full/Databases).

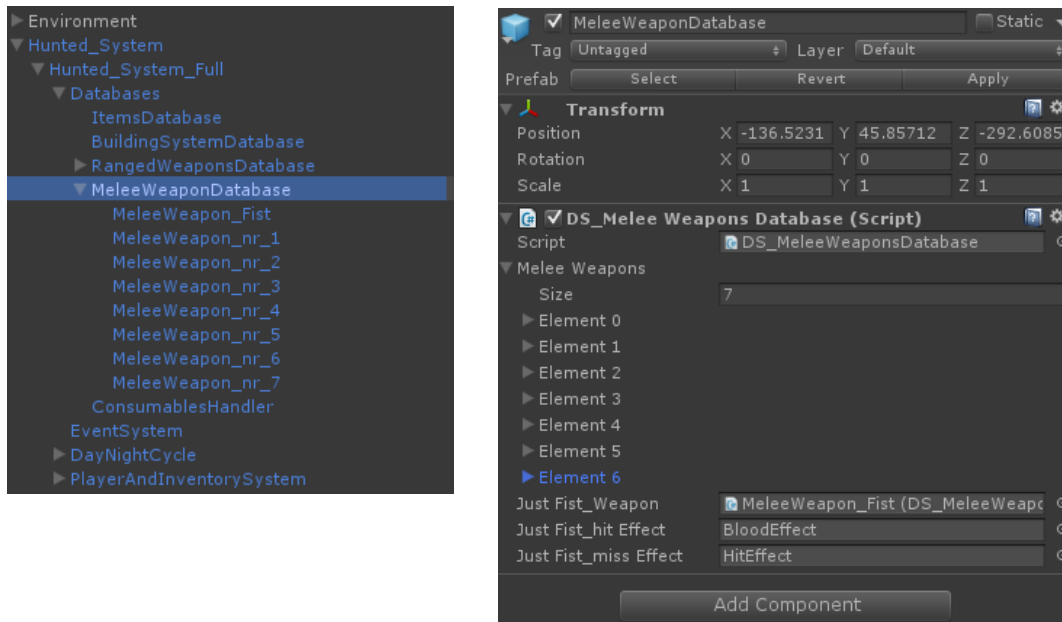


Increase RangedWeapons array size by 1 and add your new weapon(with script DS_RangedWeapon) to new array place. Add default or your own HitEffect, MissEffect and MuzzleEffect.

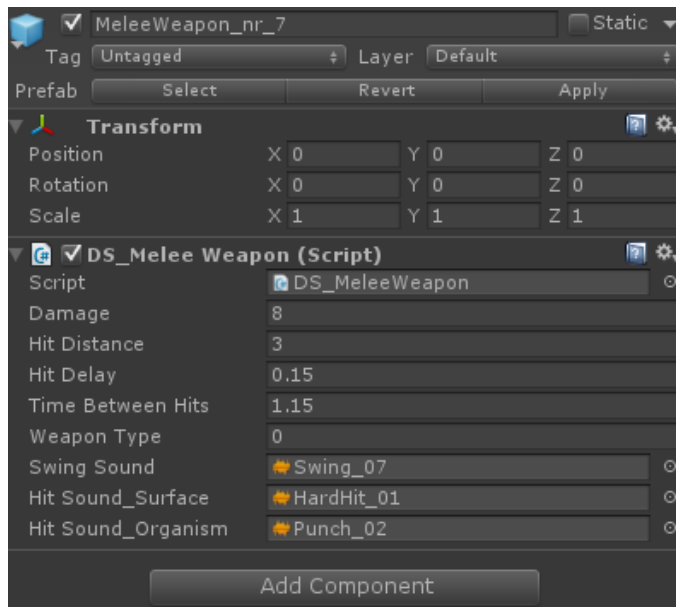


2: Melee weapon

To make melee weapon you need to find MeleeWeaponsDatabase in hierarchy (Hunted_System/Hunted_System_Full/Databases).

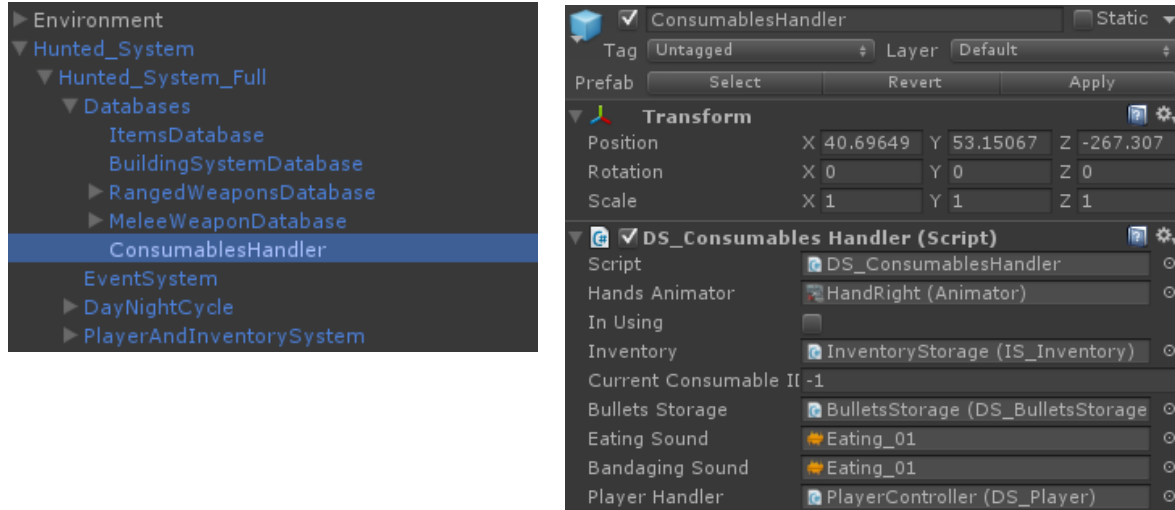


Increase MeleeWeapons array size by 1 and add your new weapon(with script DS_MeleeWeapon) to new array place. Add default or your own SwingSound, HitSound_Surface and HitSound_Organism.



3: Consumable

To make melee weapon you need to find ConsumablesHandler in hierarchy (Hunted_System/Hunted_System_Full/Databases).



Open DS_ConsumablesHandler script and search for ConsumeConsumable() function, the add code like this to create new item with some effect when consumed.

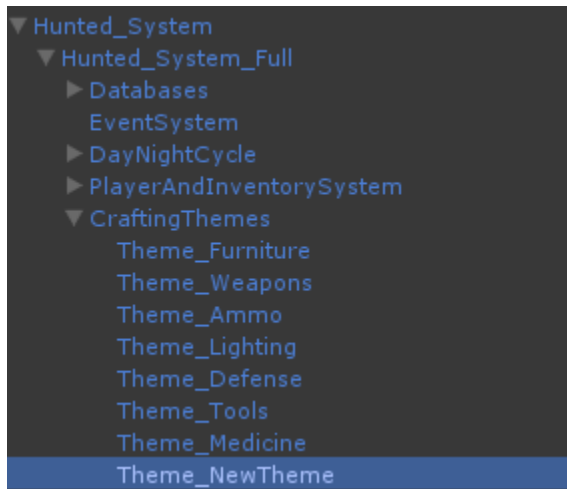
```
else if (currentConsumableID == 8)
{
    playerHandler.hydratation += 10;
    playerHandler.hunger += 20;
    playerHandler.health -= 5;
    audioSource.clip = eatingSound;
    audioSource.Play();
}
```

Crafting

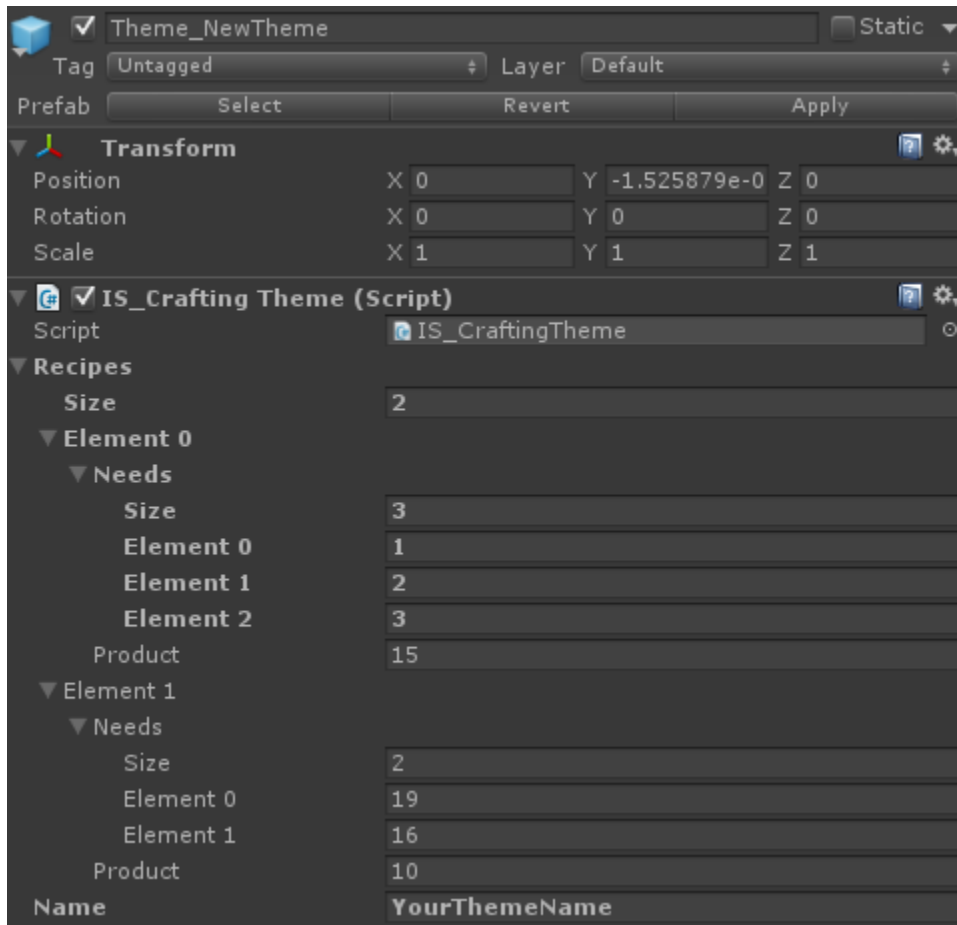
This is crafting theme "Tools" with opened compass crafting info:



To create crafting theme you need to go to `Hunted_System/Hunted_System_Full/CraftingThemes` and create gameobject here with `IS_Crafting_Theme` script.



It looks like this:



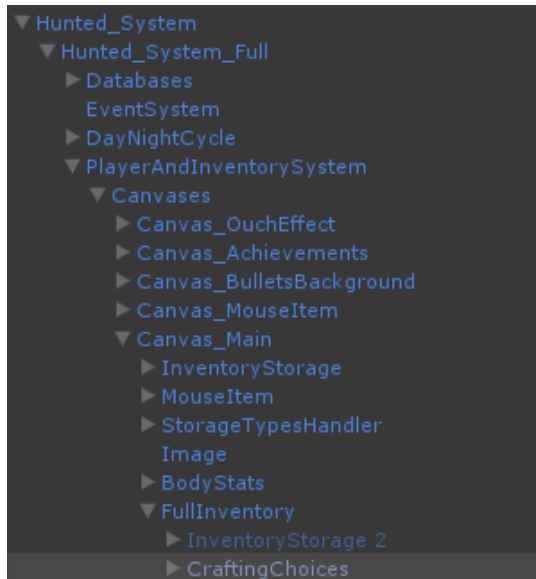
Recipes size is the amount of the recipes in that theme.

Each element of that array is the recipe.

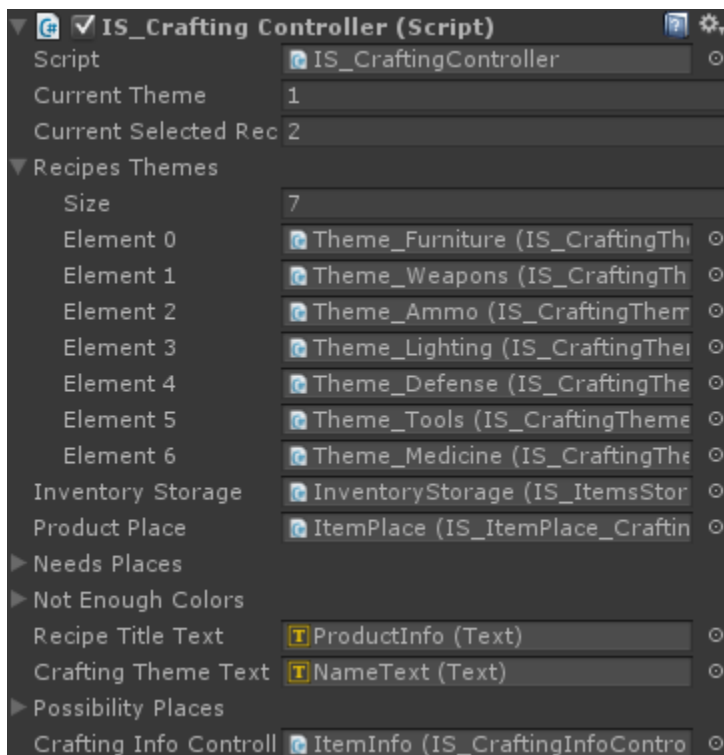
Product value is crafting product itemID.

Needs array is crafting components array (values are itemID's).

To make your theme visible and usable in game, you have to go to
Hunted_System/Hunted_System_Full/PlayerAndInventorySystem/Canvas_Main/FullInventory/CraftingChoices



Now increase RecipesThemes array size by one and add your theme to the array.



And now your theme is ready to go.

Enemies

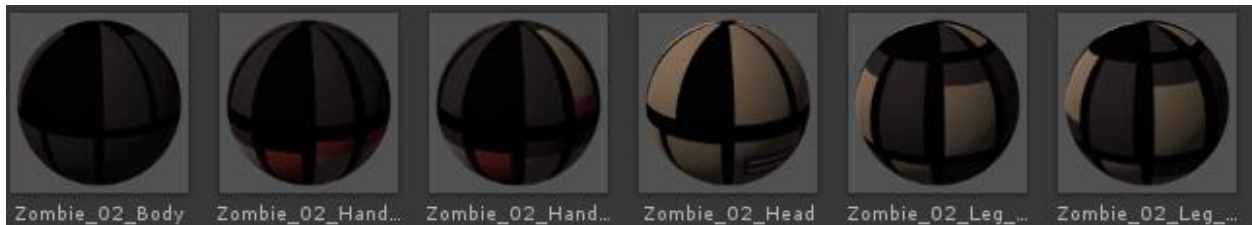
Step 1:

Go to Hunted/ZombieTextures and open the textures. Edit them as you like and save them as new textures.



Step 2:

Create 6 materials (for head, body, left leg, right leg, left hand and right hand) and apply your zombie textures to these materials



Step 3:

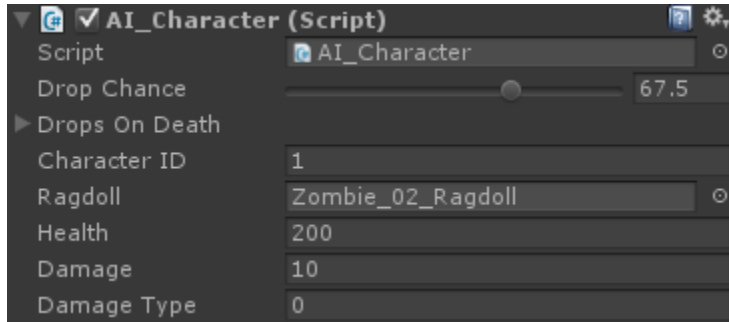
Go to Hunted/ZombieTemplate and drag ZombieTemplate and ZombieTemplateRagdoll prefabs to your scene.

Then apply your materials to these prefabs and save them as new (just drag them from hierarchy to project explorer)



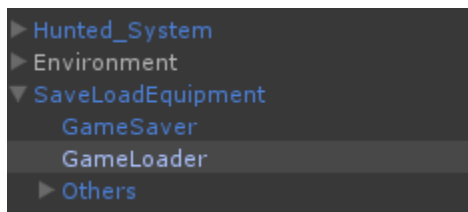
Step 4:

Now click on your zombie prefab (not ragdoll) and drag your zombie ragdoll to Ragdoll field. Increase CharacterID by 1 (there can't be two different types of enemies with same CharacterID, when you will create another zombie CharacterID will be 2, then 3 and so on) You can edit any other values as well to customize your zombie.



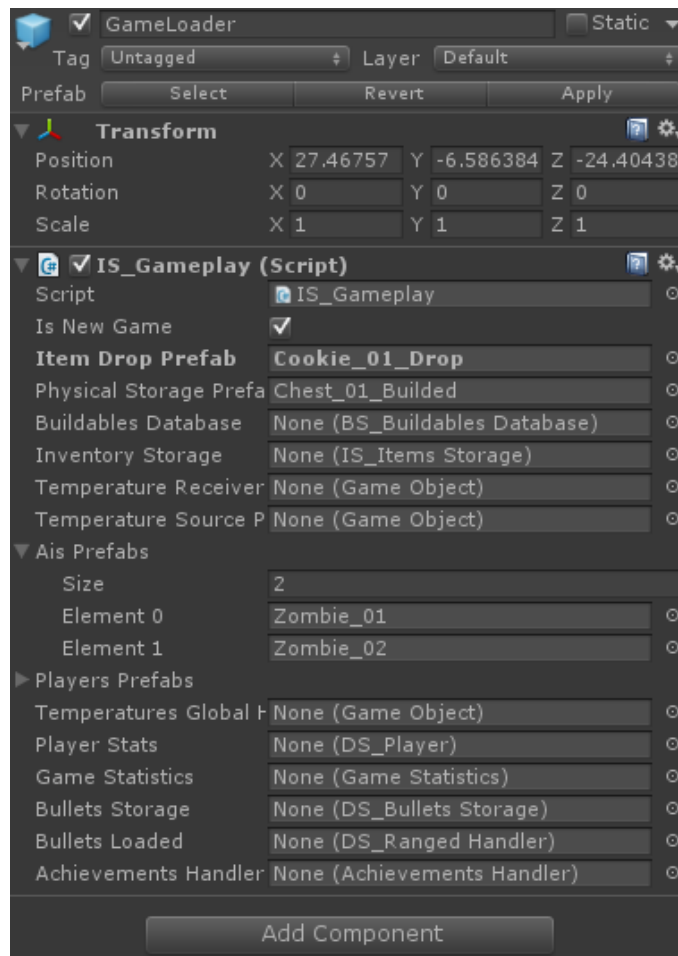
One last thing to prepare this zombie for loading.

Go to SaveLoadEquipment in hierarchy and click on GameLoader



Increase size value of Ais Prefabs array by 1 and add your new zombie prefab to last that array element.

And now your zombie are ready to go.



Achievements

Step 1:

To add achievement find AchievemntsHandler prefab

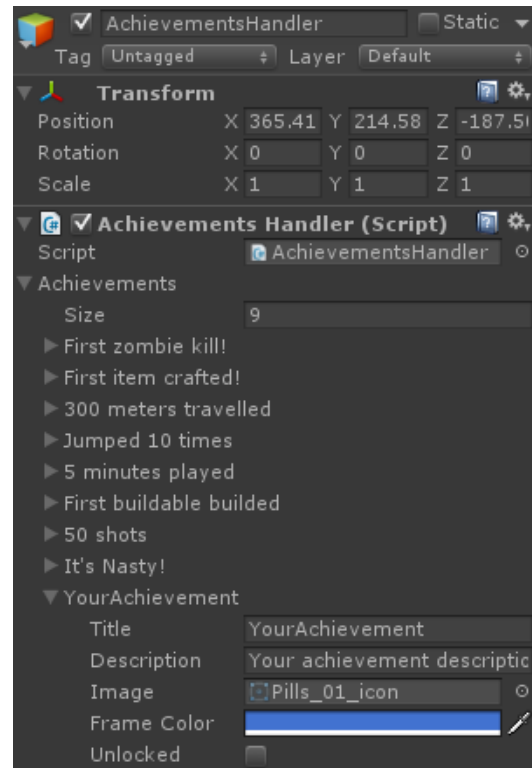
Increase Achievements array size and edit last element of this array to customize your achievement.

Title – your achievement title

Description – your achievement description

Image – your achievement picture

Frame color – your achievement unlock animation frame color



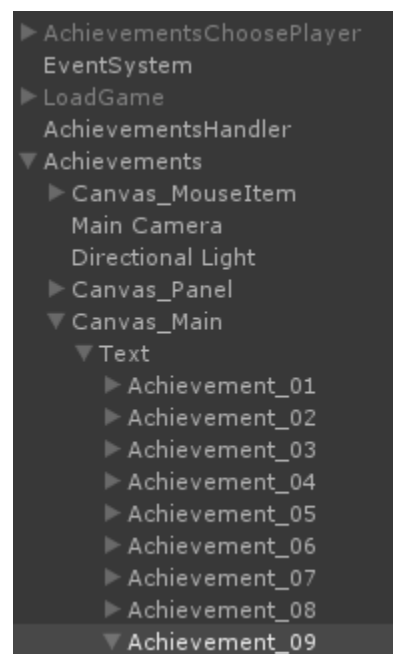
Step 2:

In StartMenu scene find Achievements in hierarchy and go to

Achievements/Canvas_Main/Text

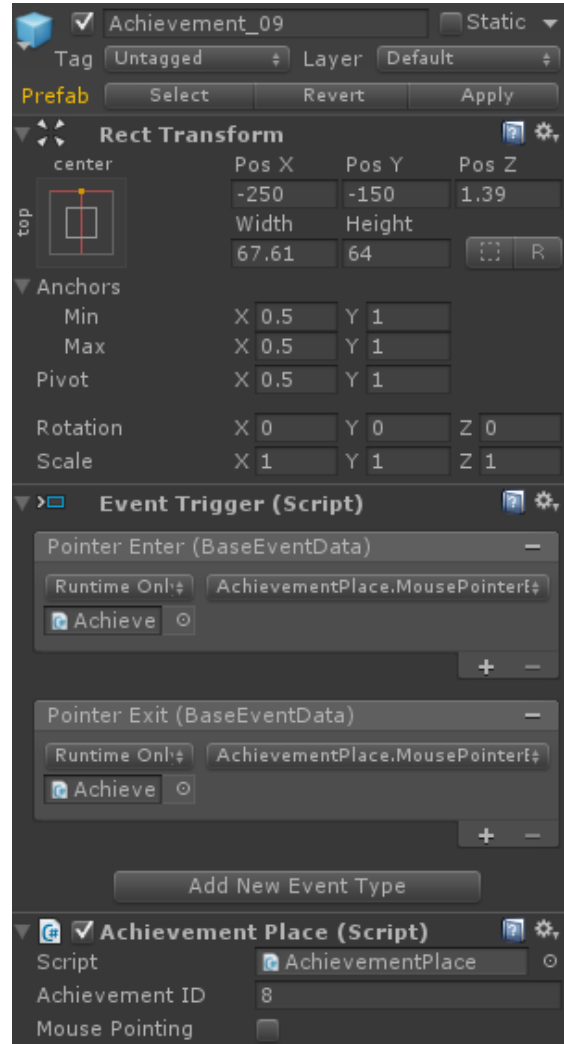
Then copy and paste any existing achievement and modify

It's place in scene how you like.



Step 3:

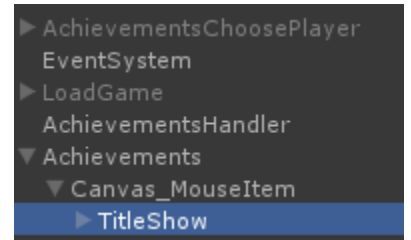
Click on your new created (copy -> pasted) object and increase AchievementID value by 1 (in AchievementPlace script).



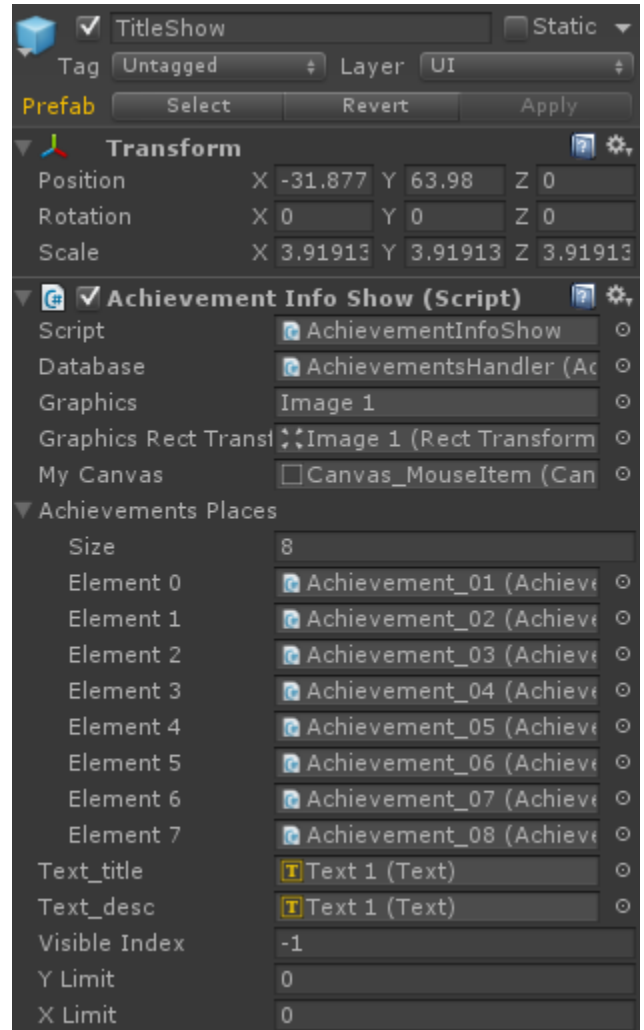
Step 4:

To show info about achievement when mouse cursor is pointing to achievement place you need to:

Find TitleShow object in hierarchy (Achievements/Canvas_MouseItem/TitleShow)



In AchievementsInfoShow script increase AchievementsPlaces array size by 1 and add your new created achievement object (copy -> pasted) script to last array element place.

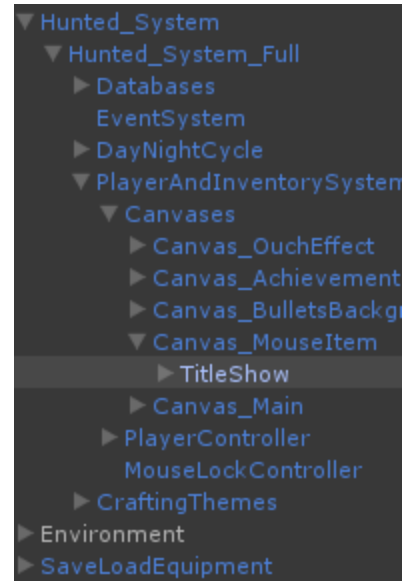


Item places

If you are creating new item place somewhere (maybe expanding inventory or chest storage), to be able to point mouse cursor over this item place and see it's title and info you have to:

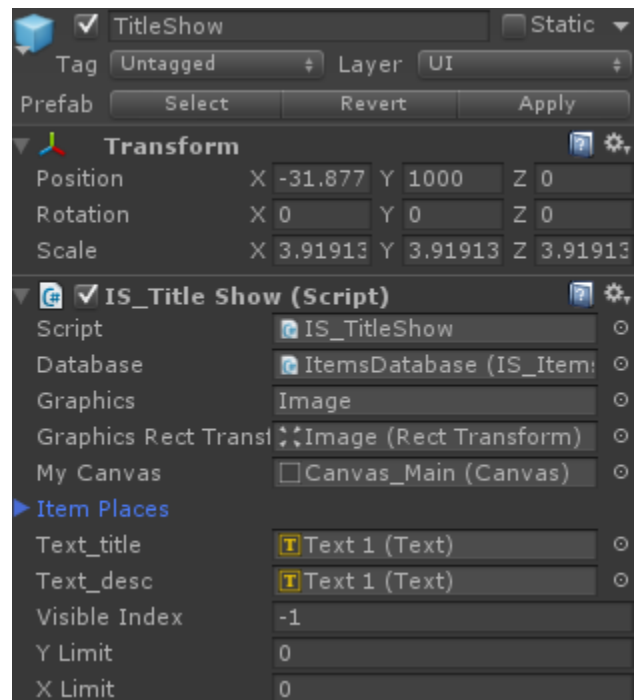
Go to one of your scenes with Hunted_System prefab.

Find TitleShow object in hierarchy (Hunted_System/
Hunted_System_Full/ PlayerAndInventorySystem/ Canvases/
Canvas_MouseItem/ TitleShow).



In IS_TitleShow script extend ItemPlaces array and add your new item places.

Now your item places are ready to go.



Notes

When modifying Hunted_System or SaveLoadEquipment prefab always click apply on Hunted_System or SaveLoadEquipment prefabs (not their childrens)

Tags list:

- PhysicalStorage
- ItemDrop
- Ladder
- AI
- Buildable

Layers list:

- (8) - Player
- (9) - Buildable
- (10) - DamageTrigger