

SURVIVAL SHOOTER IN UNITY 5.x

This short guide will help you follow the Survival Shooter tutorial series using Unity 5 and the updated Survival Shooter assets

You can find the video tutorials on our Learn page here:

<http://unity3d.com/learn/tutorials/projects/survival-shooter>

You can find the updated Survival Shooter assets here:

<https://www.assetstore.unity3d.com/#!/content/40756>

To make best use of this guide, be aware of each video's timestamps before proceeding with the tutorial so that you know when to pause and review the notes

Let's get started!

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TIME 01. ENVIRONMENT SETUP

03:00 Please **delete** the default **Directional Light** from the Hierarchy

03:30 Once you have dragged the Environment Prefab into the Hierarchy, you might notice that Unity will automatically start to build your scene's lighting. You can monitor its progress with the blue bar in the lower right of the screen but otherwise should be able to carry on the tutorial as normal.

04:30 Dragging in the Lights Prefab will trigger Unity to begin building lighting in the background, simply wait for the blue progress bars in the lower-right to complete in order to see completed lighting, but you can carry on the tutorial as normal whilst this occurs.

05:50 The Scene View now shows previews for gizmos and Light Probe volumes by default, so don't worry if your Scene View looks cluttered.

02. PLAYER CHARACTER

04:55 **Apply Root Motion** is now **unchecked** by default in Unity 5. This will not cause any issues being left unchecked.

05:10 The **Animator window** will show Unity 5's new **Entry** and **Exit** nodes by default. These are not used in this tutorial and it is fine to leave them visible in the State Machine.

06:45 **Set as Default** is now called **Set as Layer Default State**
Also, you may notice a transition is created from Entry to Idle. This is normal for Unity 5 and will not affect the tutorial in any way.

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Parameters are no longer located in the lower left of the Animator Window. Parameters can be found by clicking the Parameters tab in the upper right of the Animator window.

10:50 **Conditions** is now **empty by default**. You will now have to click + to add the `IsWalking = true` condition.

You must also **uncheck Has Exit Time** for the animations to work correctly or you will see the error: *“Asset ‘PlayerAC’: Transition in state ‘AnyState’ doesn’t have an Exit Time or any condition, transition will be ignored”*.

15:40 Audio Sources now have a slot called **Output** which defaults to **Empty** - Leaving this empty will cause no issues.

03. CAMERA SETUP

01:20 **Clear Flags** needs to be set to **Solid Color** as Unity 5 now has a Skybox in every scene by default.

04. CREATING ENEMY #1

09:25 The Nav Mesh Agent parameters have been reordered for clarity. You can now find the Height parameter further up the component.

01:20 The **Navigation Window** has changed since Unity 4.6, with the most noticeable change being that Width Inaccuracy is no longer present.

For now, the main settings you’ll need to change from the video are **Step Height**, which should now be set to **0.34** and under Advanced, **check Manual Voxel Size** and **set Voxel Size to .025**

Whilst there are settings which will provide quicker bakes, they will not be accurate enough to allow our enemies to spawn correctly later in the tutorial.

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05. HEALTH HUD

02:00 Canvas GameObjects now have a Canvas Scaler component by default. It's fine to leave this as it is.

03:00 Ignore Parent Group is also now visible by default but has no effect on the tutorial.

11:00 The Slider GameObject has changed slightly since Unity 4.6. The **Slider's Width** parameter defaults to **160** instead of **130**. Sliders also now have a **Background child GameObject**.

On the Background GameObject set the sprite's **alpha** to **120**.

On the Fill Area's **Right** parameter, set the pixel offset to **0** instead. of **15**.

06. PLAYER HEALTH

No known issues

07. HARMING ENEMIES

No known issues

08. SCORING POINTS

No known issues

09. SPAWNING ENEMIES

No known issues

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10. GAME OVER

08:40 The Animation Window now asks to create a clip. Clicking this button will display the same dialog window as the video shows.

09:30 **Add Curve** is now called **Add Property**.

19:20 You will see that the new Entry node created a transition to **GameOverClip**. This is expected and will not affect the animation in any way.

20:50 As before, Exit Time has now moved to a checkbox field above **Conditions**. Leaving this checked on is fine for this tutorial.

22:00 The **GameOverManager** no longer has anything to do with reloading the level. Instead it is a function in **PlayerHealth**:

```
public void RestartLevel ()
{
    SceneManager.LoadScene (0);
}
```

Using the SceneManager class requires the **UnityEngine and the SceneManager namespace** to be included at the top of **PlayerHealth**. This function is called by an animation event at the very end of the Player's Death animation.

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THE COMPLETED SCENE

The finished scene found in the **_CompletedAssets** folder contains a few additions and upgrades:

- A simple example UI that can pause or quit the game, as well as control various audio functions.
- Enemy prefabs now have an attached point light which illuminates their surroundings.
- The Player's GunBarrelEnd light component is now a Spotlight that casts shadows when fired.
- Some example Image Effects components from our **Standard Assets\Effects** package have been applied to the Main Camera.