

Low Poly Game Framework

This is a documentation for the low poly game framework in which is explained how to use the contained components.

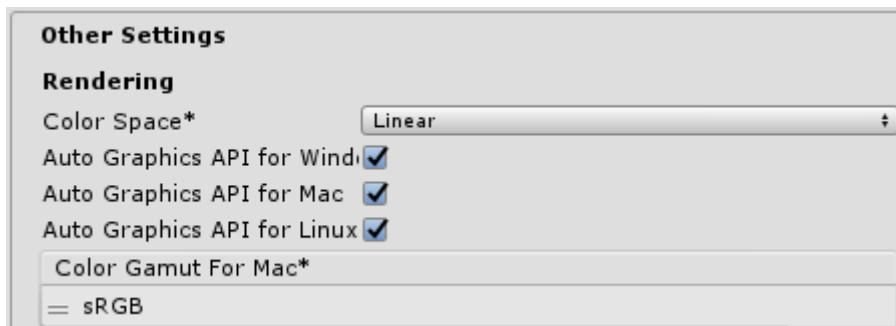
Setup

After downloading and importing the asset from the assetstore you can open the *Demo* scene in the folder *LowPolyNature/Scenes* to get started.

To get the best quality for the graphics it is recommended to download and import the asset *Post Processing Stack* from the unity assetstore which is available for free.

<https://assetstore.unity.com/packages/essentials/post-processing-stack-83912>

Also set the Color Space to *Linear*:



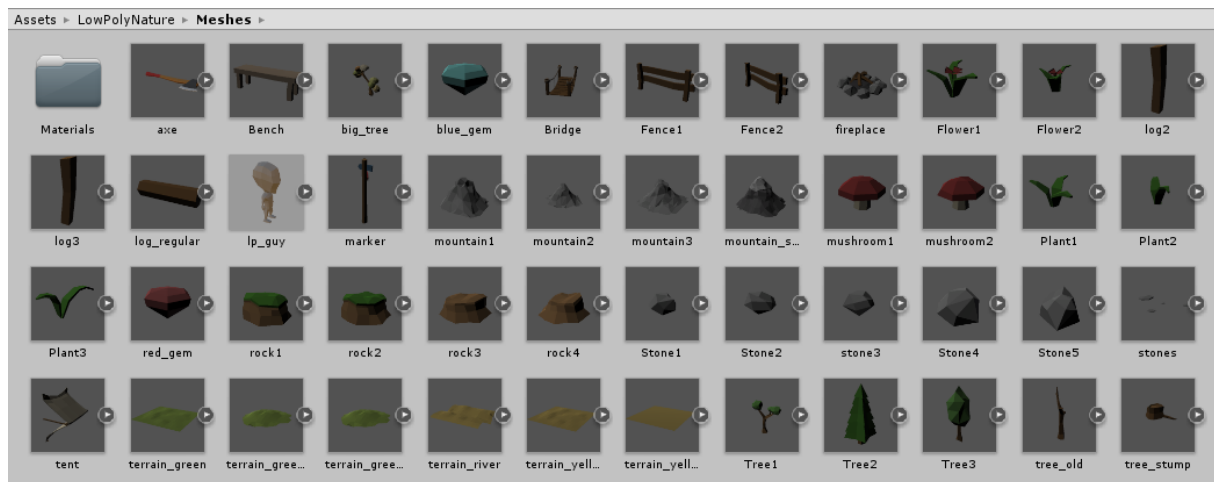
Build your scene

There is a sample scene called *Simple* in the scenes folder included that just contains the minimum of required components to get you started:



You can use this as a starting point and extend your scene by dragging in new meshes or prefabs.

Meshes:



Prefabs:



Using items and weapons

When you start the game the items that are contained in the inventory can be used by the player by clicking the inventory slot of the particular item. Then the item e.g. a weapon is attached to the player's hand. There are two sample items included: An *Axe* and a *Gem* model.

The items have C# scripts attached, the classes are derived from *InventoryItemBase*:



Both models are added correctly to the player's hand when used, because the values Pickup Position and Pickup Rotation are set for these.

When you want to use custom game objects as inventory items you have to add a script derived from *InventoryItemBase* and adjust the Pickup Position and Pick Rotation to attach them matching to the player's hand.

How this can be done is explained in this video:

https://youtu.be/S_USClc_r5c

Beside of that a collider has to be added to the game object.

Items can be picked up in the game by pressing the *F*-key, when you press the *R*-key while you use an item it is dropped to the ground.

You can also drop an item by dragging it out of the inventory into the environment.

Using the healthbar

This UI component is a part of the Prefab *HUD* and has a *Healthbar* script attached. To set the health value call the public method *SetHealth(int health)*.

How to use the healthbar is explained in this video:

<https://youtu.be/BOr8GOc2nxM>

The *Healthbar* class also offers two properties to get the current health as value or percentage:

```
int CurrentValue
```

```
float CurrentPercent
```