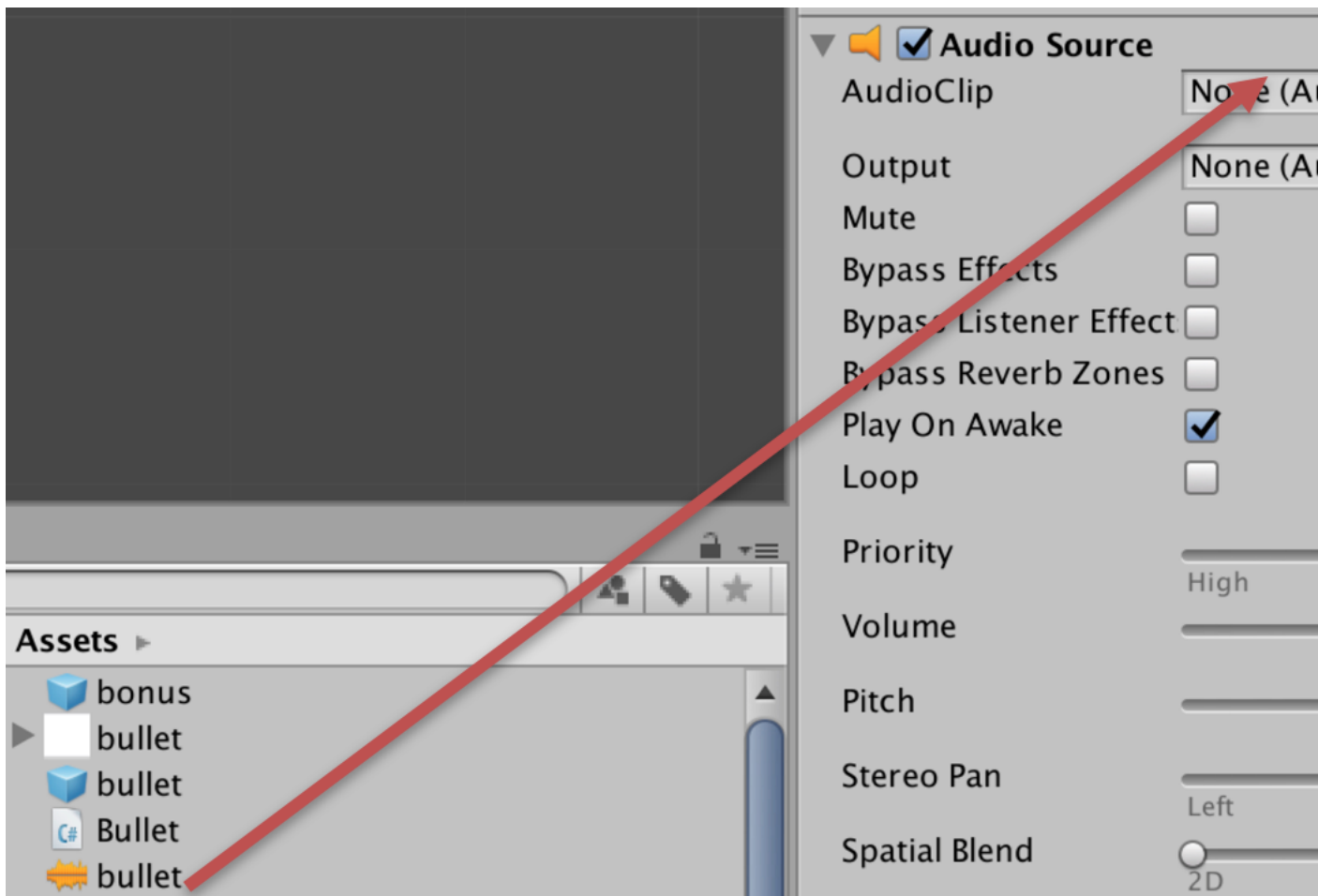
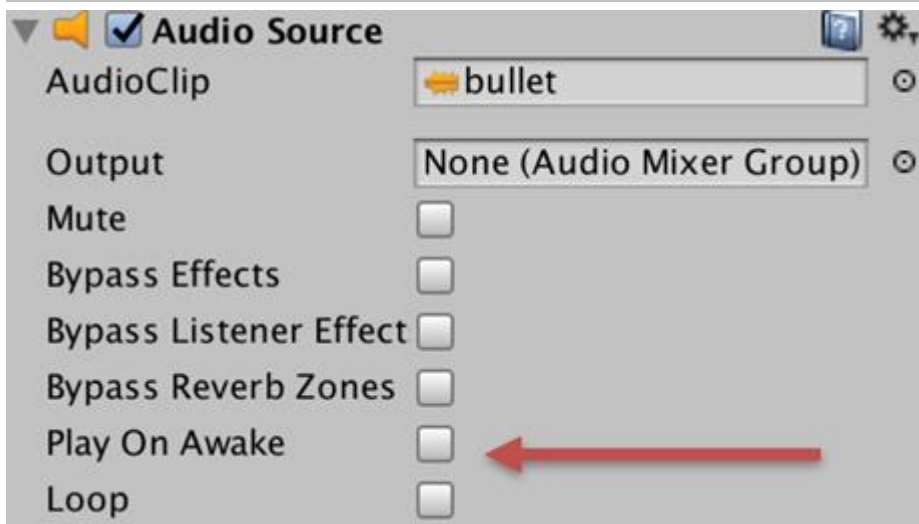
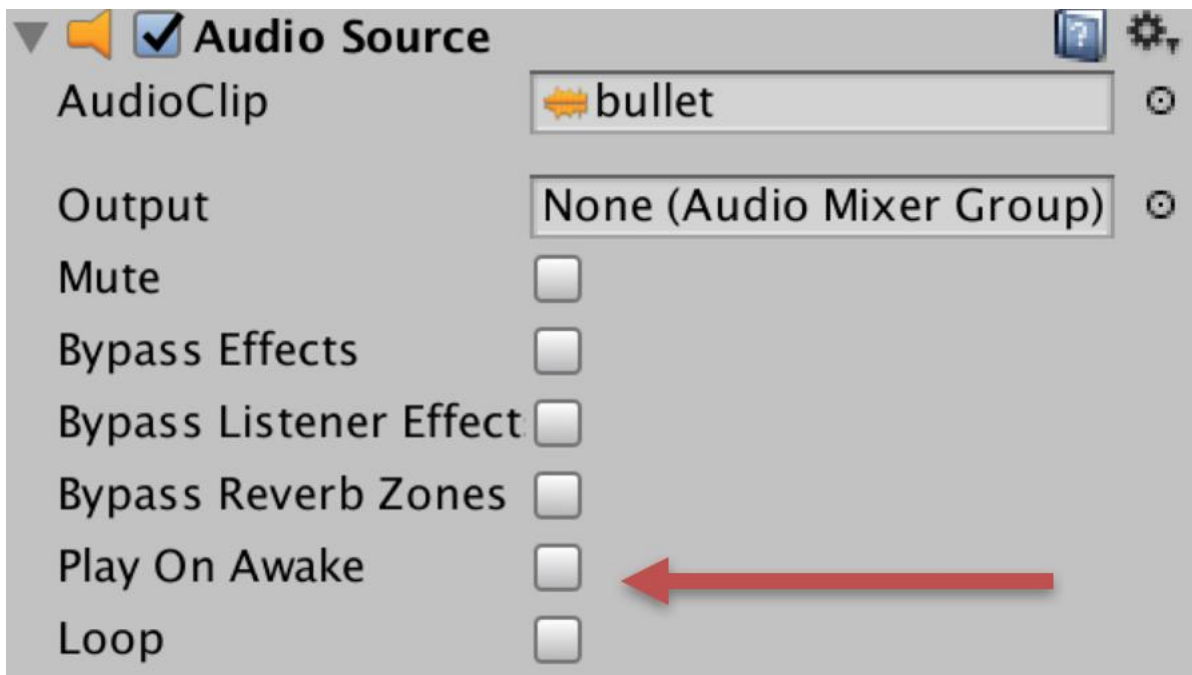
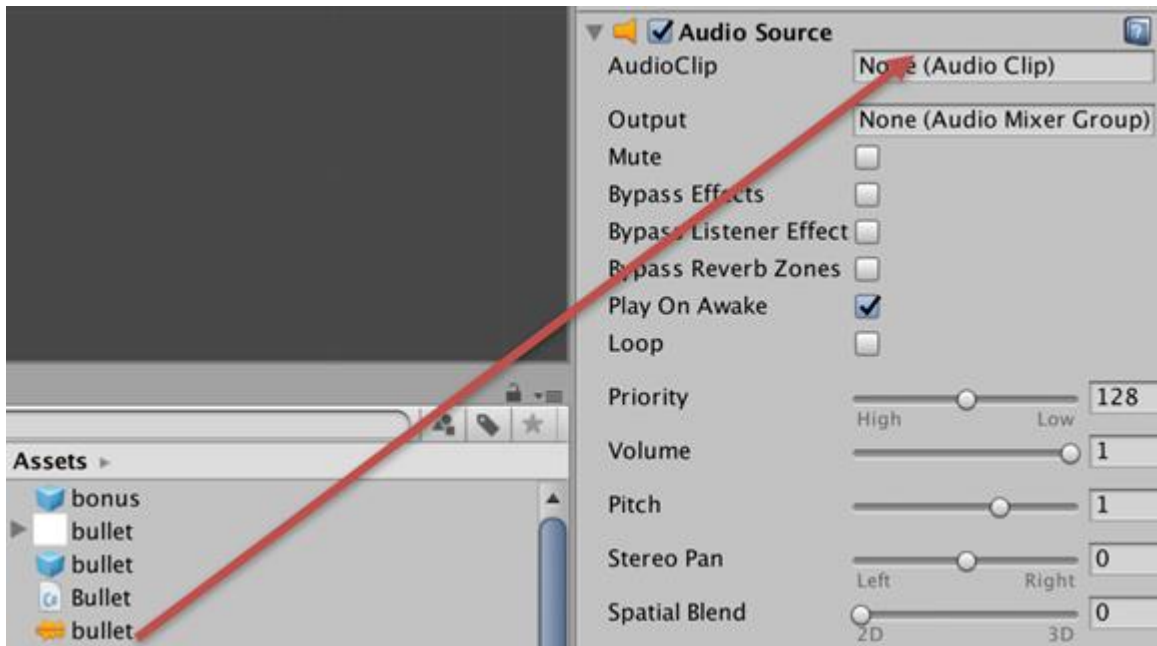


# Unity from Zero to Proficiency (Intermediate) Color Images





▼  **Move Player (Script)**

Script

Bullet

Fire Sound

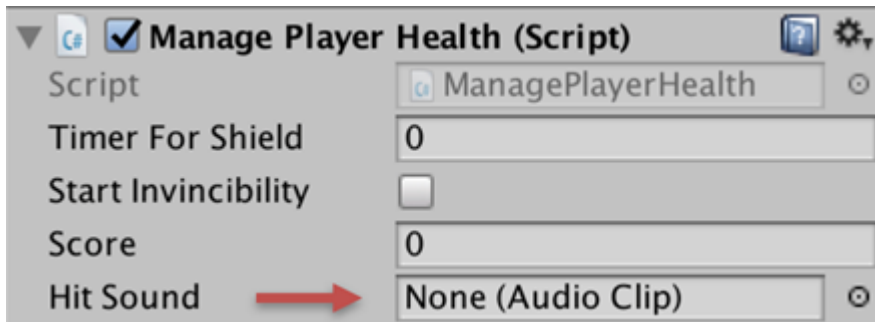
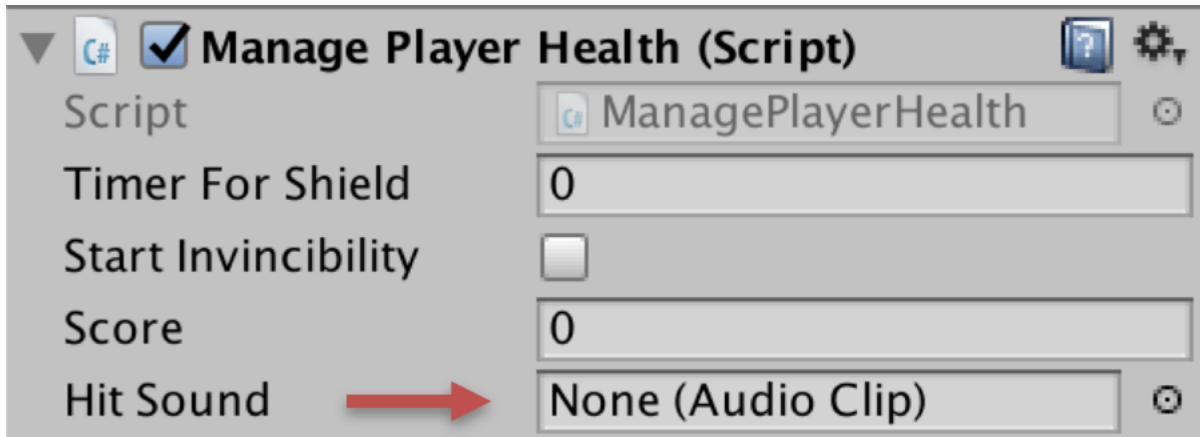
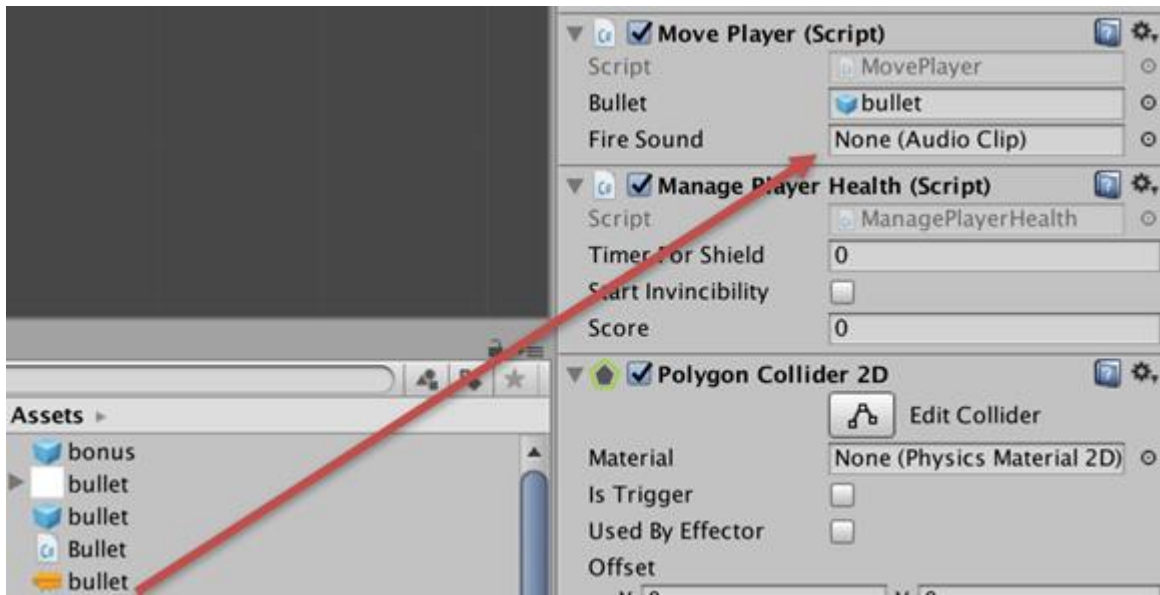
▼  **Move Player (Script)**

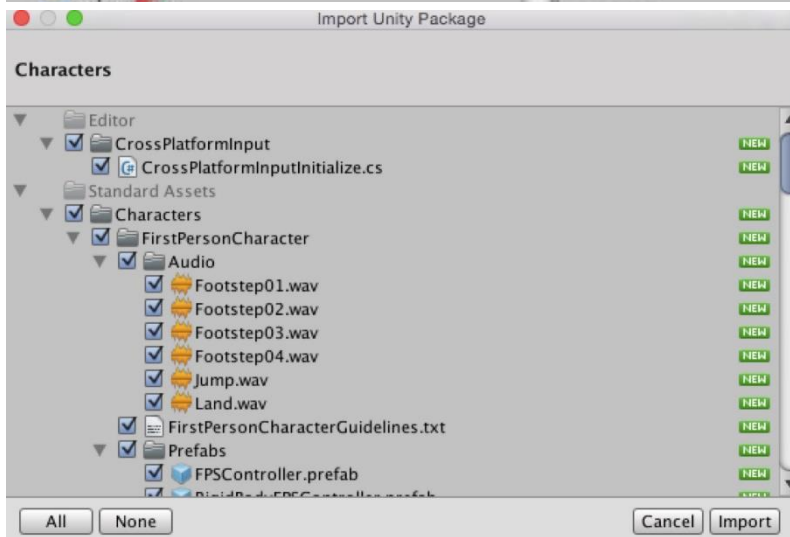
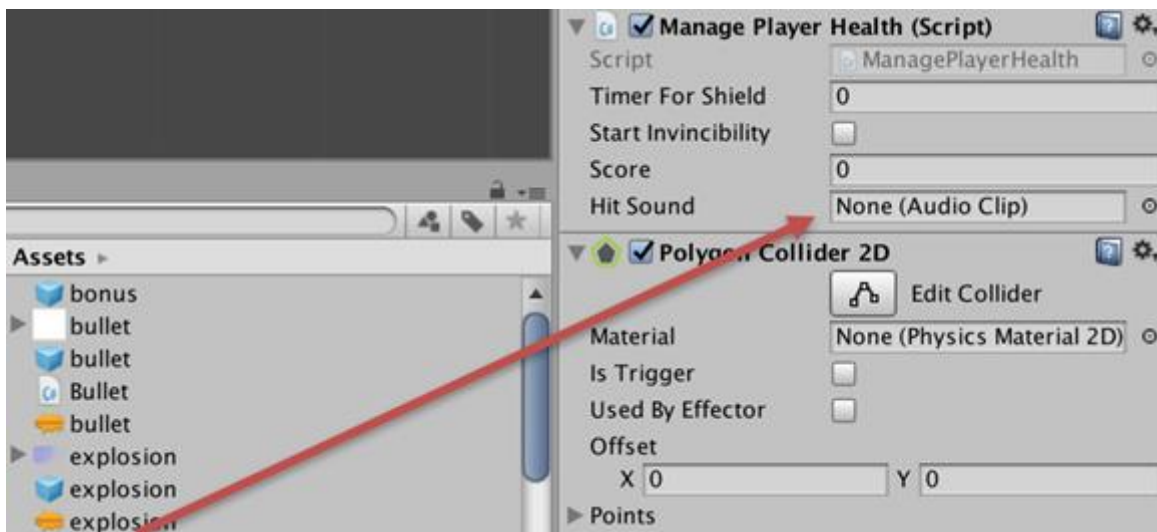
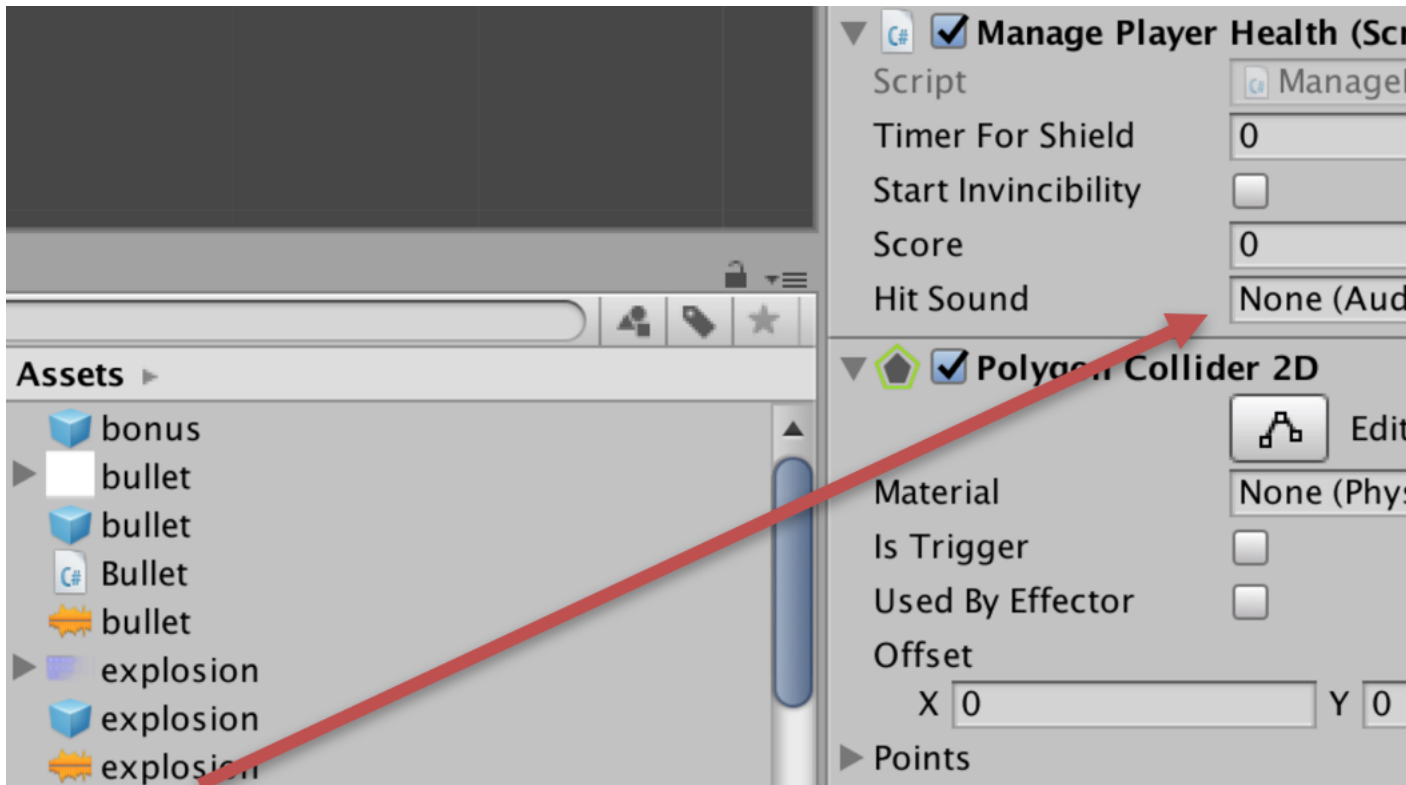
Script

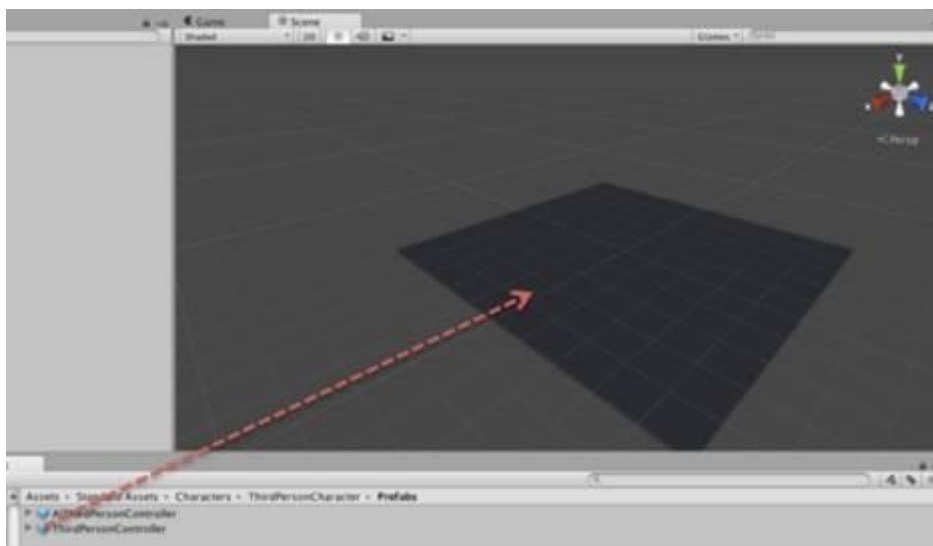
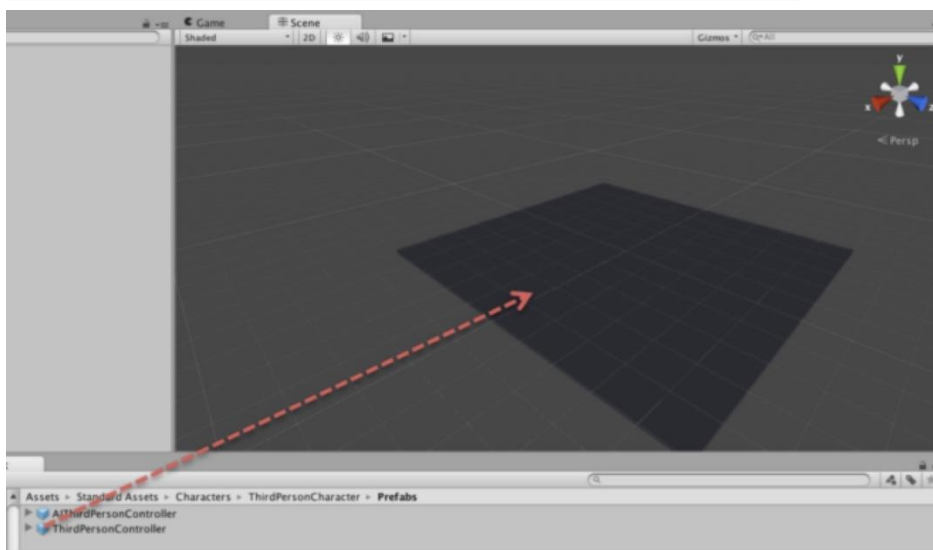
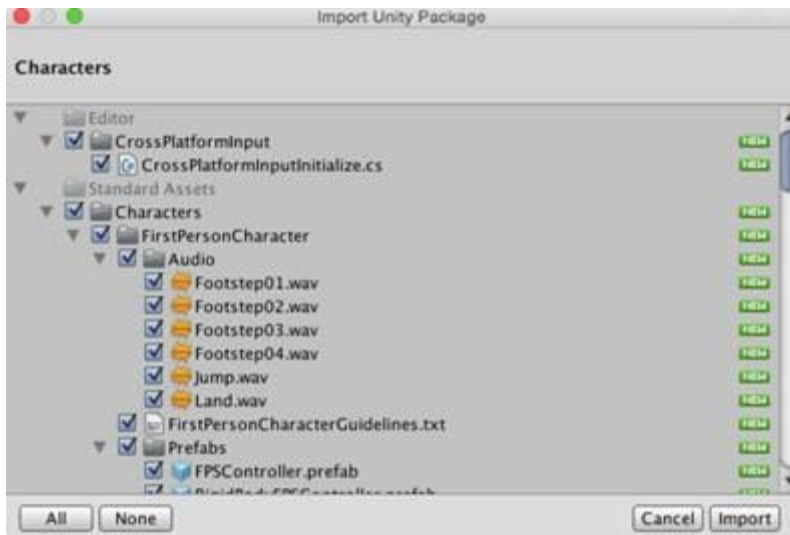
Bullet

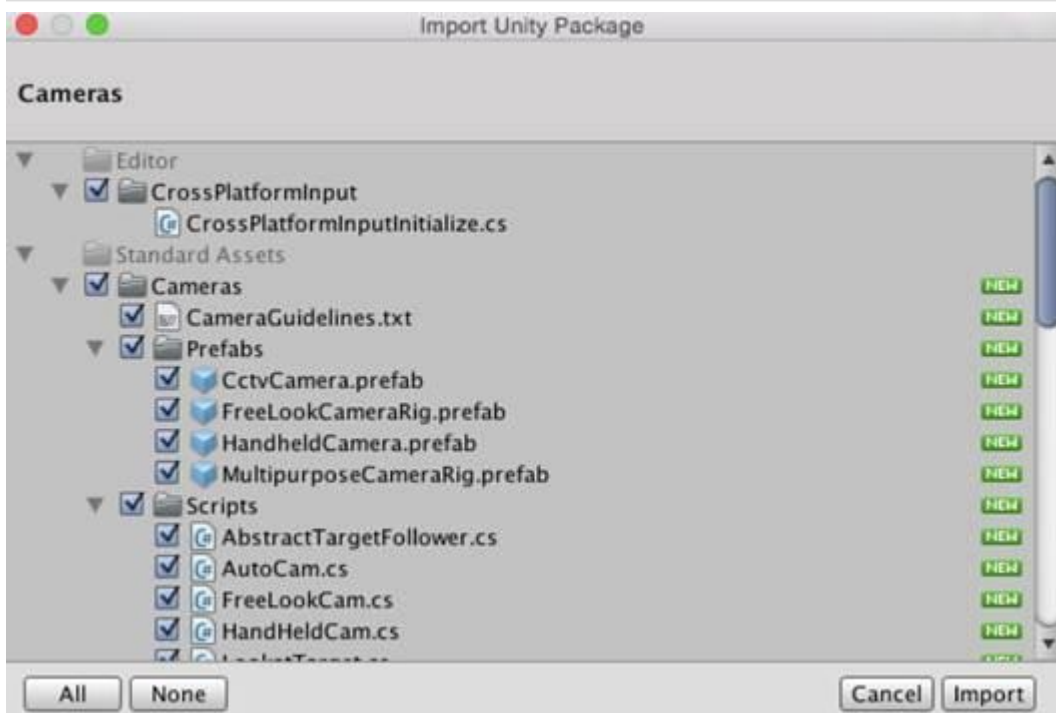
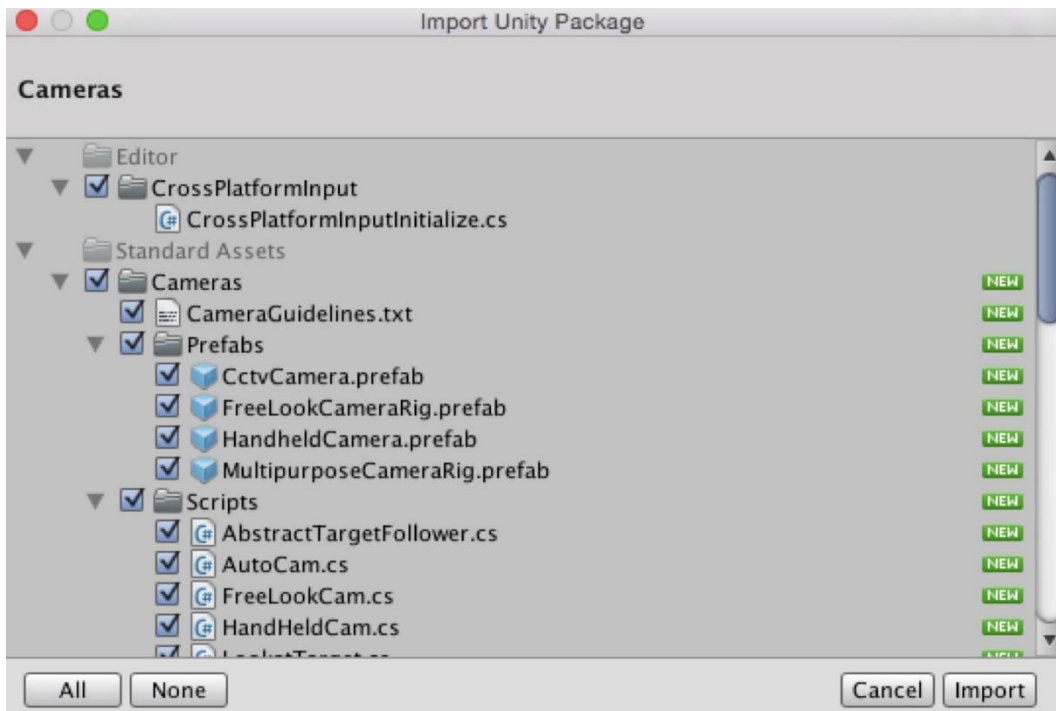
Fire Sound

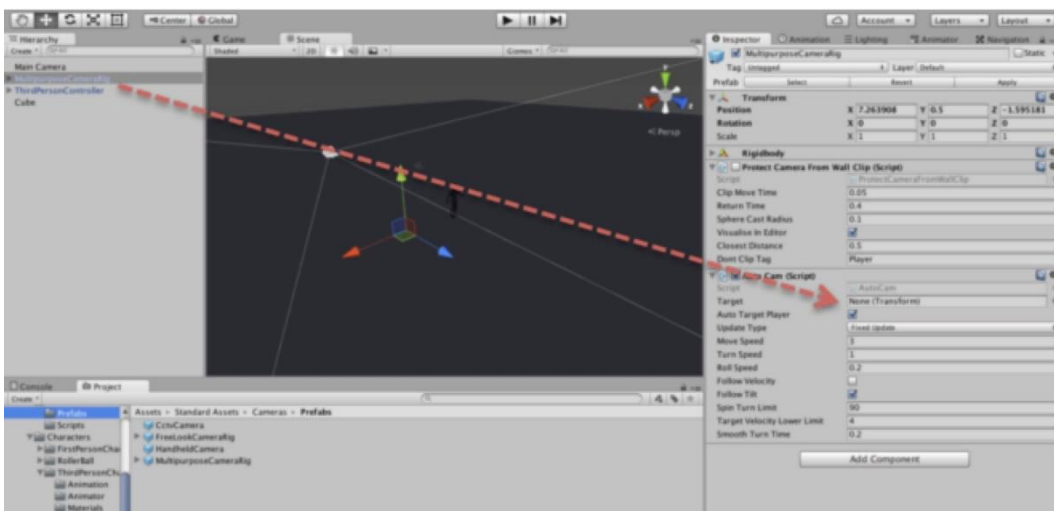
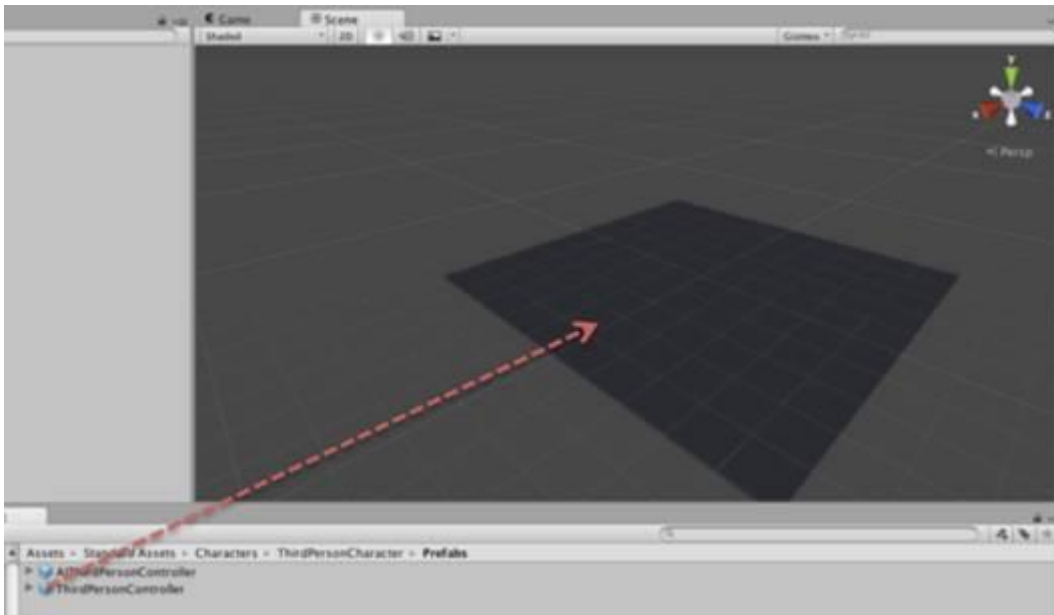
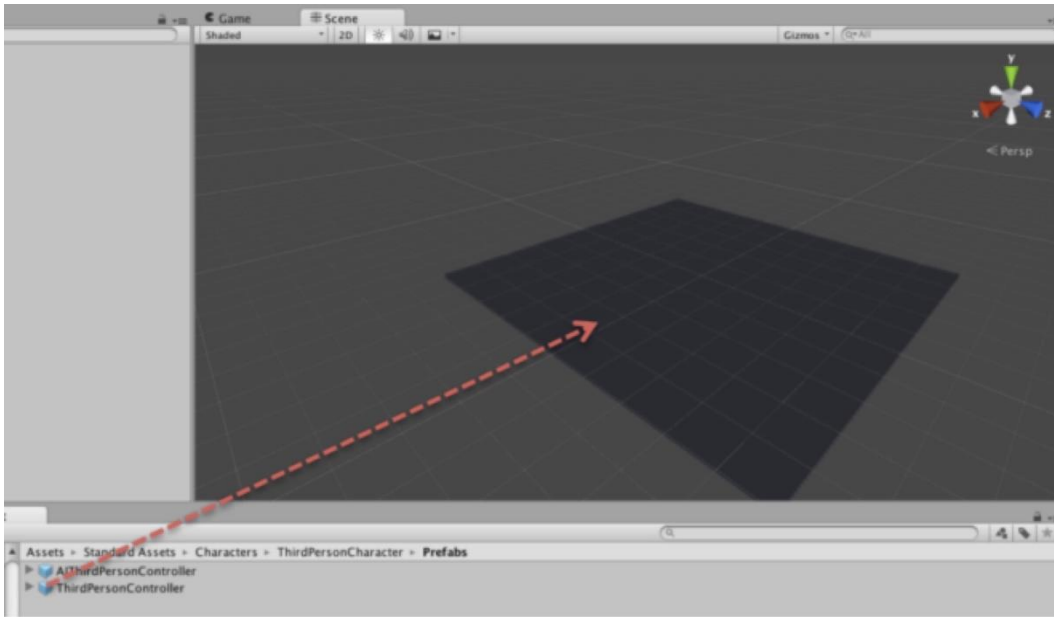
The screenshot shows the Unity Inspector and Hierarchy panels. The Inspector panel displays the configuration for the **Move Player (Script)** component, with the **Fire Sound** property set to **None (Audio Clip)**. A red arrow points from the **Assets** panel to the **Fire Sound** property. The **Assets** panel shows a list of assets, including **bullet** (blue cube icon), **Bullet** (C# icon), and another **bullet** (orange cube icon). The **Manage Player Health (Script)** component is also visible in the Inspector, with properties like **Timer For Shield** (0), **Start Invincibility** (unchecked), and **Score** (0). The **Polygon Collider 2D** component is also visible, with properties like **Material** (None (Phys)), **Is Trigger** (unchecked), and **Used By Effector** (unchecked).

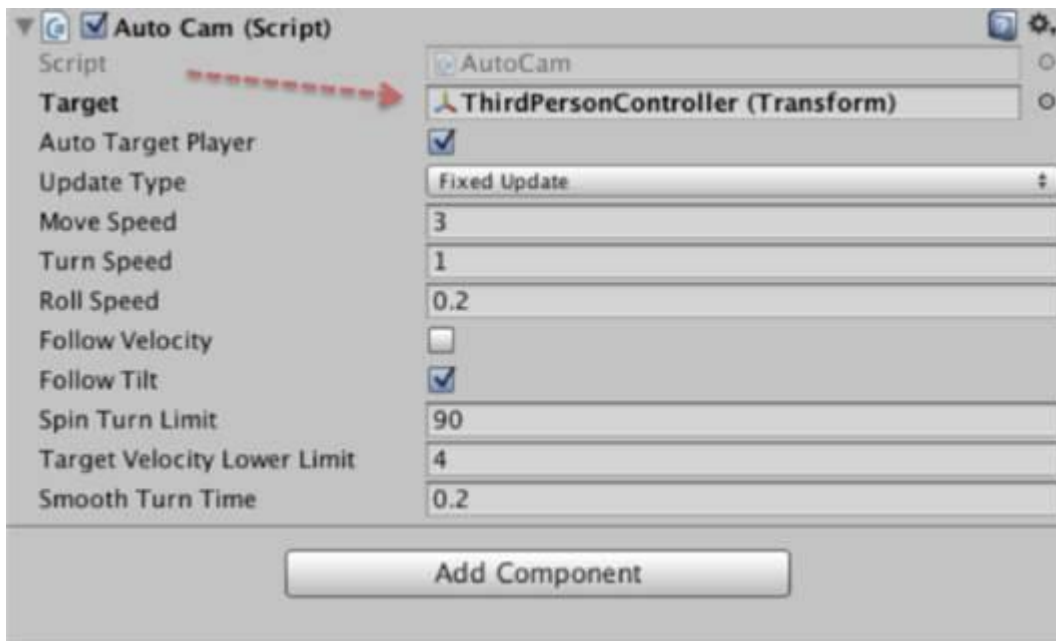
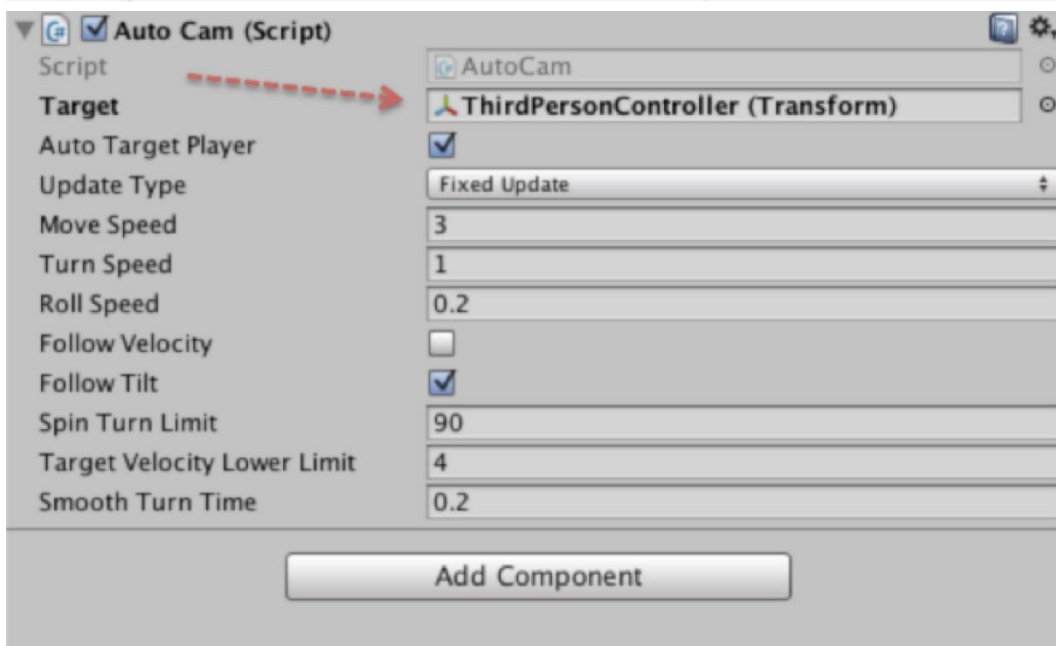
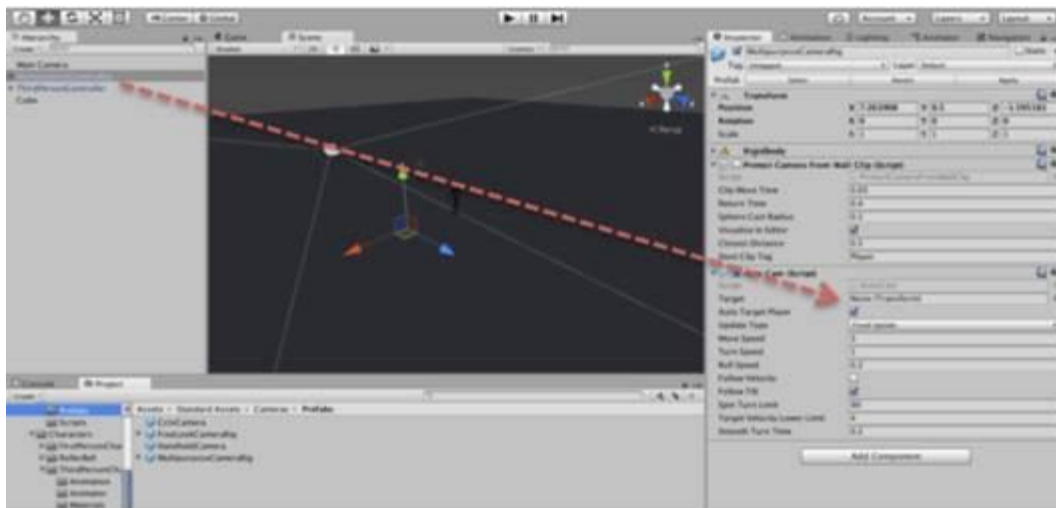


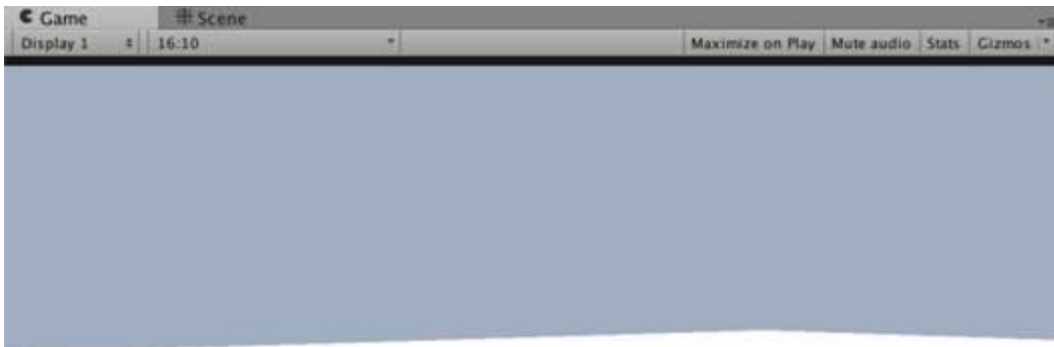
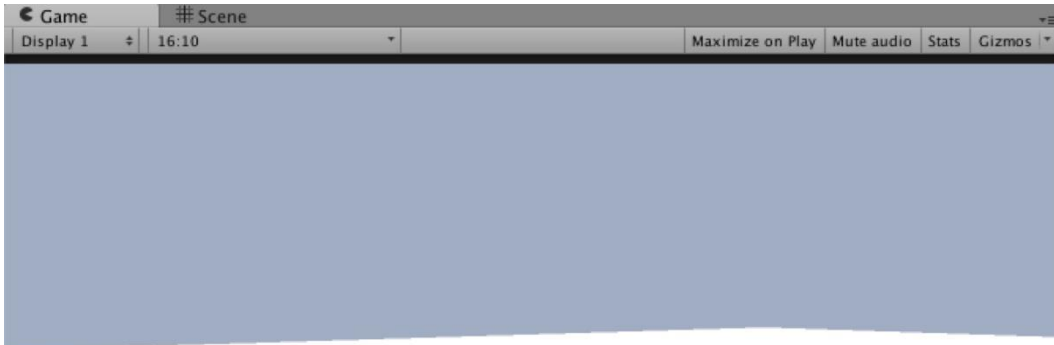
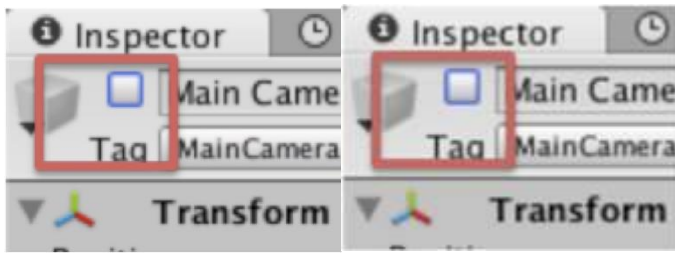













**Box Collider** ? ⚙

 Edit Collider


Is Trigger

Material

Center X  Y  Z

Size X  Y  Z

**Box Collider** ? ⚙

 Edit Collider

Is Trigger

Material

Center X  Y  Z

Size X  Y  Z

**Inspector** | Animation | Lighting | Animator | Navigation

**ball**  Static

Tag  Layer

**Transform** ? ⚙

Position X  Y  Z


Rotation X  Y  Z

Scale X  Y  Z

**Sphere (Mesh Filter)** ? ⚙

Mesh

**Sphere Collider** ? ⚙

 Edit Collider

Is Trigger

Material

Center X  Y  Z

Radius

**Mesh Renderer** ? ⚙

Cast Shadows

Receive Shadows

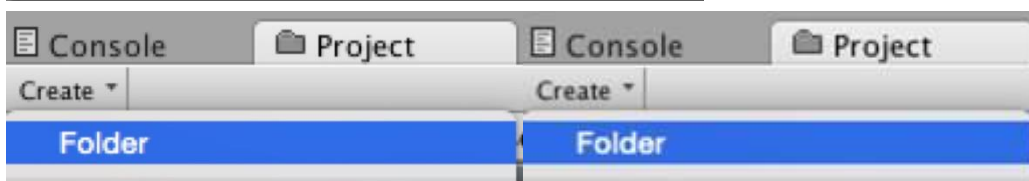
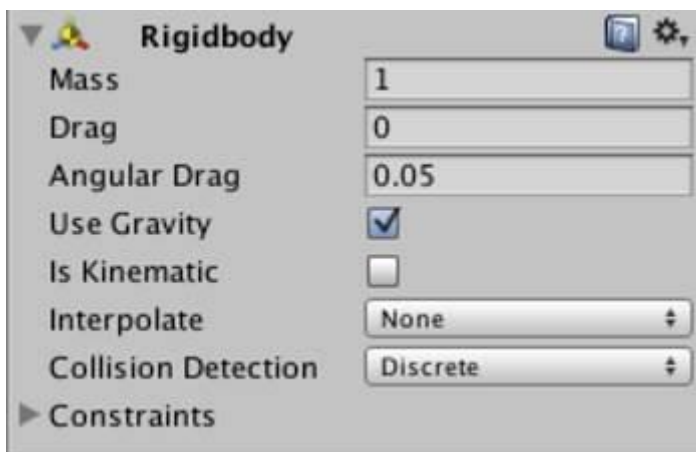
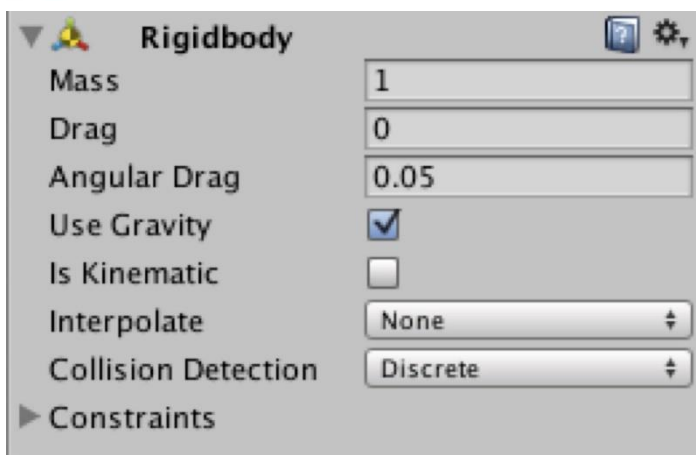
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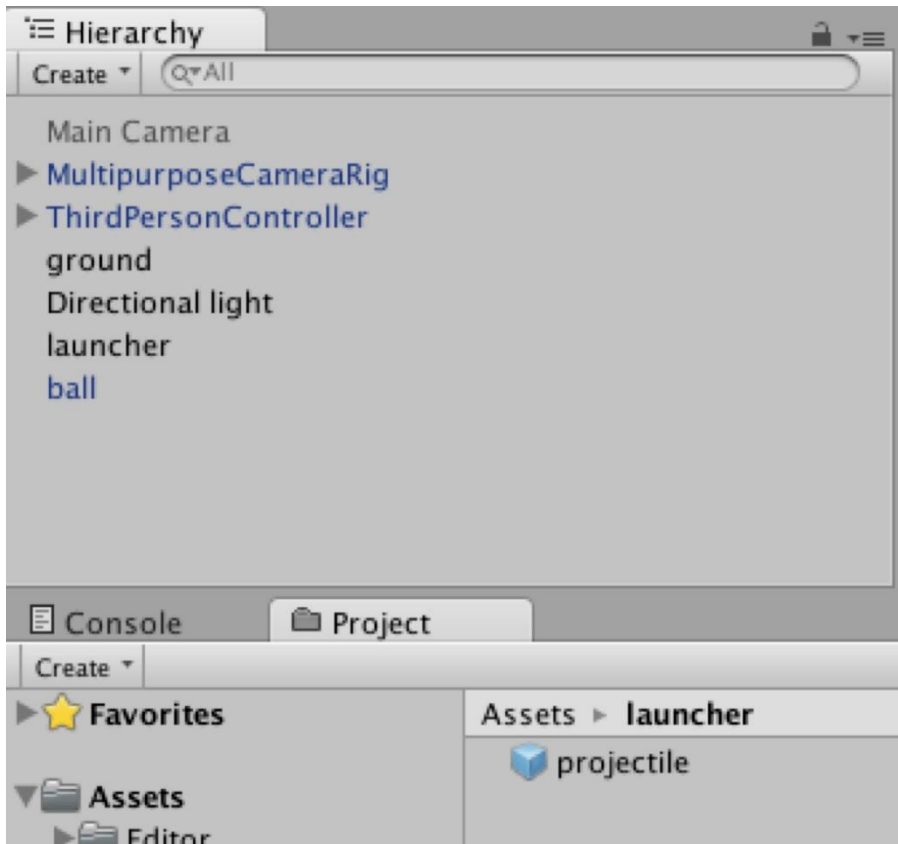
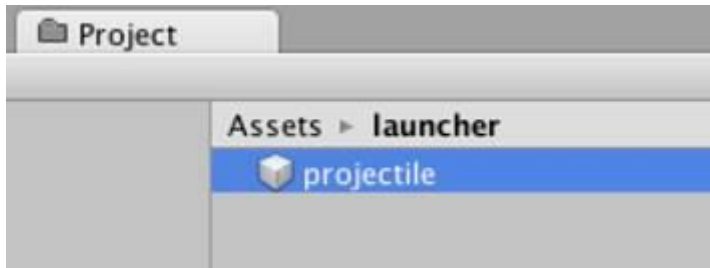
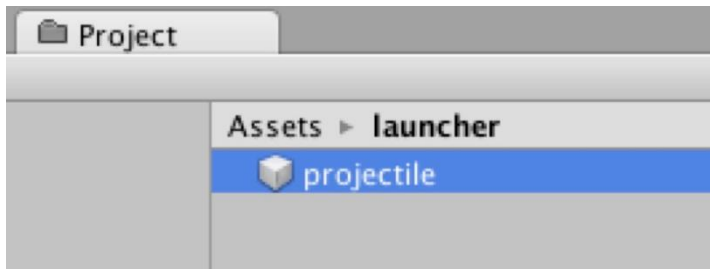
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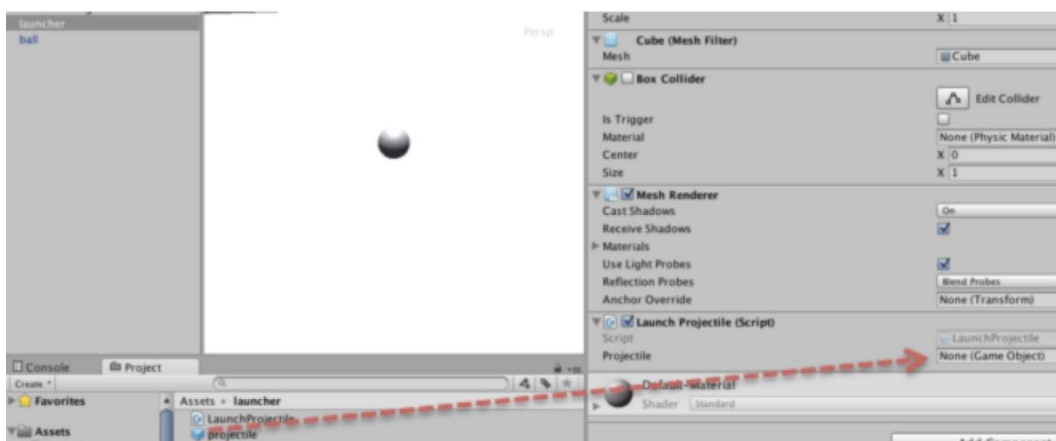
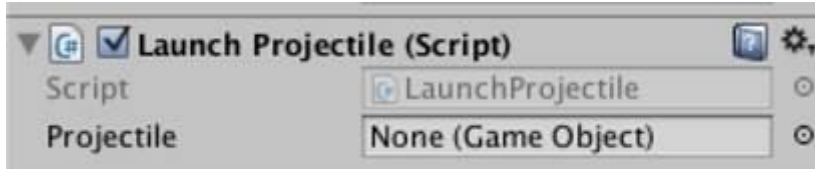
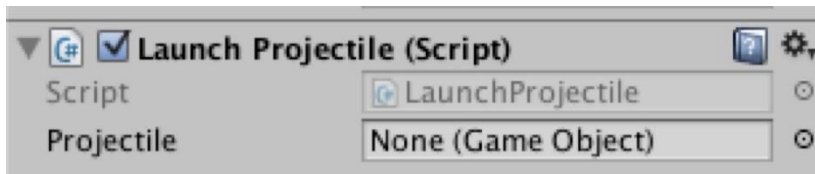
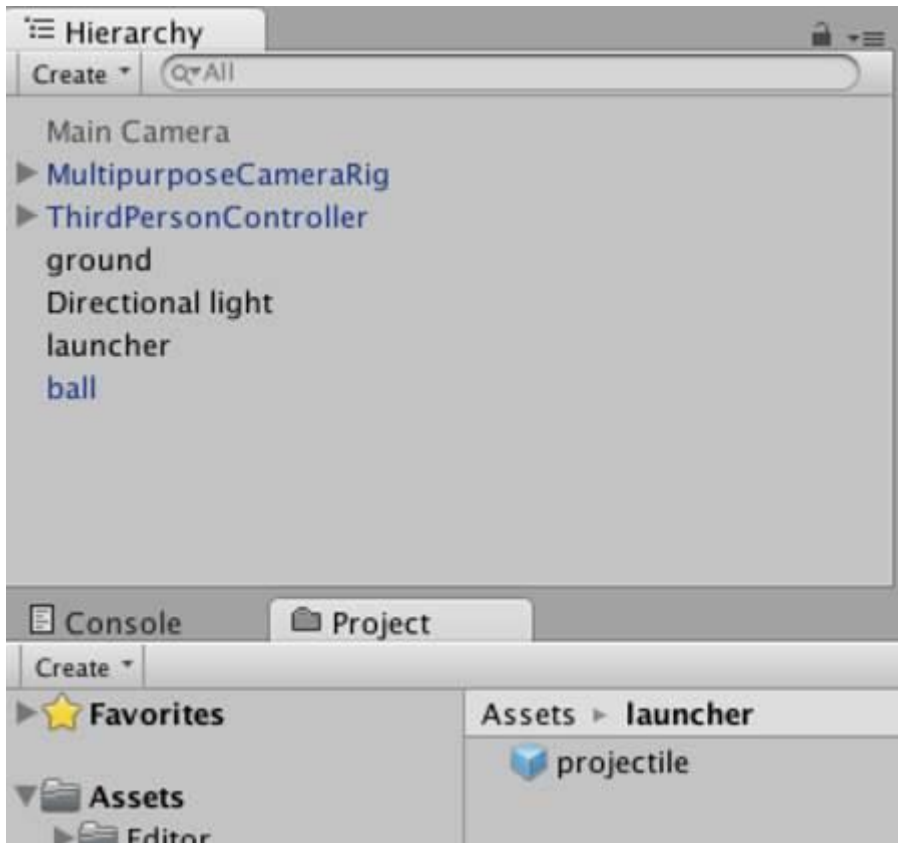
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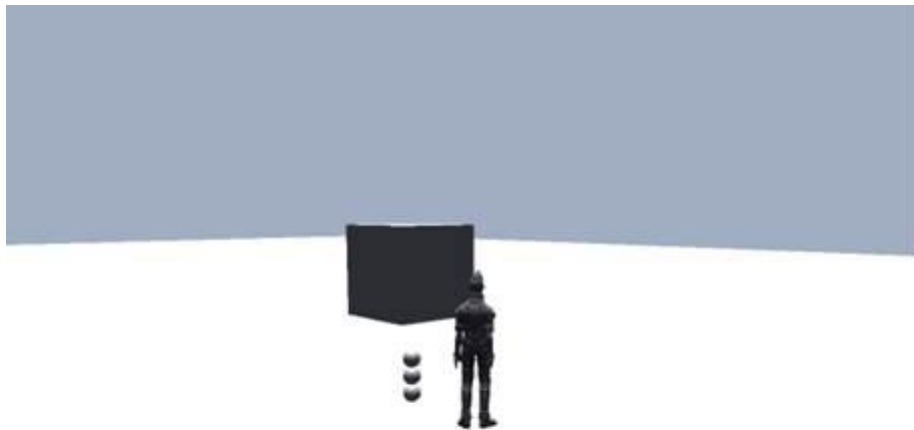
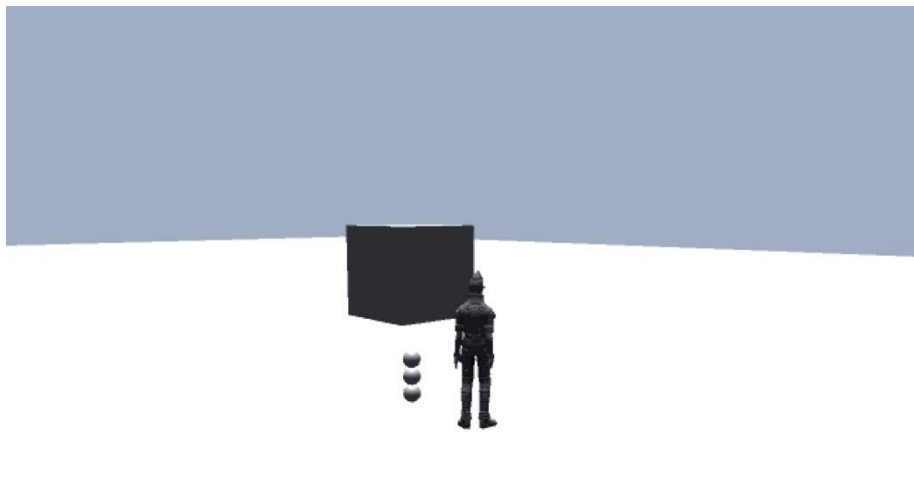
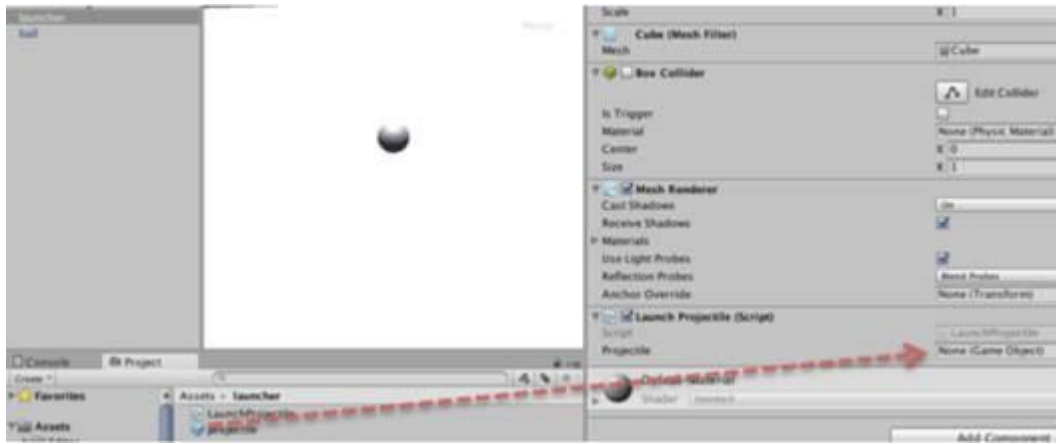
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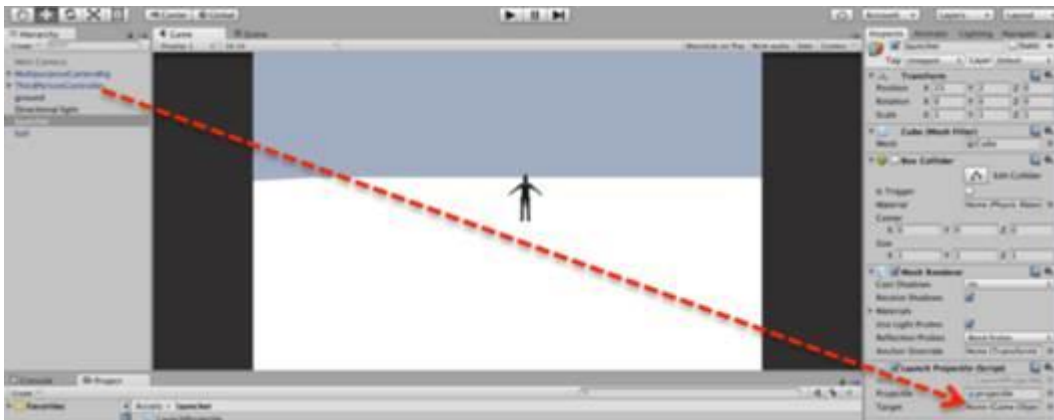
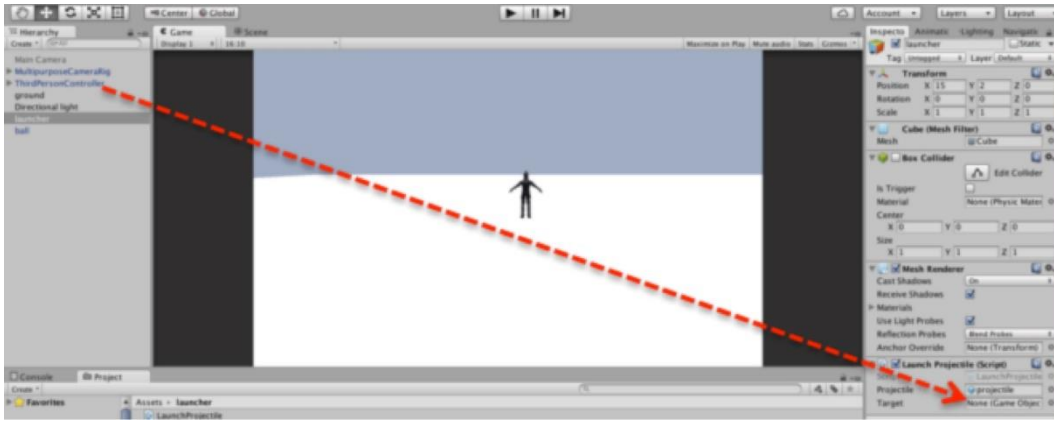
**Rigidbody** ? ⚙











**Launch Projectile (Script)**

Script

Projectile

Target

Default-Material

**Launch Projectile (Script)**




Script



Projectile




Target



Default-Material

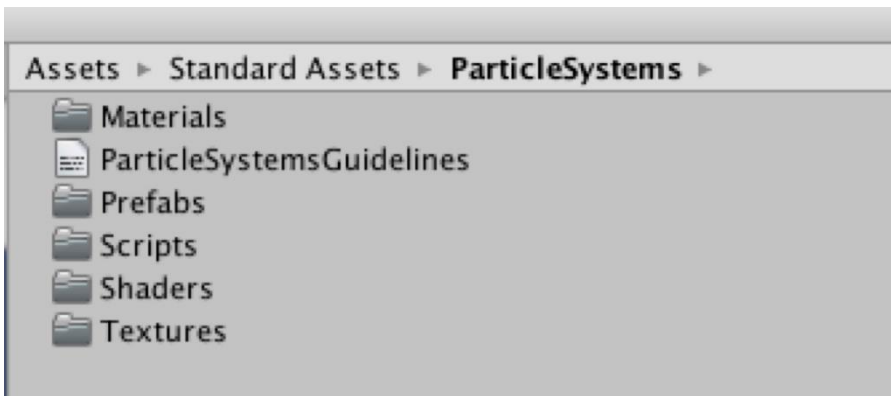
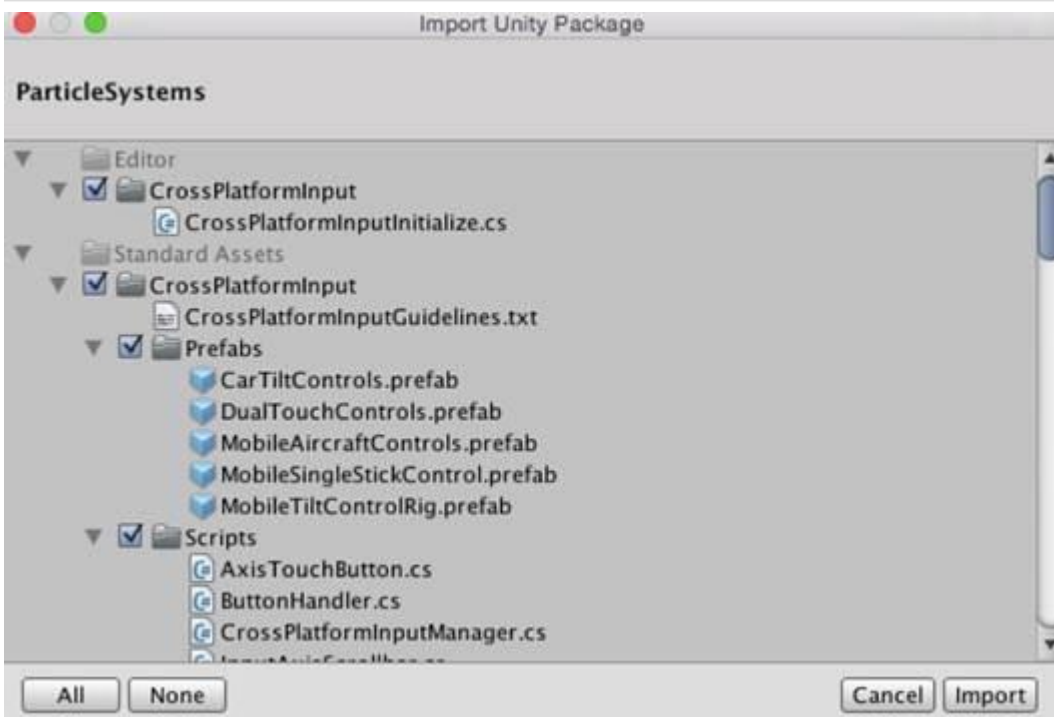
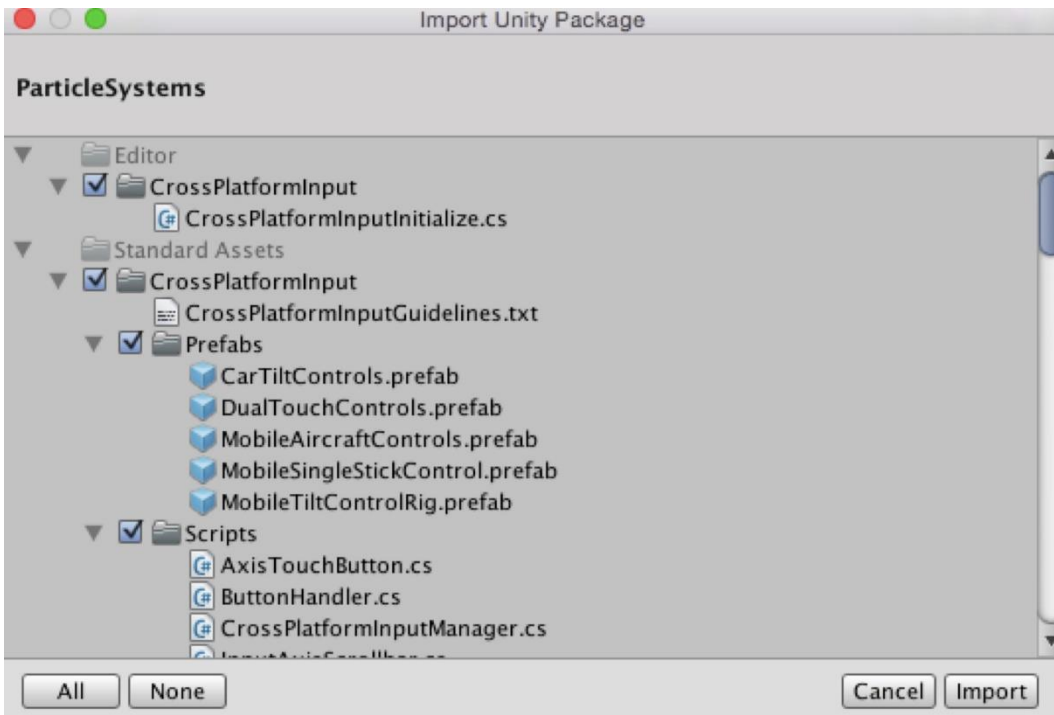


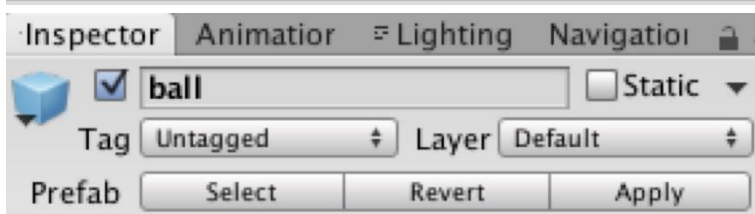
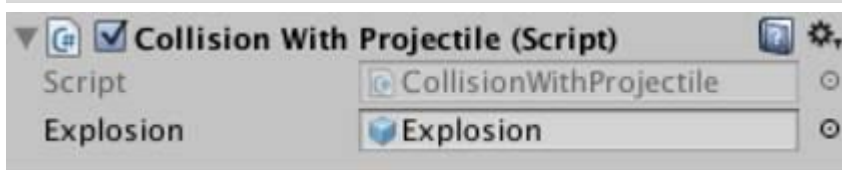
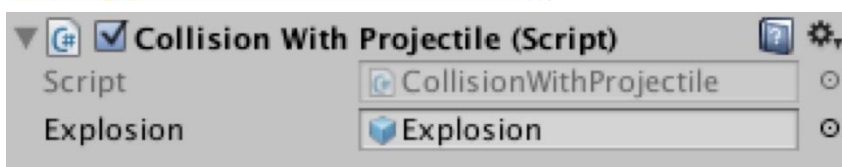
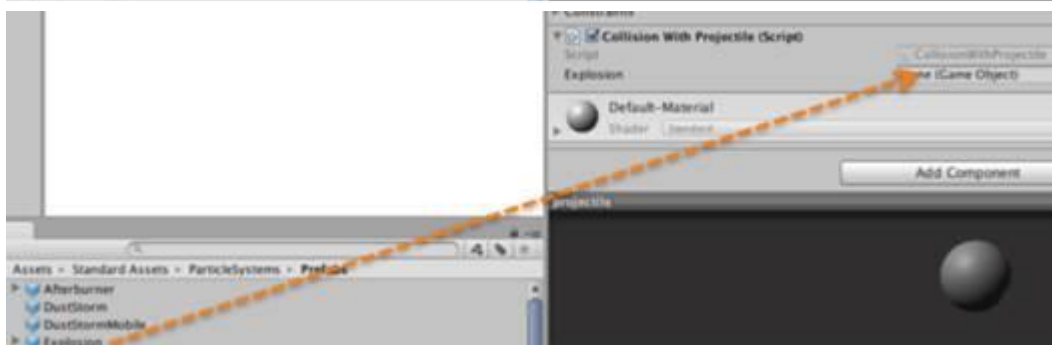
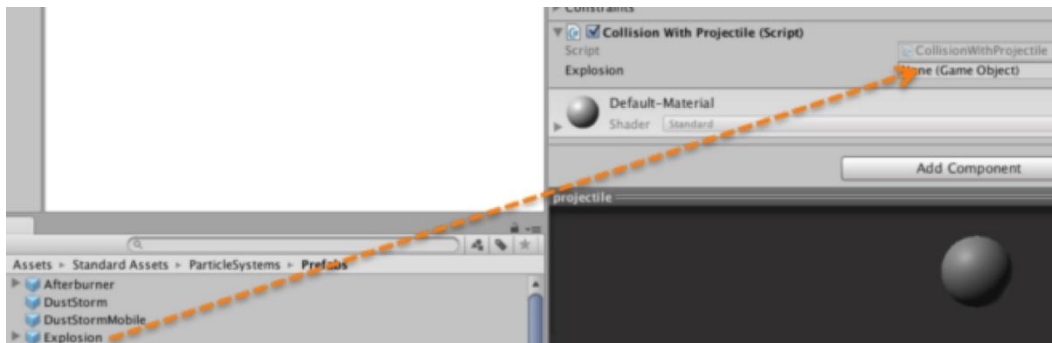
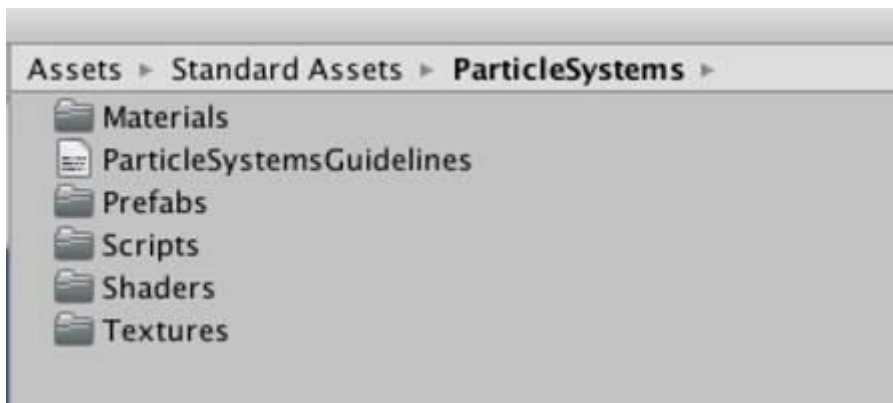
▼   **Collision With Projectile (Script)**  

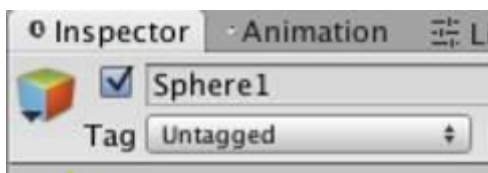
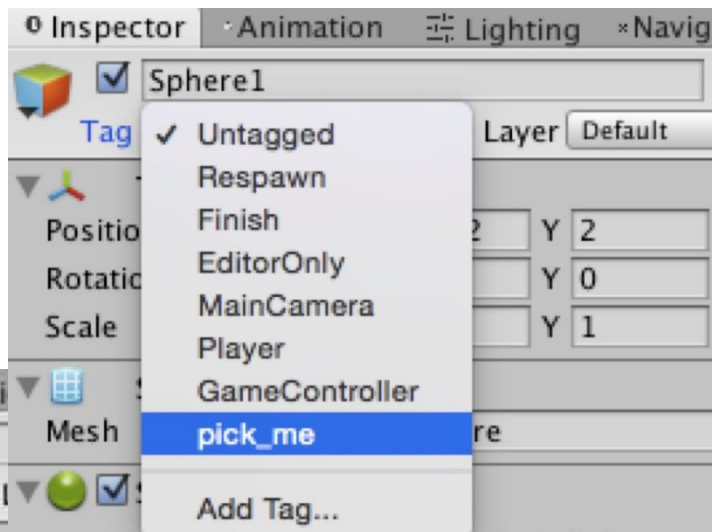
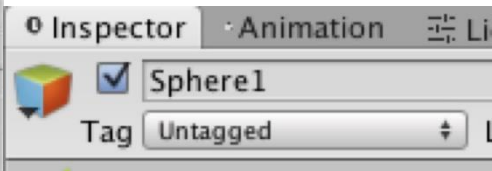
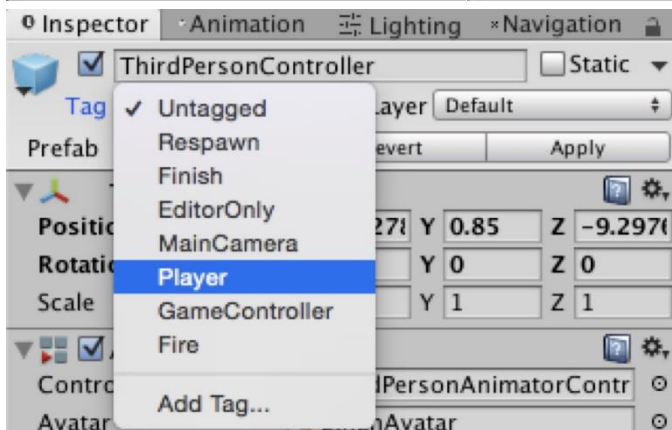
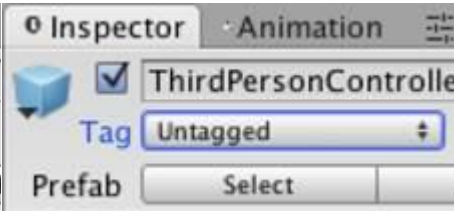
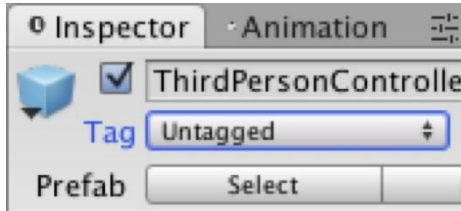
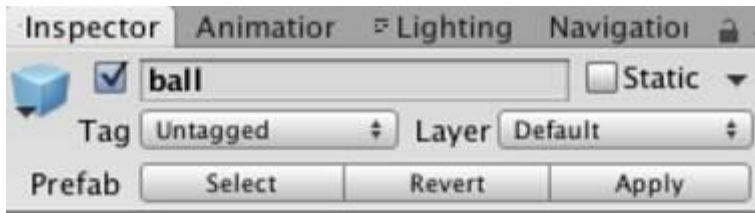
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Explosion	<input type="text" value="None (Game Object)"/>	

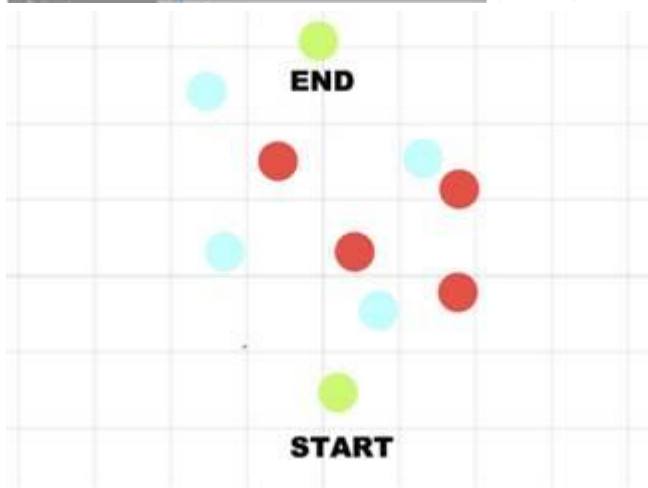
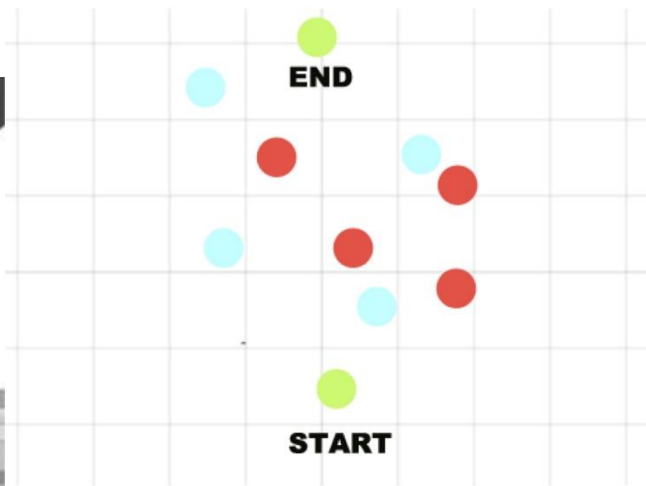
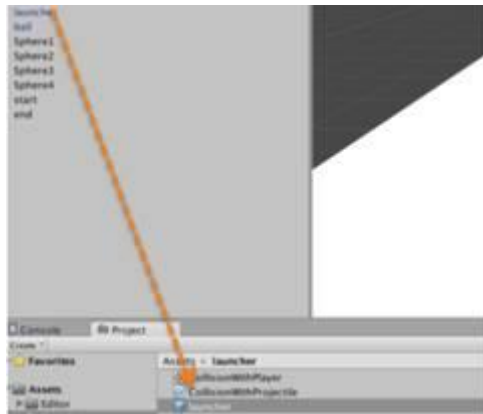
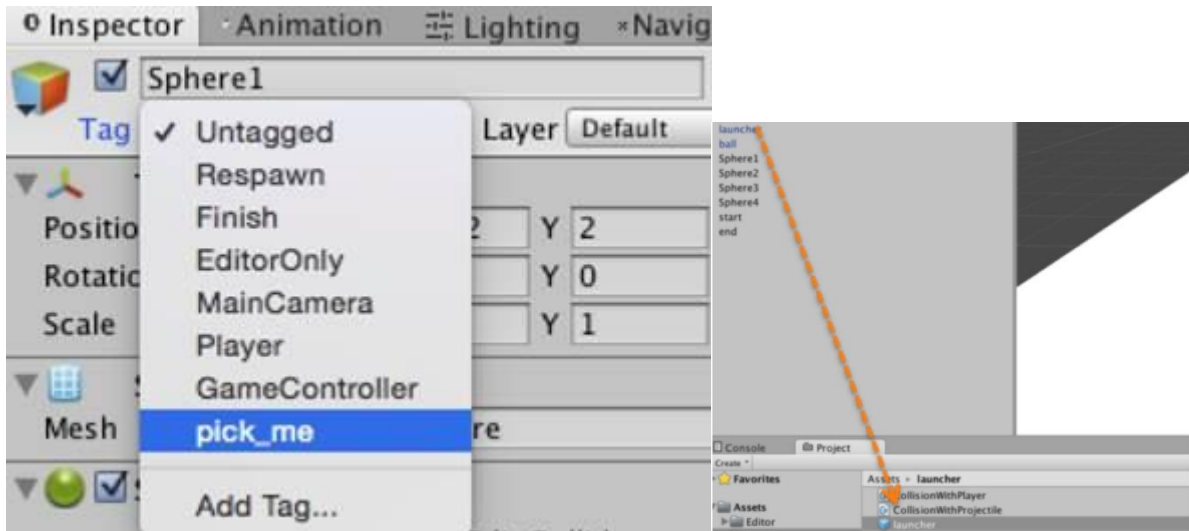
▼   **Collision With Projectile (Script)**  

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Explosion	<input type="text" value="None (Game Object)"/>	



















▼  Collision With Projectile (Script)  

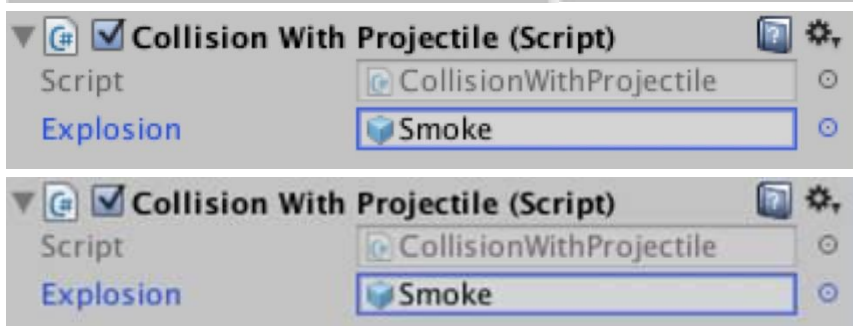
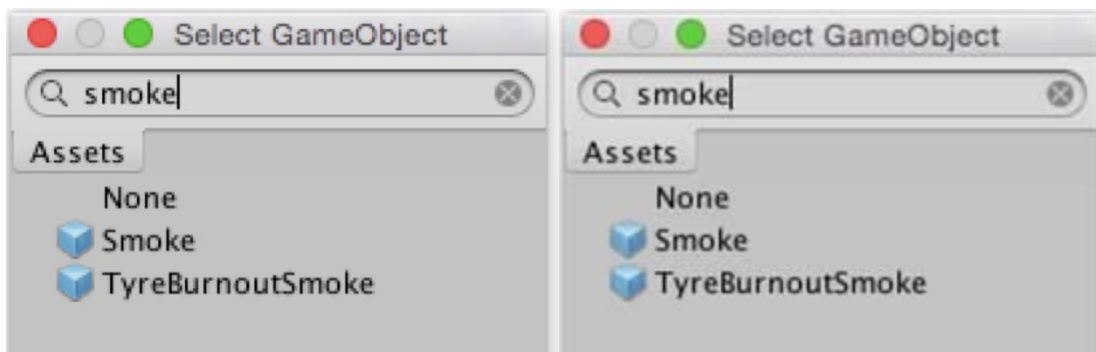
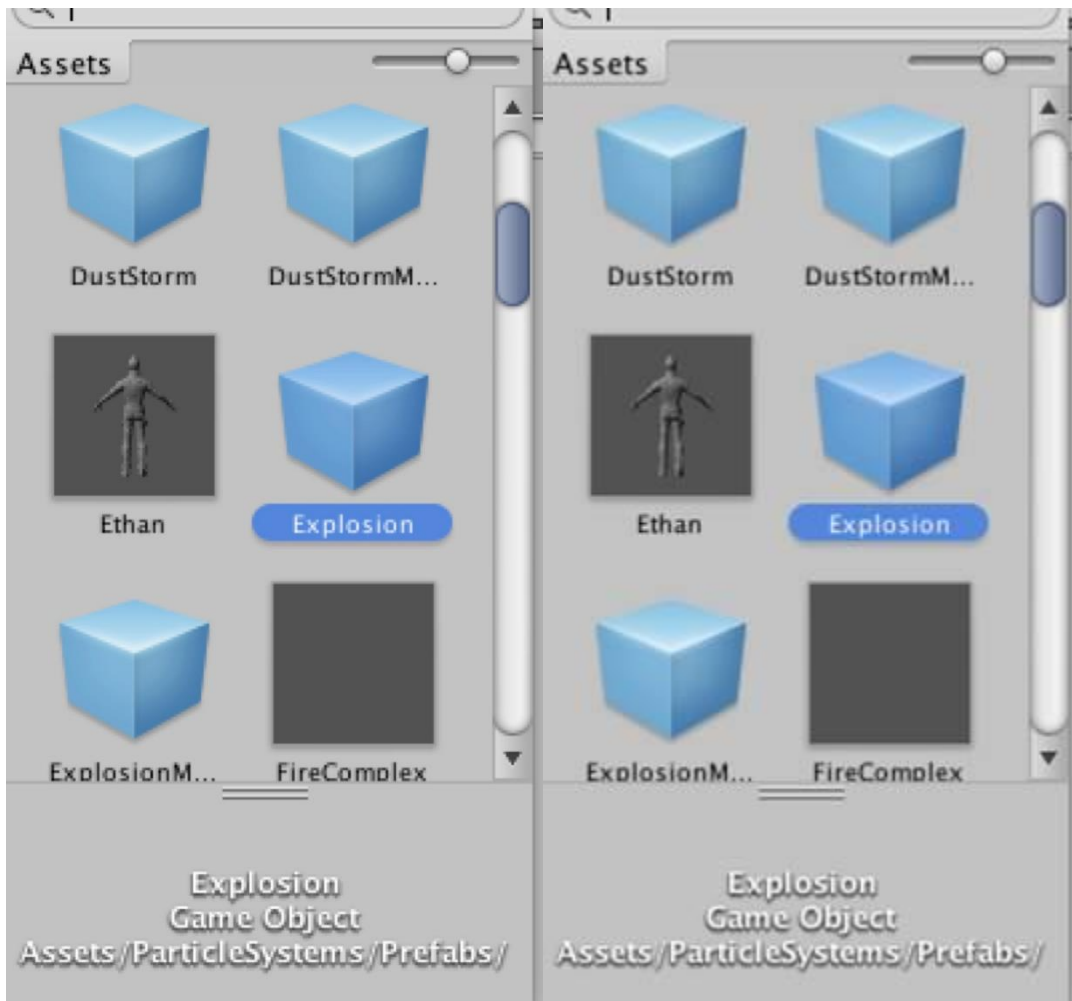
Script  

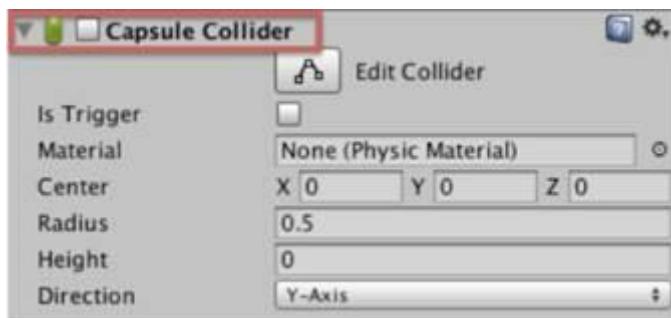
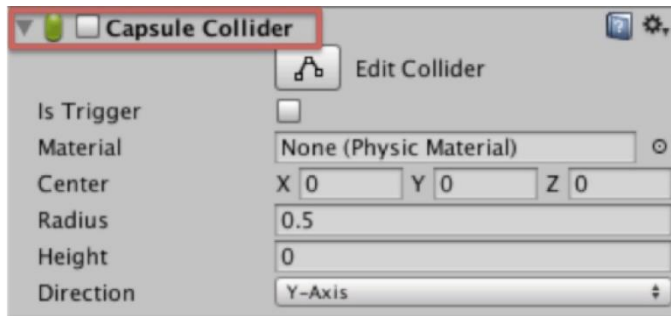
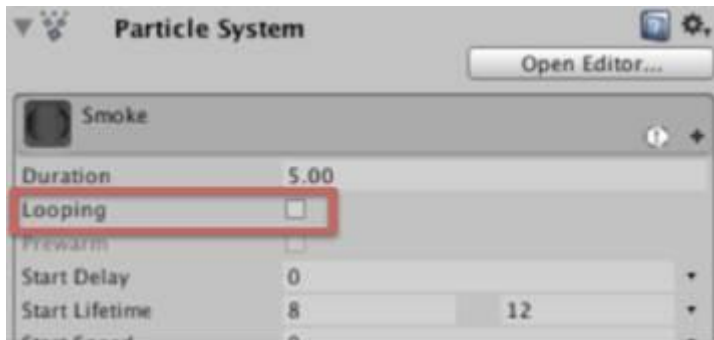
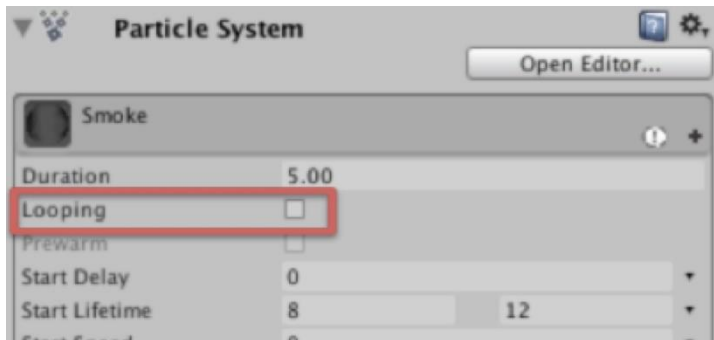
Explosion  

▼  Collision With Projectile (Script)  

Script  

Explosion  





Add Component

Add Component

**Mesh Collider**

Convex

Is Trigger

Material

Mesh

**Mesh Collider**

Convex

Is Trigger

Material

Mesh

Inspector Animati... Lighting Navigati...

tile Import Settings

Texture Type

Alpha from Grayscale

Wrap Mode

Filter Mode

Aniso Level

Anisotropic filtering is enabled for all textures in Quality Settings.

Default

Max Size

Format

Revert Apply

Inspector Animati... Lighting Navigati...

tile Import Settings

Texture Type

Alpha from Grayscale

Wrap Mode

Filter Mode

Aniso Level

Anisotropic filtering is enabled for all textures in Quality Settings.

Default

Max Size

Format

Revert Apply

**Camera**

Clear Flags

Background

Culling Mask

Projection

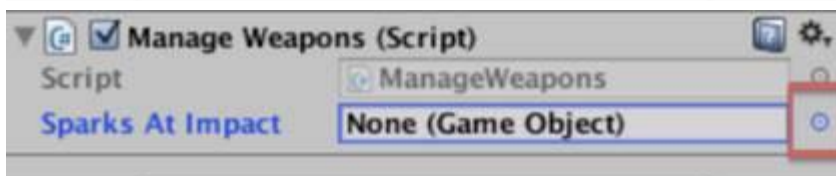
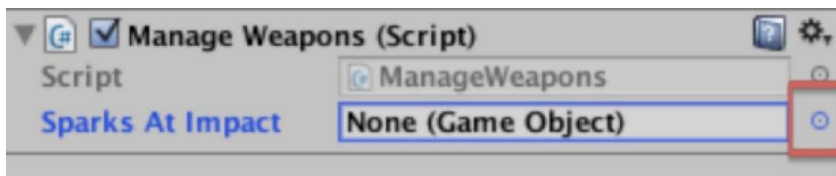
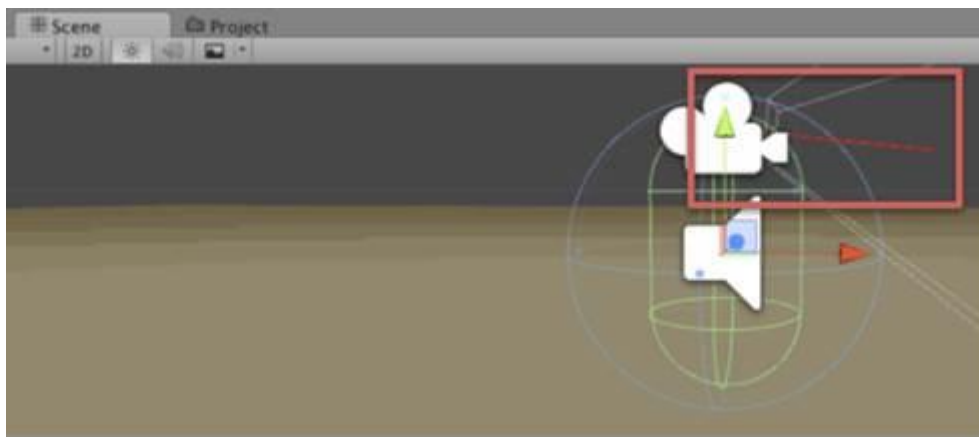
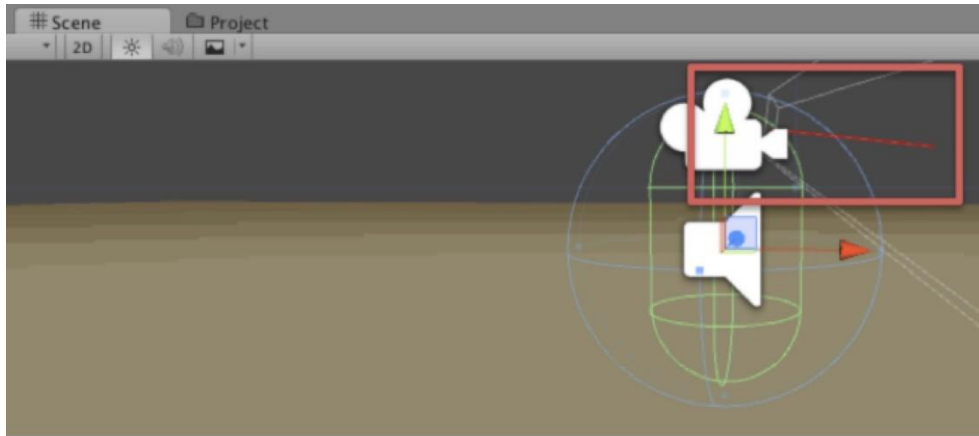
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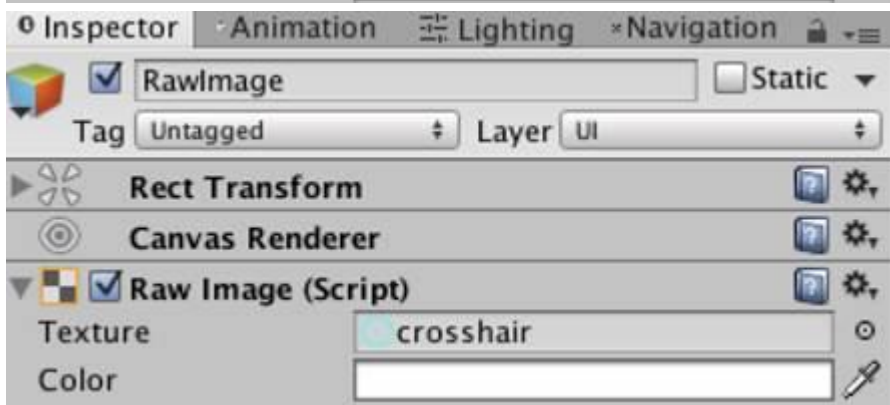
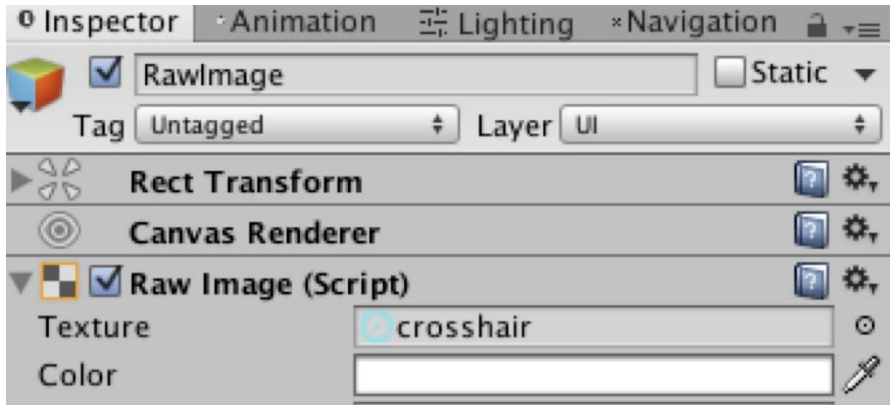
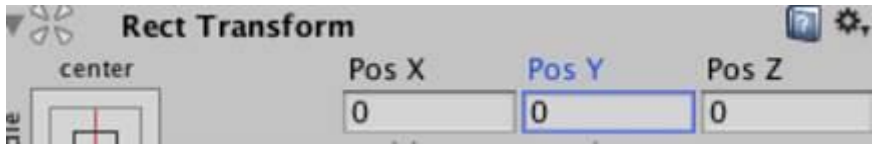
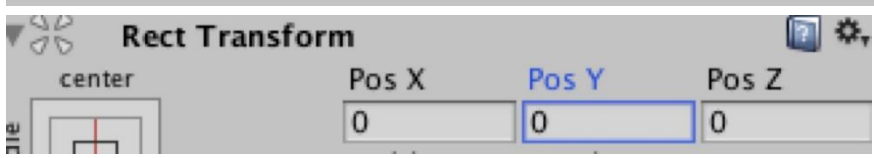
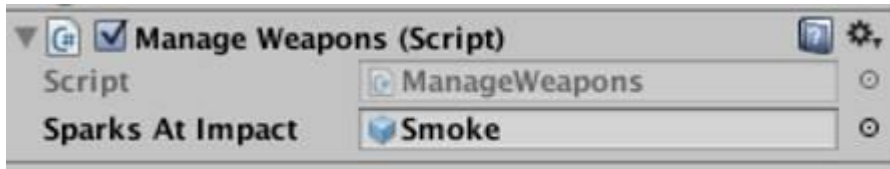
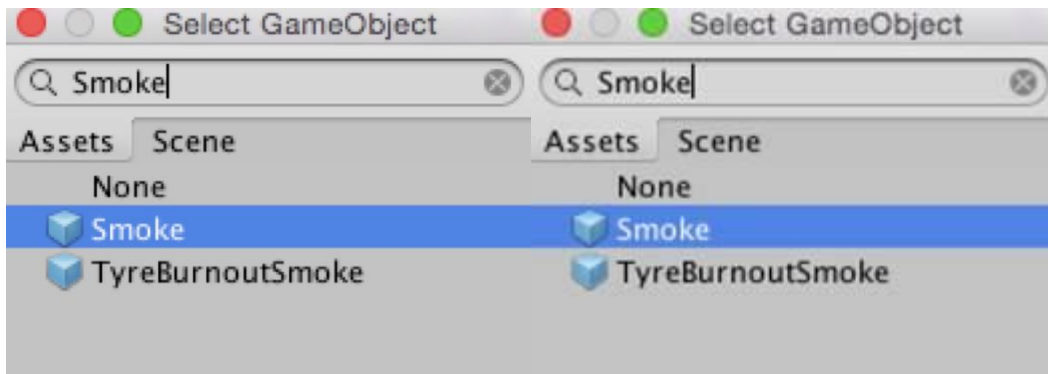
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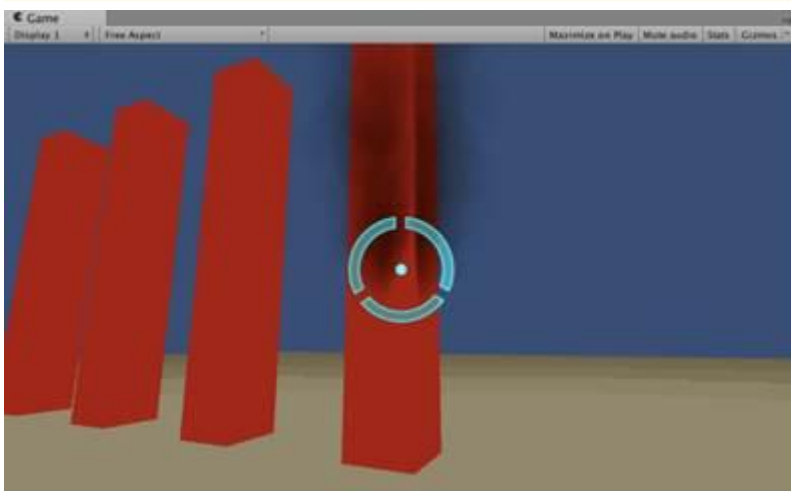
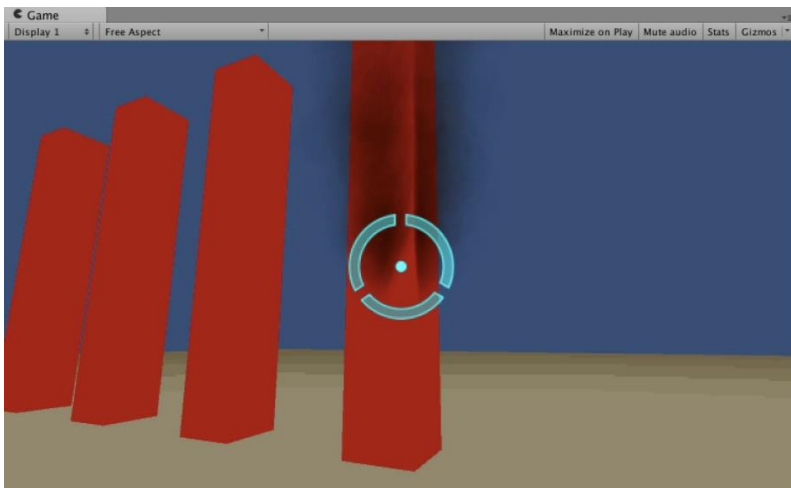
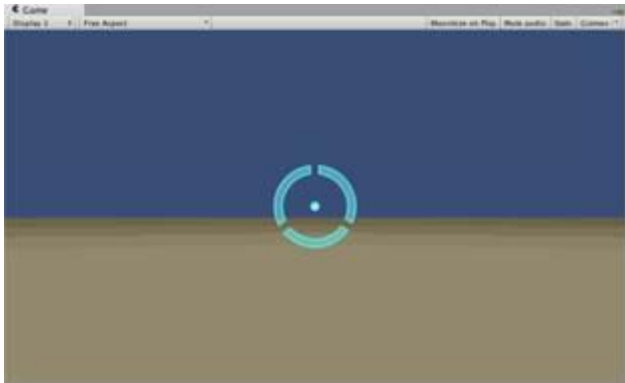
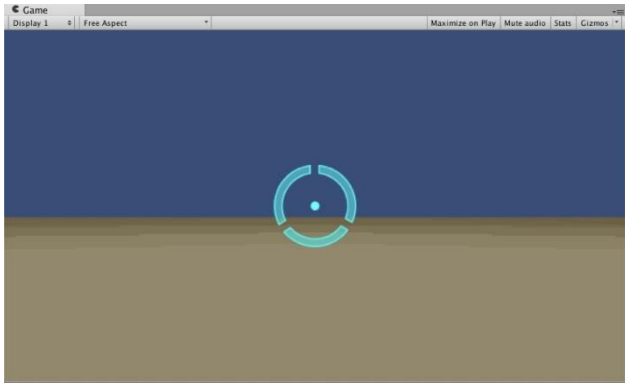
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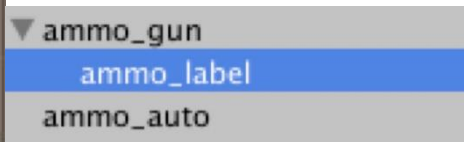
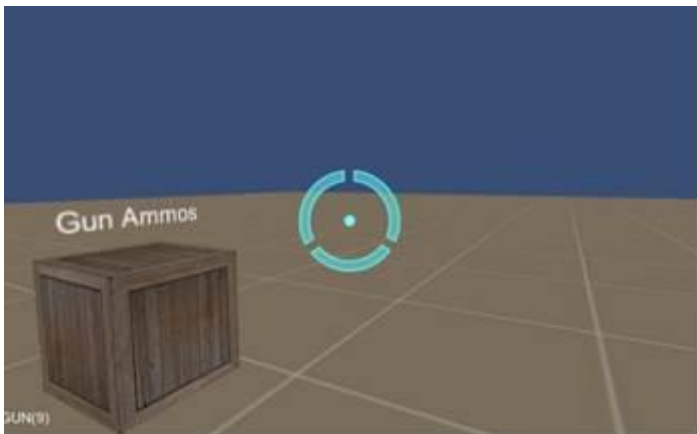
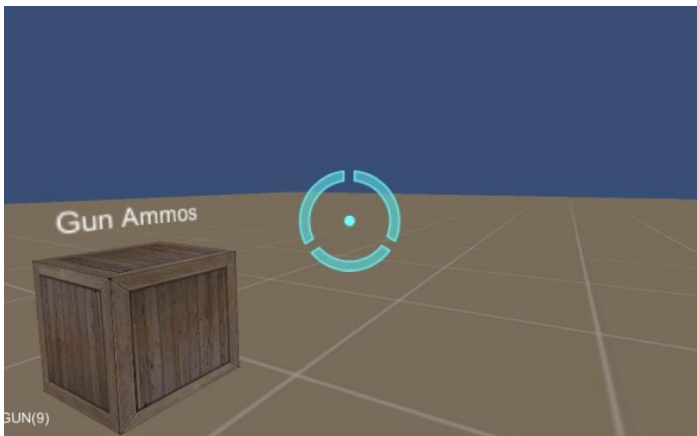
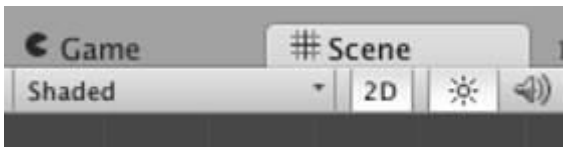
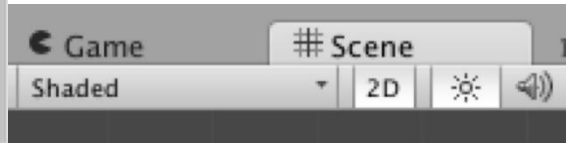
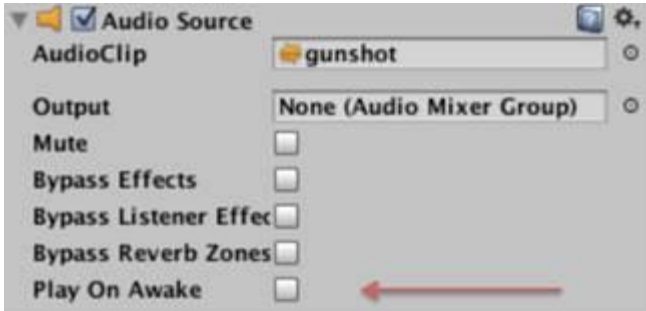
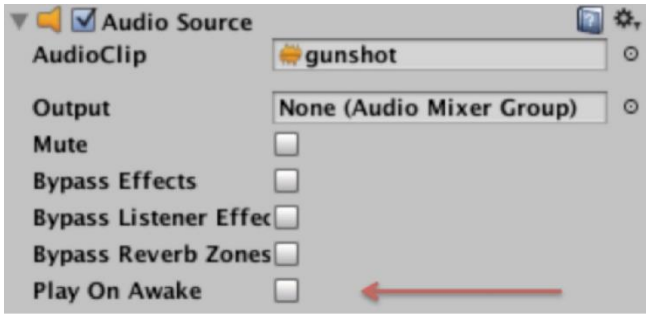
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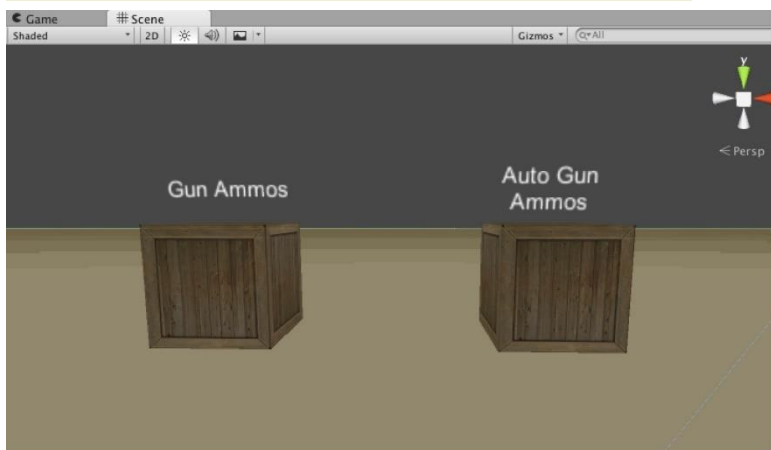


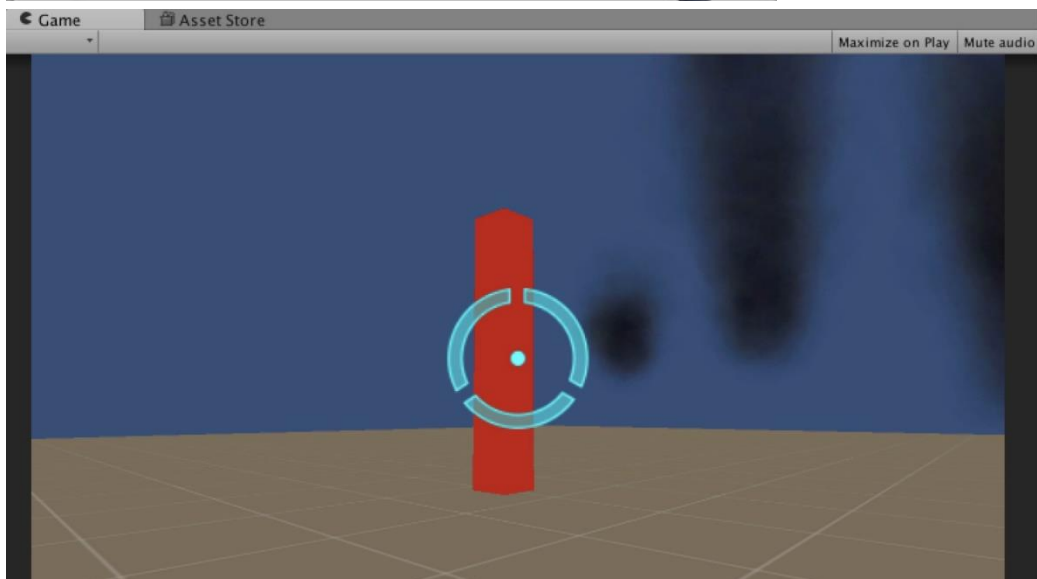
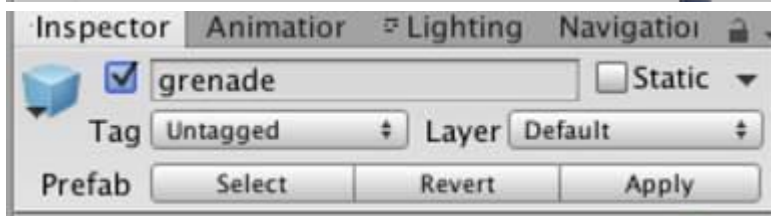
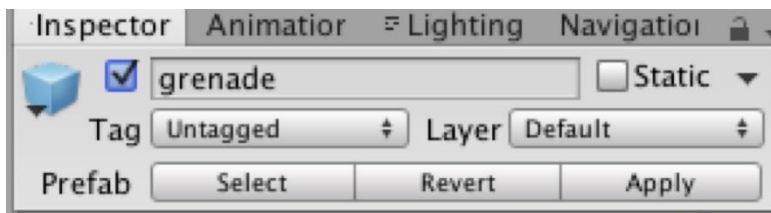
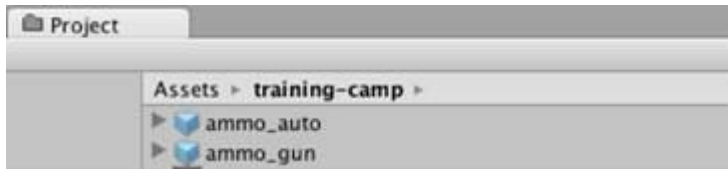
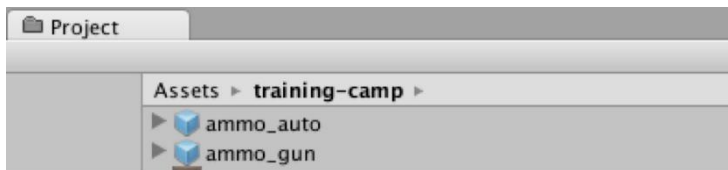
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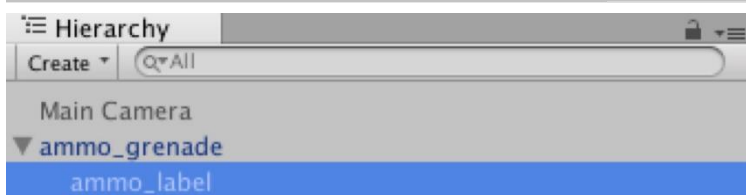
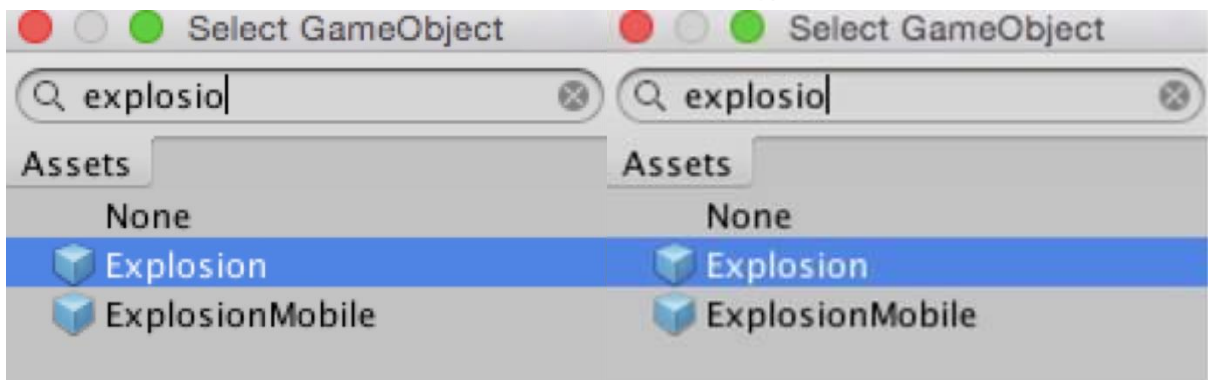
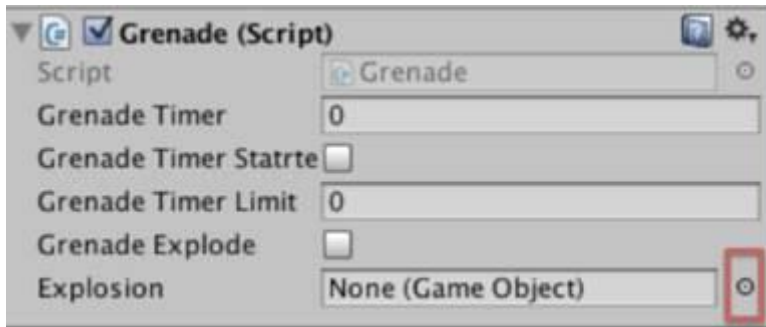
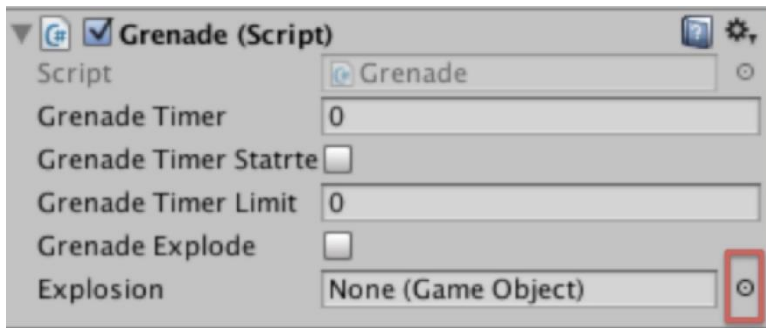
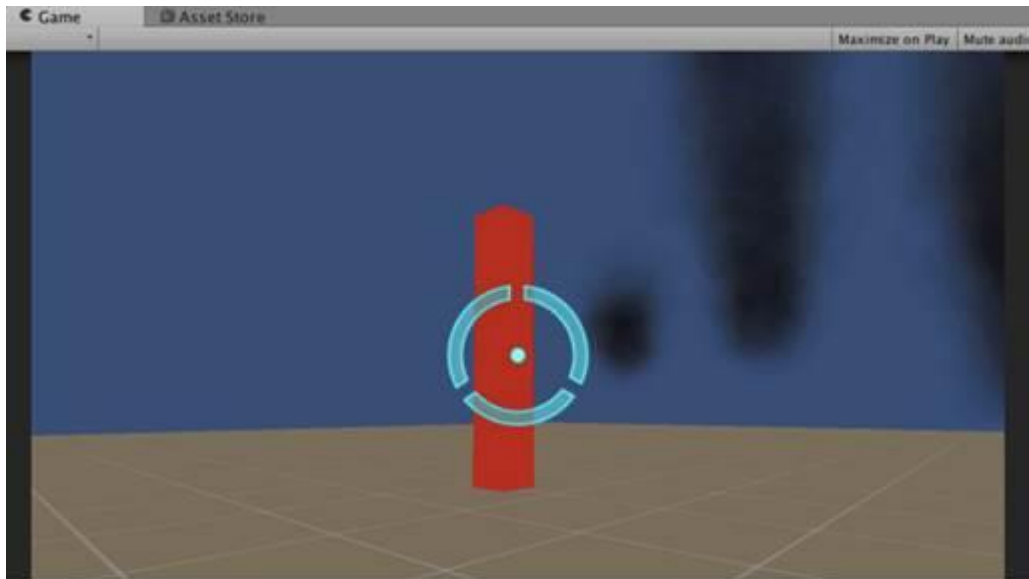


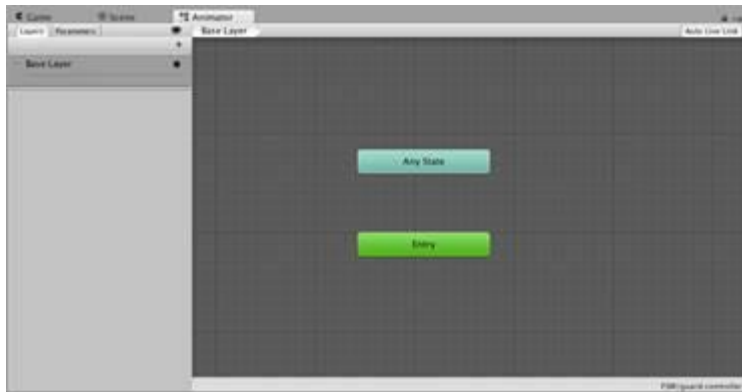
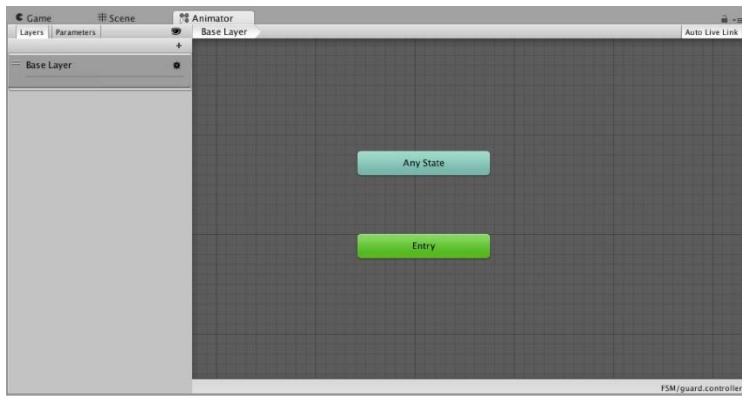
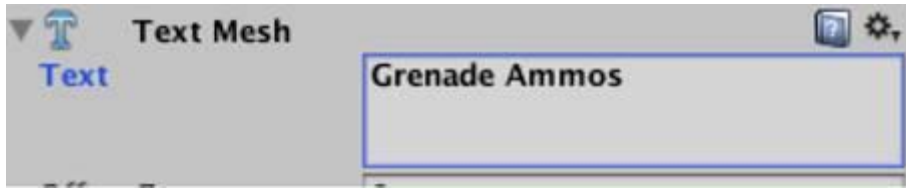
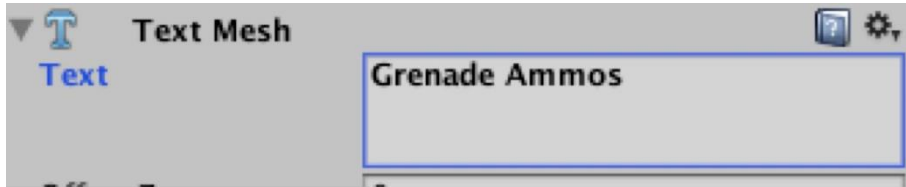
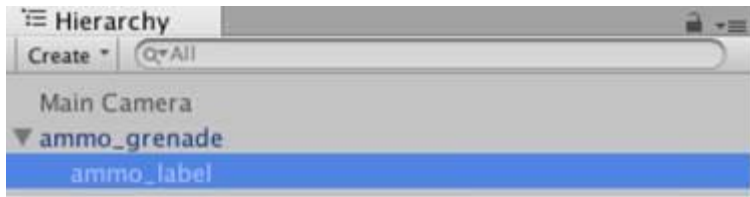
▼ ammo\_gun  
ammo\_label  
ammo\_auto

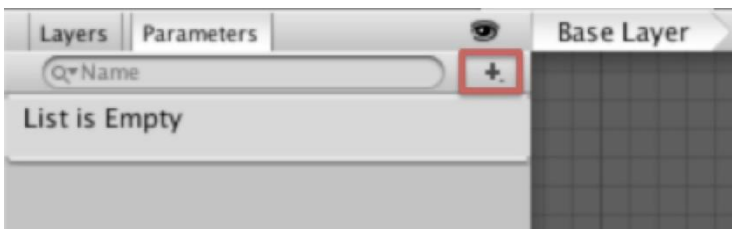
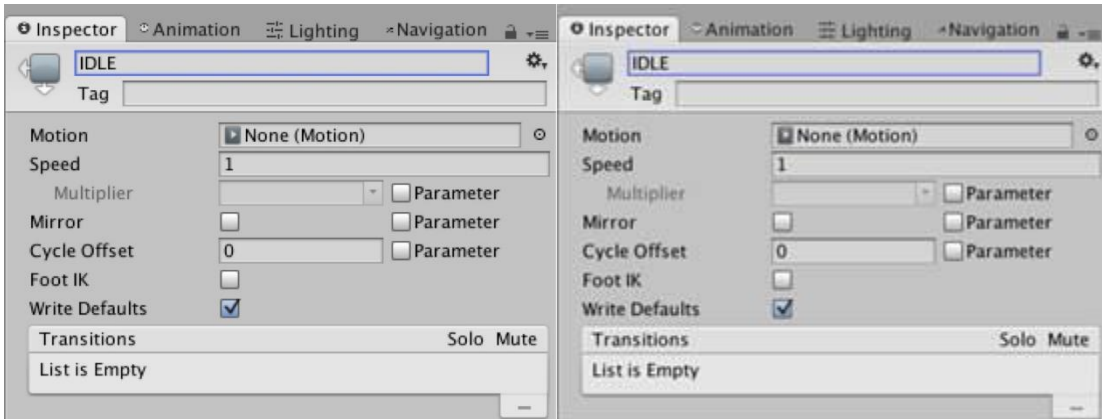
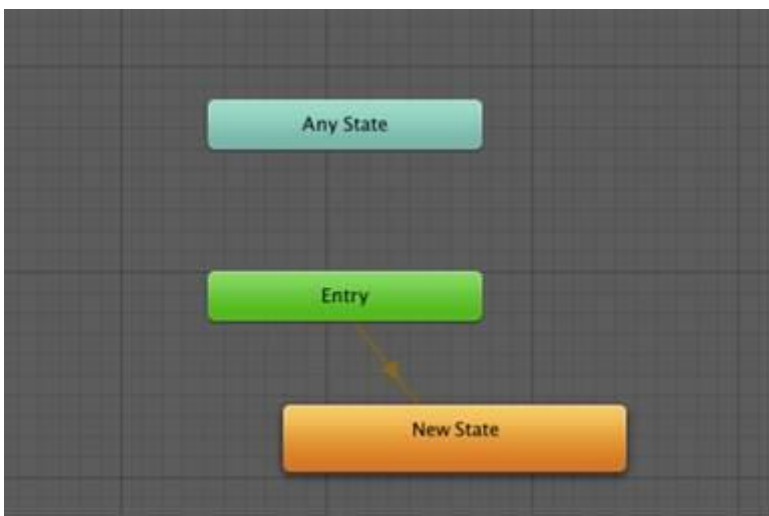
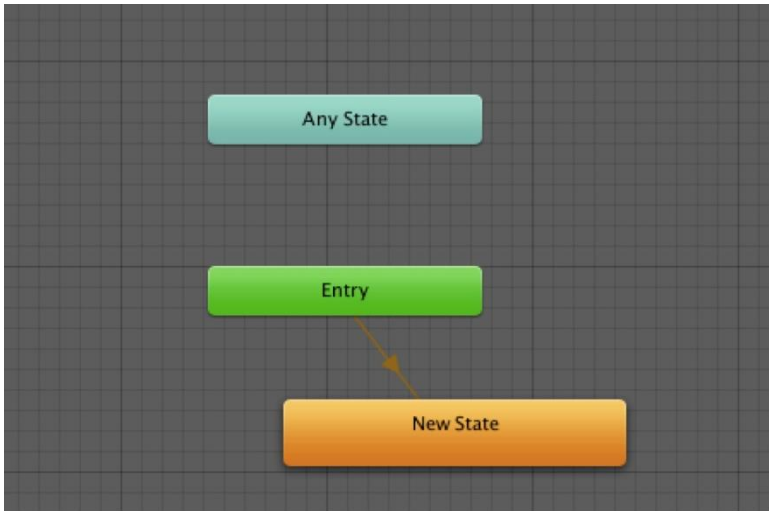
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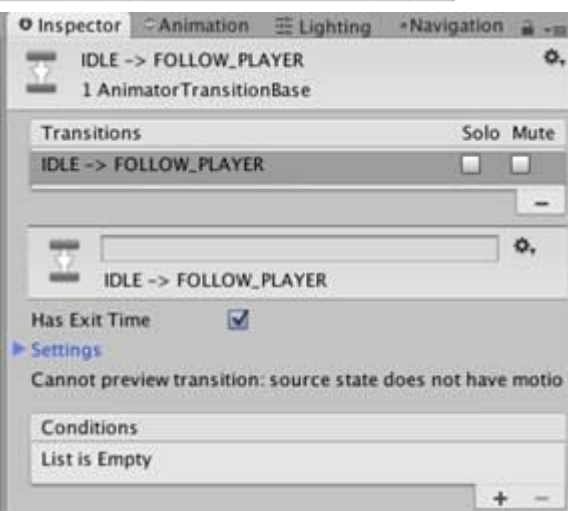
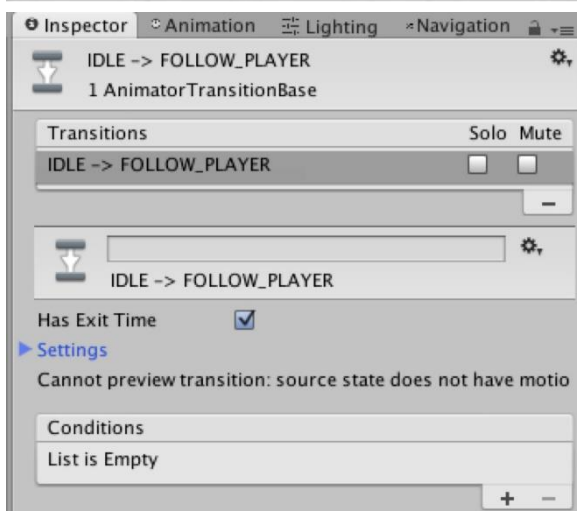
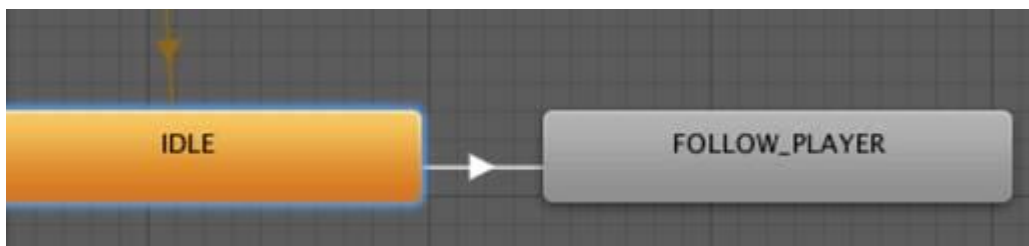
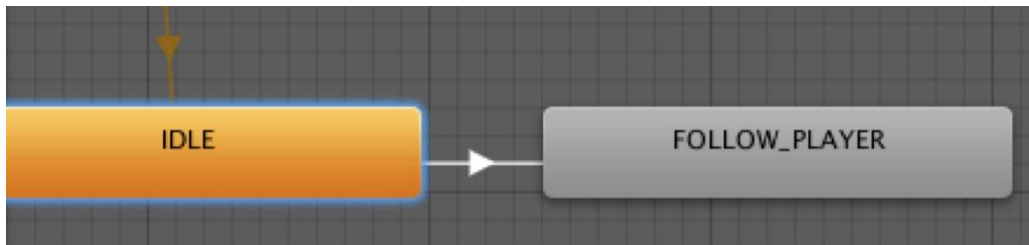
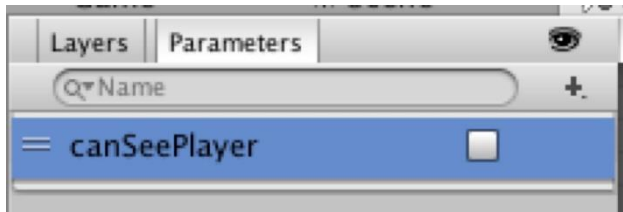
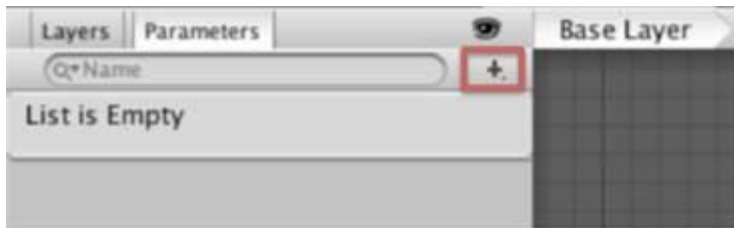


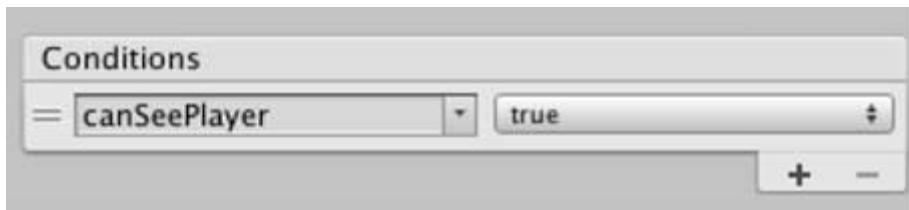
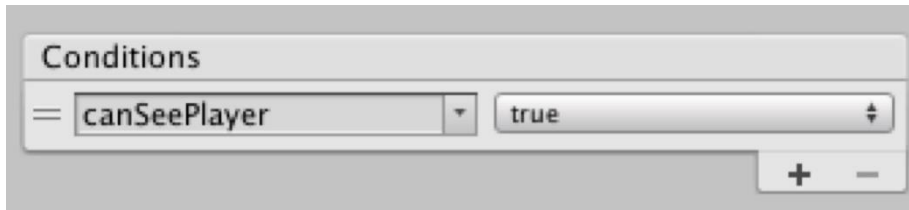
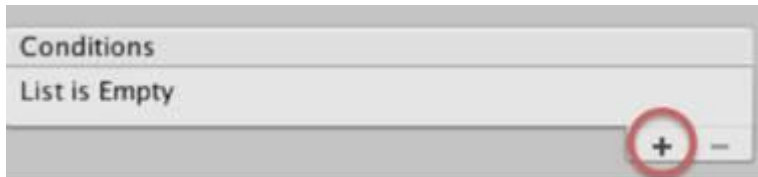
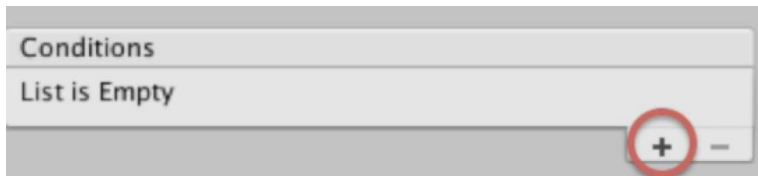


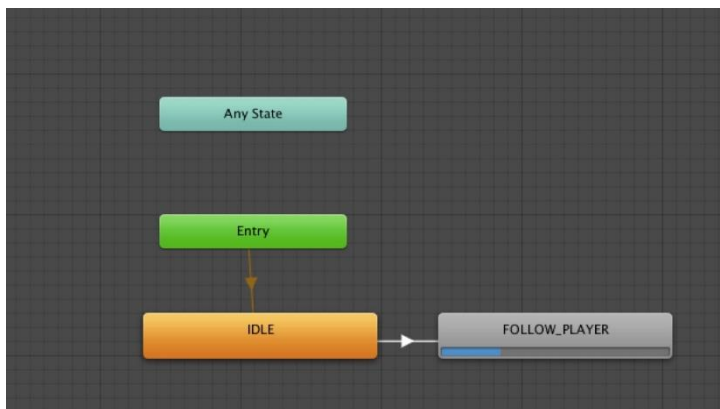
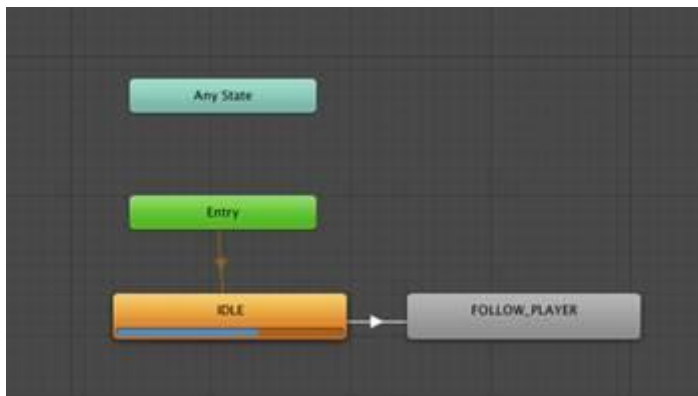
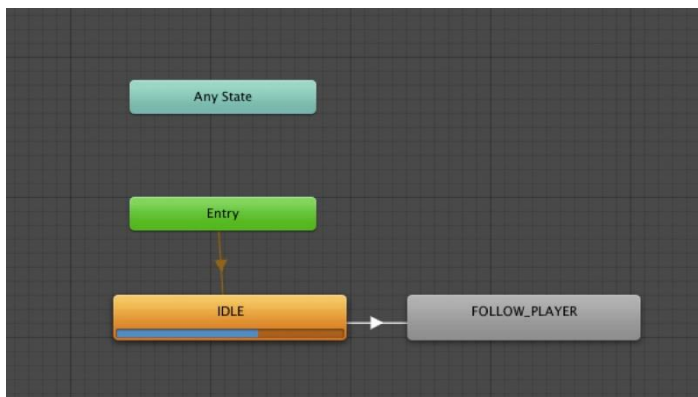


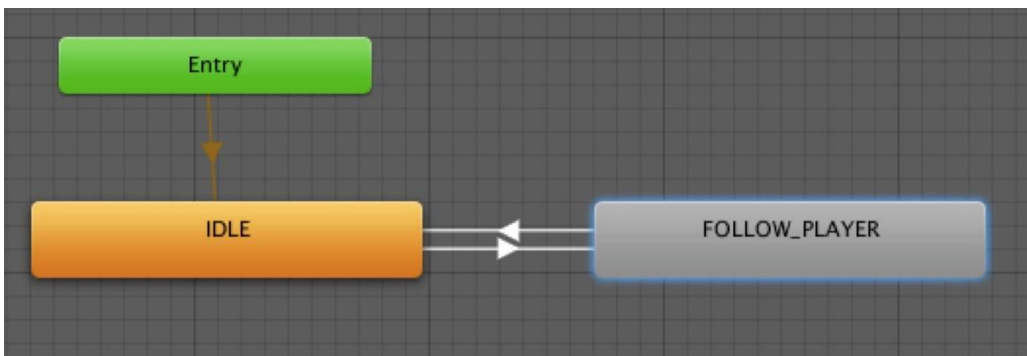
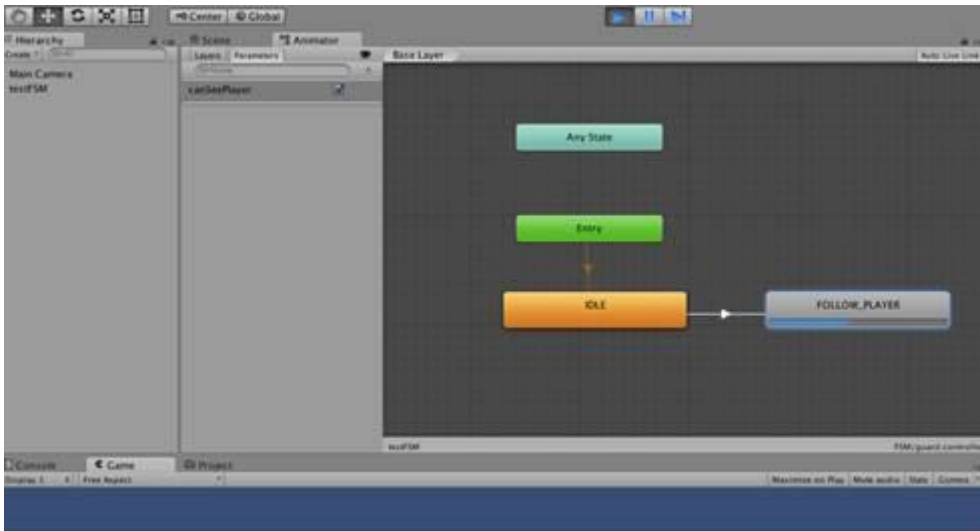
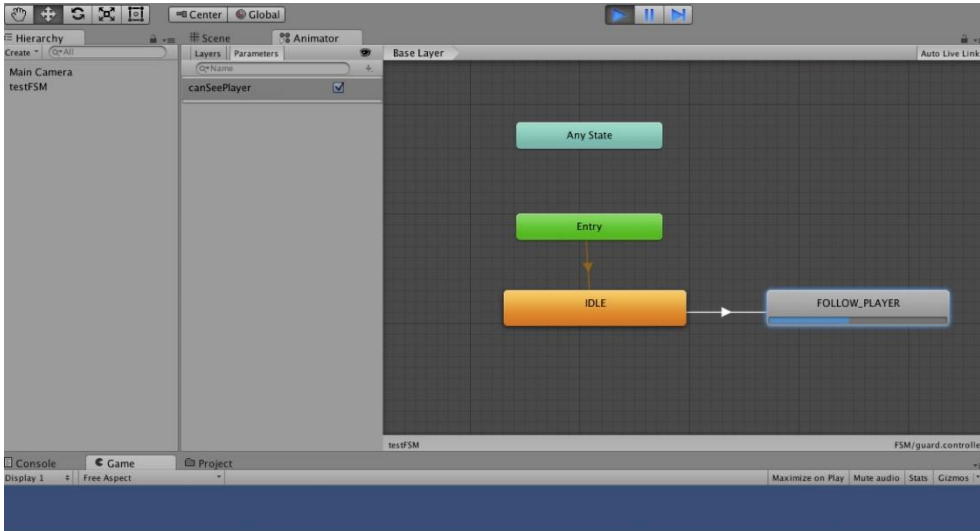
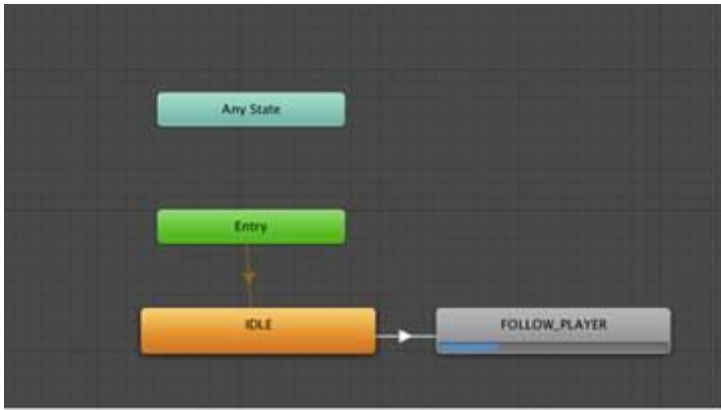


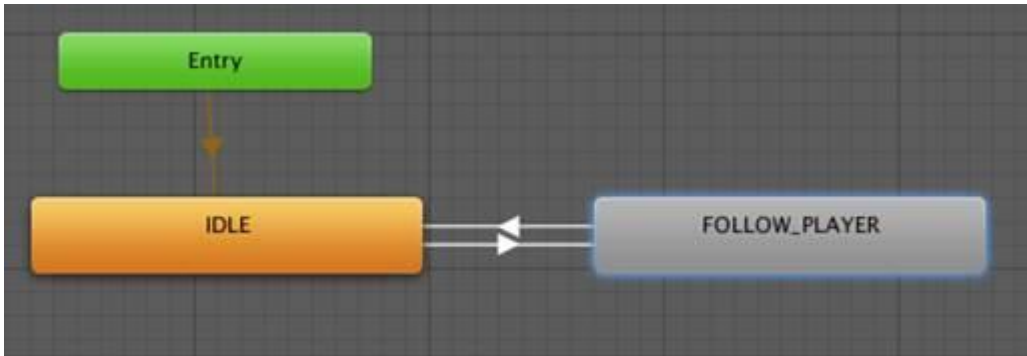












Conditions

= canSeePlayer false

+ -

Conditions

= canSeePlayer false

+ -

Search: Assets

guard

Animator Controller

Avatar None (Avatar)

Apply Root Motion

Update Mode Normal

Culling Mode Always Animate

Search: Assets

guard

Animator Controller

Avatar None (Avatar)

Apply Root Motion

Update Mode Normal

Culling Mode Always Animate

Inspector

Lighting Animatio Navigatio

NPC  Static

Tag Untagged Layer Default

Transform

Cube (Mesh Filter)

Box Collider

Mesh Renderer

Animator

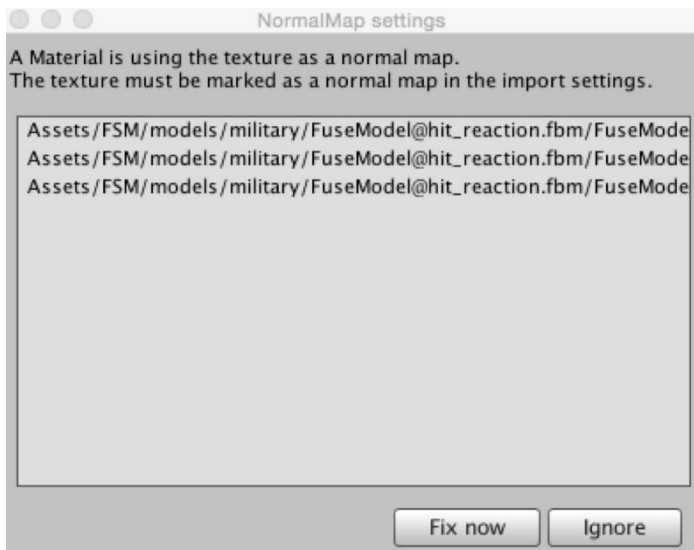
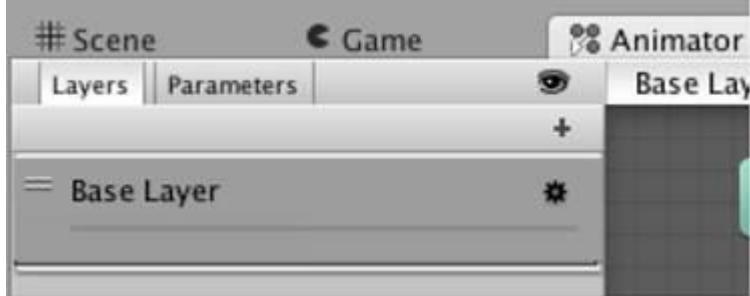
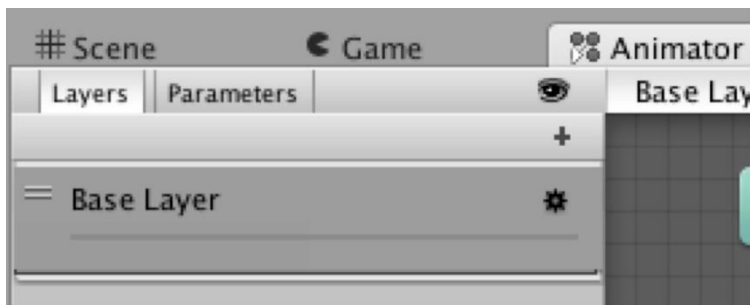
Controller guard

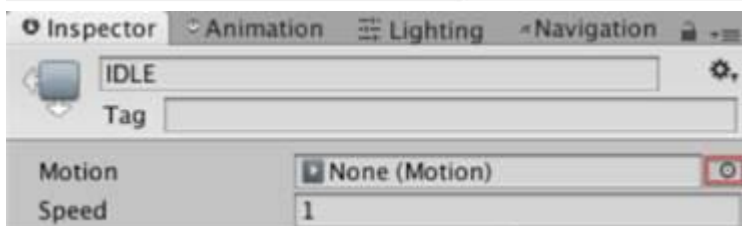
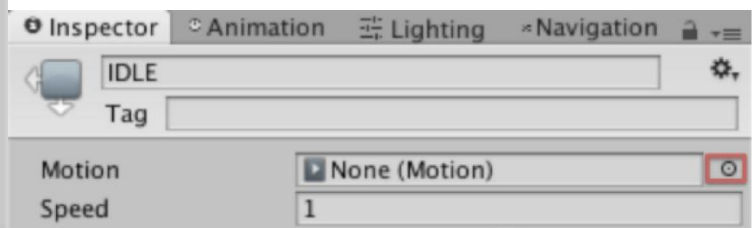
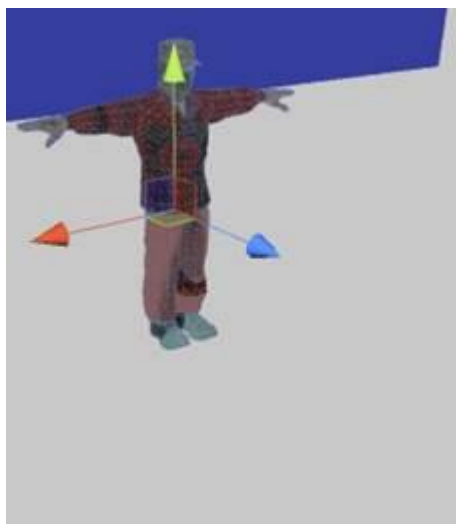
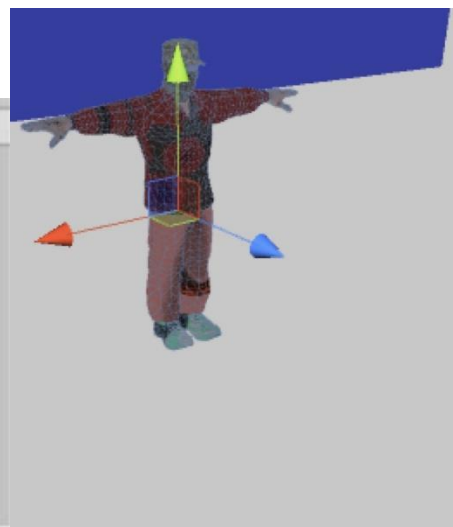
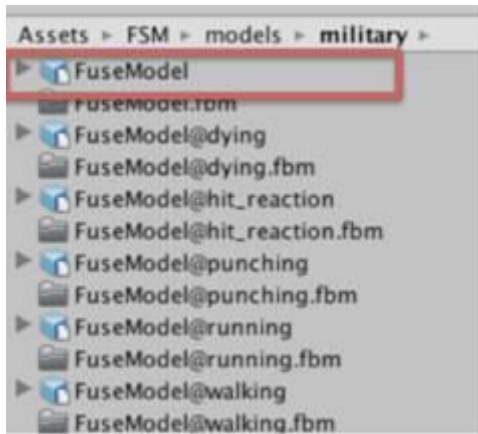
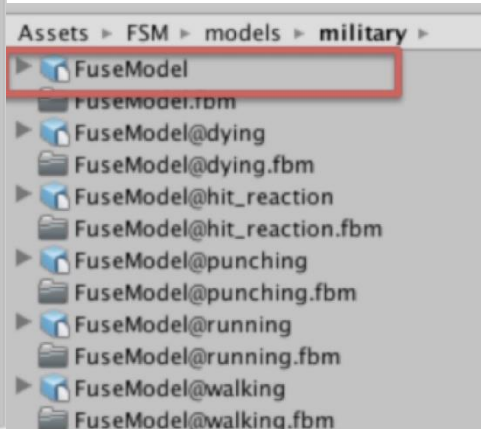
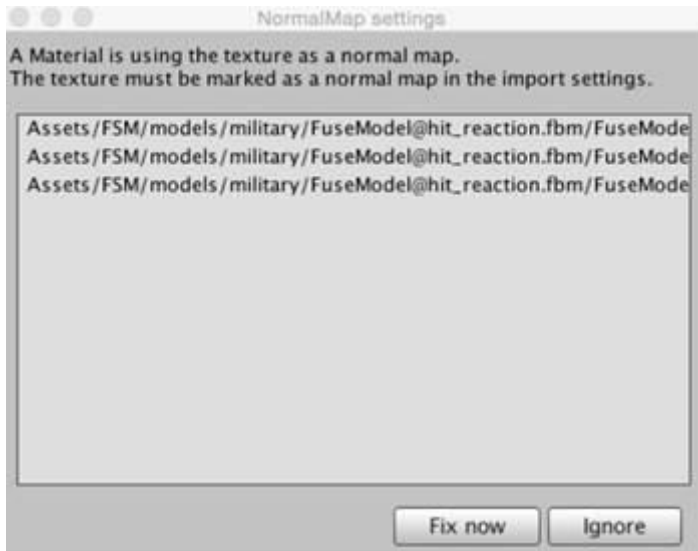
Avatar None (Avatar)

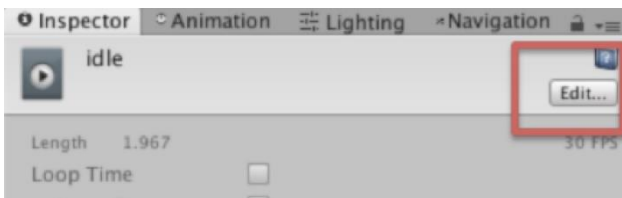
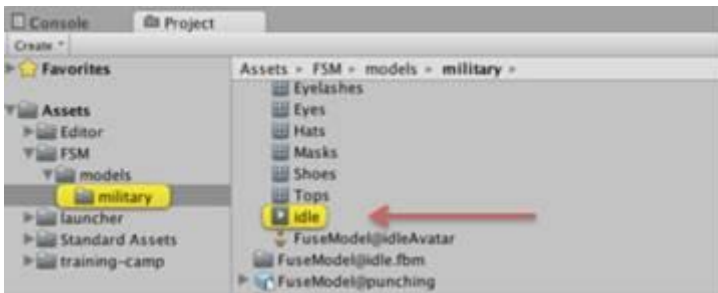
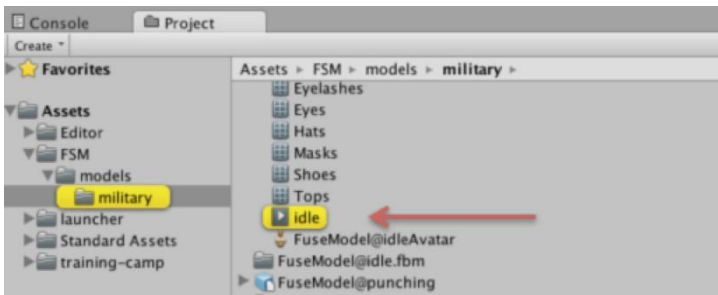
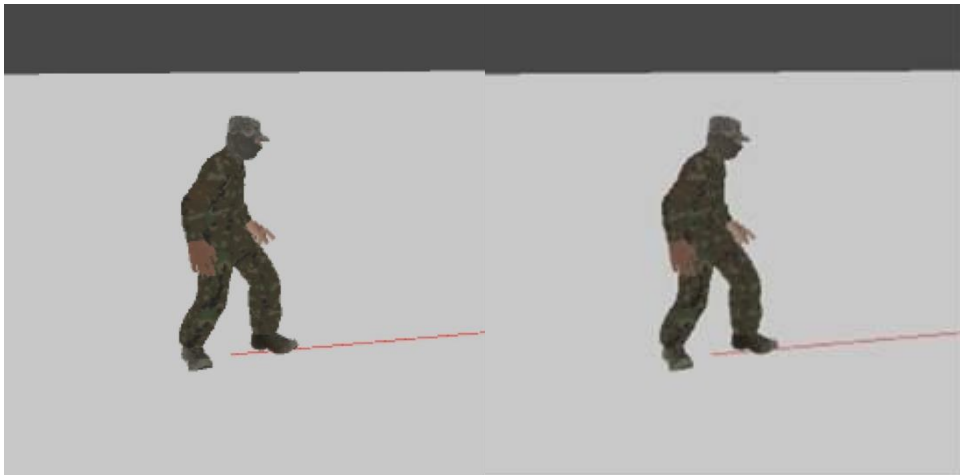
Apply Root Motion

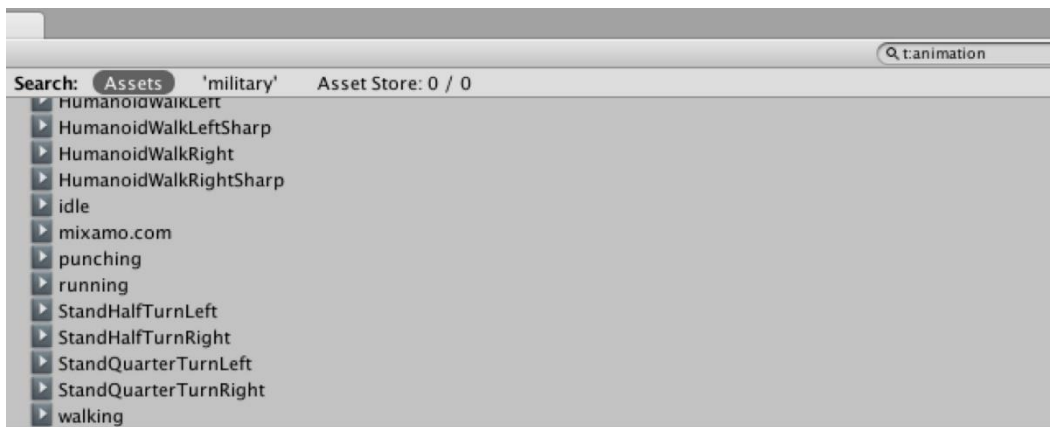
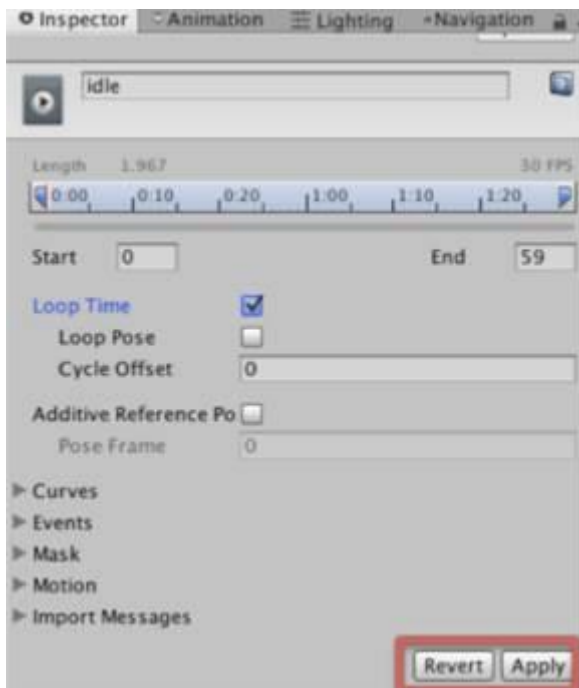
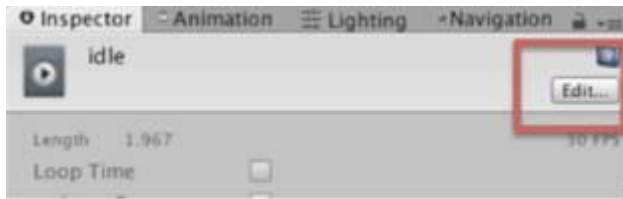
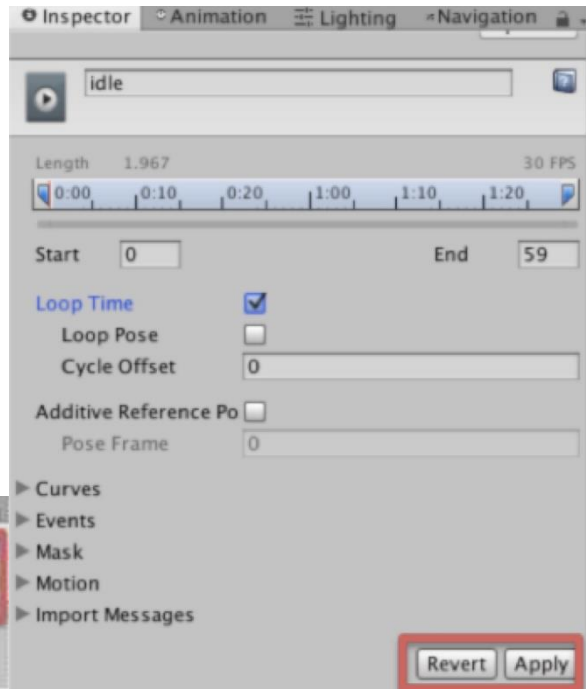
Update Mode Normal

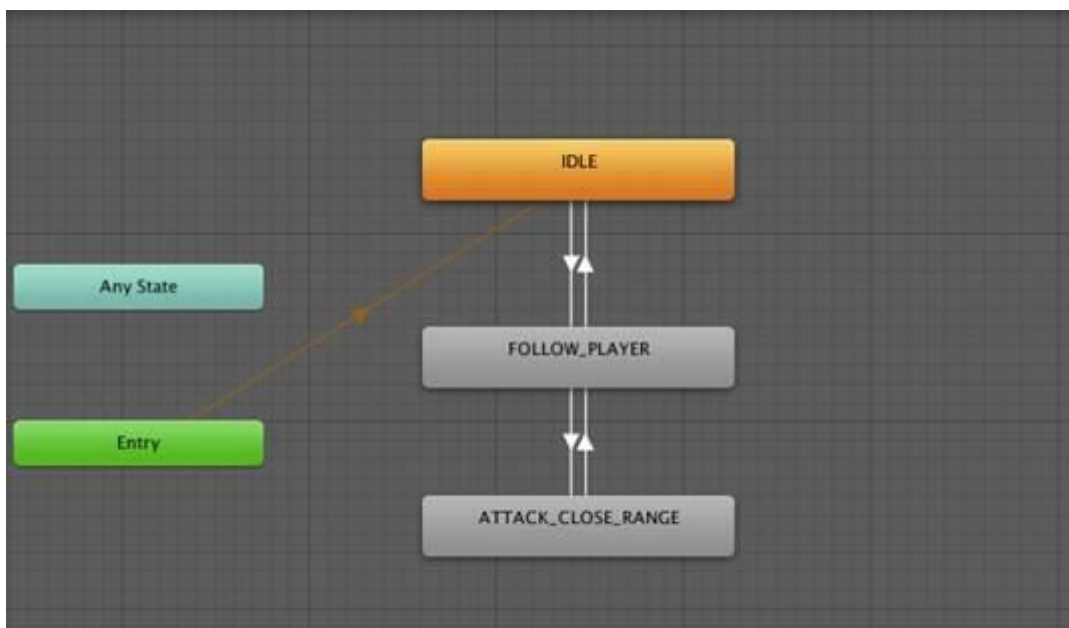
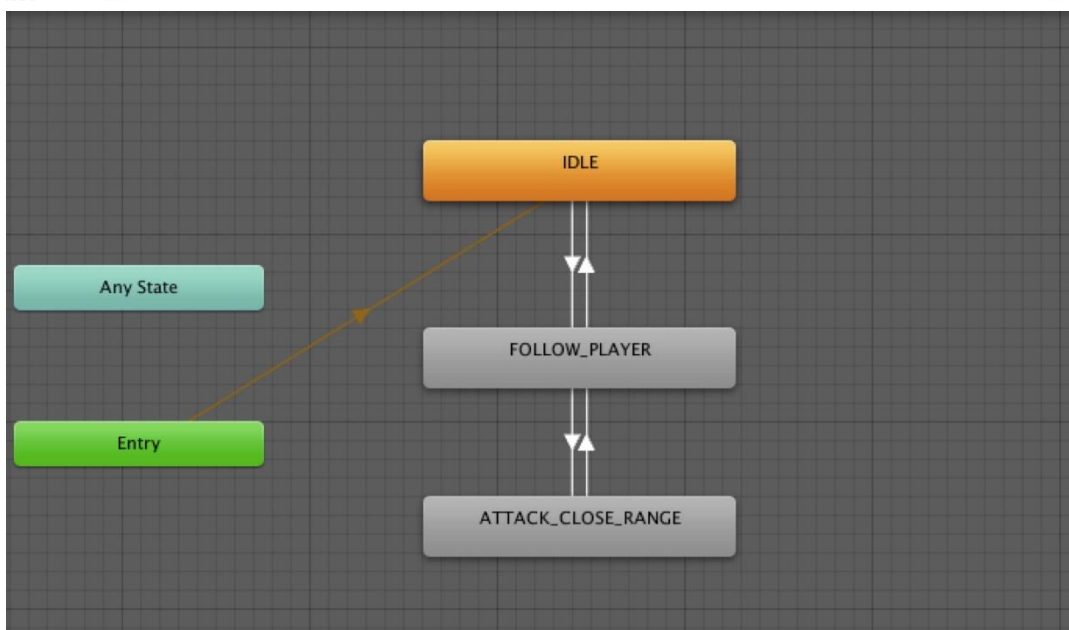
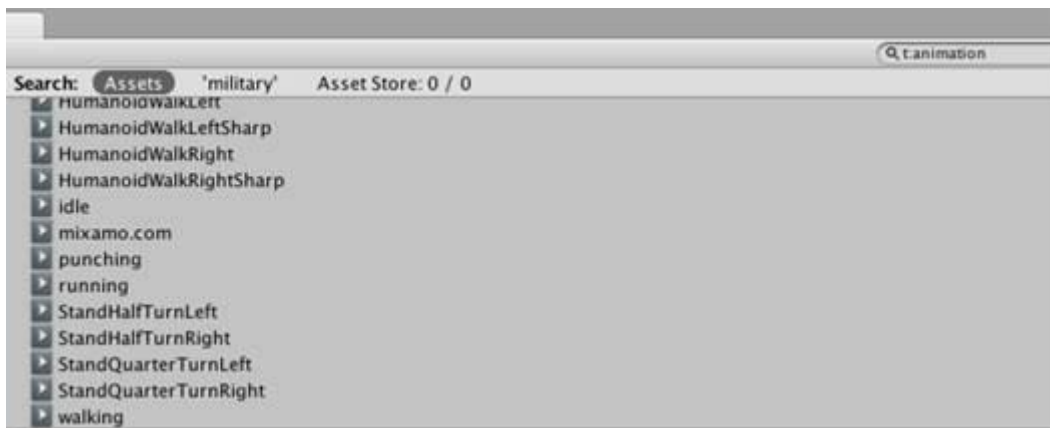
Culling Mode Always Animate











Animator # Scene A

Layers Parameters

Q Name +

canSeePlayer	<input type="checkbox"/>
withinArmsReach	<input type="checkbox"/>

Animator # Scene A

Layers Parameters

Q Name +

canSeePlayer	<input type="checkbox"/>
withinArmsReach	<input type="checkbox"/>

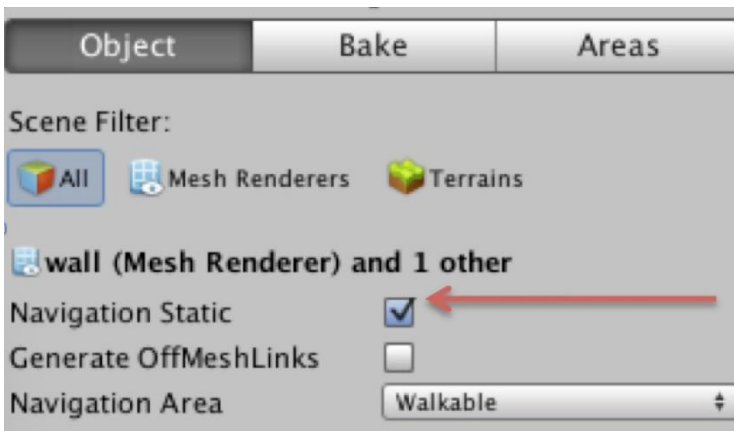
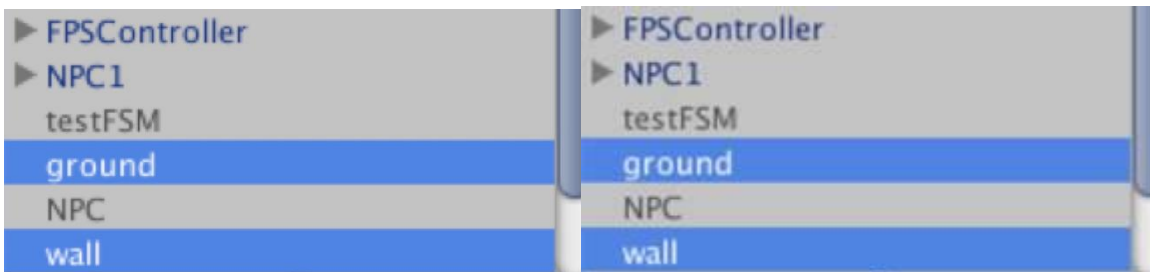
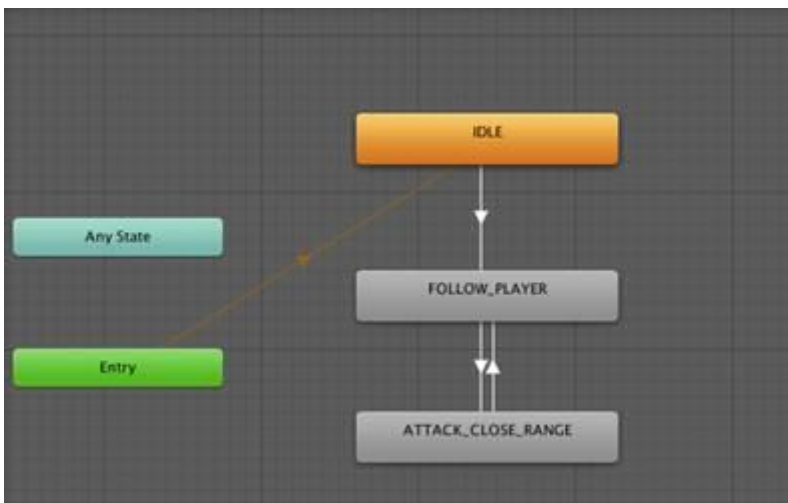
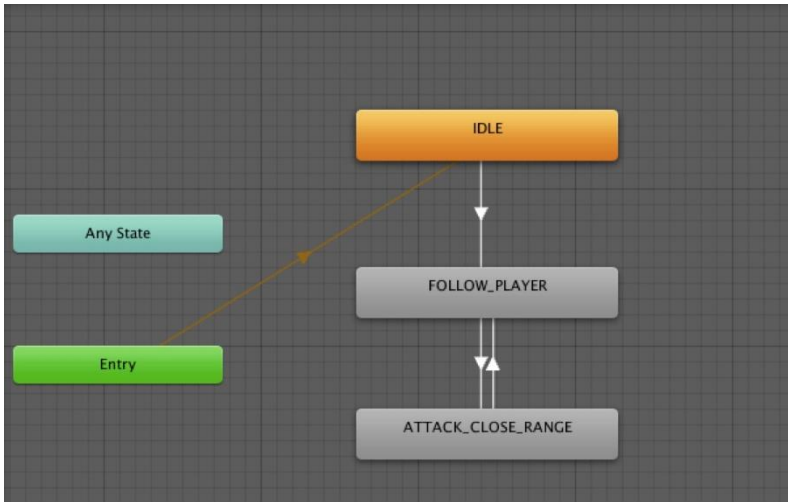


 **Delete selected asset?**  
FOLLOW\_PLAYER -> IDLE

Cancel Delete

 **Delete selected asset?**  
FOLLOW\_PLAYER -> IDLE

Cancel Delete



Object Bake Areas


Scene Filter:  
All Mesh Renderers Terrains

wall (Mesh Renderer) and 1 other

Navigation Static  ←

Generate OffMeshLinks

Navigation Area Walkable

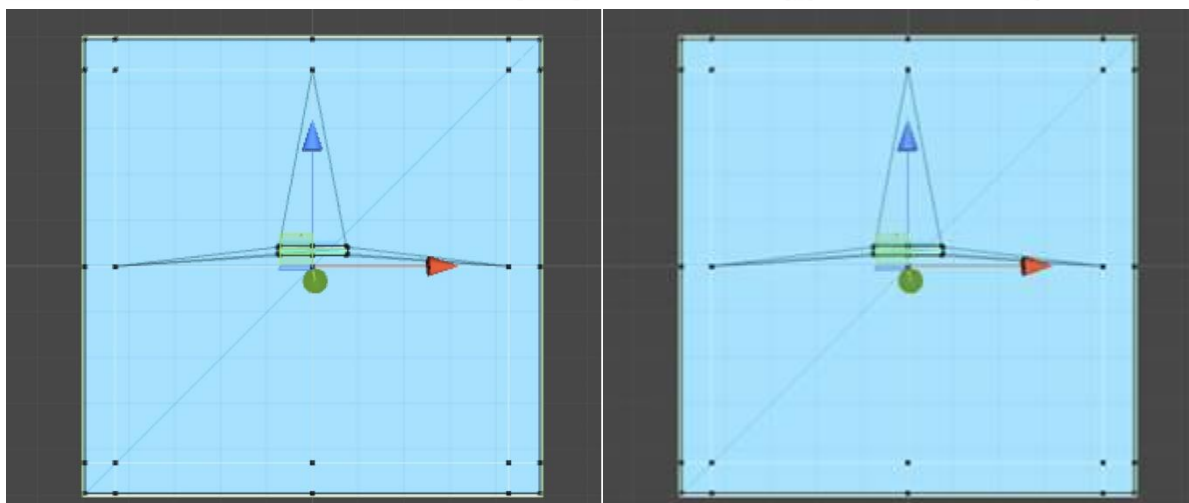
 **Change Static Flags**  
Do you want to enable the Navigation Static flag for all the child objects as well?

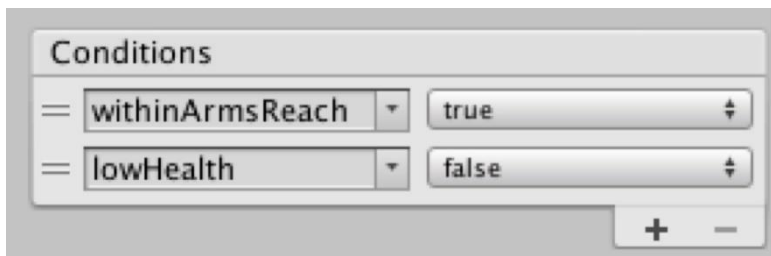
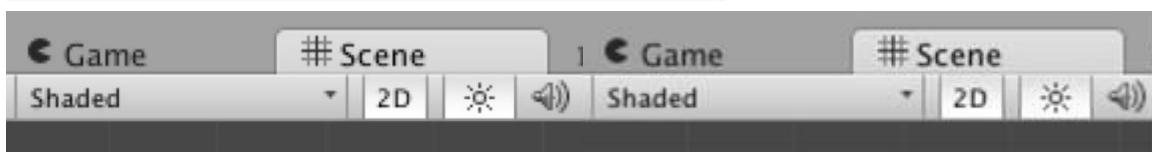
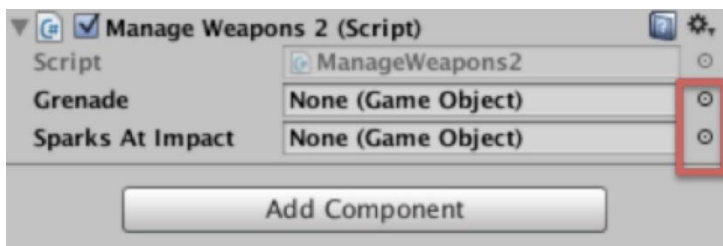
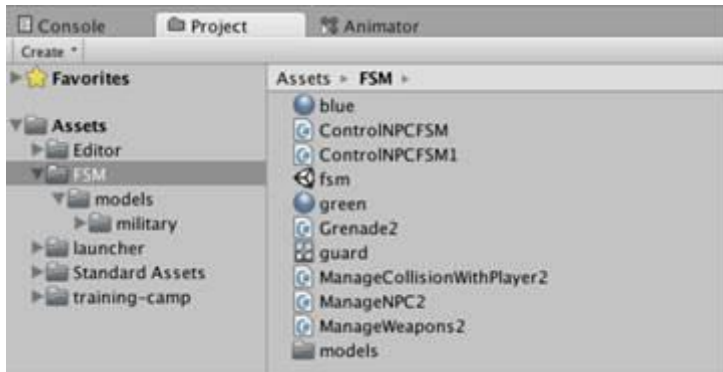
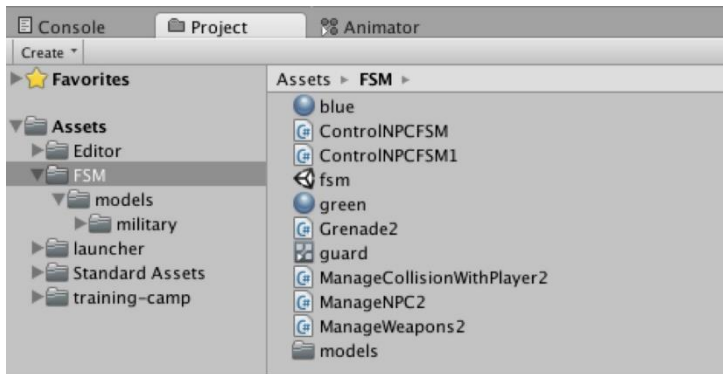
No, this object only Cancel Yes, change children

 **Change Static Flags**  
Do you want to enable the Navigation Static flag for all the child objects as well?

No, this object only Cancel Yes, change children

Clear Bake Clear Bake



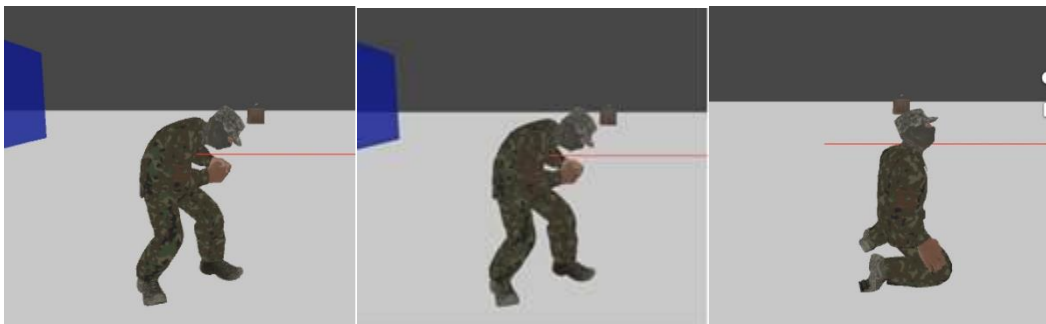
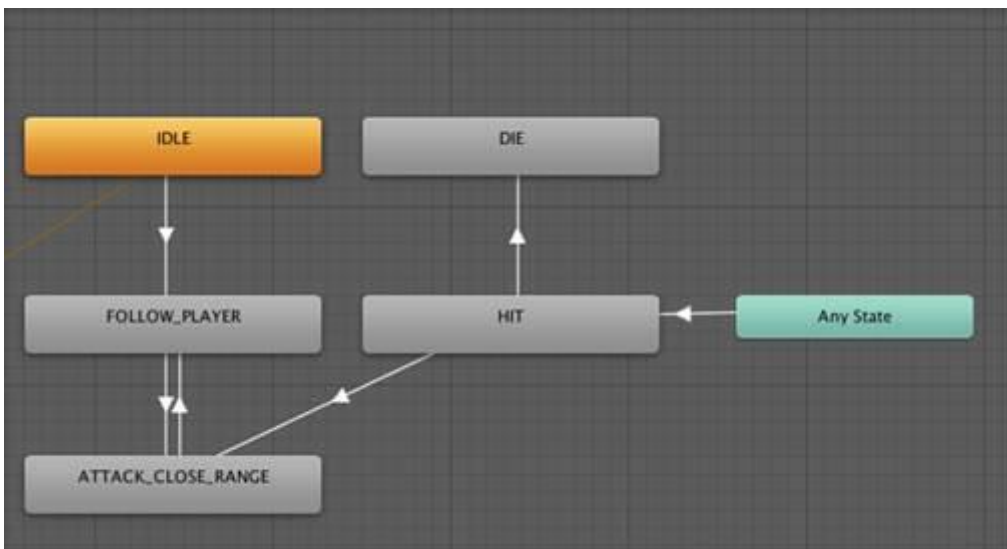
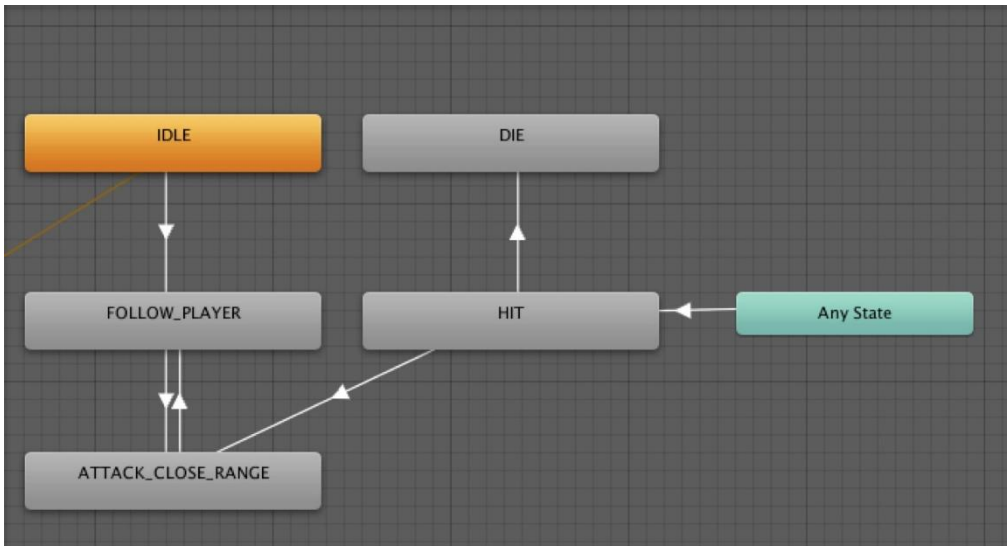


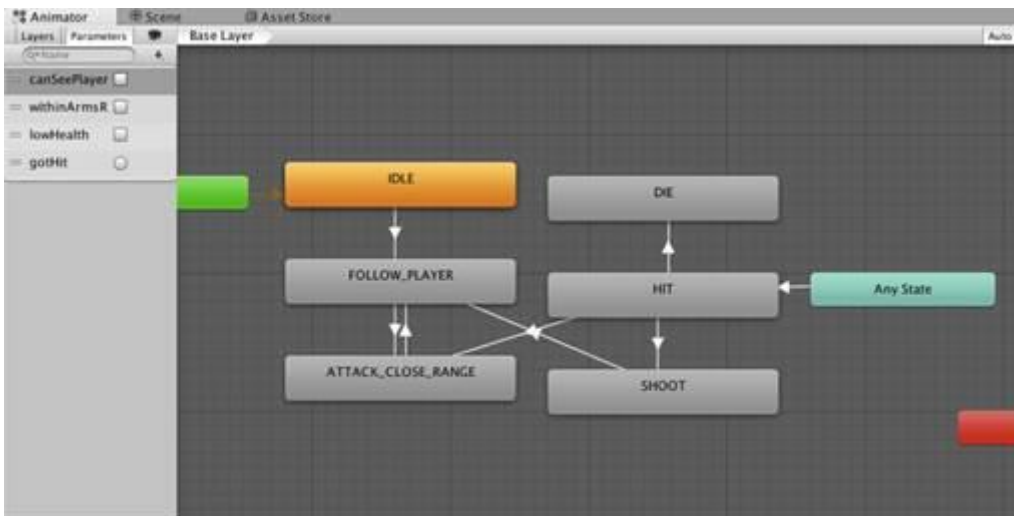
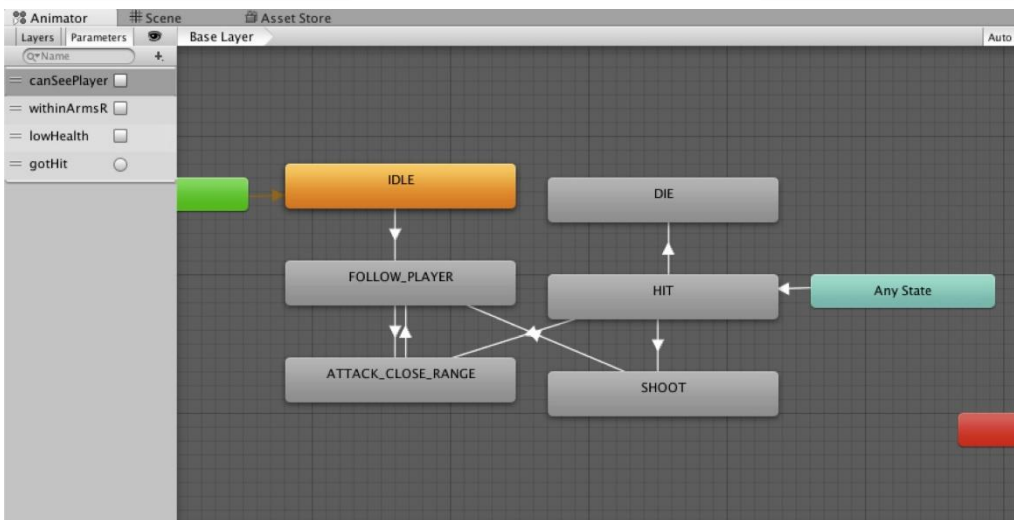
**Conditions**

= withinArmsReach true

= lowHealth false

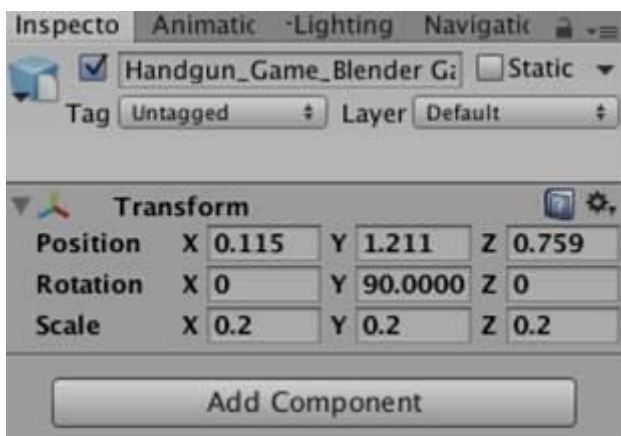
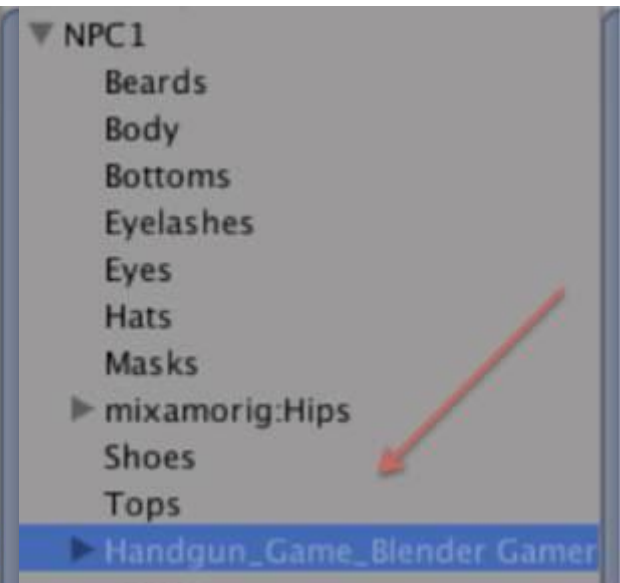
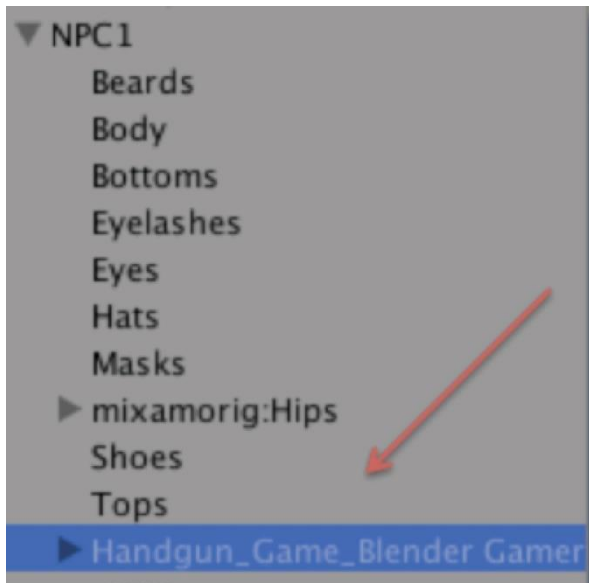
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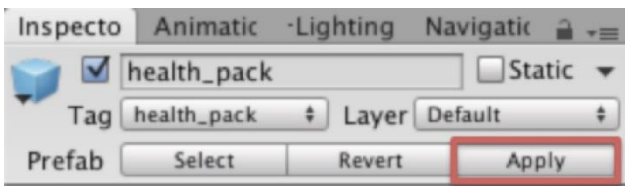
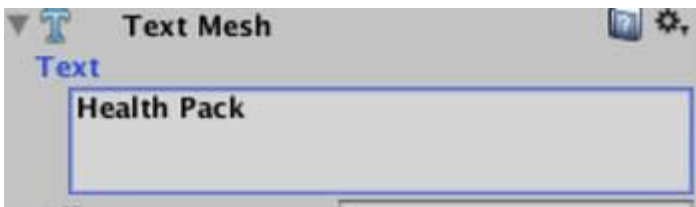
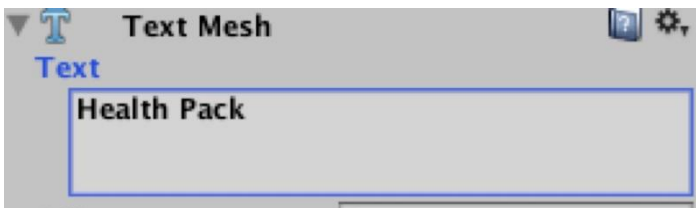
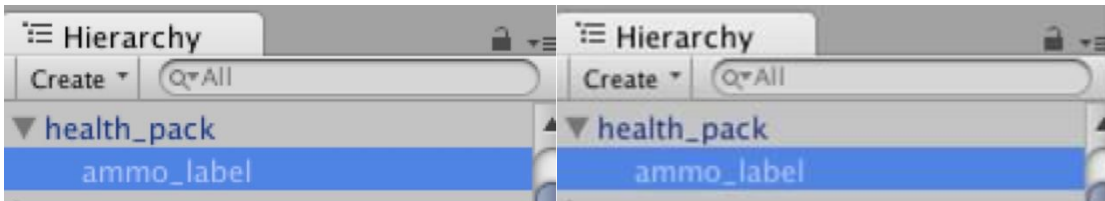
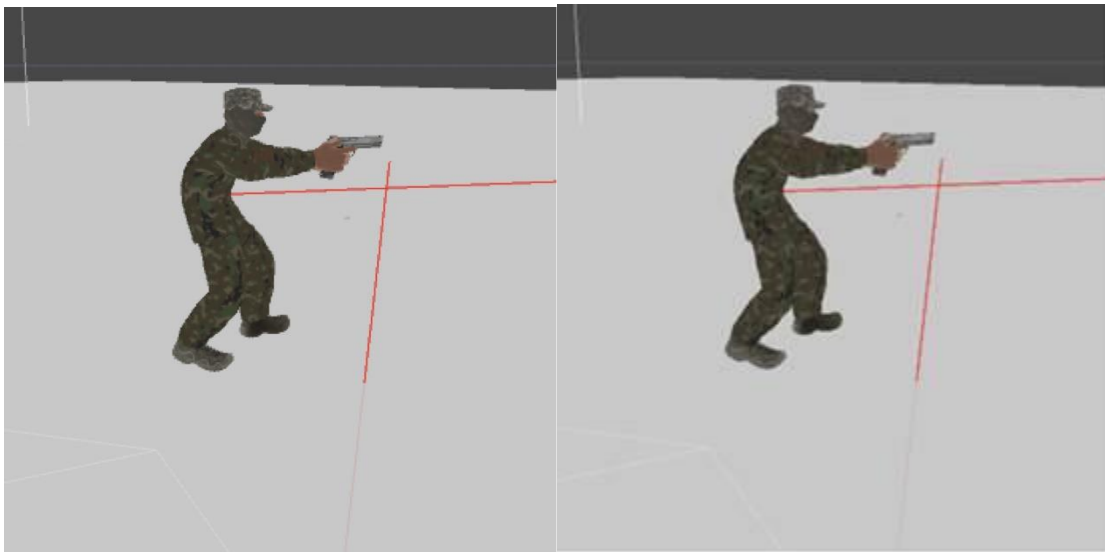
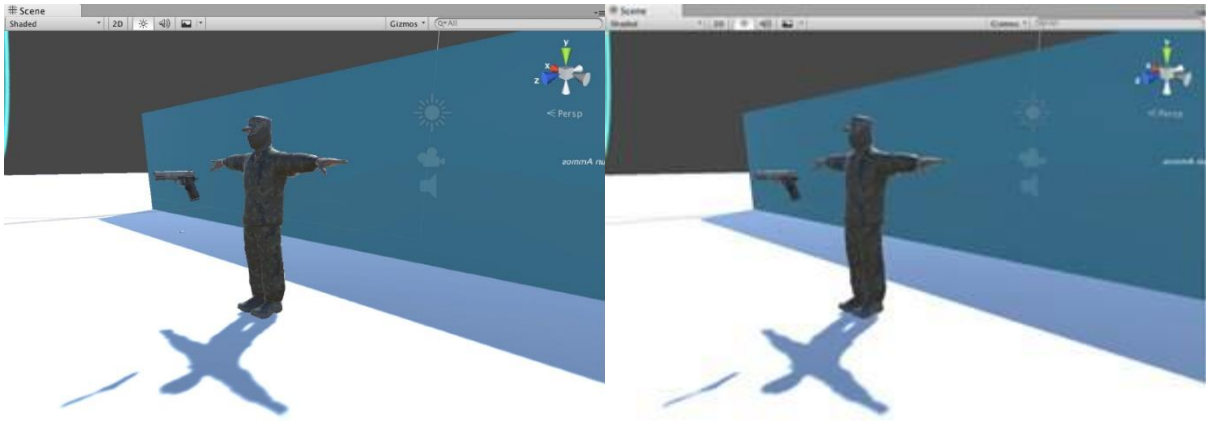


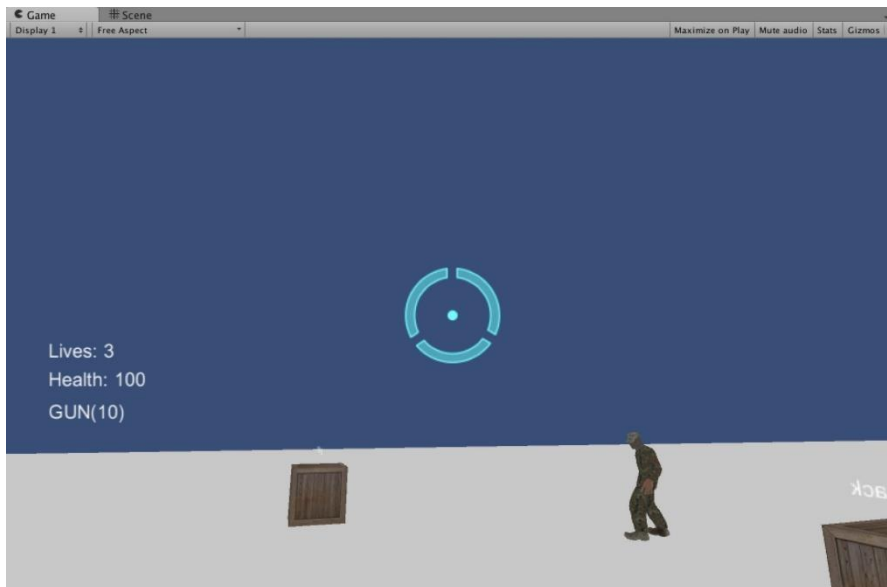
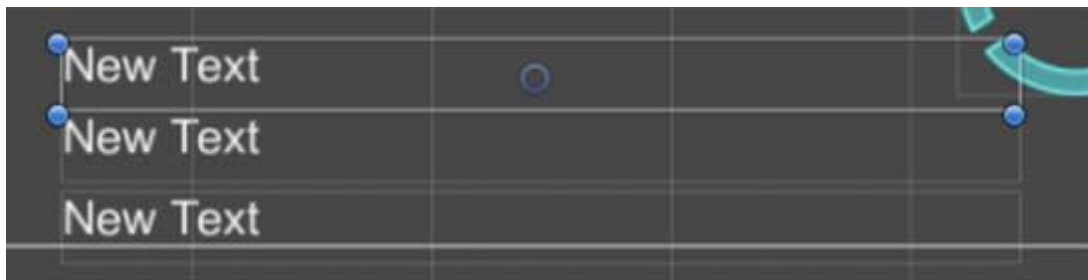
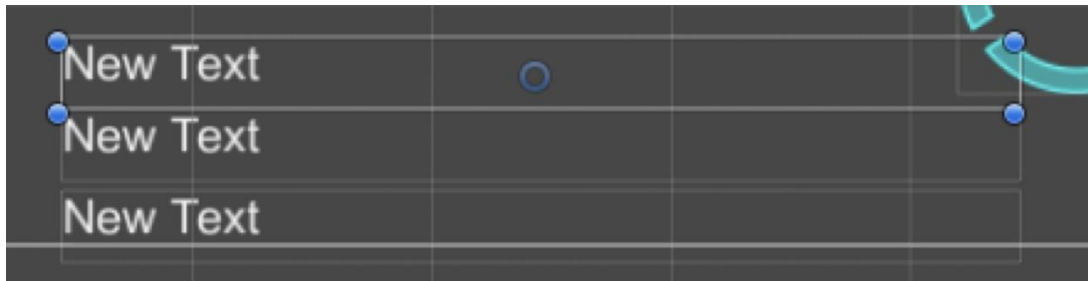
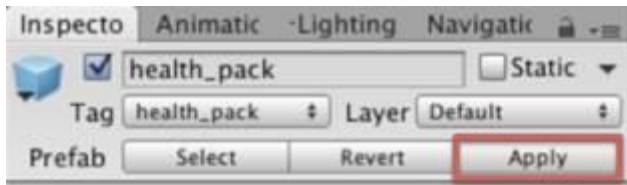


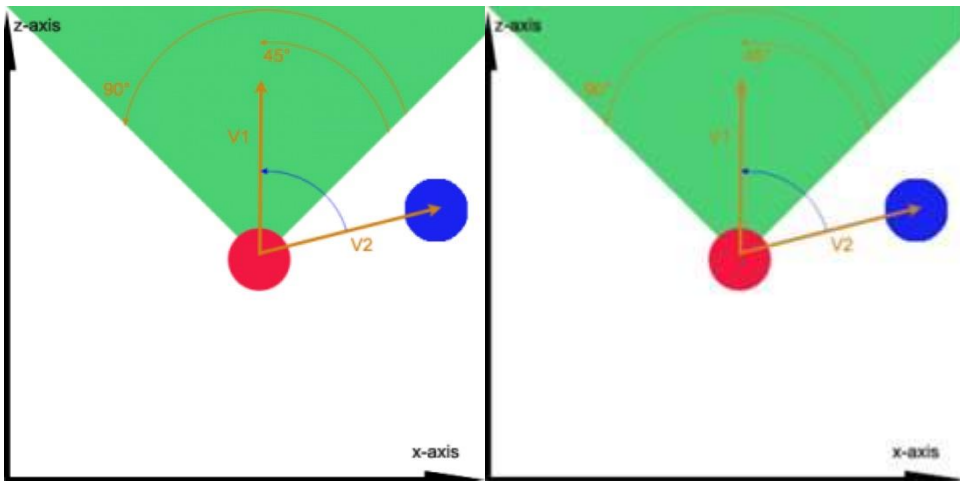
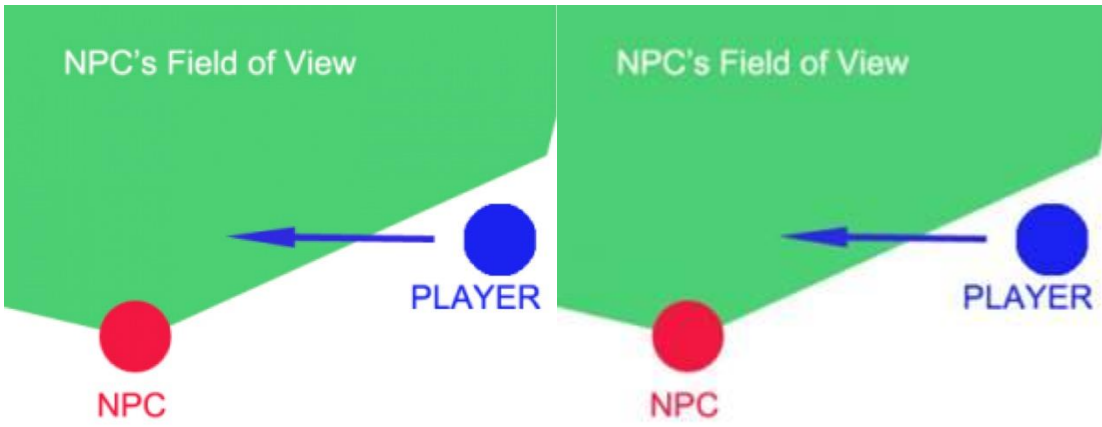
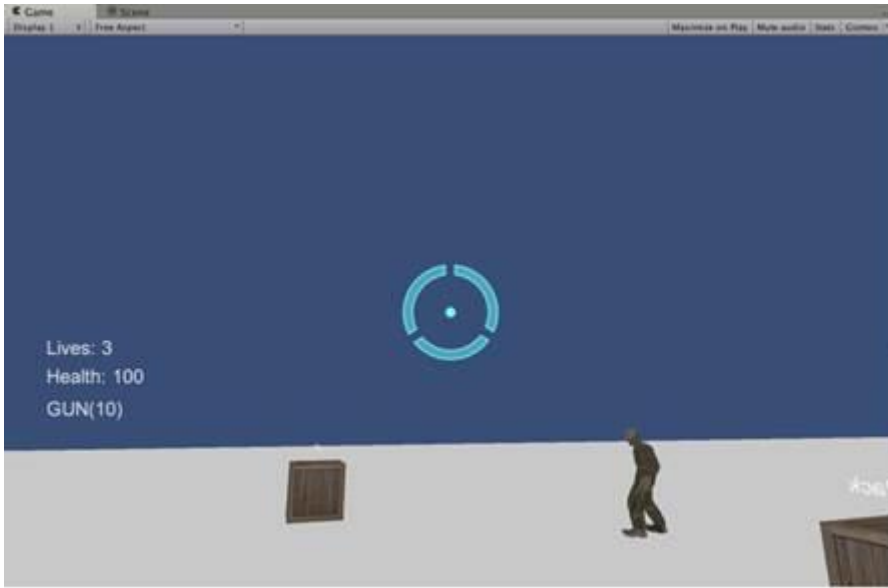
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- ▶ Handgun\_Game\_Blender Gamer Engine.fbm
- ▶ Materials
- ▶ textures

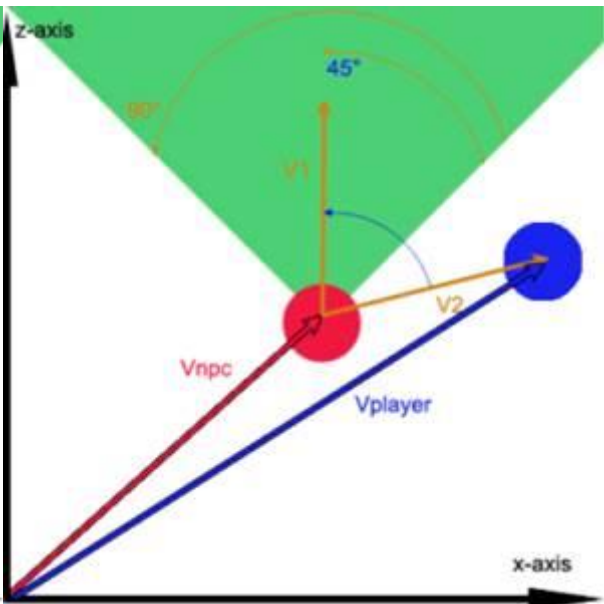
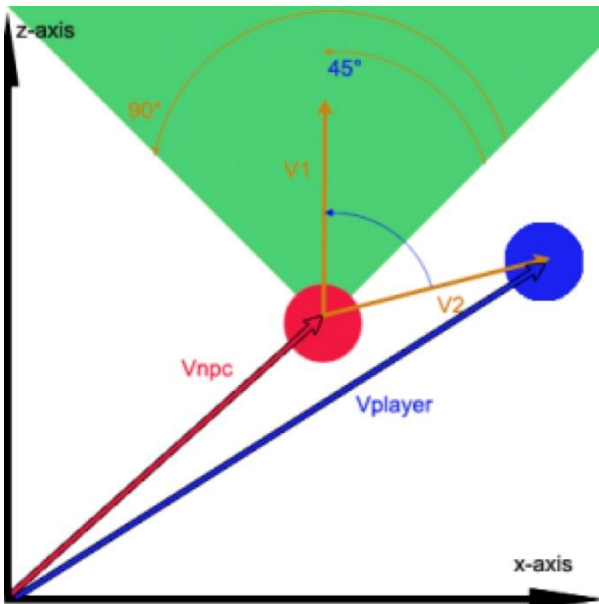
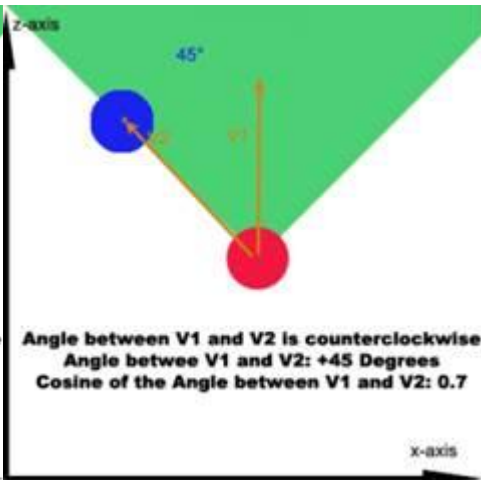
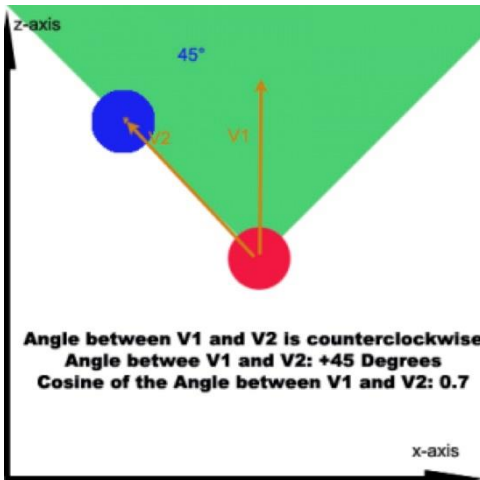
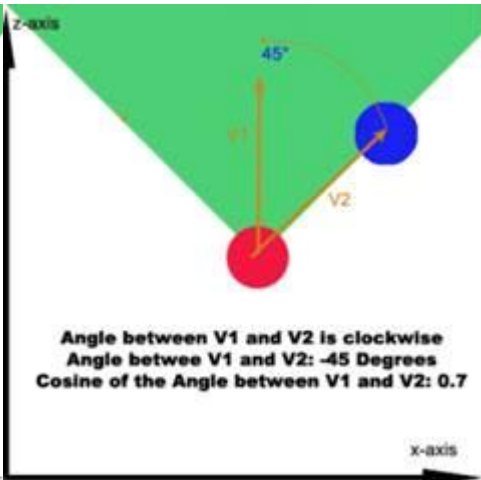
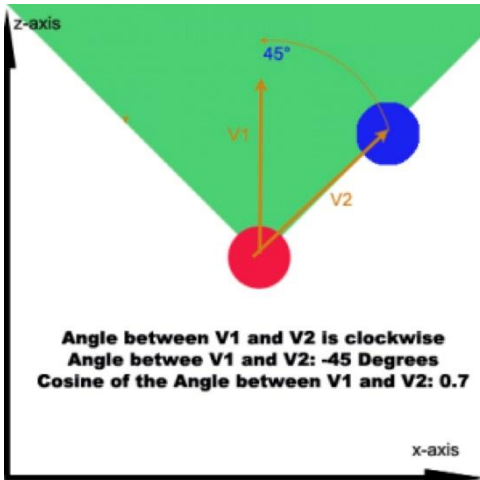
- ▶ Handgun\_Game\_Blender Gamer Engine
- ▶ Handgun\_Game\_Blender Gamer Engine.fbm
- ▶ Materials
- ▶ textures

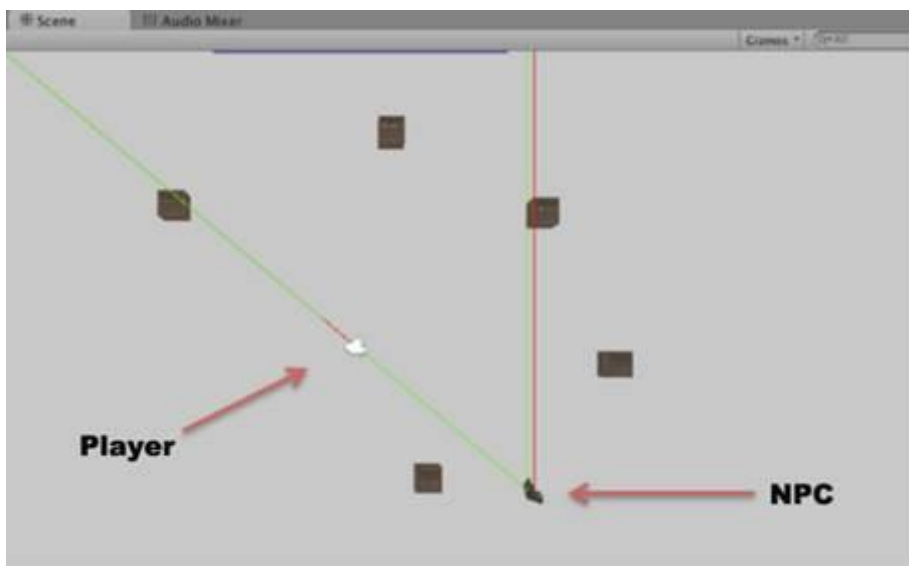
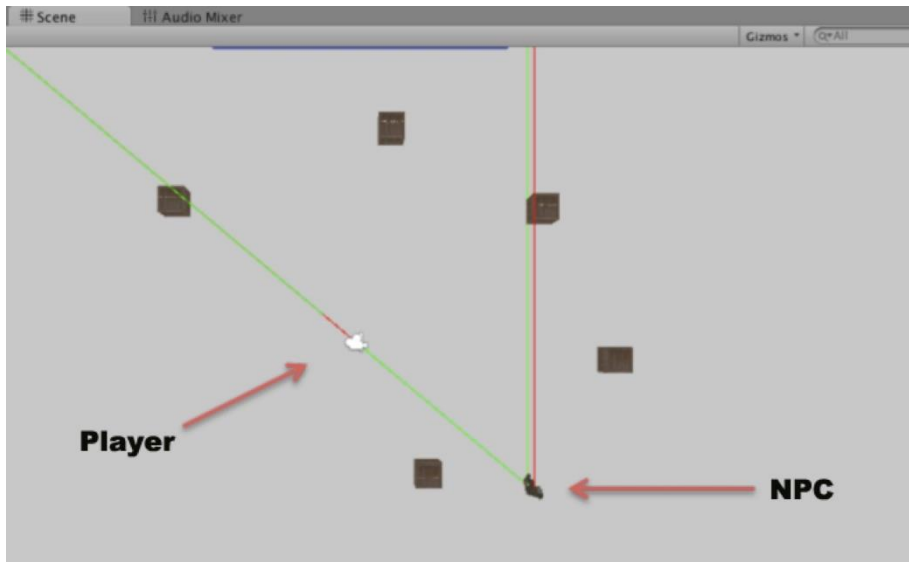












**▼ Rect Transform** ? ⚙

stretch	Left	Top	Pos Z
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stretch	Right	Bottom	
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**▼ Rect Transform** ? ⚙

stretch	Left	Top	Pos Z
<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
stretch	Right	Bottom	
<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text" value="R"/>

**▼  Image (Script)** ? ⚙

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Color	<input type="text" value=""/>	<input type="text" value=""/>
Material	<input type="text" value="None (Material)"/>	<input type="text" value=""/>

**Image (Script)**

Source Image: None (Sprite)

Color:

Material: None (Material)

Color

R: 255  
G: 55  
B: 55  
A: 0

Hex Color: #FF373700

Color

R: 255  
G: 55  
B: 55  
A: 0

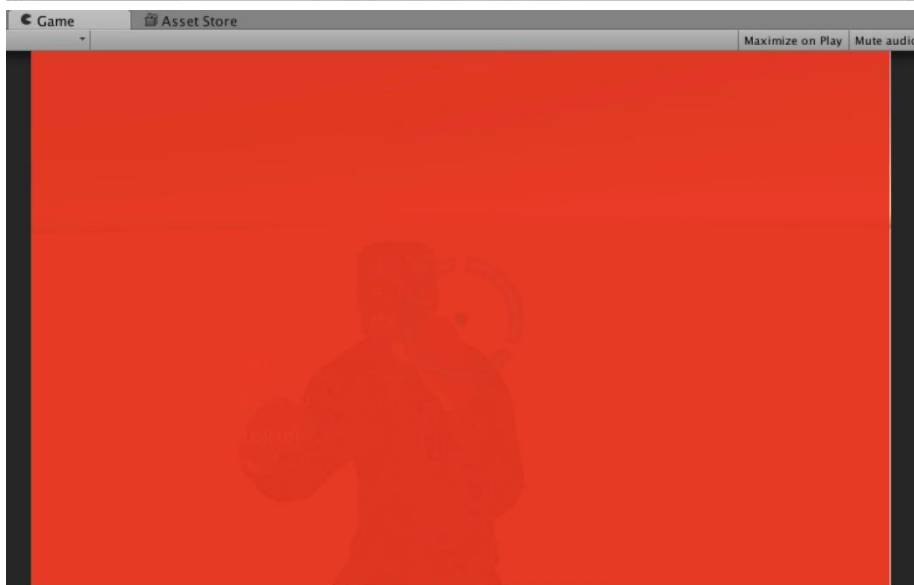
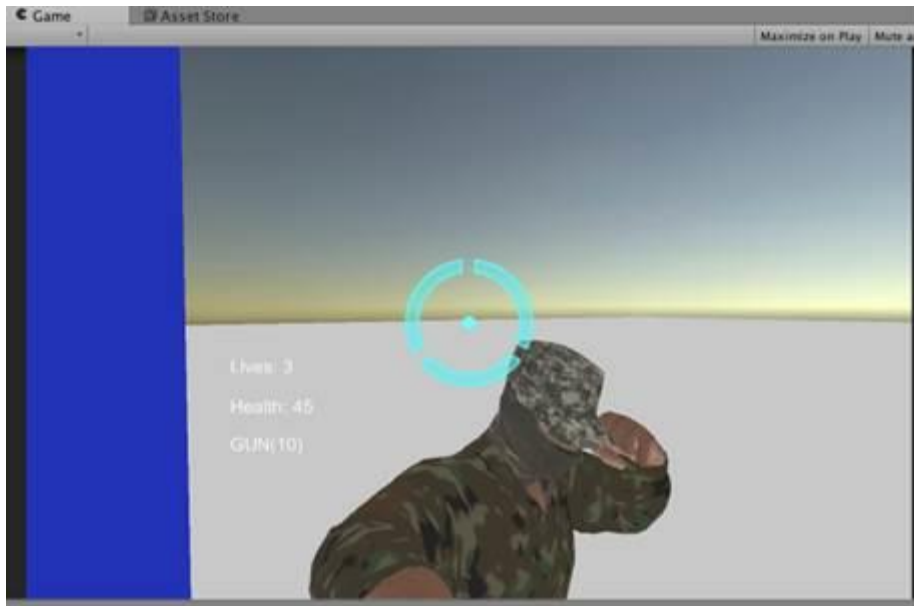
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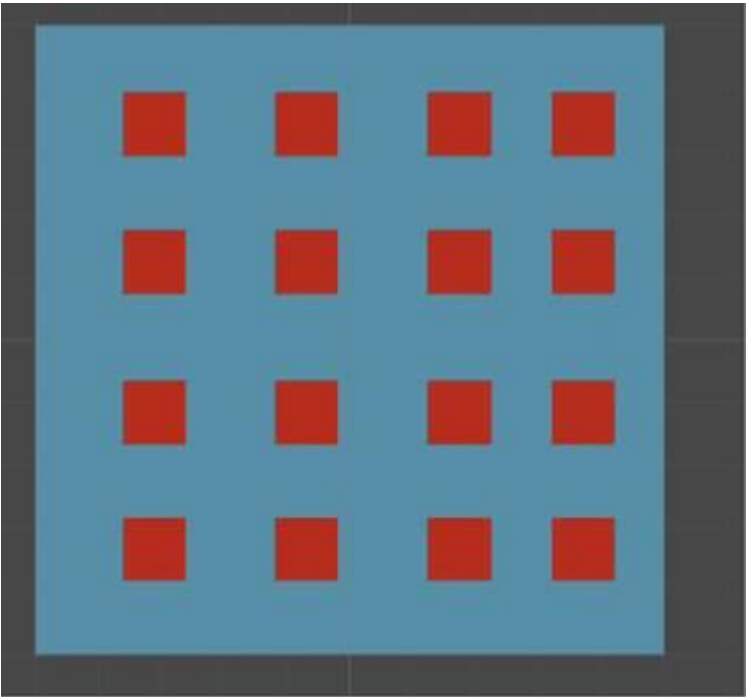
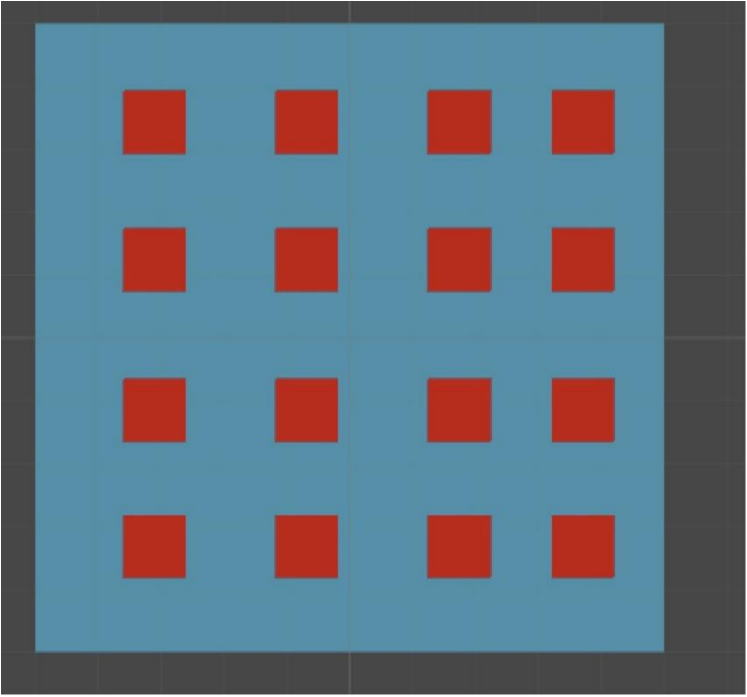
Game

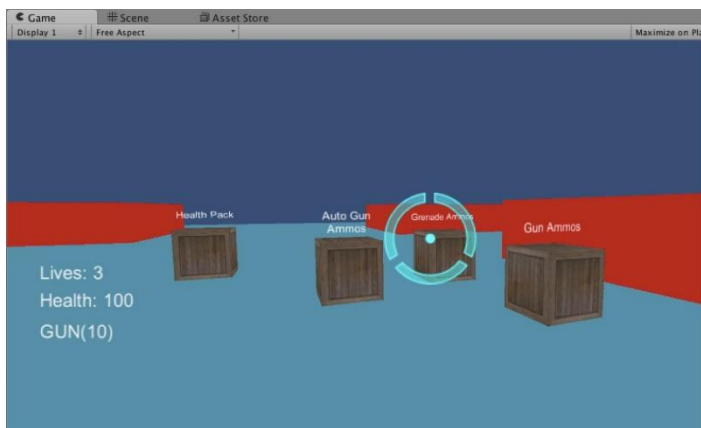
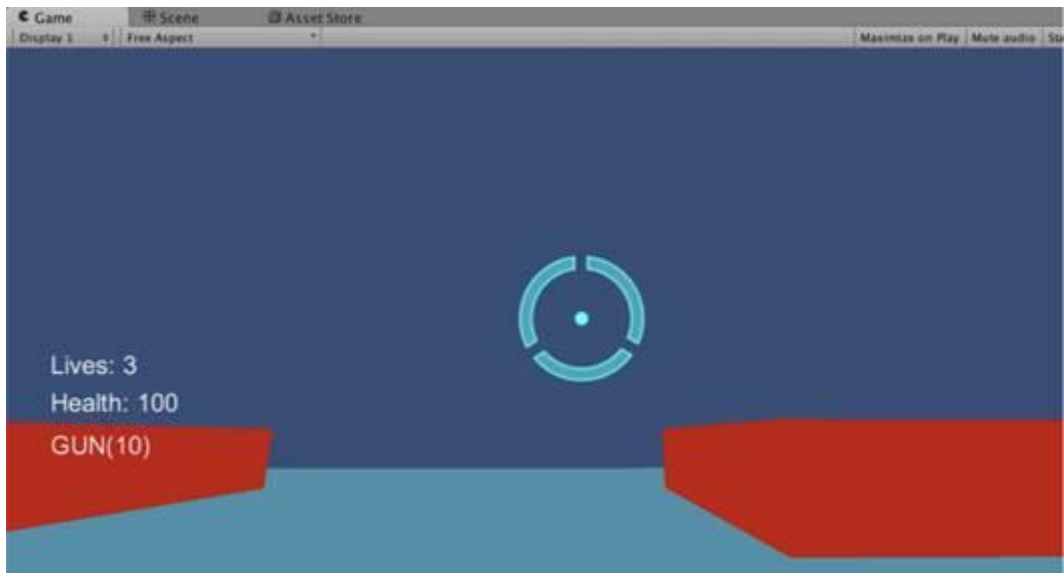
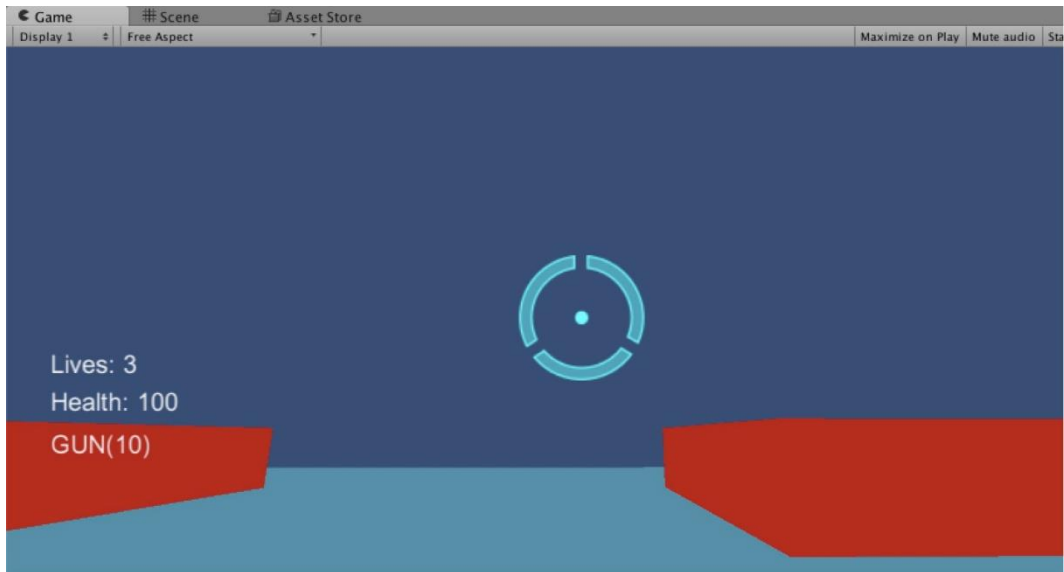
Asset Store

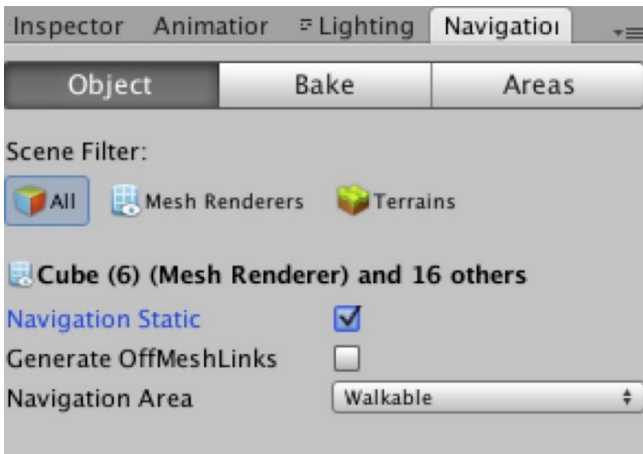
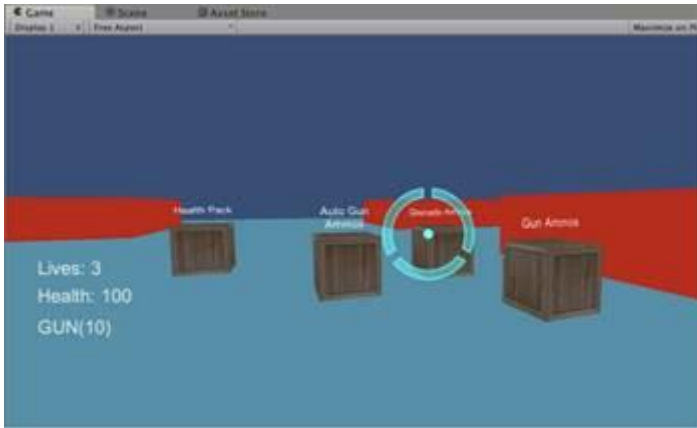
Maximize on Play | Mute au

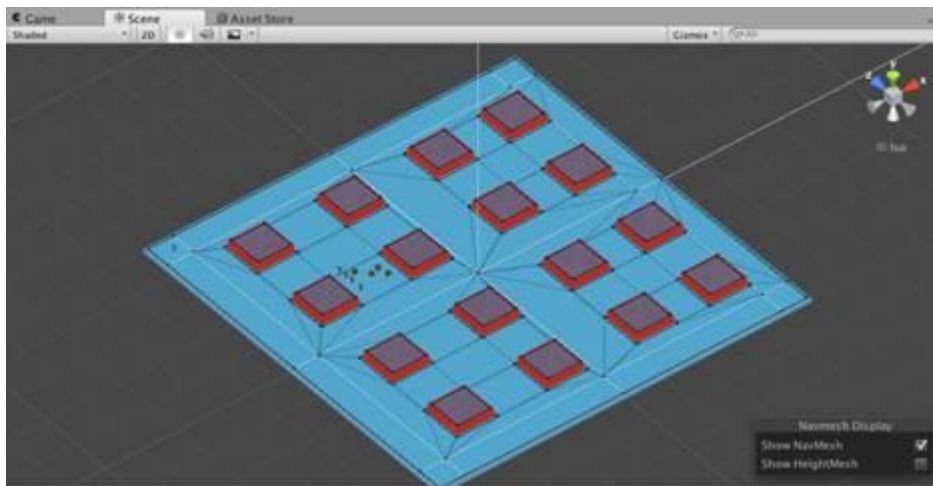
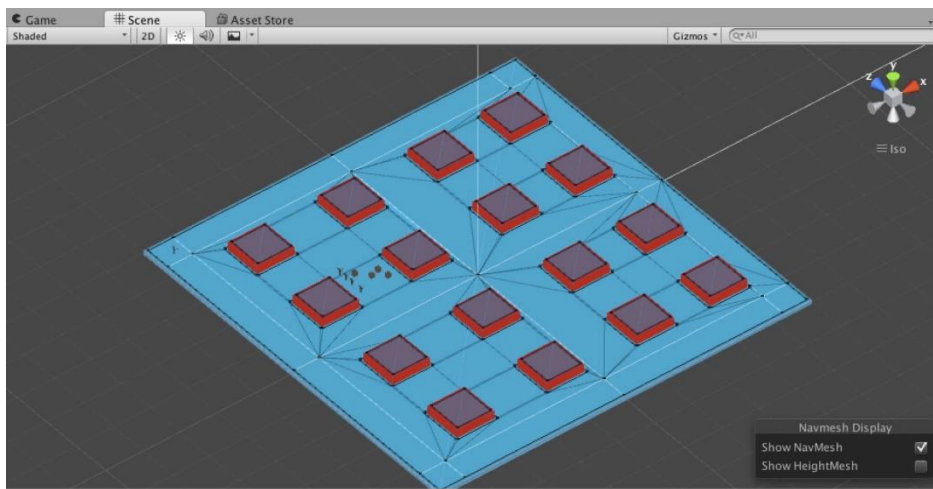
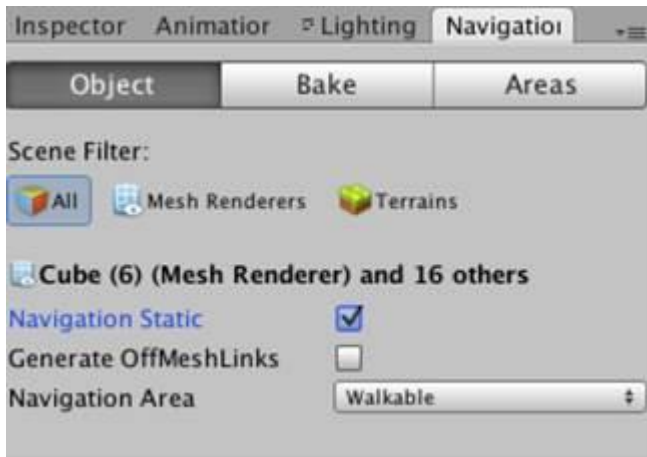
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Health: 45  
GUN(10)

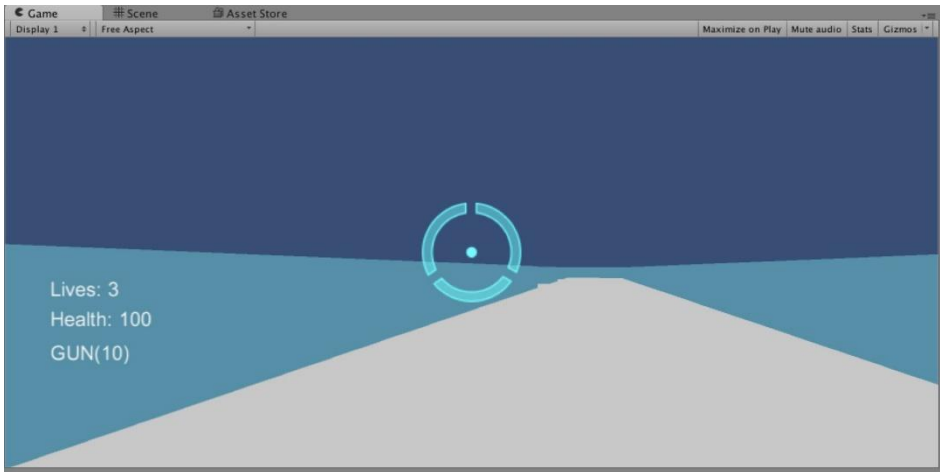
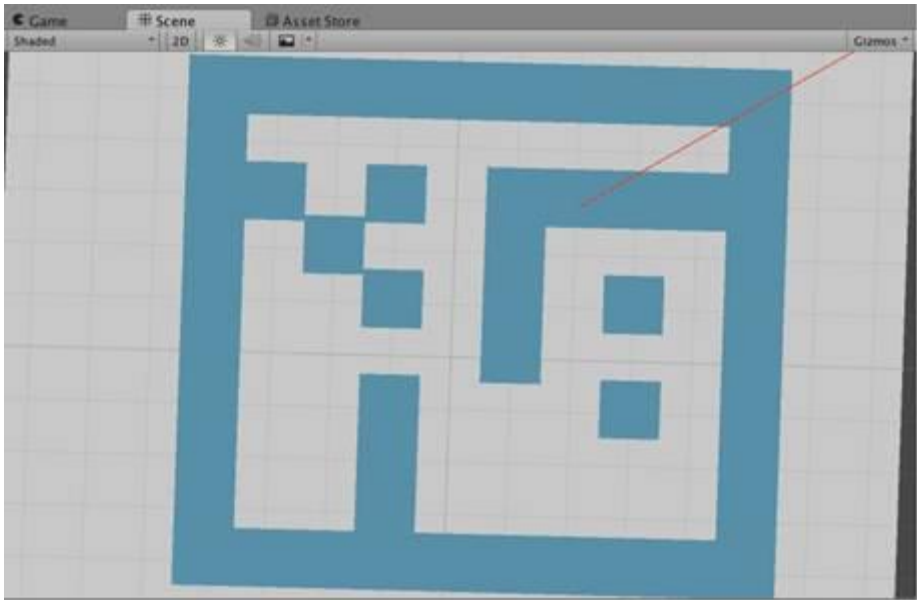
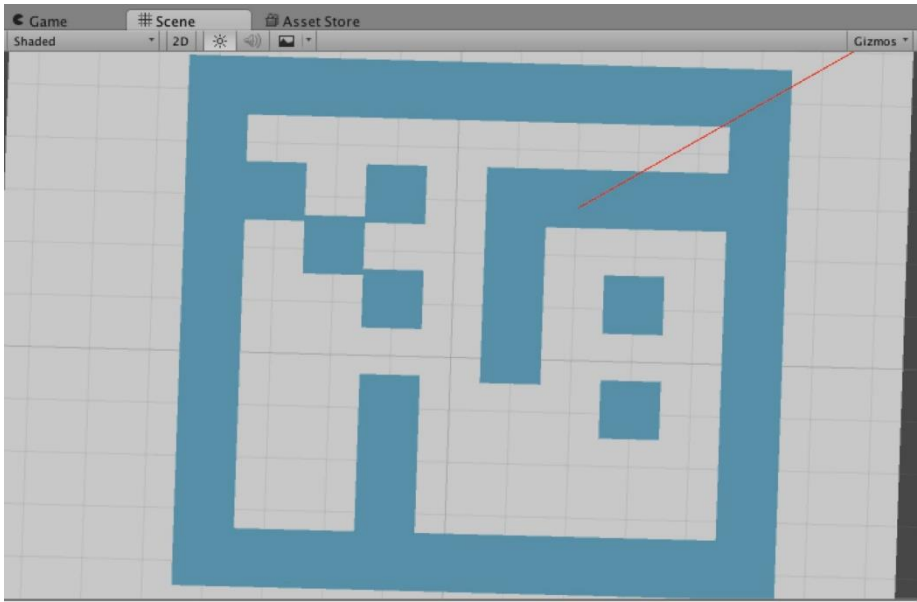


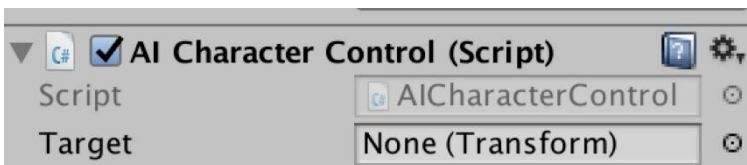
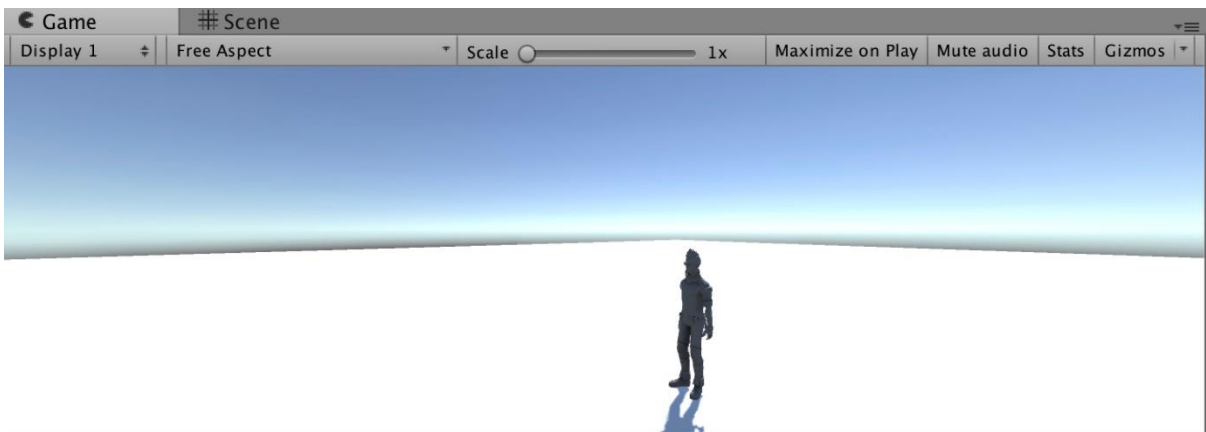
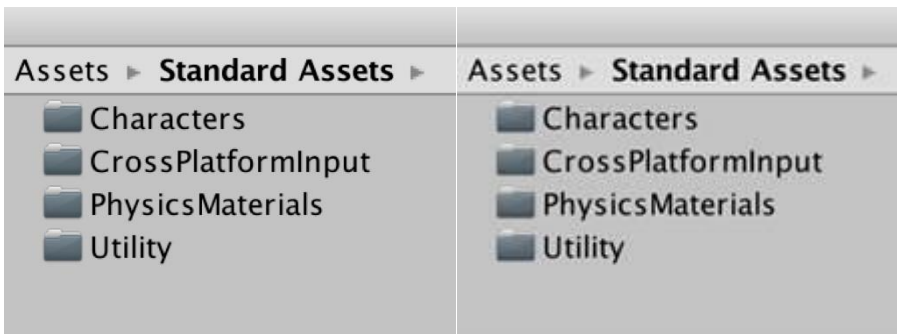
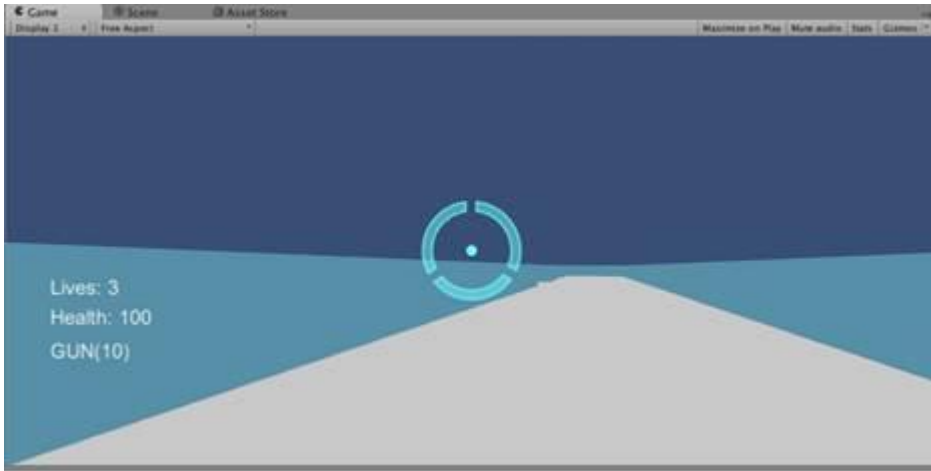


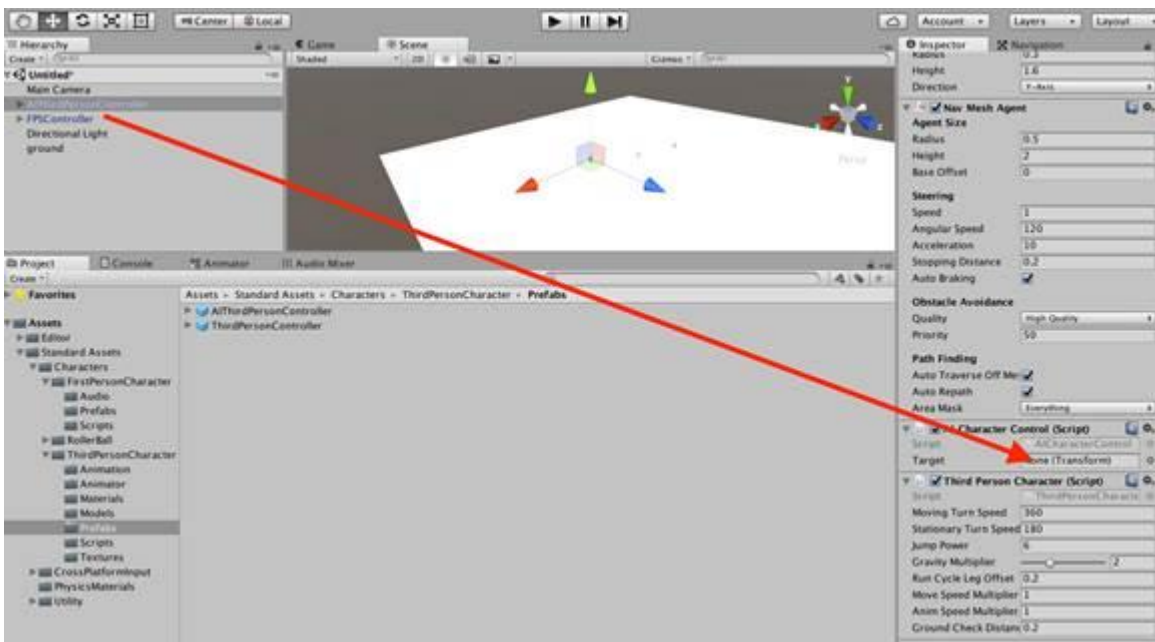
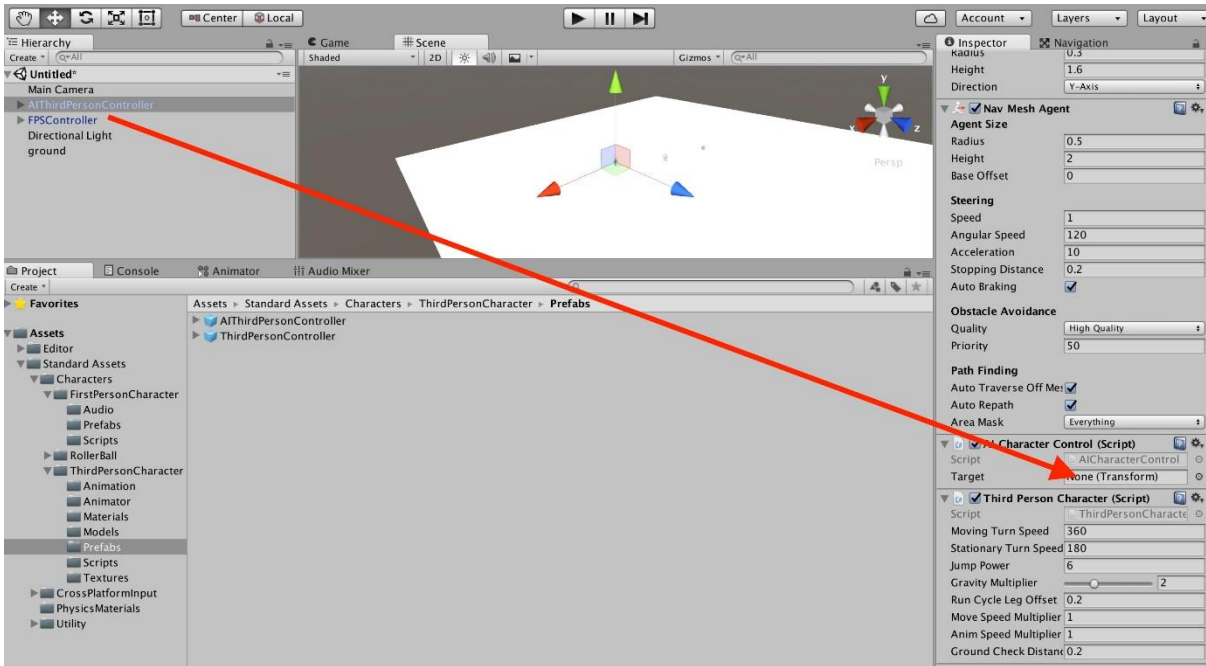
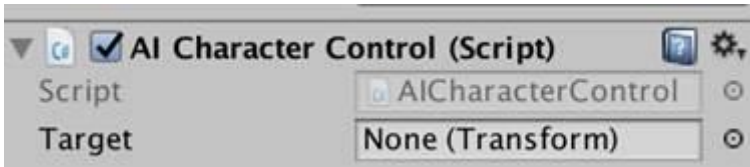












Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

ground (Mesh Renderer)

Navigation Static  ←

Generate OffMeshLinks

Navigation Area Walkable

Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

ground (Mesh Renderer)

Navigation Static  ←

Generate OffMeshLinks

Navigation Area Walkable

Clear Bake

Clear Bake

Navmesh Display

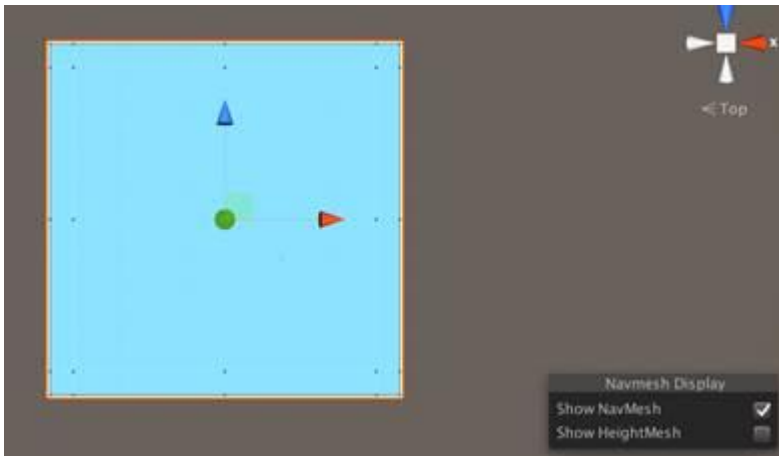
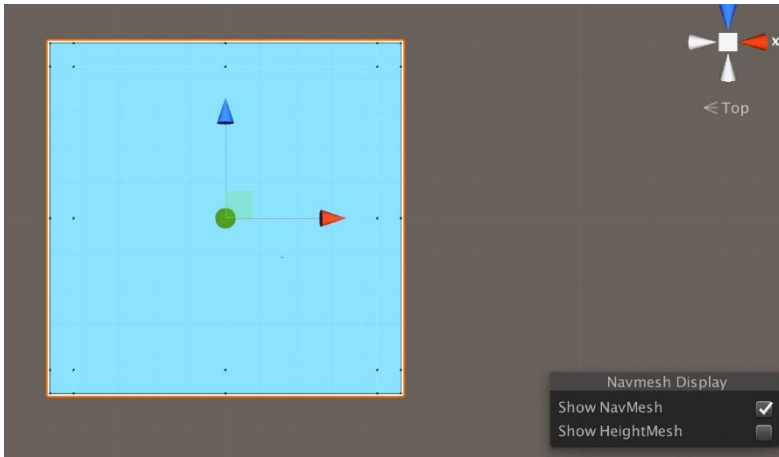
Show NavMesh

Show HeightMesh


Navmesh Display

Show NavMesh

Show HeightMesh




**Inspector** | **Navigation**




**red**  Shader: Standard

Rendering Mode: Opaque

**Main Maps**

- Albedo 
- Metallic  0
- Smoothness  0.5
- Source: Metallic Alpha



**Inspector**    **Navigation**


 **red**     


**Shader**    Standard

**Rendering Mode**    Opaque

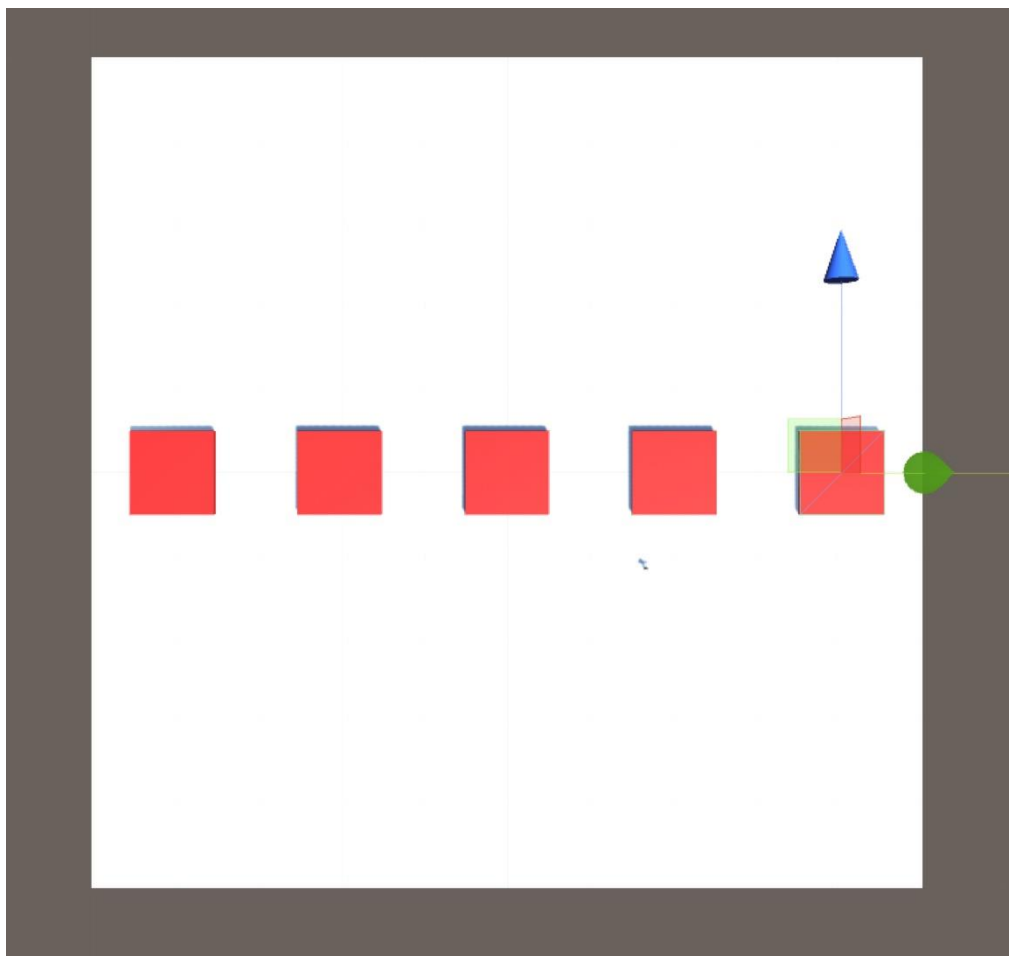
**Main Maps**

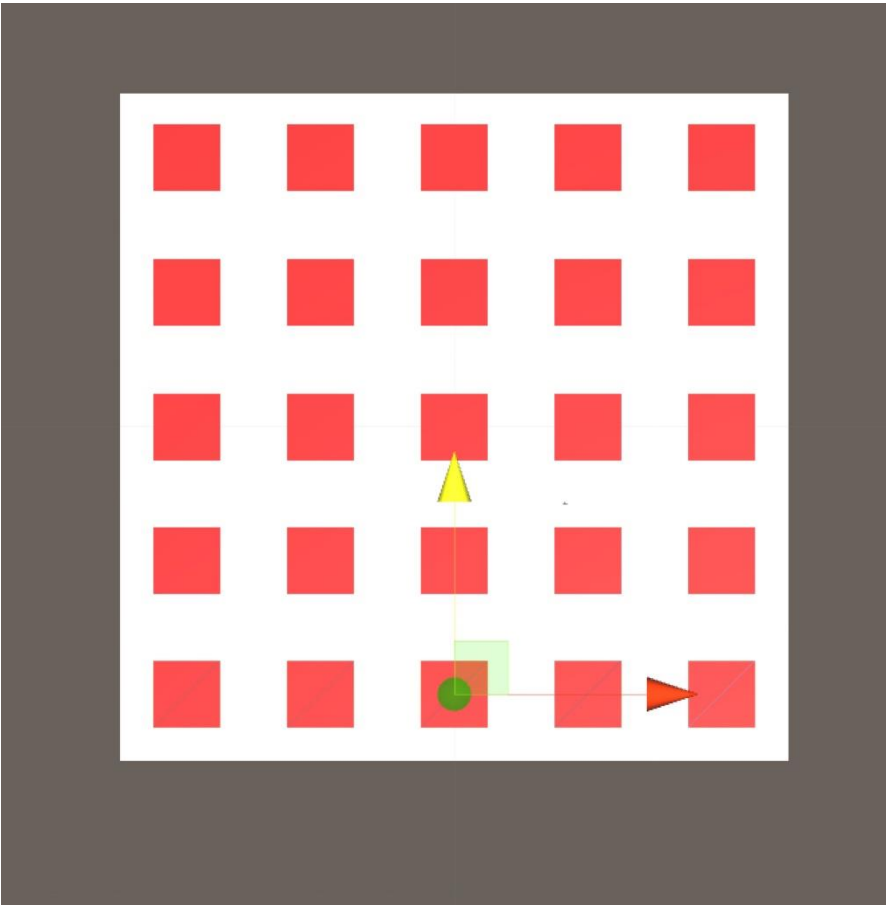
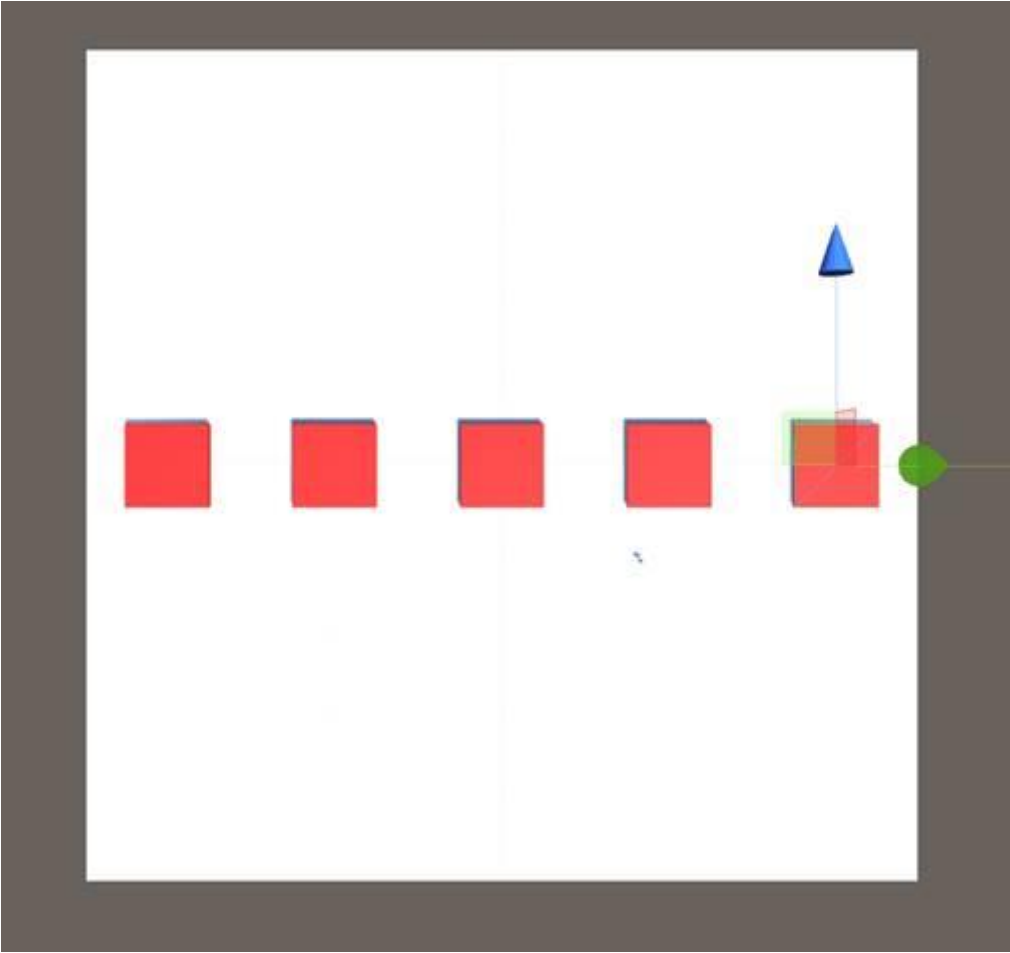
**Albedo**     

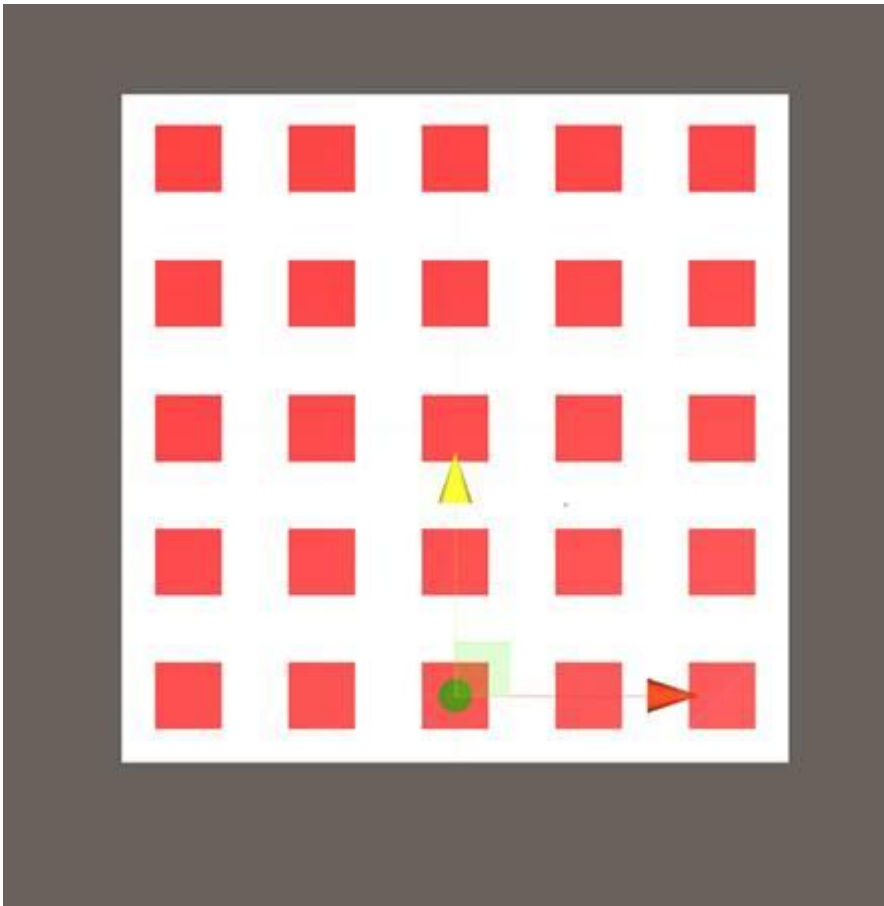
**Metallic**    

**Smoothness**    

**Source**    Metallic Alpha





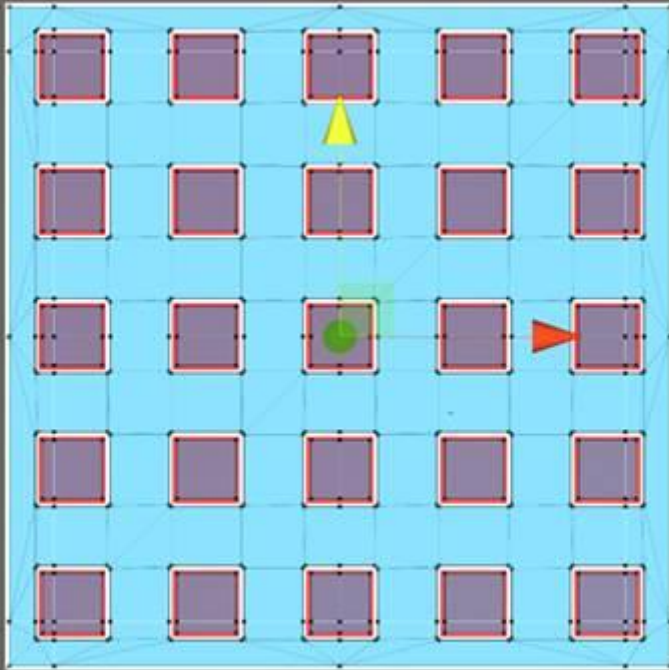
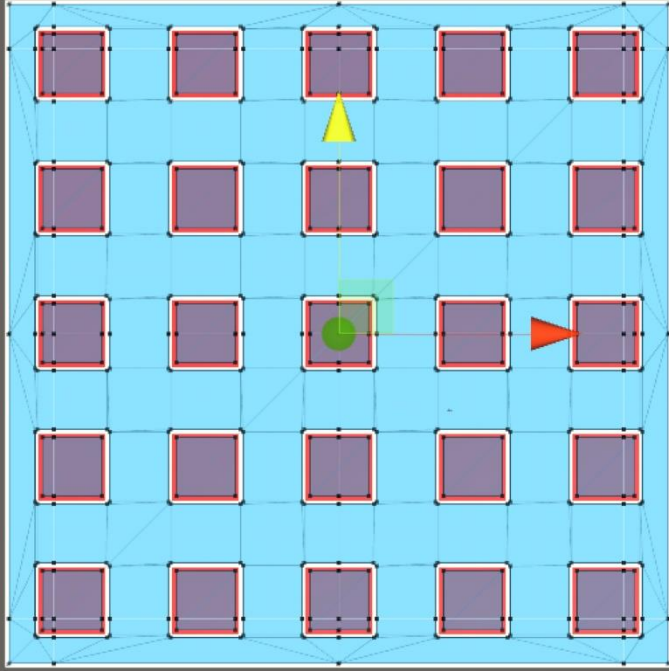


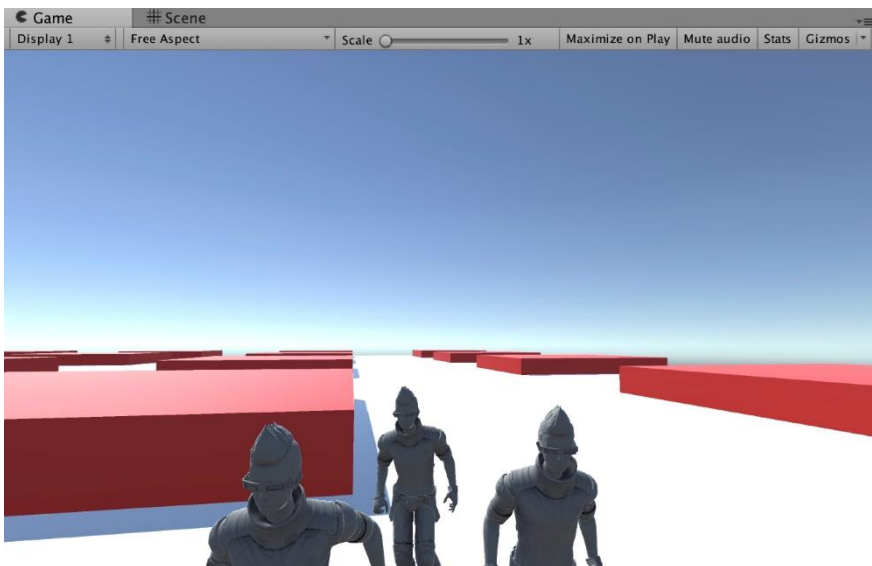
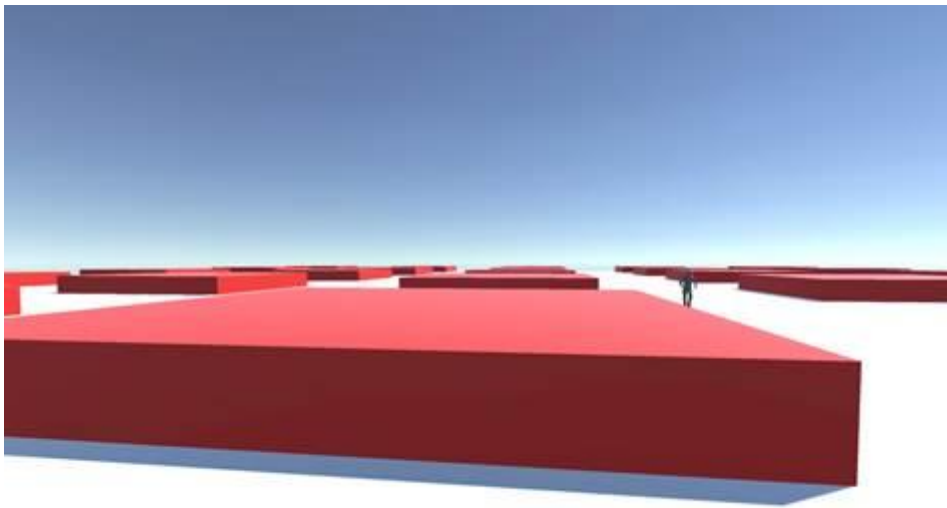
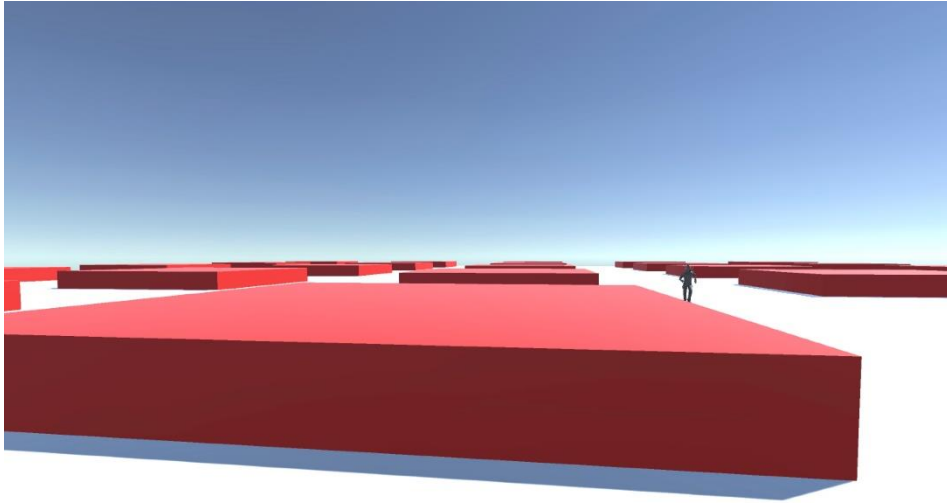
 wall (13) (Mesh Renderer) and 24 others

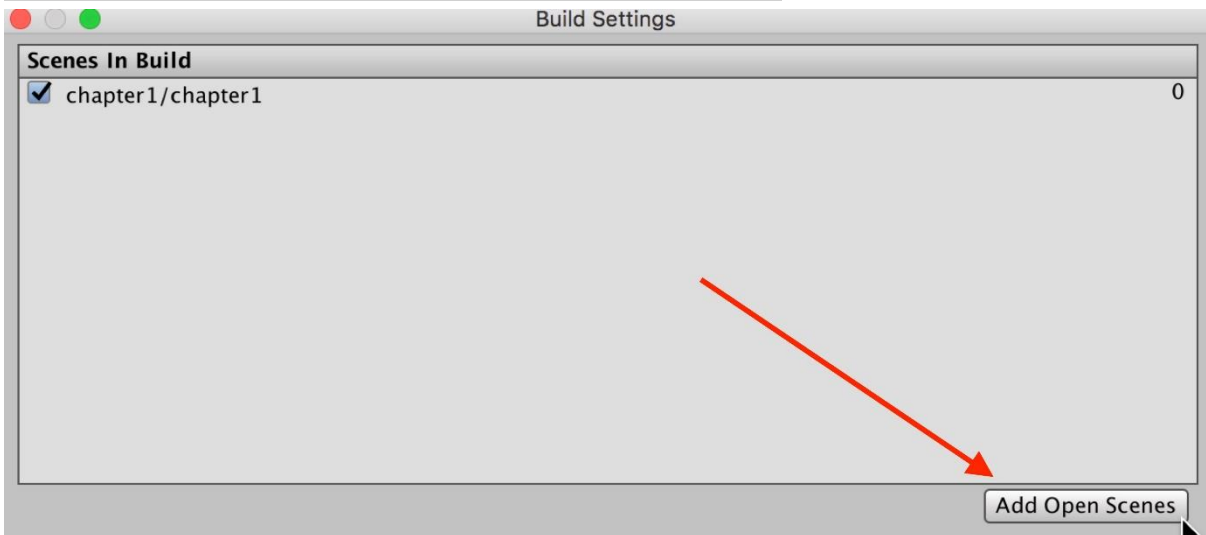
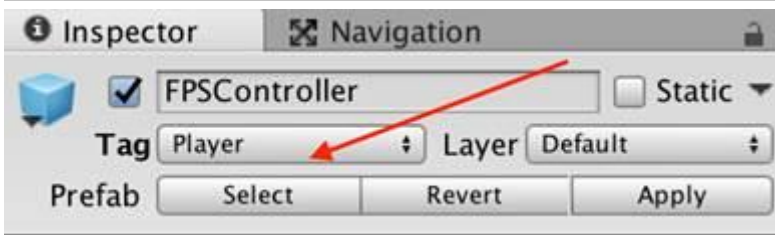
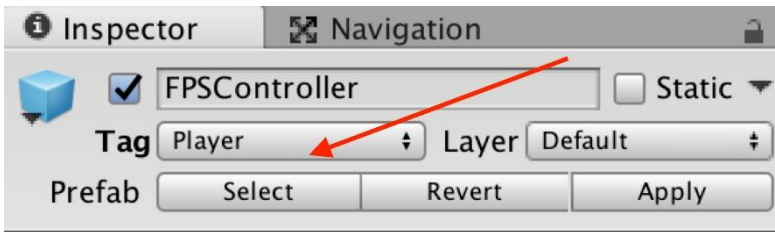
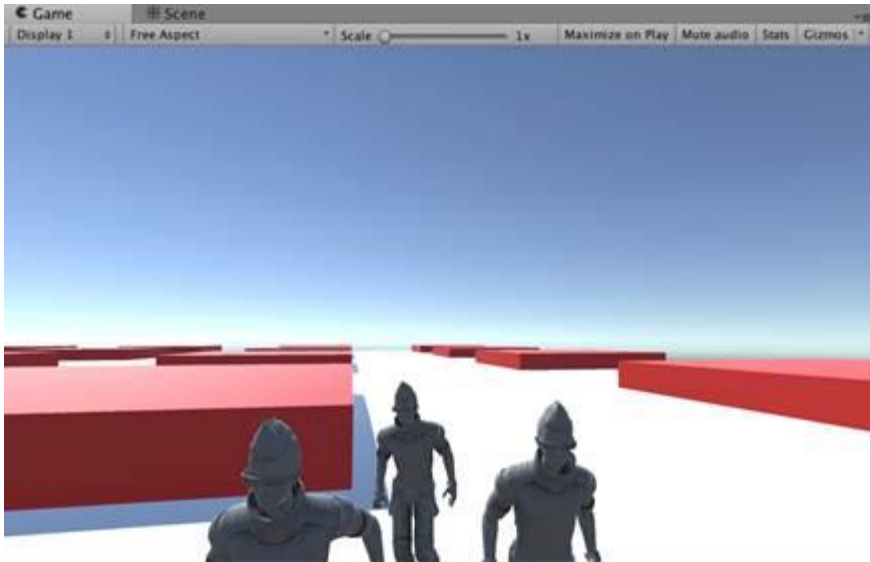
- Navigation Static
- Generate OffMeshLinks
- Navigation Area

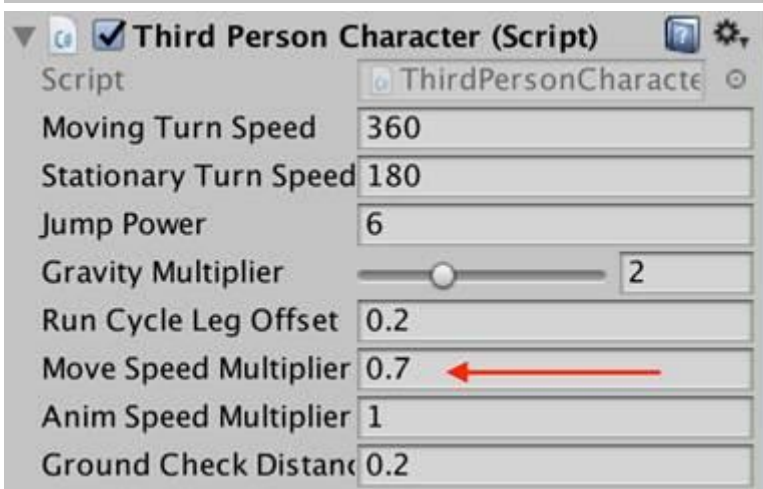
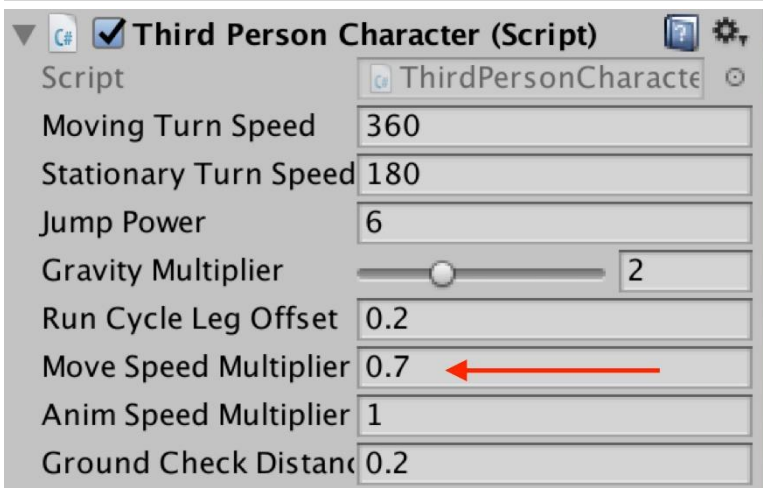
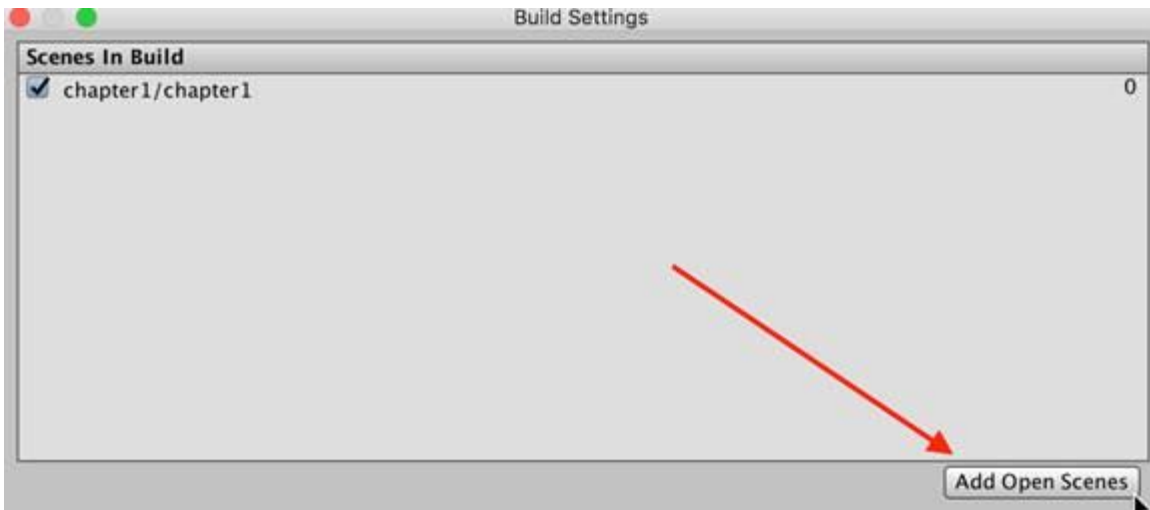
 wall (13) (Mesh Renderer) and 24 others

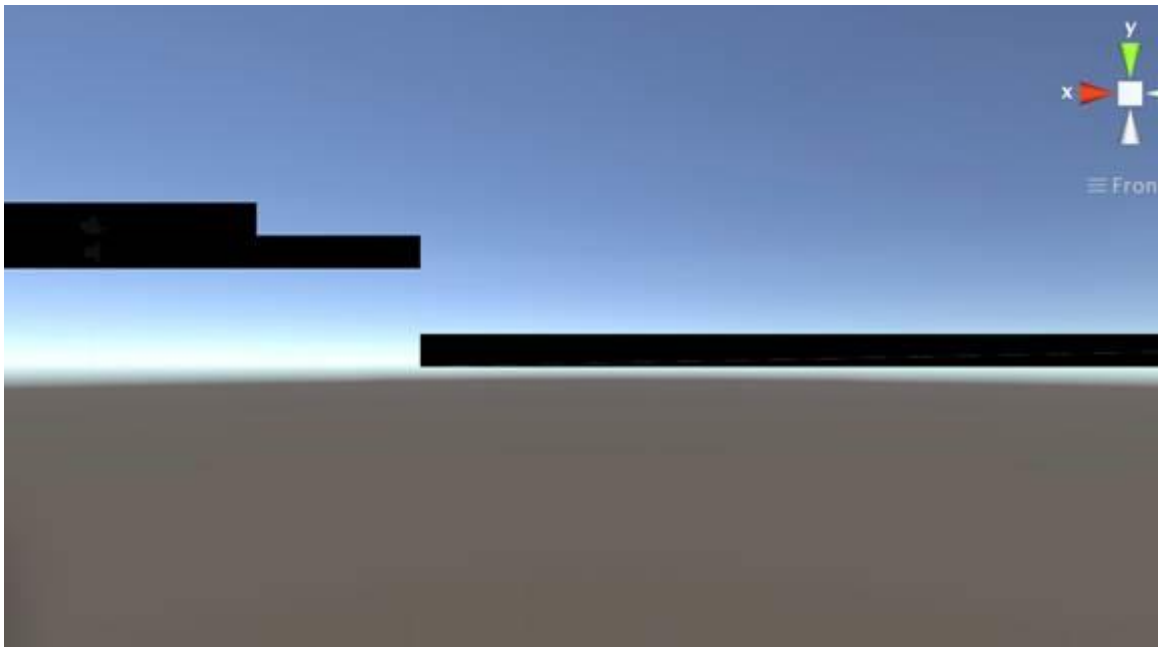
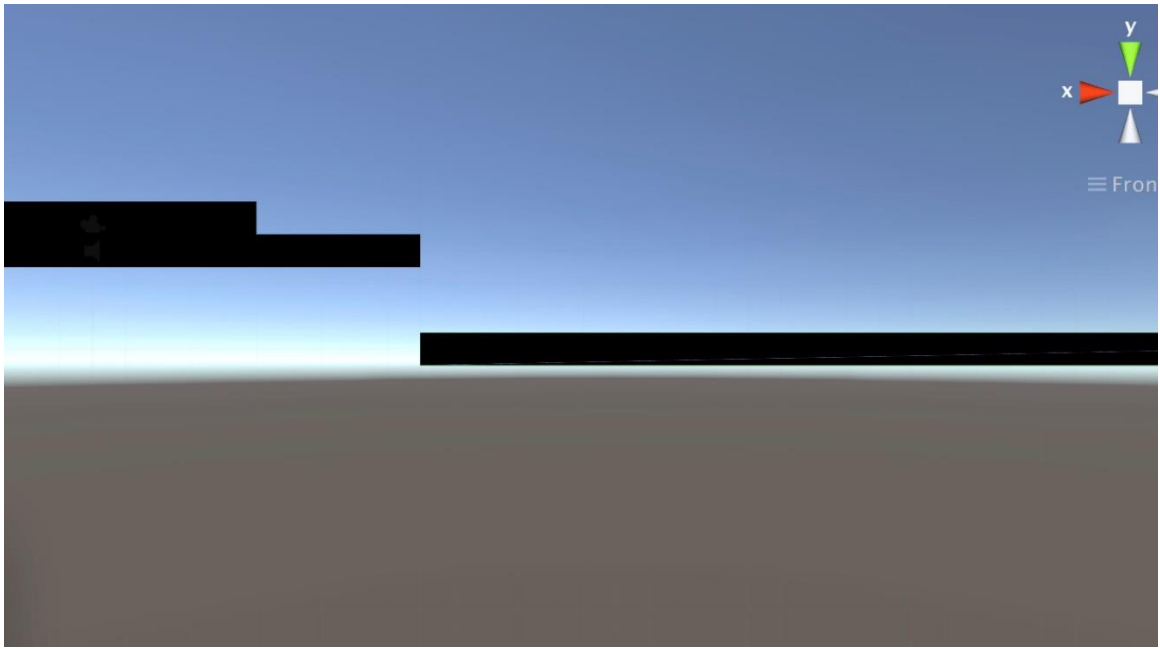
- Navigation Static
- Generate OffMeshLinks
- Navigation Area











Object    Bake    Areas

Scene Filter:

All     Mesh Renderers     Terrains

**ground (Mesh Renderer) and 1 other**

Navigation Static   

Generate OffMeshLinks     ←

Navigation Area    Walkable ▾

Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

ground (Mesh Renderer) and 1 other

Navigation Static

Generate OffMeshLinks  ←

Navigation Area Walkable

Generated Off Mesh Links

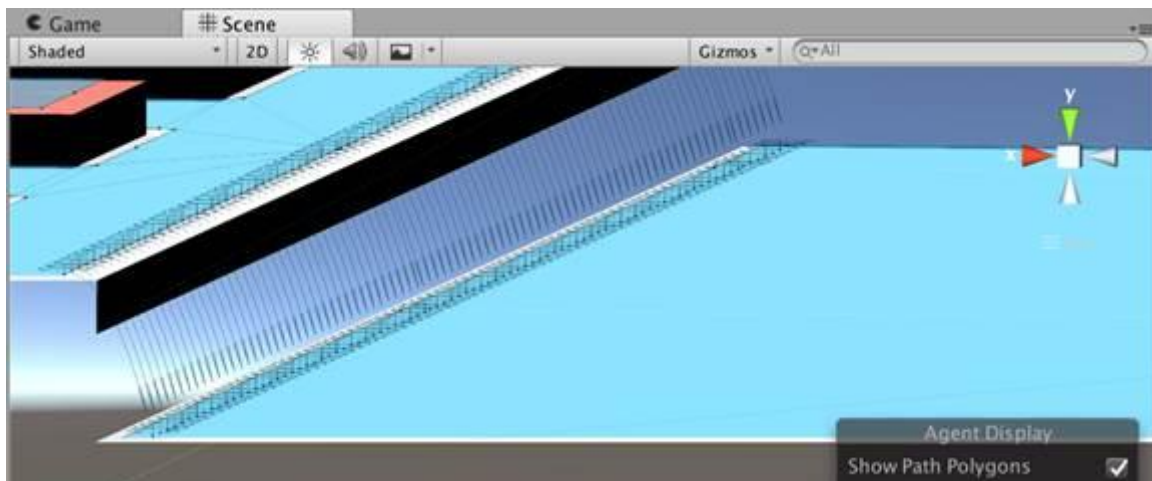
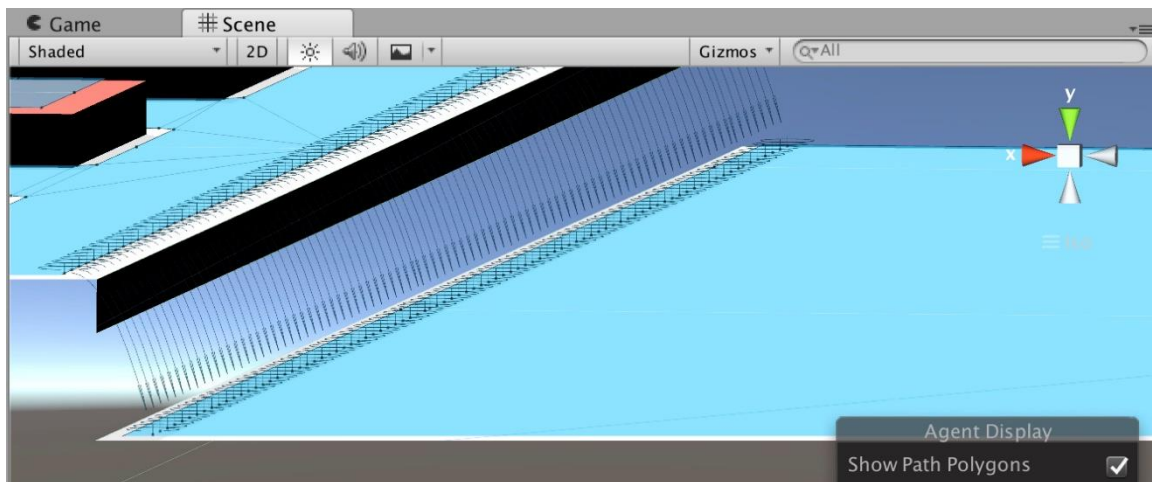
Drop Height 4

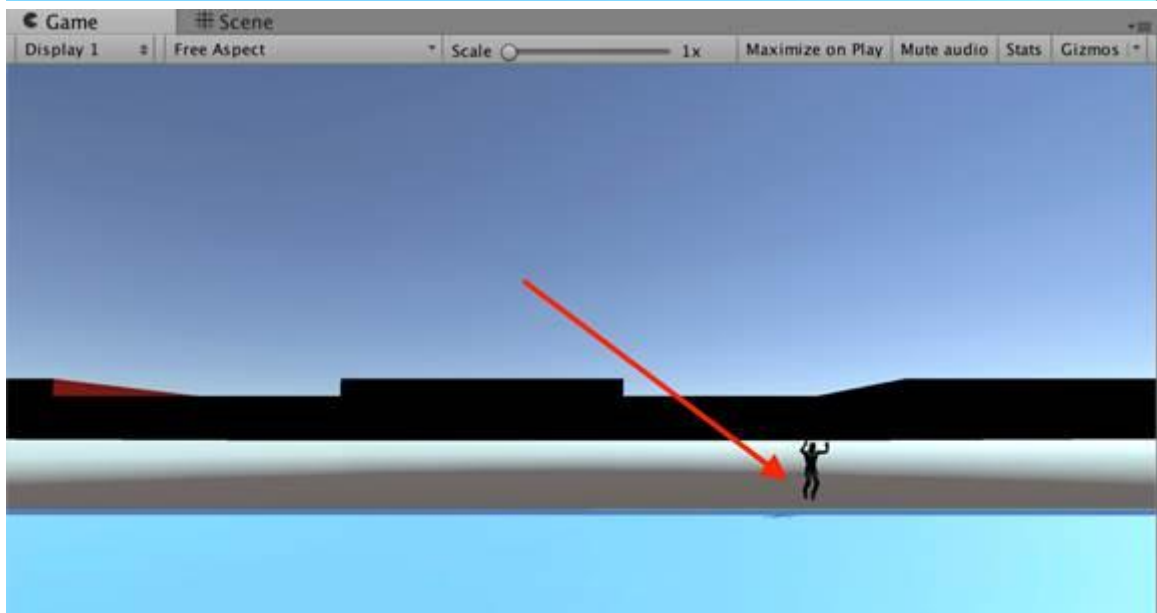
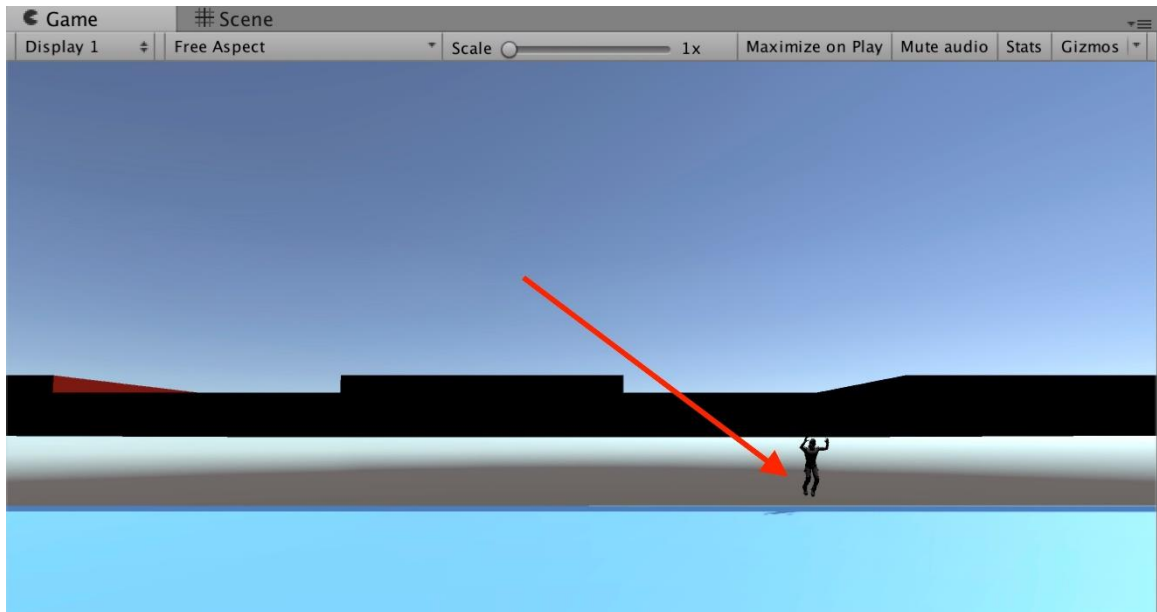
Jump Distance 0

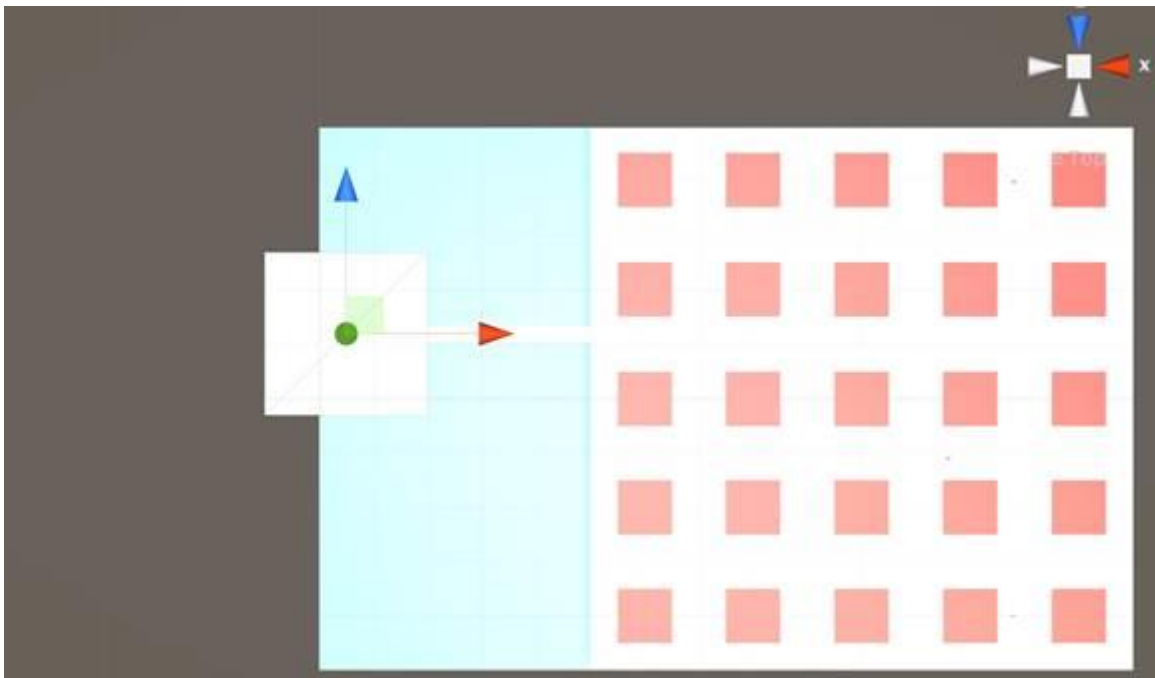
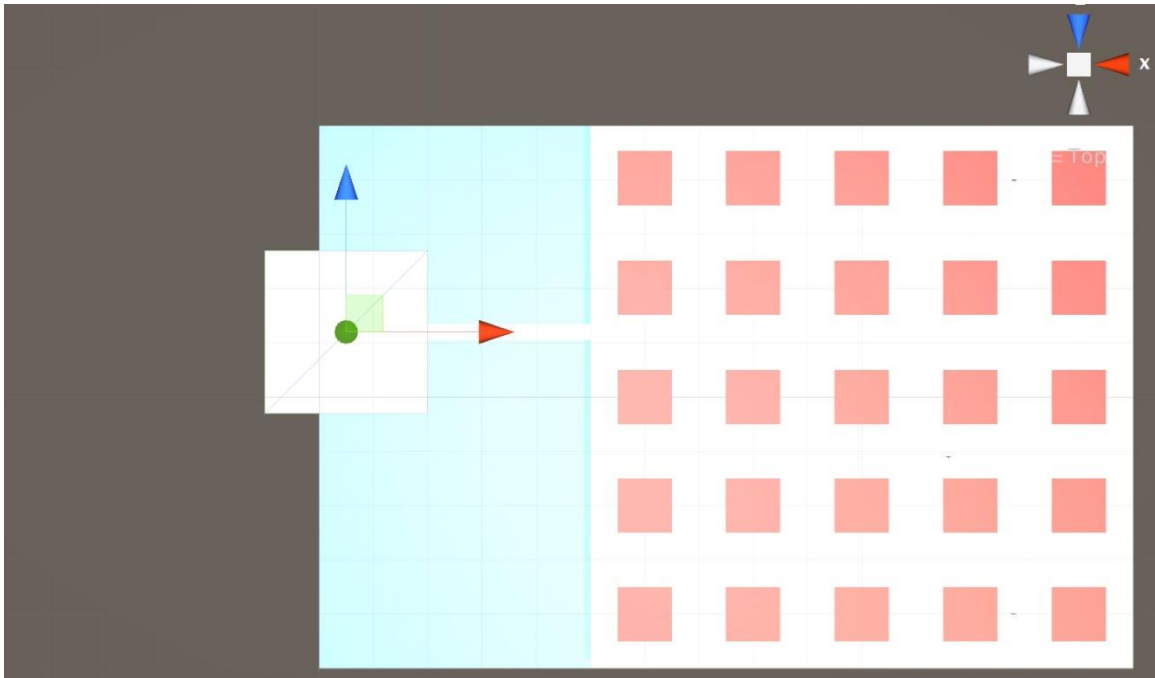
Generated Off Mesh Links





Drop Height 4




Jump Distance 0







	Name	Cost
	Built-in 0	Walkable
	Built-in 1	Not Walkable
	Built-in 2	Jump
	User 3	Water
		1
		1
		2
		10

	Name	Cost
 Built-in 0	Walkable	1
 Built-in 1	Not Walkable	1
 Built-in 2	Jump	2
 User 3	Water	10

Scene Filter:



 **ground2 (Mesh Renderer)**

Navigation Static

Generate OffMeshLinks

Navigation Area  Water

Scene Filter:



 **ground2 (Mesh Renderer)**

Navigation Static

Generate OffMeshLinks

Navigation Area  Water

**Object** Bake Areas

Scene Filter:



 **platform (Mesh Renderer) and 2 others**

Navigation Static  

Generate OffMeshLinks  

Navigation Area  Walkable

Object Bake Areas

Scene Filter:

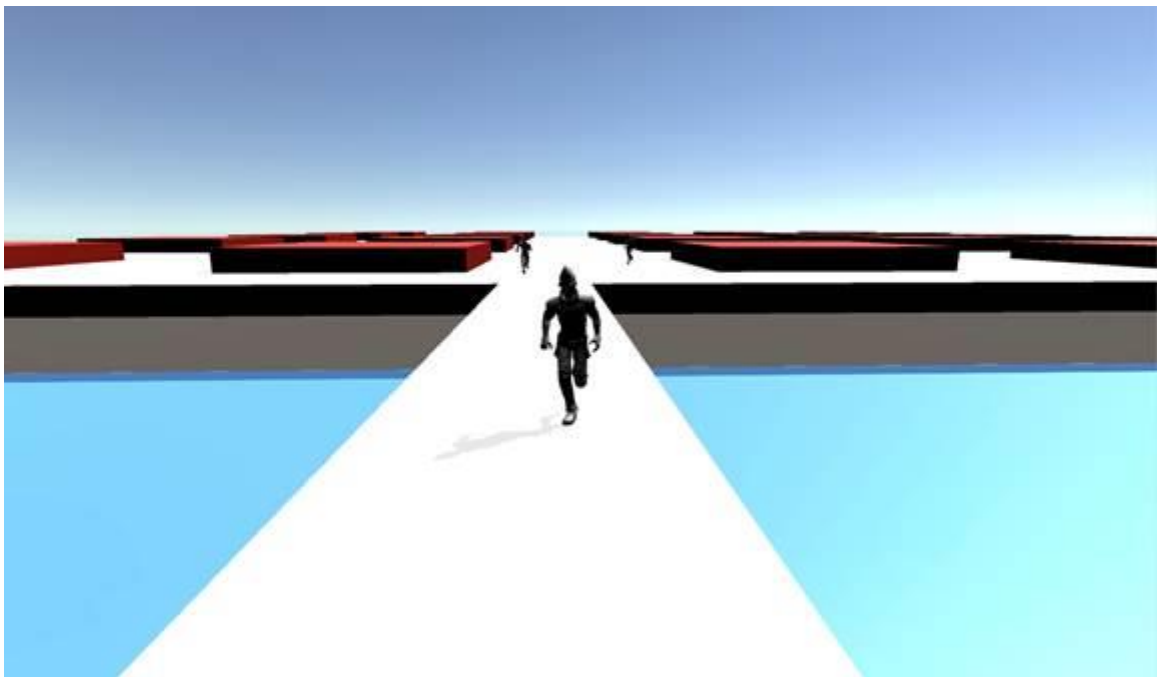
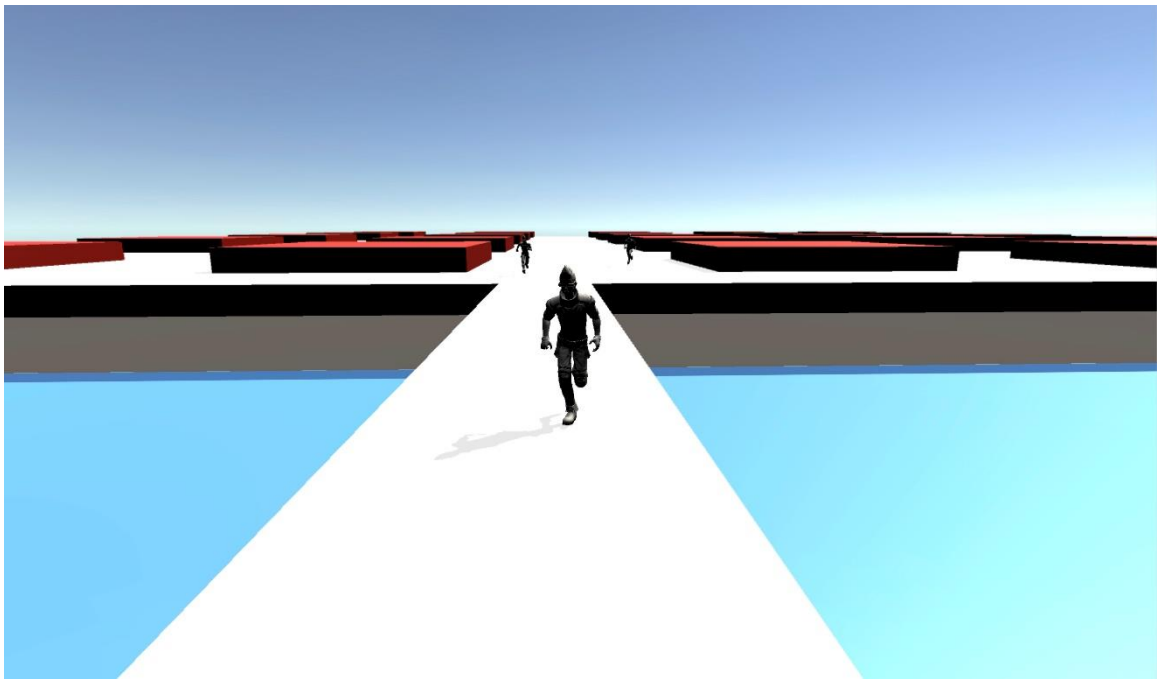
All  Mesh Renderers  Terrains

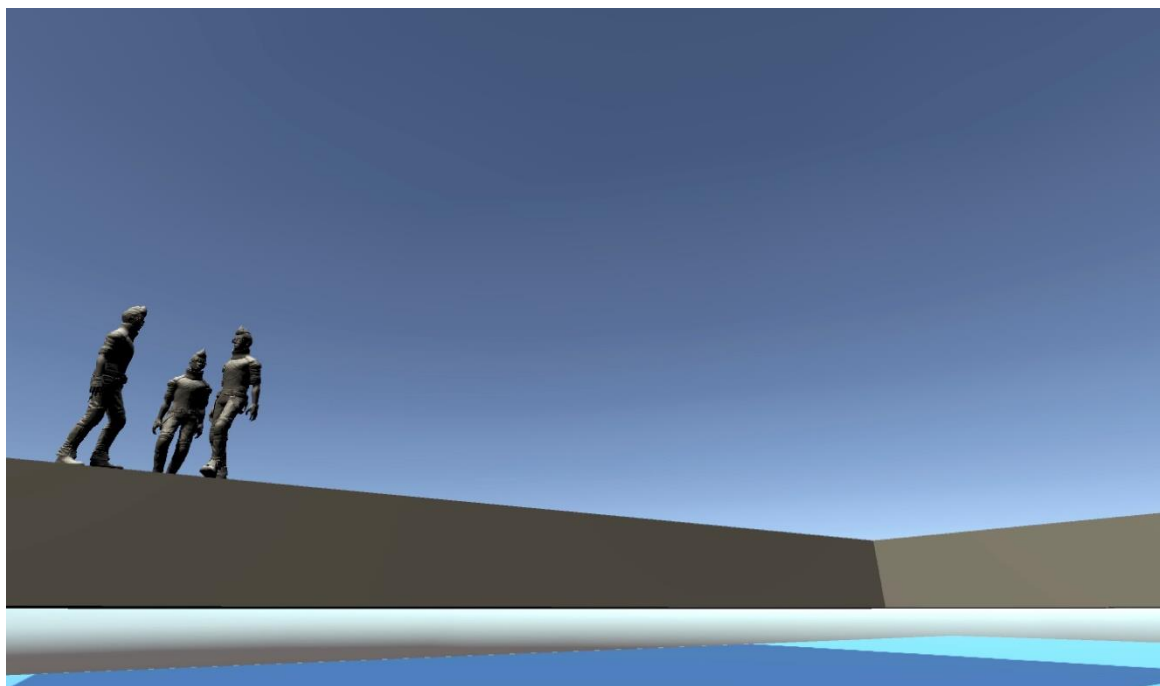
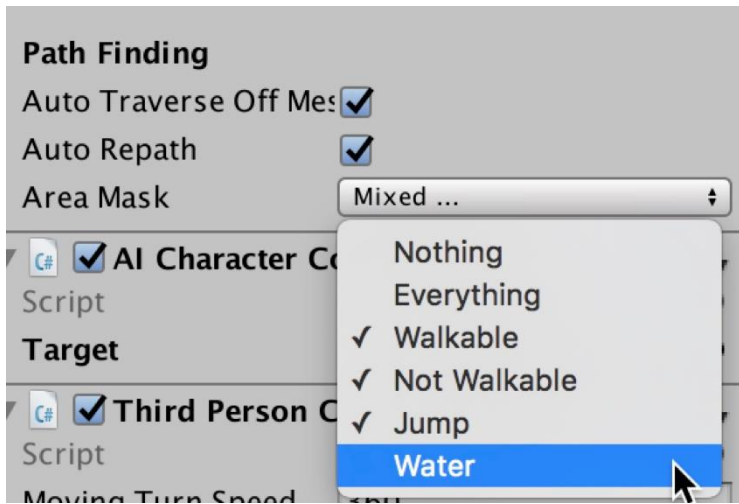
platform (Mesh Renderer) and 2 others

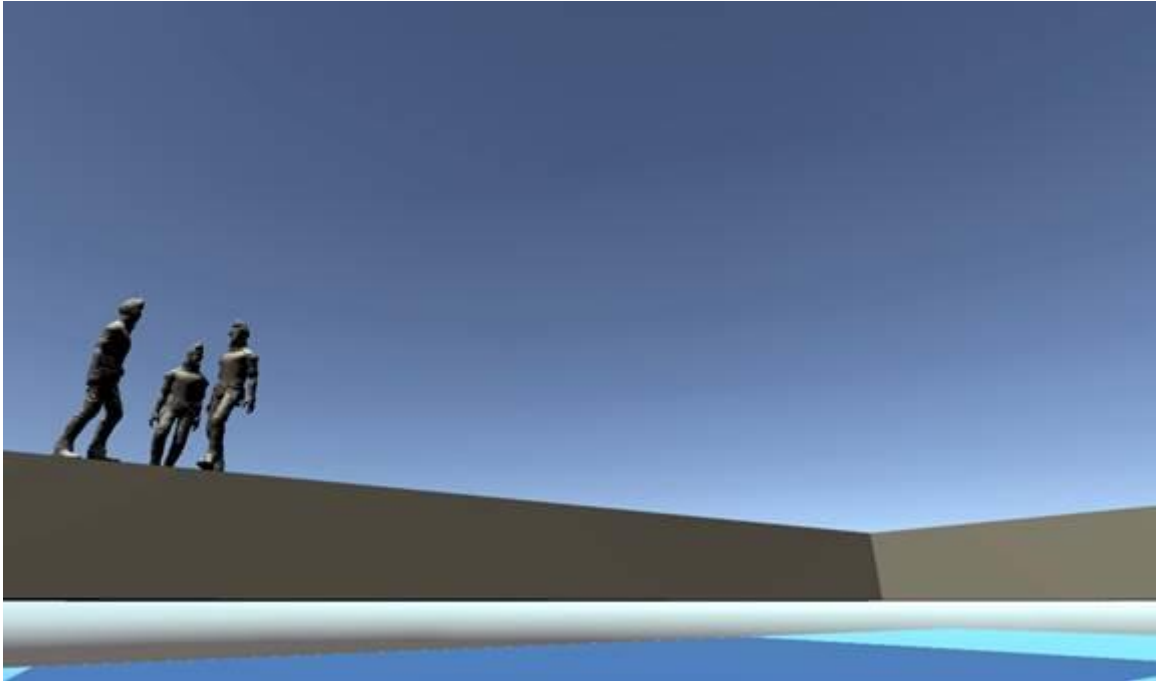
Navigation Static  ← ← ←

Generate OffMeshLinks  ← ← ←

Navigation Area  ← ← ←







Inspector Navigation

Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

platform2 (Mesh Renderer)

Navigation Static

Generate OffMeshLinks

Navigation Area Walkable

Inspector Navigation

Object Bake Areas

Scene Filter:

All Mesh Renderers Terrains

platform2 (Mesh Renderer)

Navigation Static

Generate OffMeshLinks

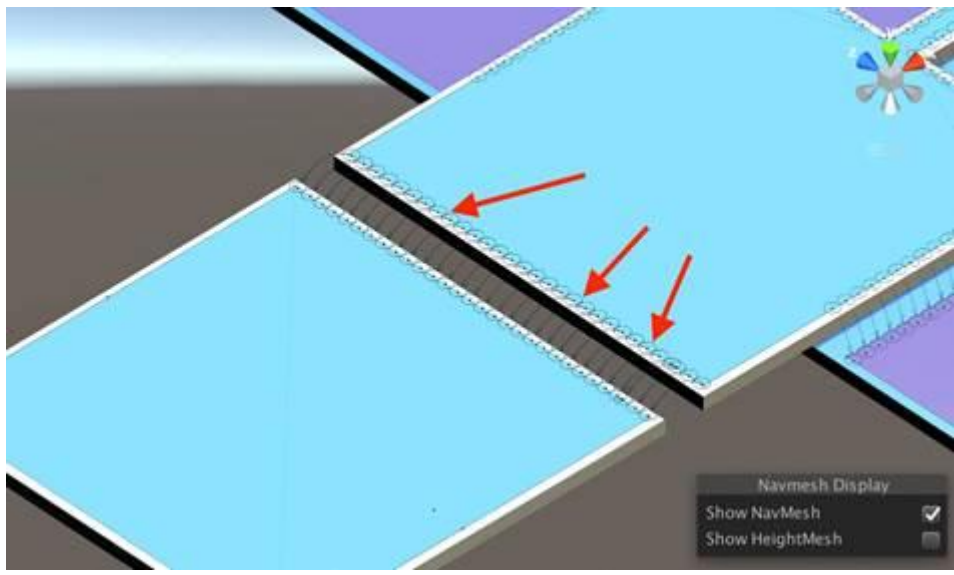
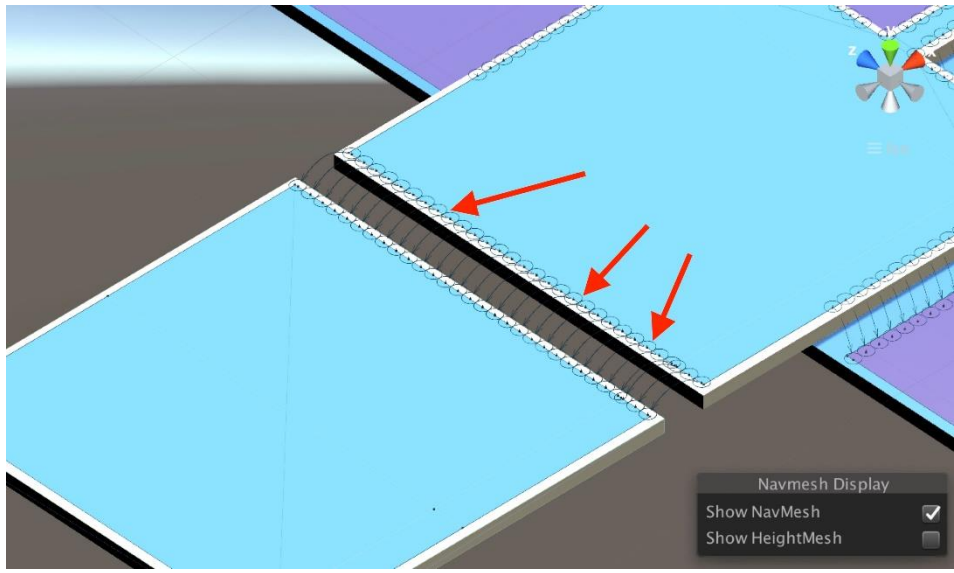
Navigation Area Walkable

**Generated Off Mesh Links**

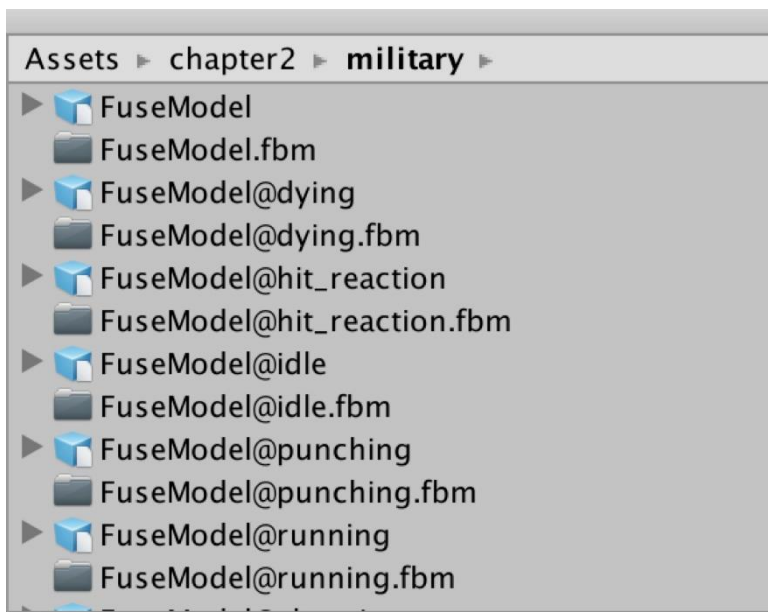
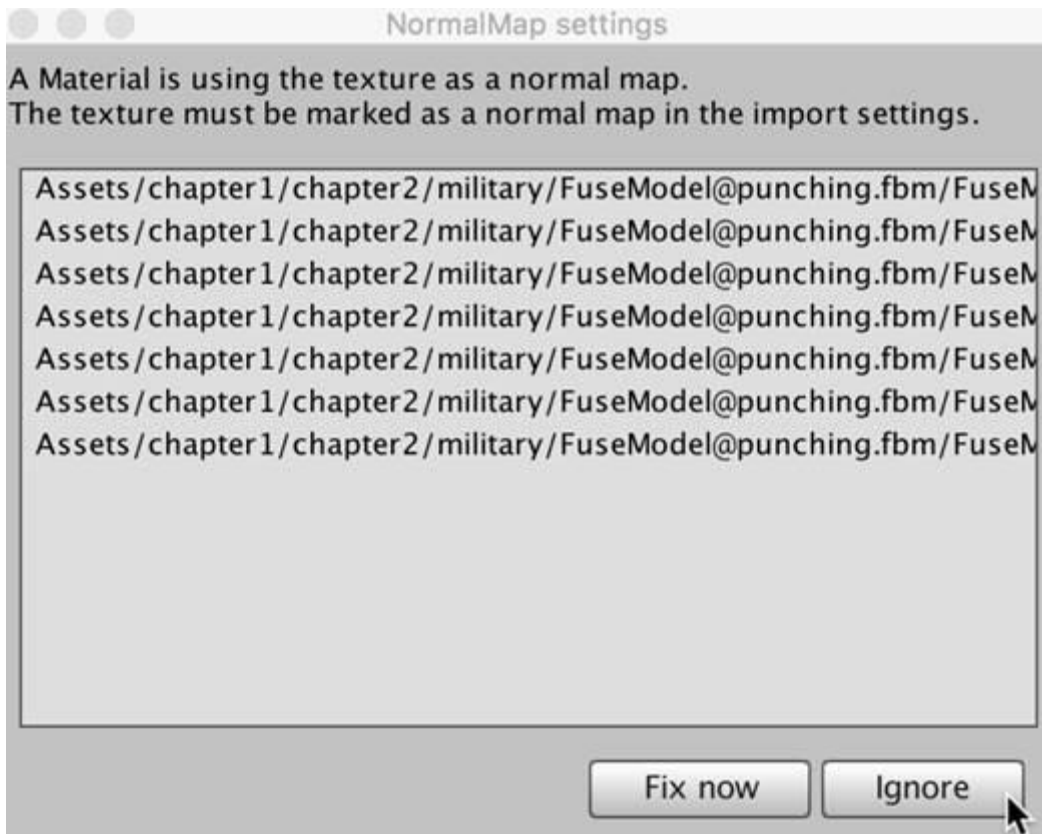
Drop Height	4
Jump Distance	4

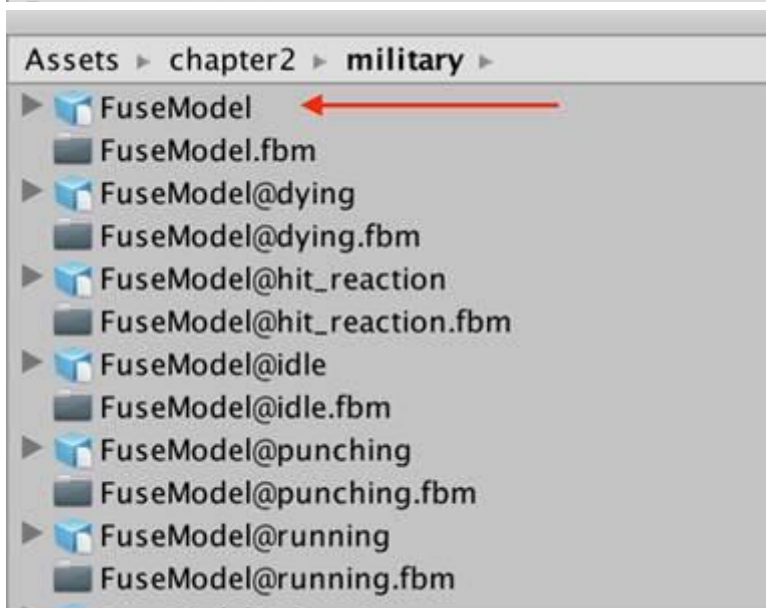
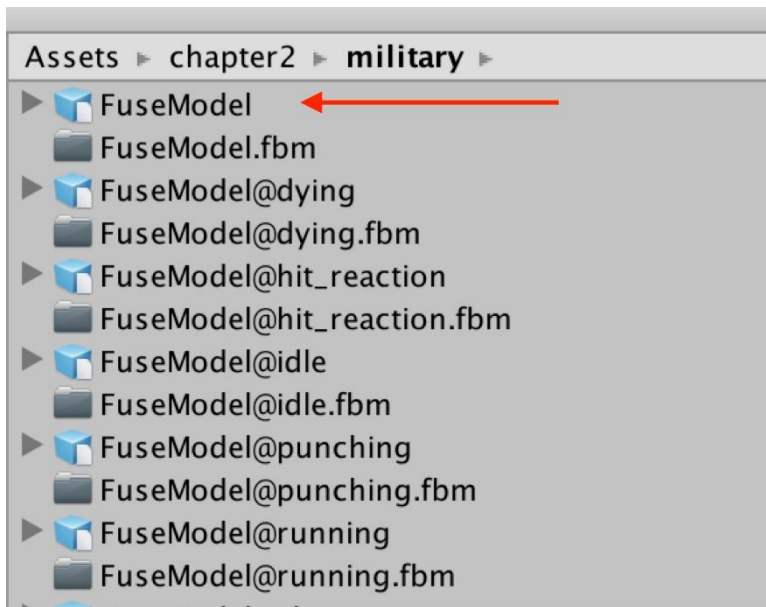
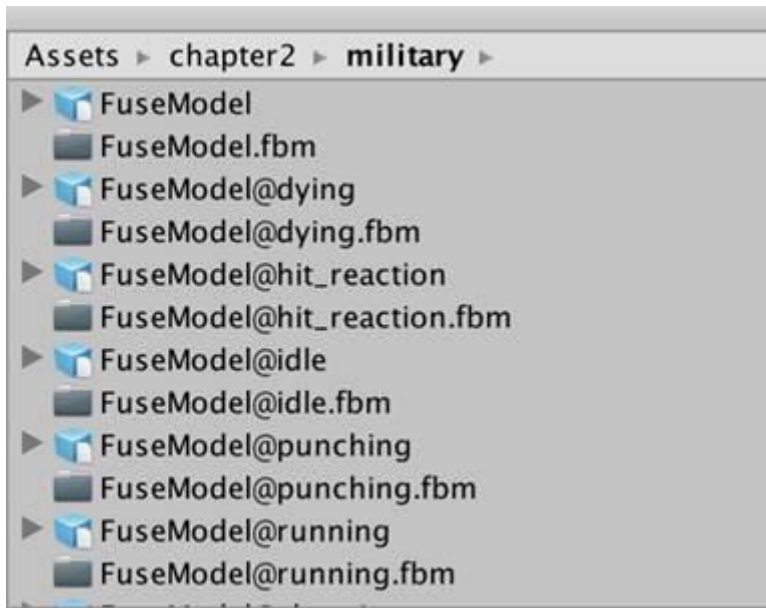
**Generated Off Mesh Links**

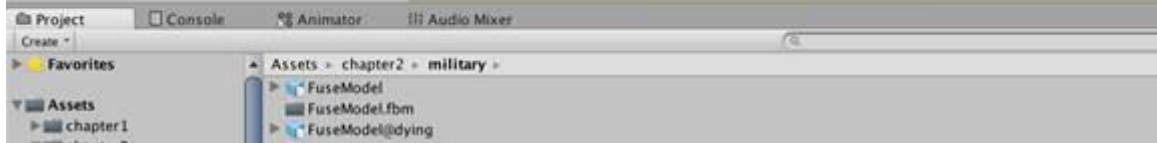
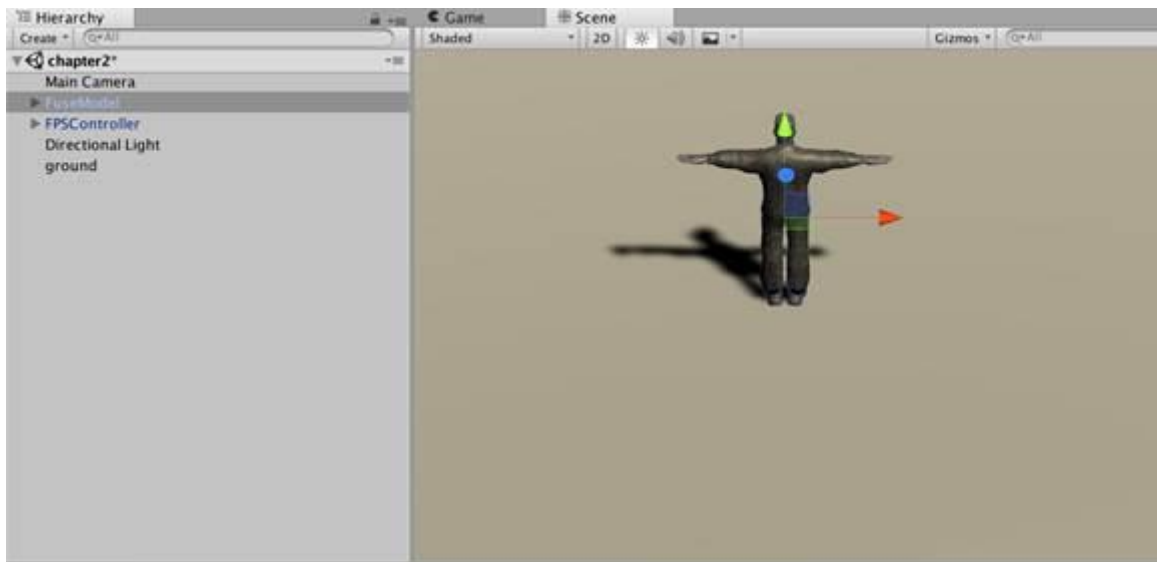
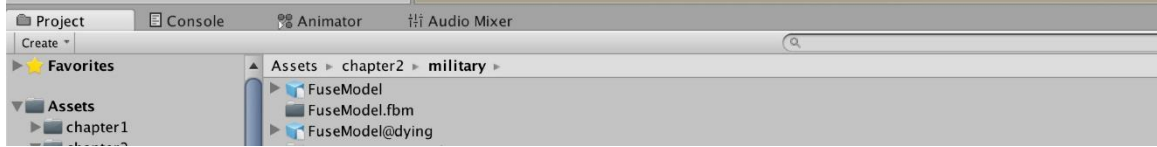
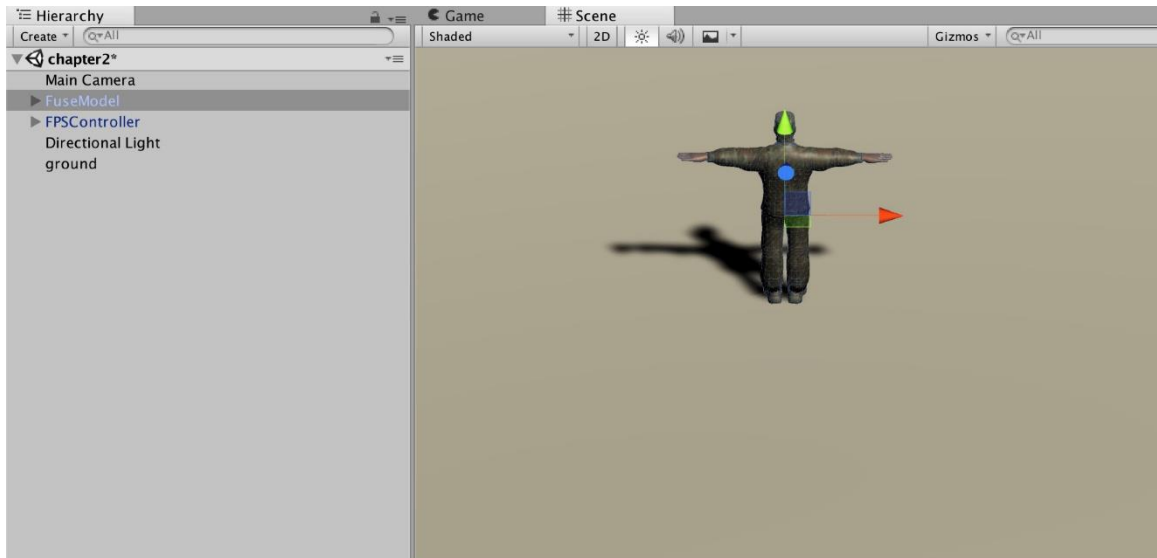
Drop Height	4
Jump Distance	4

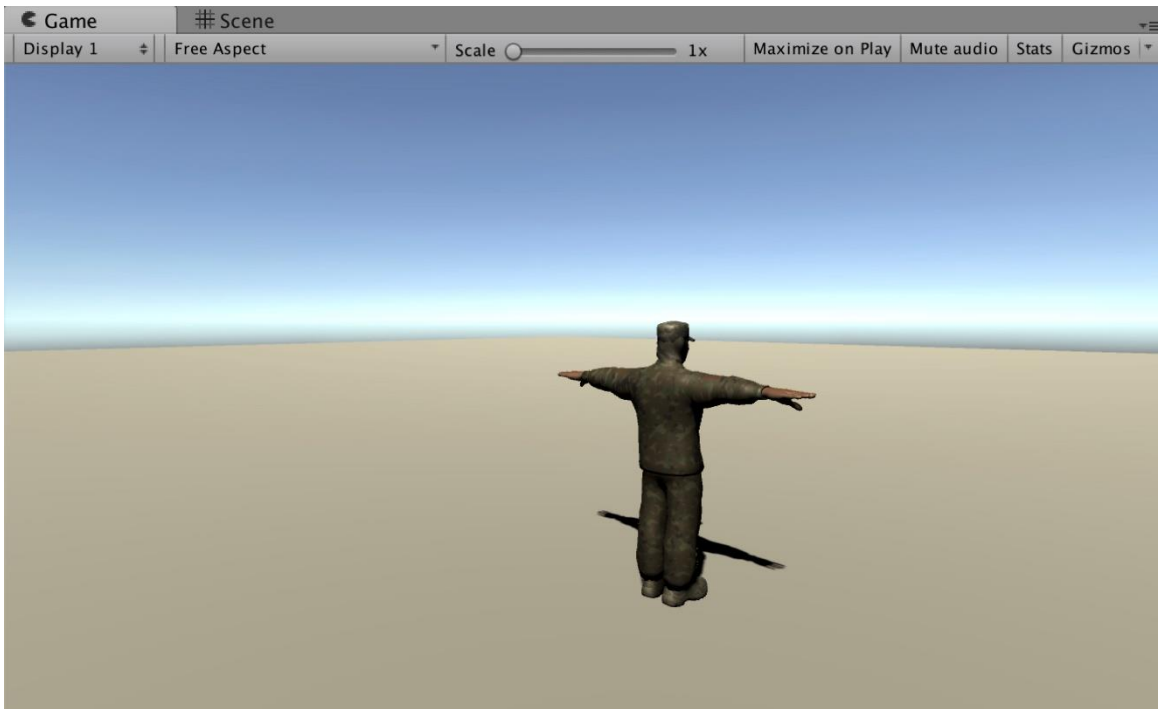



















**Animator**   


Controller   

Avatar  

Apply Root Motion

Update Mode  

Culling Mode  

 Not initialized

**Animator**

Controller → None (Runtime Animato)

Avatar FuseModelAvatar

Apply Root Motion

Update Mode Normal

Culling Mode Cull Update Transforms

! Not initialized

Assets ▶ **chapter2** ▶

- chapter2
- military
- walkingAnimation

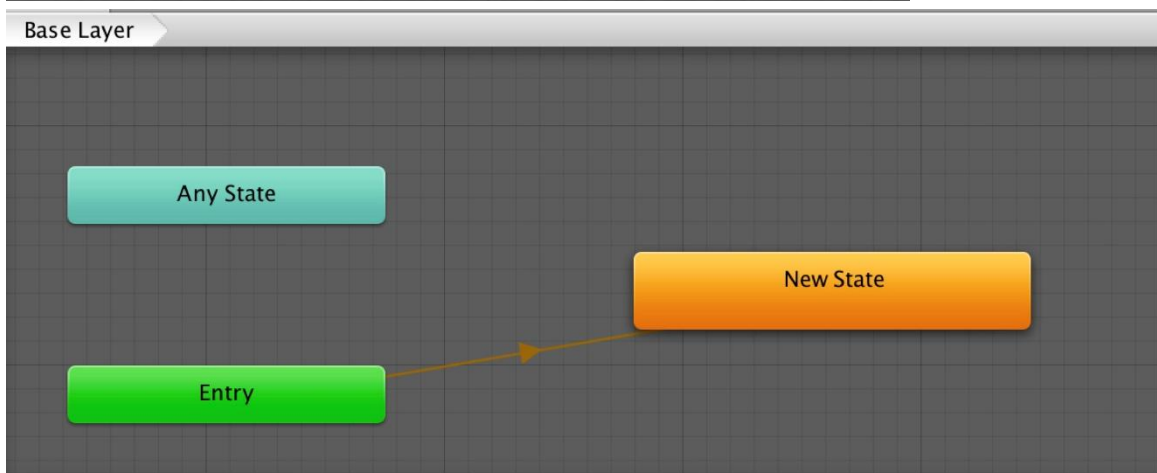
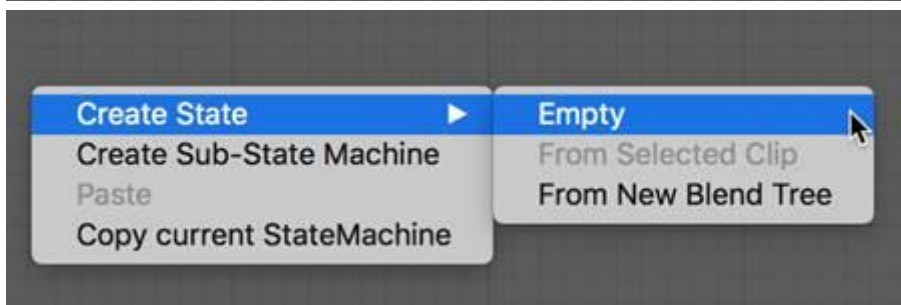
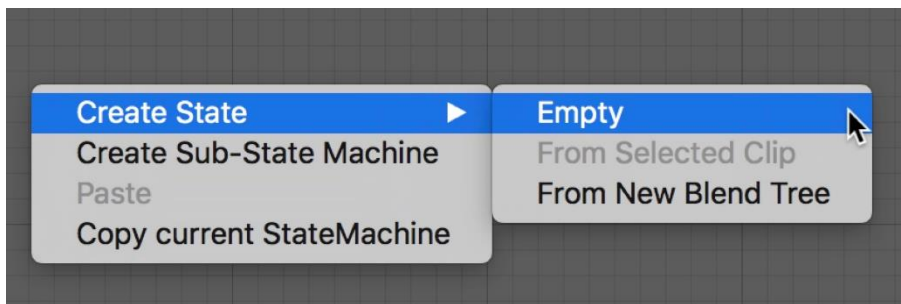
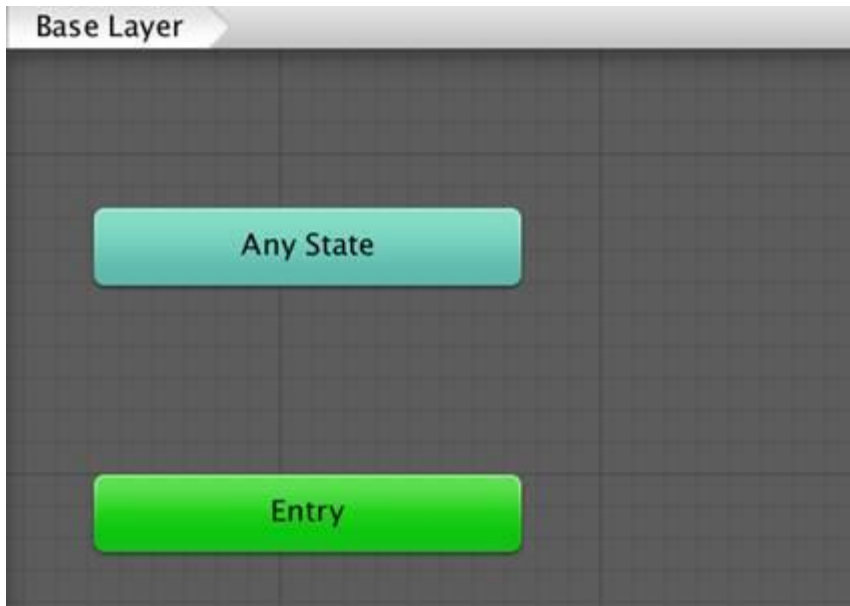
Assets ▶ **chapter2** ▶

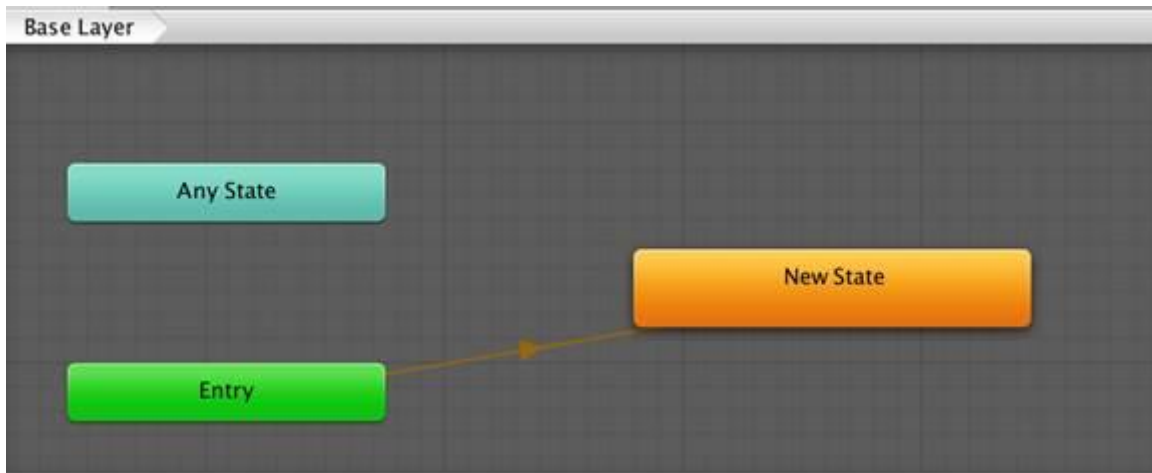
- chapter2
- military
- walkingAnimation

Base Layer

Any State

Entry





Inspector Navigation

walking

Tag

Inspector Navigation

walking

Tag

Motion

Speed

None (Motion)

1

Motion

Speed

None (Motion)

1

Select Motion

walking

Assets

None

walking

Select Motion

walking

Assets

None

walking

Inspector Navigation

walking

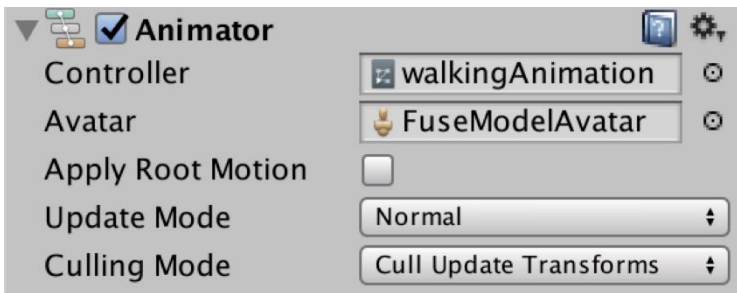
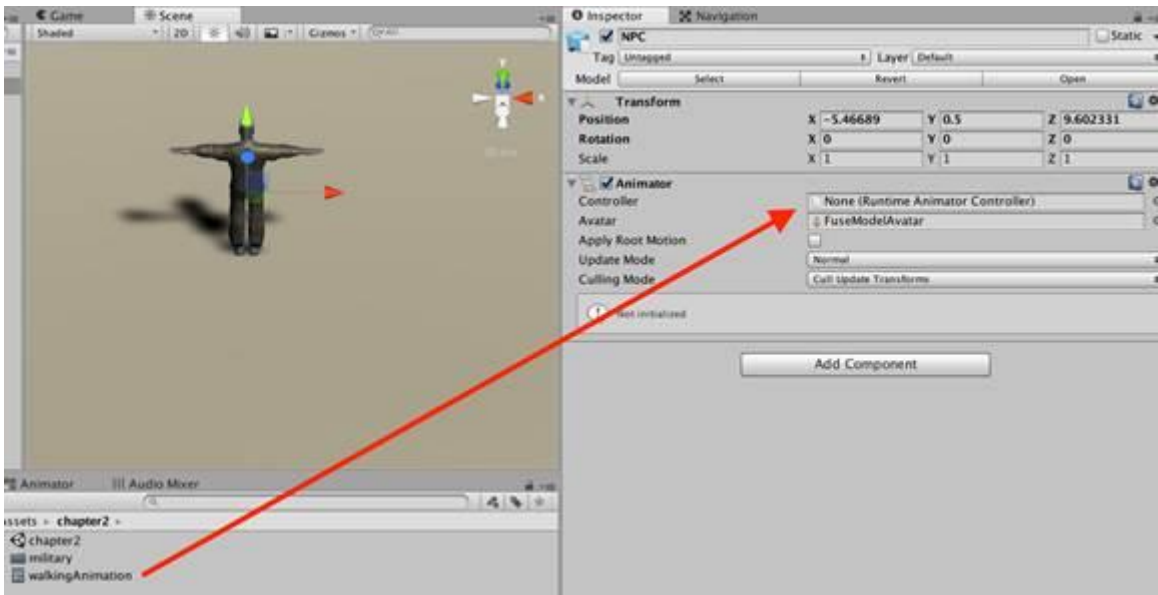
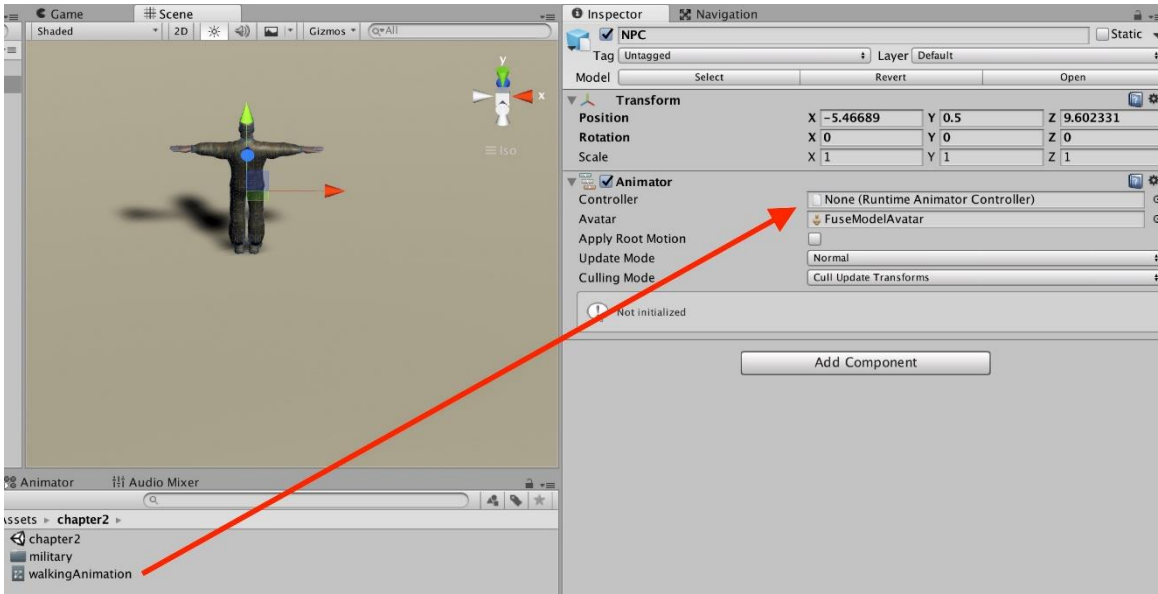
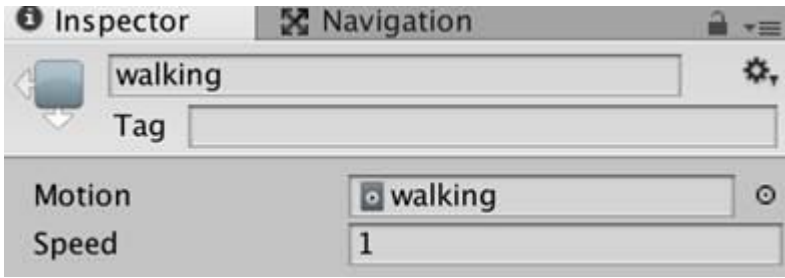
Tag

Motion

Speed

walking

1



**Animator**

Controller: walkingAnimation

Avatar: FuseModelAvatar

Apply Root Motion:

Update Mode: Normal

Culling Mode: Cull Update Transforms

Search: walking

Assets 'military' Asset Store

- FuseModel@walking
- FuseModel@walking.fbm
- FuseModel@walkingAvatar
- walking ←

Search: walking

Assets 'military' Asset Store

- FuseModel@walking
- FuseModel@walking.fbm
- FuseModel@walkingAvatar
- walking ←

Inspector Navigation

walking

Length 1.033 30 FPS

Loop Time

Edit...

Inspector Navigation

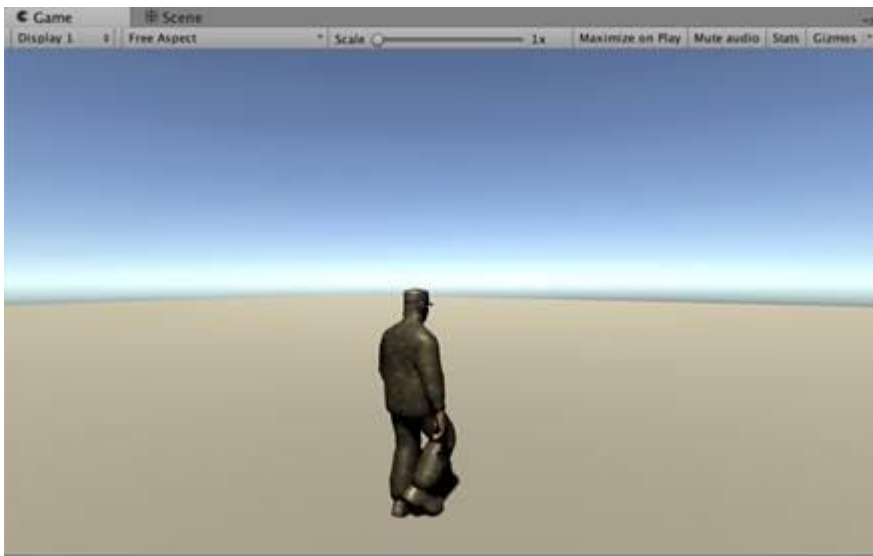
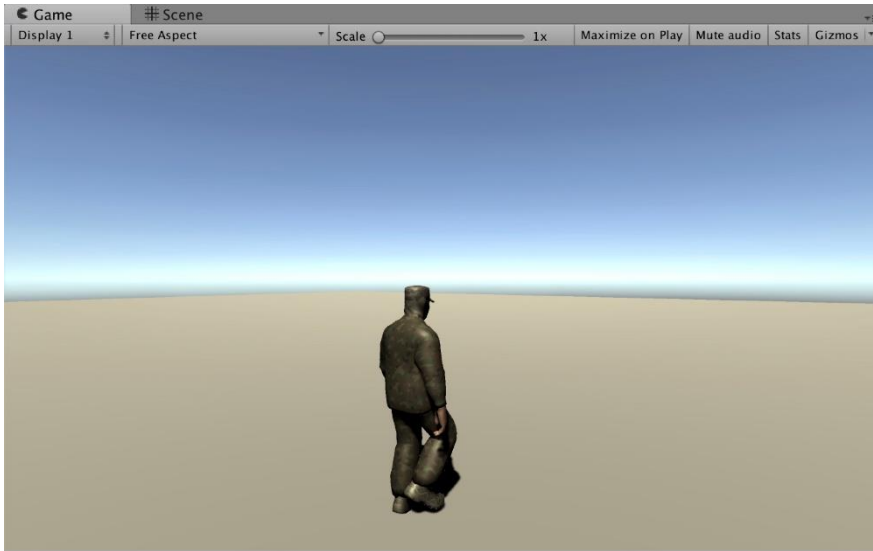
walking

Length 1.033 30 FPS

Loop Time

Edit...





▼  **Control NPC (Script)**

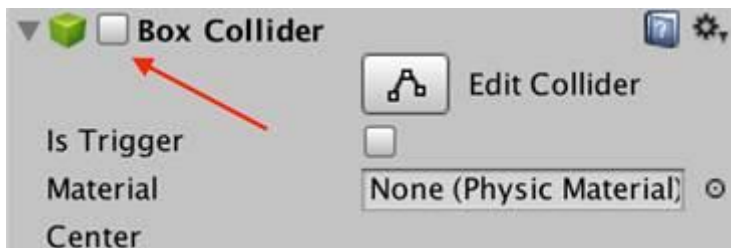
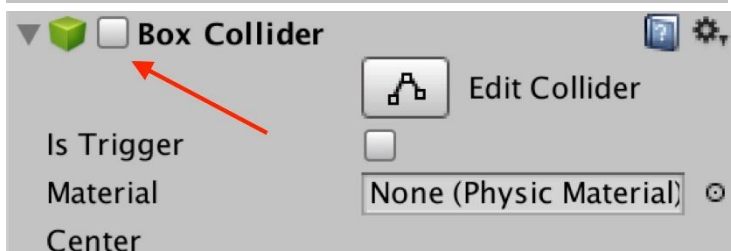
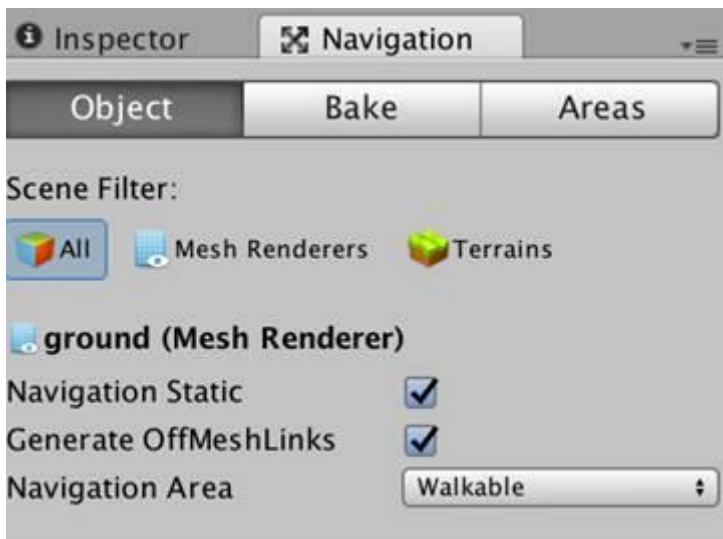
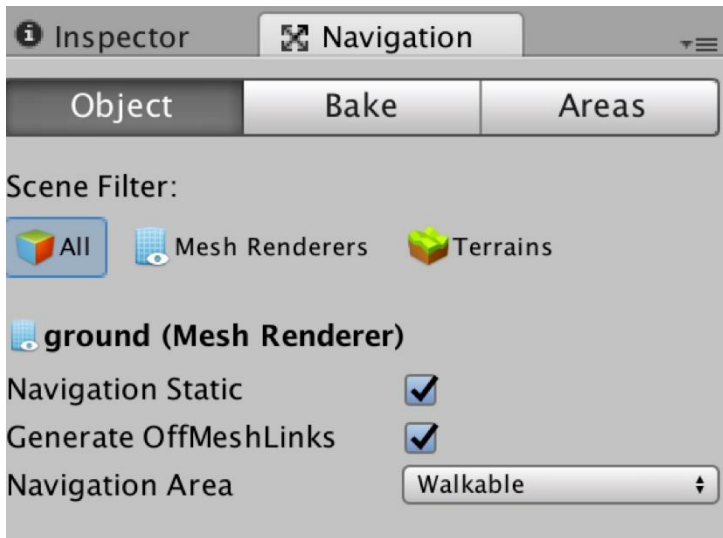
Script

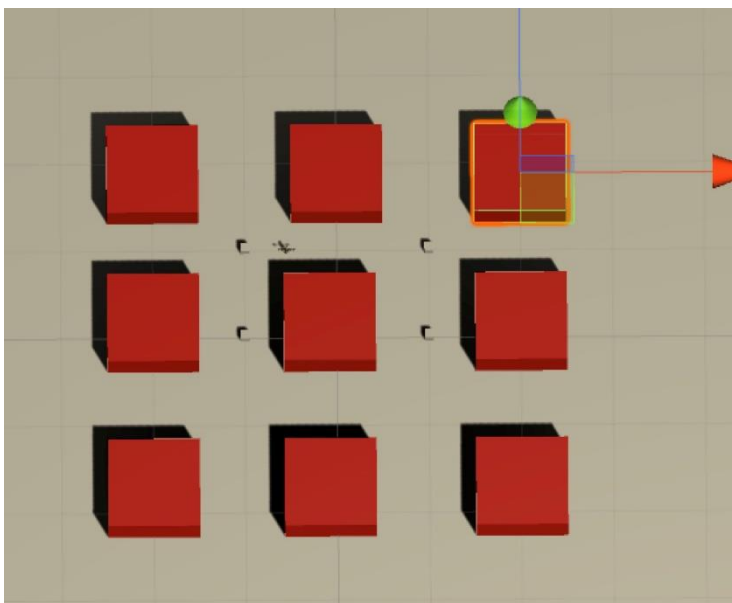
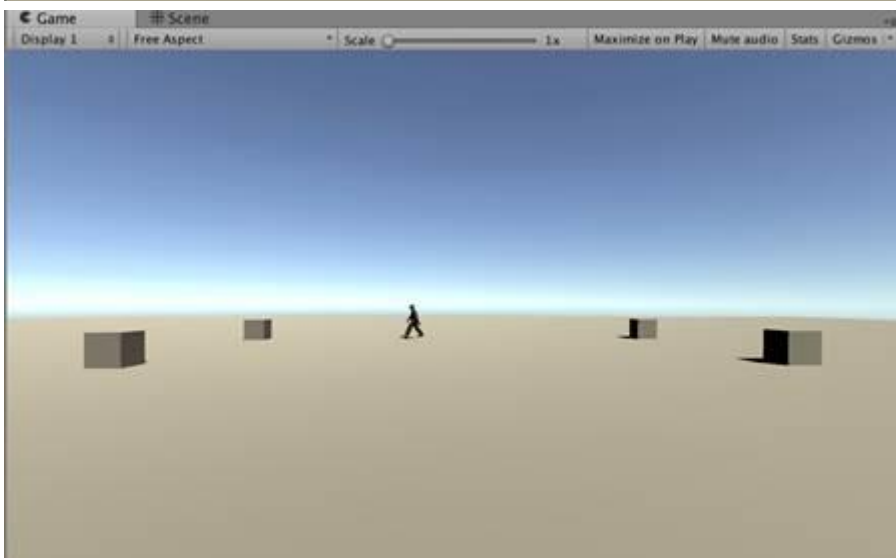
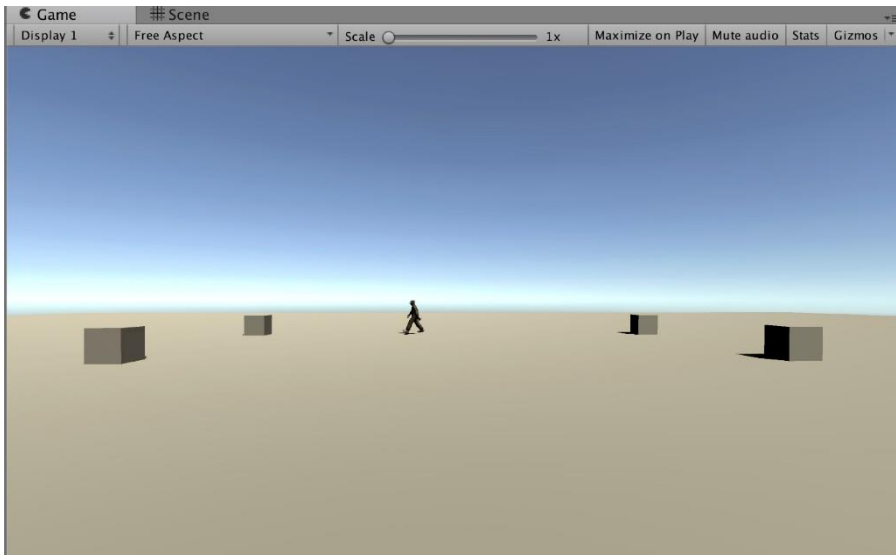
Target

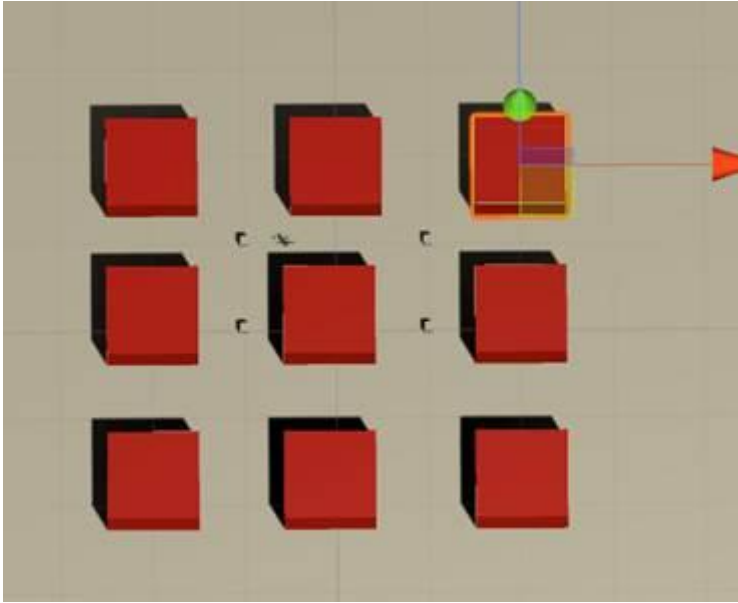
▼  **Control NPC (Script)**

Script

Target







Navigation Static

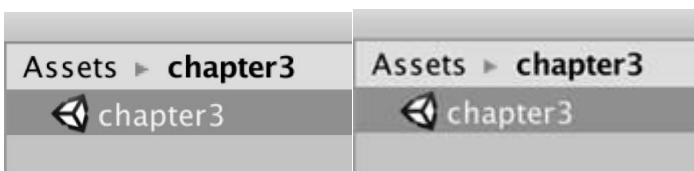
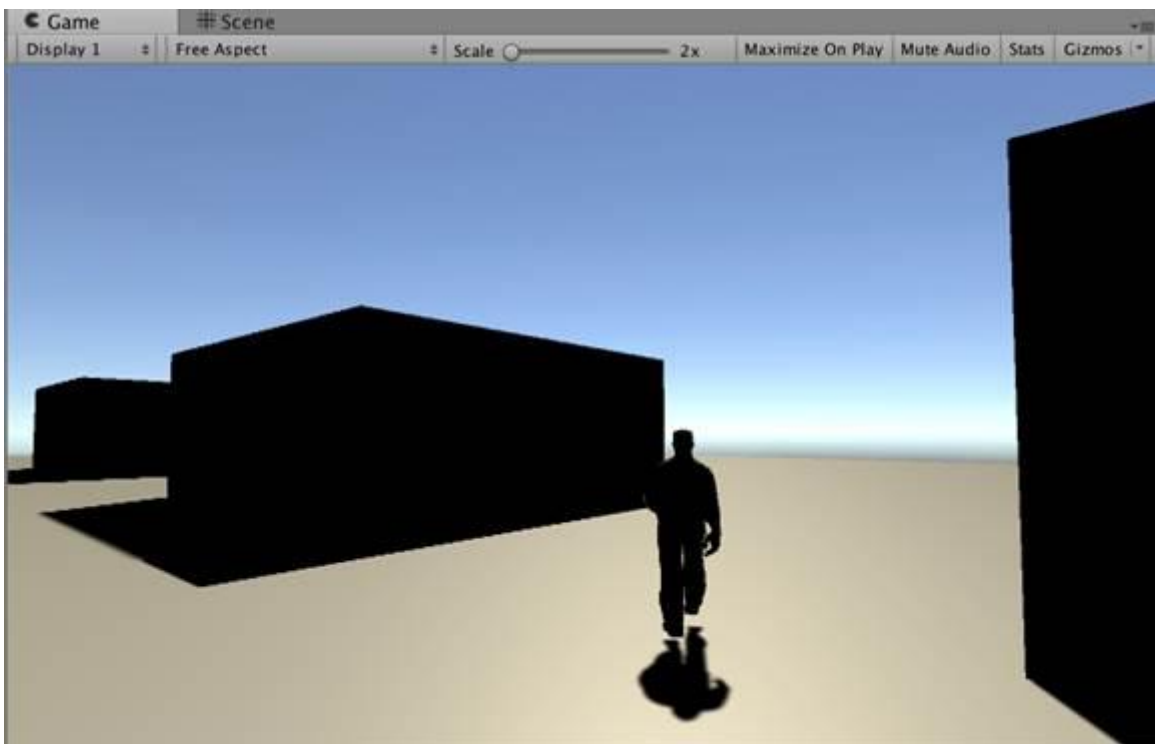
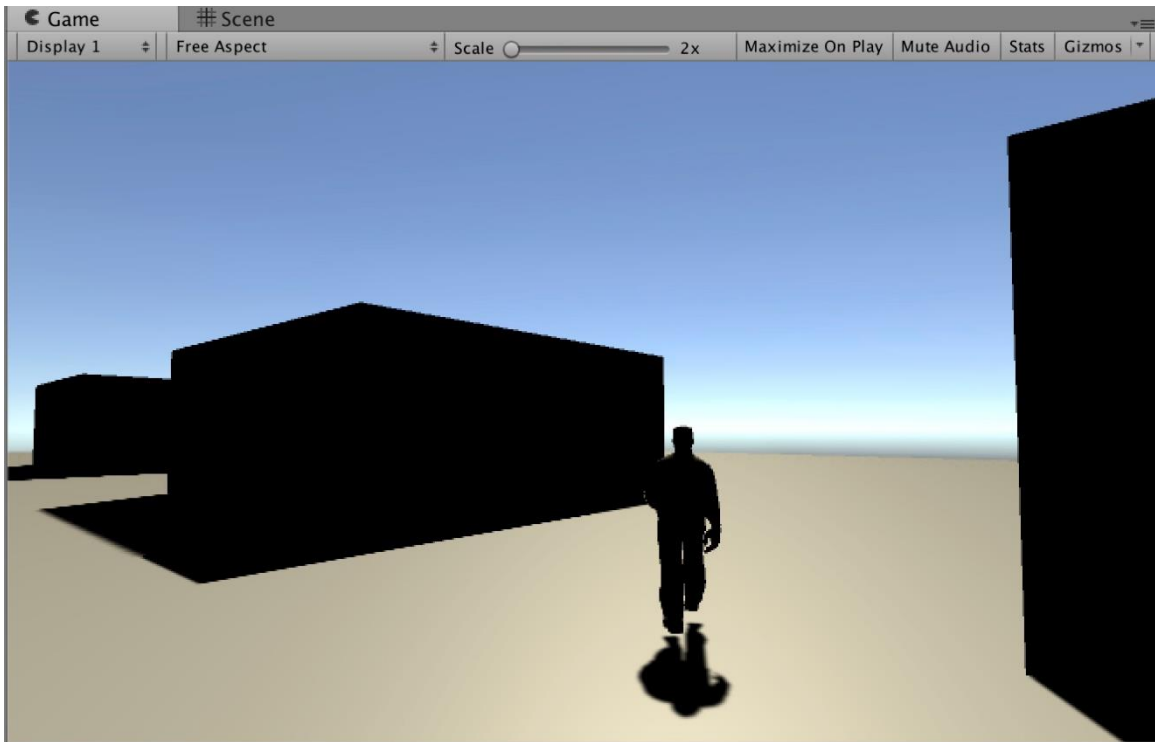
Generate OffMeshLinks

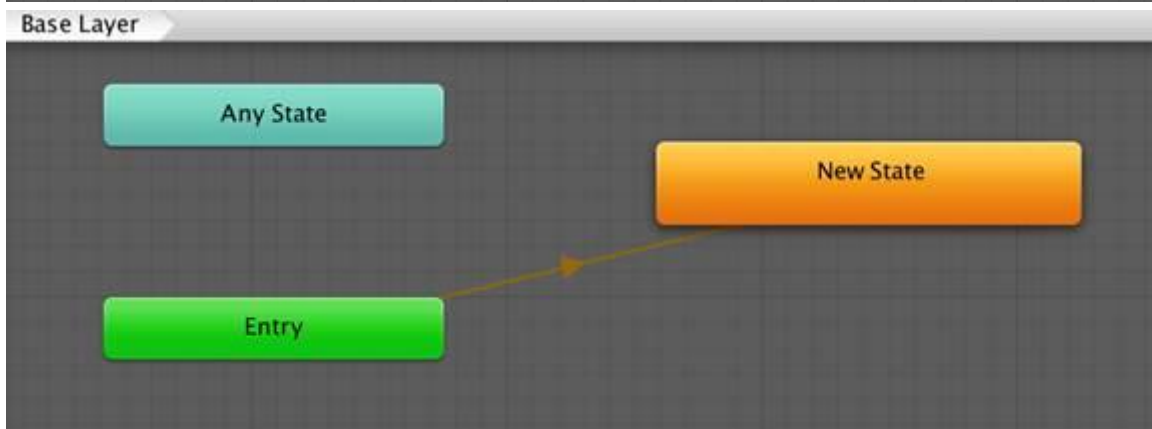
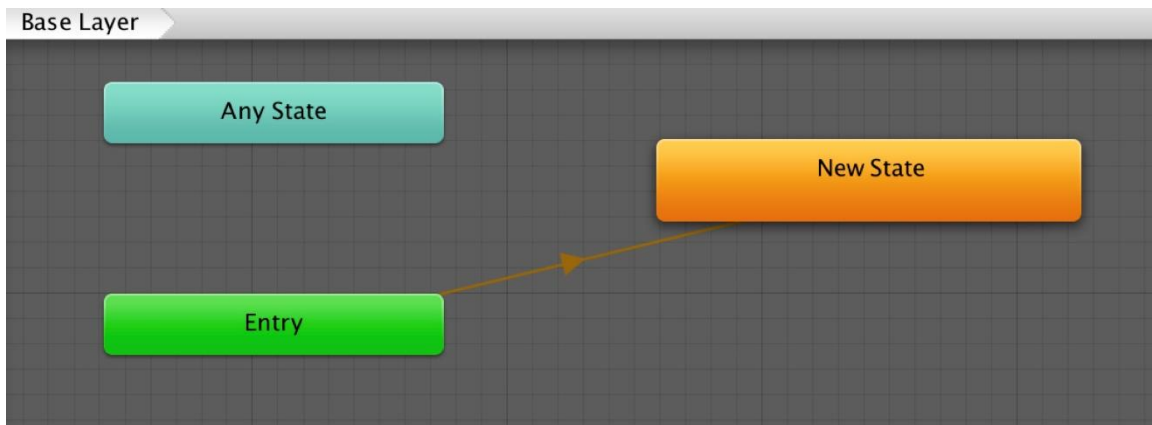
Navigation Area

Navigation Static

Generate OffMeshLinks

Navigation Area





Motion

Speed

Motion

Speed

Select Motion

Search: idle

Assets

- None
- HumanoidCrouchIdle
- HumanoidIdle
- HumanoidIdleJumpUp
- idle**

Inspector

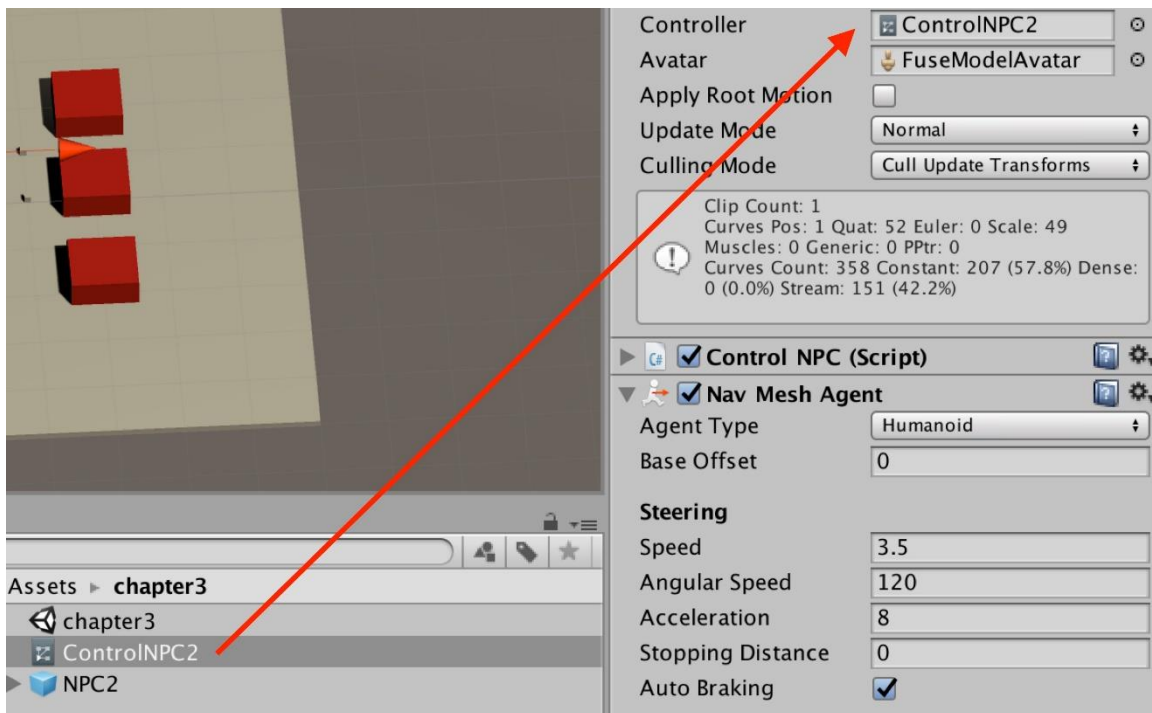
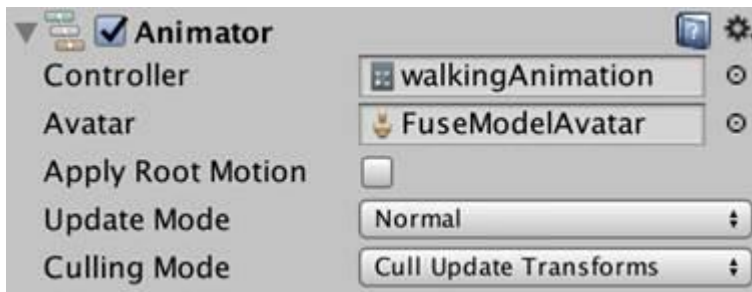
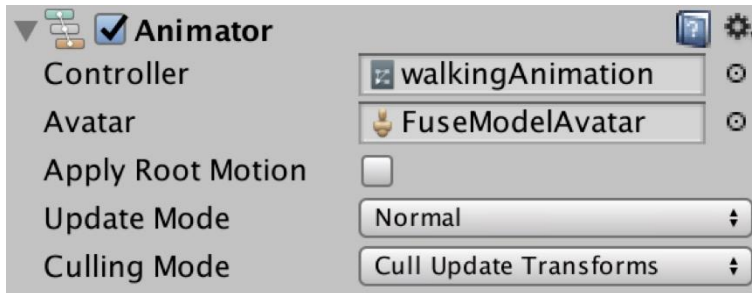
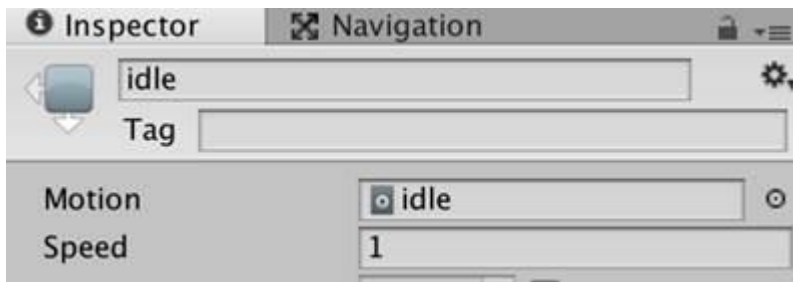
Navigation

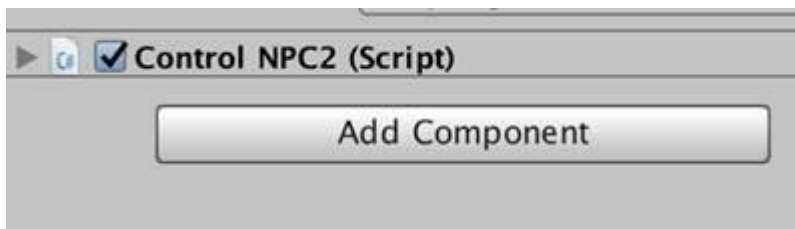
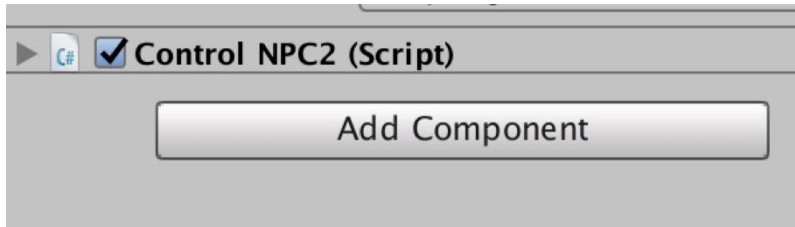
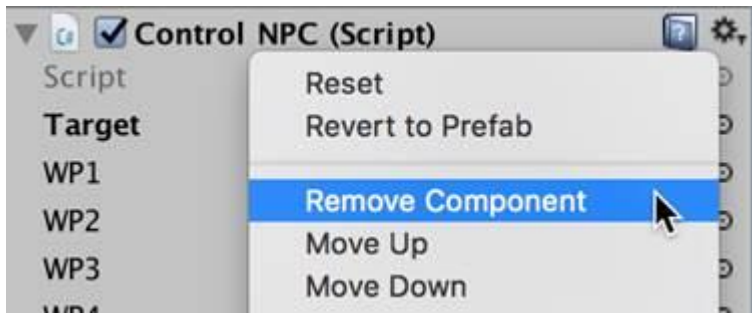
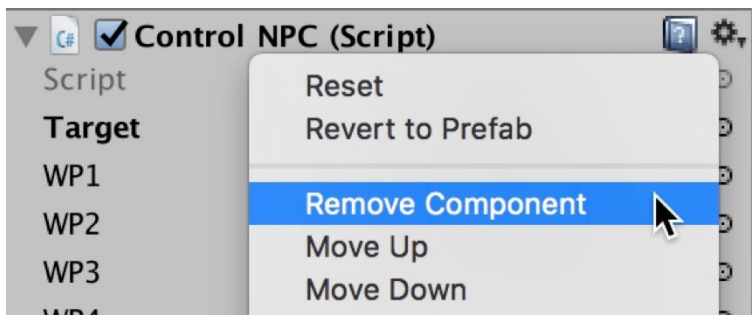
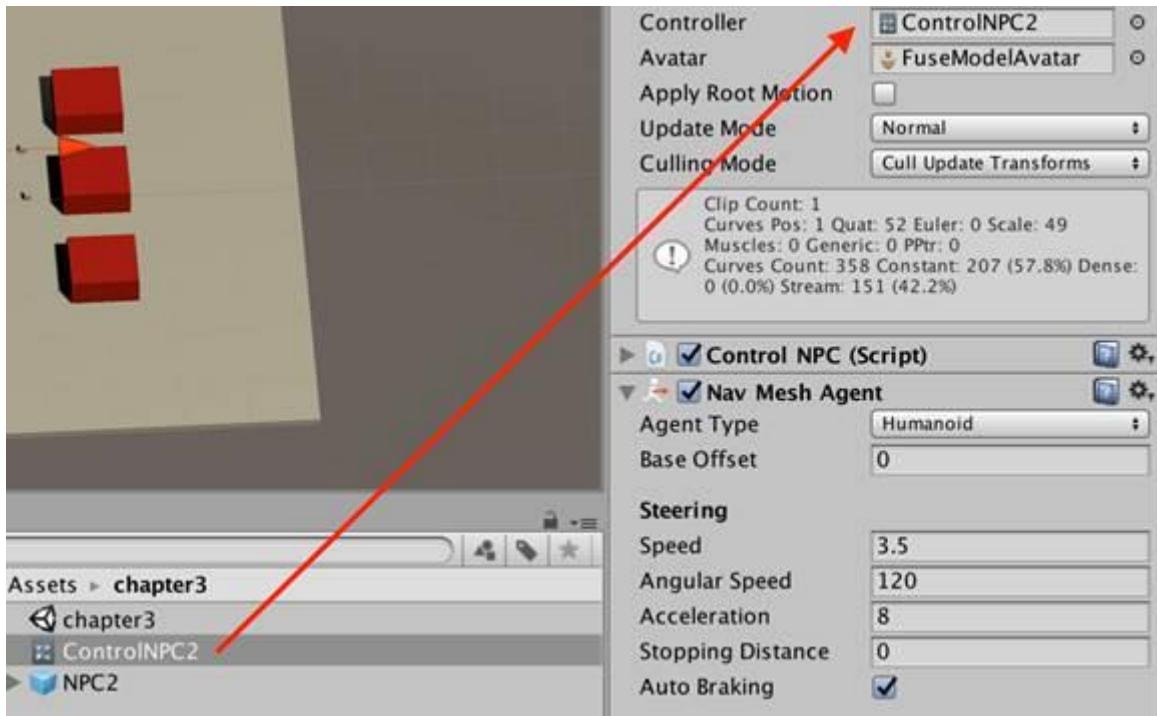
idle

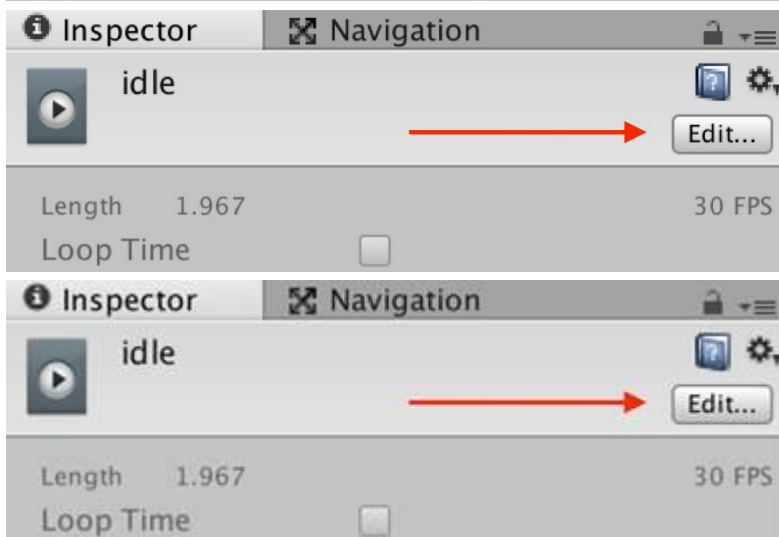
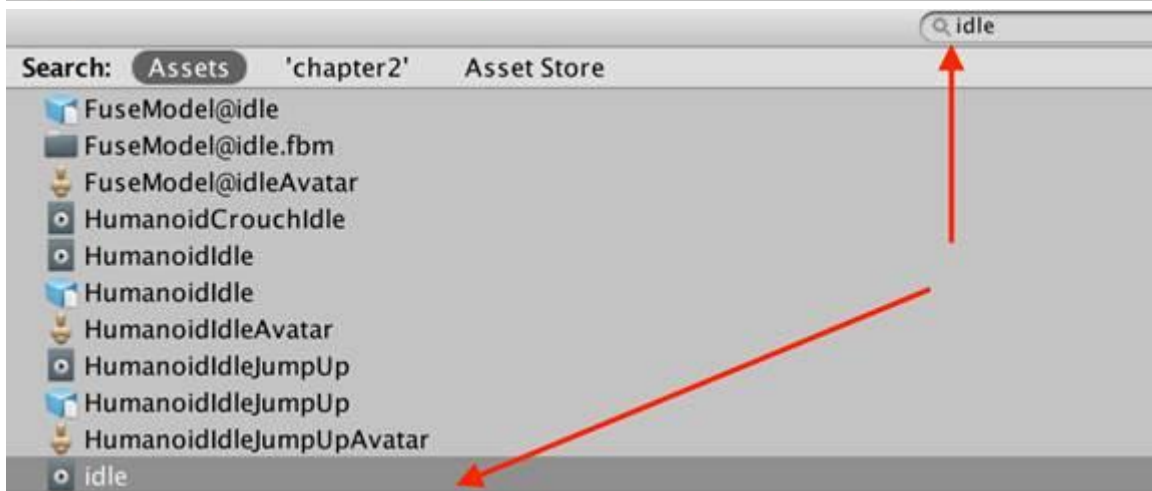
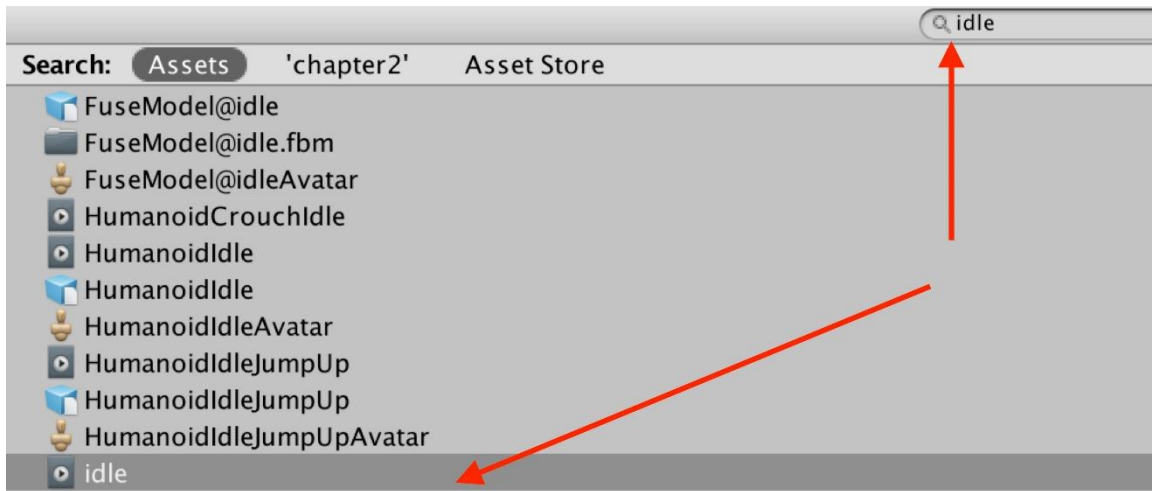
Tag


Motion

Speed







idle 

Length 1.967 30 FPS


0:00 0:10 0:20 1:00 1:10 1:20

Start  End

Loop Time  ←

Loop Pose  ←

Cycle Offset

idle 

Length 1.967 30 FPS

0:00 0:10 0:20 1:00 1:10 1:20

Start  End

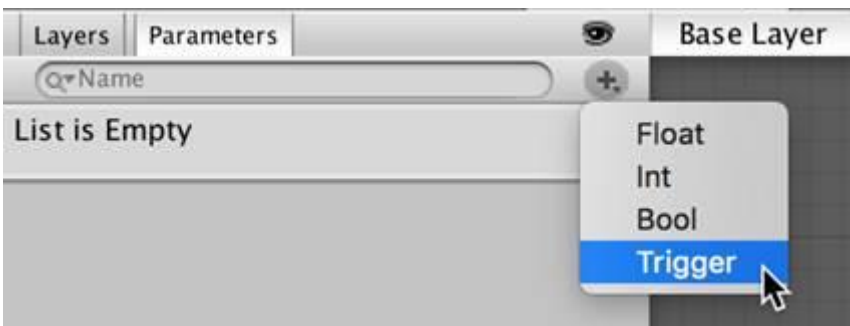
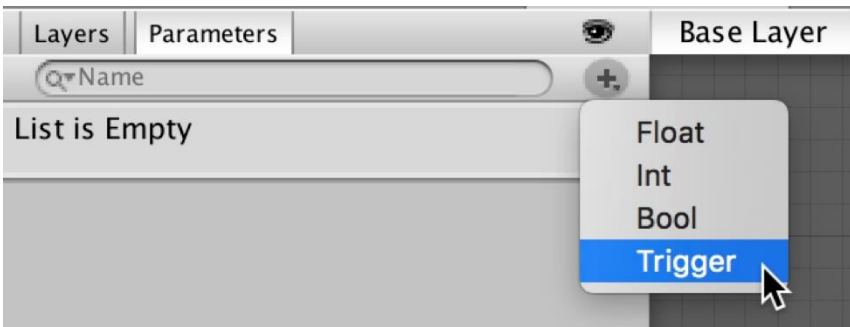
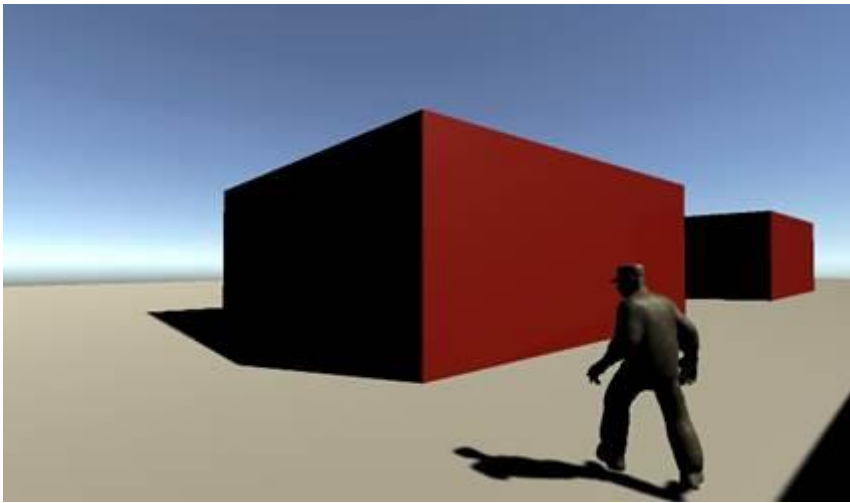
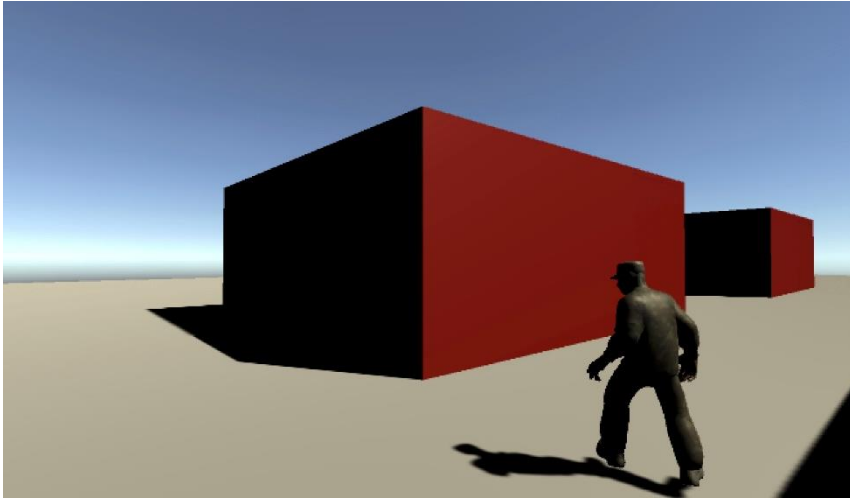
Loop Time  ←

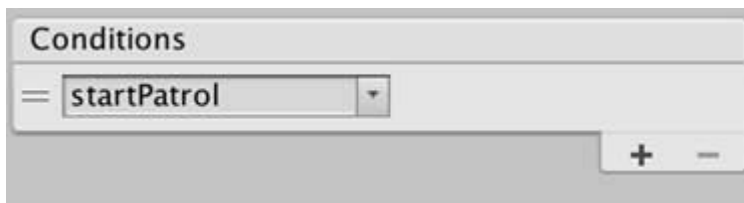
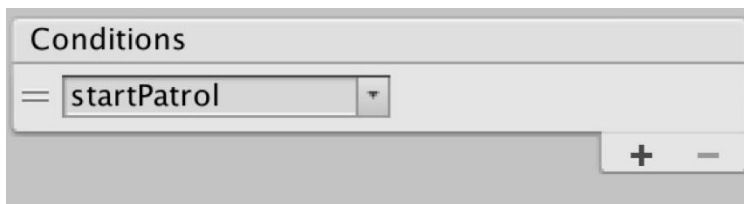
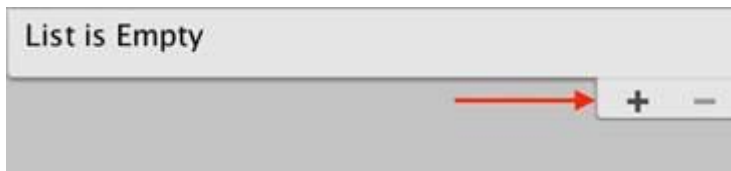
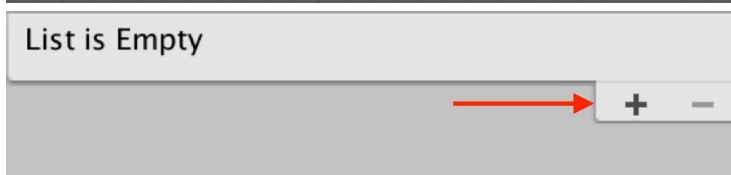
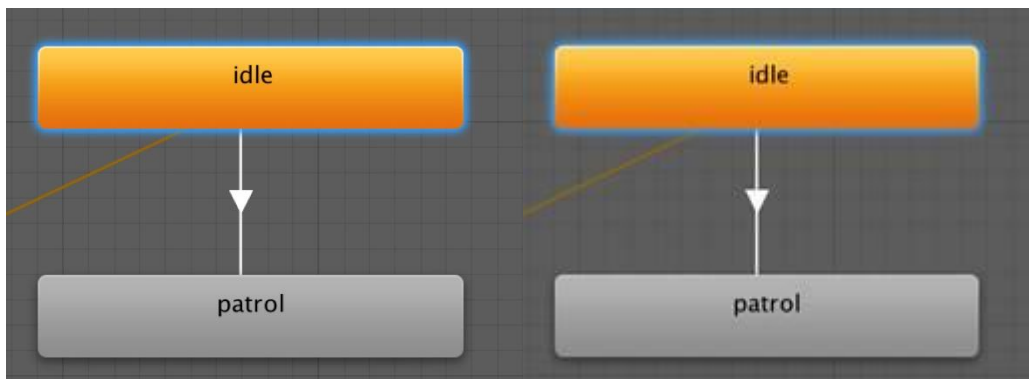
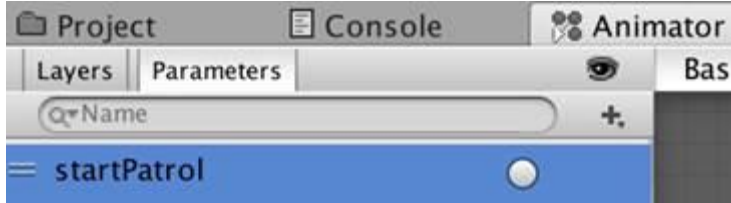
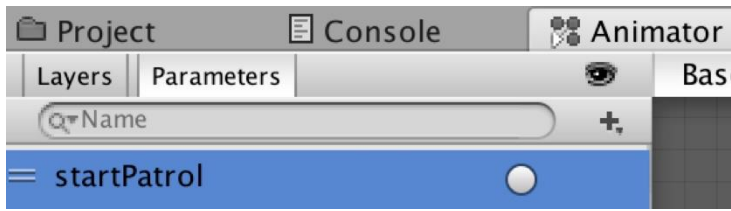
Loop Pose  ←

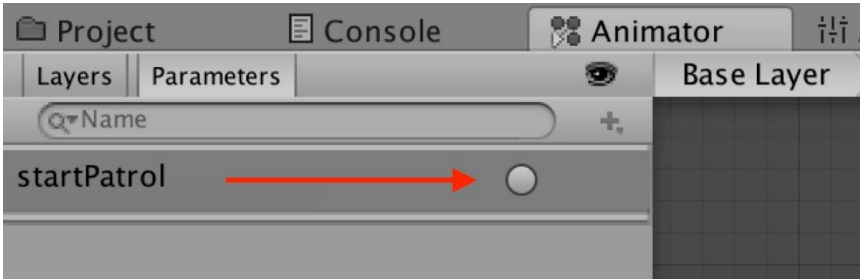
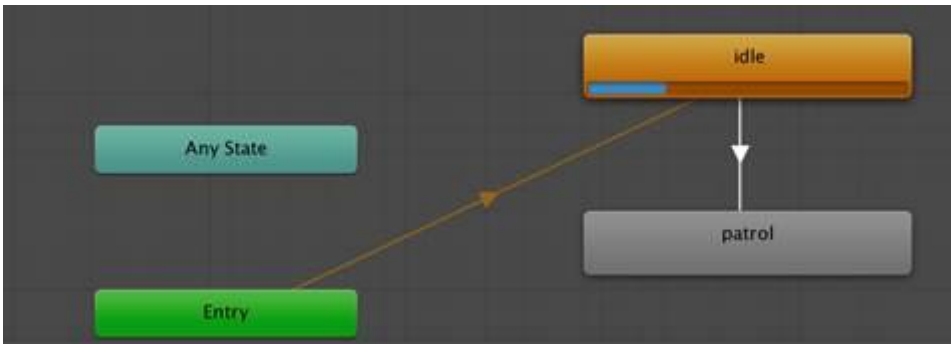
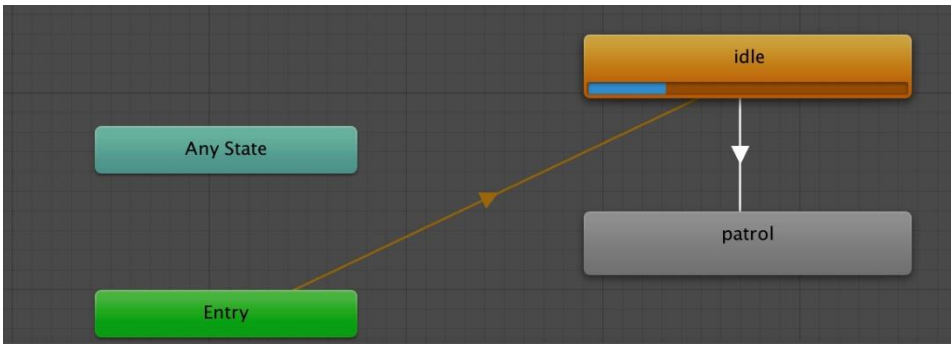
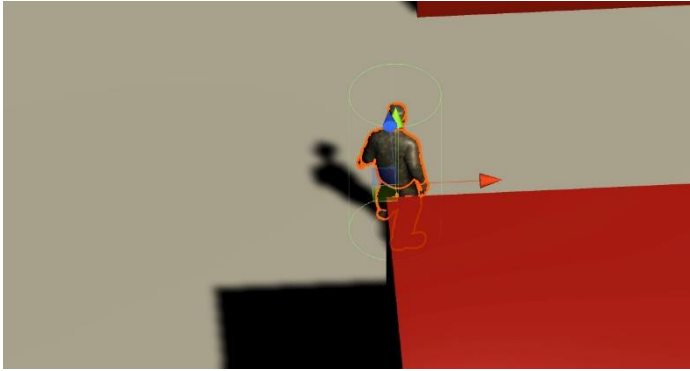
Cycle Offset

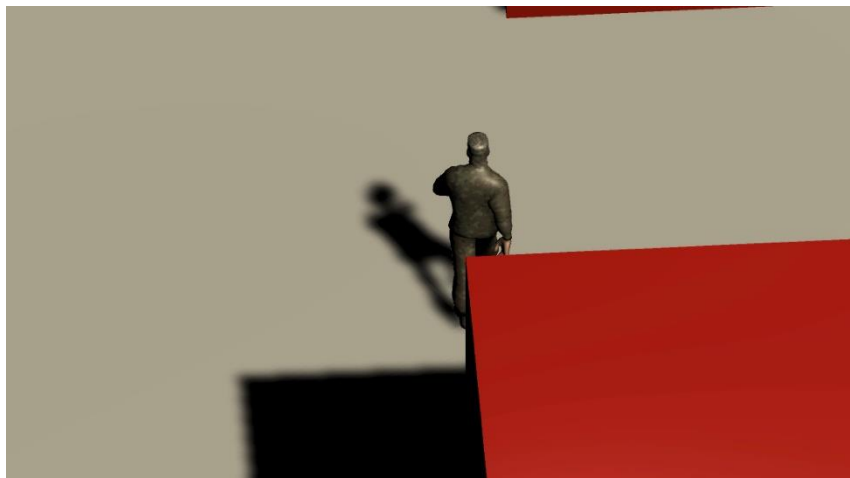
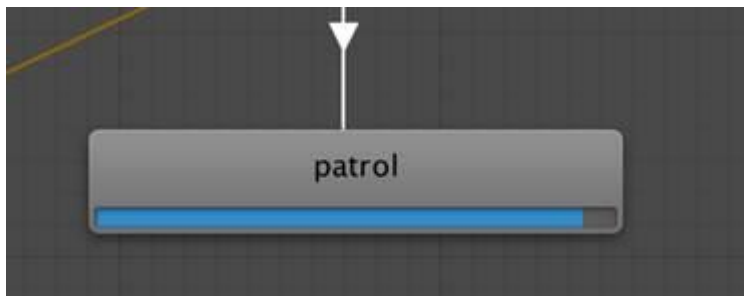
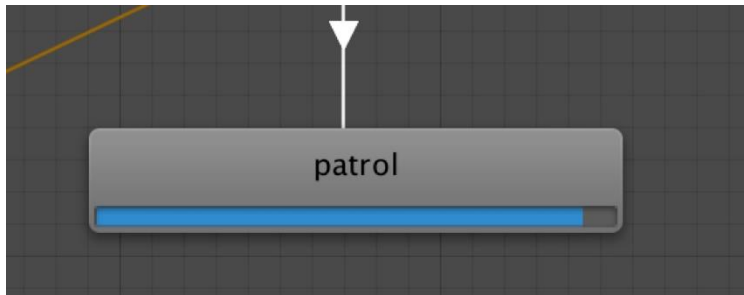
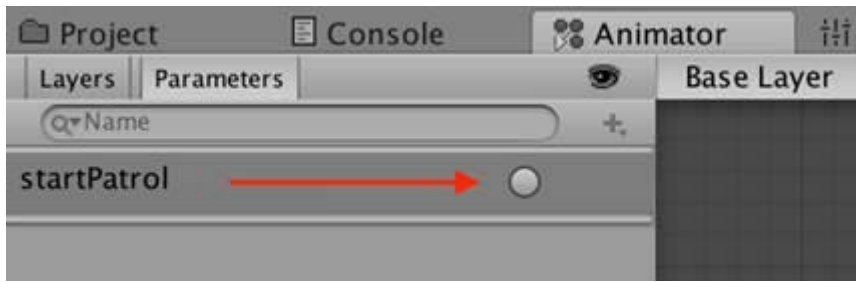
- ▶ Curves
- ▶ Events
- ▶ Mask
- ▶ Motion
- ▶ Import Messages

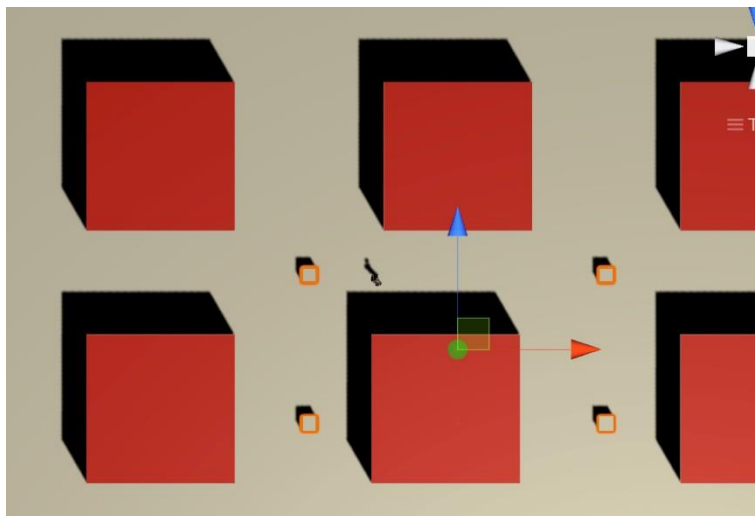
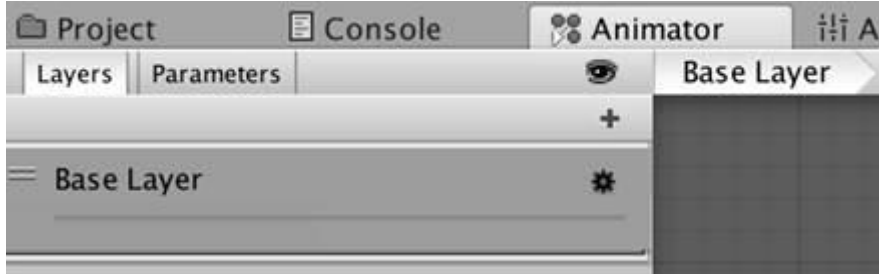
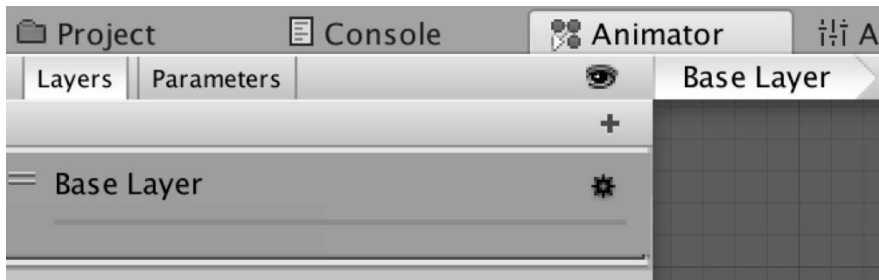
- ▶ Curves
- ▶ Events
- ▶ Mask
- ▶ Motion
- ▶ Import Messages

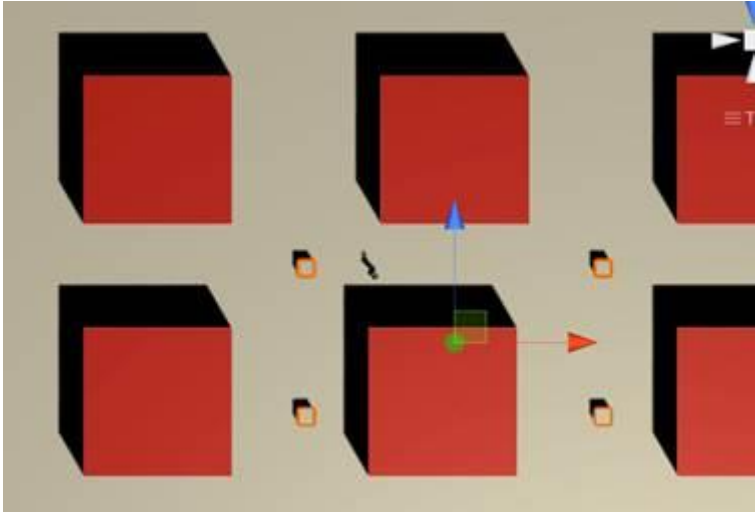












Layers Parameters

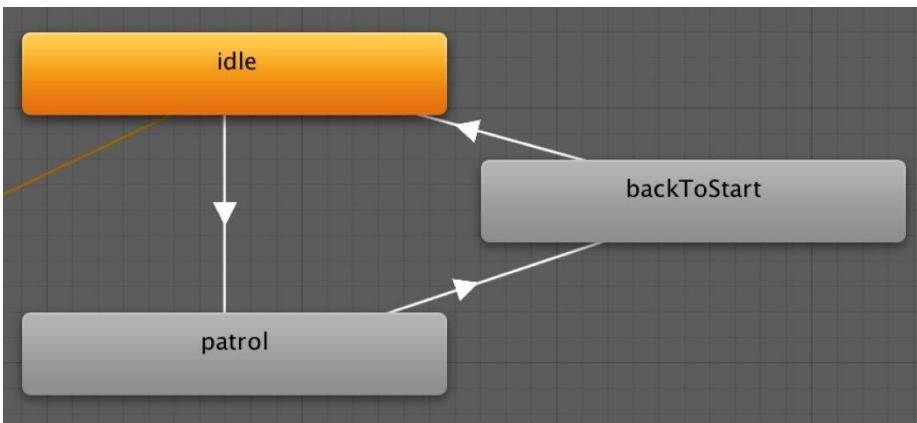
Q Name

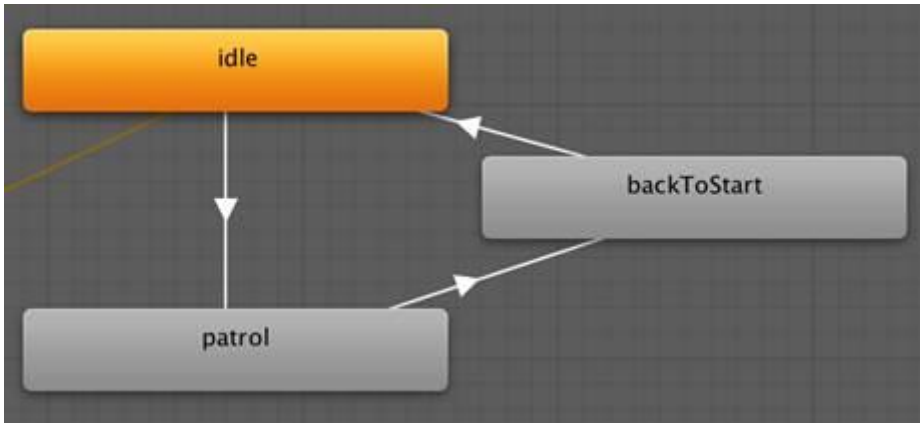
- = startPatrol
- = startToGoBackToStart
- = hasReachedStart

Layers Parameters

Q Name

- = startPatrol
- = startToGoBackToStart
- = hasReachedStart





Inspector Navigation

followPlayer

Tag

Motion walking

Inspector Navigation

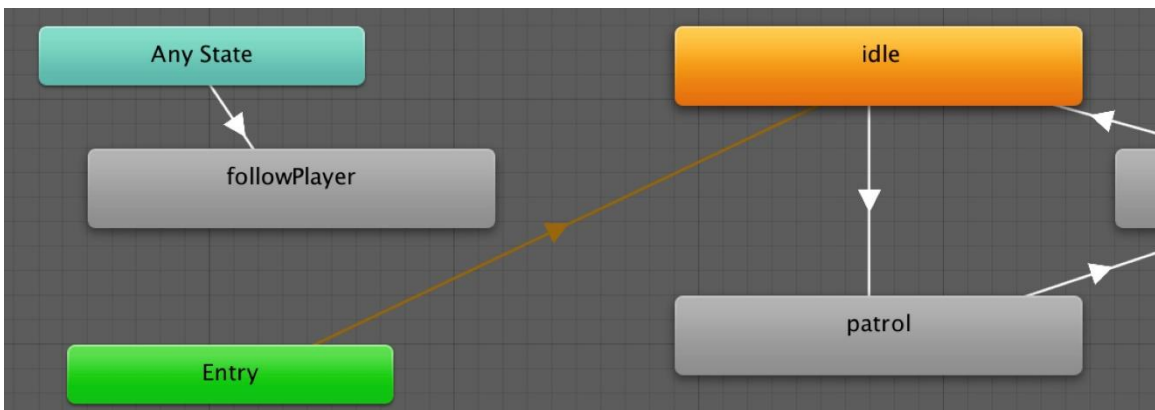
followPlayer

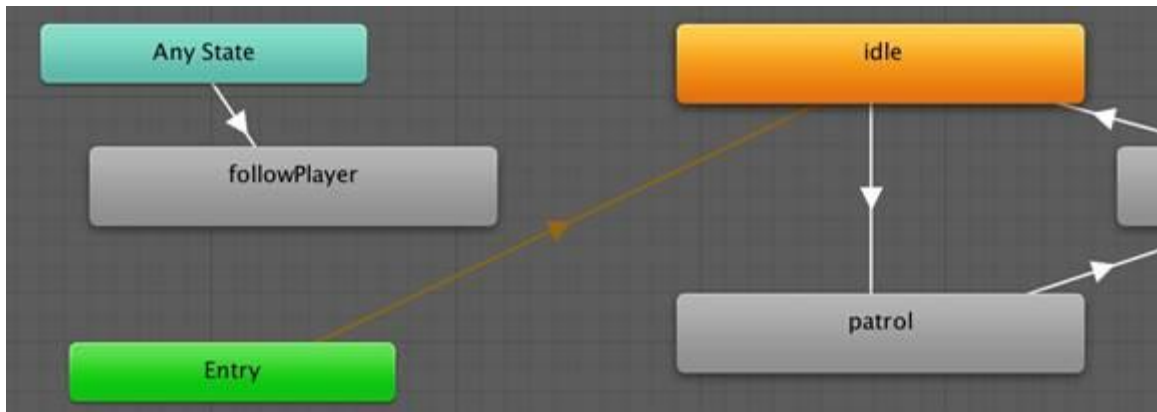
Tag

Motion walking

= canHearPlayer

= canHearPlayer





Conditions

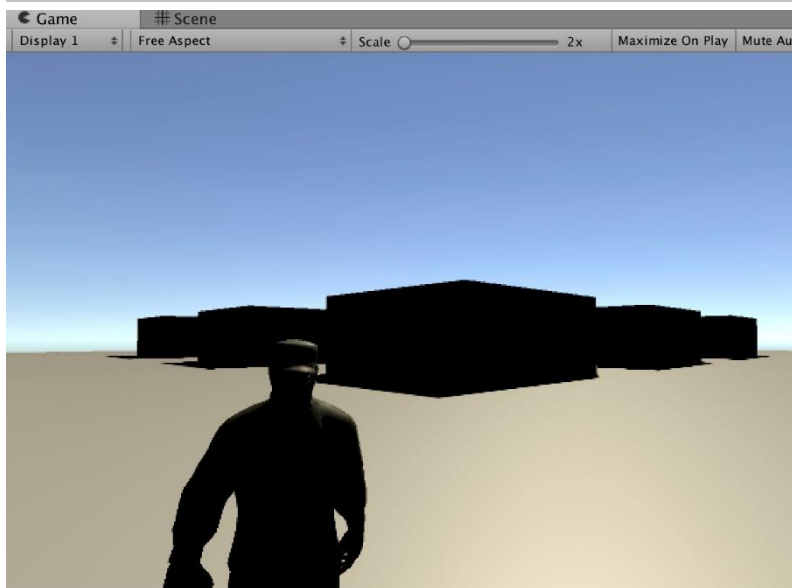
= canHearPlayer true

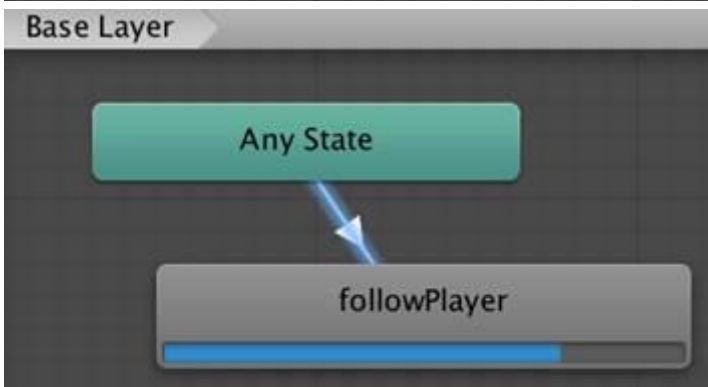
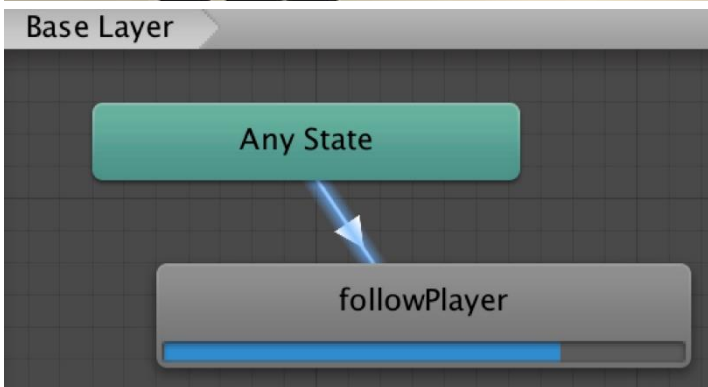
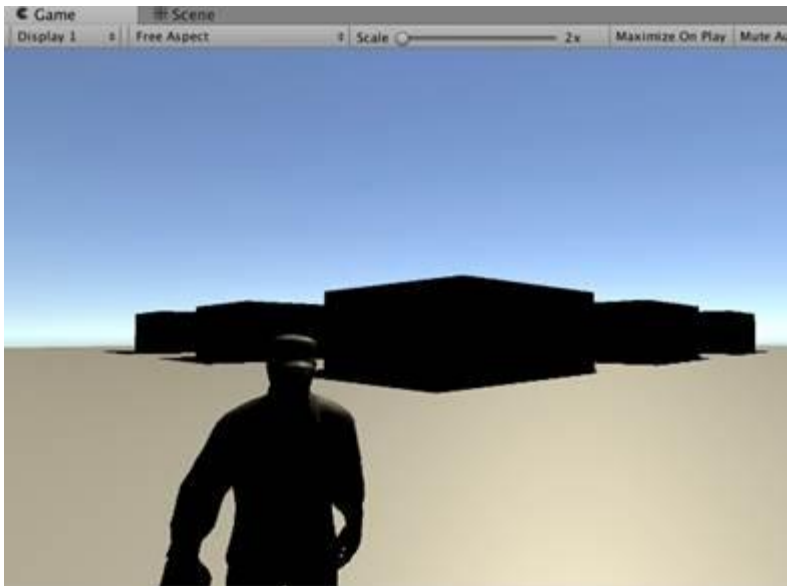
+ -

Conditions

= canHearPlayer true

+ -





Has Exit Time

Settings

Exit Time

Fixed Duration

Transition Duration (s)

Transition Offset

Interruption Source

Ordered Interruption

Can Transition To Self

Has Exit Time

Settings

Exit Time

Fixed Duration

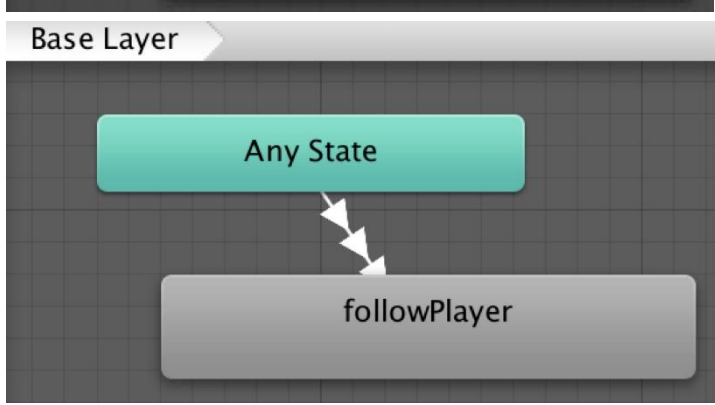
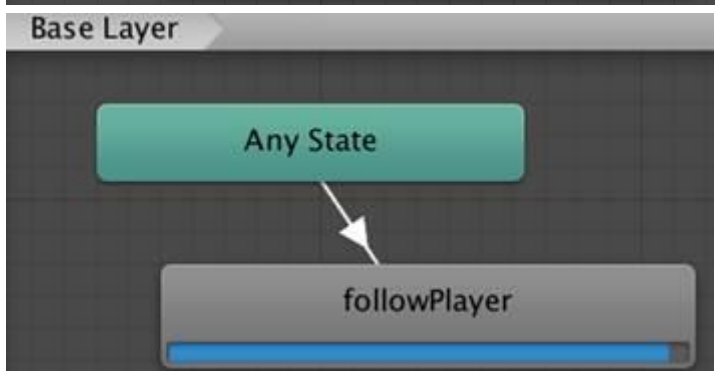
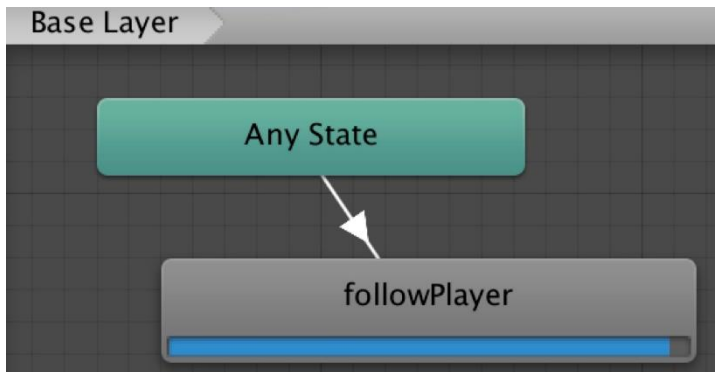
Transition Duration (s)

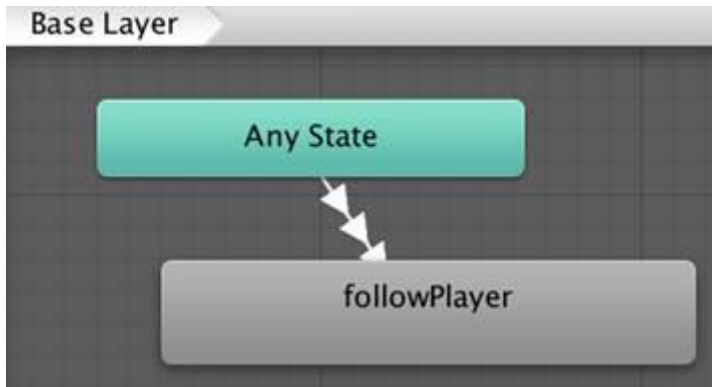
Transition Offset

Interruption Source

Ordered Interruption

Can Transition To Self





Inspector Navigation

AnyState -> followPlayer  
2 Transitions

Transitions

AnyState -> followPlayer	←
AnyState -> followPlayer	←

Inspector Navigation

AnyState -> followPlayer  
2 Transitions

Transitions

AnyState -> followPlayer	←
AnyState -> followPlayer	←

Inspector Navigation

AnyState -> followPlayer  
2 Transitions

Transitions	Solo
AnyState -> followPlayer	<input type="checkbox"/>
AnyState -> followPlayer	<input type="checkbox"/>

Inspector Navigation

AnyState -> followPlayer  
2 Transitions

Transitions	Solo
AnyState -> followPlayer	<input type="checkbox"/>
AnyState -> followPlayer	<input type="checkbox"/>

Conditions

= canHearPlayer true

+ -

Inspector Navigation

AnyState -> followPlayer  
2 Transitions

Transitions
AnyState -> followPlayer
AnyState -> followPlayer

Inspector Navigation

AnyState -> followPlayer  
2 Transitions

Transitions
AnyState -> followPlayer
AnyState -> followPlayer

Conditions

= canSeePlayer true

+ -

Conditions

= canSeePlayer true

+ -

Has Exit Time

Settings

Exit Time 0.75

Fixed Duration

Transition Duration (s) 0.25

Transition Offset 0

Interruption Source None

Ordered Interruption

Can Transition To Self  ←

Has Exit Time

Settings

Exit Time 0.75

Fixed Duration

Transition Duration (s) 0.25

Transition Offset 0

Interruption Source None

Ordered Interruption

Can Transition To Self  ←

= canHearPlayer

= canHearPlayer

Conditions

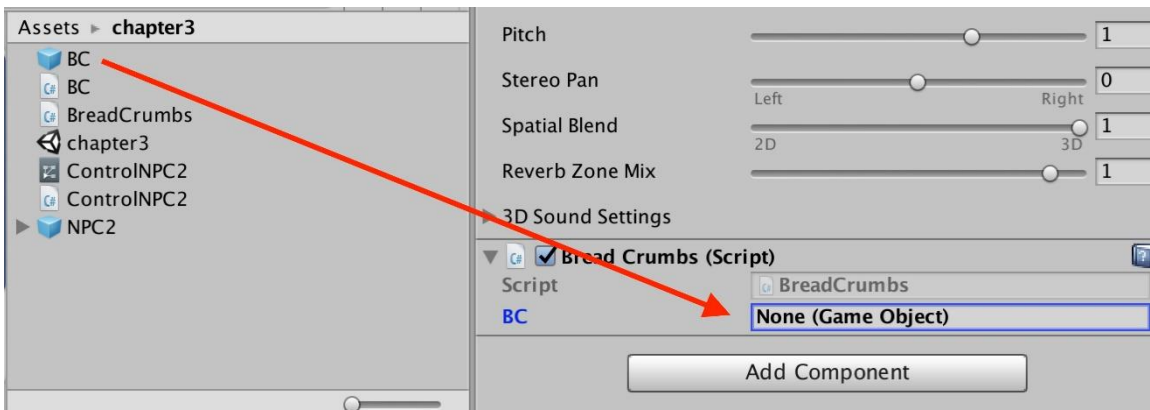
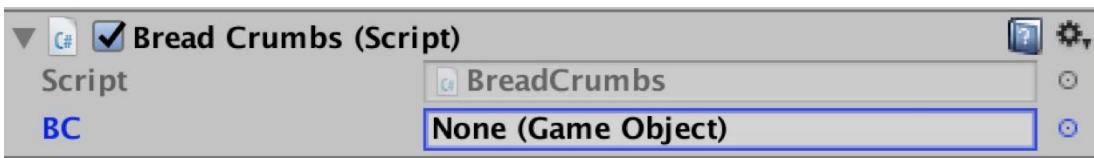
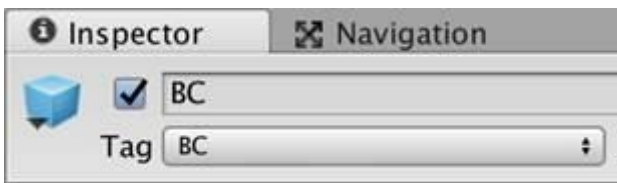
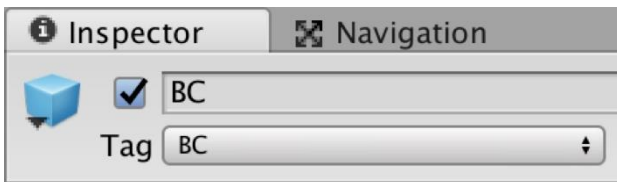
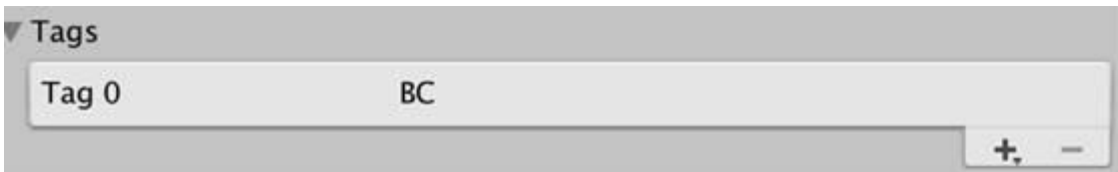
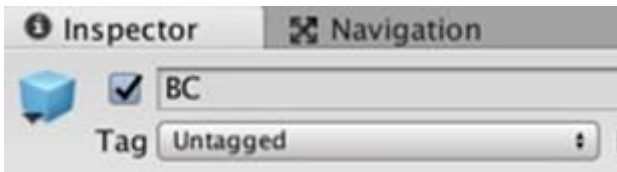
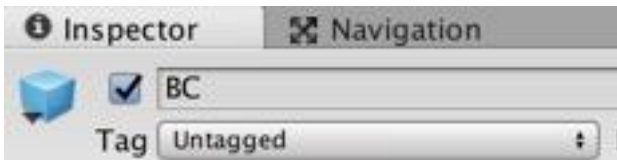
= canSeePlayer false

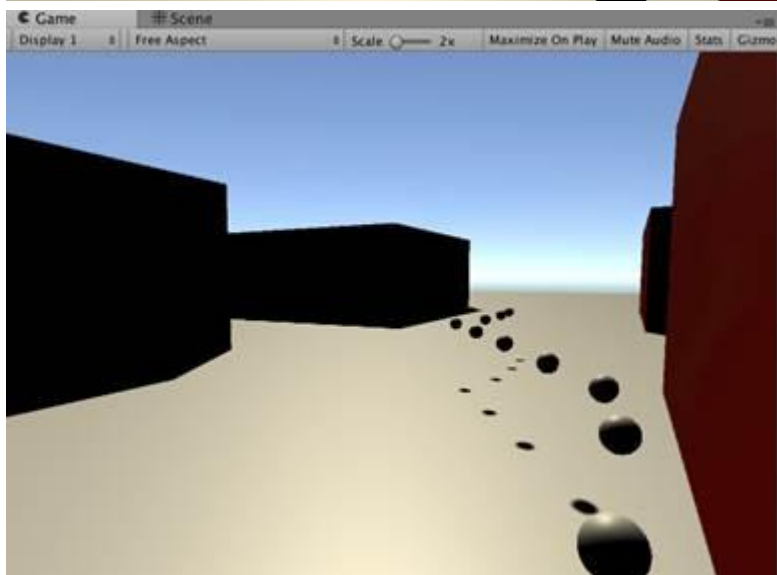
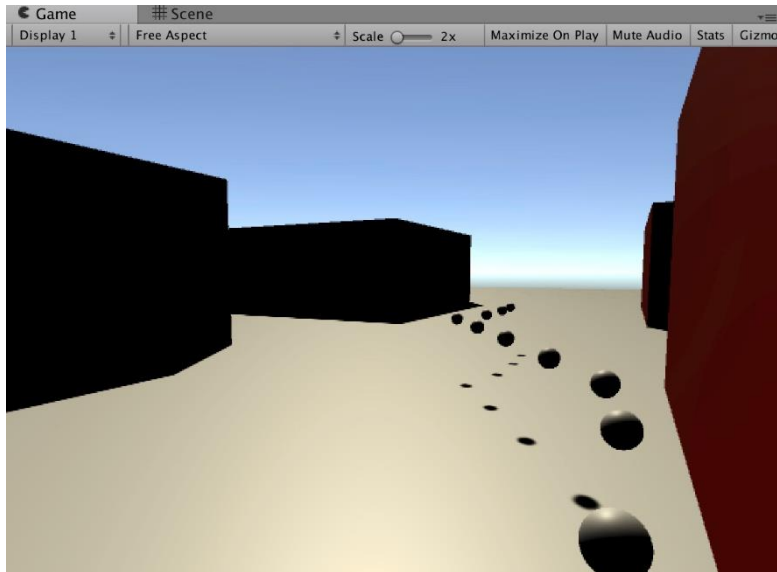
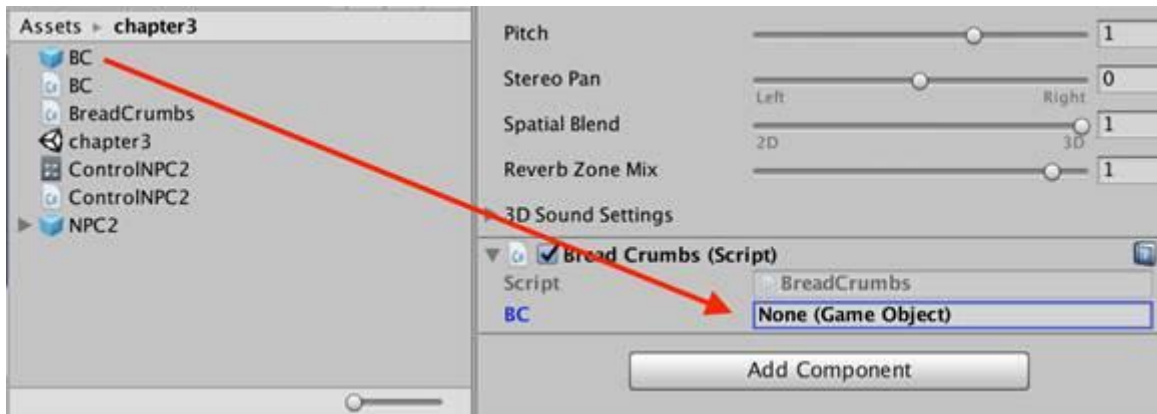
= canHearPlayer false

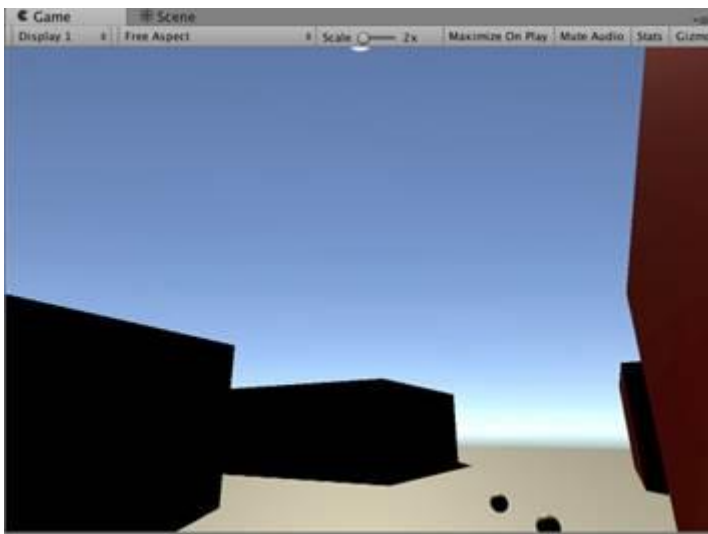
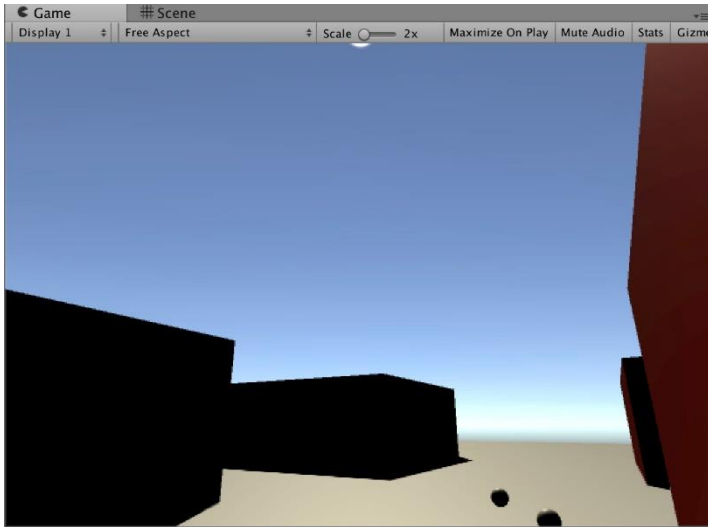
Conditions

= canSeePlayer false

= canHearPlayer false







Conditions

=	canSeePlayer	false
=	canHearPlayer	false
=	canSmellPlayer	false

+ -

Conditions

=	canSeePlayer	false
=	canHearPlayer	false
=	canSmellPlayer	false

+ -

Transitions

- = AnyState -> followPlayer
- = AnyState -> followPlayer
- = AnyState -> followPlayer

Transitions

- = AnyState -> followPlayer
- = AnyState -> followPlayer
- = AnyState -> followPlayer

Transitions

- = AnyState -> followPlayer
- = AnyState -> followPlayer
- = AnyState -> followPlayer

Transitions

- = AnyState -> followPlayer
- = AnyState -> followPlayer
- = AnyState -> followPlayer

Conditions

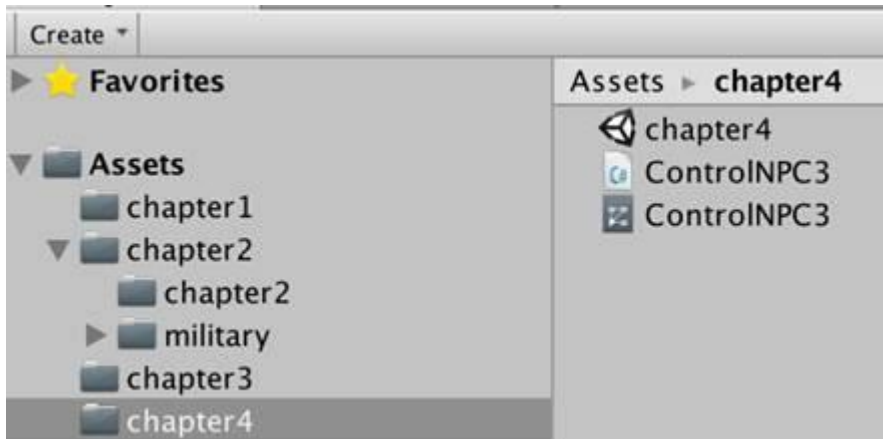
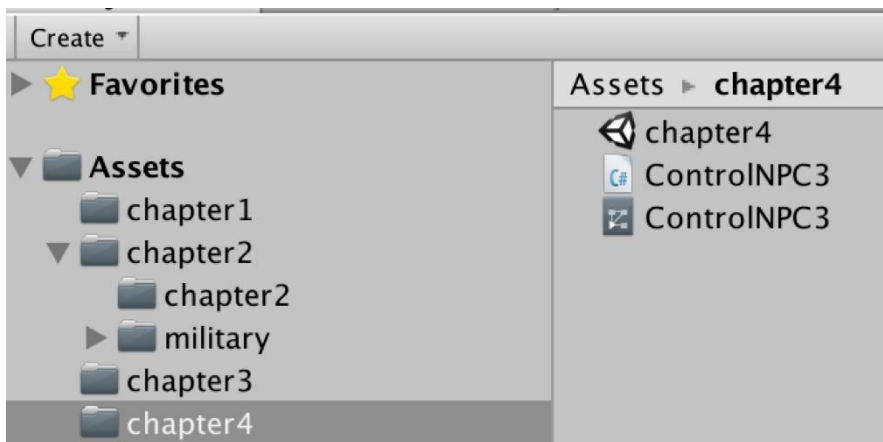
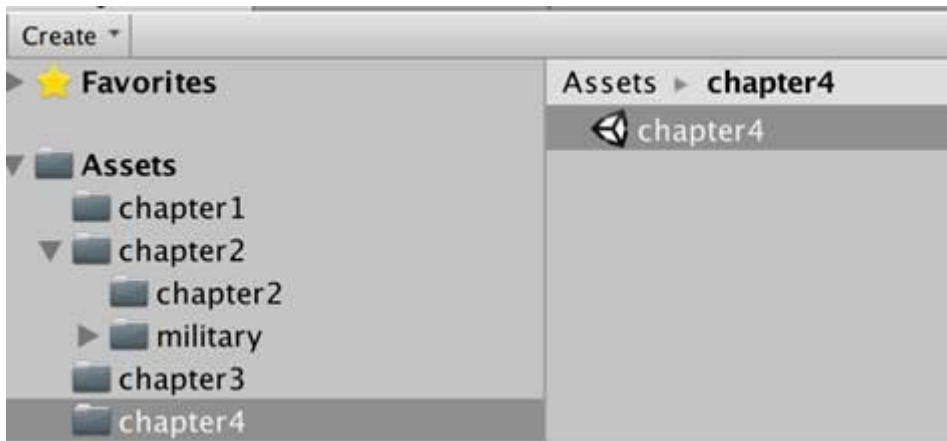
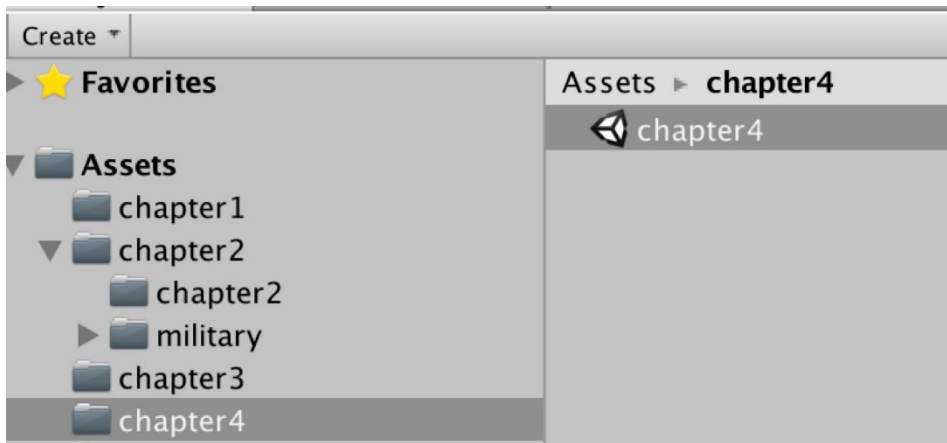
- = canSmellPlayer true

+ -

Conditions

- = canSmellPlayer true

+ -



▼ **Animator** ? ⚙

Controller  ⊙

Avatar  ⊙

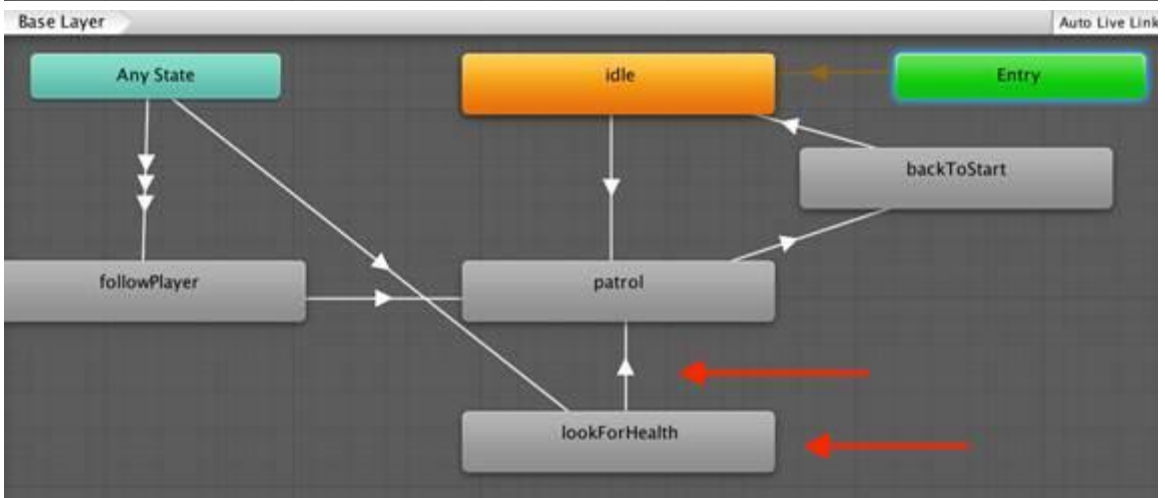
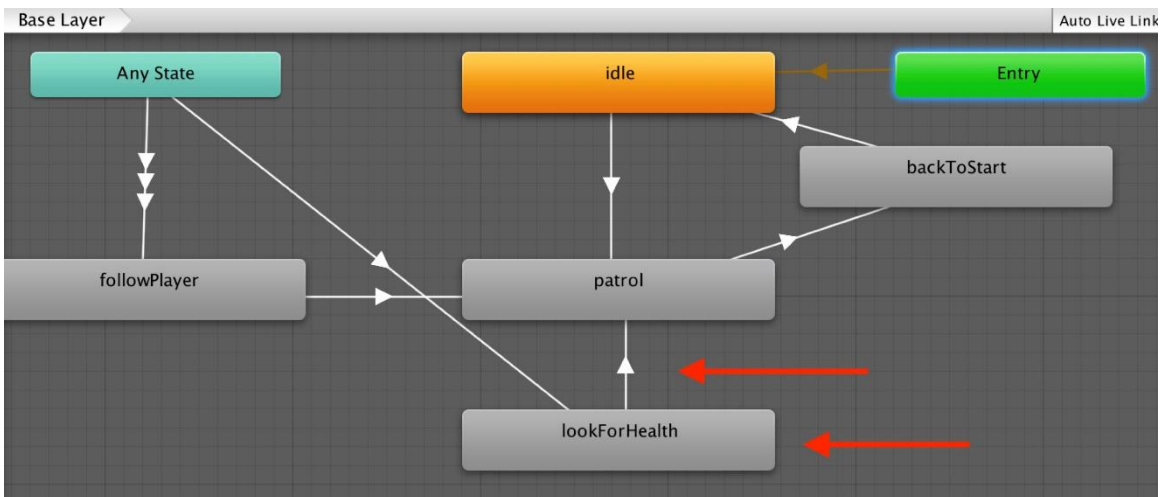
Apply Root Motion

▼ **Animator** ? ⚙

Controller  ⊙

Avatar  ⊙

Apply Root Motion



▼ **Settings**

Exit Time

Fixed Duration

Transition Duration (s)

Transition Offset

Interruption Source

Ordered Interruption

Can Transition To Self

▼ Settings

Exit Time	0.75
Fixed Duration	<input checked="" type="checkbox"/>
Transition Duration (s)	0.25
Transition Offset	0
Interruption Source	None
Ordered Interruption	<input checked="" type="checkbox"/>
Can Transition To Self	<input type="checkbox"/>

Conditions

=	health	Less	20
=	health	Greater	1

Conditions

=	health	Less	20
=	health	Greater	1

Conditions

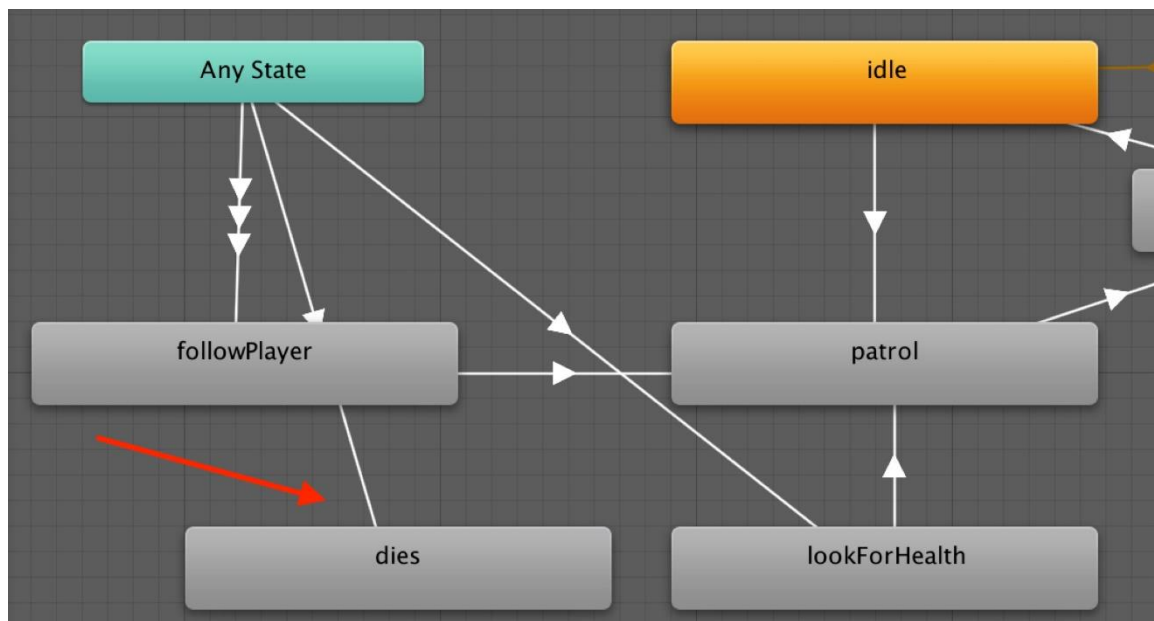
=	health	Less	1
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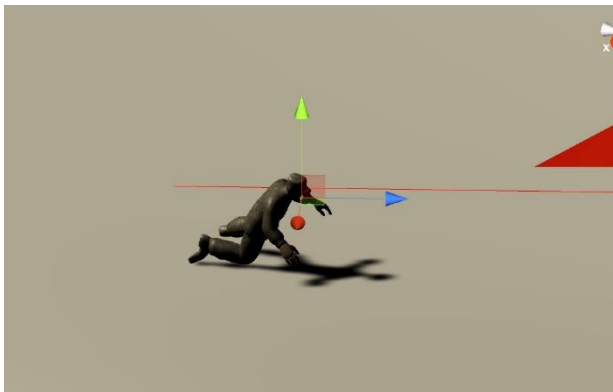
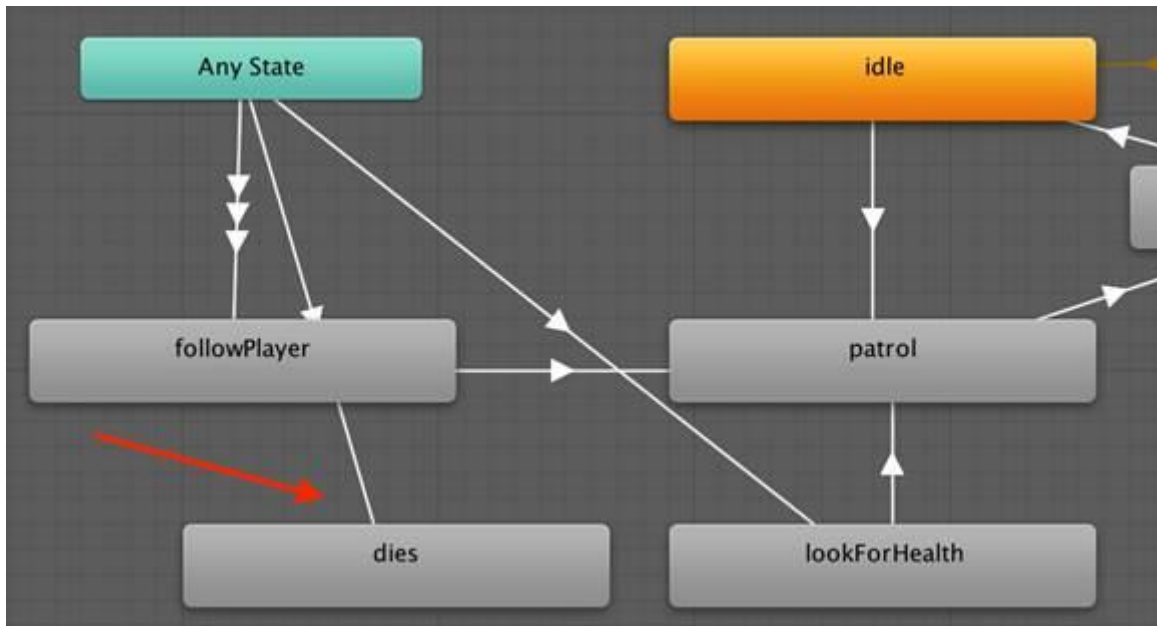
+ -

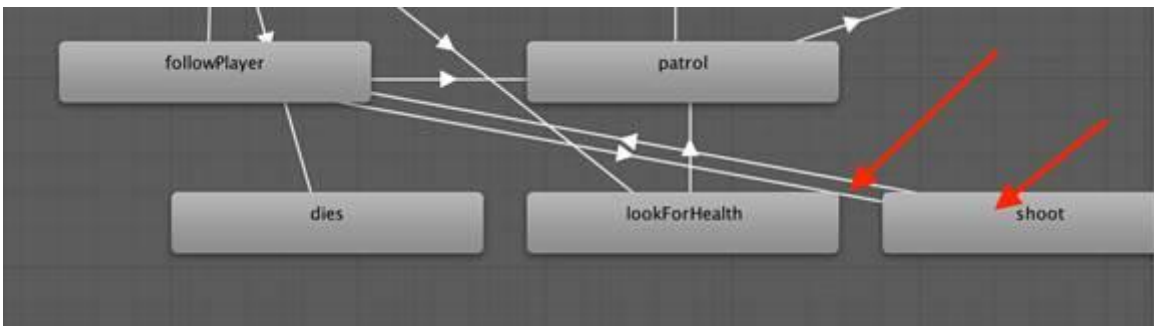
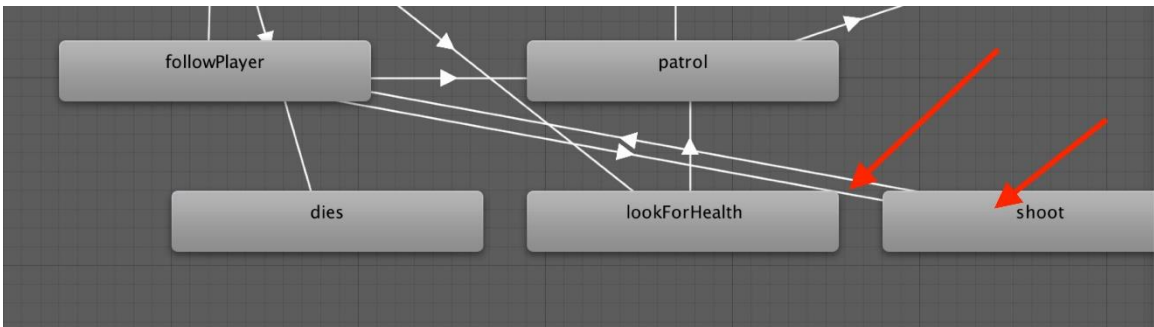
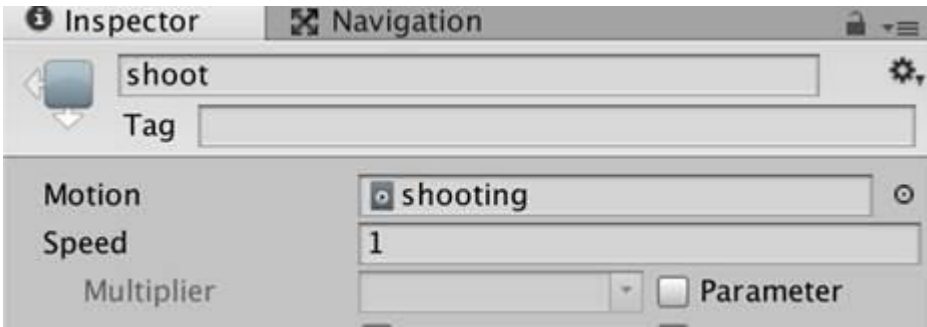
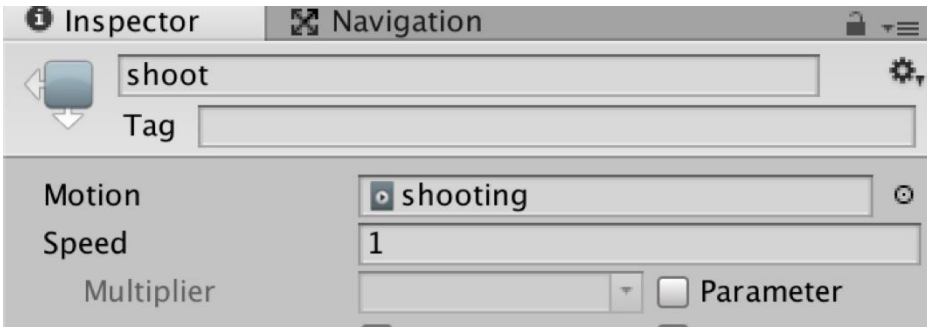
Conditions

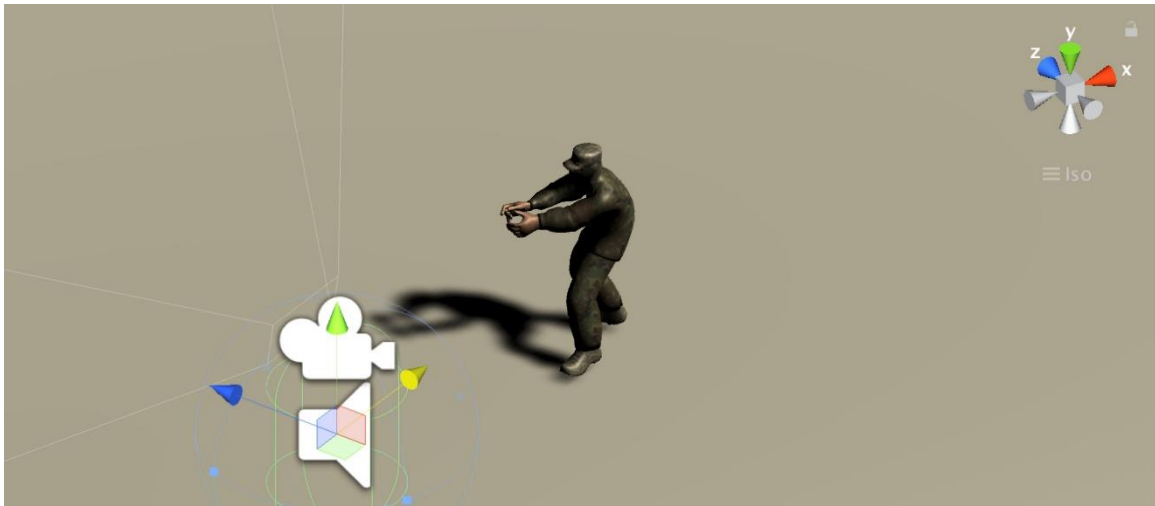
=	health	Less	1
---	--------	------	---

+ -









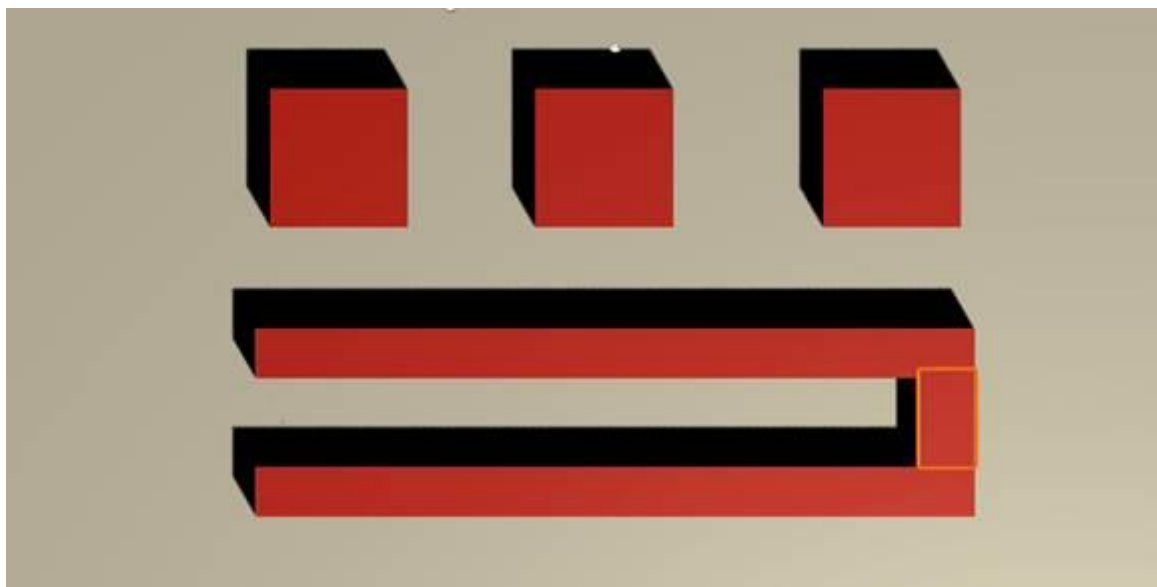
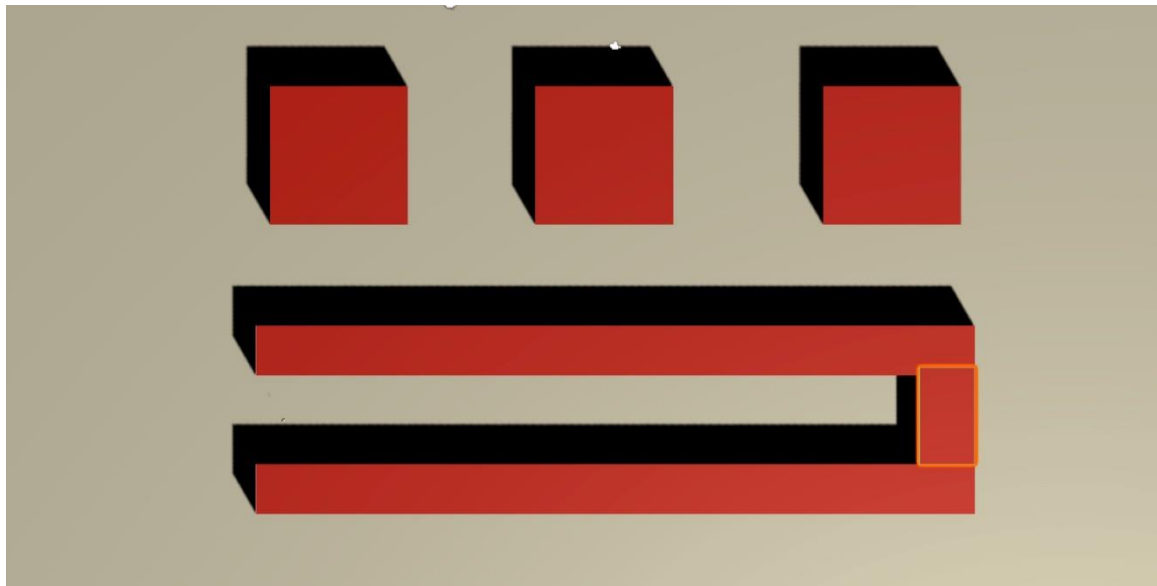
Transitions	Solo	Mute
AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>

Transitions	Solo	Mute
AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>

Conditions			
=	canHearPlayer		
=	ammos	Greater	20
=	health	Greater	20

Conditions

=	canHearPlayer	▼		
=	ammos	▼	Greater ↕	20
=	health	▼	Greater ↕	20



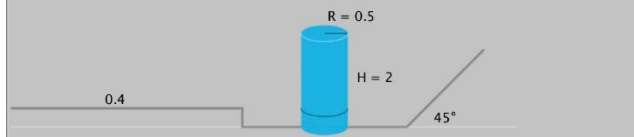
corridorWall1  
corridorWall2  
corridorWall3  
wall  
wall (1)  
wall (2)  
wall (3)  
wall (4)  
wall (5)  
wall (6)  
wall (7)  
wall (8)

corridorWall1  
corridorWall2  
corridorWall3  
wall  
wall (1)  
wall (2)  
wall (3)  
wall (4)  
wall (5)  
wall (6)  
wall (7)  
wall (8)

Agents Areas **Bake** Object

Learn about the component-based workflow.

**Baked Agent Size**



0.4 R = 0.5 H = 2 45°

Agent Radius

Agent Height

Max Slope

Step Height

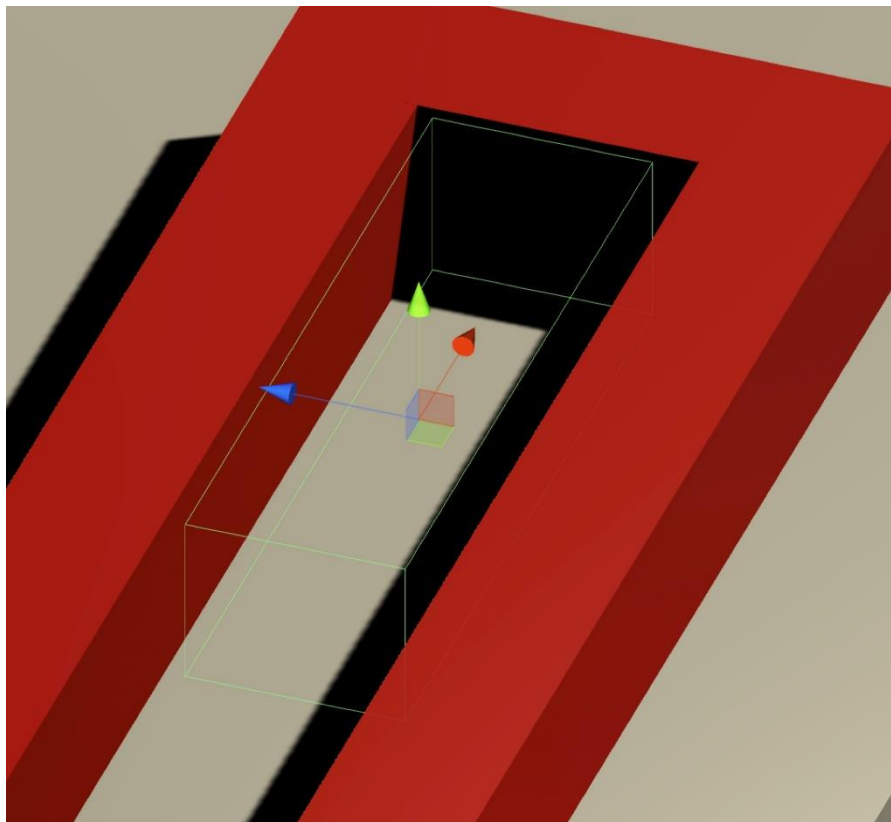
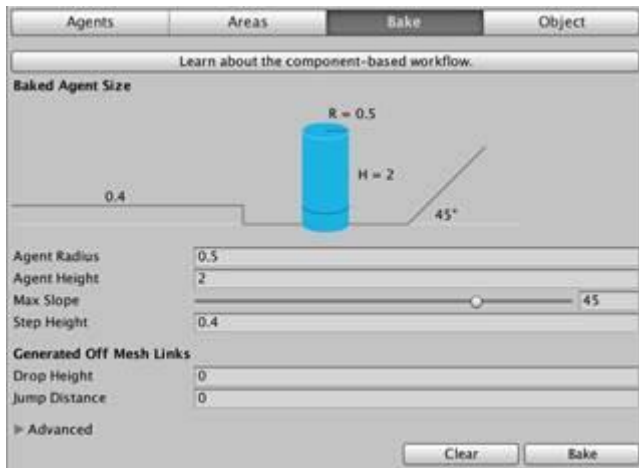
**Generated Off Mesh Links**

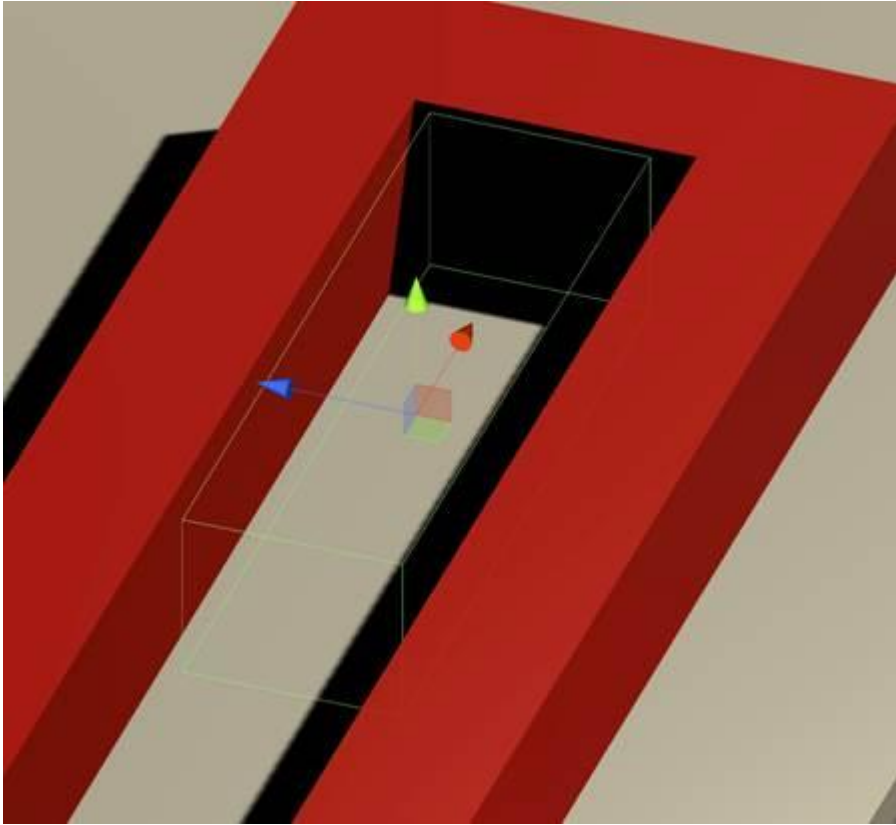
Drop Height

Jump Distance

► Advanced

Clear Bake





▼  **Box Collider** ? ⚙️

Edit Collider

Is Trigger

Material  ⊙

Center

▼  **Box Collider** ? ⚙️

Edit Collider

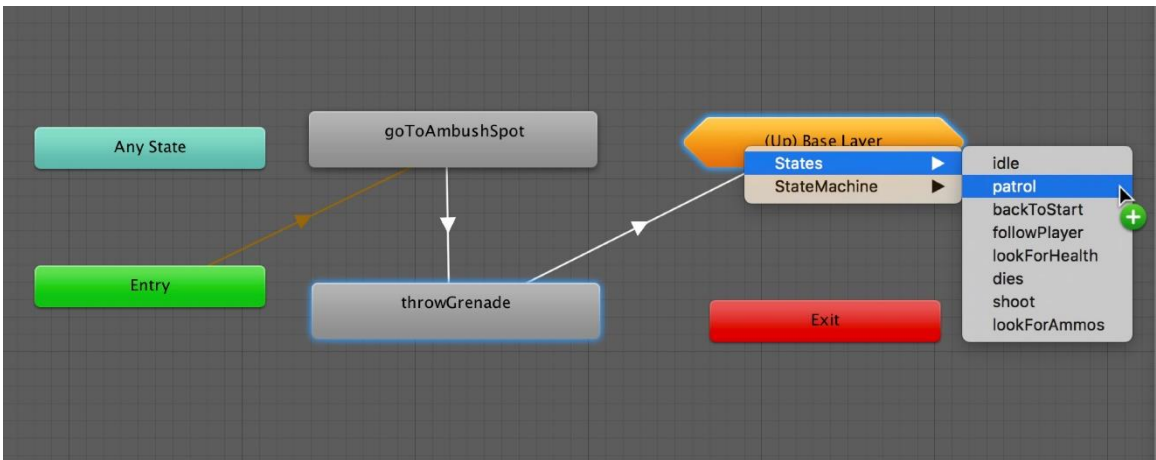
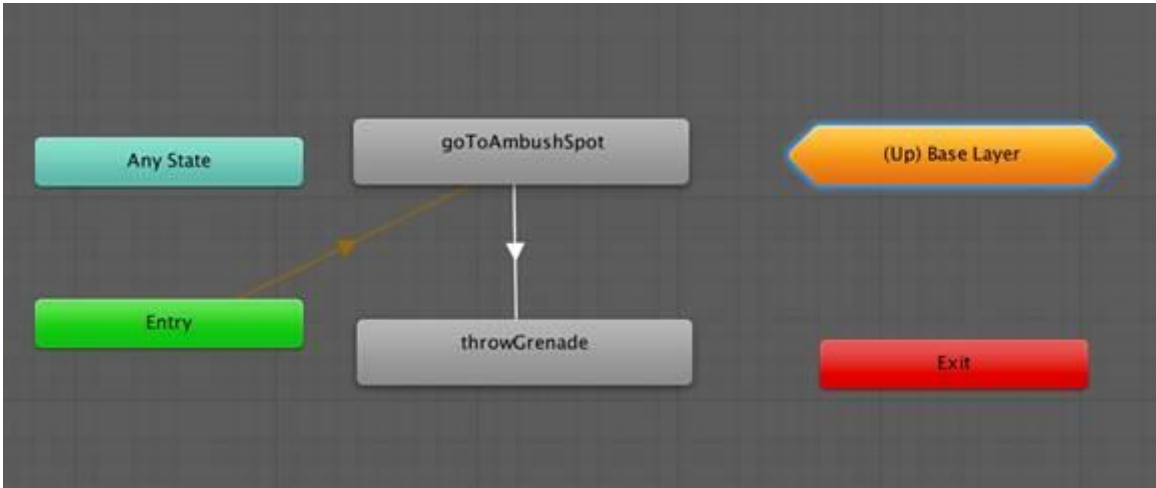
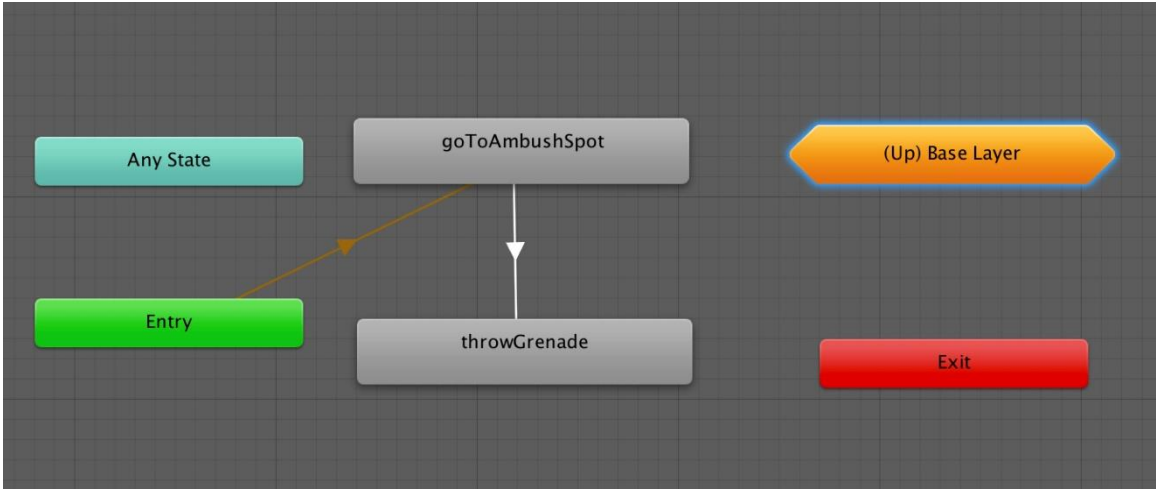
Is Trigger

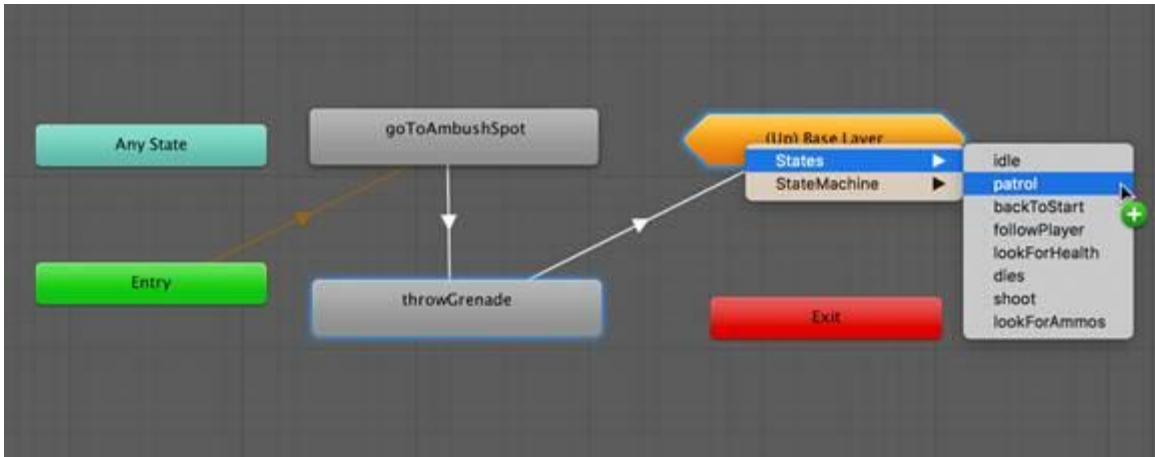
Material  ⊙

Center

lookForAmmos → ambush → lookForAmmos → ambush →

(Up) Base Layer





**Rigidbody**

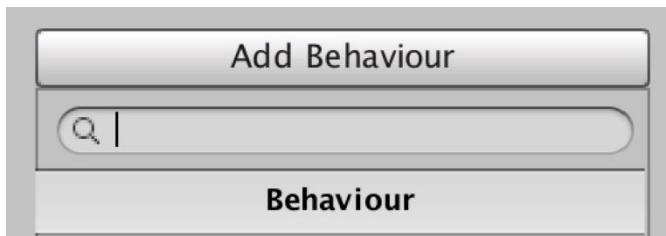
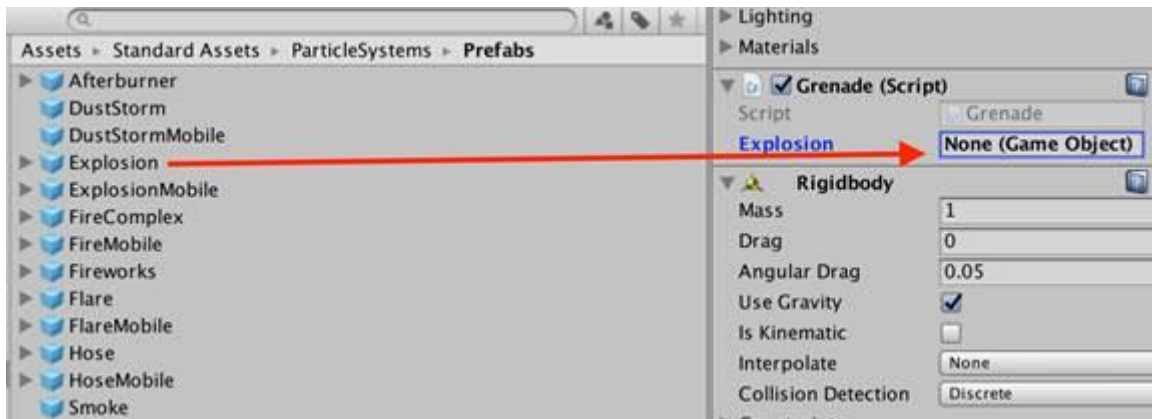
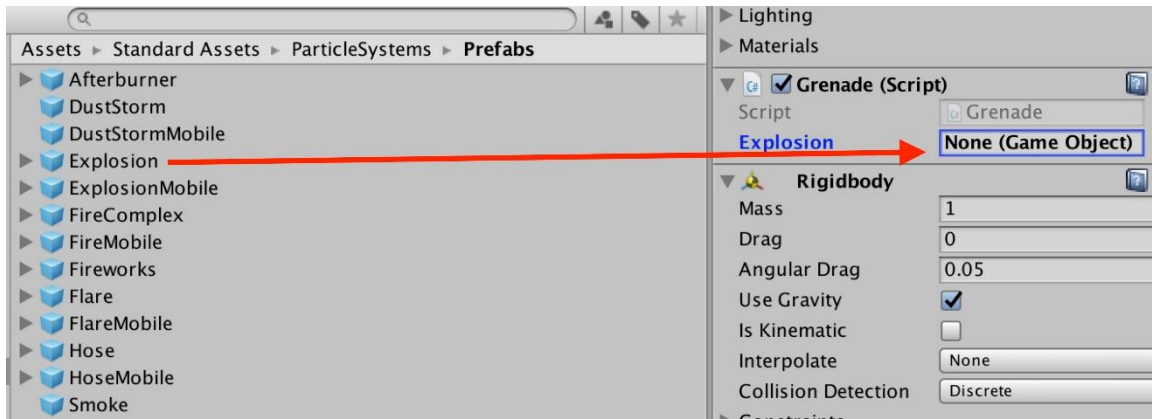
- Mass: 1
- Drag: 0
- Angular Drag: 0.05
- Use Gravity:
- Is Kinematic:
- Interpolate: None
- Collision Detection: Discrete
- Constraints

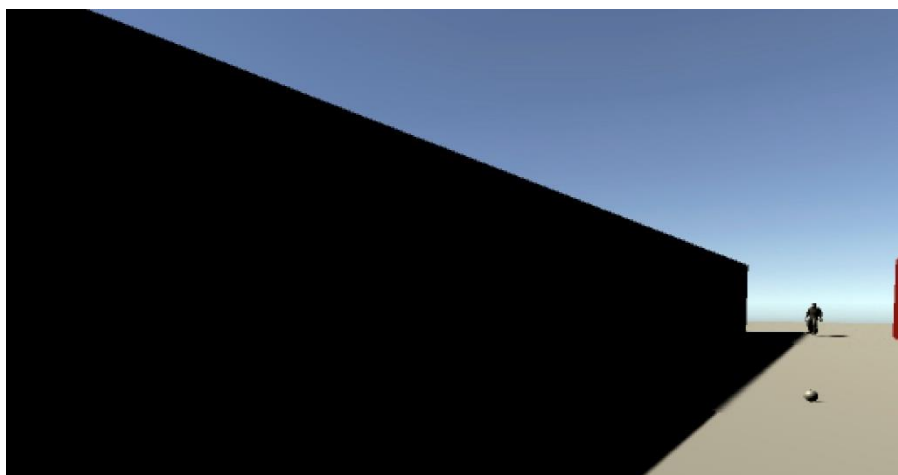
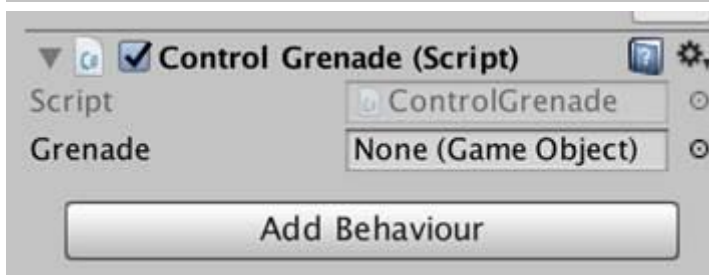
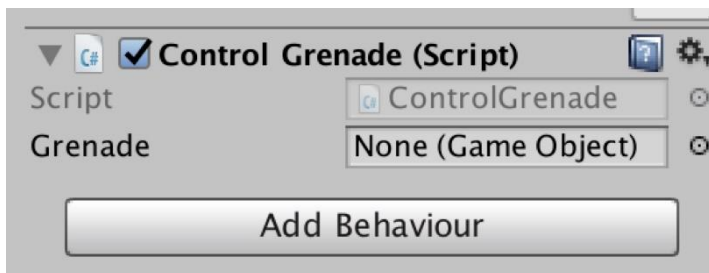
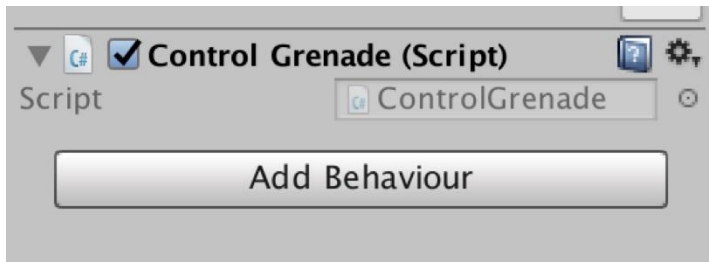
**Rigidbody**

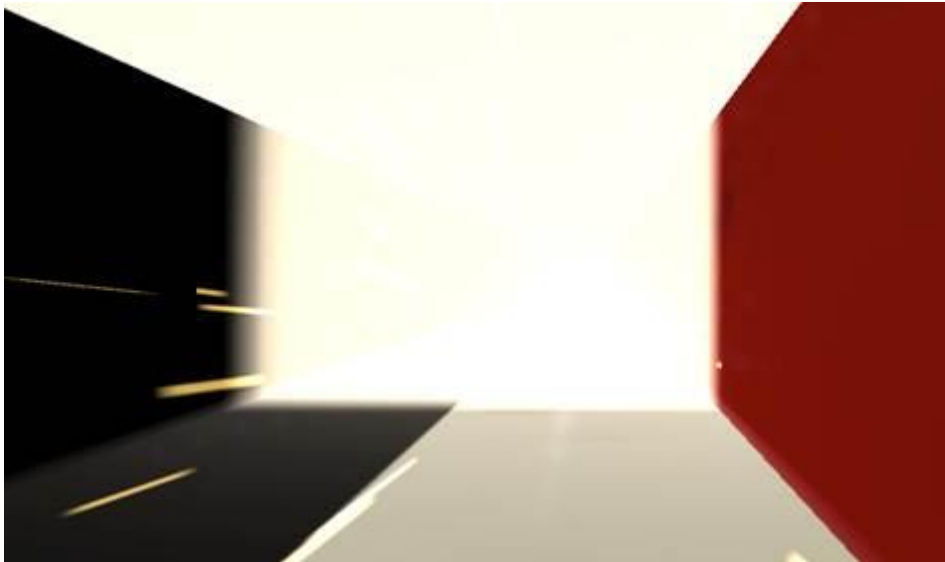
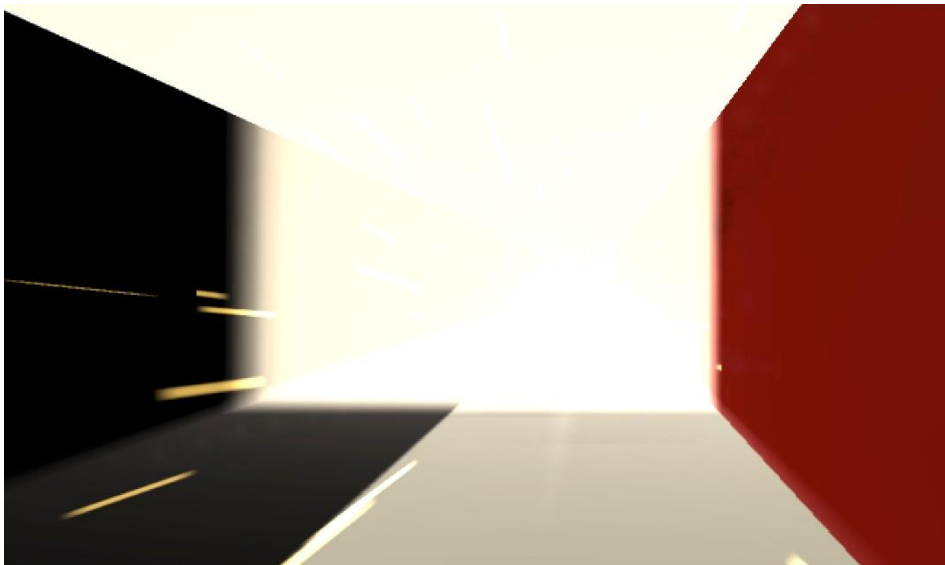
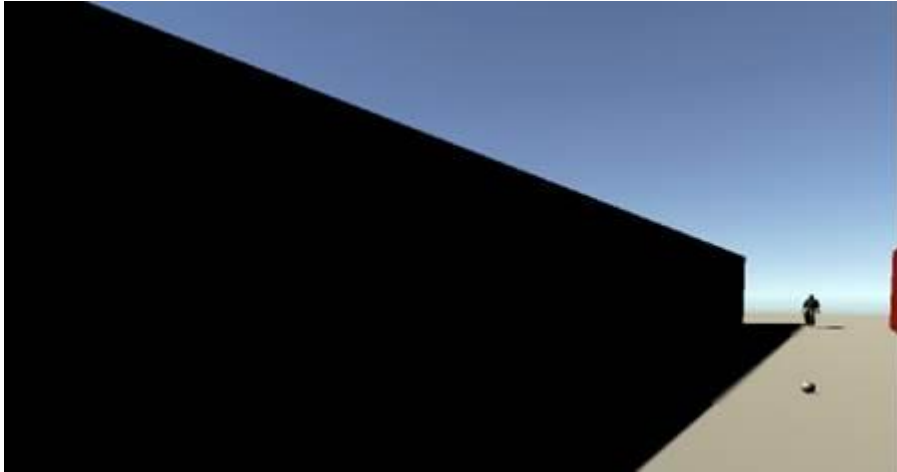
- Mass: 1
- Drag: 0
- Angular Drag: 0.05
- Use Gravity:
- Is Kinematic:
- Interpolate: None
- Collision Detection: Discrete
- Constraints

**Standard Assets**

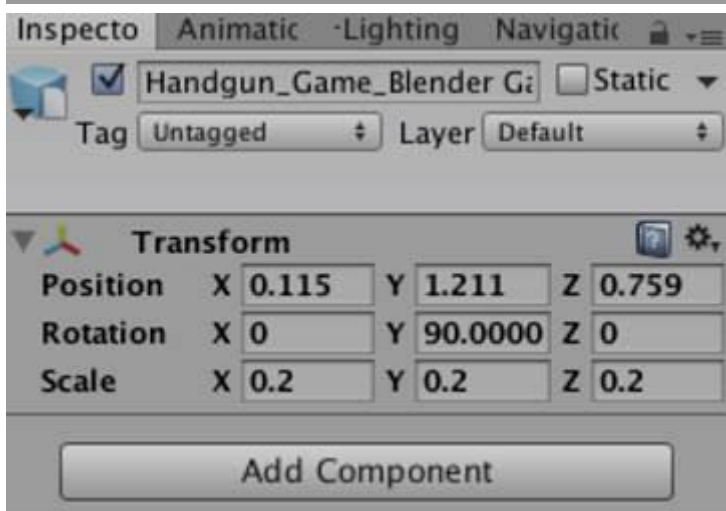
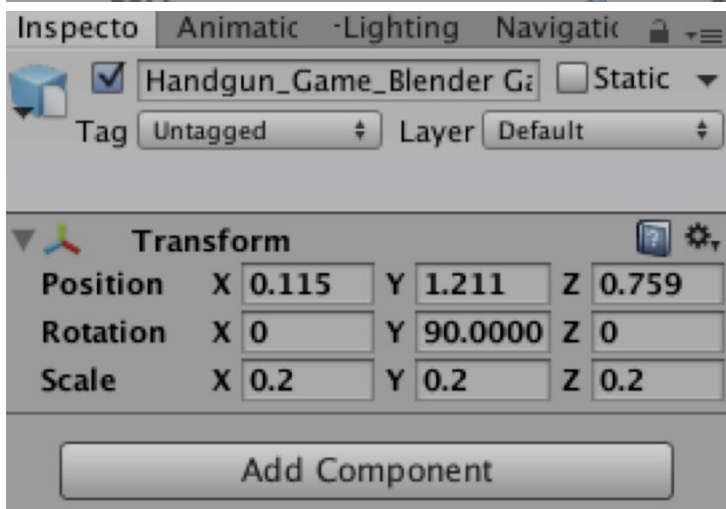
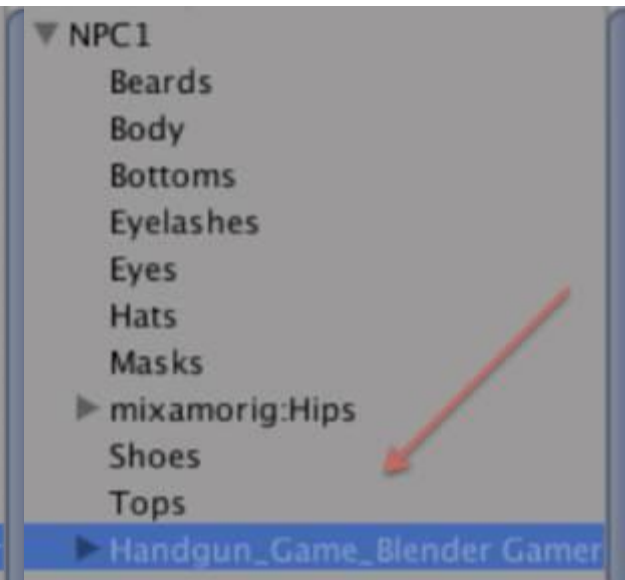
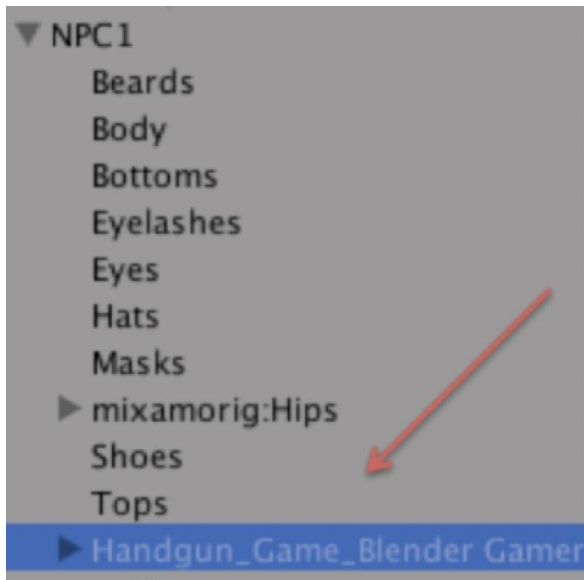
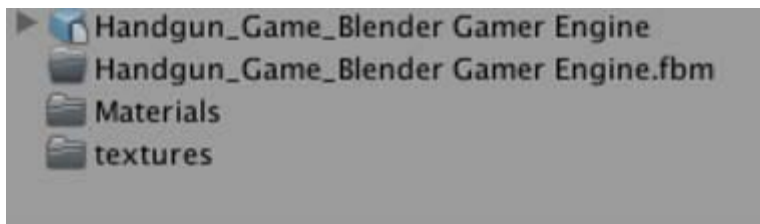
- Characters
- CrossPlatformInput
- ParticleSystem

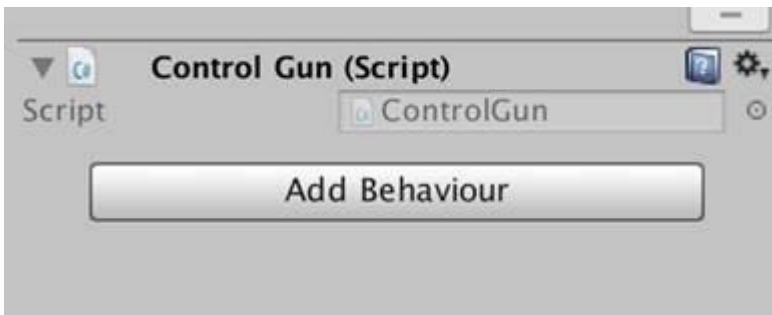
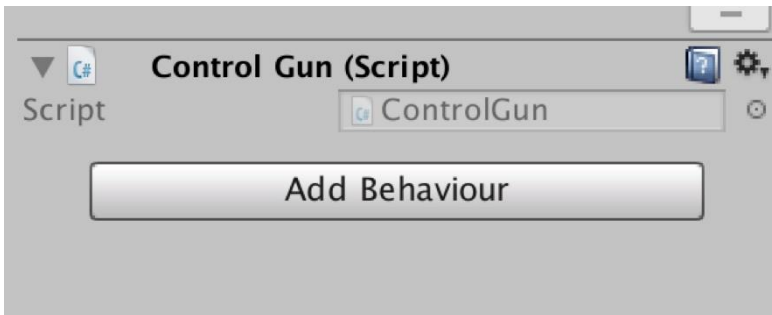
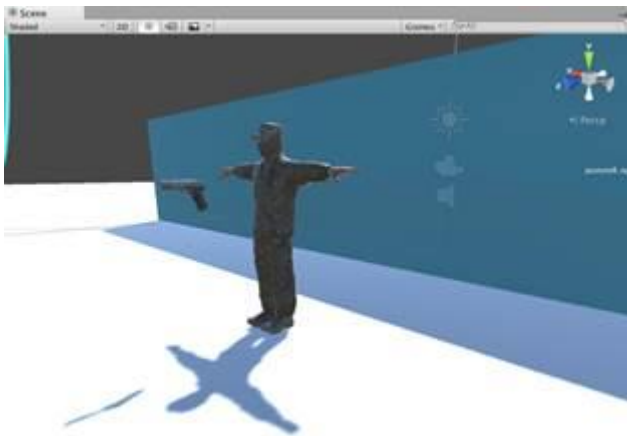
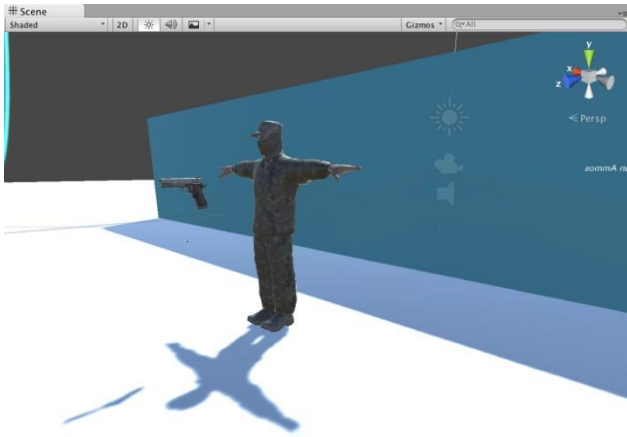


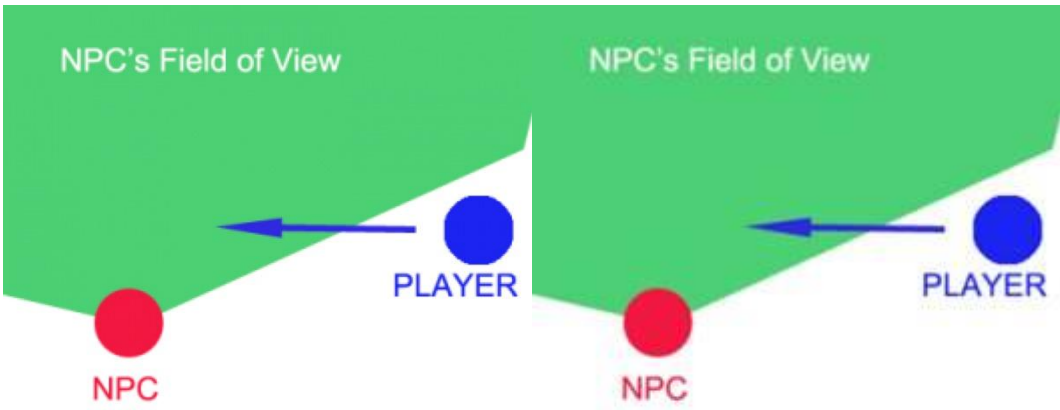
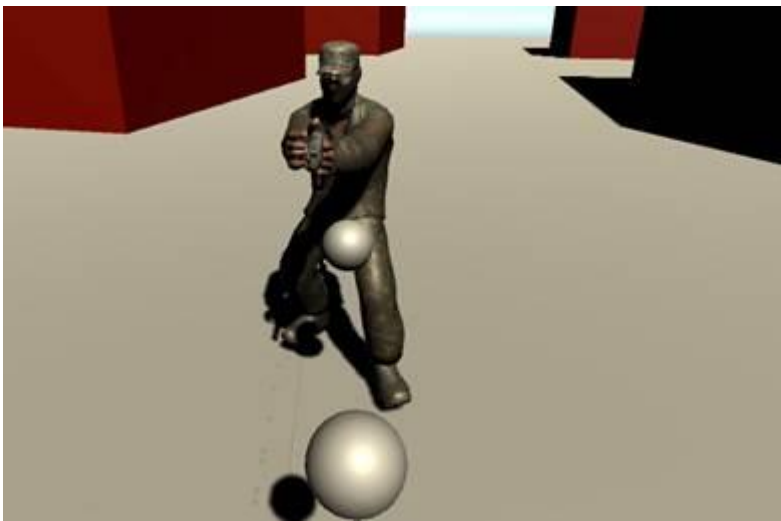
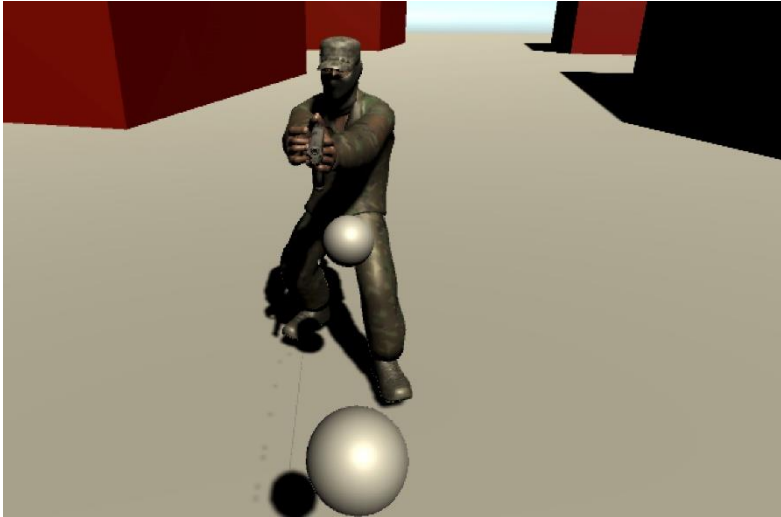


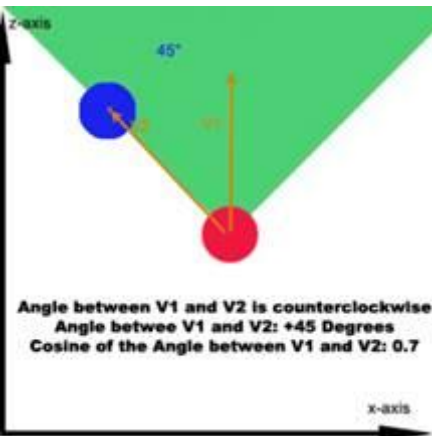
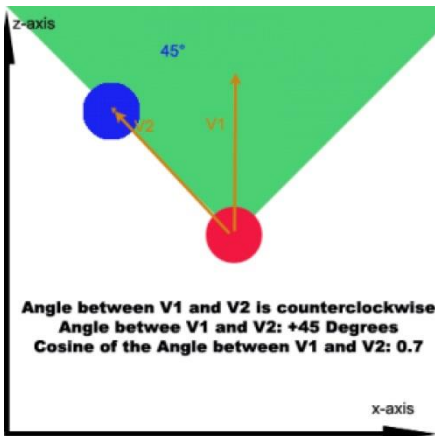
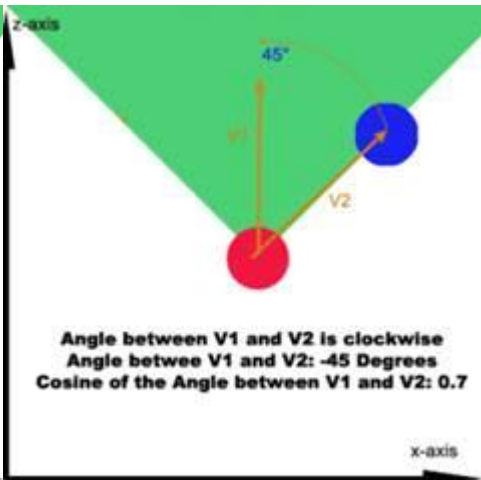
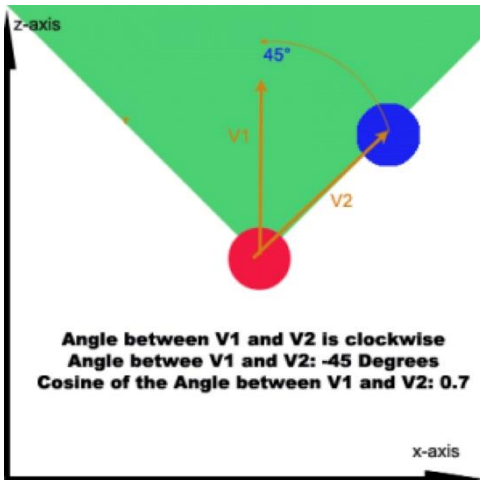
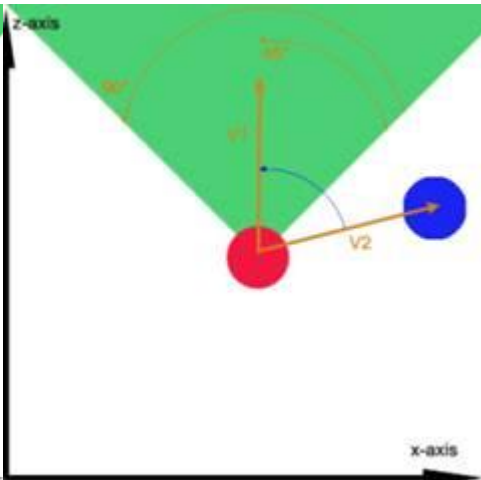
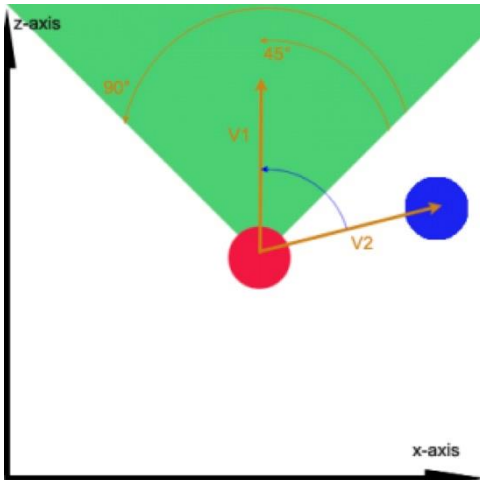


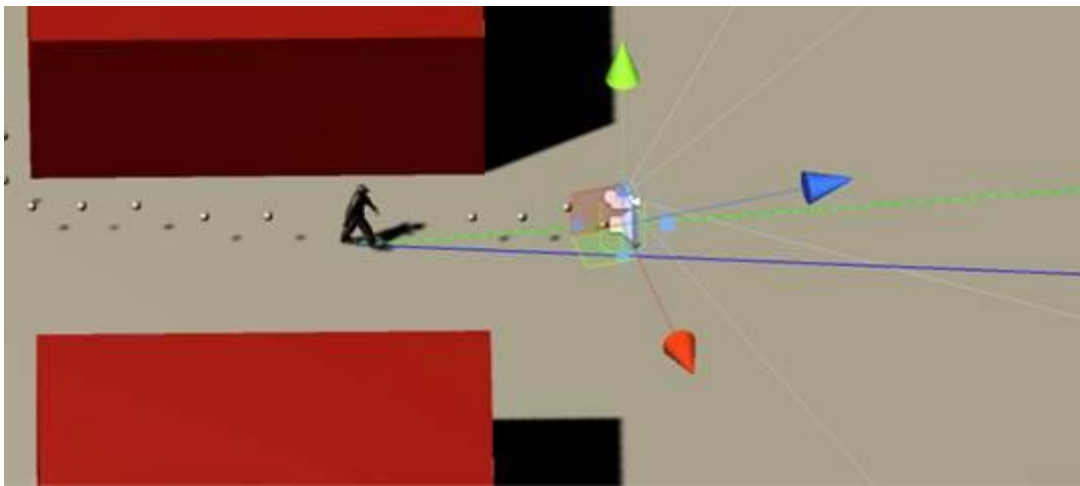
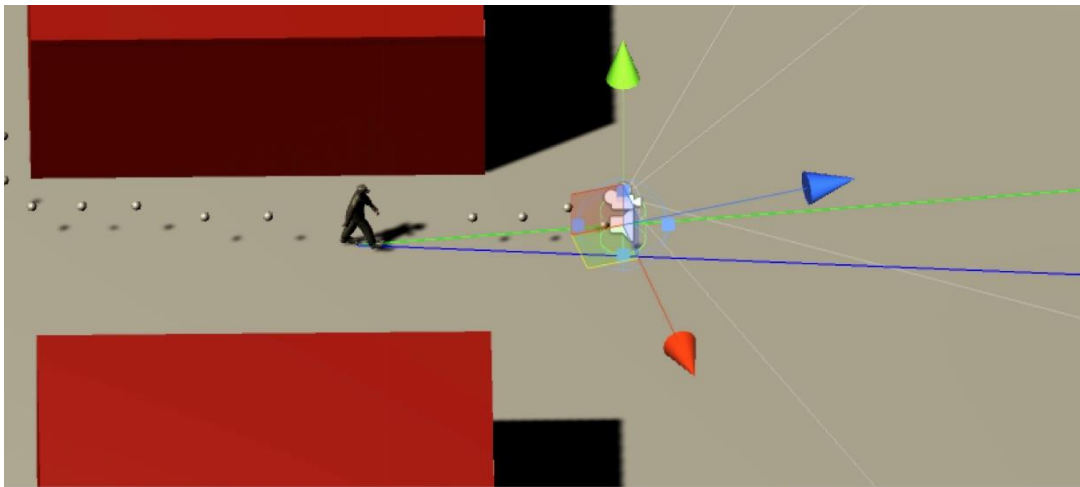
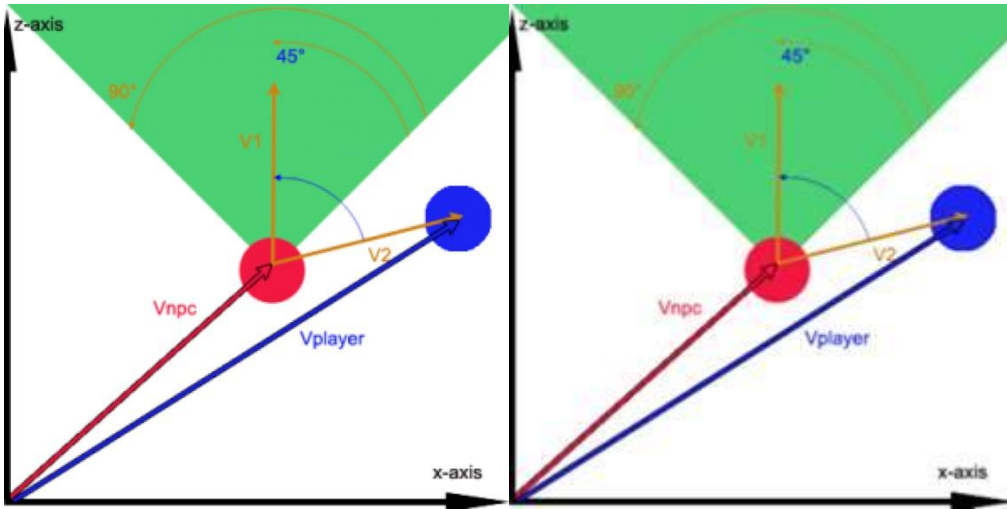
- ▶ Handgun\_Game\_Blender Gamer Engine
- ▶ Handgun\_Game\_Blender Gamer Engine.fbm
- ▶ Materials
- ▶ textures

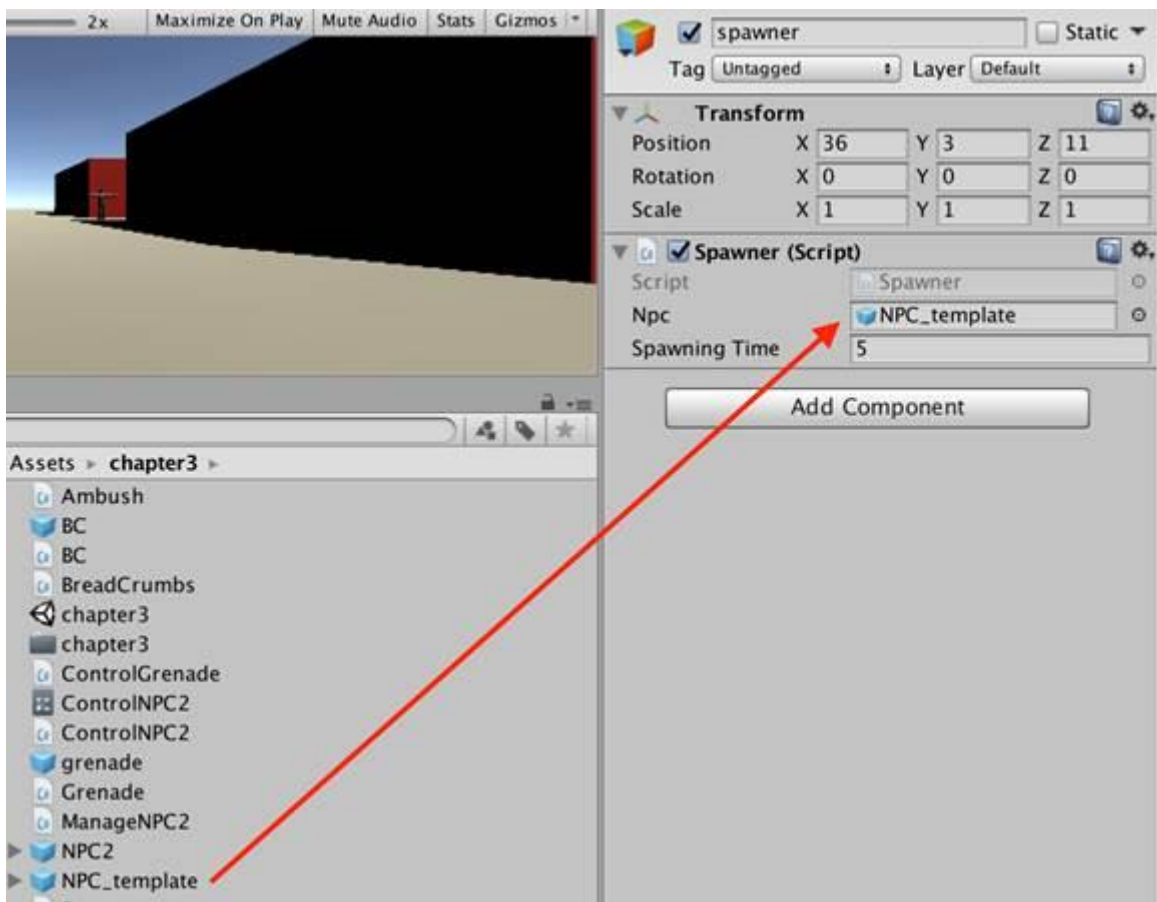
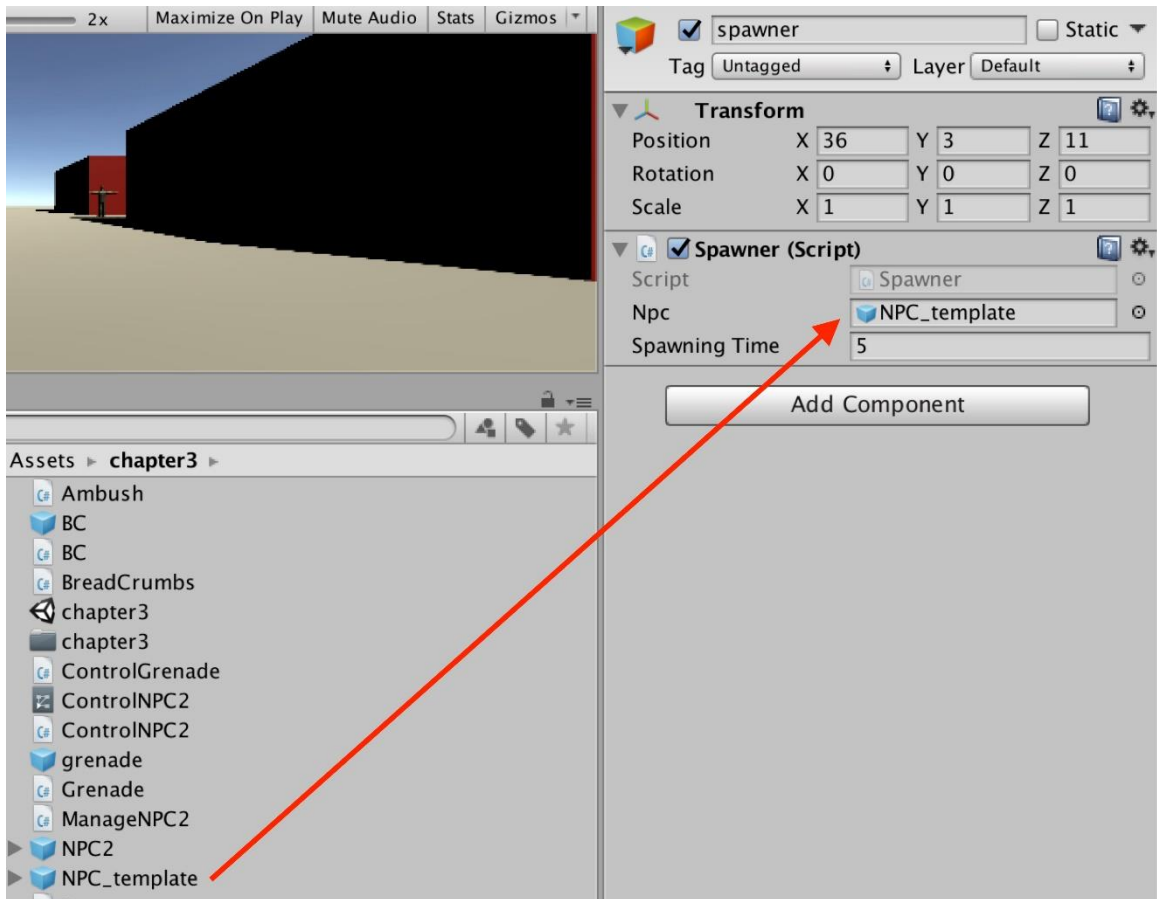










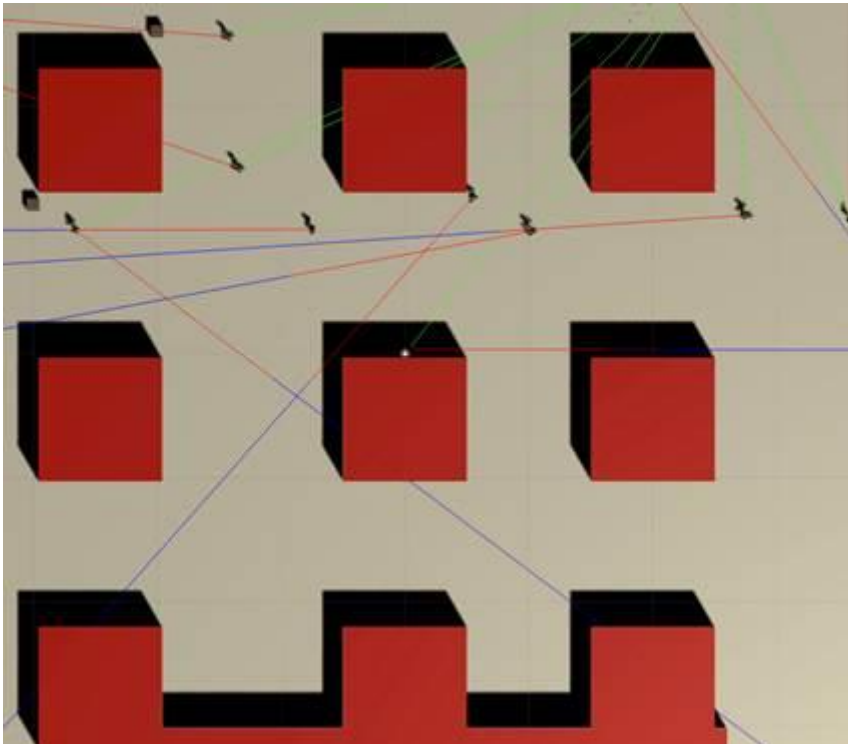
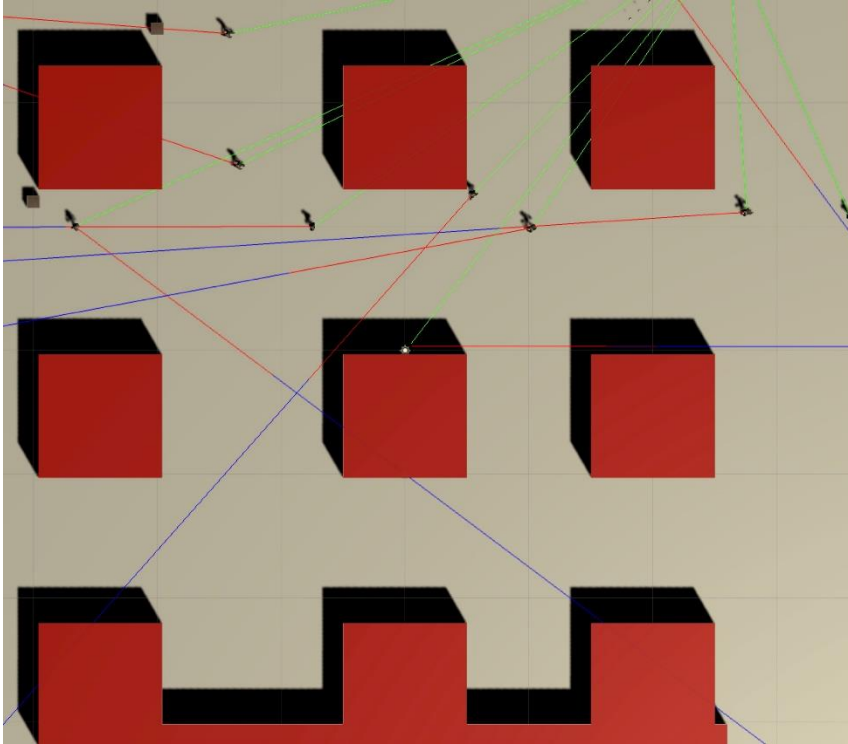


= health

100.0

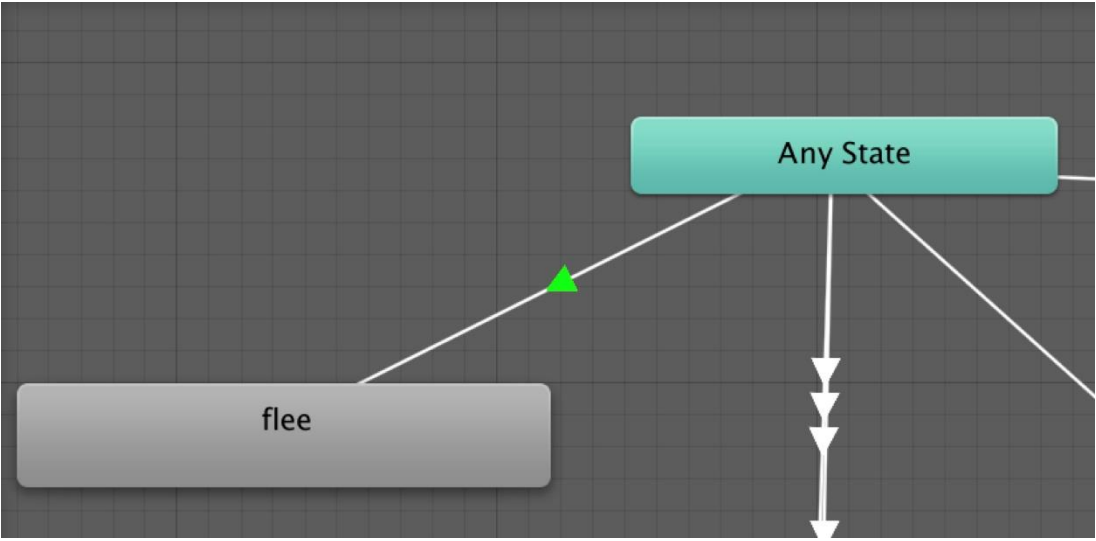
= health

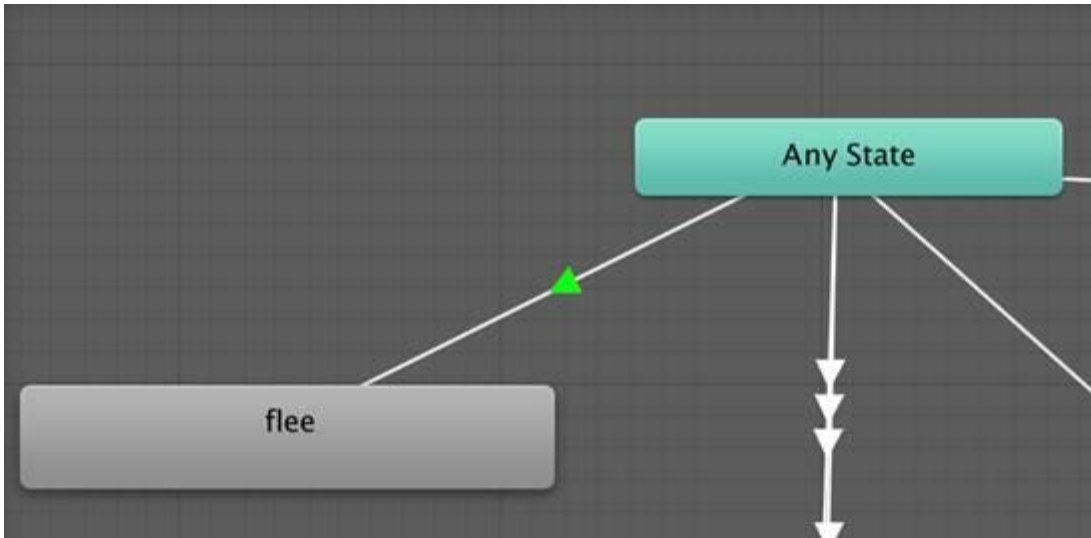
100.0



Transitions	Solo	Mute
= AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> lookForHealth	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> dies	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> lookForAmmos	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> goToAmbushSpot	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> flee	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Transitions	Solo	Mute
= AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> followPlayer	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> lookForHealth	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> dies	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> lookForAmmos	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> goToAmbushSpot	<input type="checkbox"/>	<input type="checkbox"/>
= AnyState -> flee	<input checked="" type="checkbox"/>	<input type="checkbox"/>





Conditions

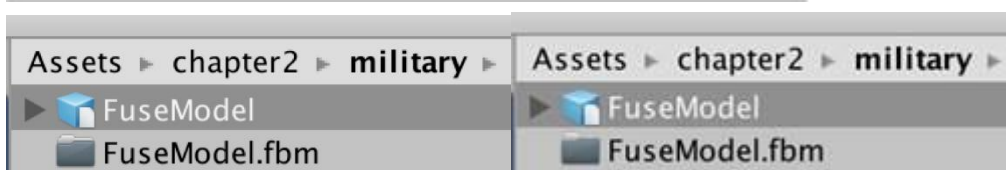
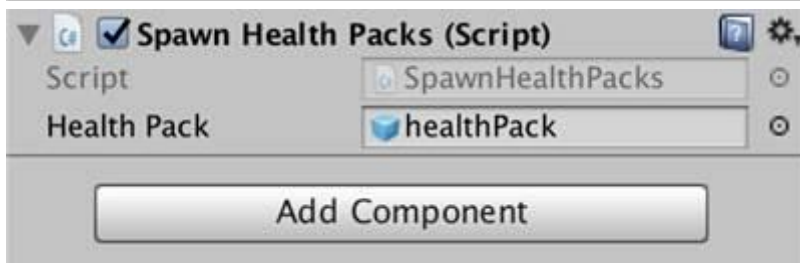
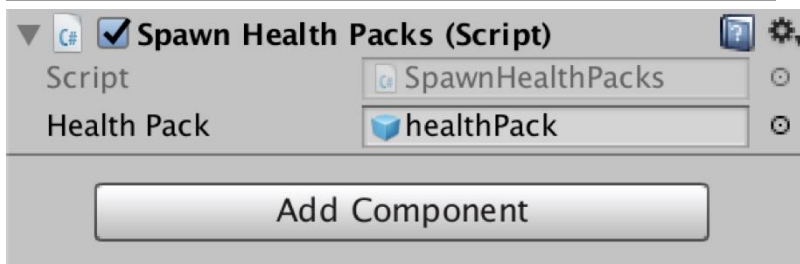
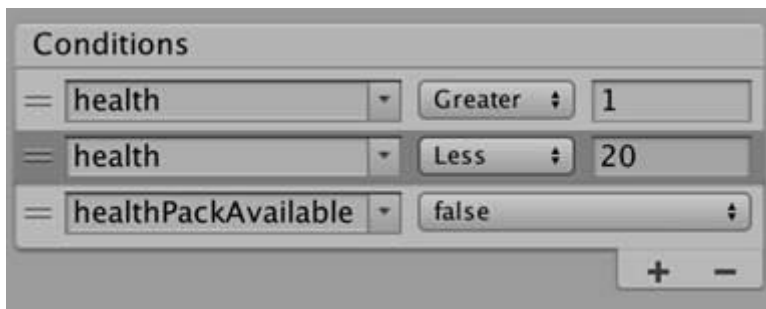
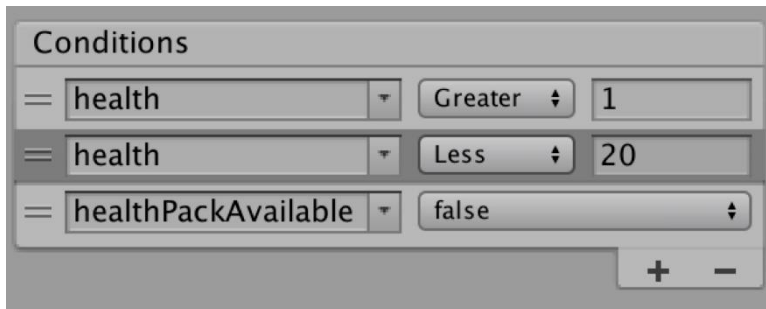
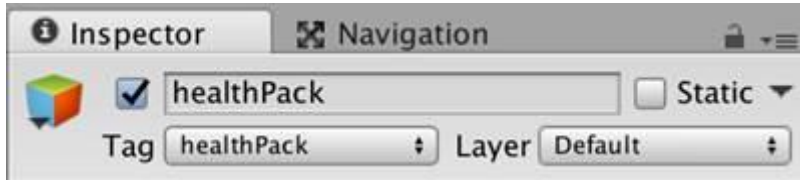
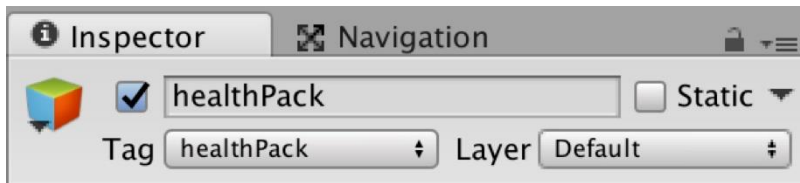
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=	health	Greater	1
=	healthPackAvailable	true	

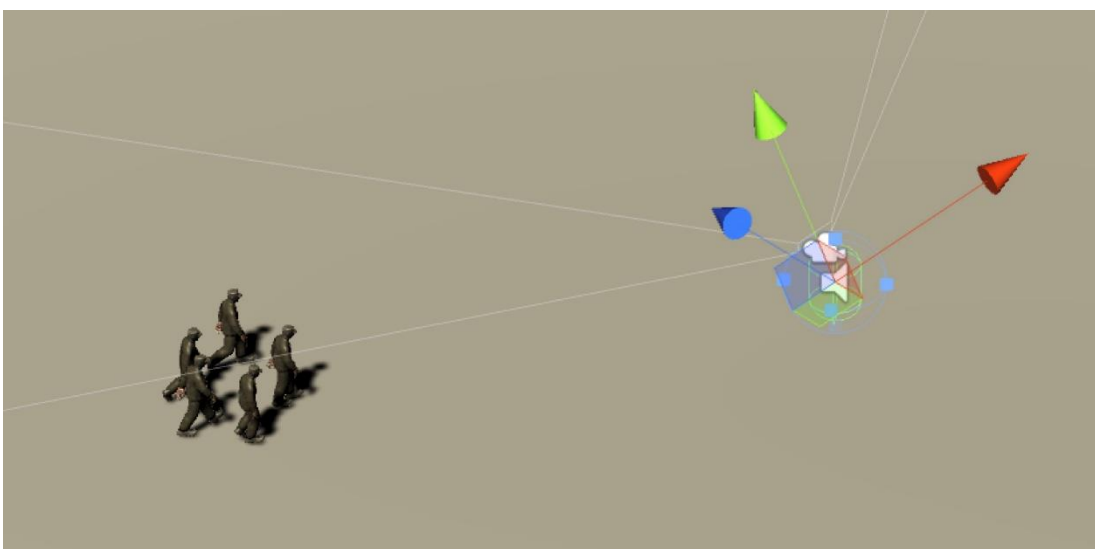
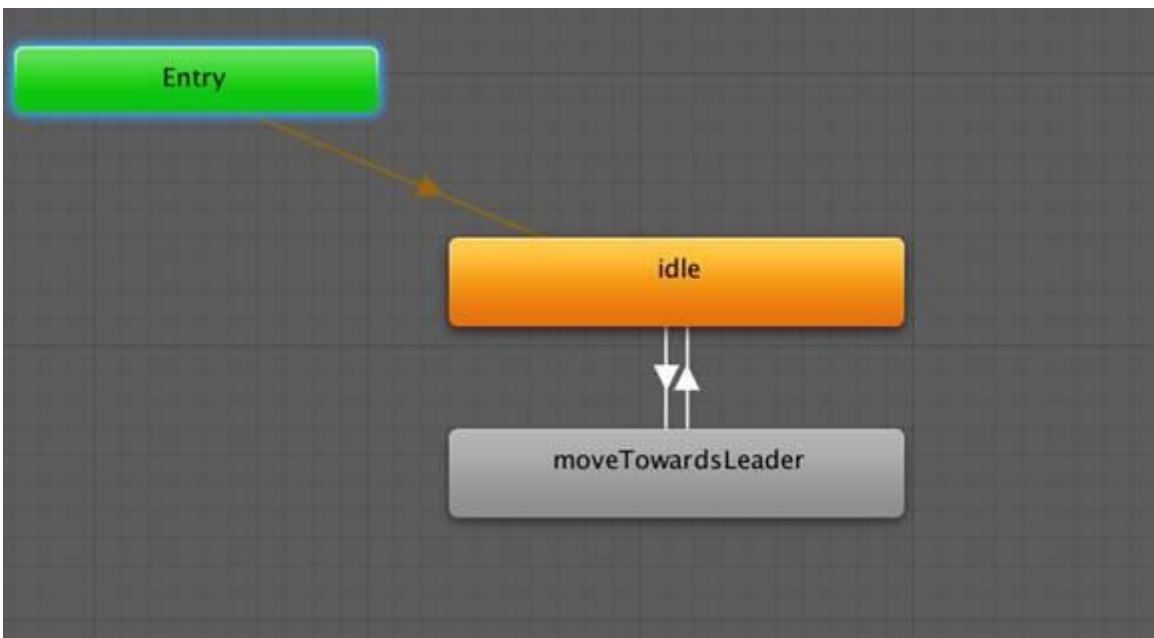
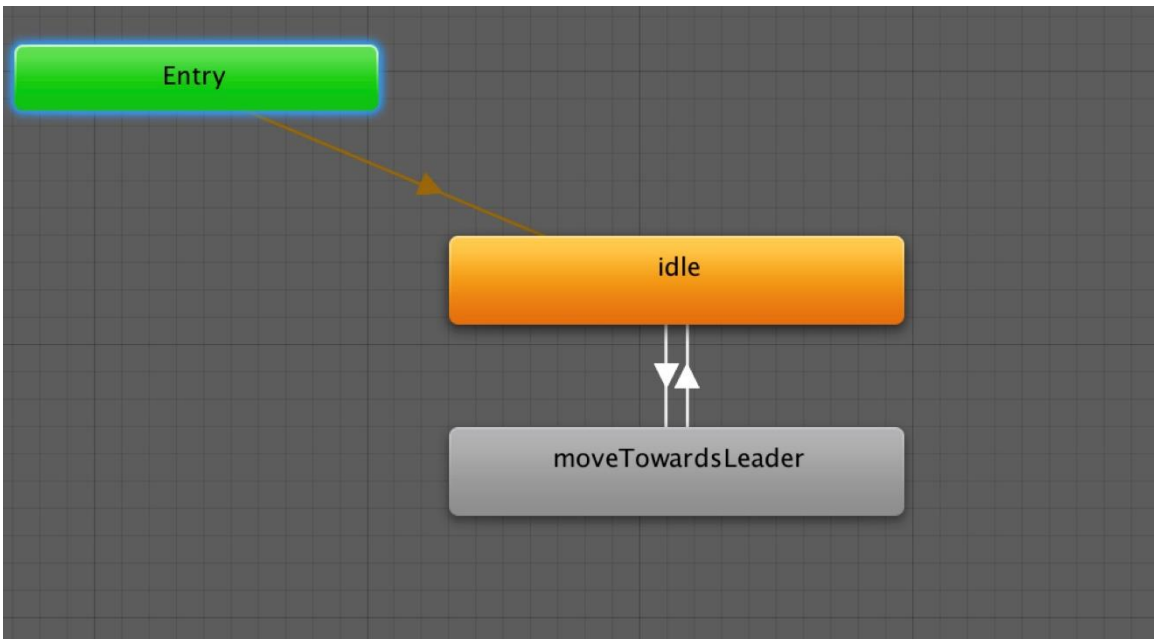
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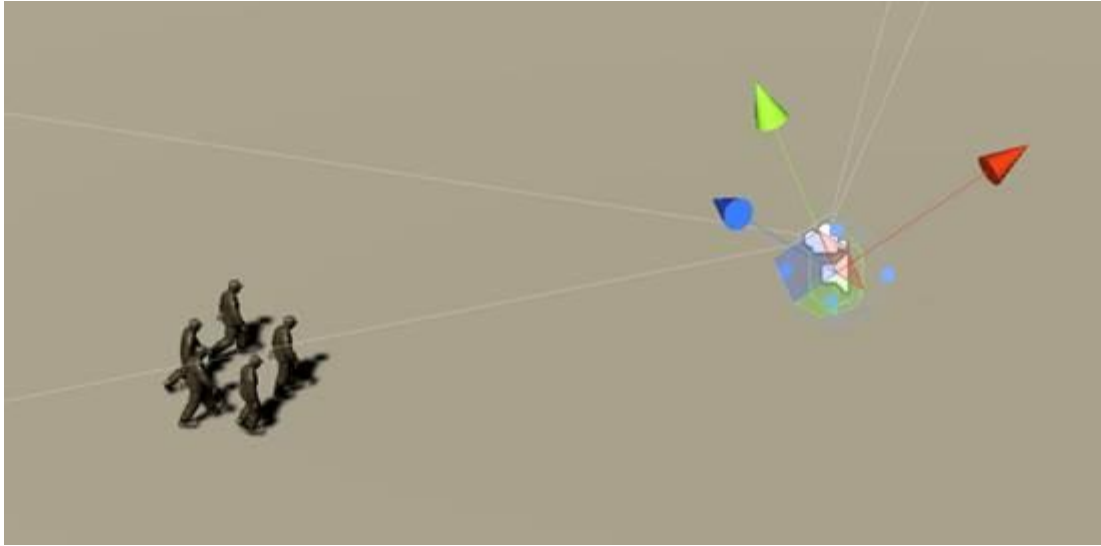
Conditions

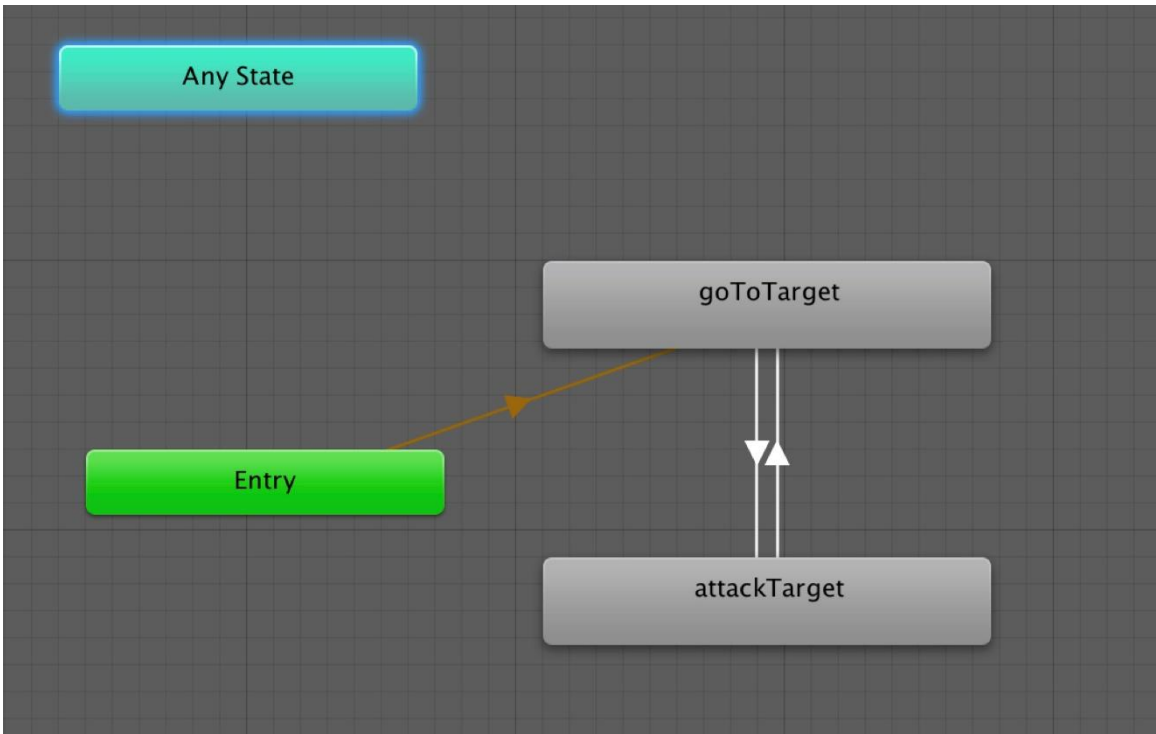
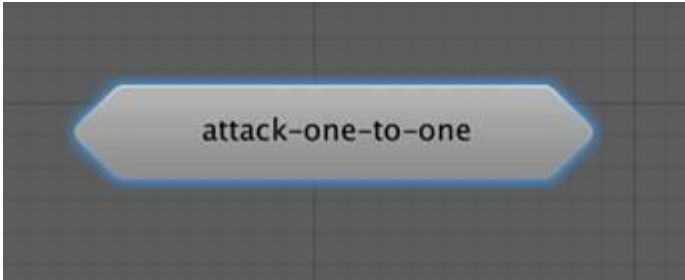
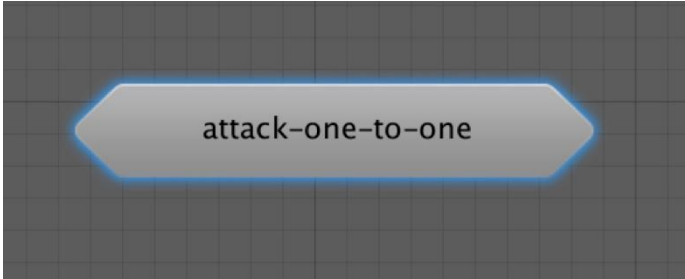
=	health	Less	20
=	health	Greater	1
=	healthPackAvailable	true	

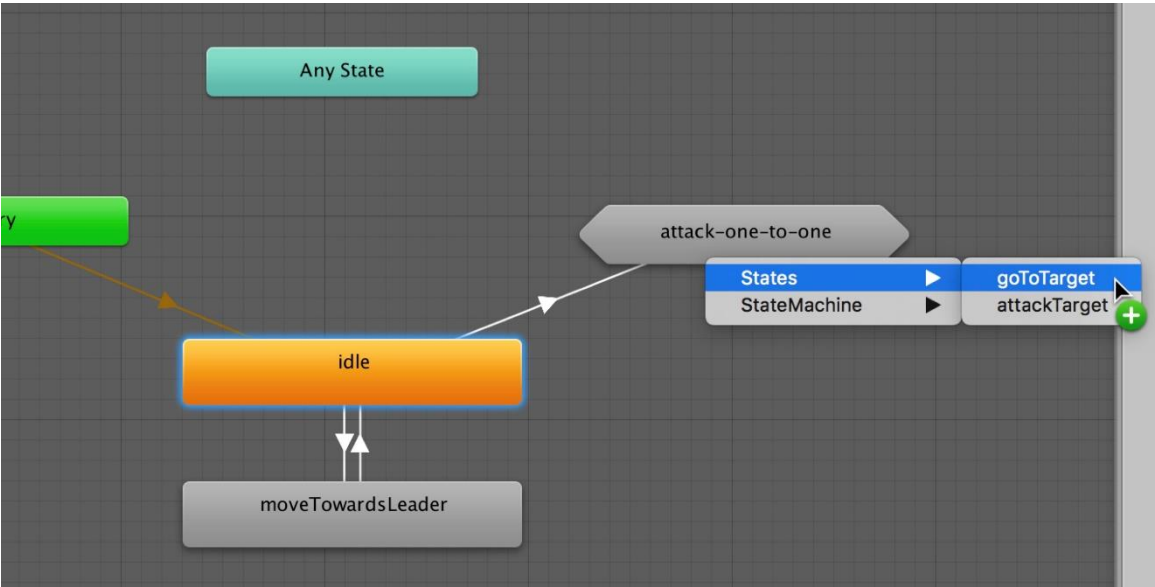
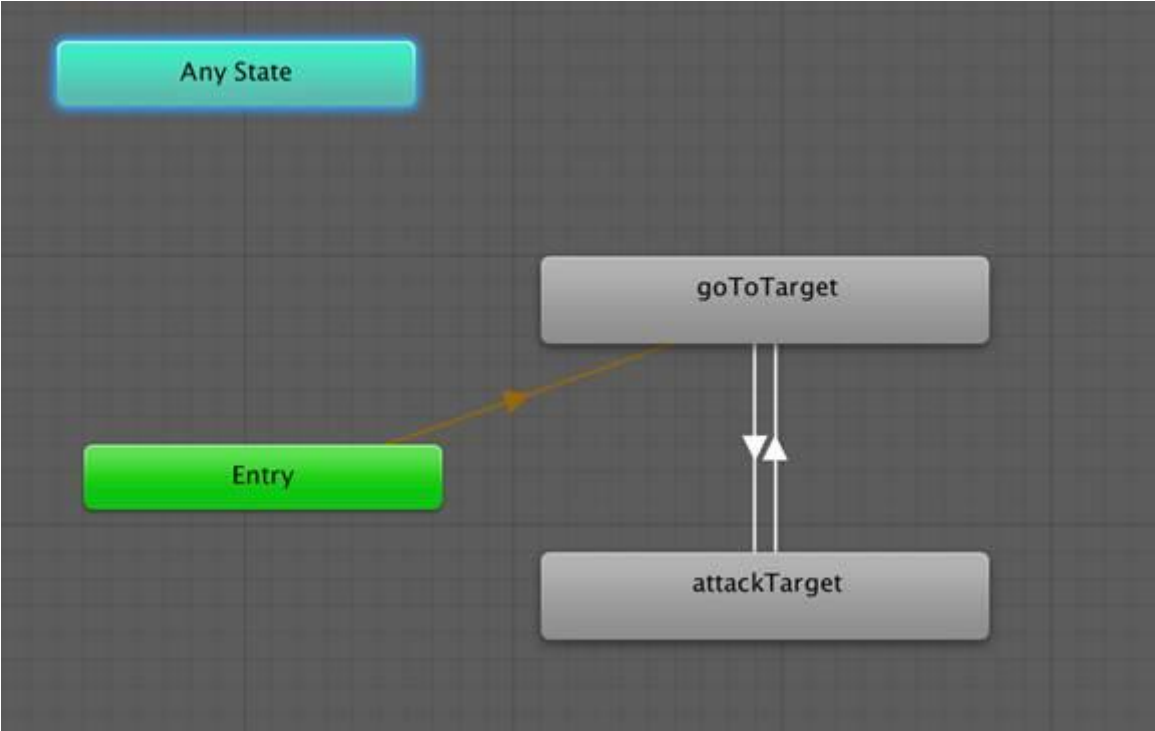
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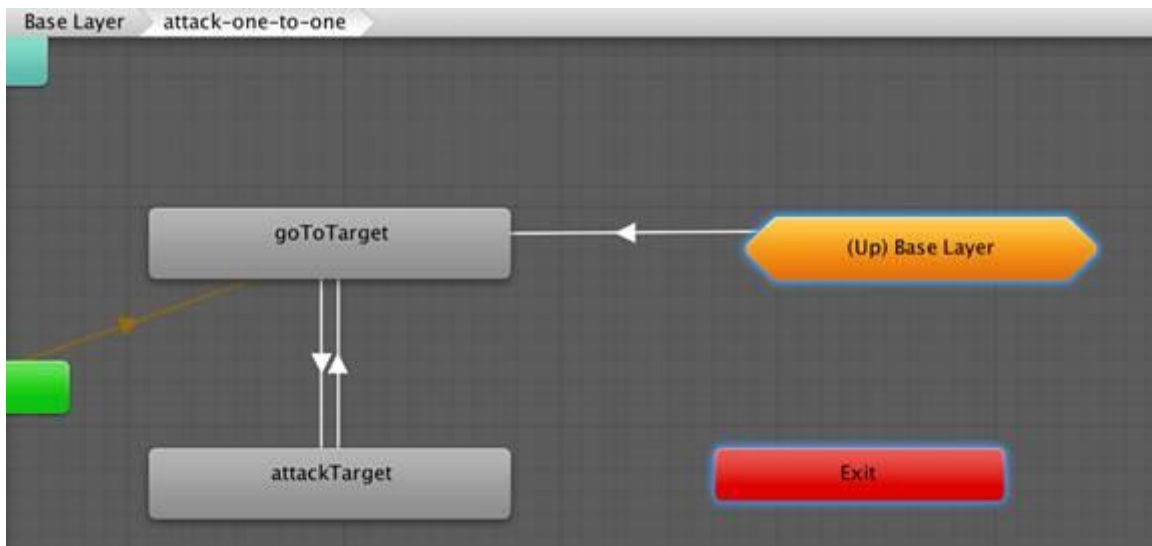
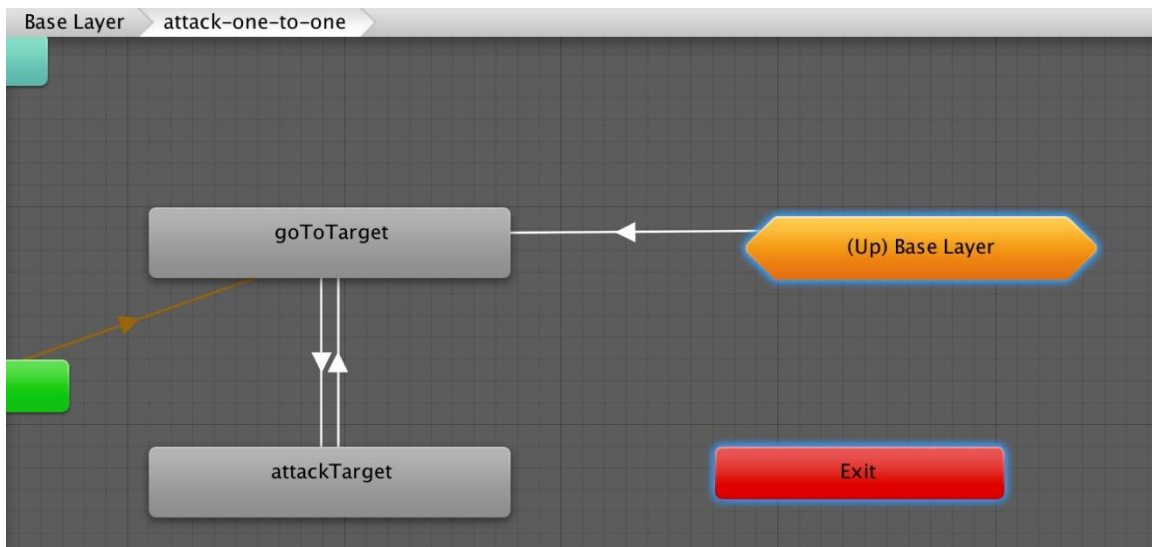
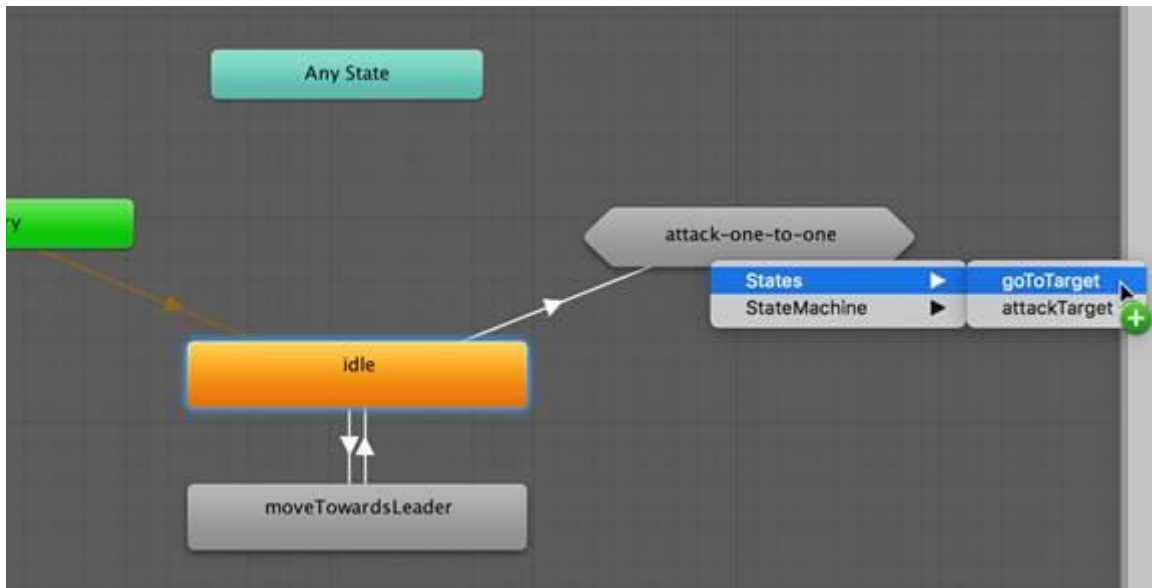


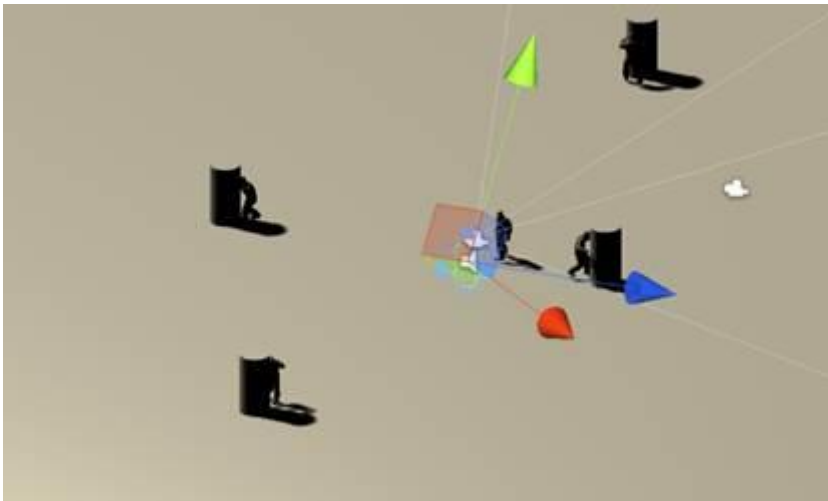
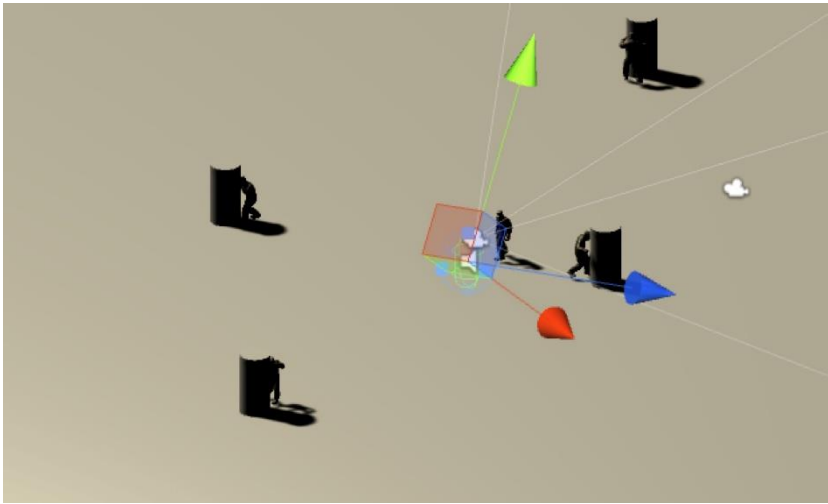
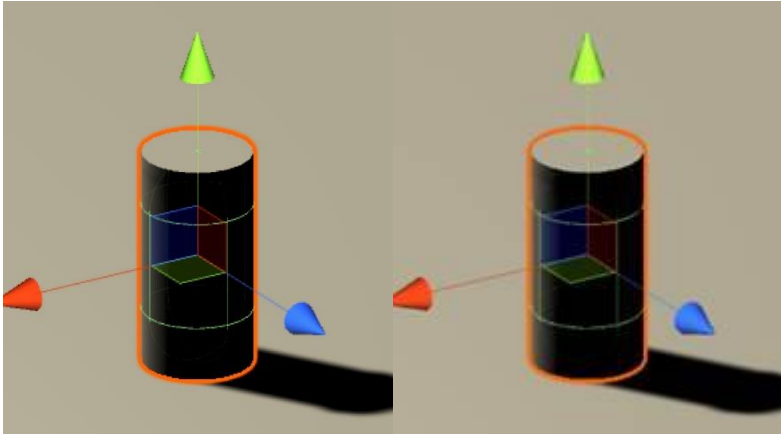


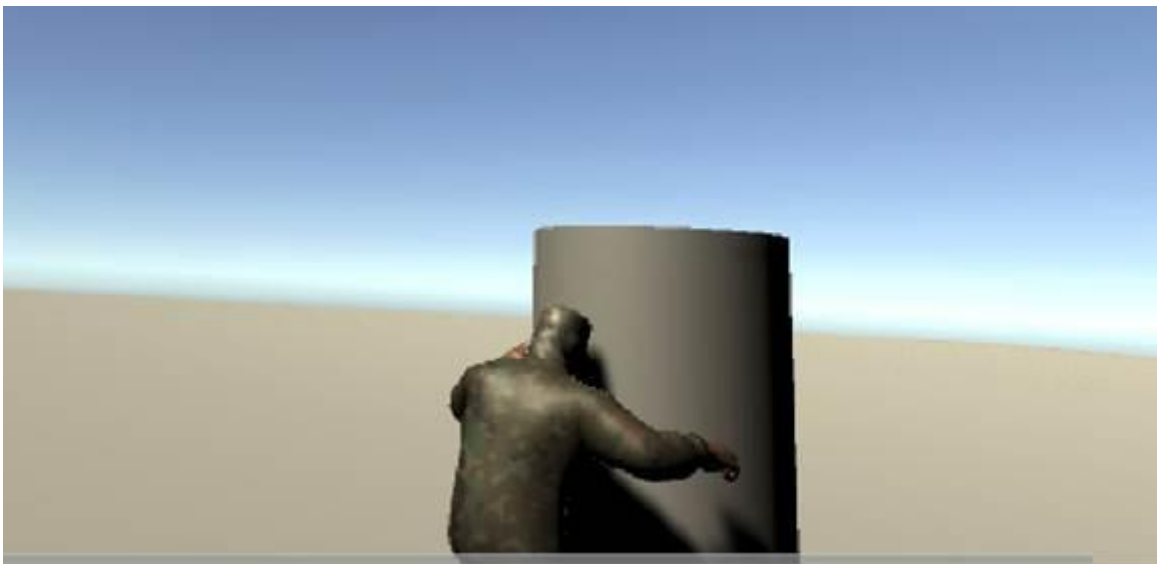
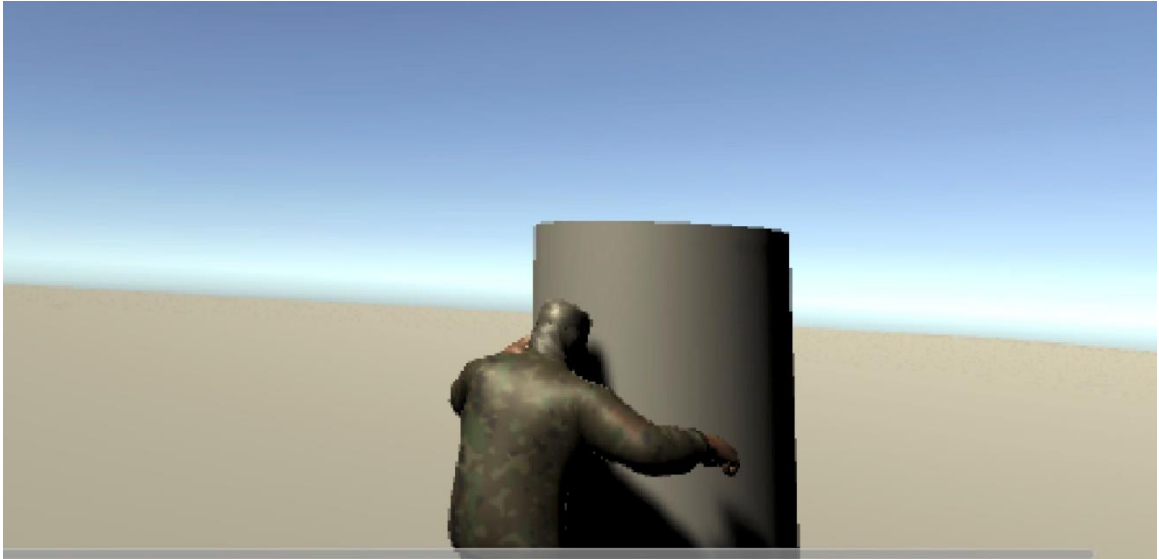












Inspector Navigation

target  Static

Tag target Layer Default

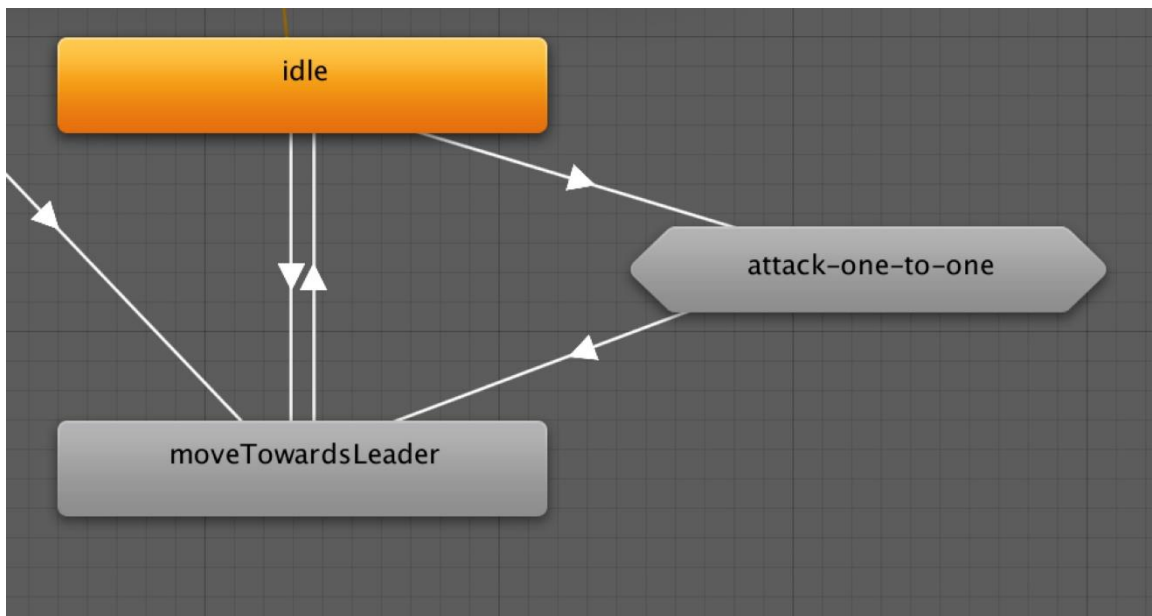
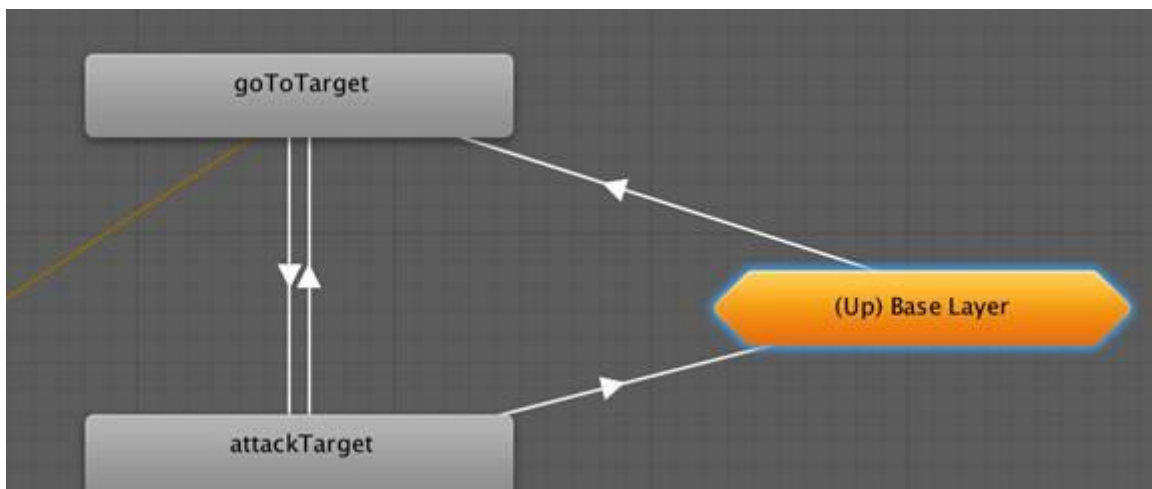
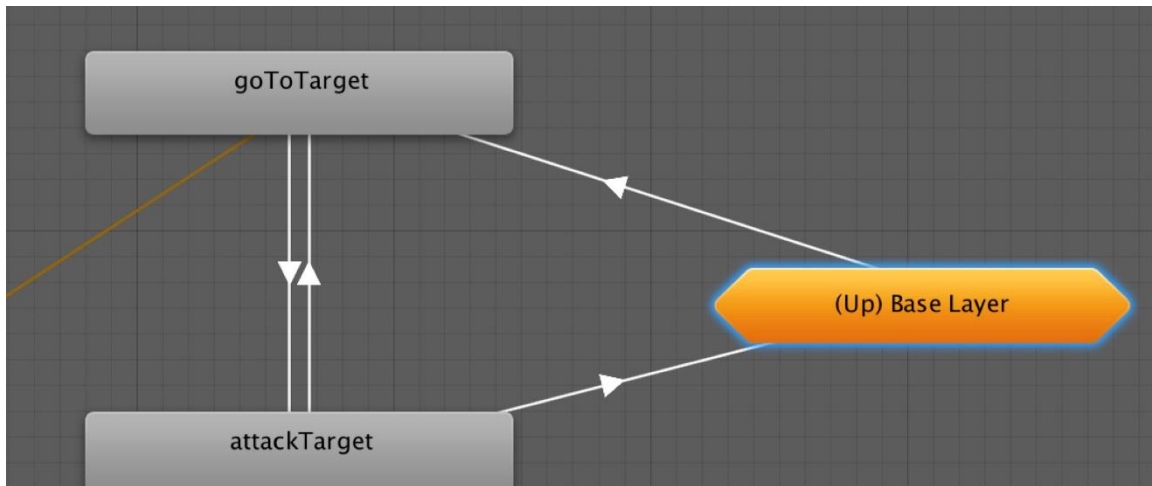
Prefab Select Revert Apply

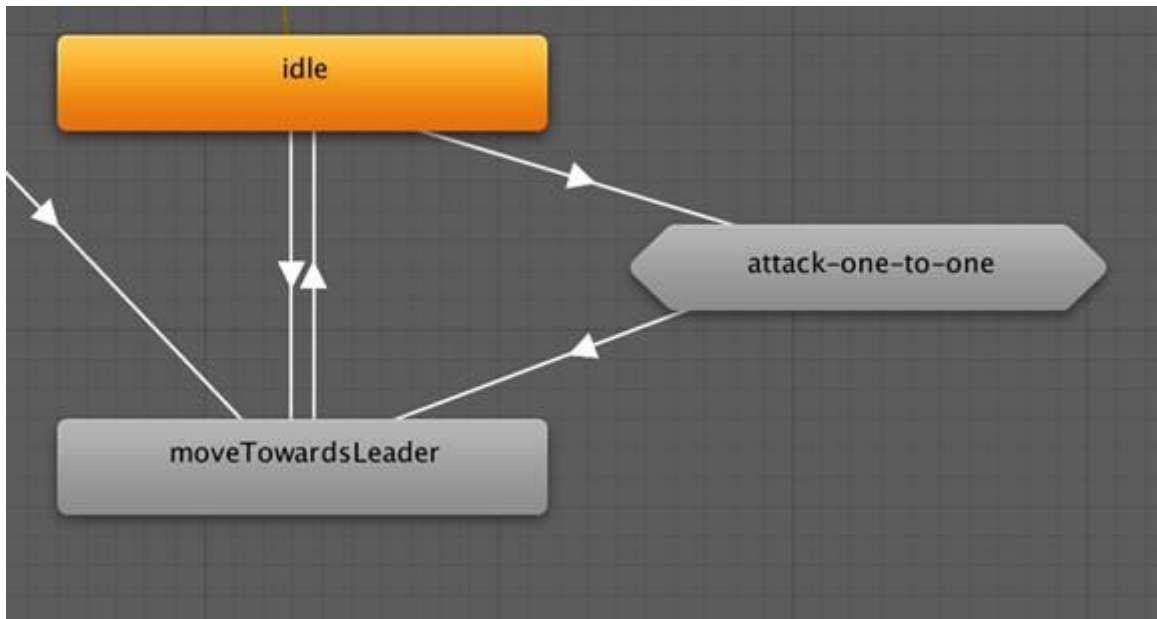
Inspector Navigation

target  Static

Tag target Layer Default

Prefab Select Revert Apply





Conditions

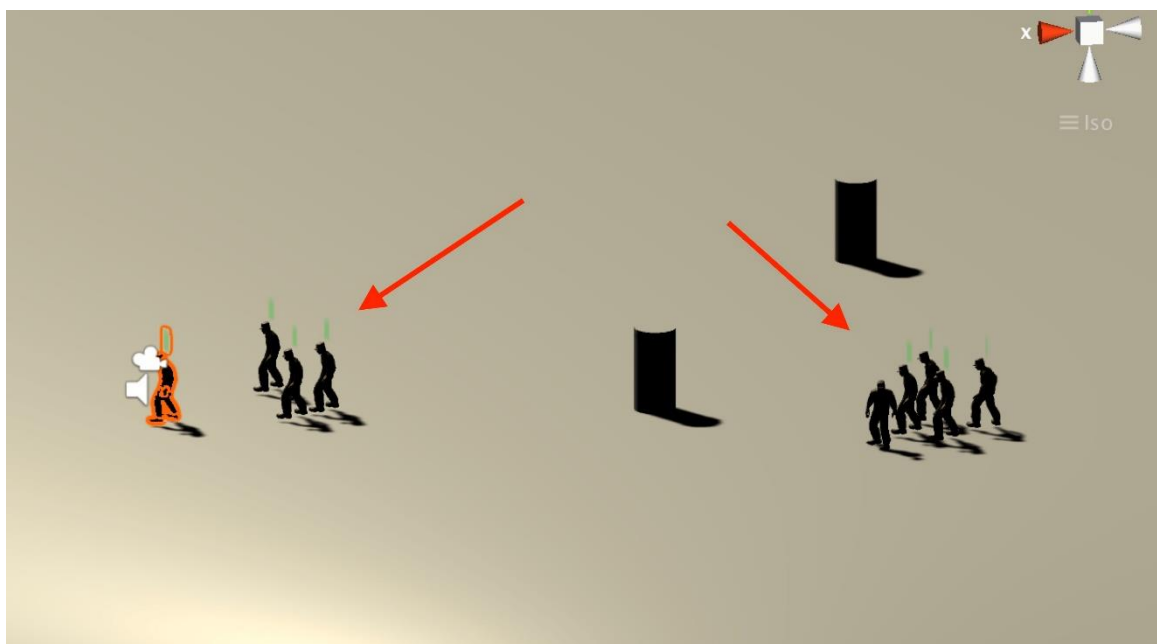
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=	targetDestroyed	false

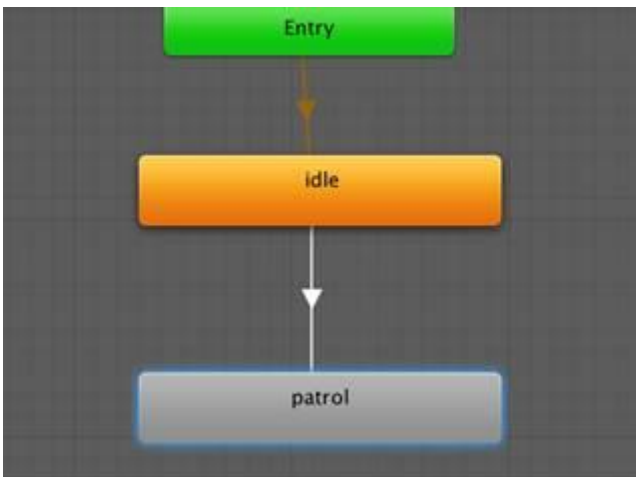
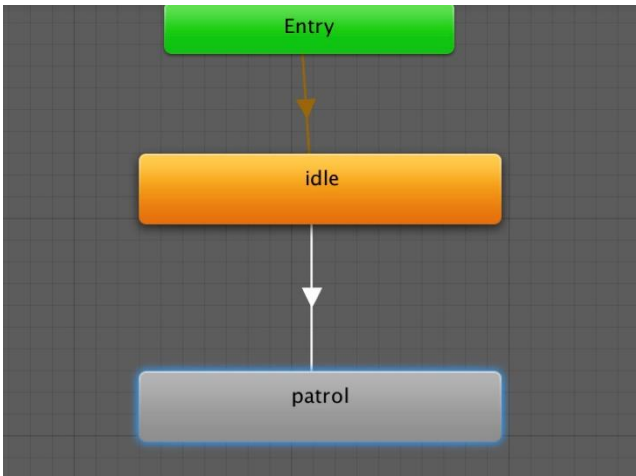
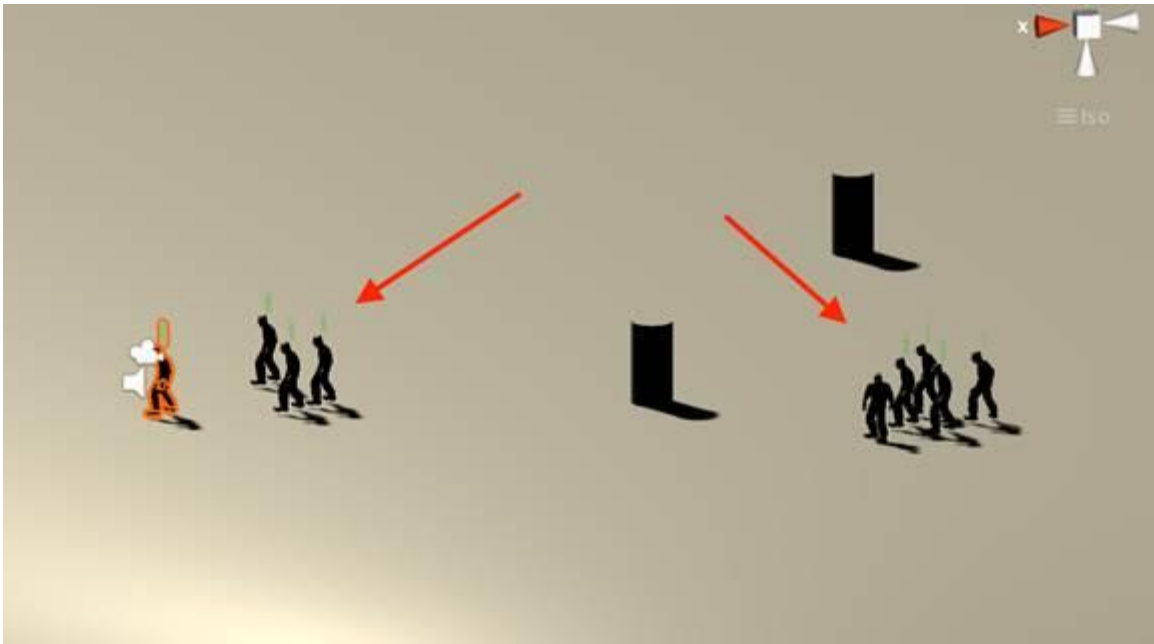
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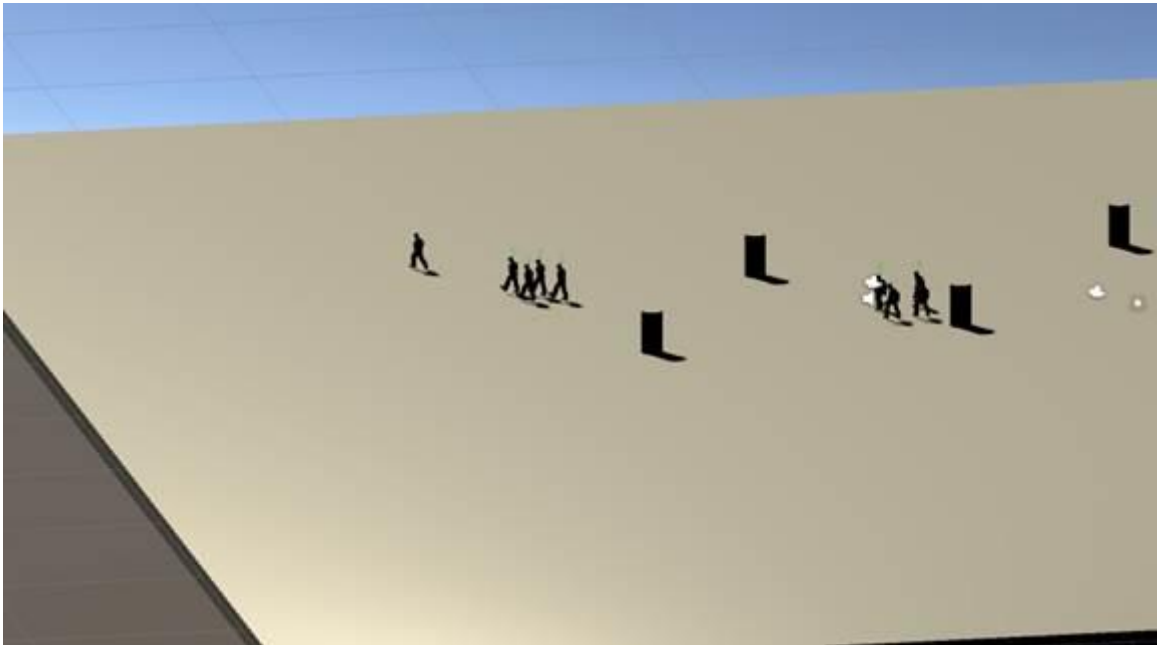
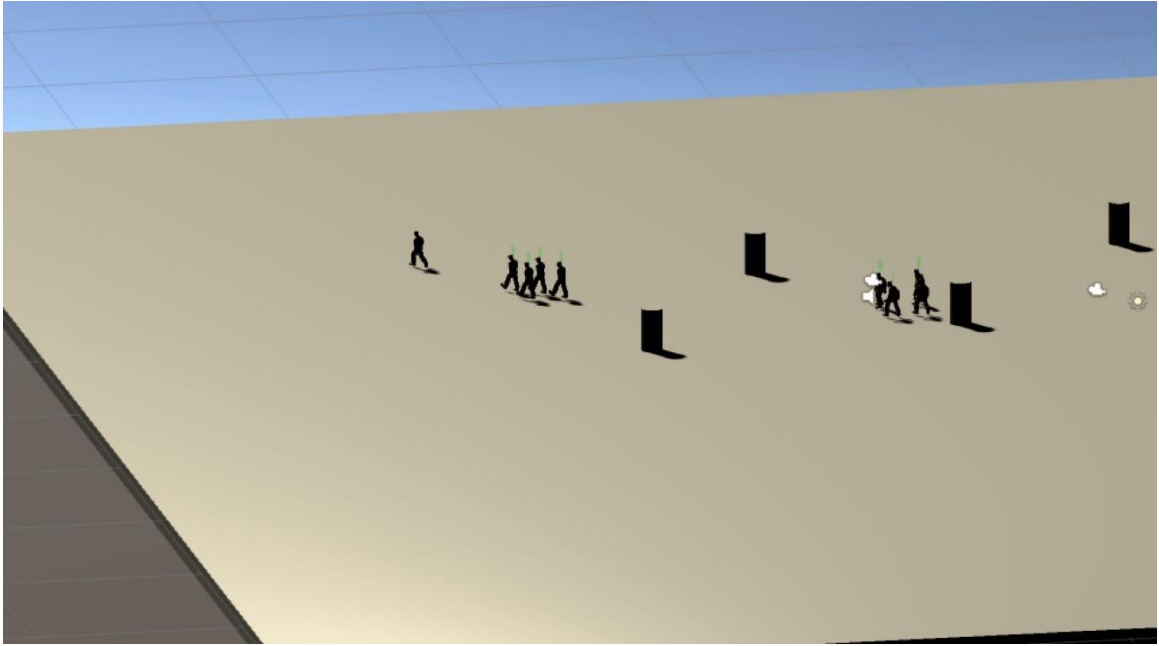
Conditions

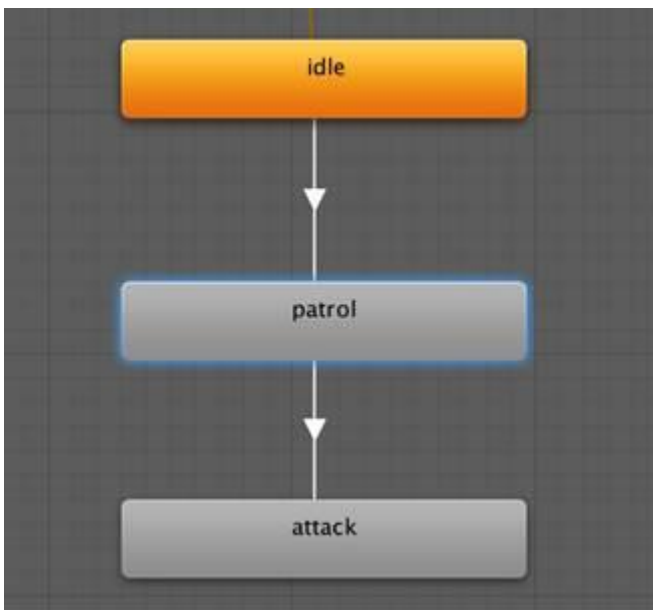
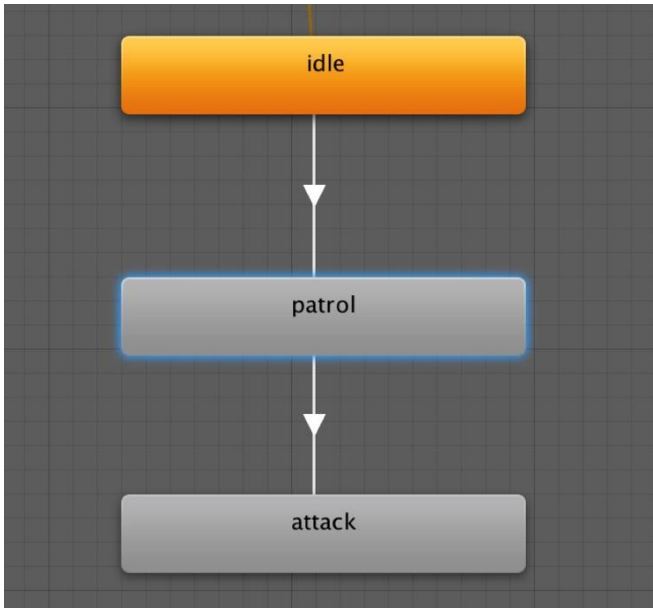
=	closeToTarget	false
=	targetDestroyed	false

+ -





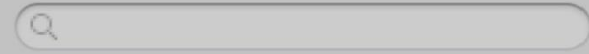




Add Behaviour

Add Behaviour

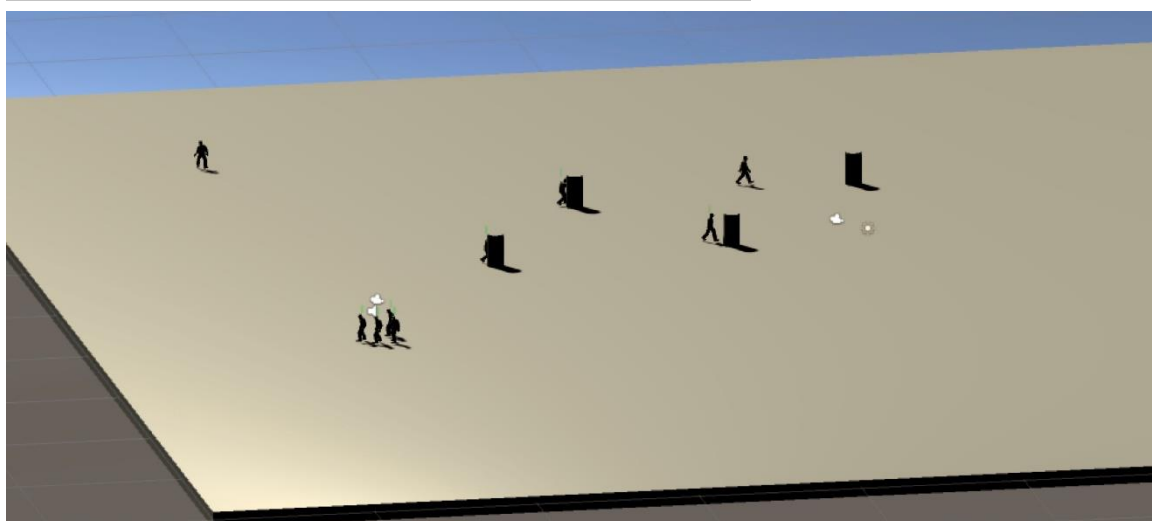
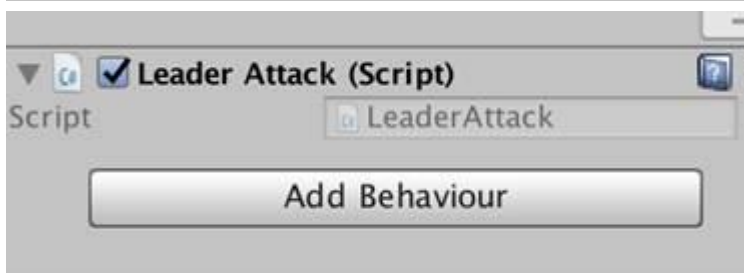
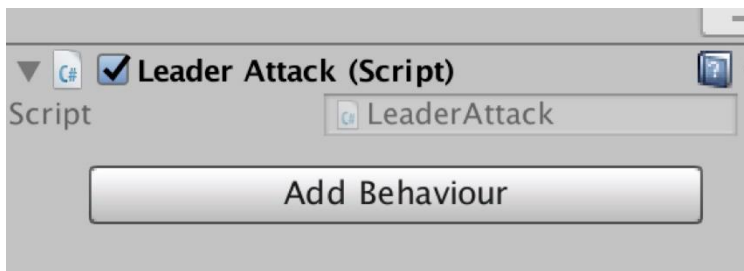
Add Behaviour

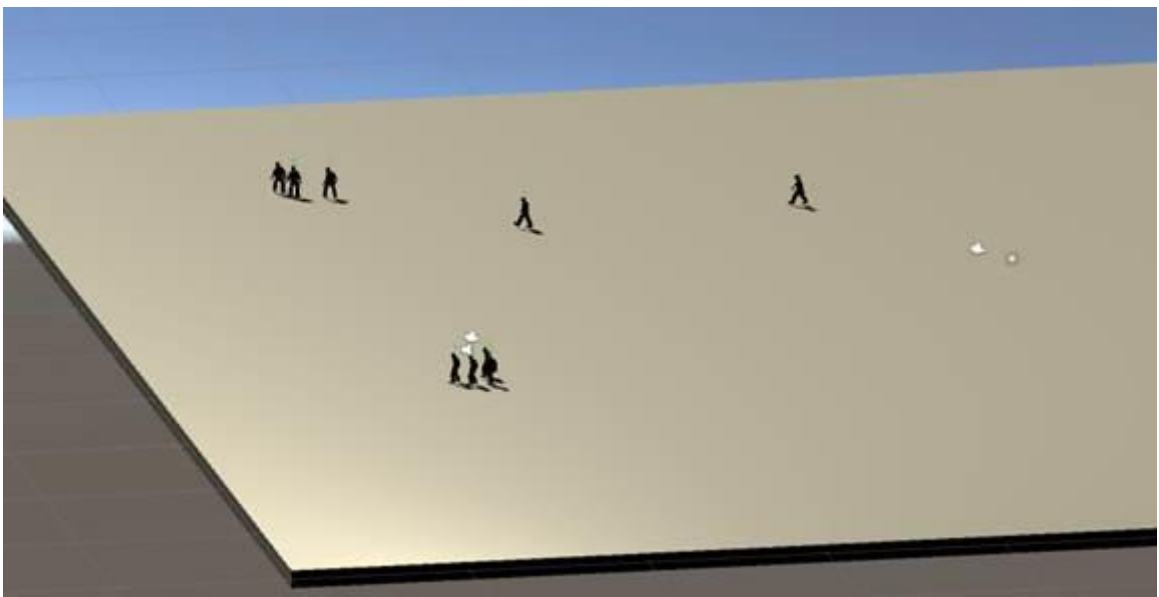
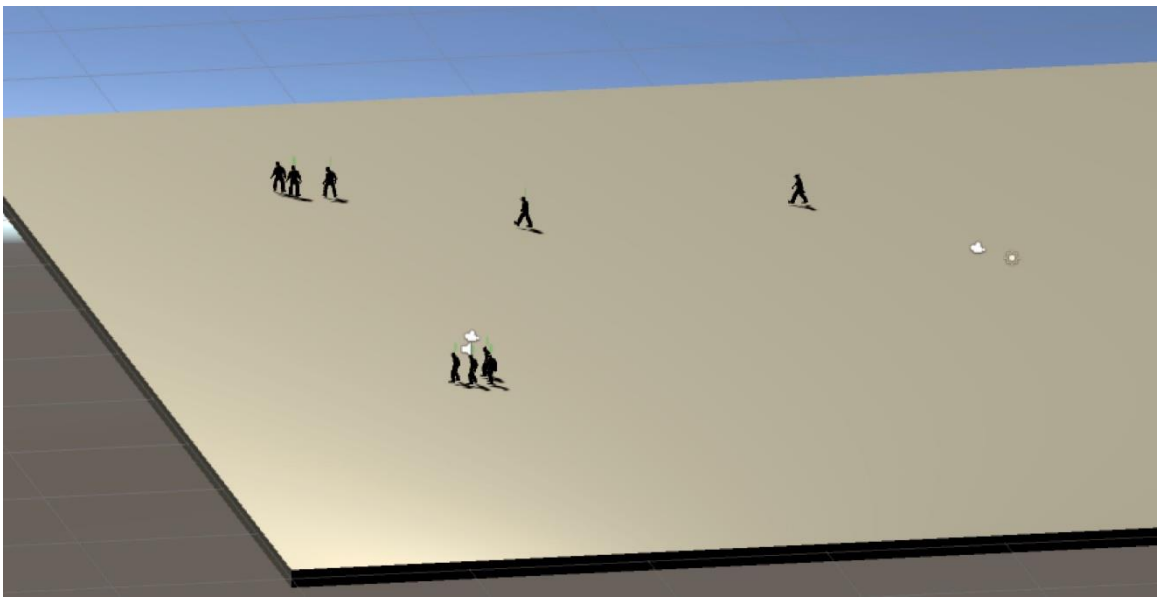
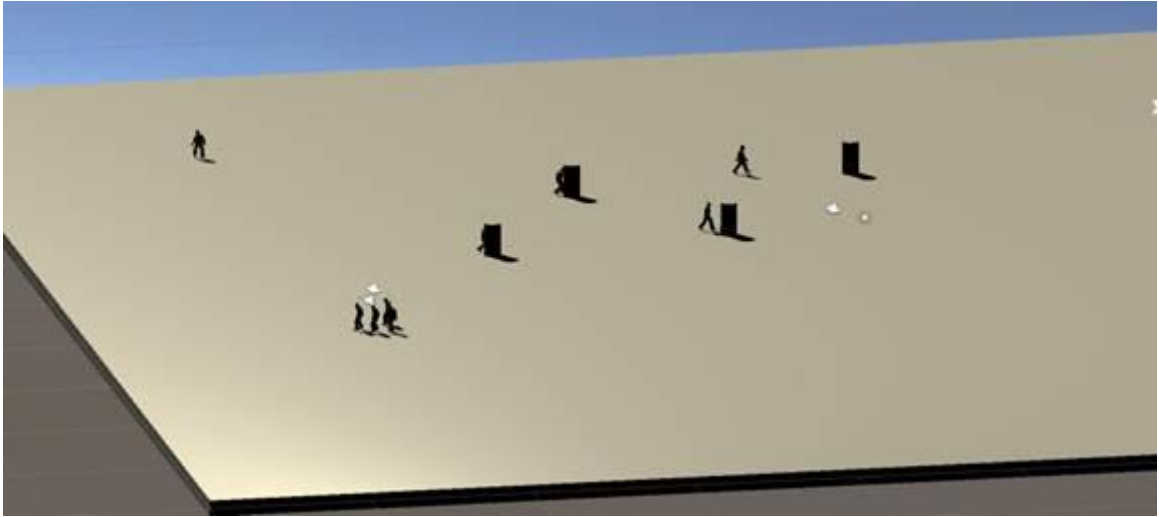


**New Script**

Name

LeaderAttack



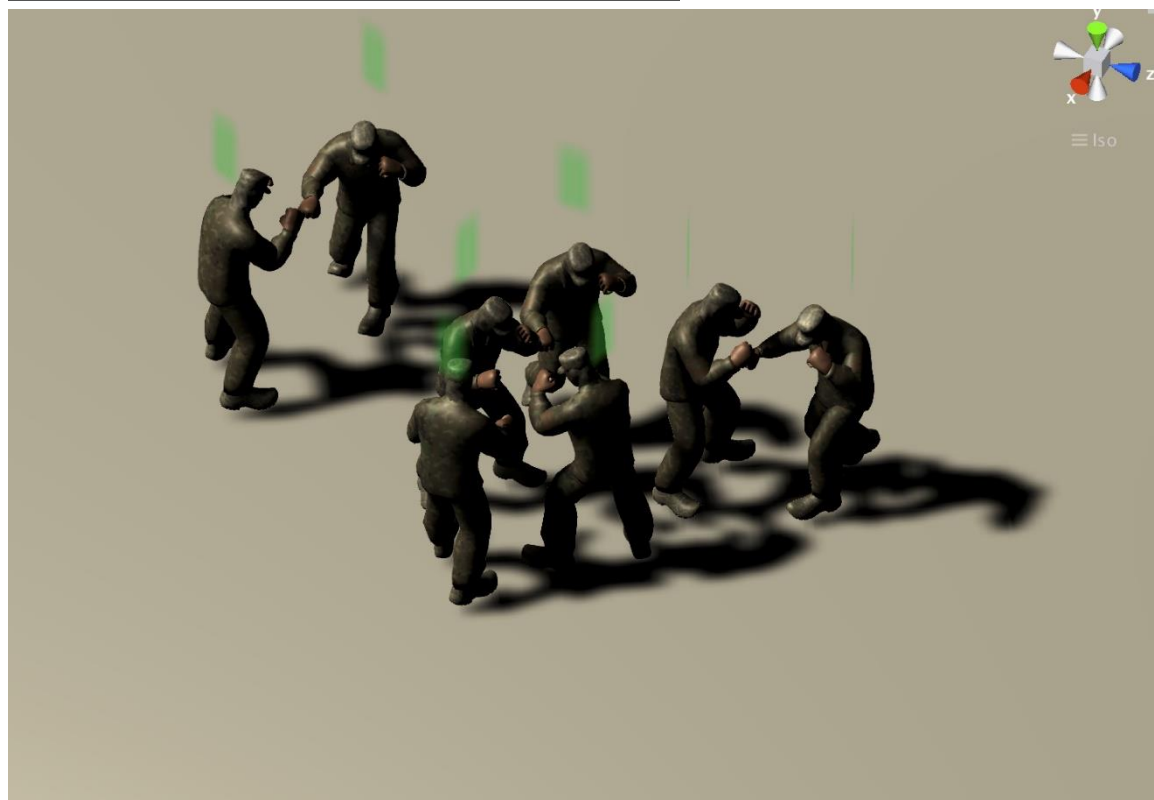


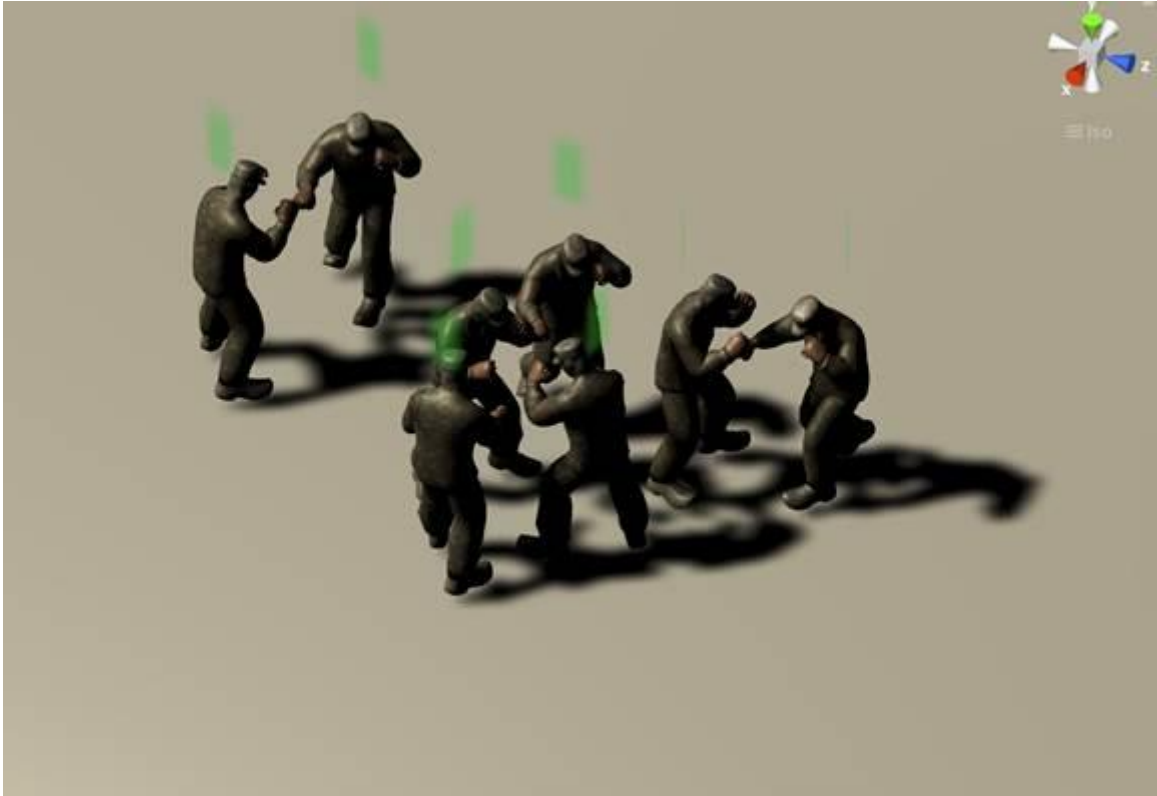
▼ Constraints

Freeze Position	<input type="checkbox"/> X	<input type="checkbox"/> Y	<input type="checkbox"/> Z
Freeze Rotation	<input checked="" type="checkbox"/> X	<input type="checkbox"/> Y	<input checked="" type="checkbox"/> Z

▼ Constraints

Freeze Position	<input type="checkbox"/> X	<input type="checkbox"/> Y	<input type="checkbox"/> Z
Freeze Rotation	<input checked="" type="checkbox"/> X	<input type="checkbox"/> Y	<input checked="" type="checkbox"/> Z






 NEW

 OPEN

SIGN IN



 NEW

 OPEN

SIGN IN



Project name\*

2d-shooter

Location\*

/Users/patrick/

3D  2D

Add Asset Package

Cancel

Create project

Project name\*

2d-shooter

Location\*

/Users/patrick/

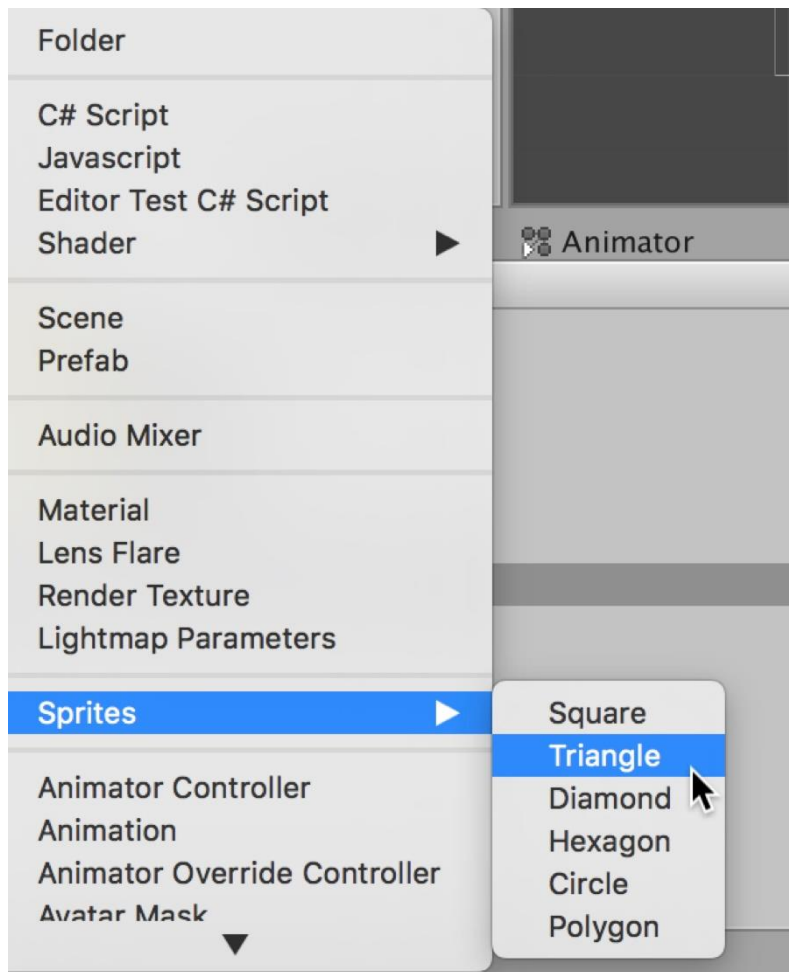
3D  2D

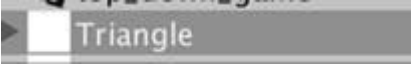
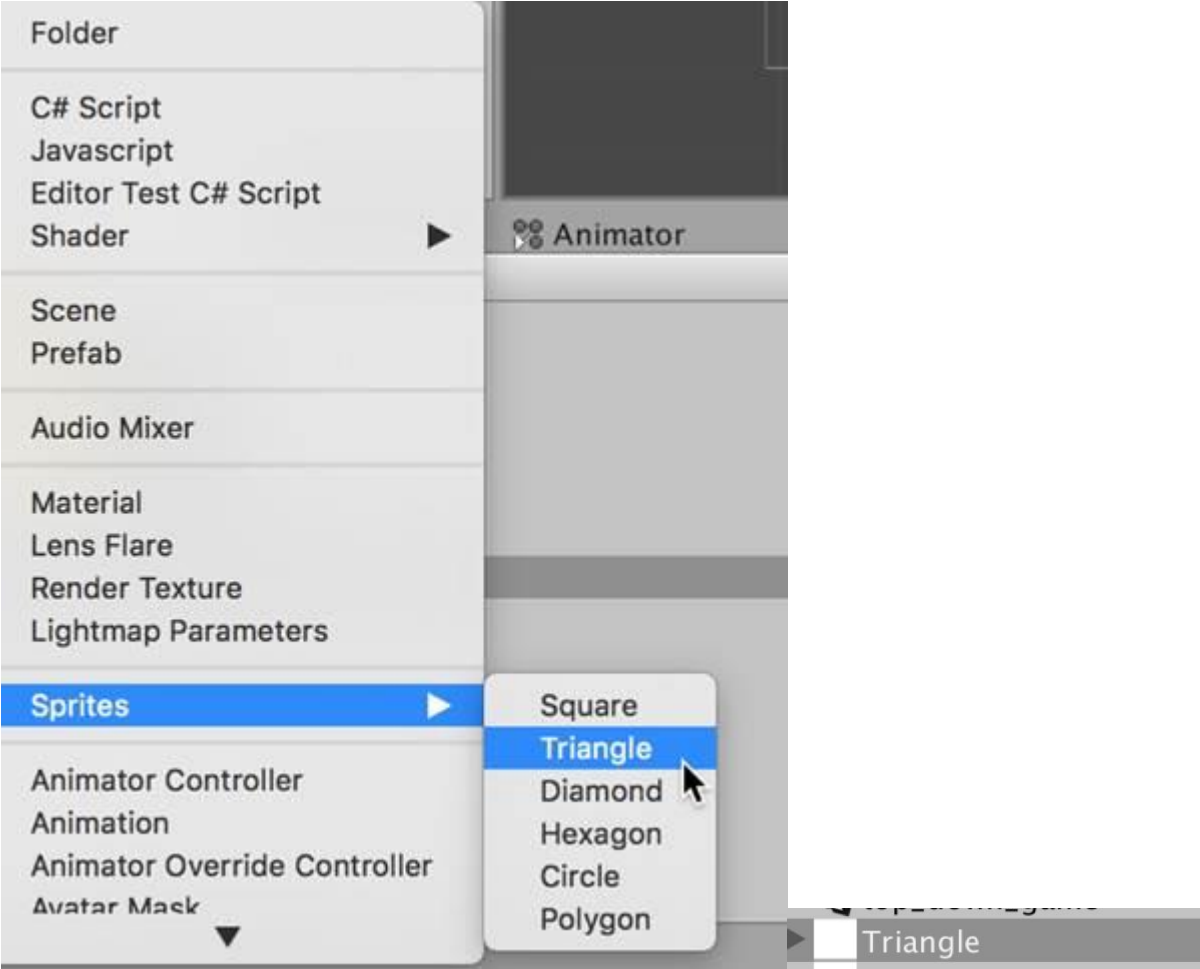
Add Asset Package

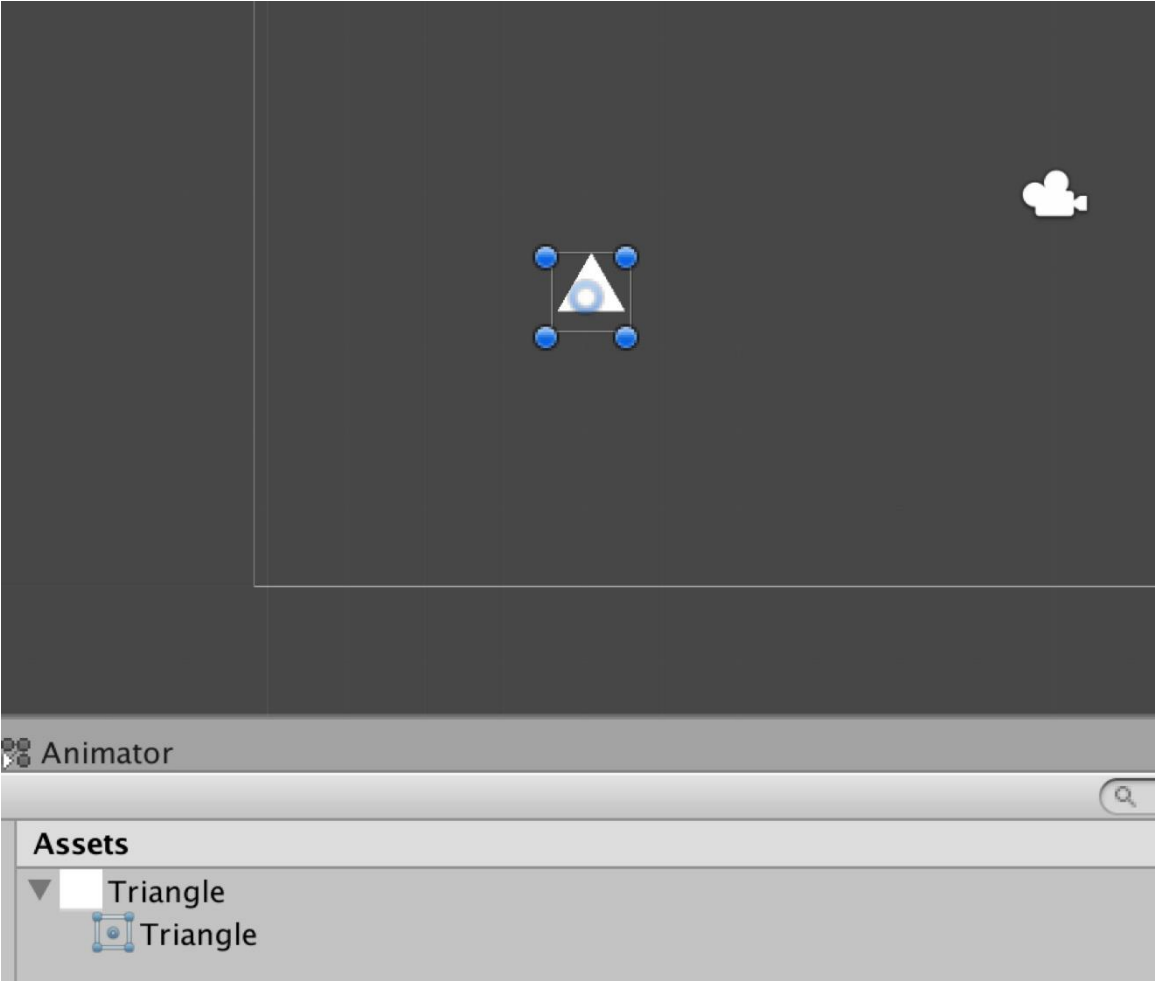
Cancel

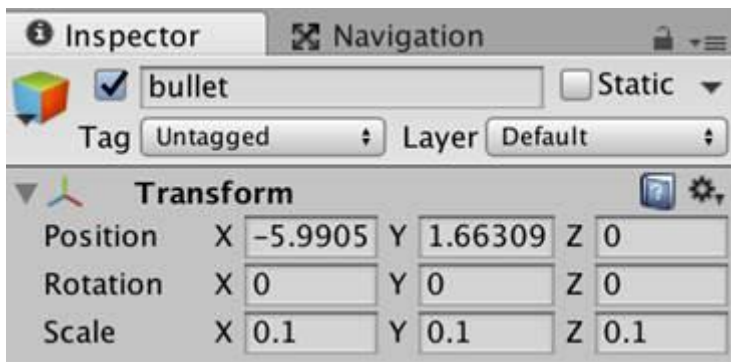
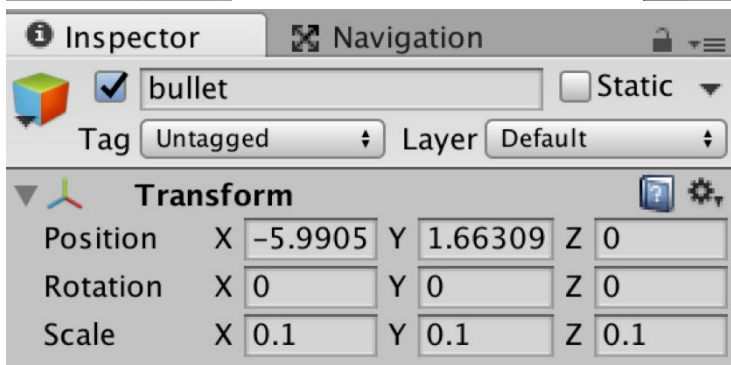
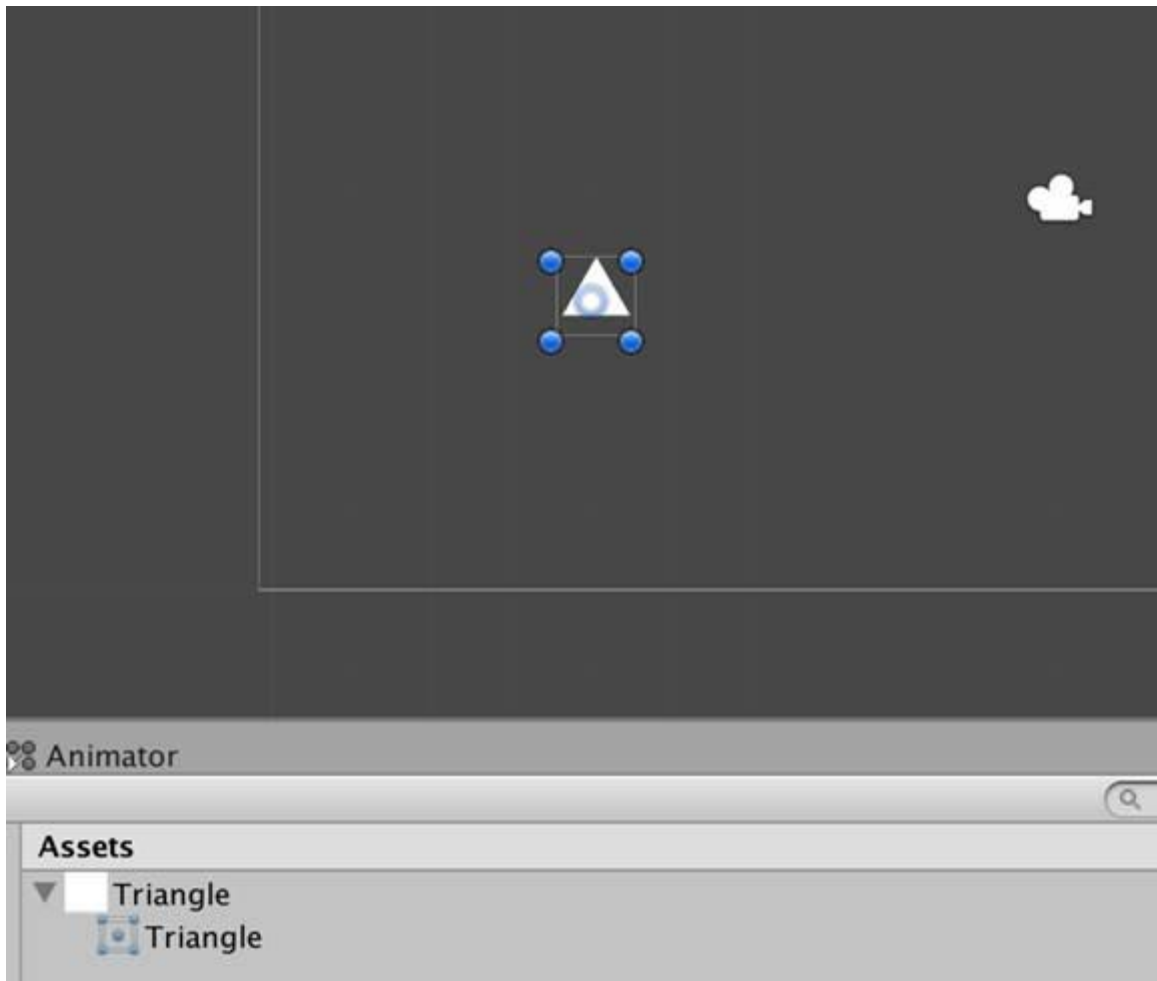
Create project

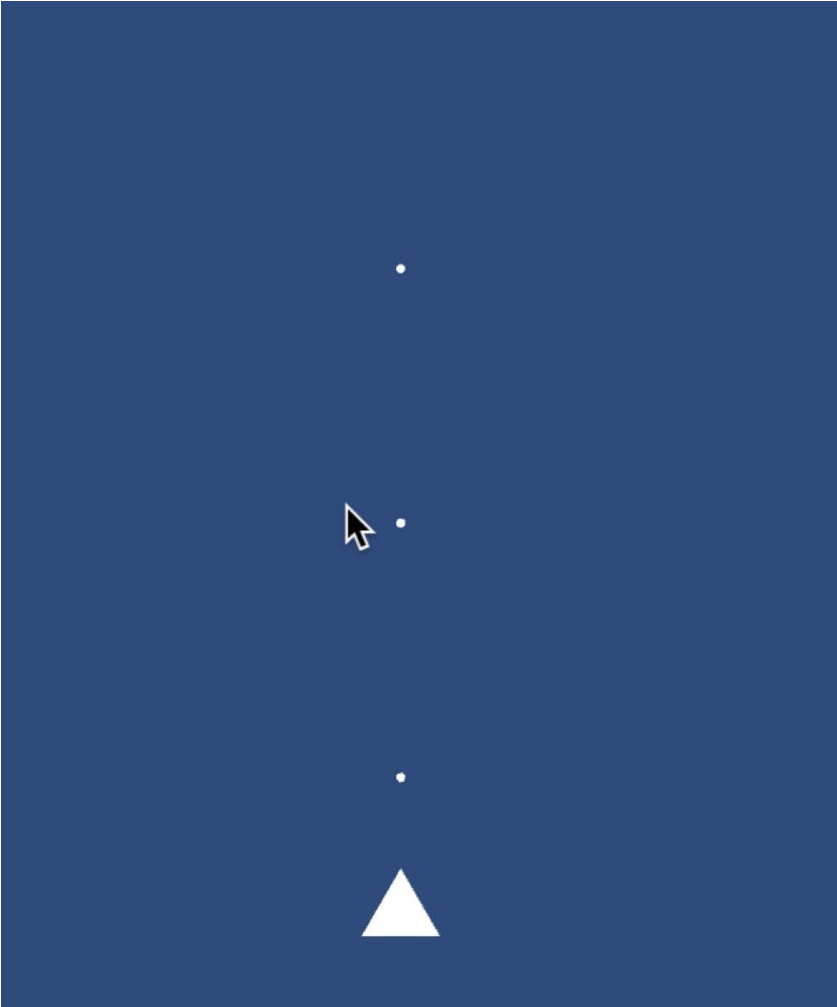
# Scene	⌚ Animat	# Scene	⌚ Animat
Shaded	2D	Shaded	2D

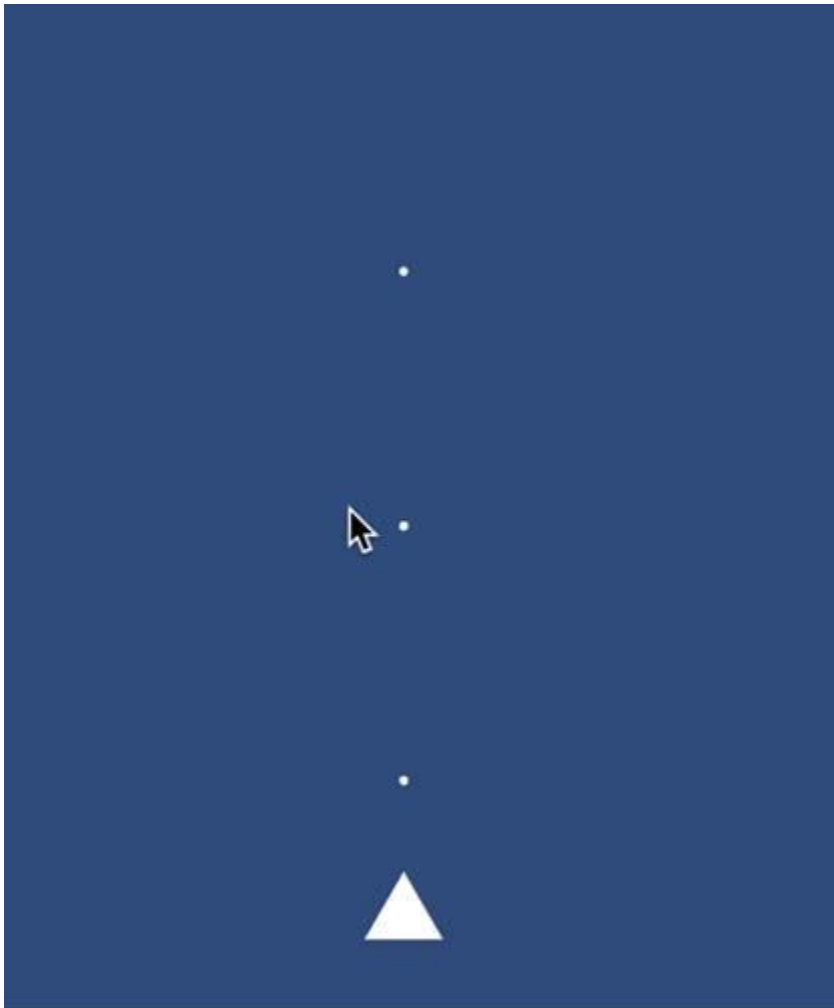












Inspector Navigation

target  Static

Tag Untagged Layer Default

Inspector Navigation

target  Static

Tag Untagged Layer Default

Inspector Navigation

target  Static

Tag 

- ✓ Untagged
- Respawn
- Finish
- EditorOnly
- MainCamera
- Player
- GameController

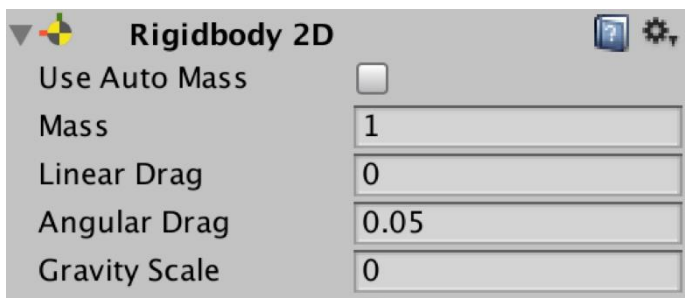
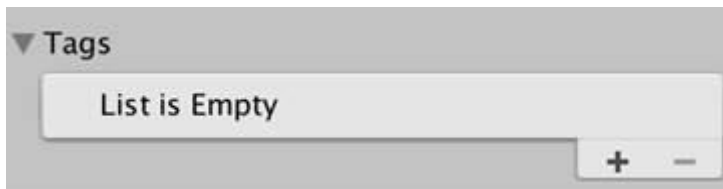
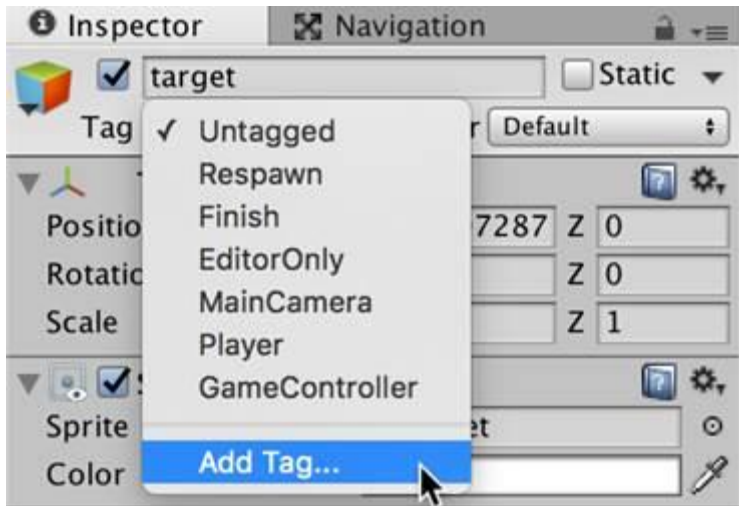
Position 7287 Z 0

Rotation Z 0

Scale Z 1

Sprite  et

Color [Add Tag...](#)



**Rigidbody 2D**

Use Auto Mass

Mass

Linear Drag

Angular Drag

Gravity Scale

targetSpawner  Static

Tag  Layer

**Transform**

Position X  Y  Z

Rotation X  Y  Z

Scale X  Y  Z

**Spawn Moving Targets (Script)**

Script

New Object

targetSpawner  Static

Tag  Layer

**Transform**

Position X  Y  Z

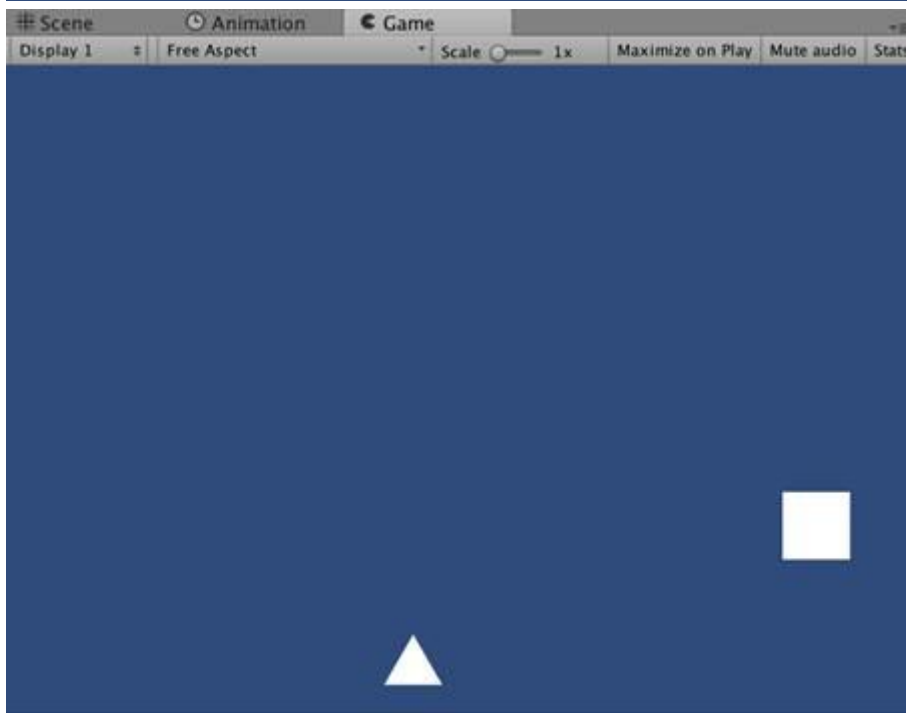
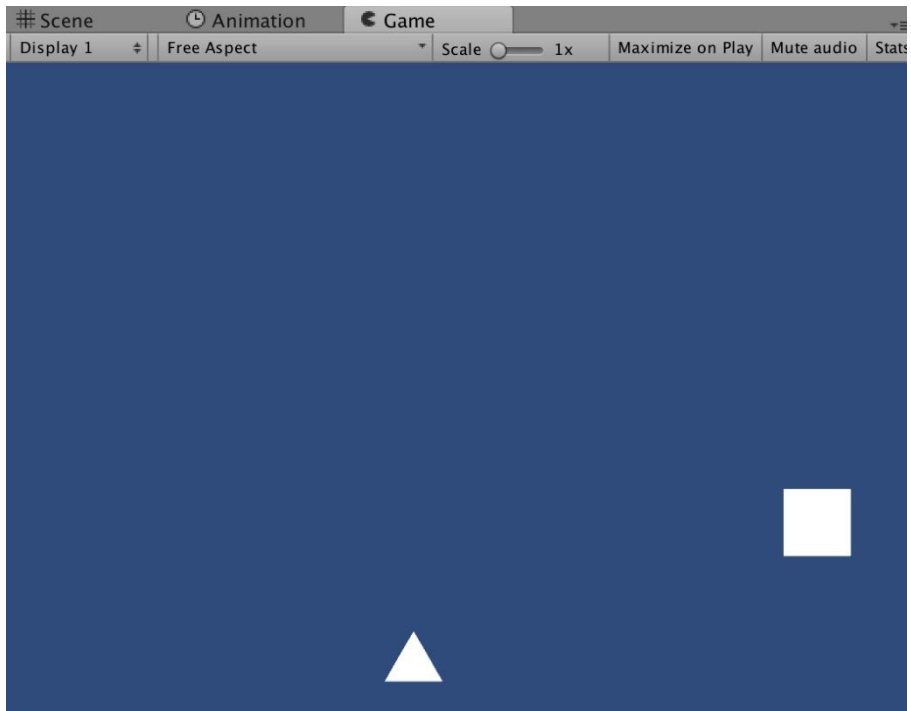
Rotation X  Y  Z

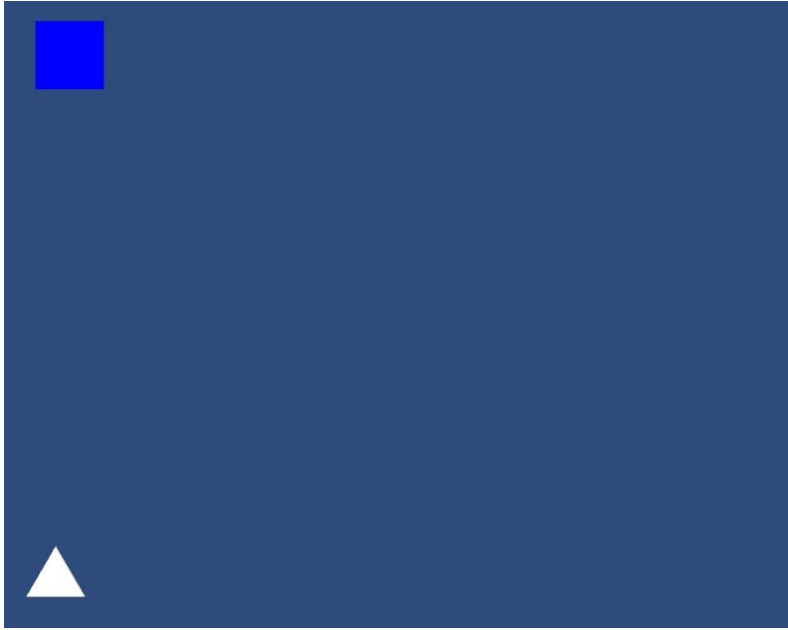
Scale X  Y  Z

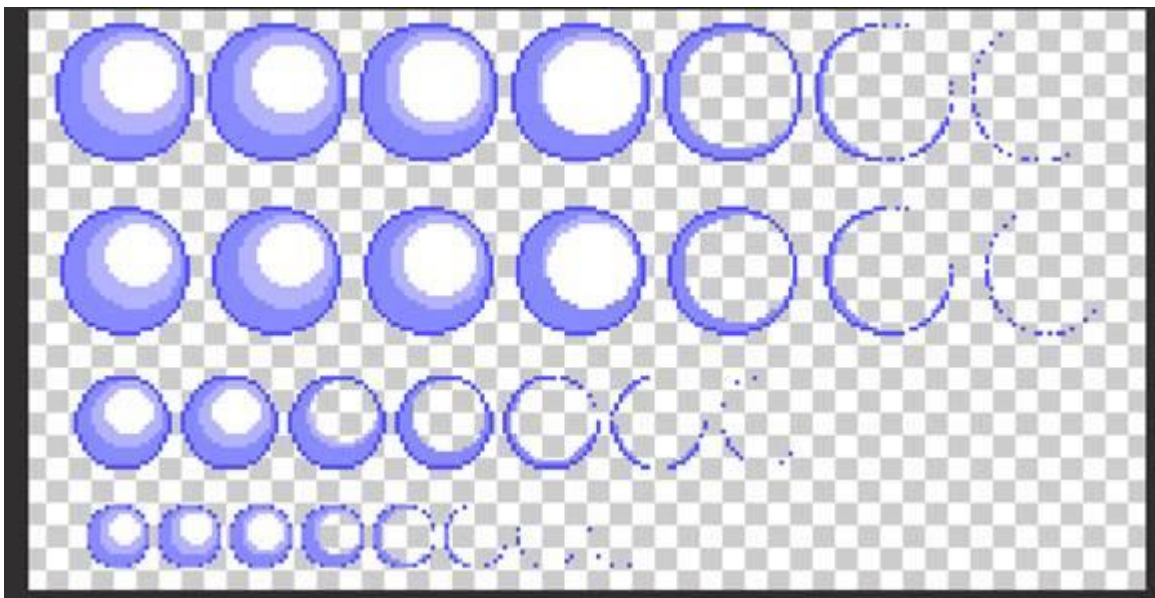
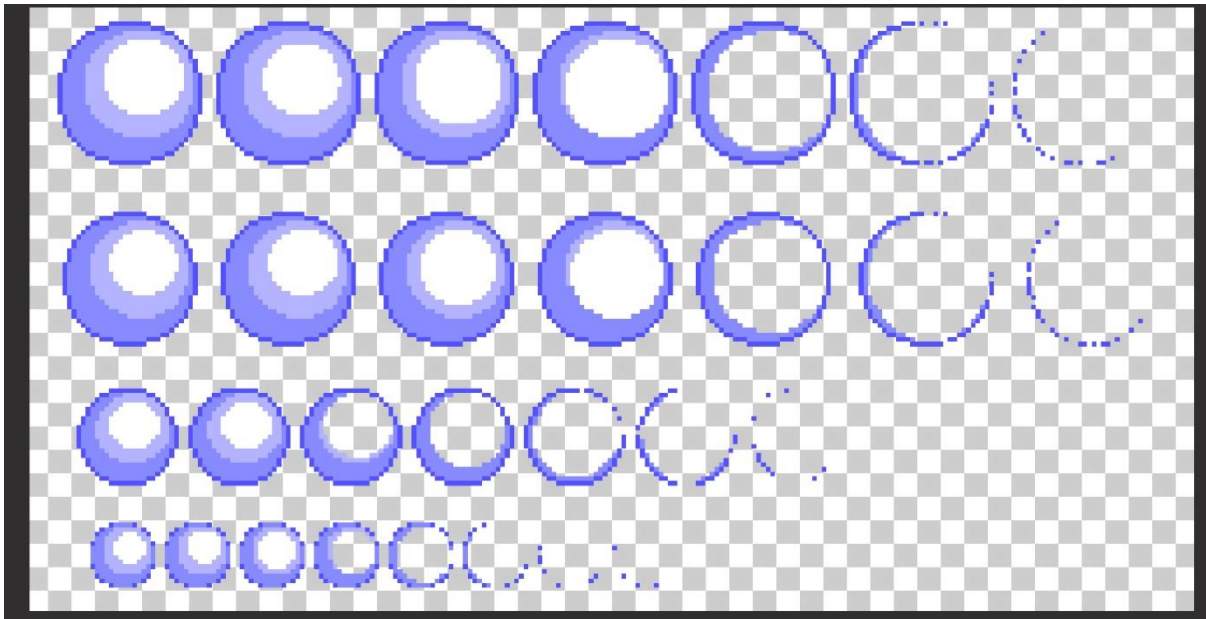
**Spawn Moving Targets (Script)**

Script

New Object







Sprite Editor

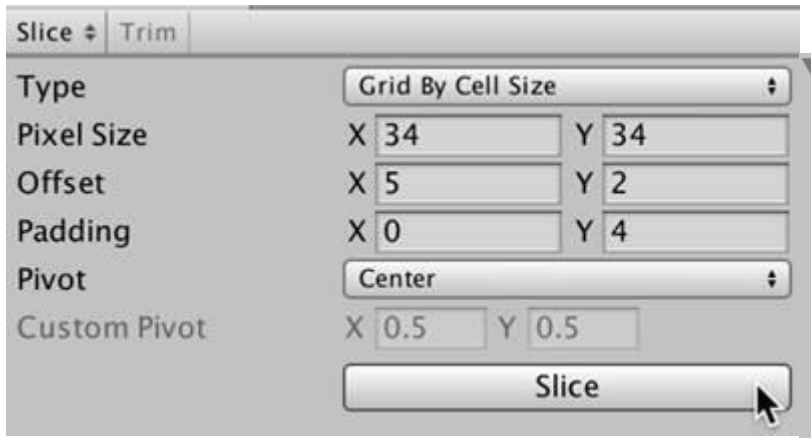
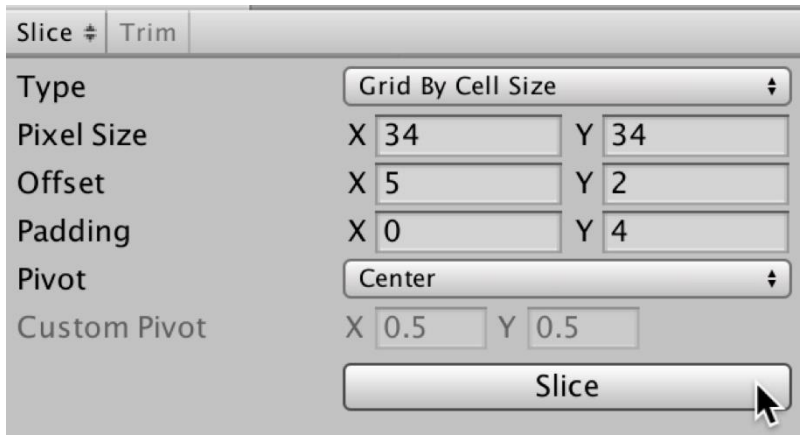
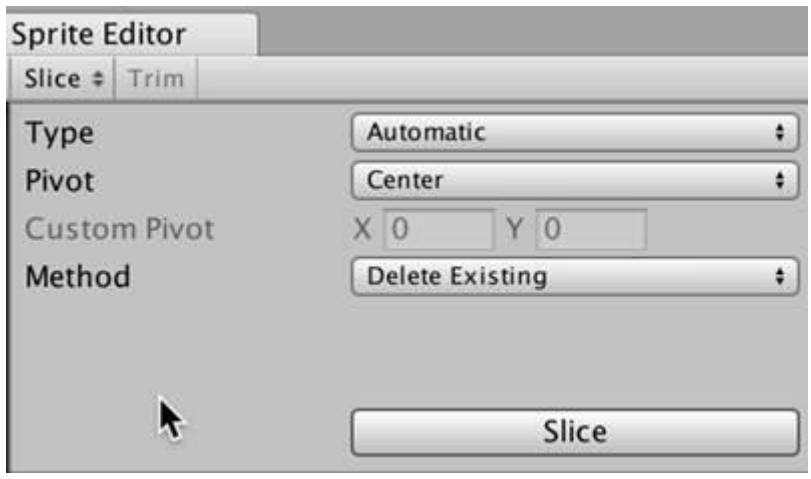
Slice  Trim

Type

Pivot

Custom Pivot X  Y

Method



explosion\_0



explosion\_0  
(34x34)

explosion\_0



explosion\_0  
(34x34)

- explosion
- explosion\_0
- explosion\_1
- explosion\_2
- explosion\_3
- explosion\_4
- explosion\_5
- explosion\_6

- explosion
- explosion\_0
- explosion\_1
- explosion\_2
- explosion\_3
- explosion\_4
- explosion\_5
- explosion\_6

Create New Animation

Create a new animation for the game object 'explosion\_0':

Save As:  ▼

Tags:

Where: 📁 explosions ⌵

Cancel Save

Create New Animation

Create a new animation for the game object 'explosion\_0':

Save As:  ▼

Tags:

Where: 📁 explosions ⌵

Cancel Save






📁 Project

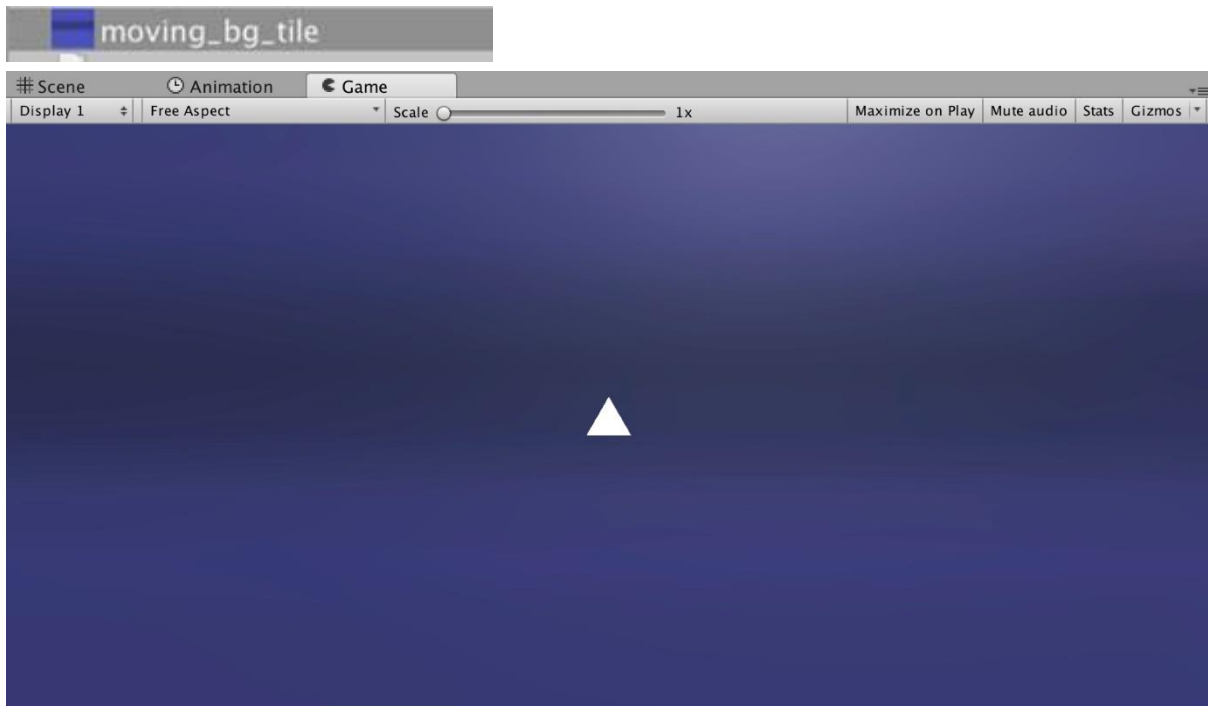
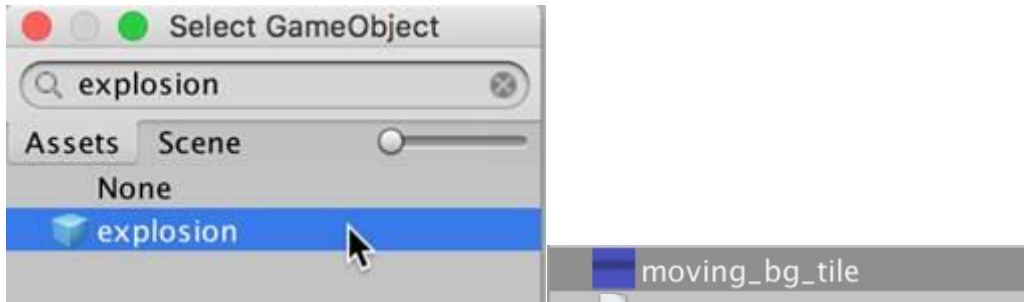
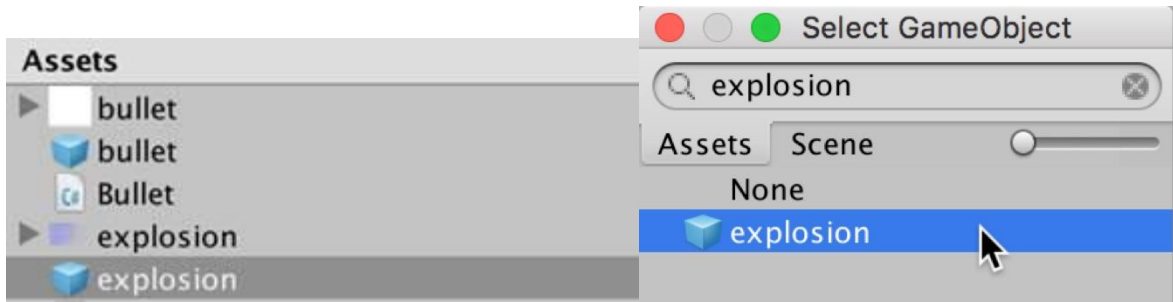
🔍

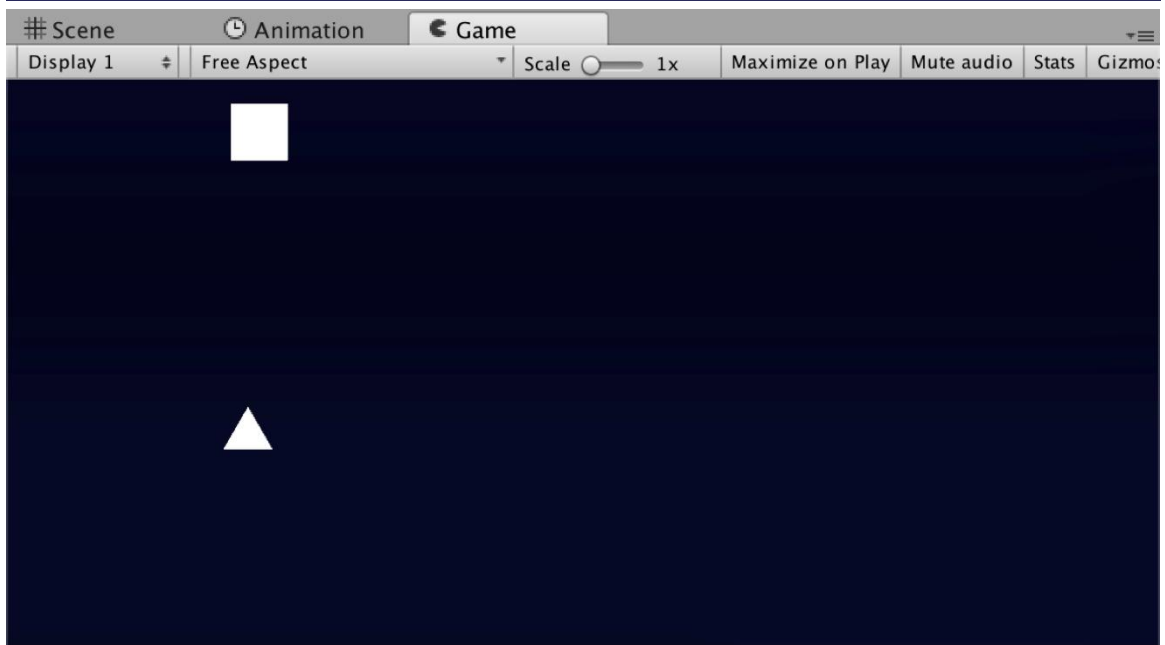
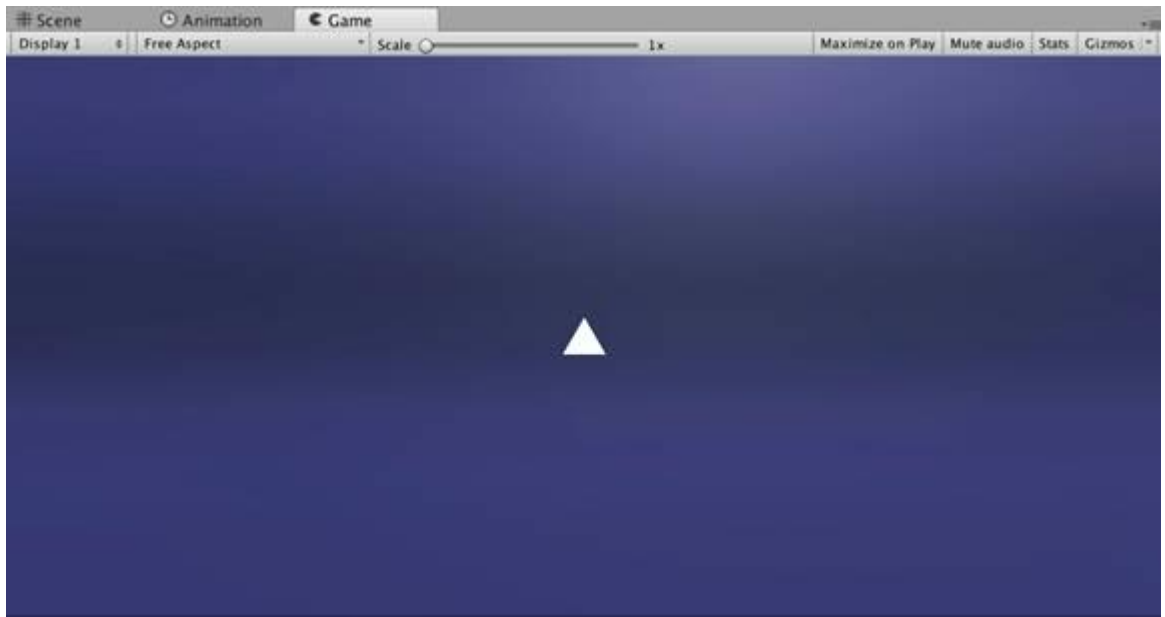
📁 Project

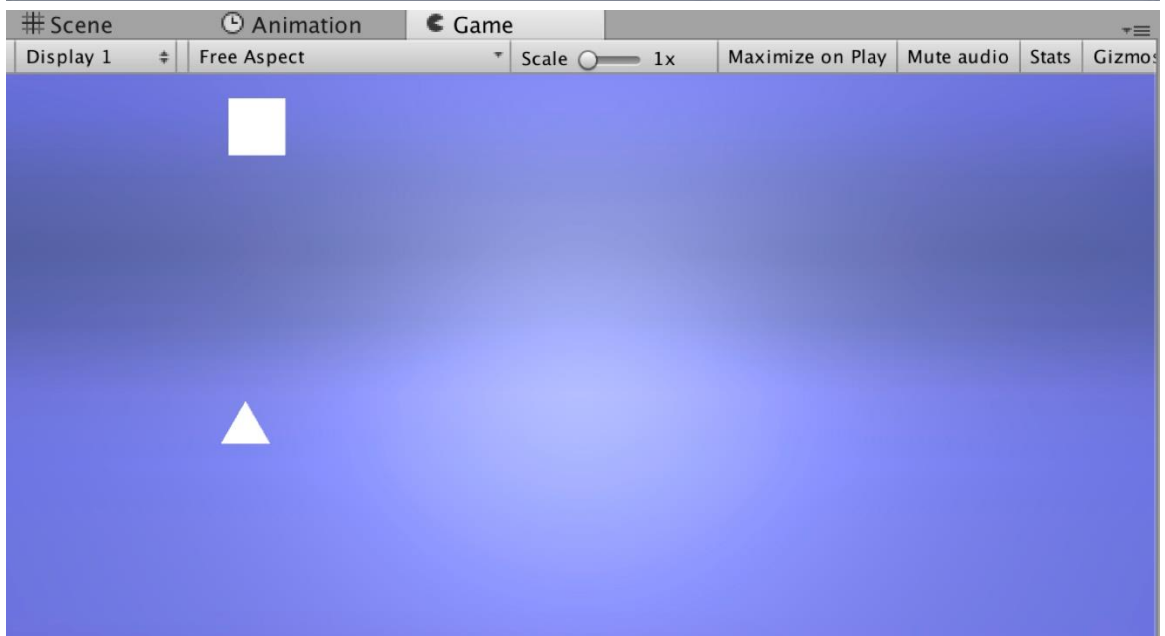
🔍

**Assets**

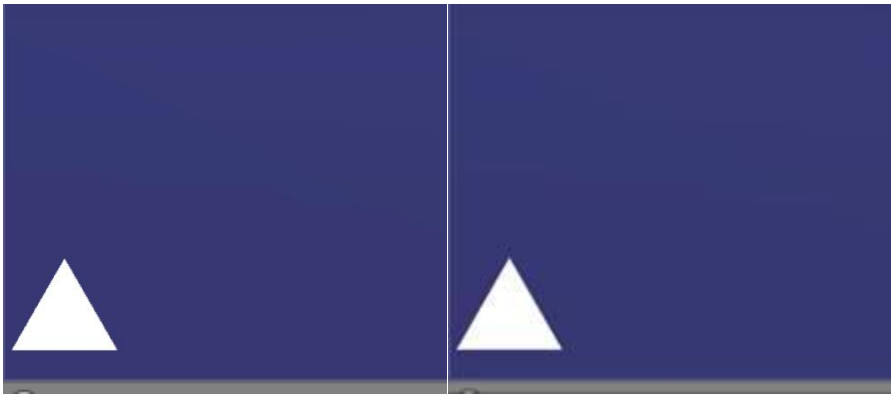
- ▶  bullet
-  bullet
-  Bullet
- ▶  explosion
-  explosion











▼  Polygon Collider 2D

Edit Collider

Material: None (Physics Material)

Is Trigger:

Used By Effector:

Offset  
X:  Y:

► Points

▼  Polygon Collider 2D

Edit Collider

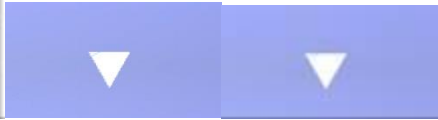
Material: None (Physics Material)

Is Trigger:

Used By Effector:

Offset  
X:  Y:

► Points



Select GameObject

Assets | Scene

None

explosion

Select GameObject

Assets | Scene

None

explosion

Select GameObject

Assets | Scene

None




bullet


Select GameObject


Assets | Scene

None

bullet




▼   **Move NPC (Script)**  


Script  


Bullet  

Direction

Timer

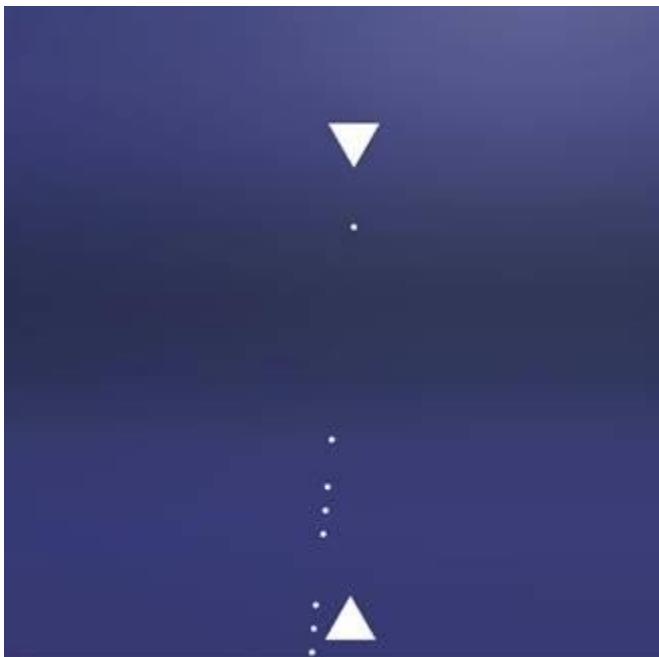
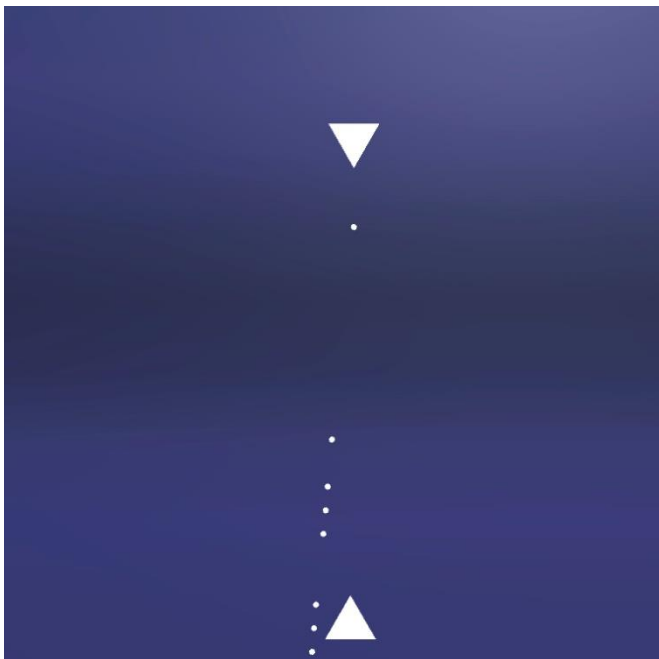
▼   **Move NPC (Script)**  

Script  

Bullet  

Direction

Timer



▼ Tags

Tag 0	target
Tag 1	bullet

+ -

▼ Tags

Tag 0	target
Tag 1	bullet

+ -

Inspector Navigation

bullet  Static

Tag bullet Layer Default

Inspector Navigation

bullet  Static

Tag bullet Layer Default

npc1 npc1

Inspector Navigation

NPCSpawner  Static

Tag Untagged Layer Default

▼ Transform

Position	X	0.11921	Y	2.32464	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

▼  NPC Spawner (Script)

Script NPCSpawner

Npc 1 None (Game Object)

Inspector Navigation

NPCSpawner  Static

Tag Untagged Layer Default

**Transform**

Position X 0.11921 Y 2.32464 Z 0

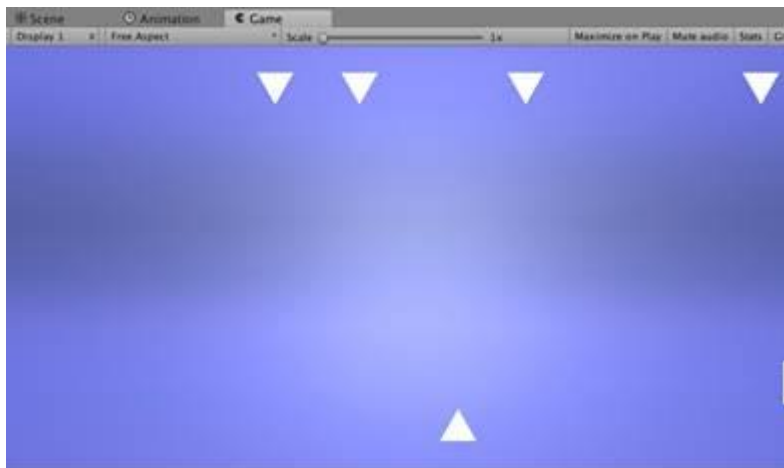
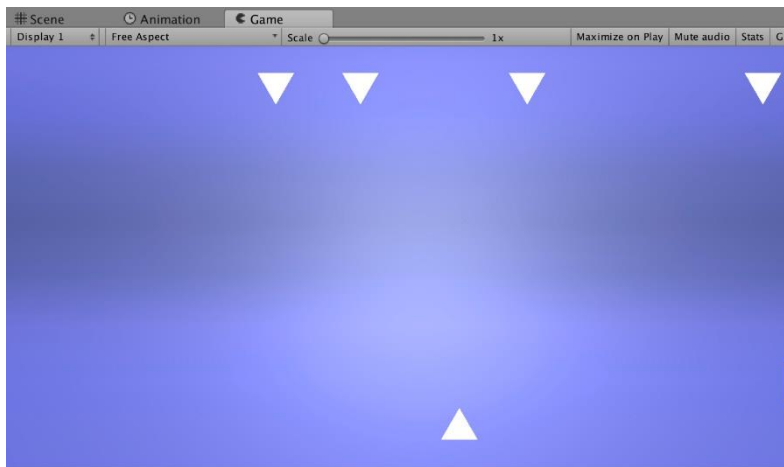
Rotation X 0 Y 0 Z 0

Scale X 1 Y 1 Z 1

**NPC Spawner (Script)**

Script NPCSpawner

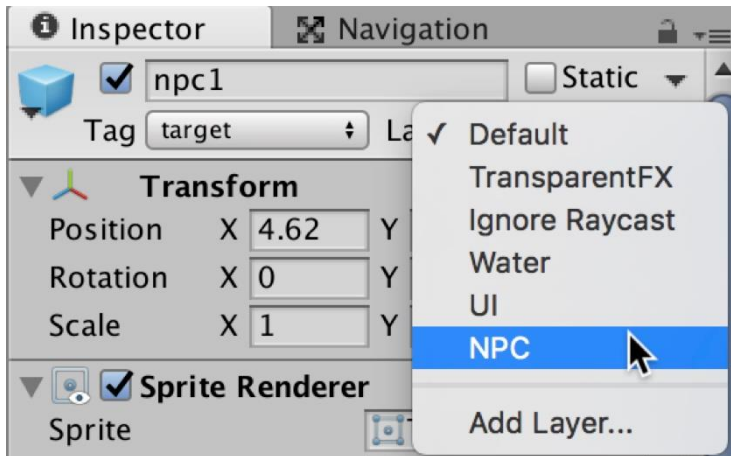
Npc 1 None (Game Object)



Layer dropdown menu showing options: Default (checked), TransparentFX, Ignore Raycast, Water, UI, and an 'Add Layer...' button.

User Layer 8 NPC

User Layer 8    NPC



Inspector    Navigation

npc1     Static

Tag target    Layer  Default

- TransparentFX
- Ignore Raycast
- Water
- UI
- NPC**
- Add Layer...

**Transform**

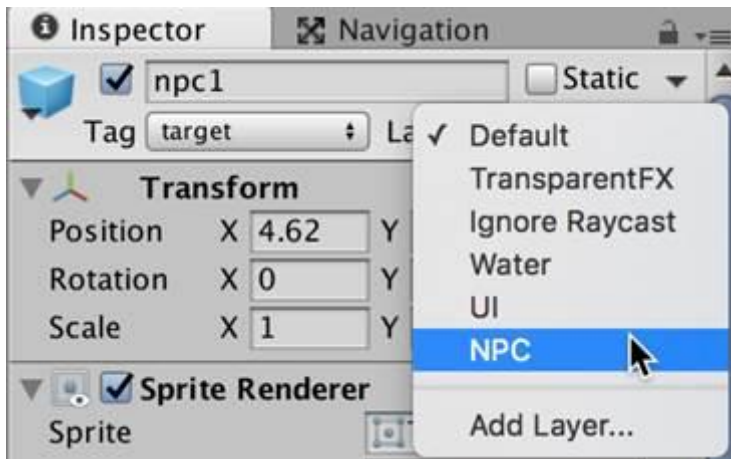
Position X 4.62 Y

Rotation X 0 Y

Scale X 1 Y

**Sprite Renderer**

Sprite



Inspector    Navigation

npc1     Static

Tag target    Layer  Default

- TransparentFX
- Ignore Raycast
- Water
- UI
- NPC**
- Add Layer...

**Transform**

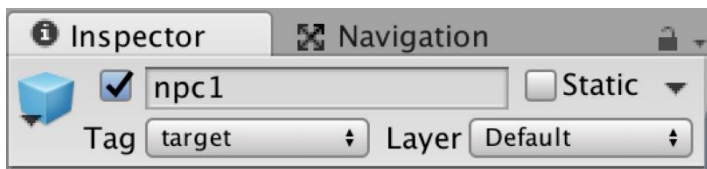
Position X 4.62 Y

Rotation X 0 Y

Scale X 1 Y

**Sprite Renderer**

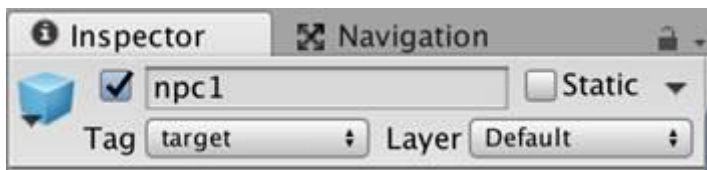
Sprite



Inspector    Navigation

npc1     Static

Tag target    Layer Default



Inspector    Navigation

npc1     Static

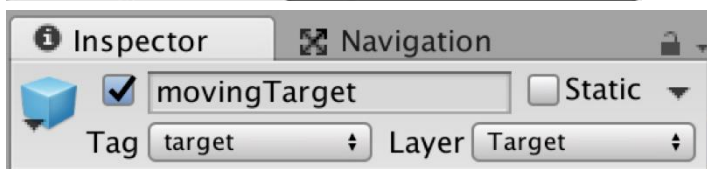
Tag target    Layer Default

User Layer 8    NPC

User Layer 9    Target

User Layer 8    NPC

User Layer 9    Target



Inspector    Navigation

movingTarget     Static

Tag target    Layer Target

Inspector Navigation

movingTarget  Static

Tag target Layer Target

shield

shield

player shield

Brightness

Saturation

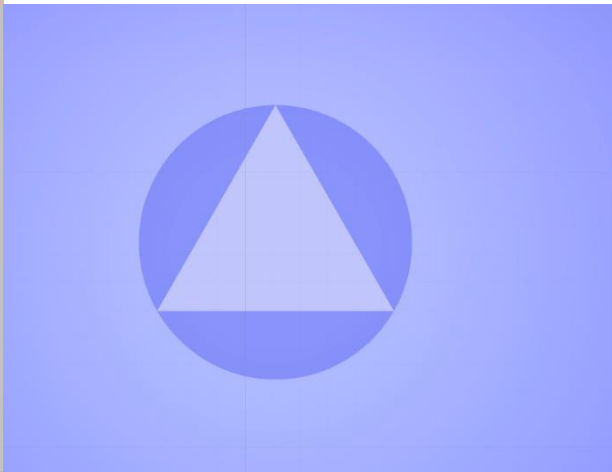
Hue

player shield

Brightness

Saturation

Hue



bonus

bonus

▼  Sprite Renderer

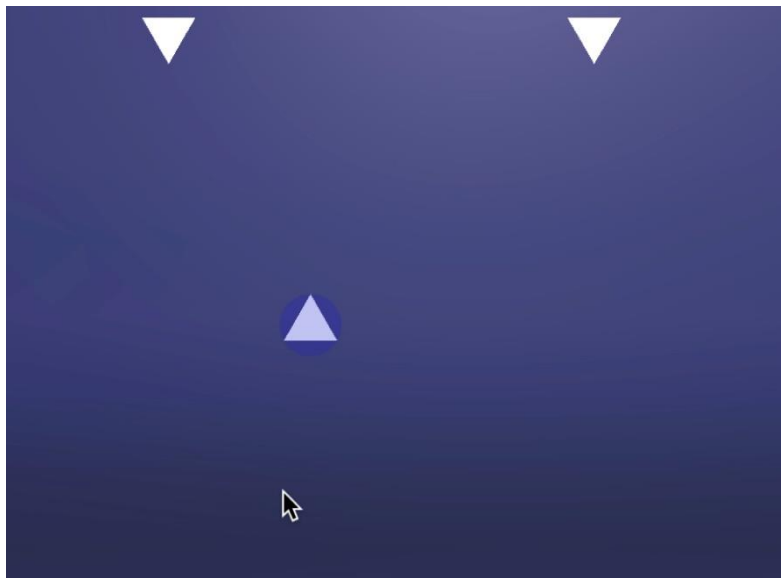
Sprite

Color

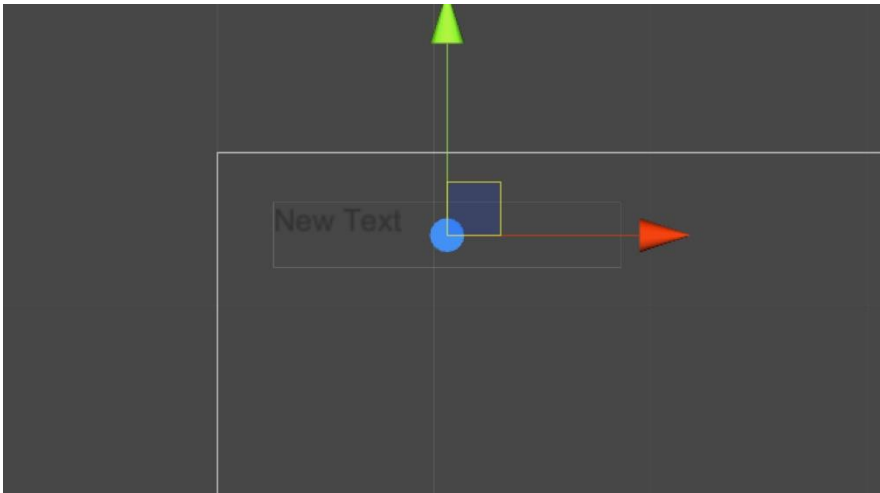
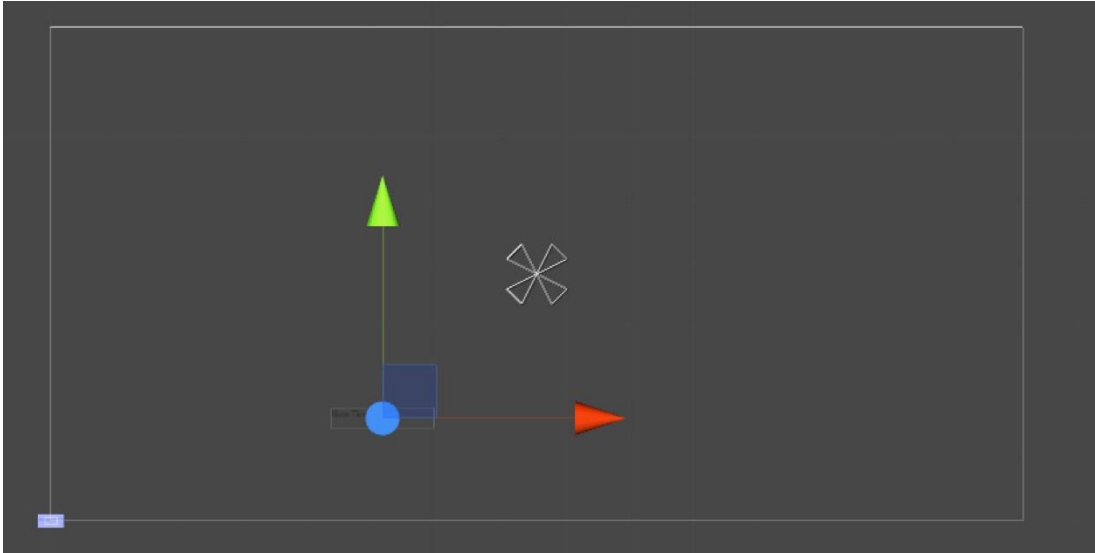
▼  Sprite Renderer

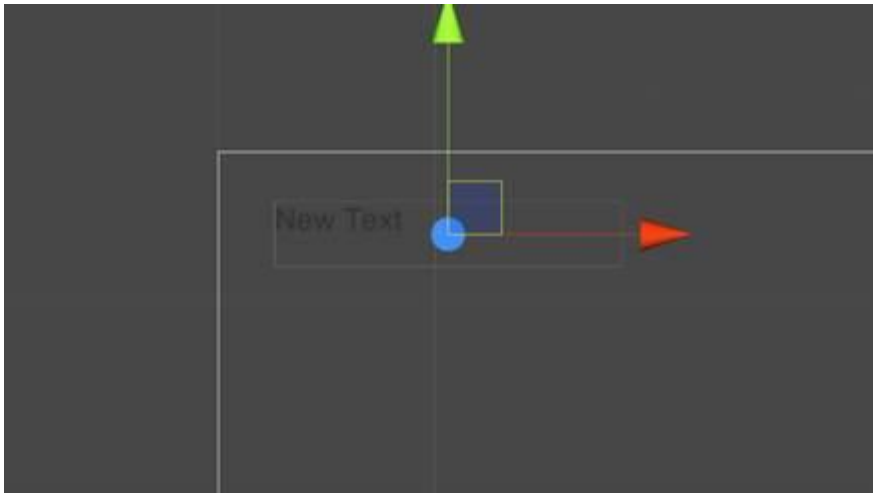
Sprite

Color



▼ Canvas       ▼ Canvas






Assets ▾	Assets ▾
bonus	bonus
▶  bullet	▶  bullet
bullet	bullet
Bullet	Bullet
bullet	bullet
▶  explosion	▶  explosion
explosion	explosion
explosion	explosion








**Tags & Layers** [?] [≡] [⚙]

▼ Tags  
List is Empty [+] [-]

▶ Sorting Layers  
▶ Layers




**Tags & Layers** [?] [≡] [⚙]


▼ Tags  
List is Empty [+] [-]

▶ Sorting Layers  
▶ Layers

New Tag Name  Save

New Tag Name  Save



▼  **Rigidbody 2D** [?] [⚙]

Use Auto Mass

Mass

Linear Drag

Angular Drag

Gravity Scale

**Rigidbody 2D**


Use Auto Mass

Mass

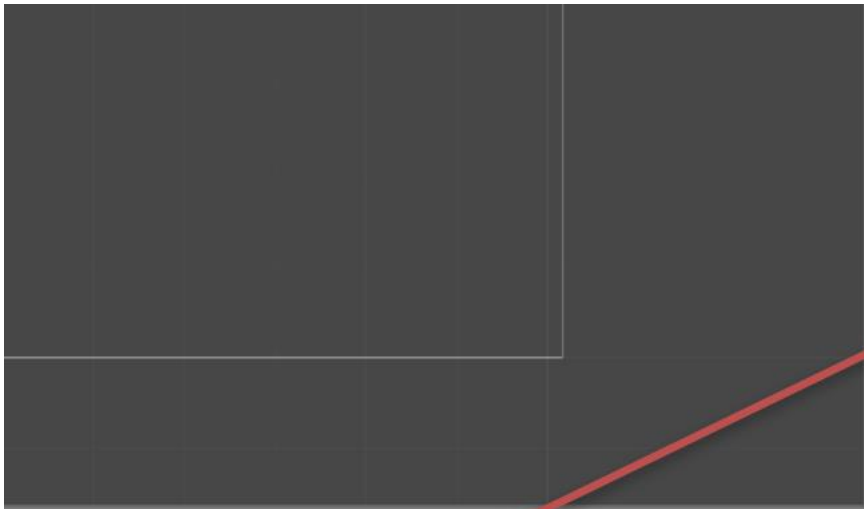
Linear Drag

Angular Drag

Gravity Scale

 bullet

 bullet



**Move Player (Script)**

Script






Bullet

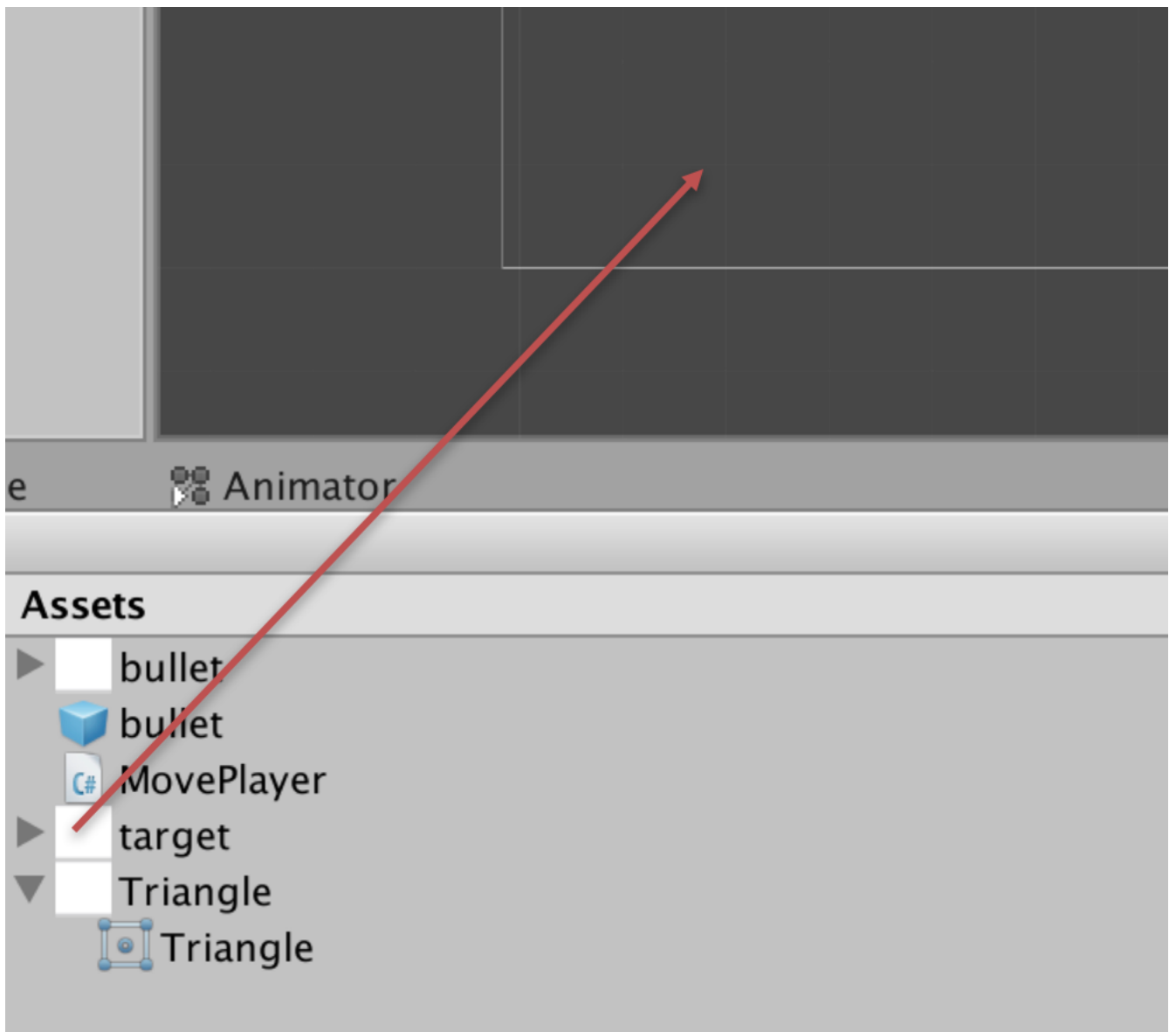
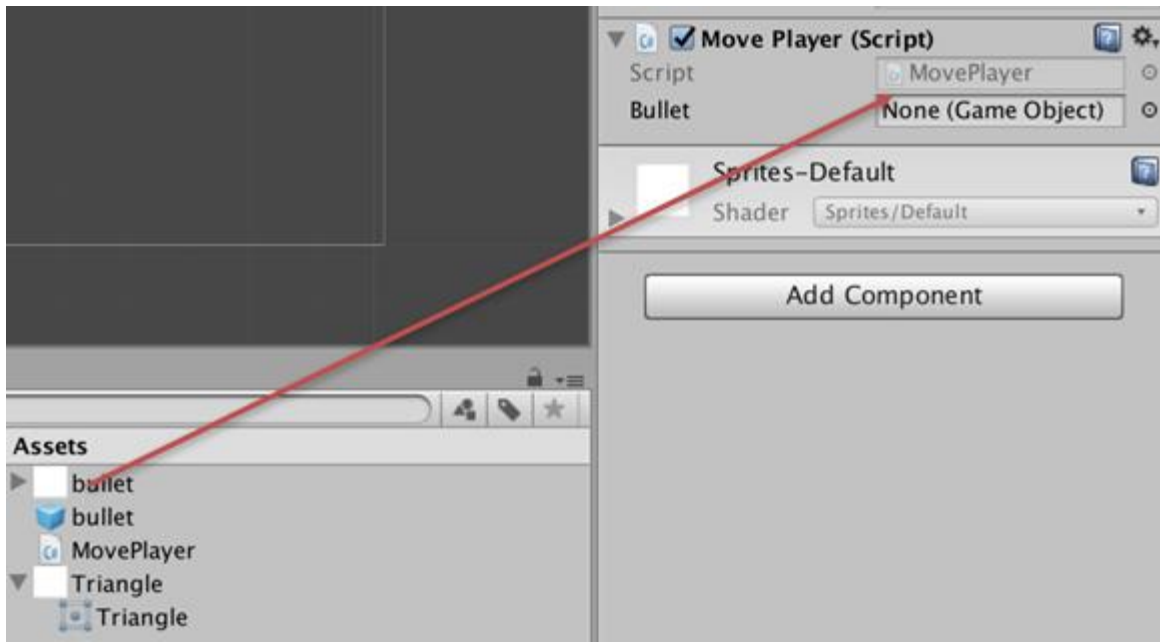
Sprites-Default

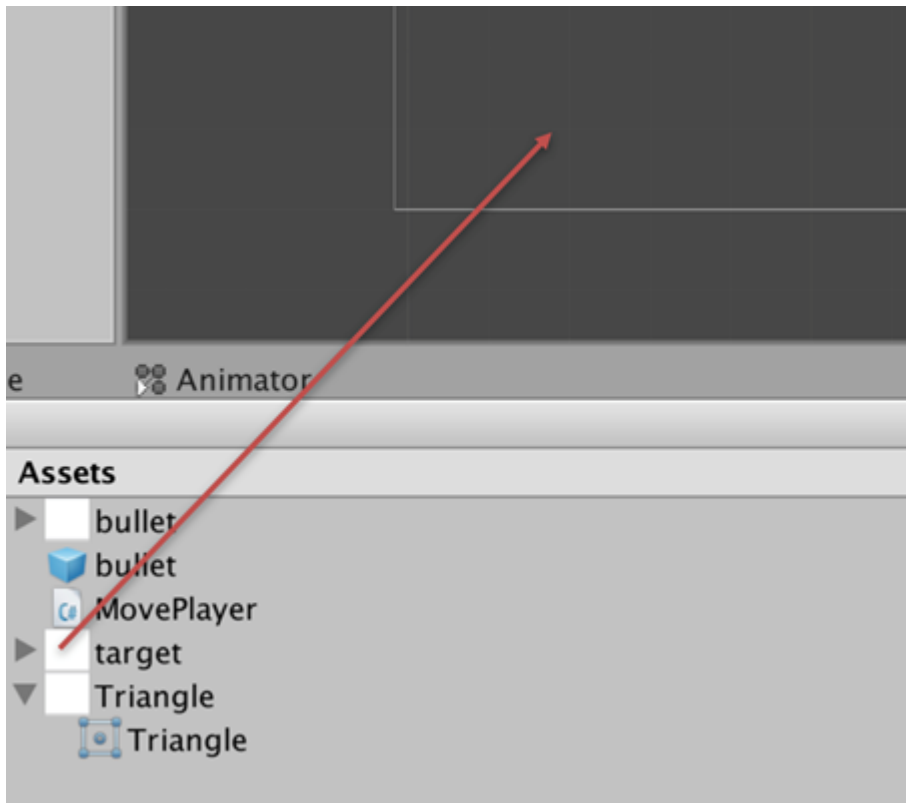
Shader

Add Component

**Assets**

-  bullet
-  bullet
-  MovePlayer
-  Triangle
  -  Triangle





New Tag Name

New Tag Name

**Inspector** **Navigation**

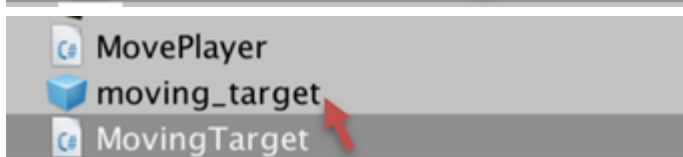
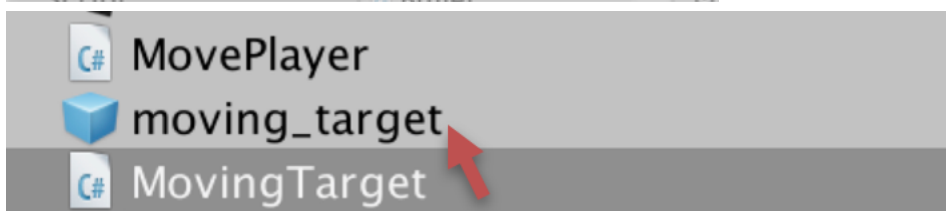
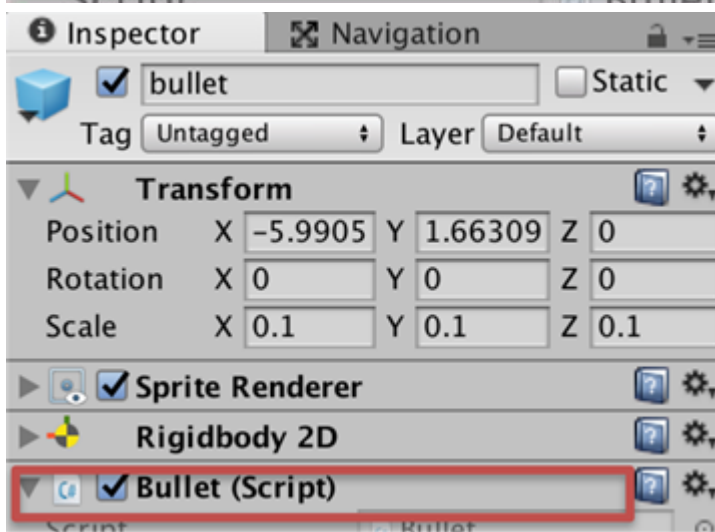
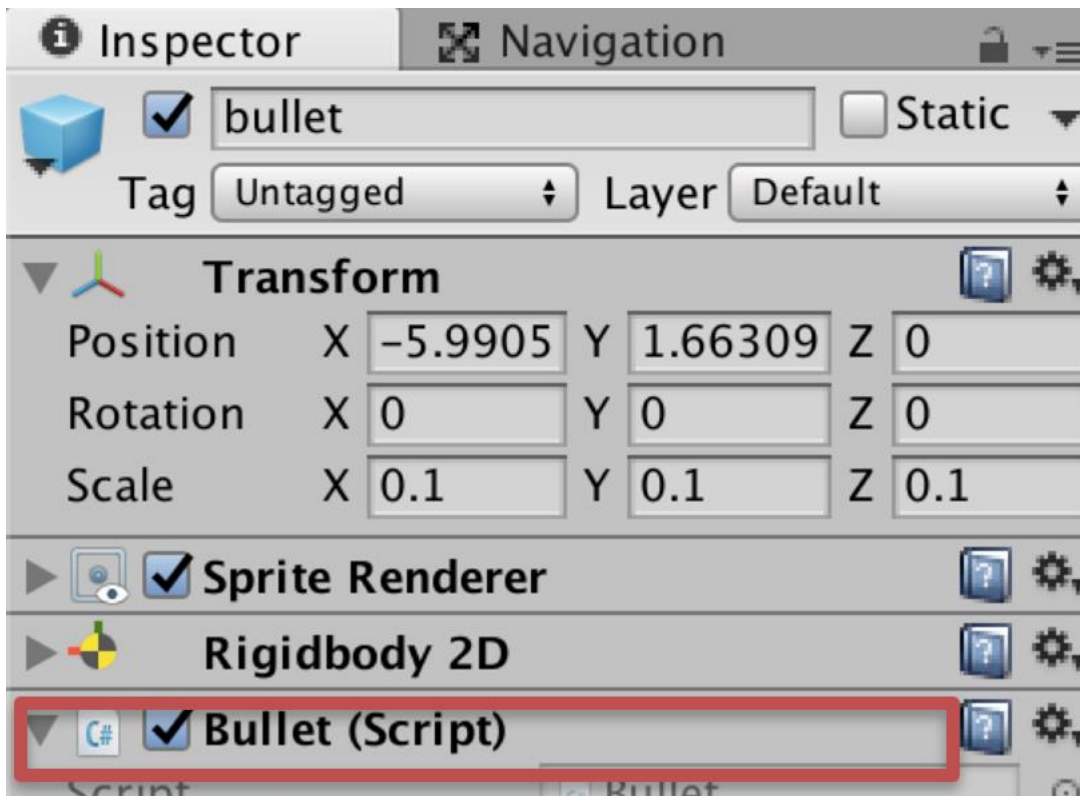
target  Static

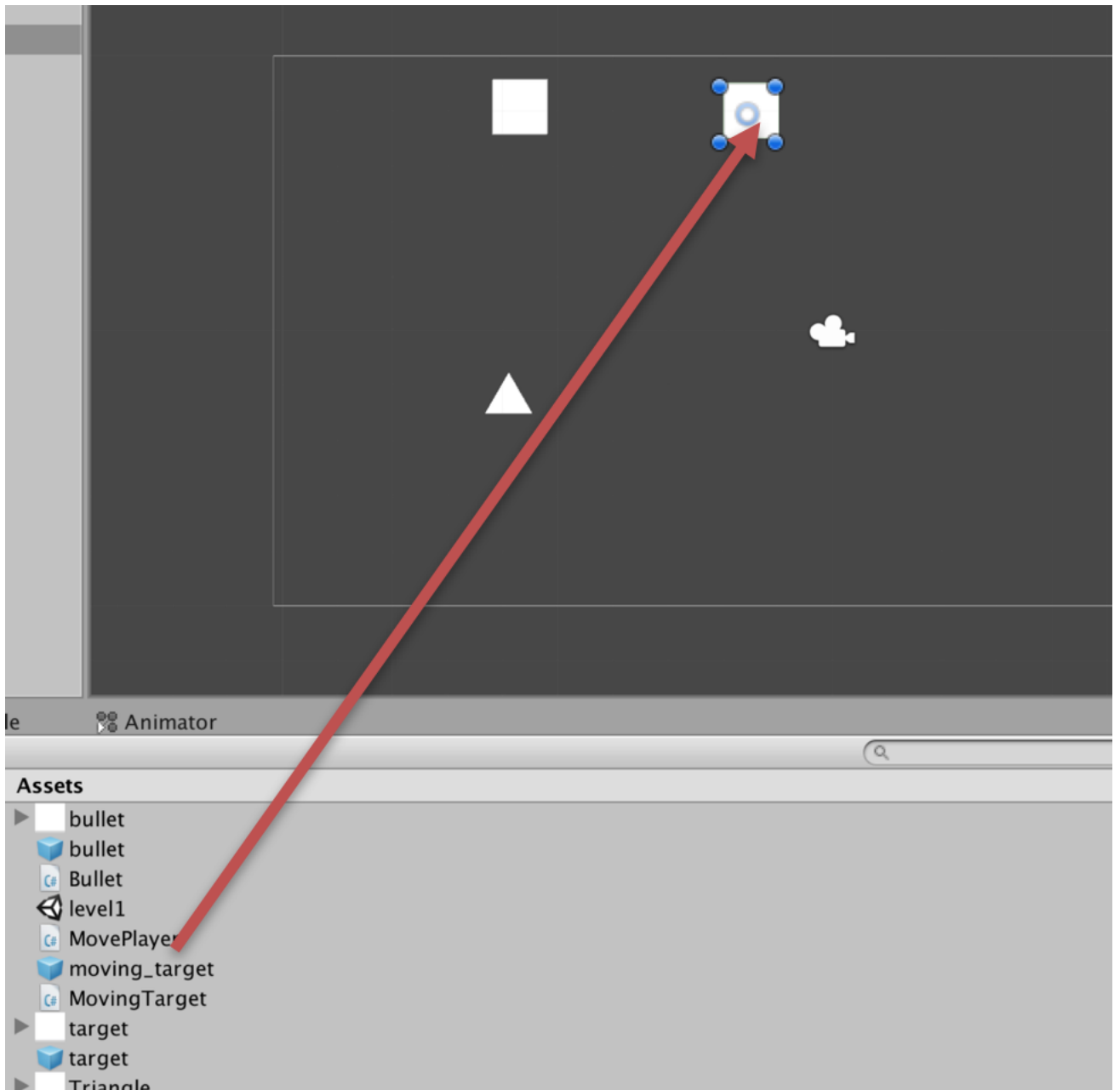
**Tag**  **Layer**

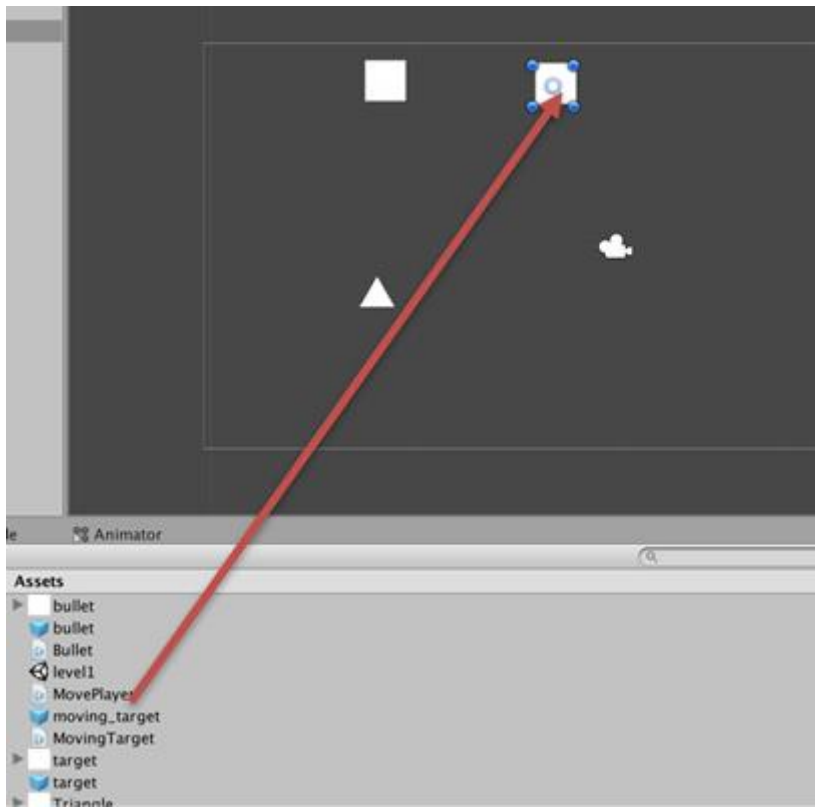
**Inspector** **Navigation**

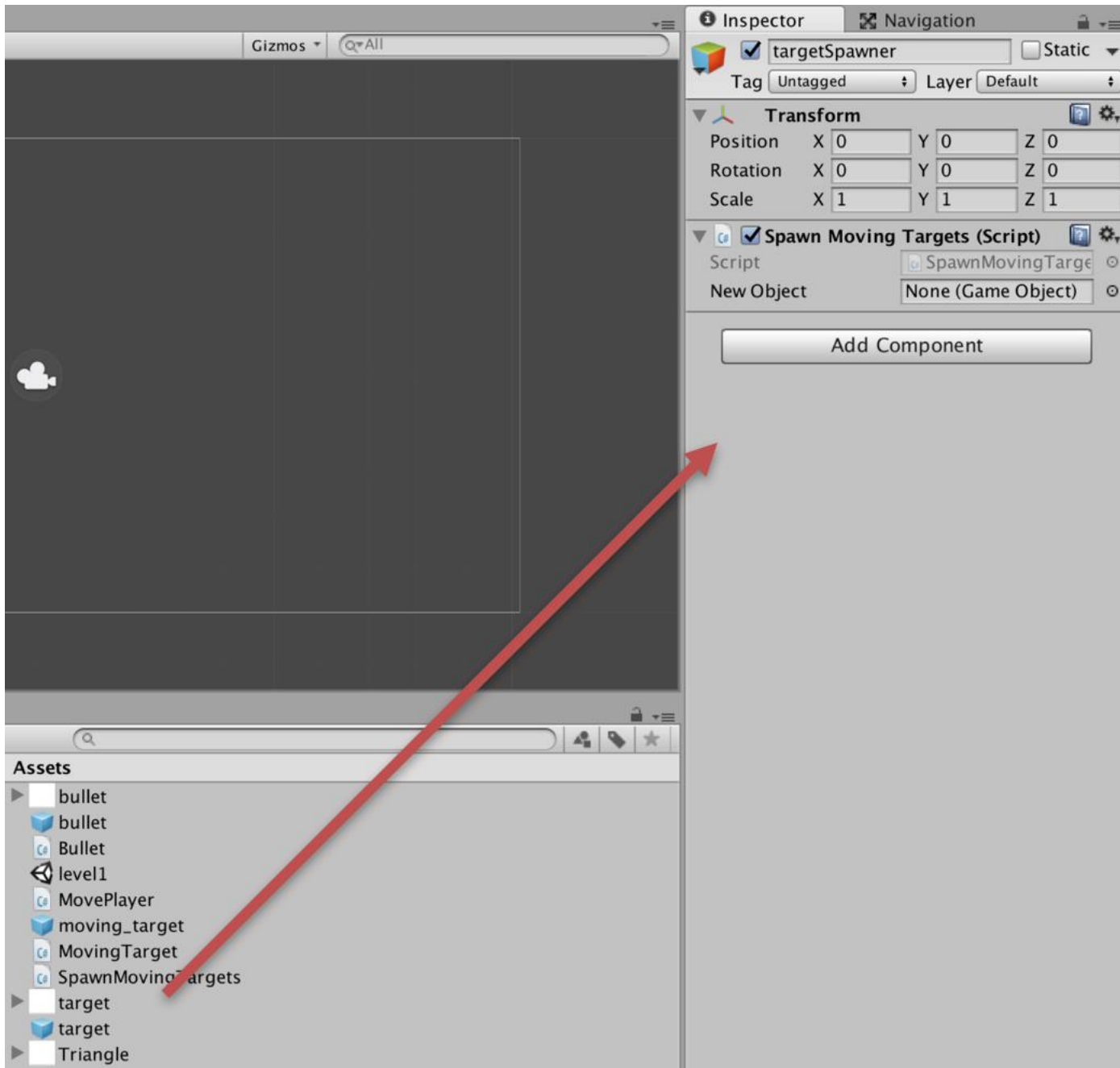
target  Static

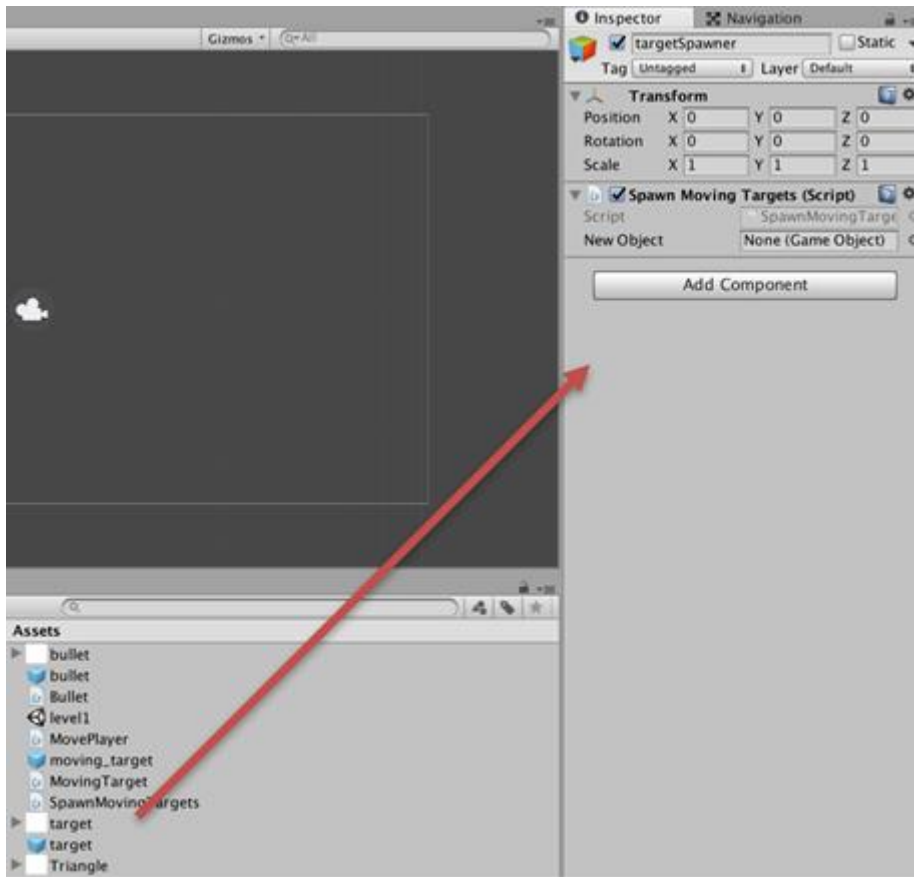
**Tag**  **Layer**

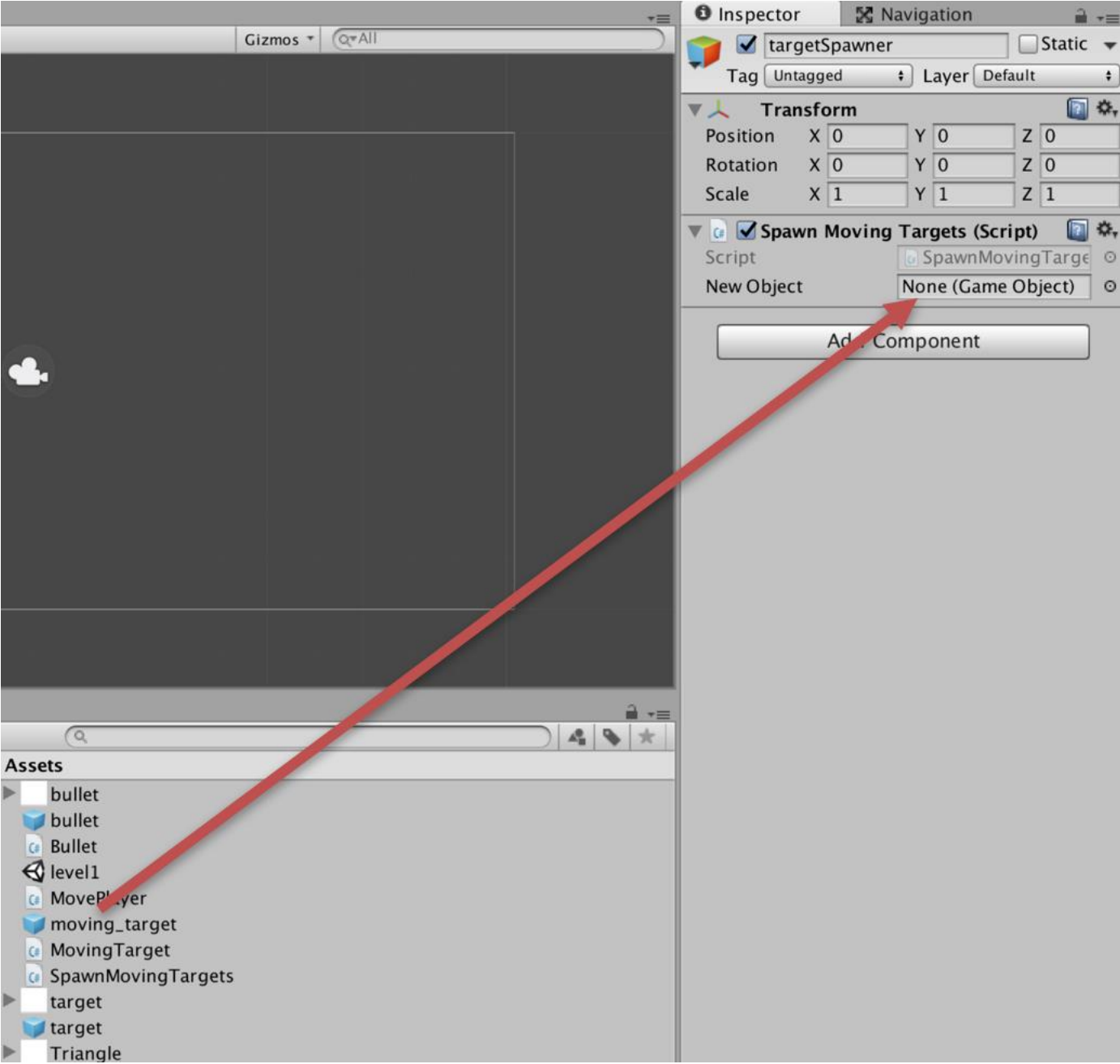


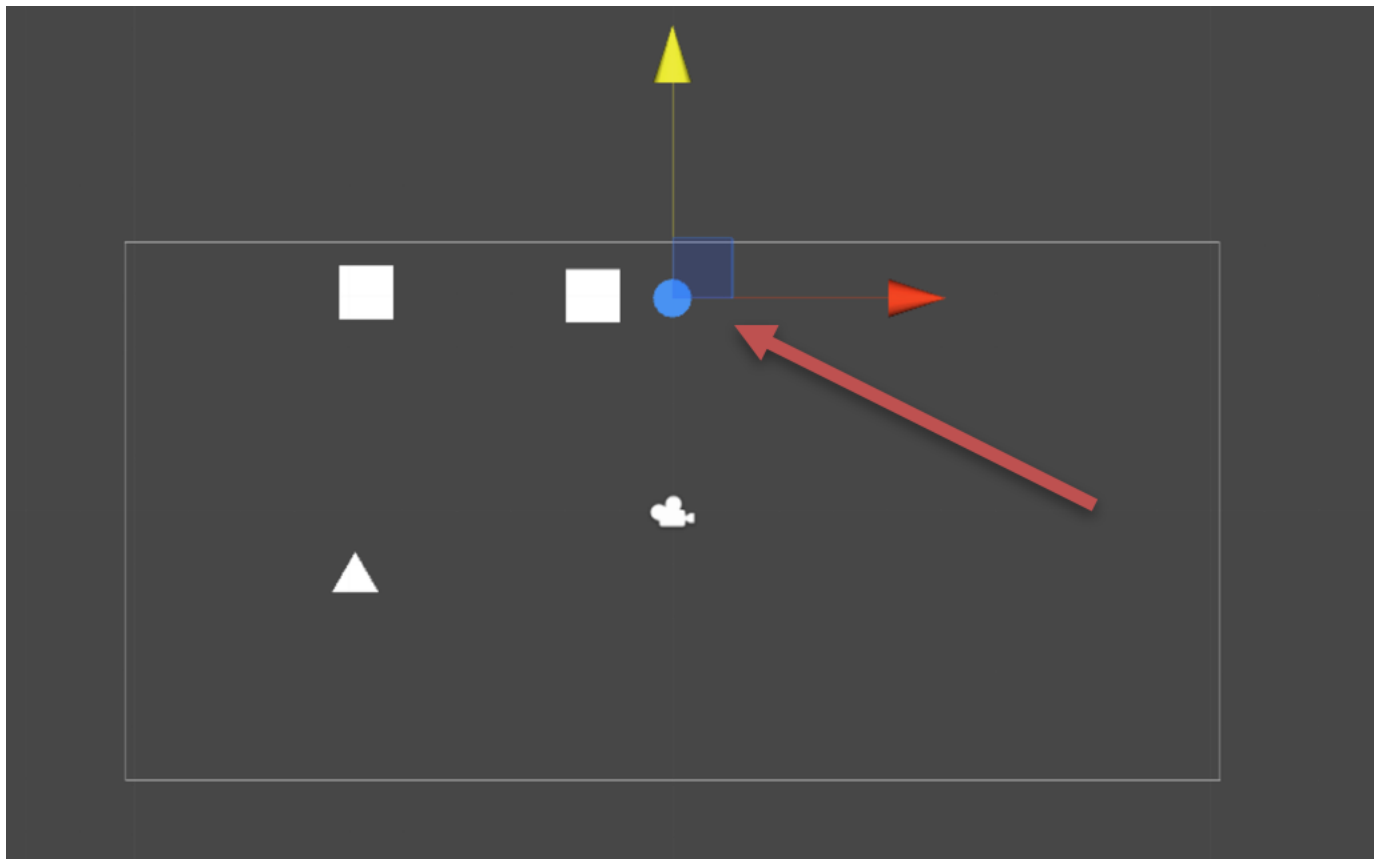
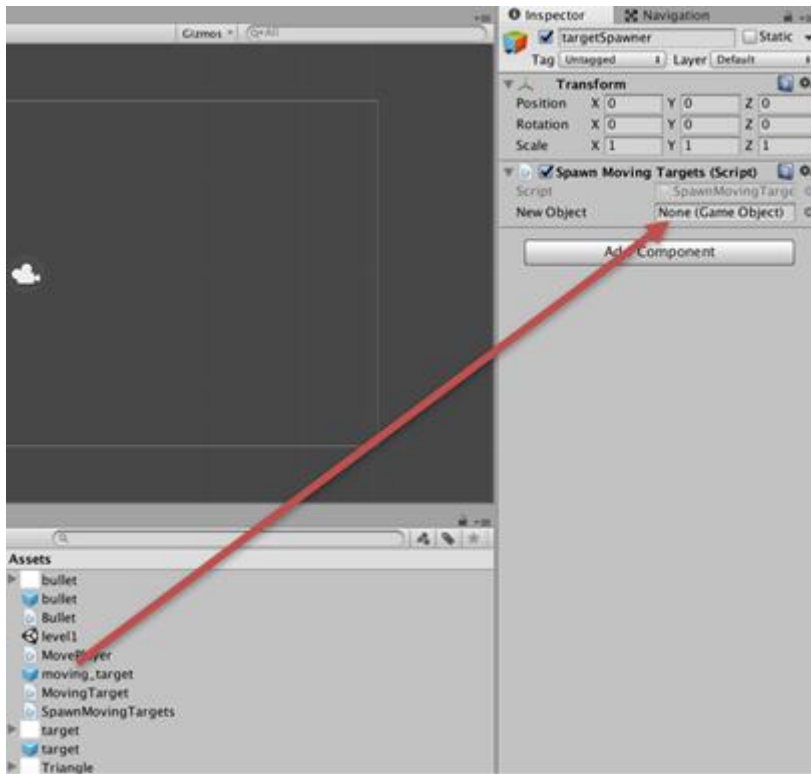


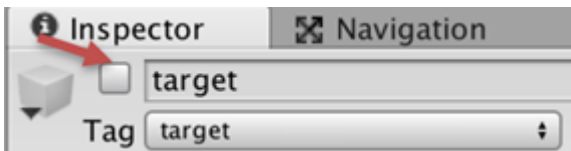
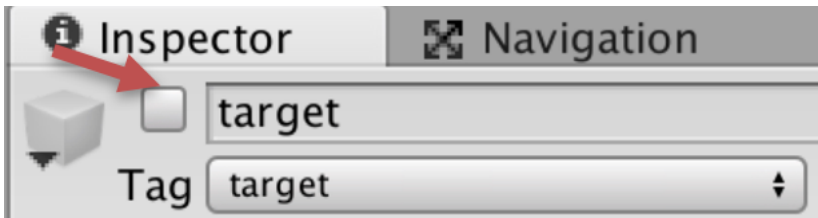
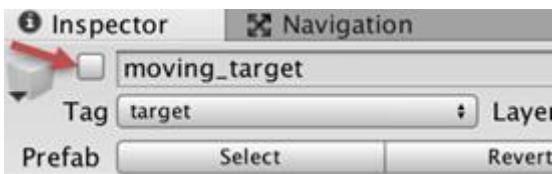
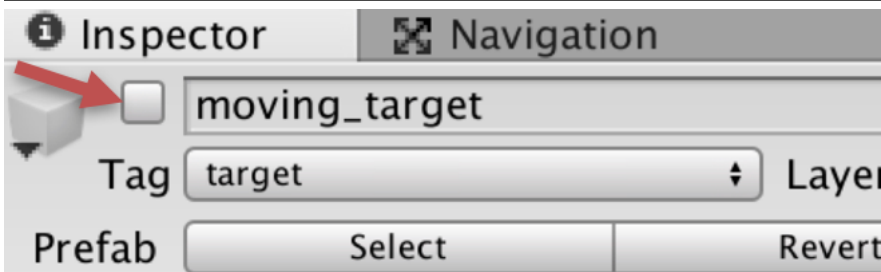
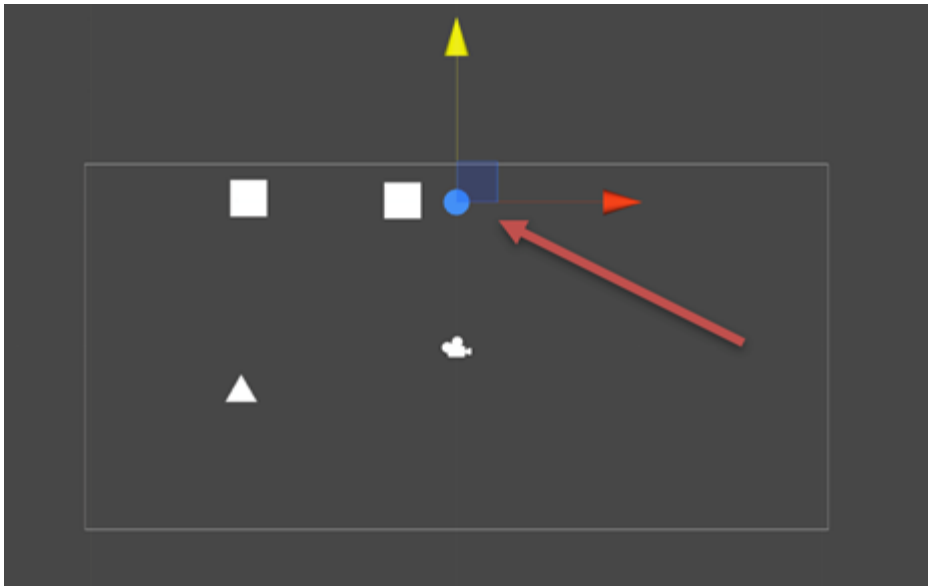












**i** Inspector   **N**avigation

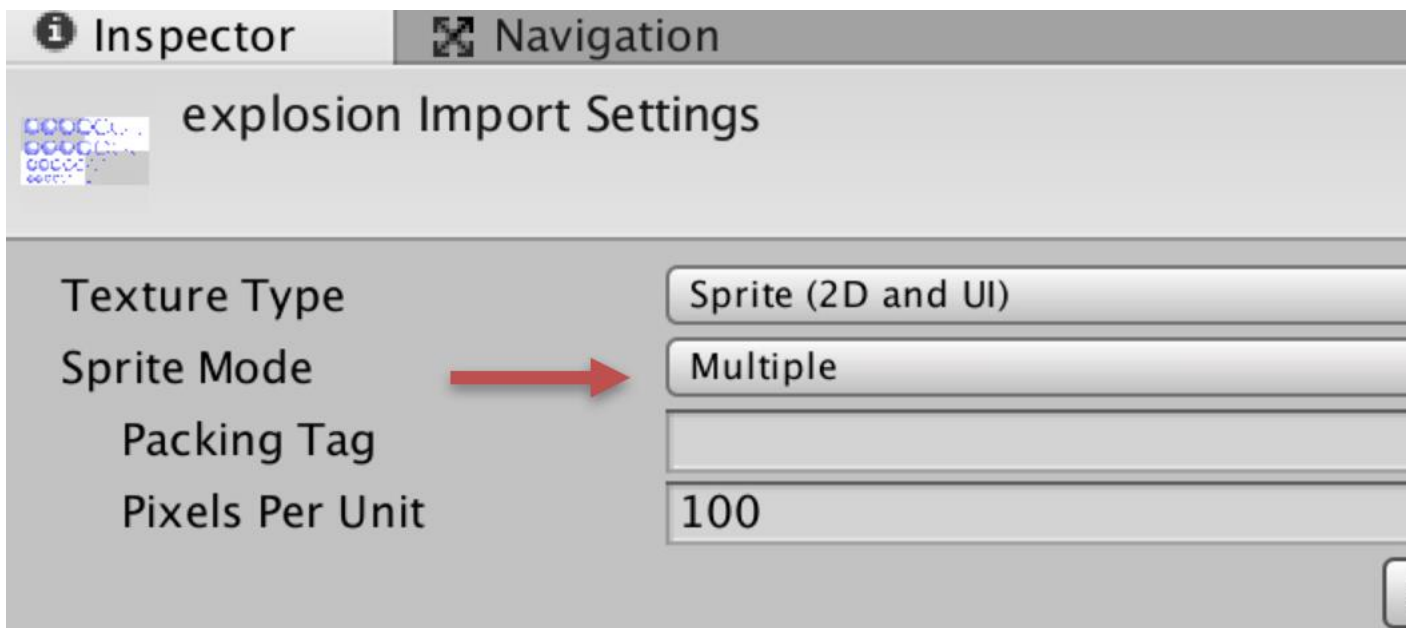
explosion Import Settings

Texture Type      Sprite (2D and UI)

Sprite Mode      Multiple

Packing Tag

Pixels Per Unit      100



**i** Inspector   **N**avigation

explosion Import Settings

Texture Type      Sprite (2D and UI)

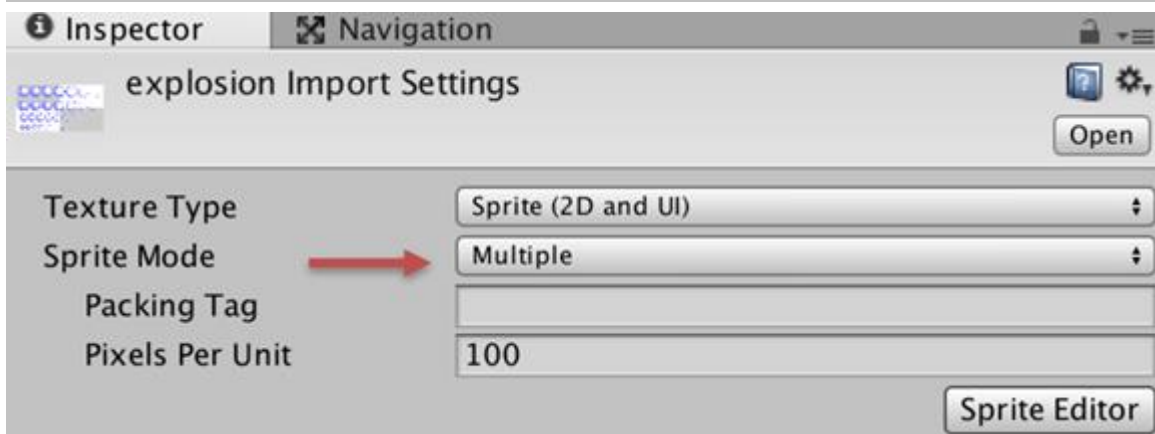
Sprite Mode      Multiple

Packing Tag

Pixels Per Unit      100

Open

Sprite Editor



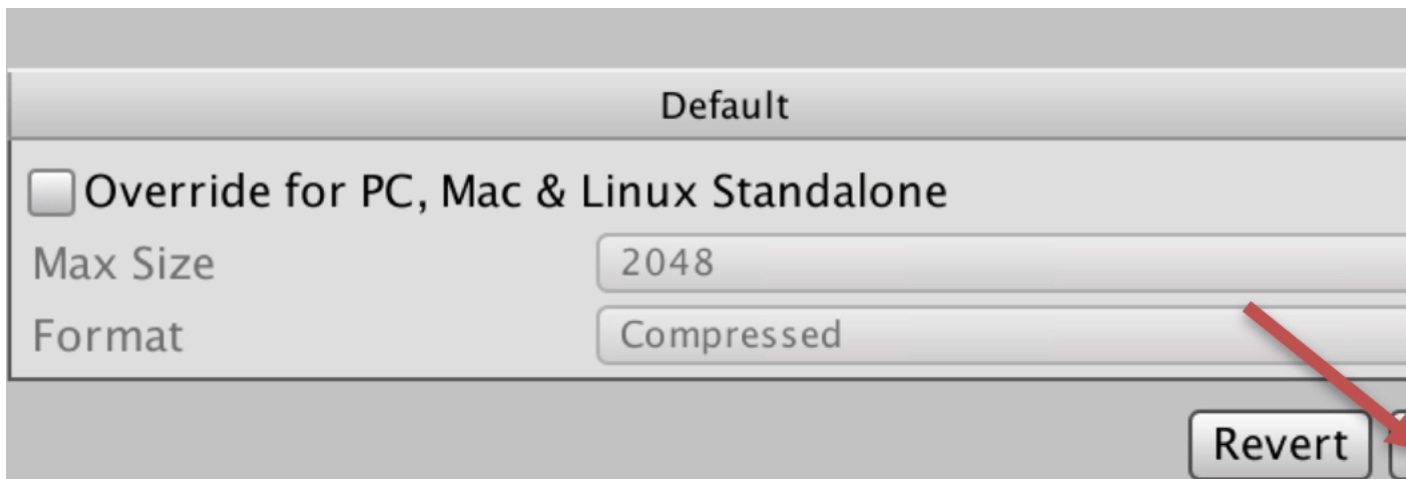
Default

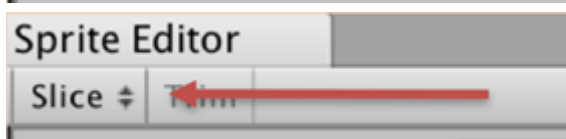
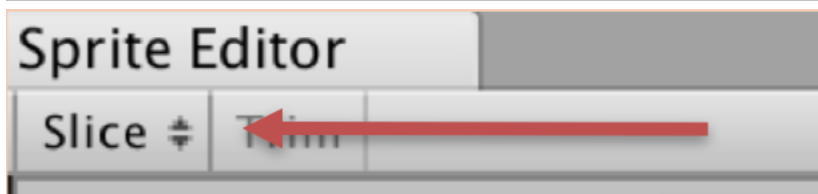
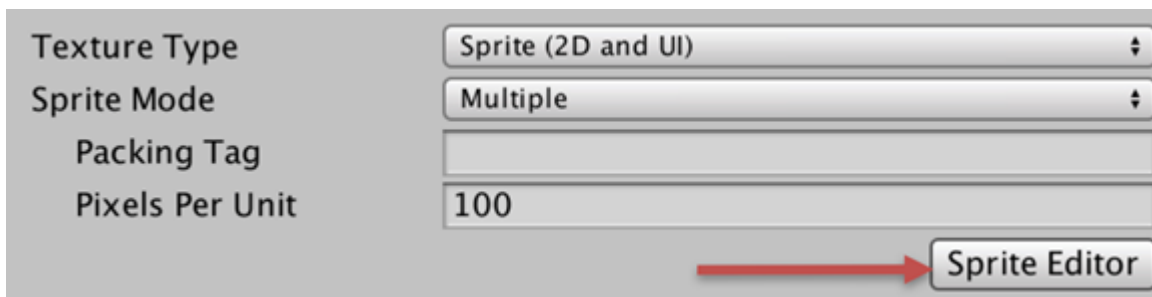
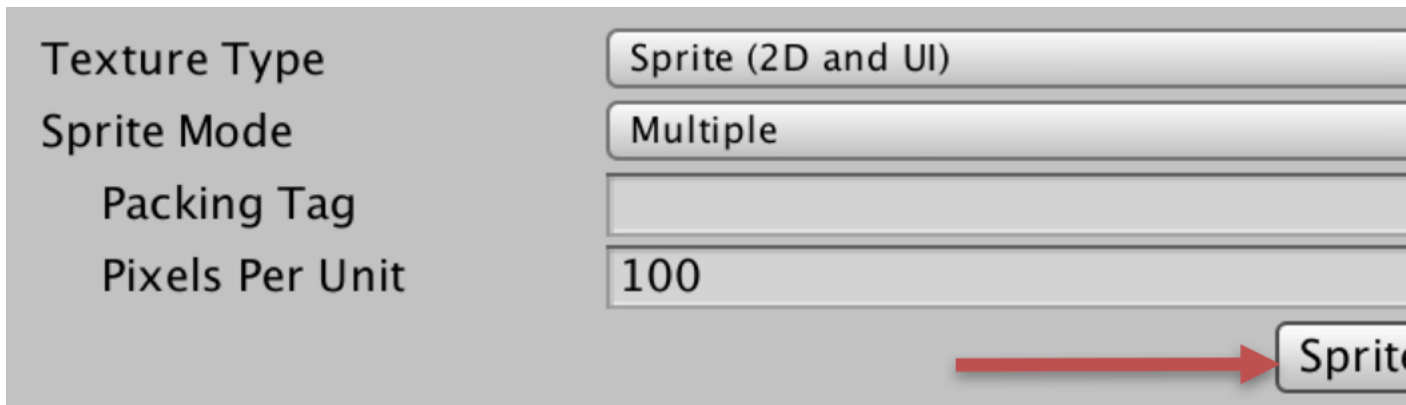
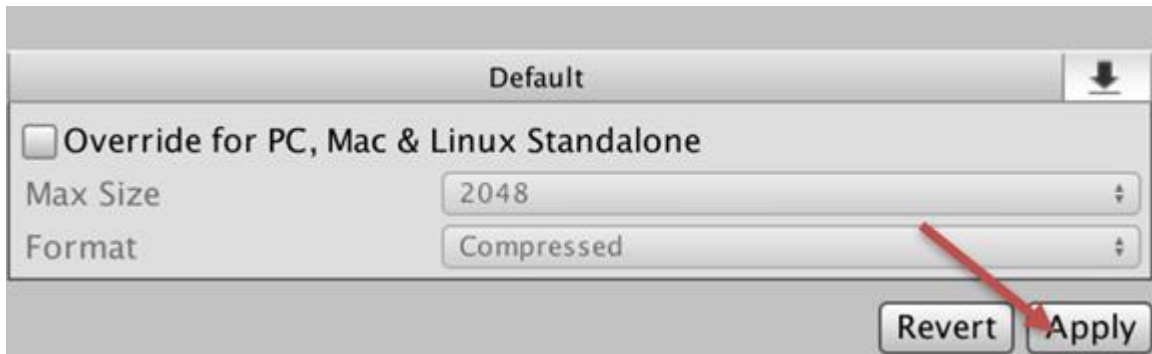
Override for PC, Mac & Linux Standalone

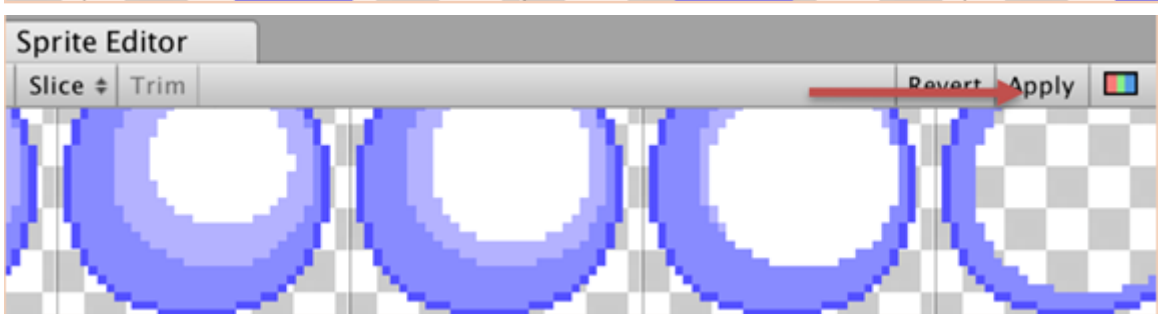
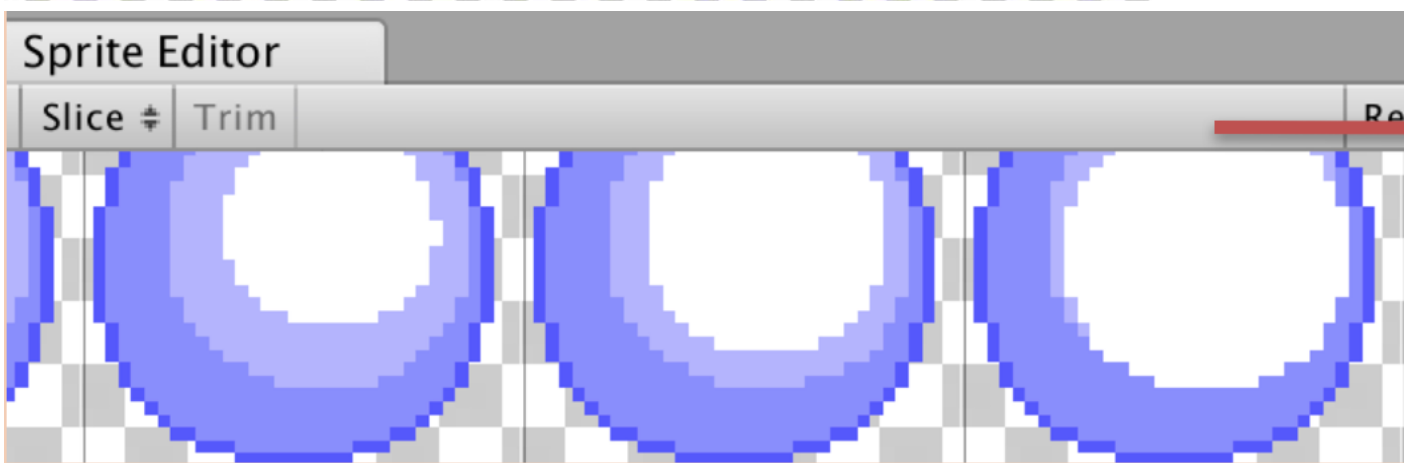
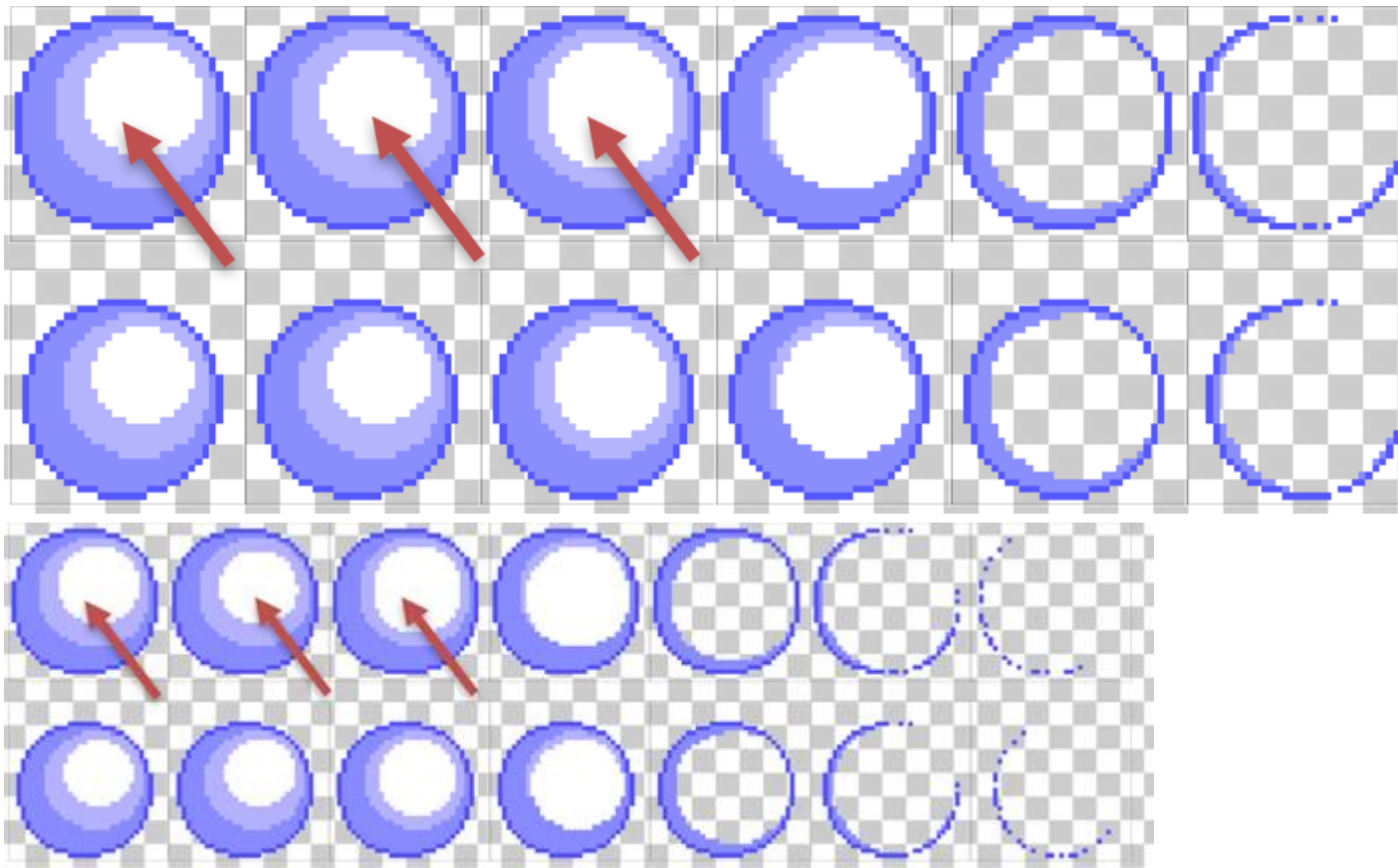
Max Size      2048

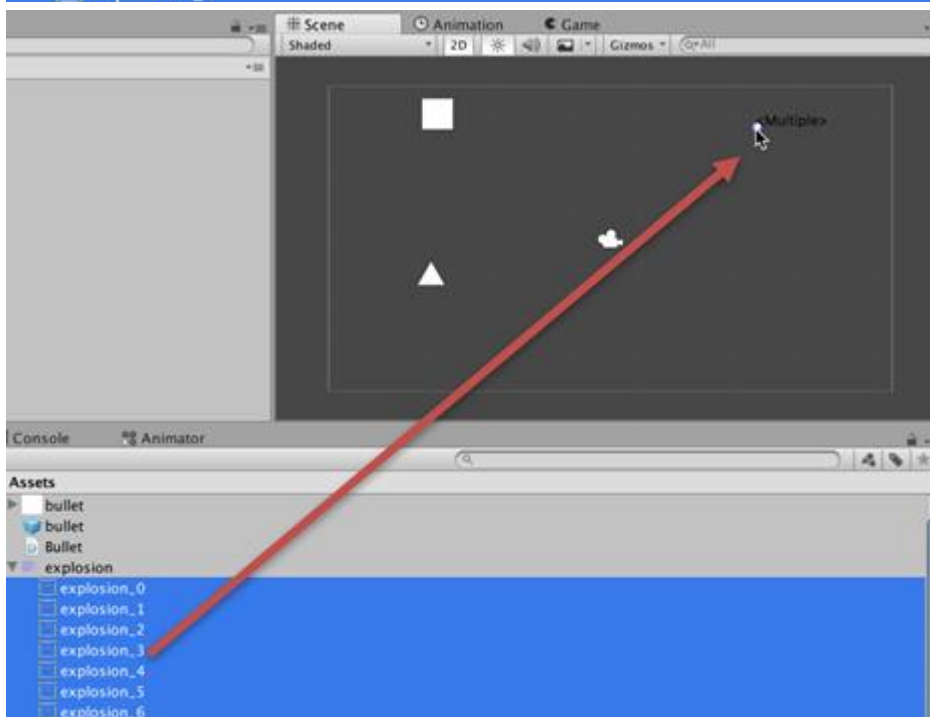
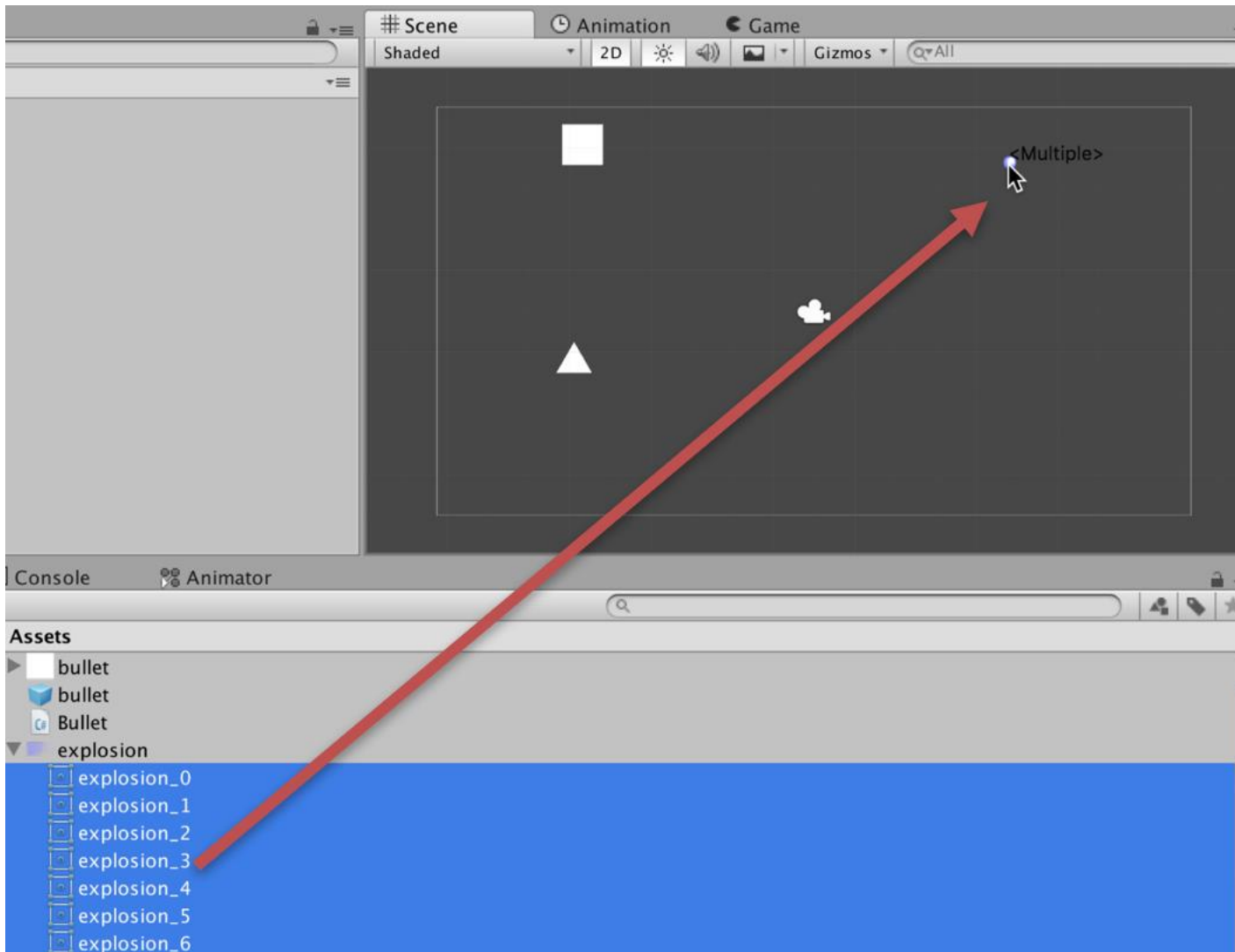
Format      Compressed

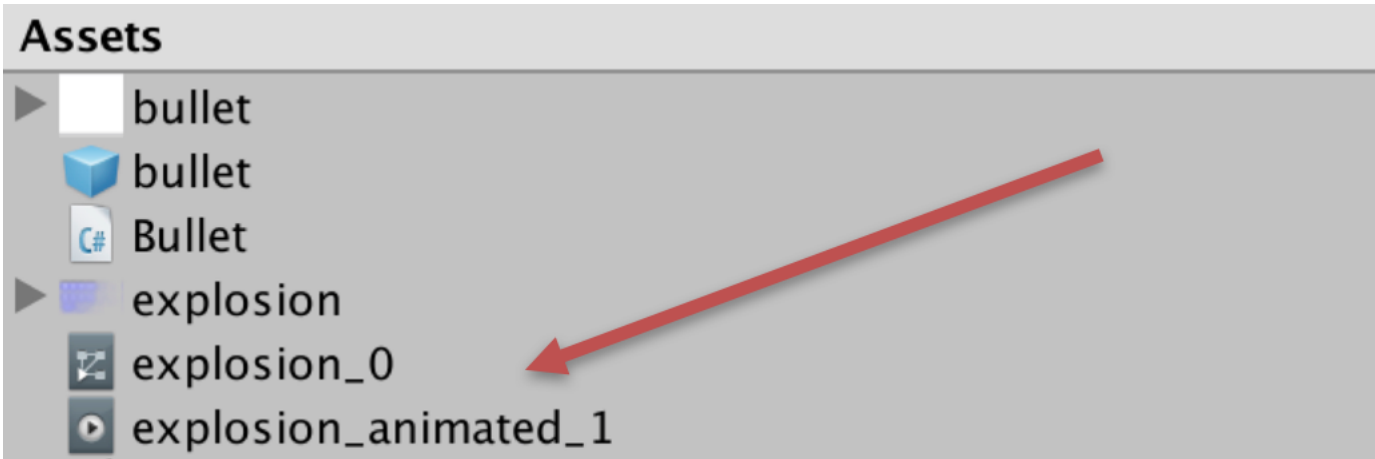
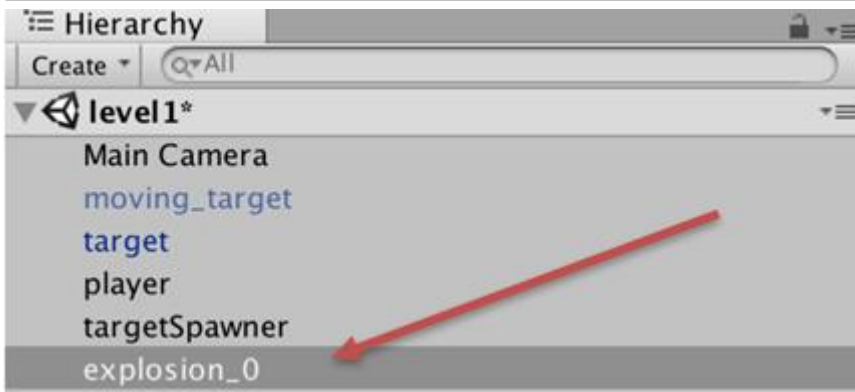
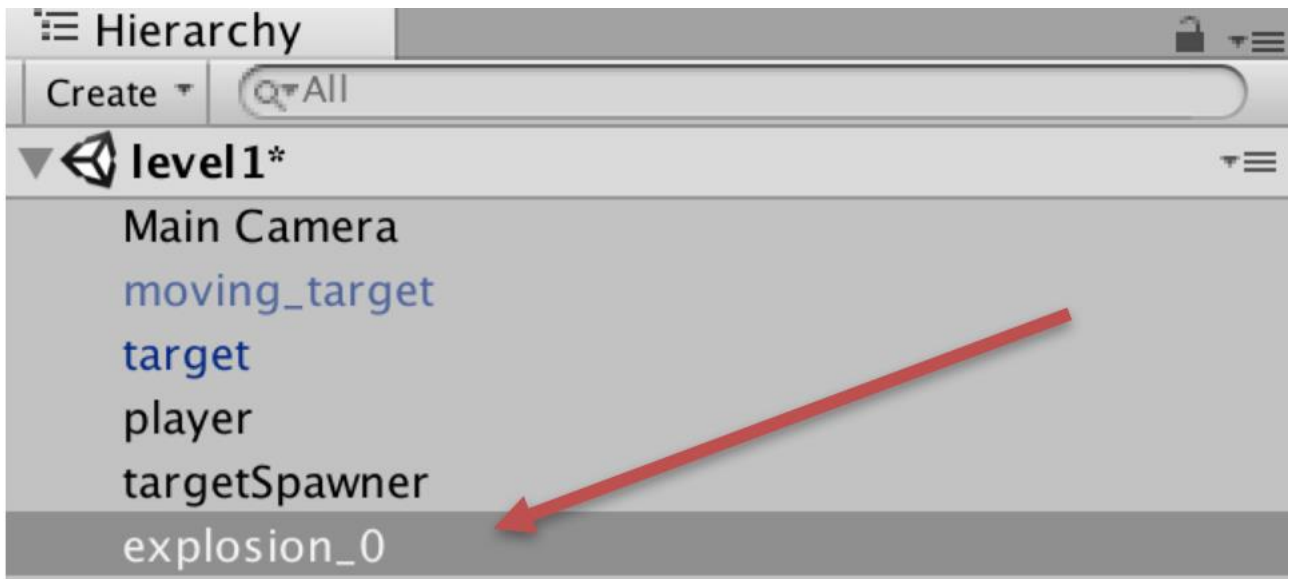
Revert

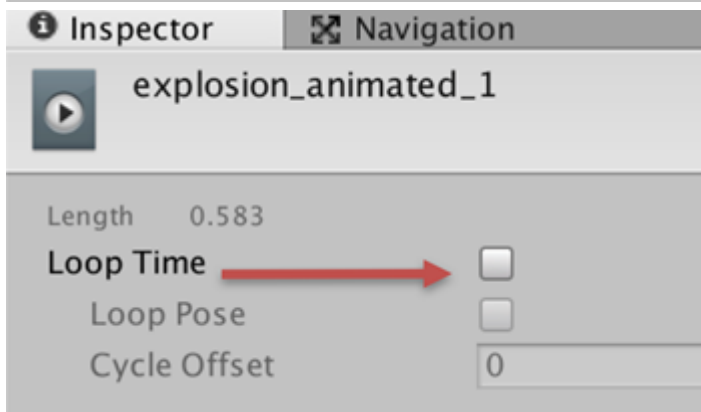
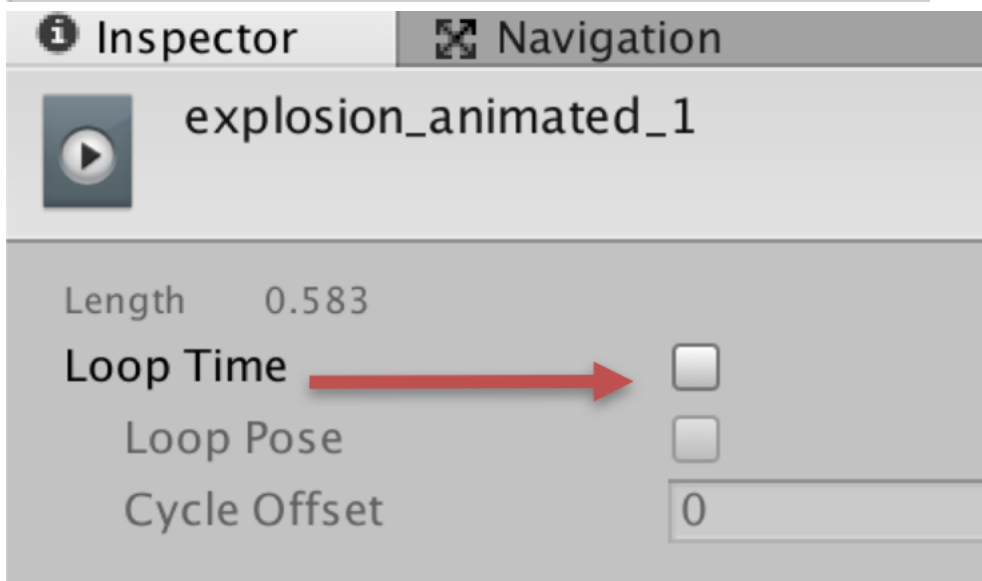
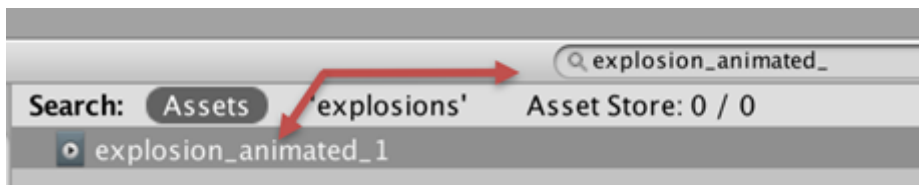
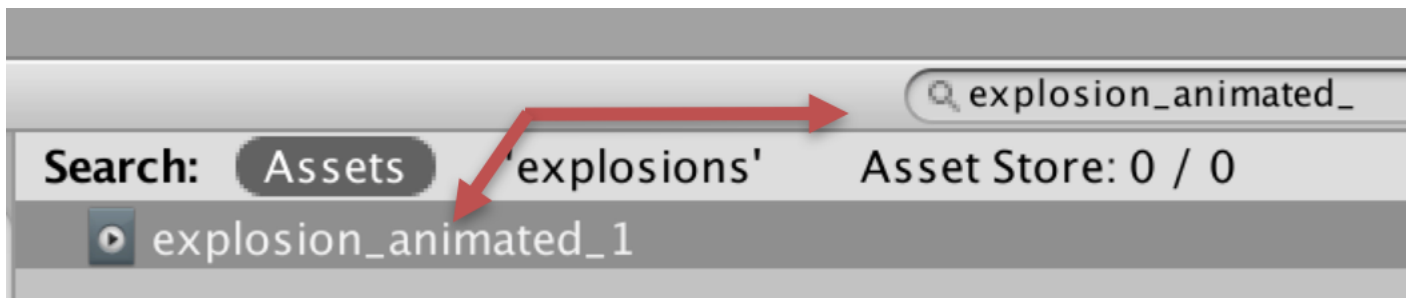












▼  **Manage Target Health (Script)**

Script

Health

Type

Is Blinking

Timer

Previous Color

Explosion

▼  **Manage Target Health (Script)**

Script

Health

Type

Is Blinking

Timer

Previous Color

Explosion

**Inspector** **Navigation**

explosion  Static



Tag  Layer

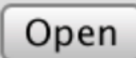
**Inspector** **Navigation**

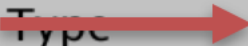
explosion  Static

Tag  Layer


Inspector Navigation

moving\_bg\_tile Import Settings  

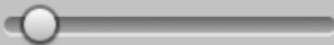



Texture Type  Texture

Alpha from Grayscale

Wrap Mode  Repeat

Filter Mode Bilinear

Aniso Level  1

Default 




Override for PC, Mac & Linux Standalone


Max Size 2048

Format Compressed


Revert Apply

Inspector Navigation


moving\_bg\_tile Import Settings   


Texture Type  Texture

Alpha from Grayscale

Wrap Mode  Repeat

Filter Mode Bilinear

Aniso Level  1

Default 




Override for PC, Mac & Linux Standalone

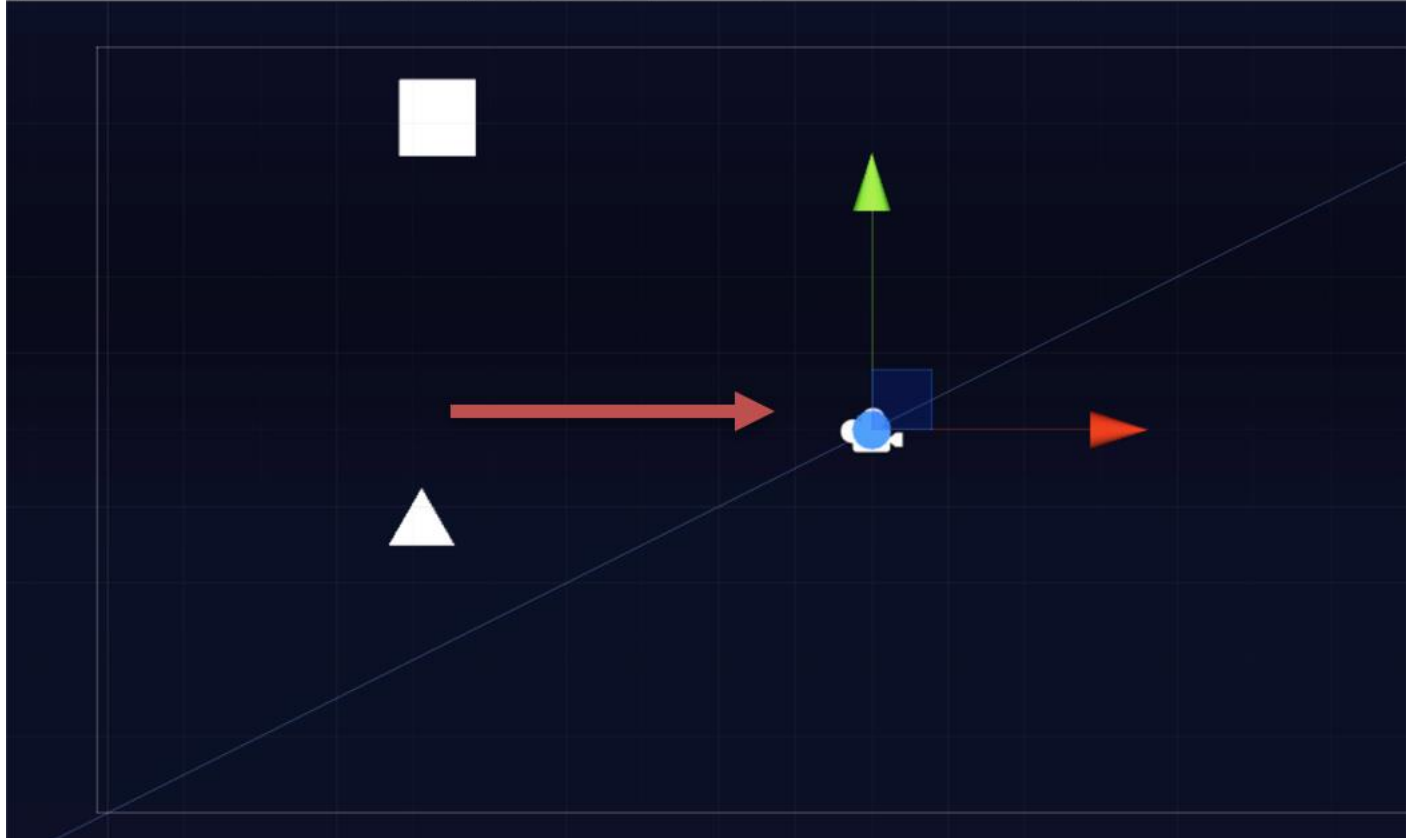
Max Size 2048

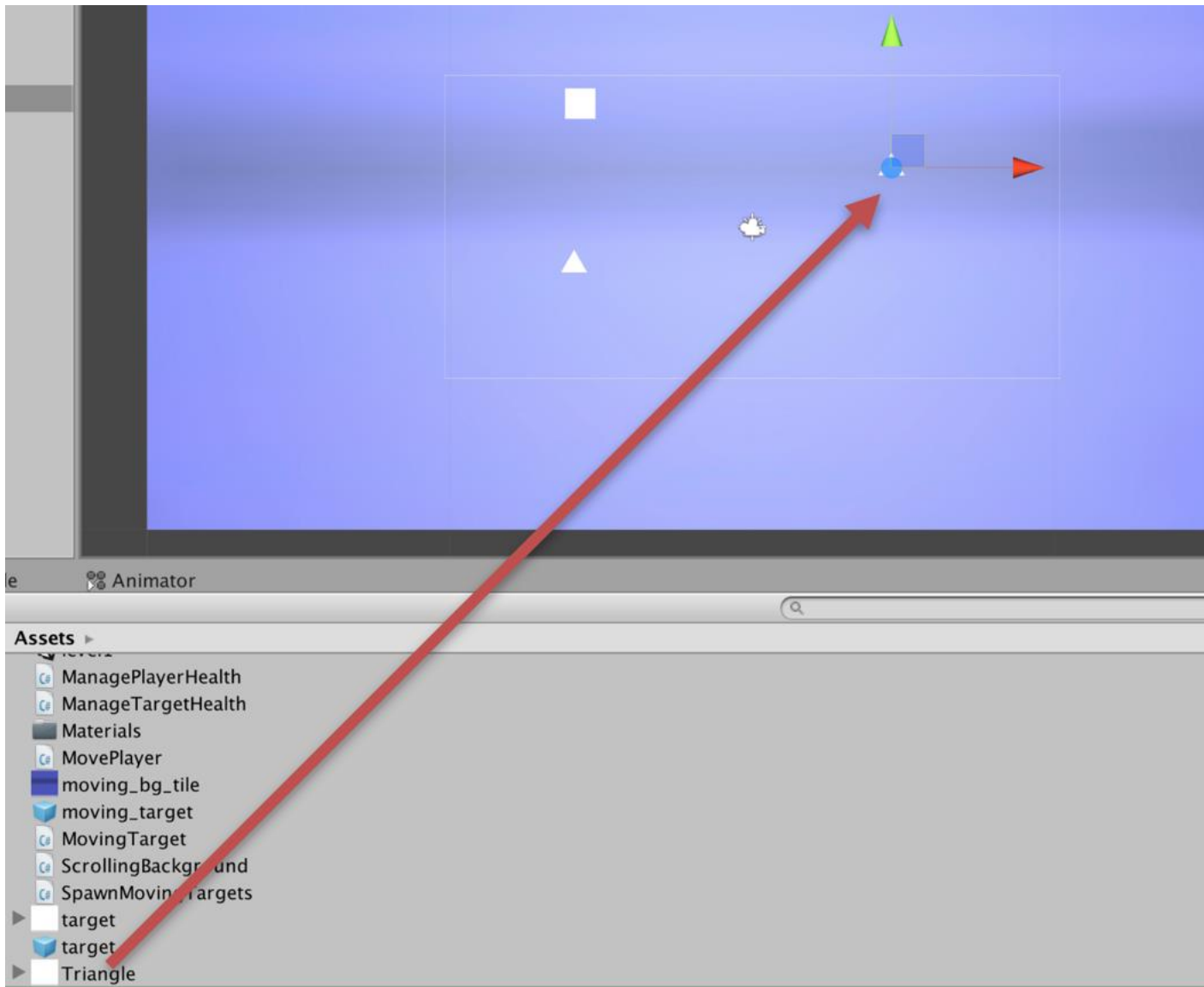
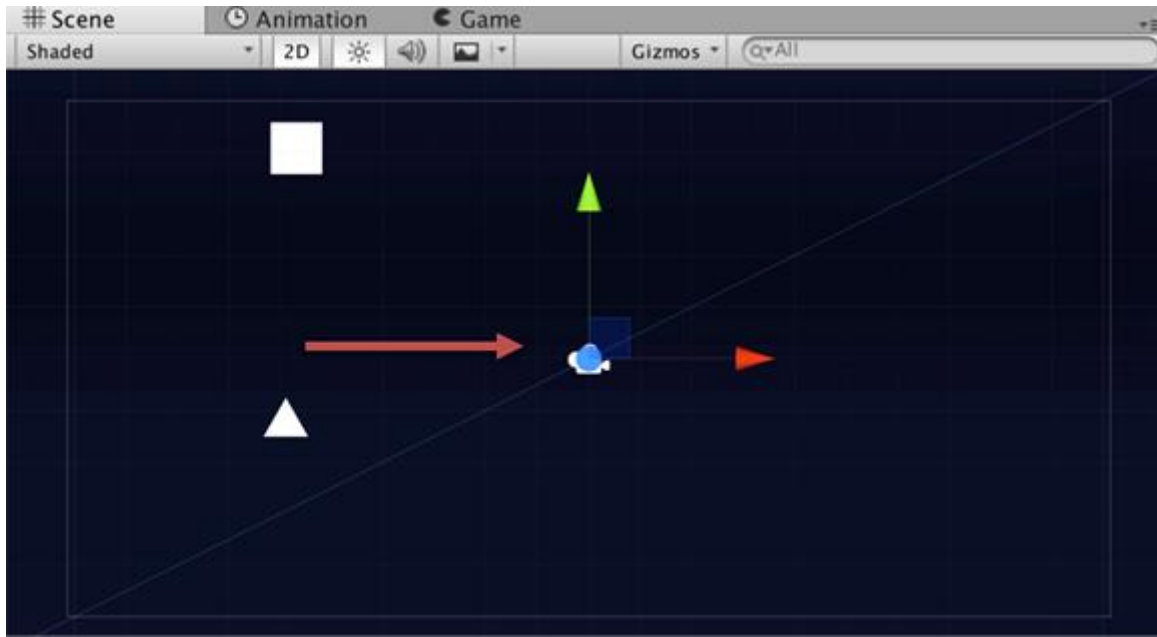
Format Compressed

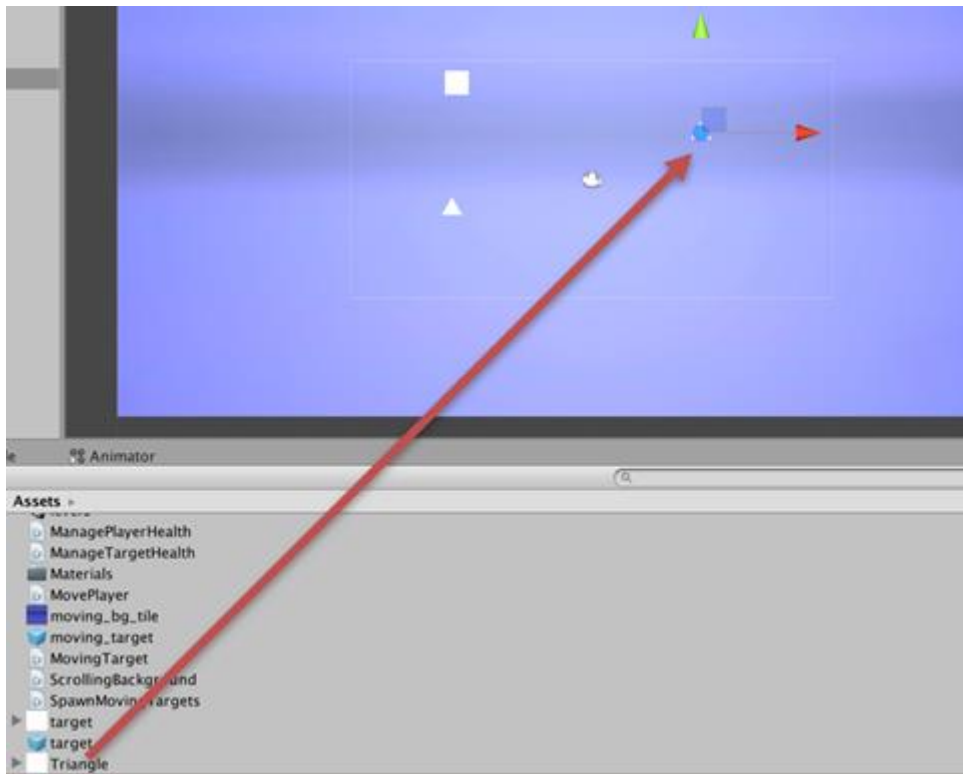
Revert Apply

# Scene Animation Game

Shaded 2D    Gizmos







▼  **Manage Target Health (Script)**

Script

Health

Type

Is Blinking

Timer

Previous Color

Explosion

▼  **Manage Target Health (Script)**

Script

Health

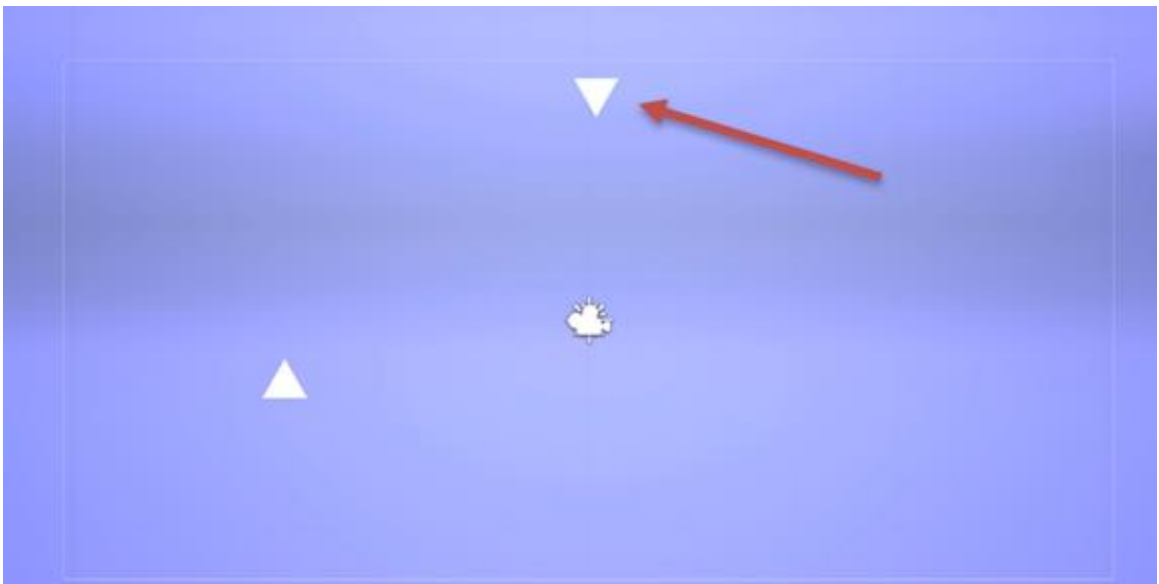
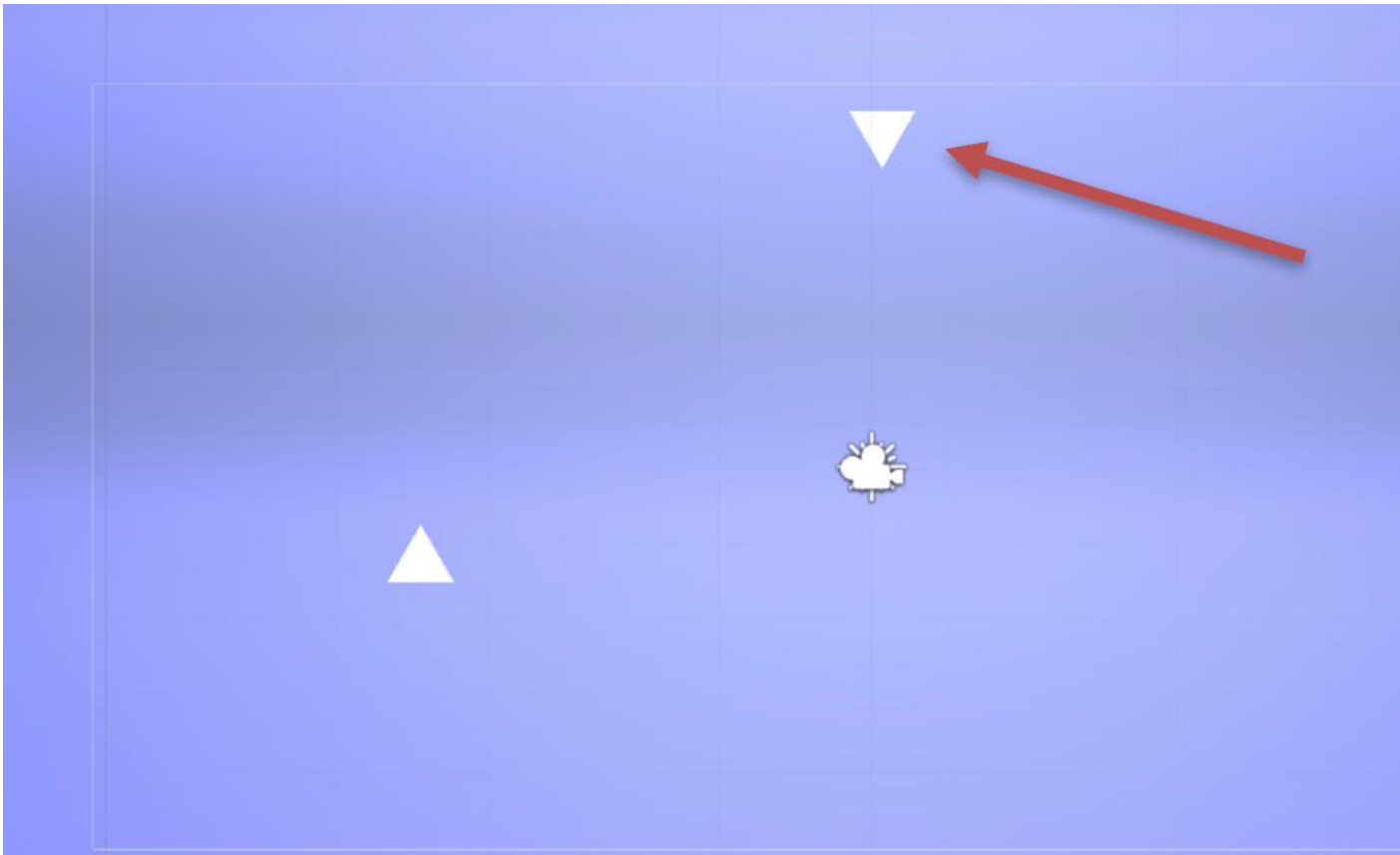
Type

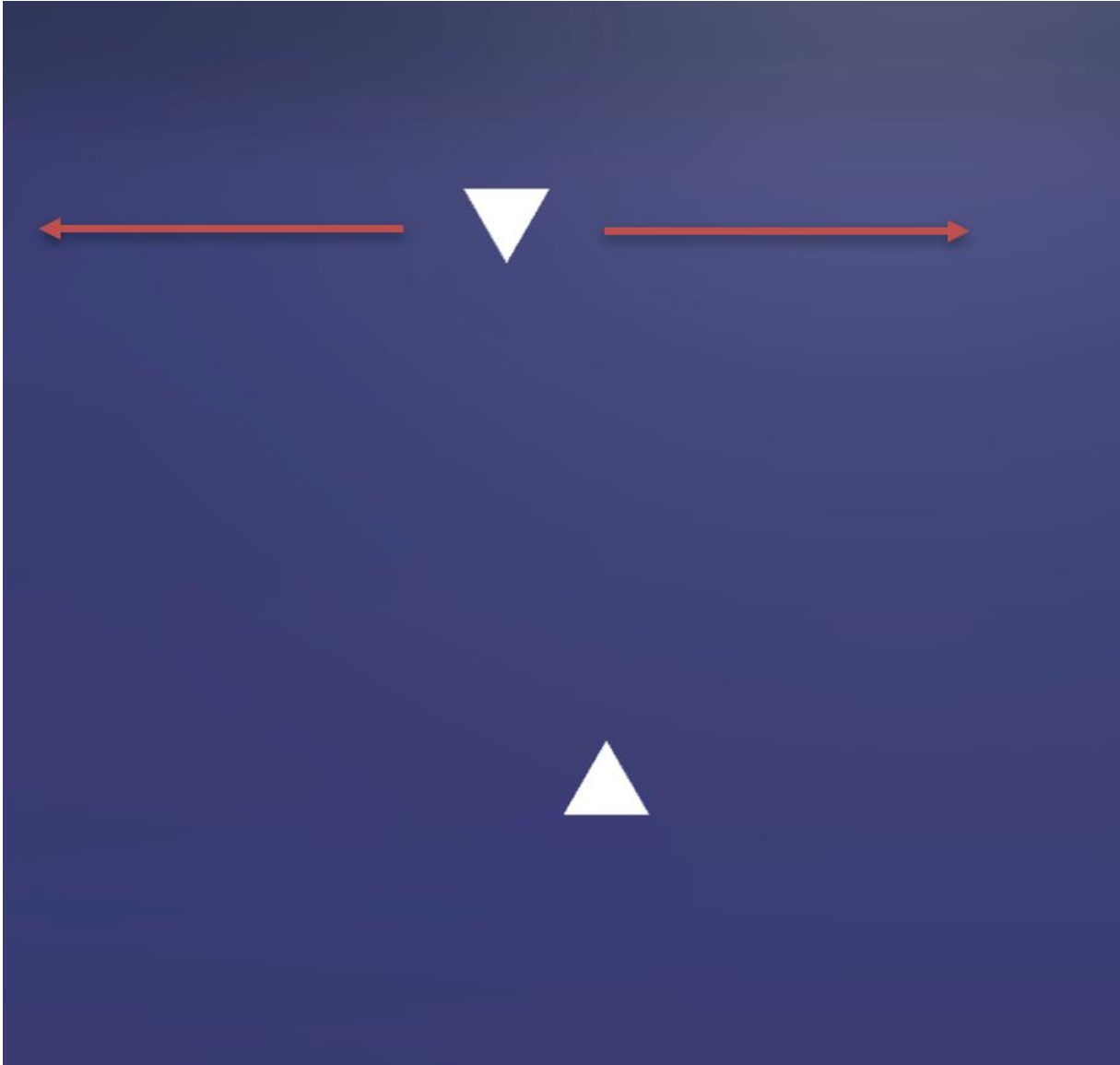
Is Blinking

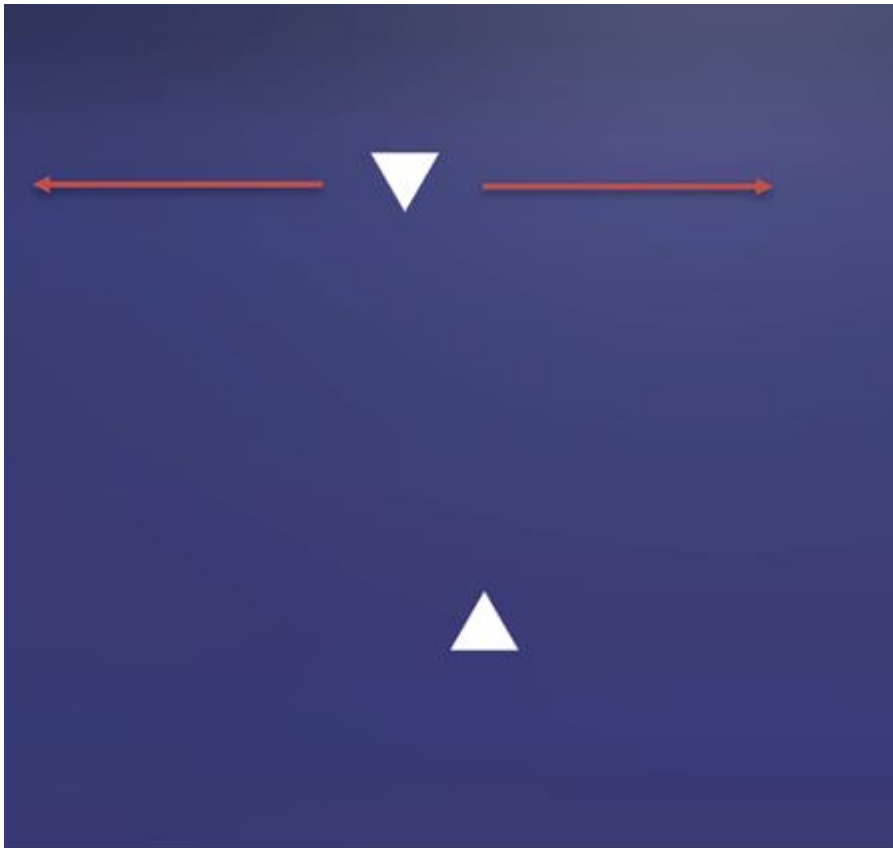
Timer




Previous Color




Explosion














▼   **Move NPC (Script)**  

Script	 MoveNPC	
Bullet	None (Game Object)	
Direction	1	
Timer	0	



▼   **Move NPC (Script)**  

Script	 MoveNPC	
Bullet	None (Game Object)	
Direction	1	
Timer	0	

