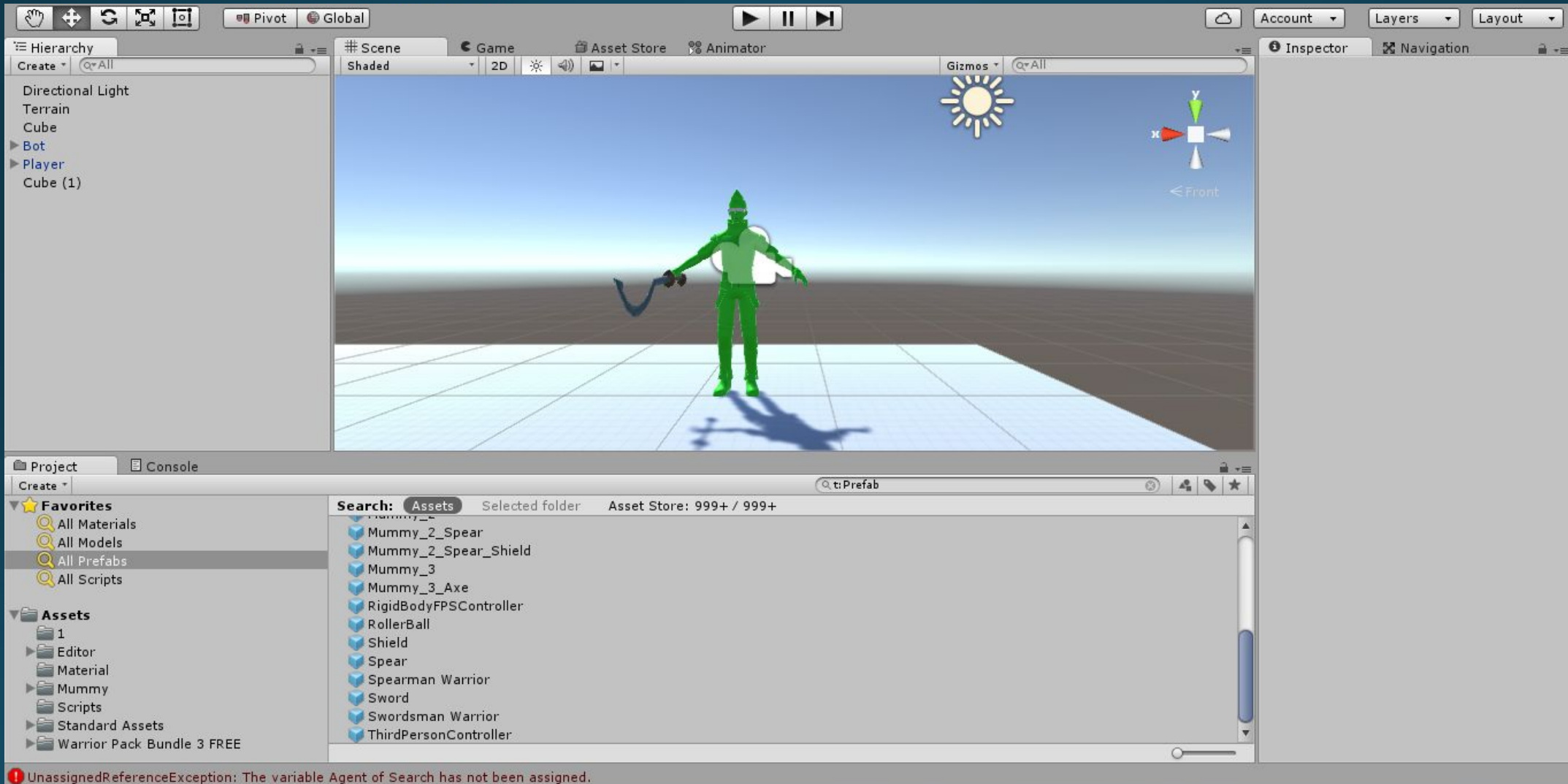




Создание автономных персонажей.

Unity скрипты

Для работы необходимы скрипты: Search и Game; Объекты: Player и Bot.



Unity скрипты

Изменяем скрипт Game, добавляем удары персонажа и удары для Мумии.

Персонаж

```
void Update () {
    if (Input.GetKeyDown(KeyCode.Z))
    {
        Player.GetComponent<Animator>().SetTrigger("a1");
    }
    if (Input.GetKeyUp(KeyCode.Z))
    {
        Player.GetComponent<Animator>().SetTrigger("i1");
    }
    if (Input.GetKeyDown(KeyCode.X))
    {
        Player.GetComponent<Animator>().SetTrigger("a2");
    }
    if (Input.GetKeyUp(KeyCode.X))
    {
        Player.GetComponent<Animator>().SetTrigger("i2");
    }
}
```

Мумия

```
void OnTriggerStay(Collider other)
{
    if (other.tag == "Attack1")
    {
        Bot.GetComponent<Animator>().SetTrigger("idle");
        Bot.GetComponent<NavMeshAgent>().enabled =
false;
        Bot.GetComponent<Animator>().SetTrigger("a1");
        Bot.GetComponent<Animator>().SetTrigger("i1");
        Bot.GetComponent<NavMeshAgent>().enabled =
true;
    }
}
```

Unity скрипты

У мумии задаём триггер позволяющий видеть соперника.

Тег – Attack 1

The screenshot displays the Unity 3D editor interface. The central view shows a character model (a mummy) in a scene with a grid floor and a blue wall. The Hierarchy panel on the left shows the scene's structure, with the 'Attack' component highlighted under the 'Bot' object. The Project panel at the bottom left shows the 'Scripts' folder selected. The Inspector panel on the right shows the properties of the selected 'Attack' component, including its Transform, Mesh Filter, Box Collider, and Mesh Renderer. A red error message is visible at the bottom of the console: 'UnassignedReferenceException: The variable Agent of Search has not been assigned.'

Hierarchy Panel:

- Create
- Directional Light
- Terrain
- Cube
- Bot
 - Armature
 - body_1
 - Camera
 - dress_1
 - dress_4
 - dress_arm_2_Skinned
 - fase_1
 - group1
 - hat_shoulders_1
 - hat_shoulders_2_Skinned
 - Lamp
 - shoulders_hat_4
 - See
 - Attack
- Player
- Cube (1)

Inspector Panel:

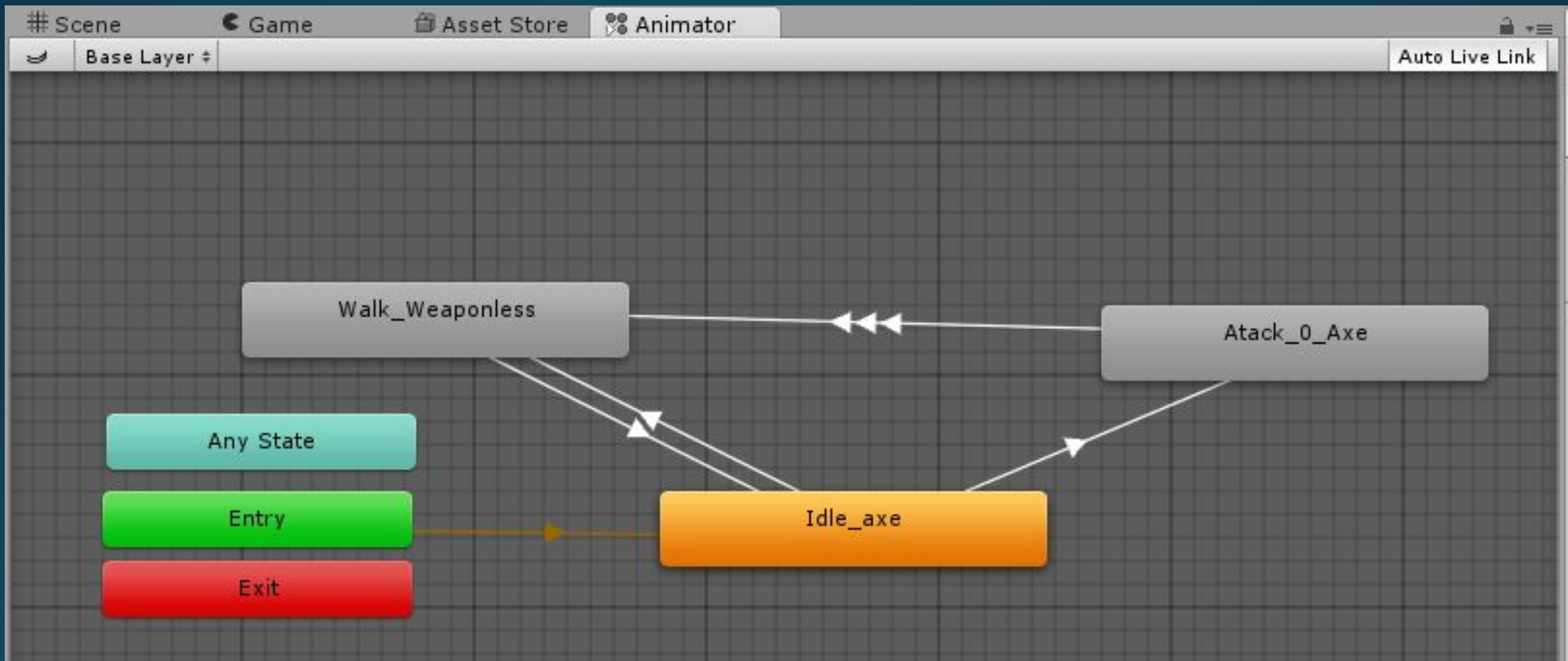
- Attack
 - Tag: Attack1
 - Layer: Default
 - Transform
 - Position: X -0.076, Y 0, Z 0.361
 - Rotation: X 0, Y 0, Z 0
 - Scale: X 0.40597, Y 0.99999, Z 1.20631
 - Cube (Mesh Filter)
 - Mesh: Cube
 - Box Collider
 - Is Trigger:
 - Material: None (Physic Materi...)
 - Center: X 0, Y 0, Z 0
 - Size: X 1, Y 1, Z 1
 - Mesh Renderer
 - Default-Material
 - Shader: Standard
 - Add Component

Console:

UnassignedReferenceException: The variable Agent of Search has not been assigned.

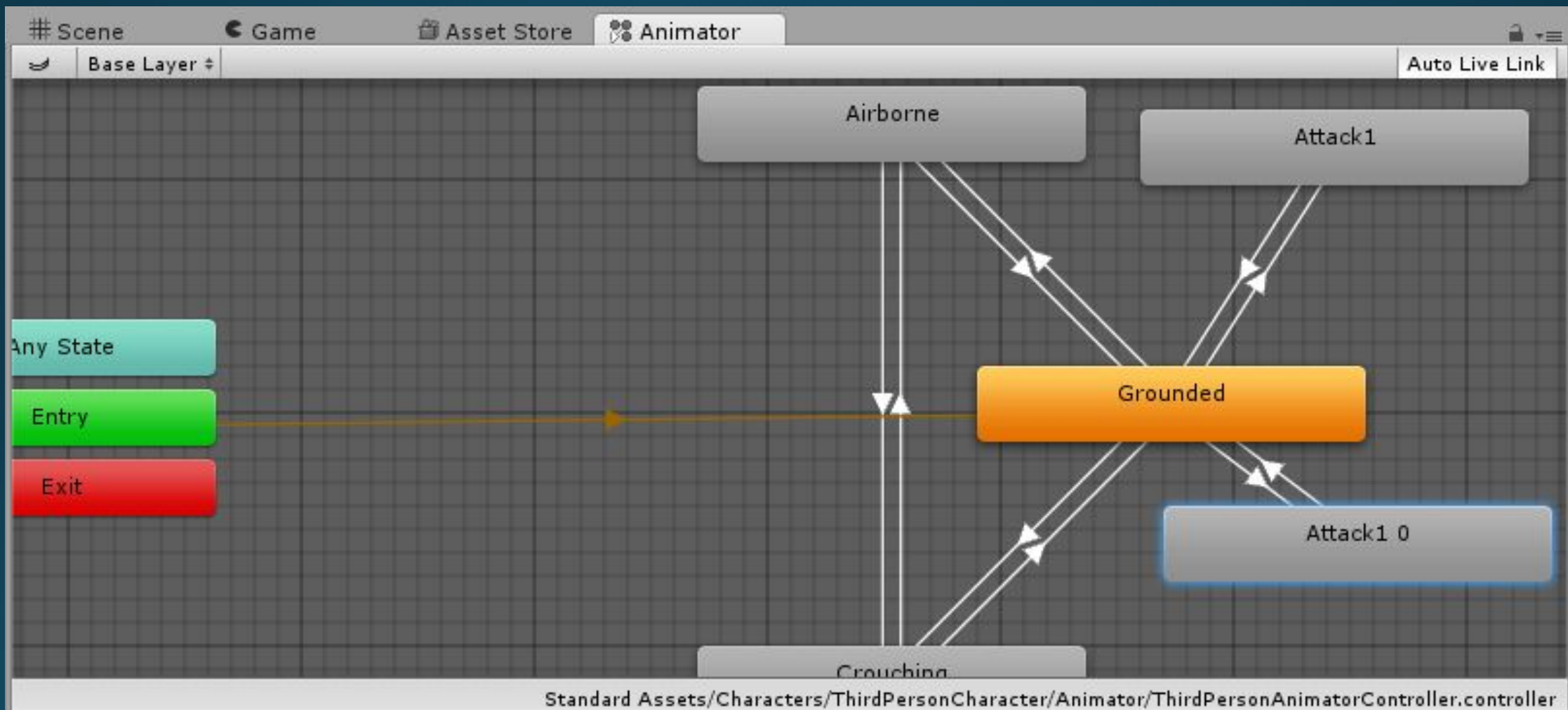
Unity скрипты

Аниматор Мумии.



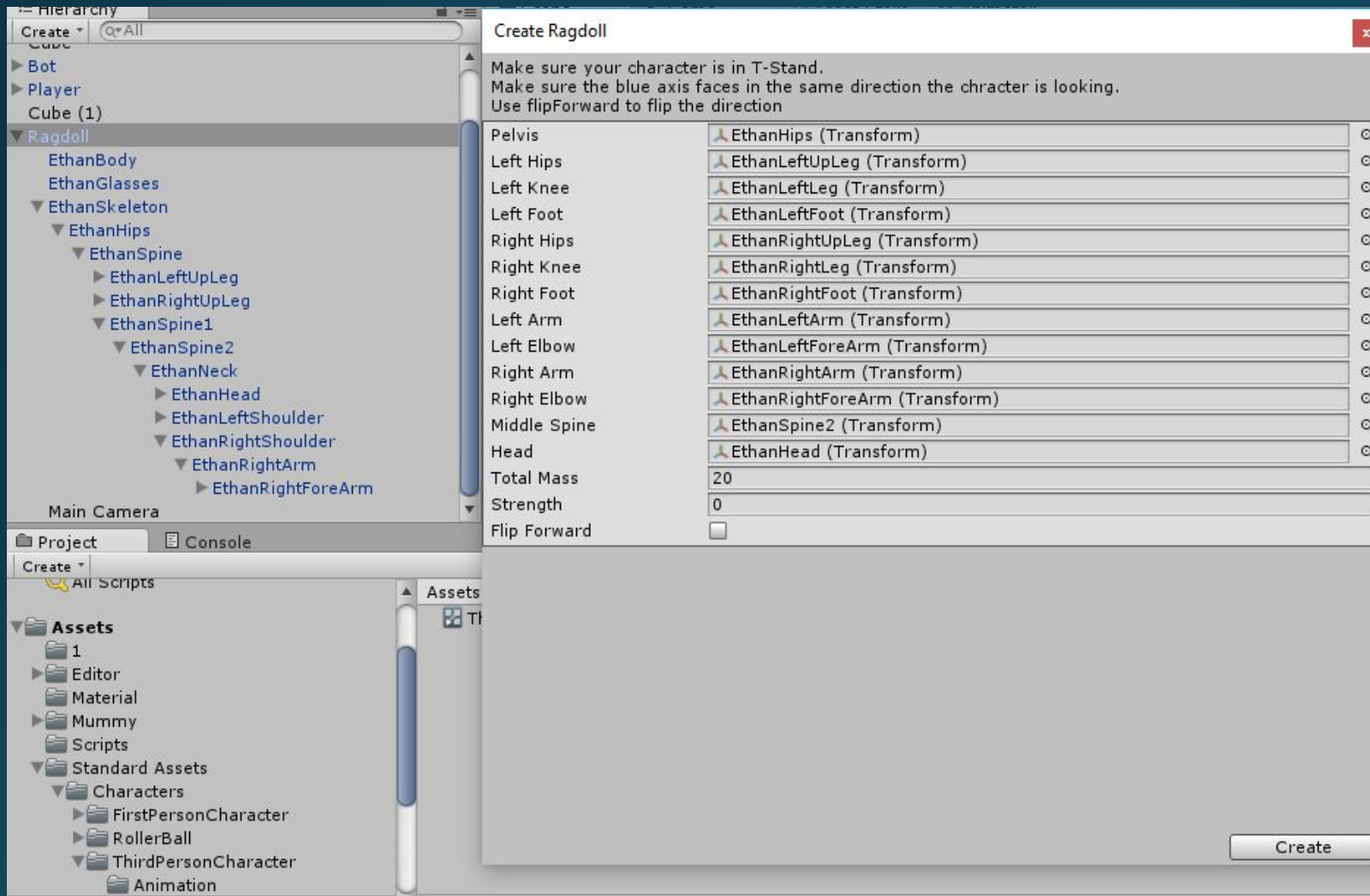
Unity скрипты

Аниматор Игрока.



Unity скрипты

Создайте Ragdoll Игрока (дублируем персонажа, удаляем все элементы выполняем команду GameObject – 3d Object - Ragdoll).



Unity скрипты

Задаём DangerZone на топор мумии.

The image shows the Unity 3D editor interface. In the center, a mummy character is holding a pickaxe. A small white cube is attached to the pickaxe head, labeled "Куб". The Inspector panel on the right shows the "Box Collider" component with "Is Trigger" checked, labeled "Триггер". The "DangerZone" tag is also visible in the Inspector. The Hierarchy panel on the left shows the mummy's skeletal structure, and the Project panel at the bottom shows the scene's asset structure.

There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listener in the scene.

Unity скрипты

Задаём в скрипт Game ещё переменные Ragdoll, kill и Weapon и изменяем его.

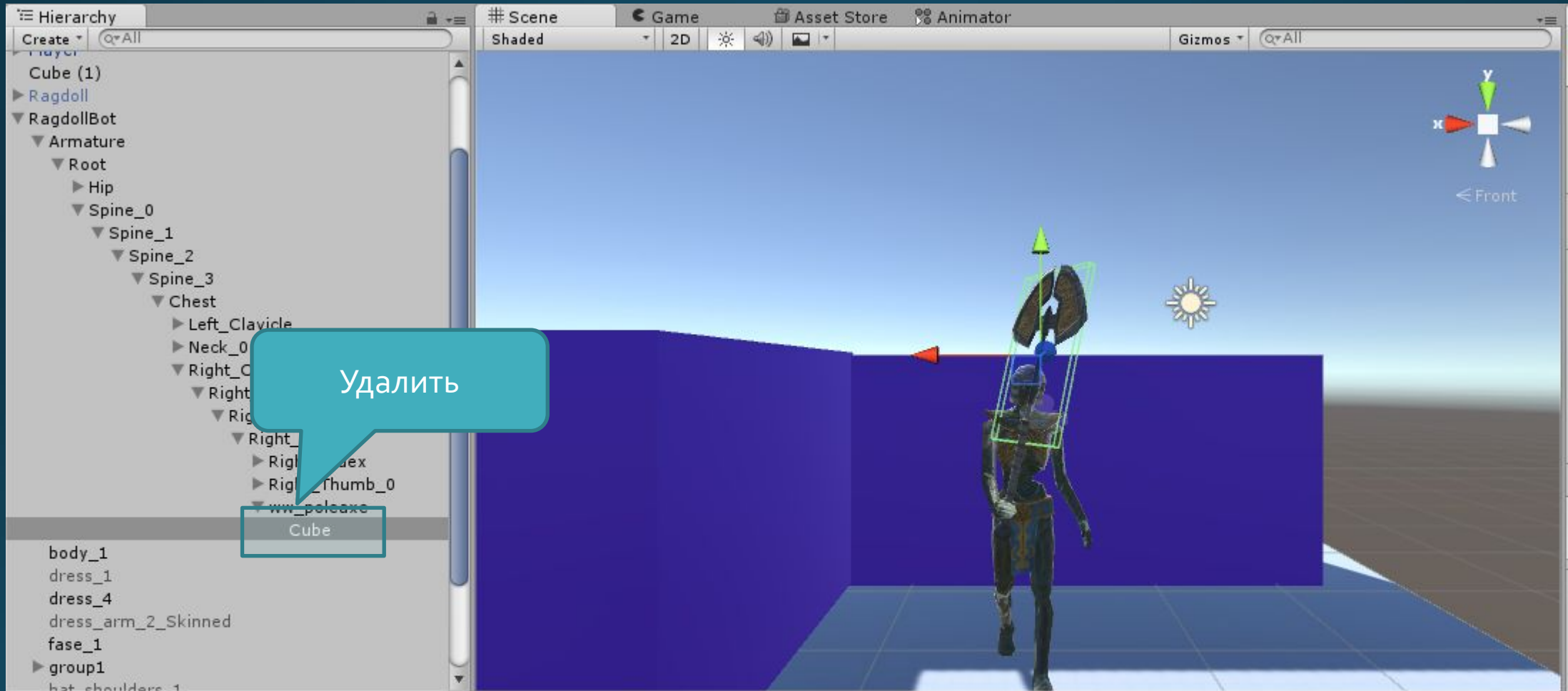
```
using UnityEngine;
using System.Collections;
public class Game : MonoBehaviour {
    public GameObject Player;
    public GameObject Bot;
    public GameObject Ragdoll;
    private bool kill = false;
    void Start () {
```

Kill определяет
находимся ли мы в зоне
атаки, Weapon
активизирует оружие
игрока в момент удара.

```
void OnTriggerEnter(Collider other)
{
    if (other.tag == "See")
    {
        Bot.GetComponent<NavMeshAgent>().enabled = true;
        Bot.GetComponent<Animator>().SetTrigger("walk");
    }
    if ((other.tag == "DangerZone")&&(kill))
    {
        Player.SetActive(false);
        Ragdoll.transform.position = Player.transform.position;
        Ragdoll.transform.rotation = Player.transform.rotation;
        Ragdoll.SetActive(true);
    }
}
void OnTriggerStay(Collider other)
{
    if (other.tag == "Attack1")
    {
        Bot.GetComponent<Animator>().SetTrigger("idle");
        Bot.GetComponent<NavMeshAgent>().enabled = false;
        Bot.GetComponent<Animator>().SetTrigger("a1");
        Bot.GetComponent<Animator>().SetTrigger("i1");
        Bot.GetComponent<NavMeshAgent>().enabled = true;
        kill = true;
    }
}
```

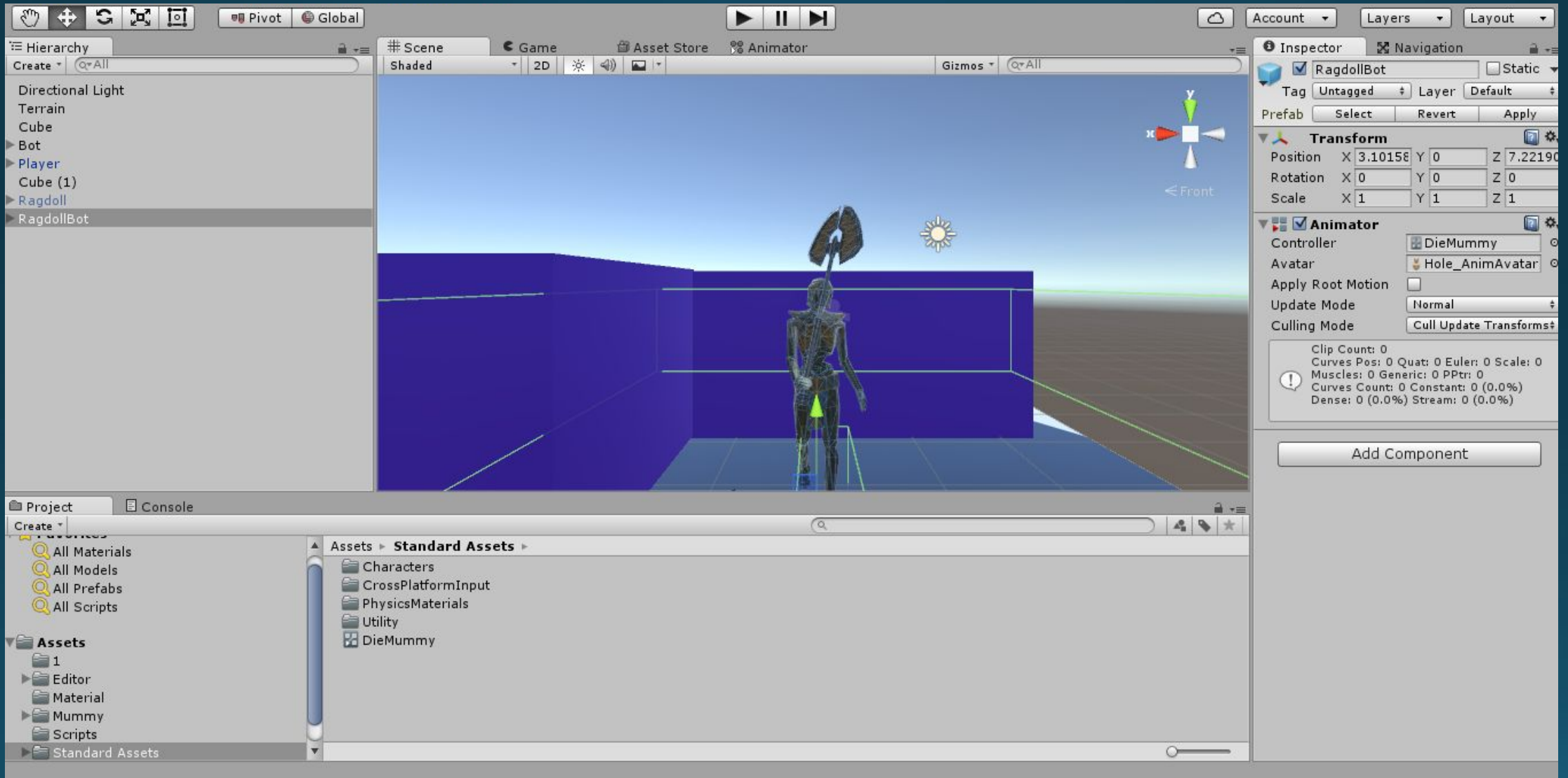
Unity скрипты

Создадим RagdollBot для мумии через анимацию и удаляем из него куб, установленный на топоре.



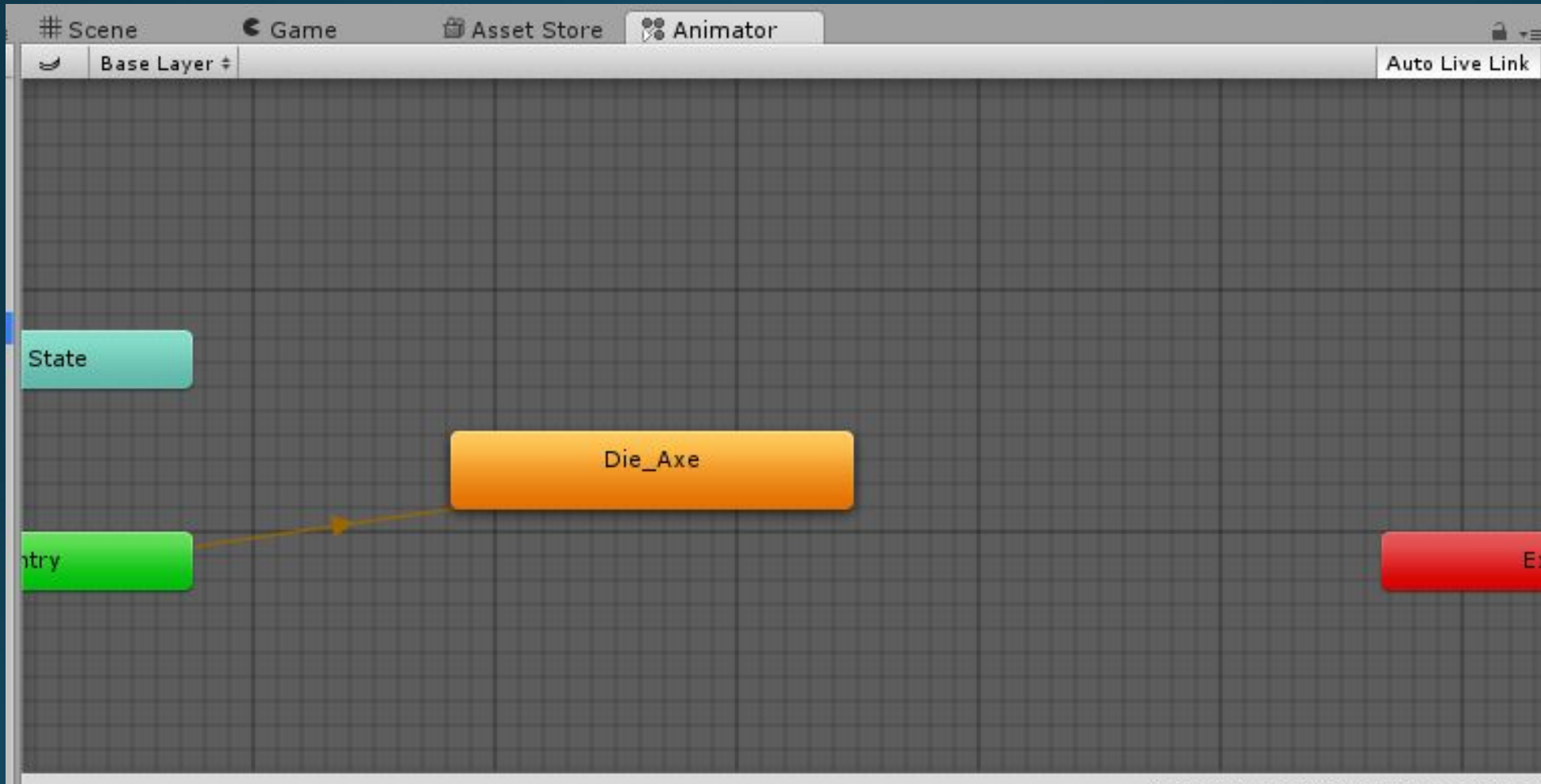
Unity скрипты

Создадим аниматор контроллер DieMummy.



Unity скрипты

Изменим Animator Controller - DieMummy.



Unity скрипты

Создайте скрипт KillMummy и поместите его на мумию.

```
using UnityEngine;
using System.Collections;

public class KillMummy : MonoBehaviour {
    public GameObject Bot;
    public GameObject Ragdoll;

    void Start () {
    }
    void Update () {
    }
    void OnTriggerEnter(Collider other)
    {
        if (other.tag == "DangerMummy")
        {
            Bot.SetActive(false);
        }
    }
}
```