

HORROR PACK V1.1

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This is documentation of the asset

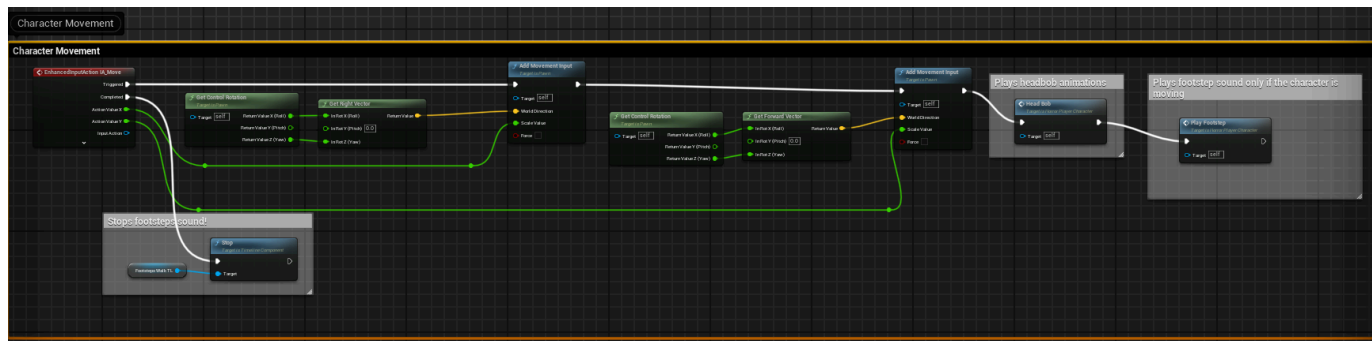
Scroll down to start viewing documentation

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CHARACTER MOVEMENT

Located at the **Content/Core/Horror_PlayerCharacter** -> Event Graph

You can adjust player speed with float **Walk Speed**.



There is not much to it currently its a simple character movement system that plays headbob animations once you move and also does footstep system! You can adjust footsteps to every material! In the next version Crouch will be added so we will continue this section in the next version!

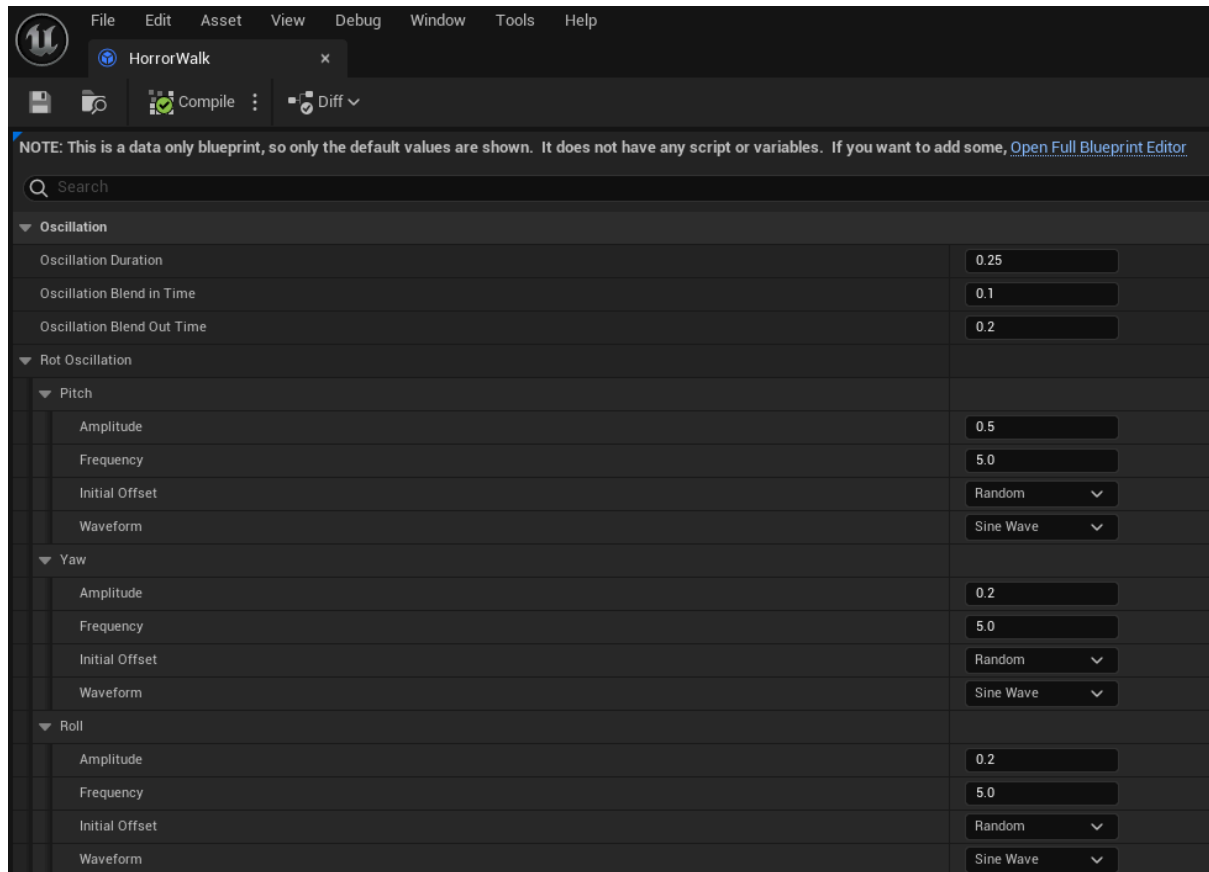
Scroll down to the next section!

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HEADBOB

Headbob is effect that we use when we want to create some realistic movement for example in this project we used **LegacyCameraShake** and here is how you can adjust it to your liking! You can change every aspect of it with following steps!

Locate **Content/Headbob/HorrorWalk** and open it



Feel free to tweak this settings to adjust headbobing to your liking!

Pitch - Used for Up / Down headbobing!

Yaw - Used for Left / Right headbobing!

Roll - Used for diagonal somekind wavy headbobing!

Amplitude - Strength of headbob

Frequency - How frequently headbob is going to be played

As you can see every Rot Oscillation has its own amplitude and frequency so adjust it as you wish!

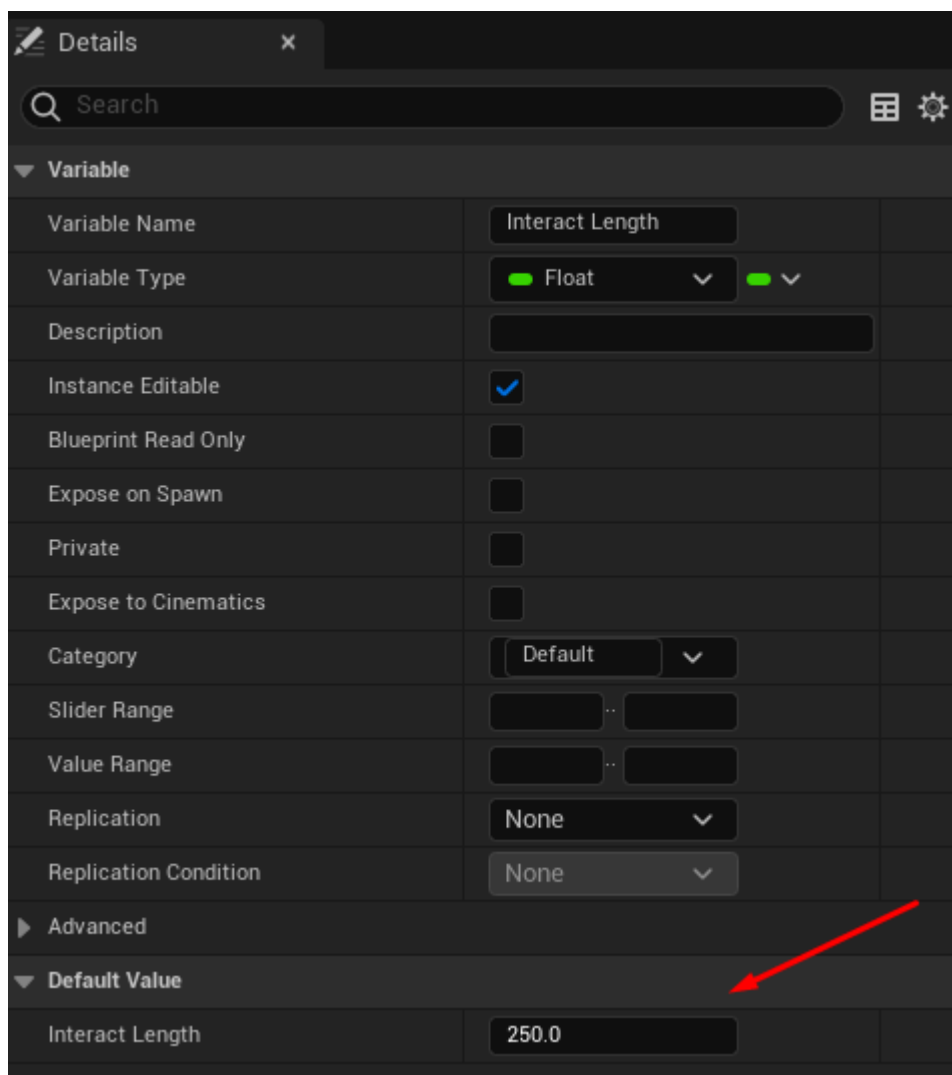
INTERACTION SYSTEM

Interaction system in this asset works basically once you press hotkey for interaction you start to shoot linetrace from your camera to the end of the float length



We use **Interact Length** FLOAT located inside of our Horror_PlayerCharacter event graph to decide how long is our linetrace going to be!

Bigger the linetrace bigger the interact range!

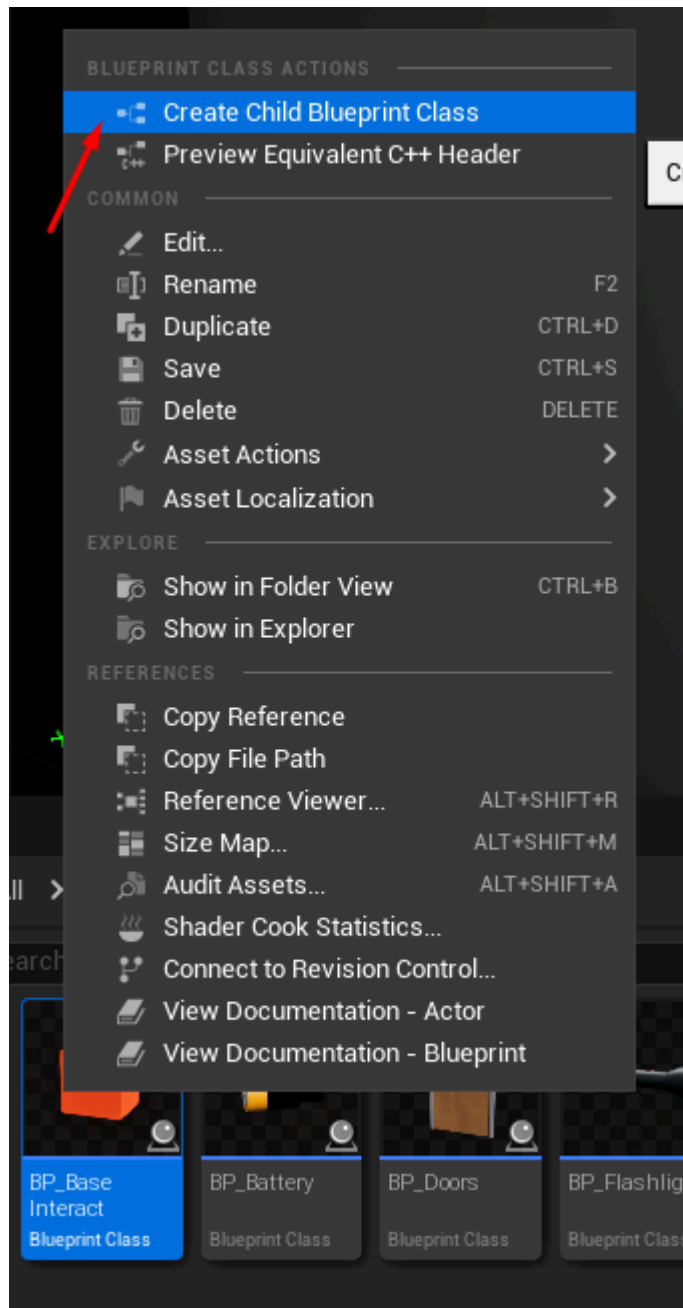


This is where we adjust the number of it!

Also to make this work without casting we are using blueprint interfaces in this case we named it **BPI_Interact** and it can be found inside **Content/Blueprints/Interfaces/BPI_Interact**

CREATING INTERACTABLE ACTOR

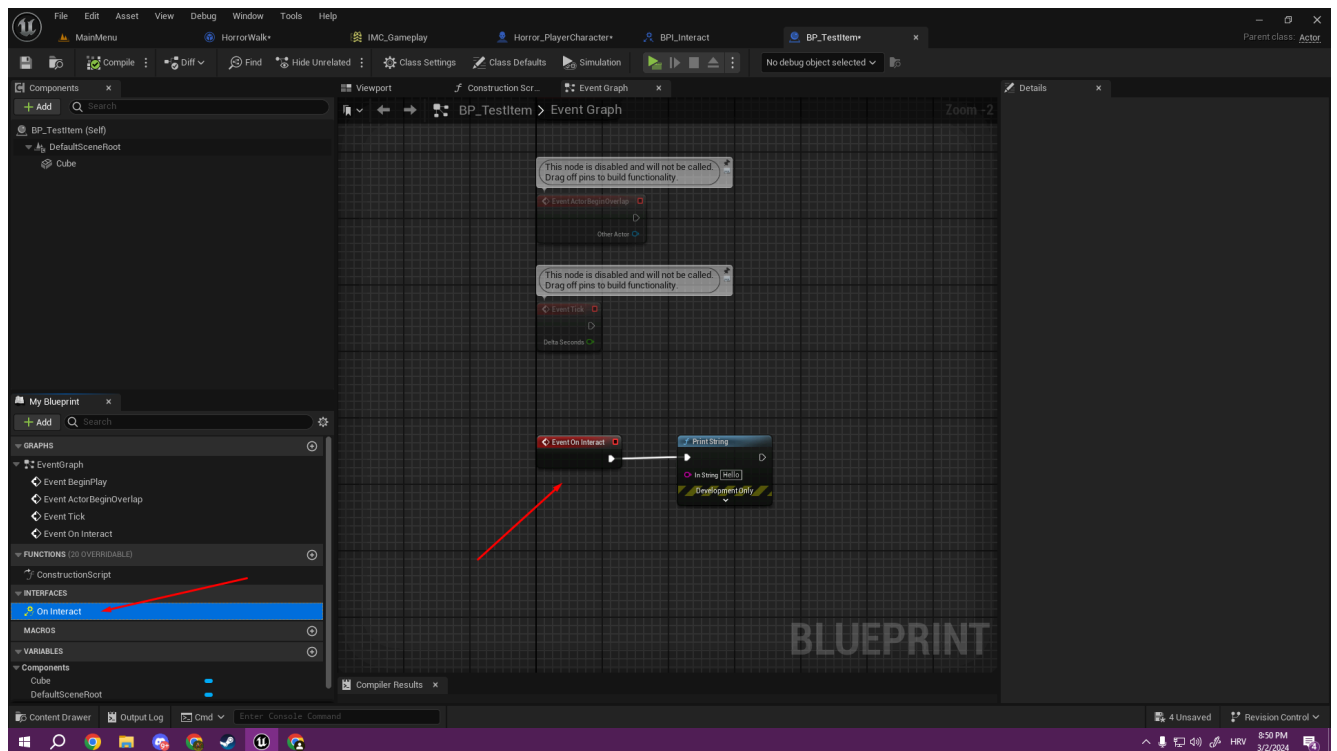
First we head to the Content/Blueprint/Actors and right click **BP_BaseInteract** actor



and we create child blueprint class or we can simply duplicate BP_BaseInteract actor!

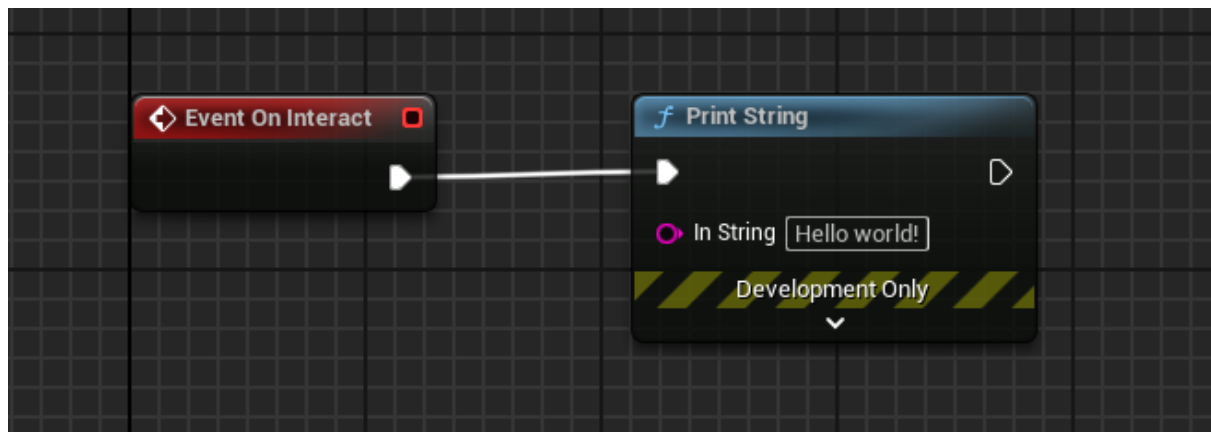
If we do those steps we will automatically have implemented BPI_Interact interface inside of it and we will be ready to go!

Next thing is adding some function to that interact interface and we do it by doing following:



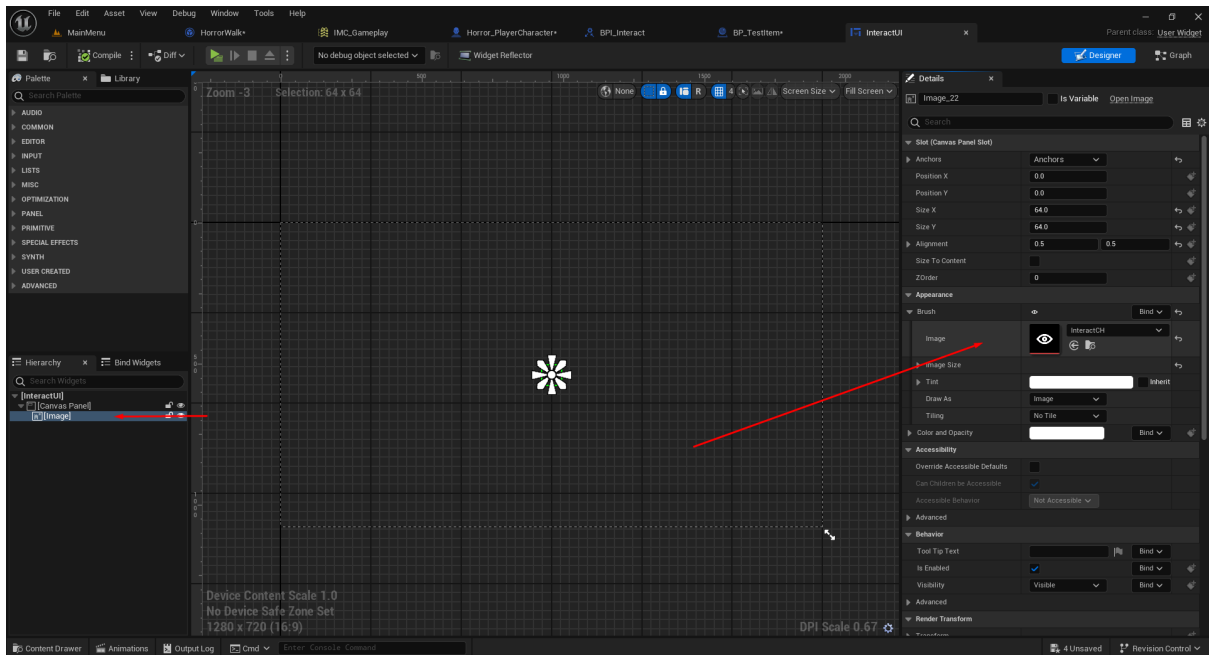
By clicking “**On Interact**” you will get **custom event “On Interact”** and after that you can fire any code that you want!

For example this is going to print string “**Hello World**” once your linetrace pierces thru actor that contains “**BPI_Interact**”



INTERACT UI WIDGET

Code for Interact UI Widget is located in **Horror_PlayerCharacter** event graph under comment **Interact Icon UI** but you don’t have to do anything in this code if you don’t want to since logic is already done you can just locate **Content/UI/InteractUI** and change image with desired icon or text that you want to see once player interacts with the actor that has implemented “**BPI_Interact**” interface



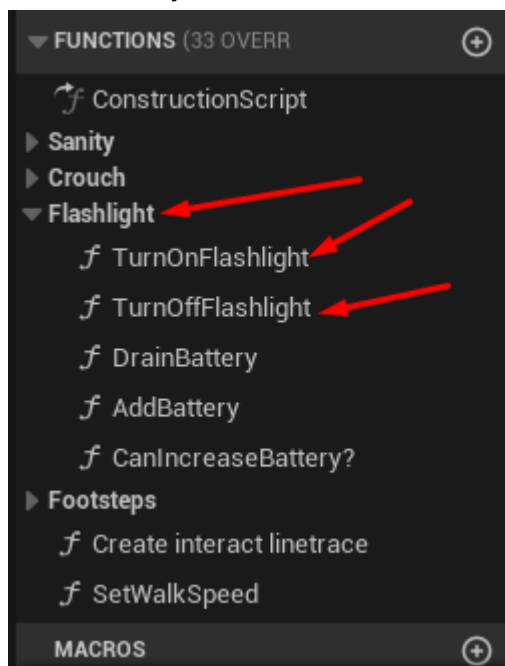
This is what Interact UI widget looks when set by default:



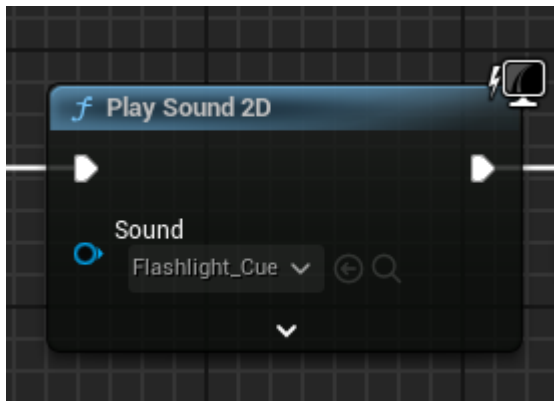
FLASHLIGHT

HOW TO CHANGE FLASHLIGHT SOUND FOR TURN ON AND TURN OFF?

Firstly locate Content/Core/Horror_PlayerCharacter and look for the functions on your left side of the layout



Open up flashlight tab and go to the **TurnOnFlashlight** function and change Play Sound 2d variable to your sound file! Same goes for the **TurnOffFlashlight** function.



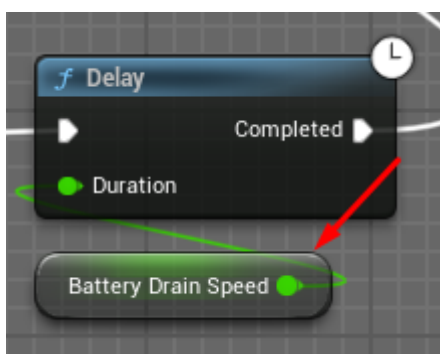
This is the node that you should be changing for SFX!

HOW TO CHANGE BATTERY FLASH DRAIN VALUE

Locate **Custom Event** “TryDrainBattery” in your **Horror_PlayerCharacter Event Graph**
Change **Battery Amount** **FLOAT** value



Or just decrease/increase speed of your delay node by changing **Battery Drain Speed** **FLOAT** value



Details

Search

Variable

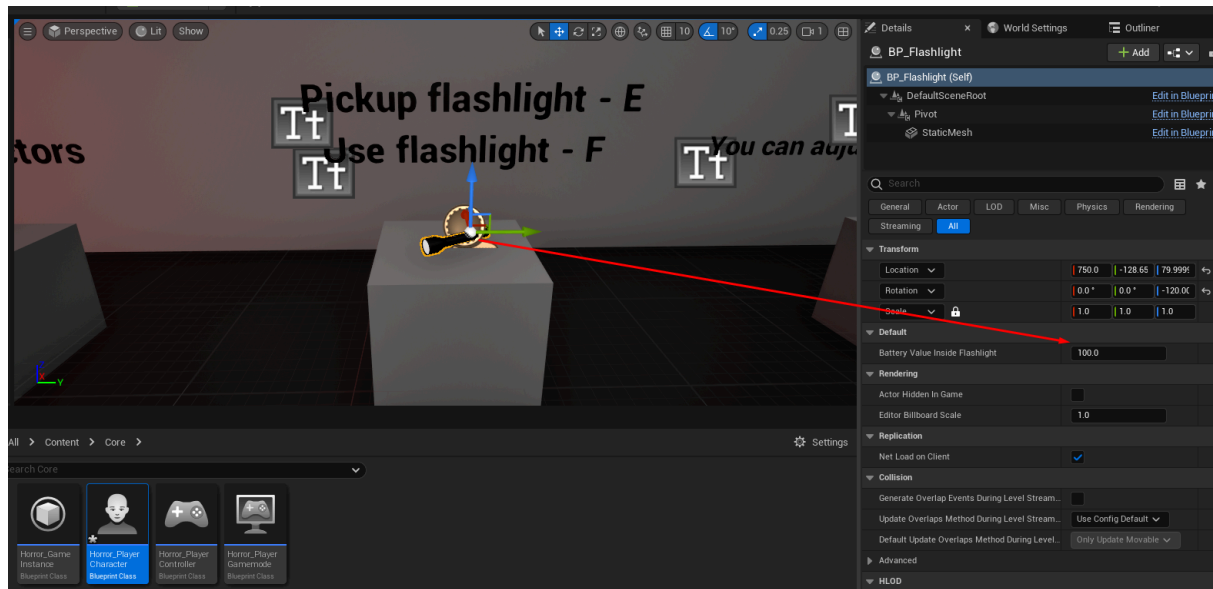
Variable Name	BatteryDrainSpeed
Variable Type	Float
Description	
Instance Editable	
Blueprint Read Only	
Expose on Spawn	
Private	
Expose to Cinematics	
Category	Default
Slider Range	
Value Range	
Replication	None
Replication Condition	None

Advanced

Default Value

Battery Drain Speed	0.01
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CHANGING DEFAULT BATTERY VALUE INSIDE OF THE FLASHLIGHT

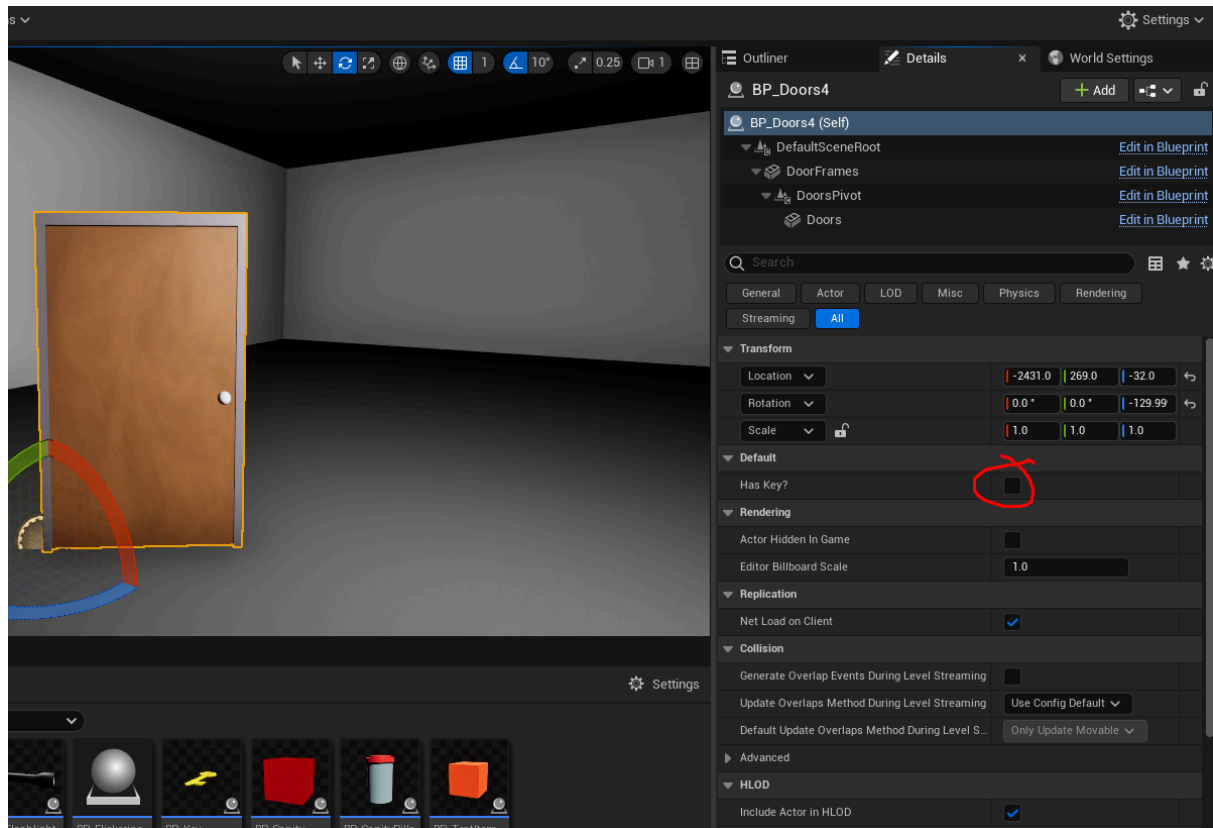


Just select **BP_Flashlight** actor in game and change **Battery Value Inside Flashlight** to the value that you desire and that value is going to be your new default battery inside of the flashlight!

DOORS AND KEYS

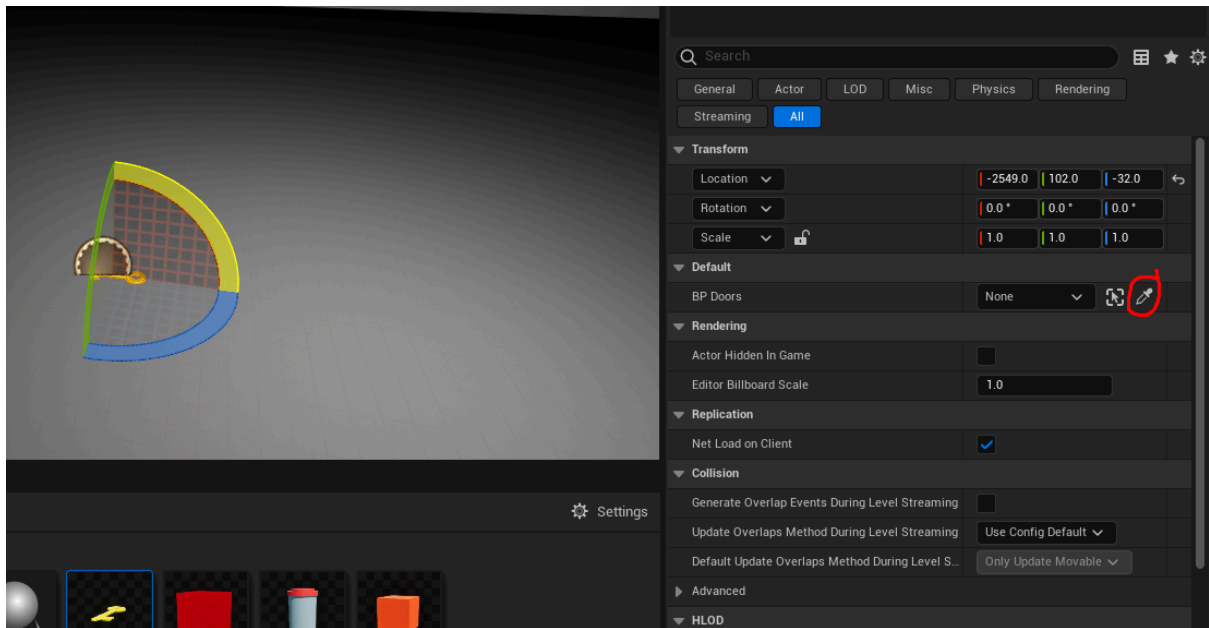
HOW TO CREATE DOORS AND KEY FOR IT

Simply navigate to the **Content/Blueprints/Actors** and pull **BP_Doors** inside of your level

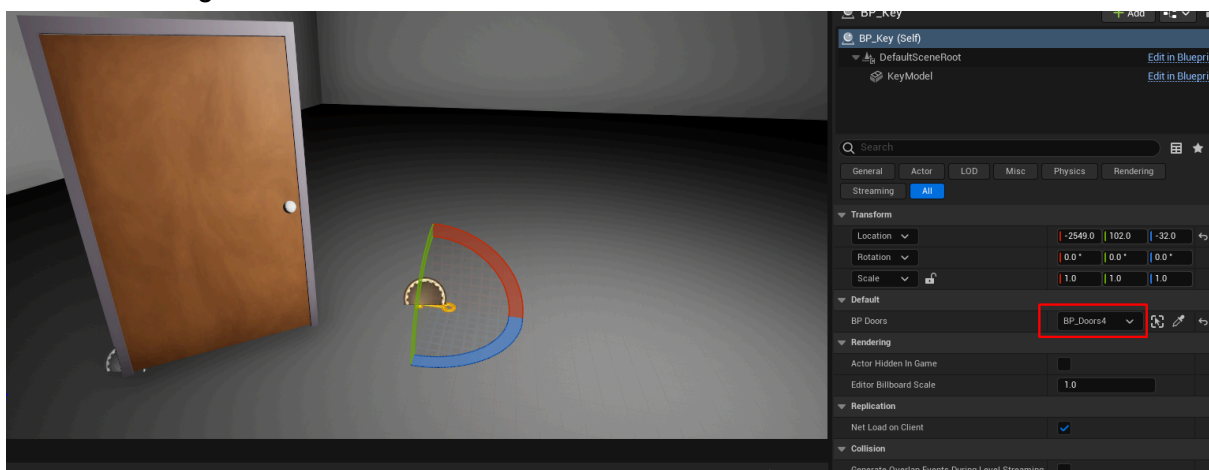


Has Key? boolean will check if you want to have it Locked or Unlocked. Simply if you don't want doors to have key and want it to be unlocked just keep it ticked. If you decide to leave it unchecked doors will be locked and we need to do additional step and that is adding a key to it

Locate Content/Blueprints/Actors and pull BP_Key inside of your level



Once you have done that just simply press on button that is circled around on the picture and with it being selected click the doors in the level

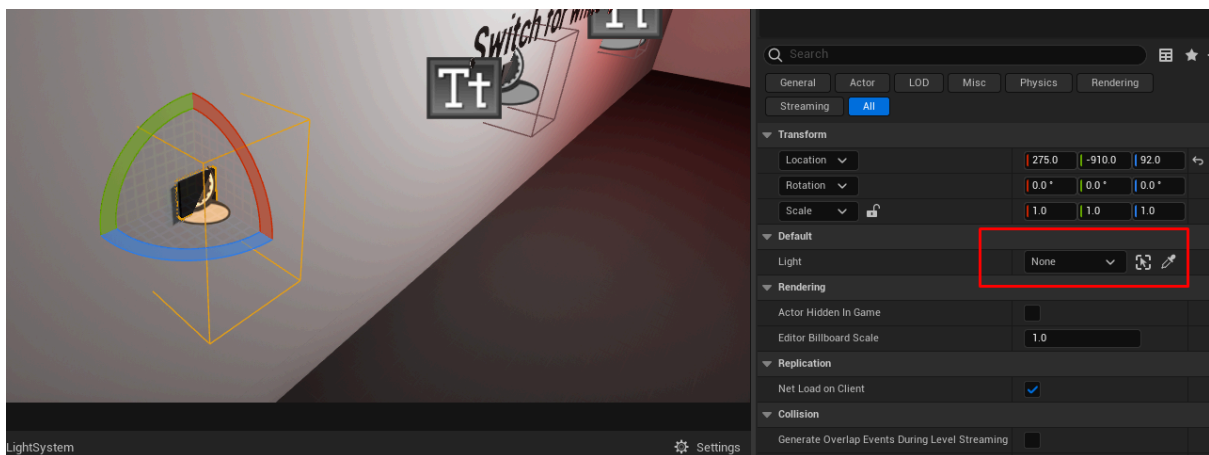


Once you have done that you should see your BP_Door(number) appear there and that means key has been binded to that doors and without that key being picked up player won't be able to open the doors!

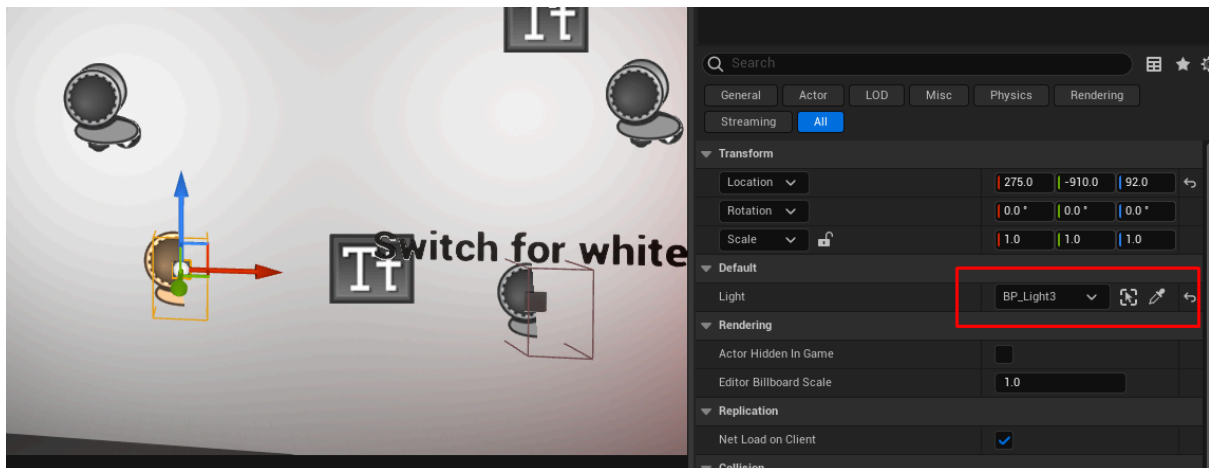
LIGHT SWITCH

Binding light switch to its parent light

Light switch has same mechanic as our doors do so go ahead and locate BP_LightSwitch inside of the Content/Blueprints/Actors/LightSystem/BP_Lightswitch and pull it inside of the level



Now we need to do the same just select light from the scene to bind it to your light switch



Once you have done that, it should be looking like this!