



## Mojo Kid - 8-Bit Punches, Kicks and Grunts – Setup Guide

This package contains a selection of 8-bit punches, kicks and grunts. The simple way to use these would be to take the sound files (located in the "Resources" folder) and implement them in your project as you wish. However, if you would like to make use of the correlating implementation scripts, here is a complete guide to help you through this process.

### 1. Installation:

- a. Place the "Resources" folder in the "Assets" folder (root folder) of your project.
- b. Drag the "Character" Prefab to your scene.

### 2. Usage:

- Your character prefab can be used for any 2D character such as enemy or player.
- You may add components to your character, such as a sprite renderer, a rigid body component and so on.
- Each character has values which can be changed from the Inspector panel:
  - i. Vertical Speed – Sets the vertical speed of the character.
  - ii. Horizontal Speed – Sets the horizontal speed of the character.
  - iii. Hit Points – Sets how much damage the character could take.
  - iv. Damage – Sets how much damage the character deals with every hit.
- You may edit the "Character.cs" script. The next section will explain the different methods of the script.

### 3. The "Character.cs" Script:

- In the script you will find comments explaining each section. Please read them before changing anything you are not sure about.
- Each character you use in your game will now have abilities, or methods, which you can use in order to make it do things:

*MoveLeft()* – Makes the character move to the left, in its horizontal speed.

*MoveRight()* – Makes the character move to the right, in its horizontal speed.

*MoveUp()* – Makes the character move upwards, in its vertical speed.

*MoveDown()* – Makes the character move downwards, in its vertical speed.

*Attack(Character)* – Makes the character attack a different character, play either a random punch sound or a random kick sound, and deal damage.

When using this method, the target character (the one that is being hit) will activate its "GetHit()" method, which receives damage. If its remaining Hit Points reach zero, it dies. Both the GetHit() method and the Die() method activate their specific sounds.

GetHit(Damage) – Character receives a certain amount of damage, and plays a "Take Damage" sound. If Hit Points reach zero it dies.

Die() - Character Dies, with a death sound and a grunt.