

# Assumptions.

This is an asset that works in the Universal Render Pipeline (URP).

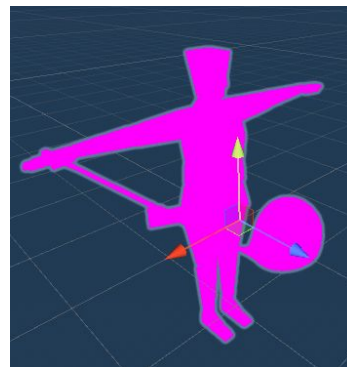
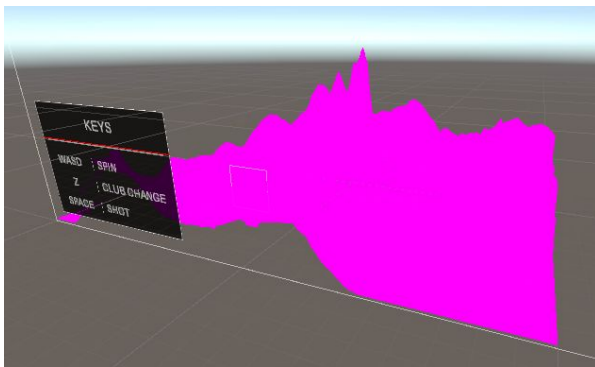
Therefore, Built in shaders and HDRPs do not produce the expected results and result in a pink world.

In such cases, attaching the material of the render pipeline used to all meshes may solve the problem.

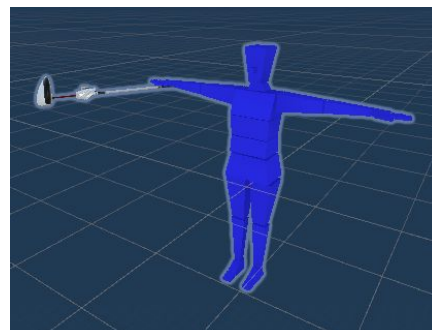
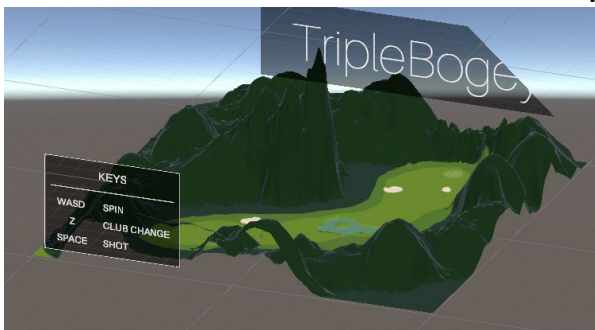
However, this process is very time consuming and does not guarantee proper operation. It is strongly recommended that URP be selected when the project is created.

However, you should not use any of the models included in this asset, unless you want to prepare all of the models yourself.

When opened with a built-in shader



When opened in URP



# Why is stage 2 still pink?

Scene "Stage\_2" is a demo scene using the official asset "Unity Terrain - URP Demo Scene" provided by Unity Technologies.

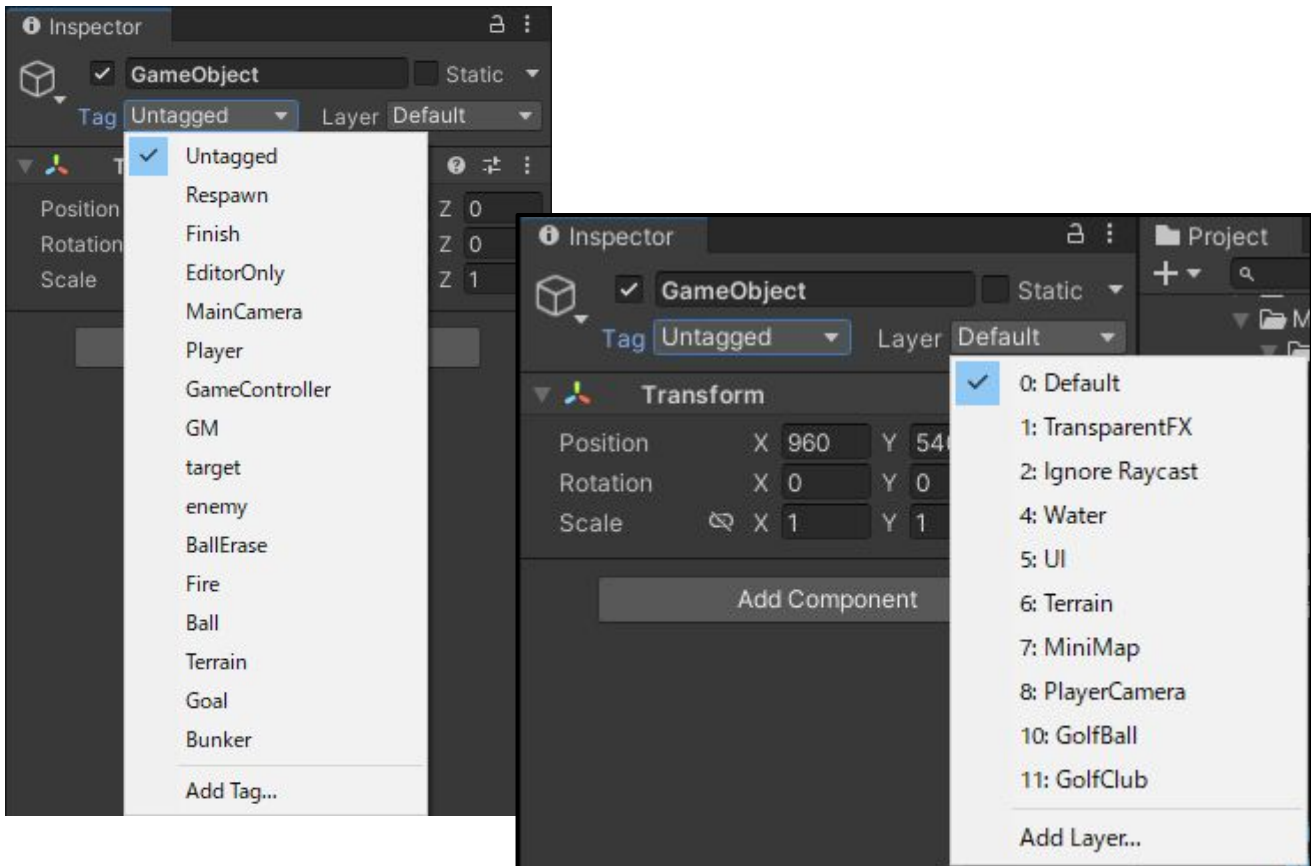
If you open the scene without doing anything, a pink world will be displayed.

Import "Unity Terrain - URP Demo Scene" from the asset store and you will see a beautiful scene.



# Game Settings

Tags and layers should be set as shown in the following image.



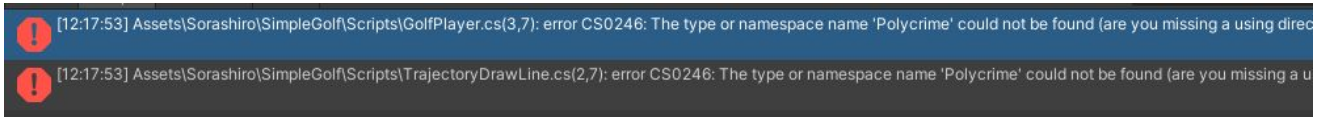
Let's also set up the build.

Scenes In Build	
✓ Sorashiro/SimpleGolf/Scenes/Title	0
✓ Sorashiro/SimpleGolf/Scenes/Stage_1	1
✓ Sorashiro/SimpleGolf/Scenes/Stage_0	2
✓ Sorashiro/SimpleGolf/Scenes/Stage_2	3

To play the sample game, start with the title.

# Game Settings

After importing the package, you should receive the following error message



This is because there is no asset named "PropulsionPhysics" to calculate the trajectory of the ball.

This is because the asset "PropulsionPhysics", which calculates the trajectory of the ball, does not exist.

Fortunately, it is a free asset, so you can download it from the following URL and import it.

Link to PropulsionPhysics asset store

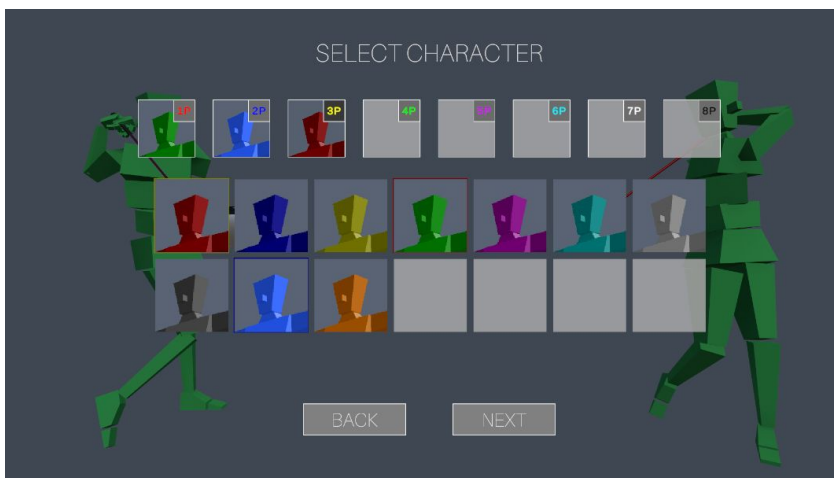
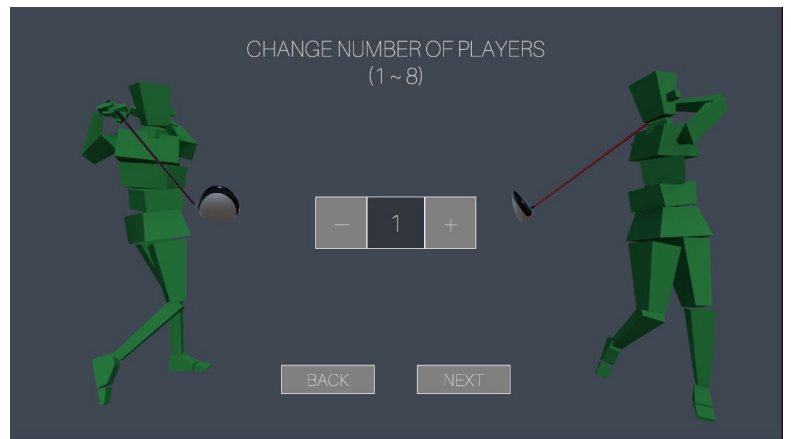
<https://assetstore.unity.com/packages/tools/physics/propulsion-physics-7092>

The error message should now disappear from your project.

# Game Settings

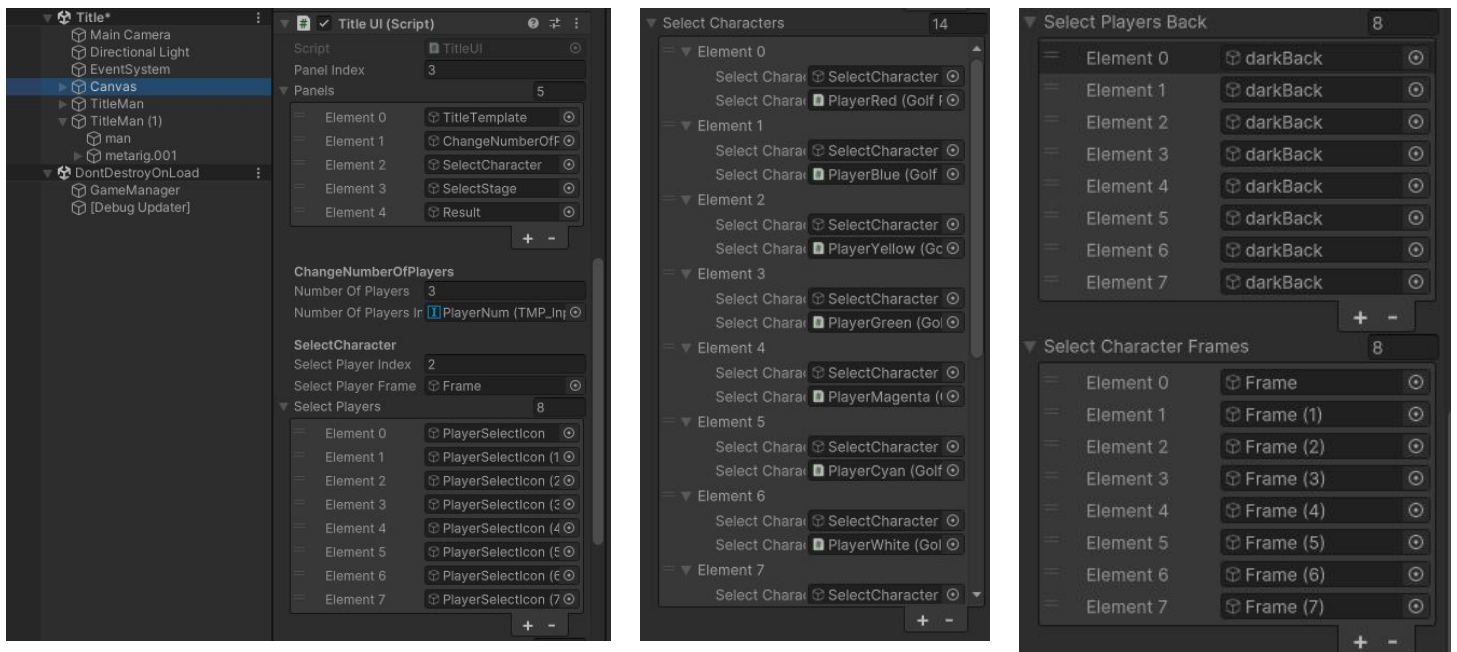
## Title Scene

The title scene allows for character selection, stage selection, and more.



# How to increase the number of player characters

New characters can be added by adding the various TitleUI settings on the title scene canvas.



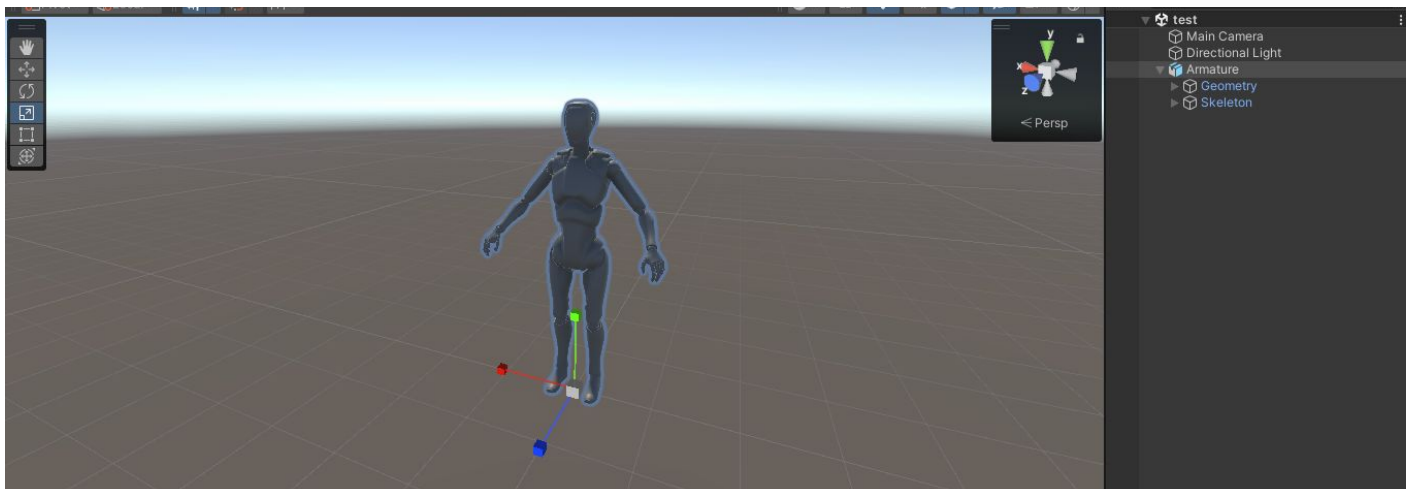
SelectPlayers...Icons for the selected characters will be displayed.

SelectCharacters...Add a character icon here and a character model with GolfPlayer.cs to add more players.

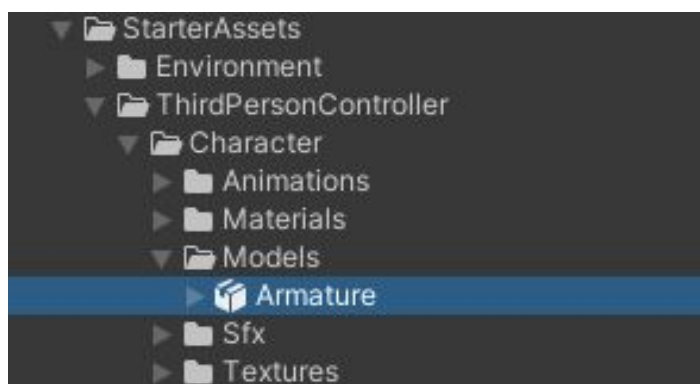
CharacterFlames...The frames that appear when selecting a character.

# How to add characters

Place a 3D character of your choice (with humanoid bones).

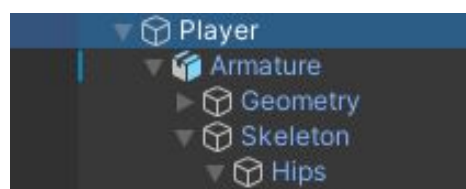
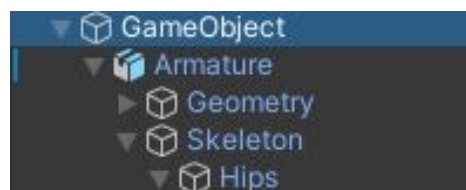
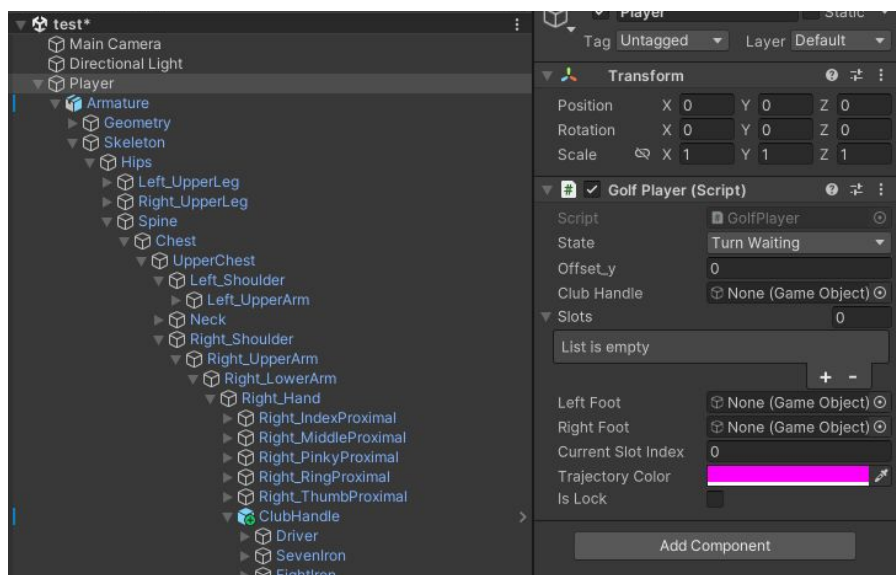


In this case we will use Armature from Unity StarterAssets.



Create an empty object as the parent of the model and name it anything you want.

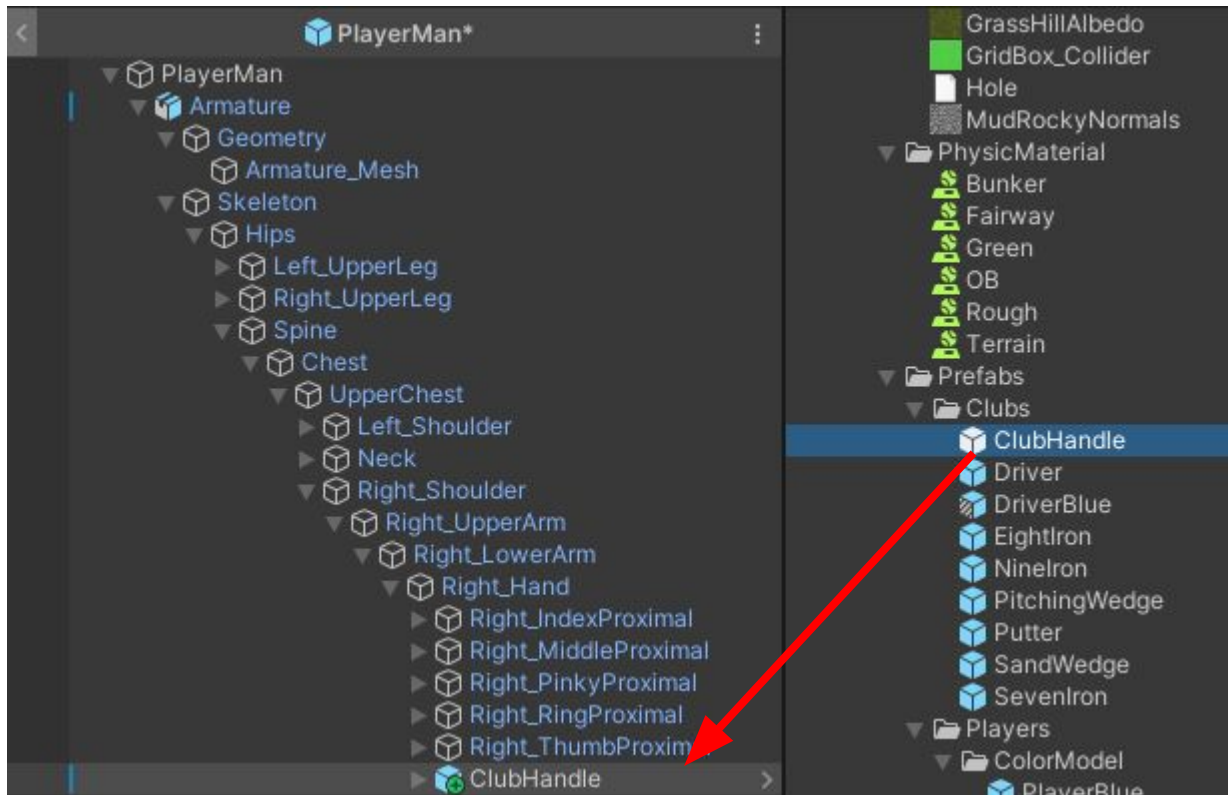
Attach GolfPlayer.cs to the named object (the parent with the highest hierarchy).



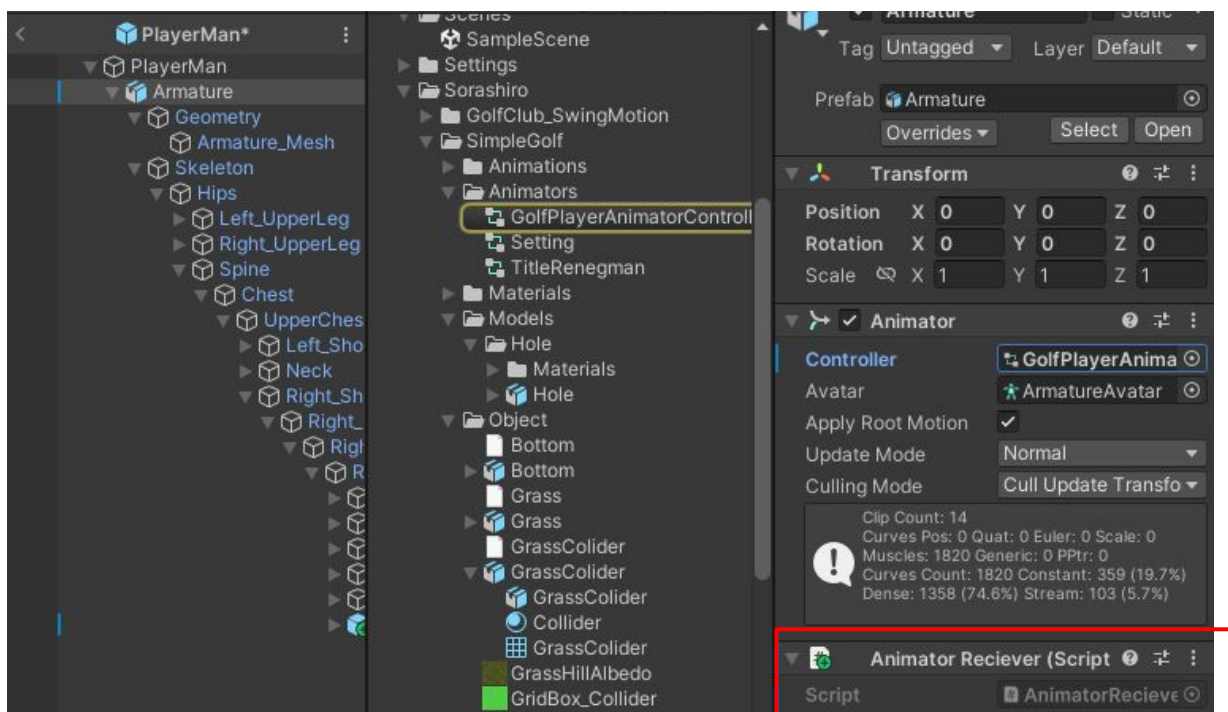


# How to add characters

Next, install the club prefab directly under hand.R to give the character a club.



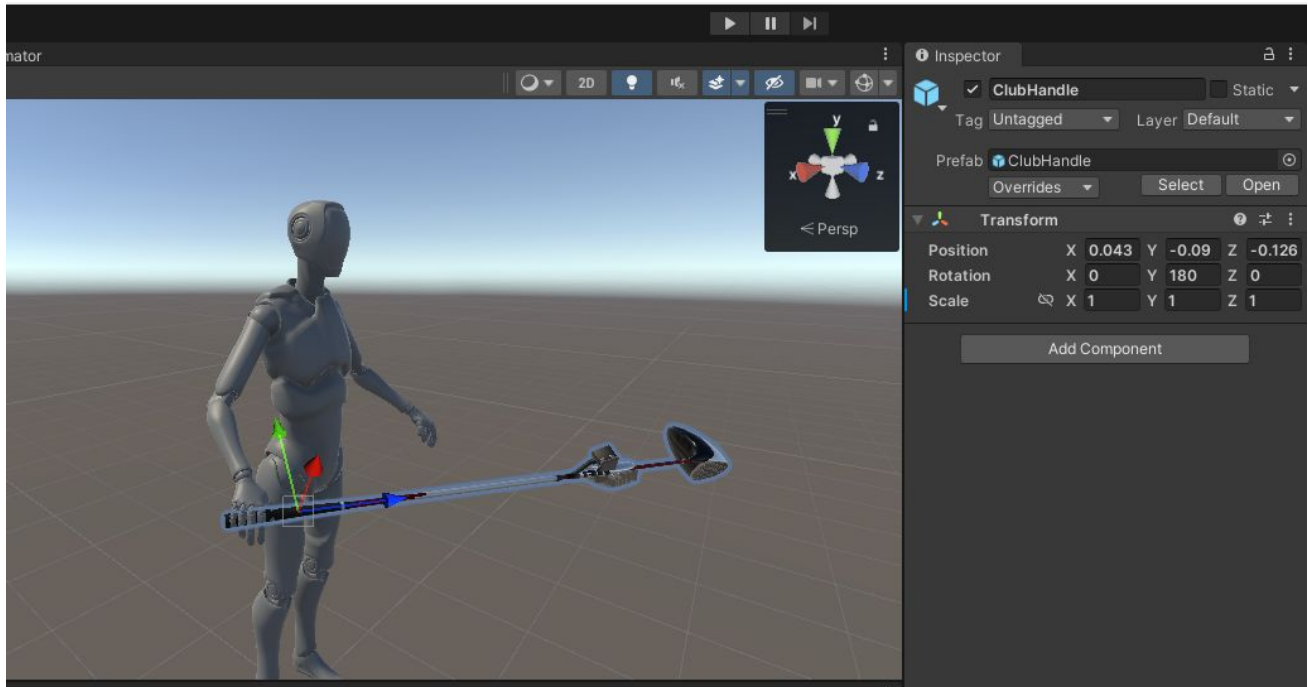
Set up the Animator as follows



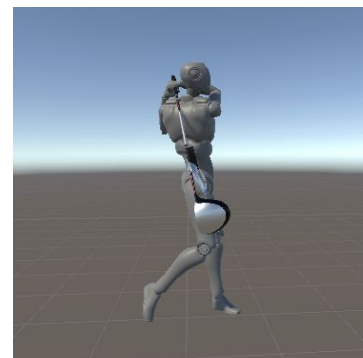
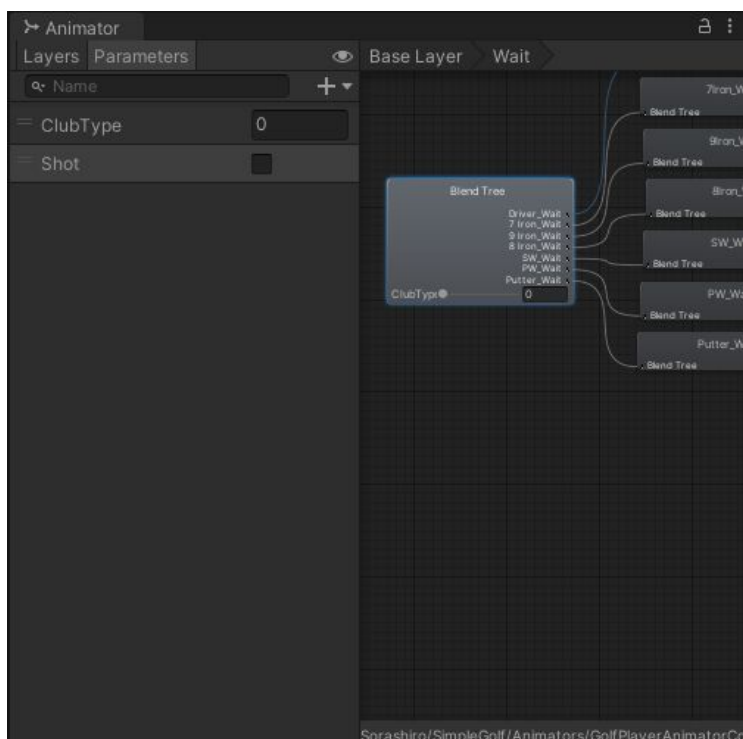
Attach an AnimatorReciever to the object with the Animator on it.

# How to add characters

Adjust the size and position to just the right angle.



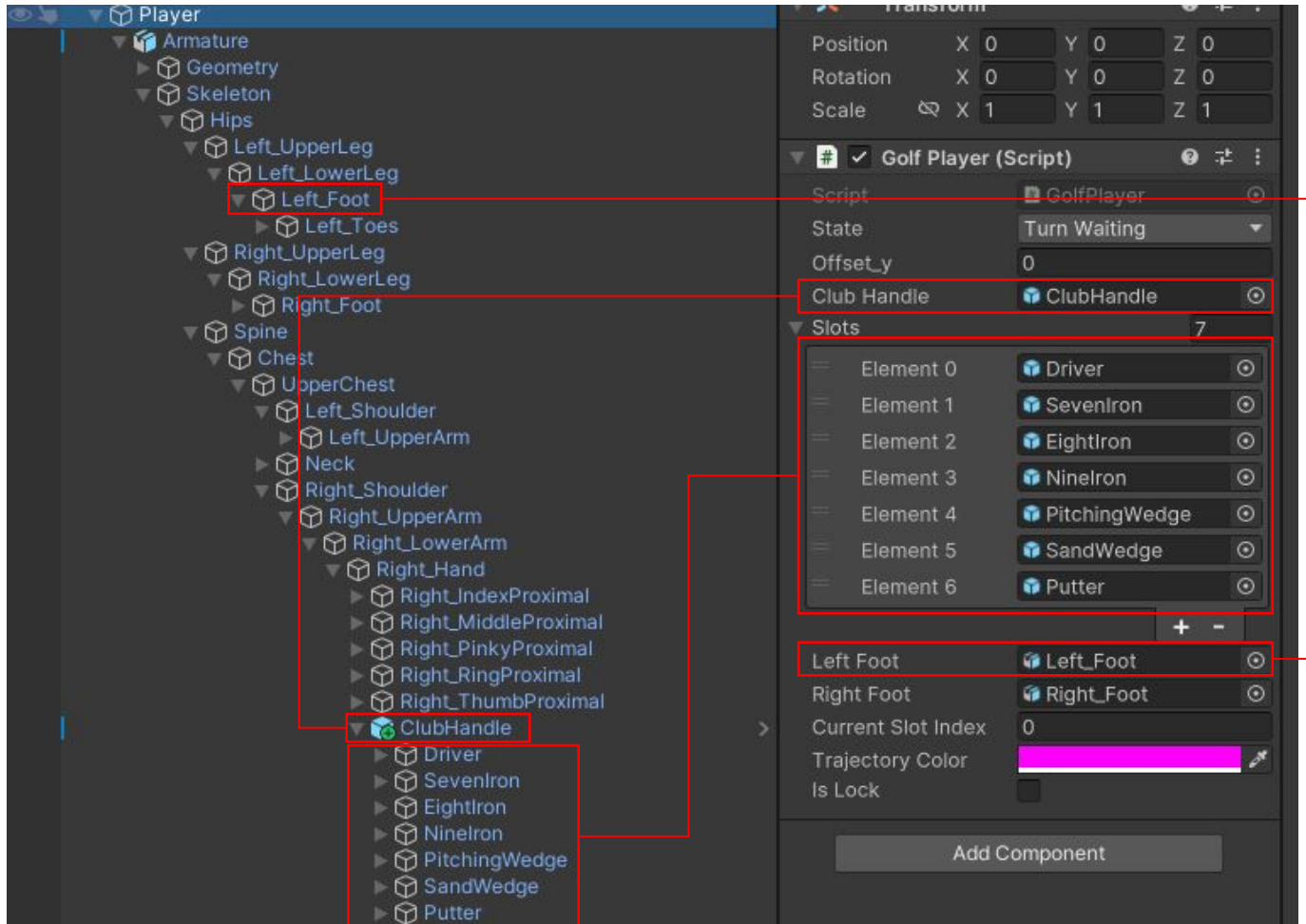
At this point you may want to run it once and click on the checkbox for the shot from the animator to make sure it works well. Adjust the position and angle of the club if you are concerned about any of the positions.



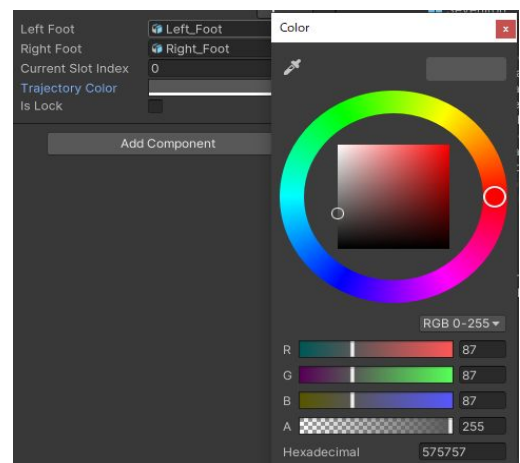
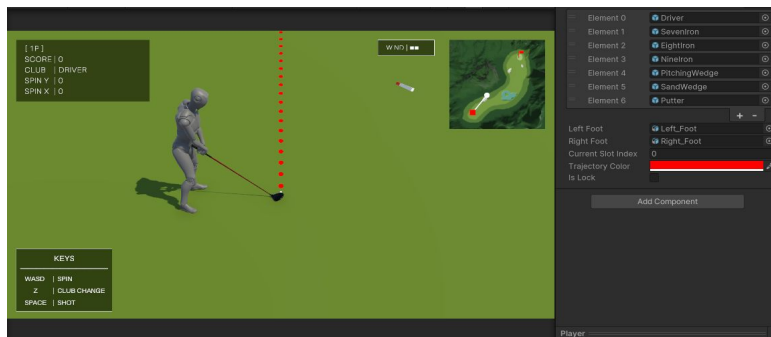
# How to add characters

Set each item in GolfPlayer

(see figure below)

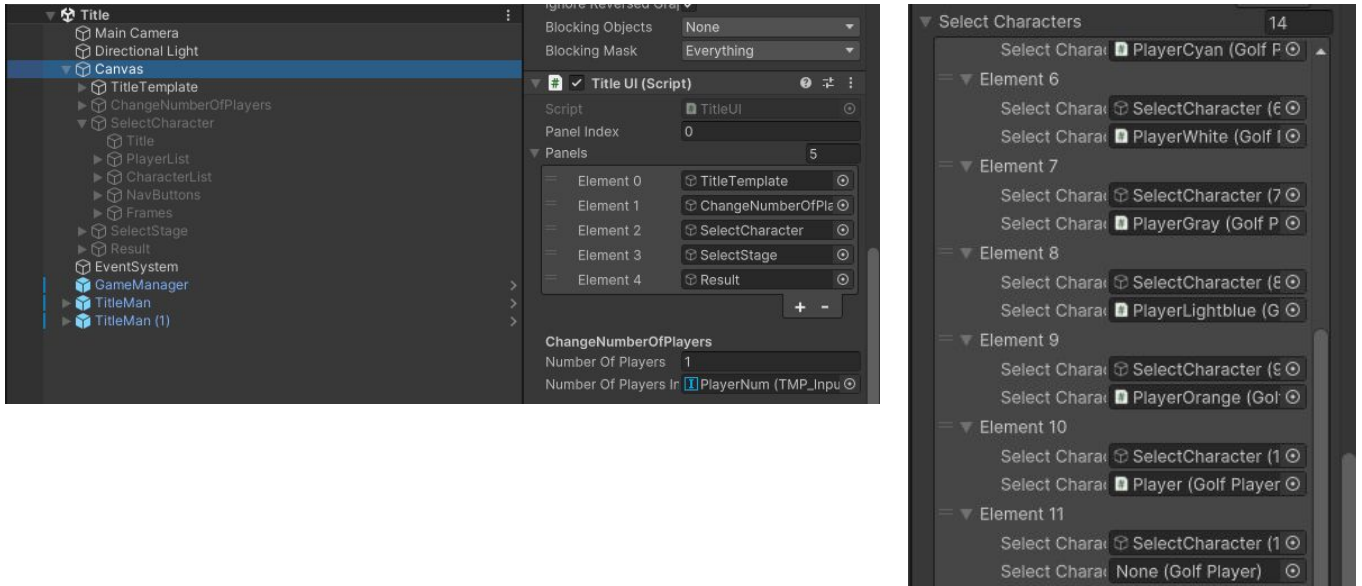


Change TrajectoryColor to change the player color on the minimap and the line color for ballistic prediction.



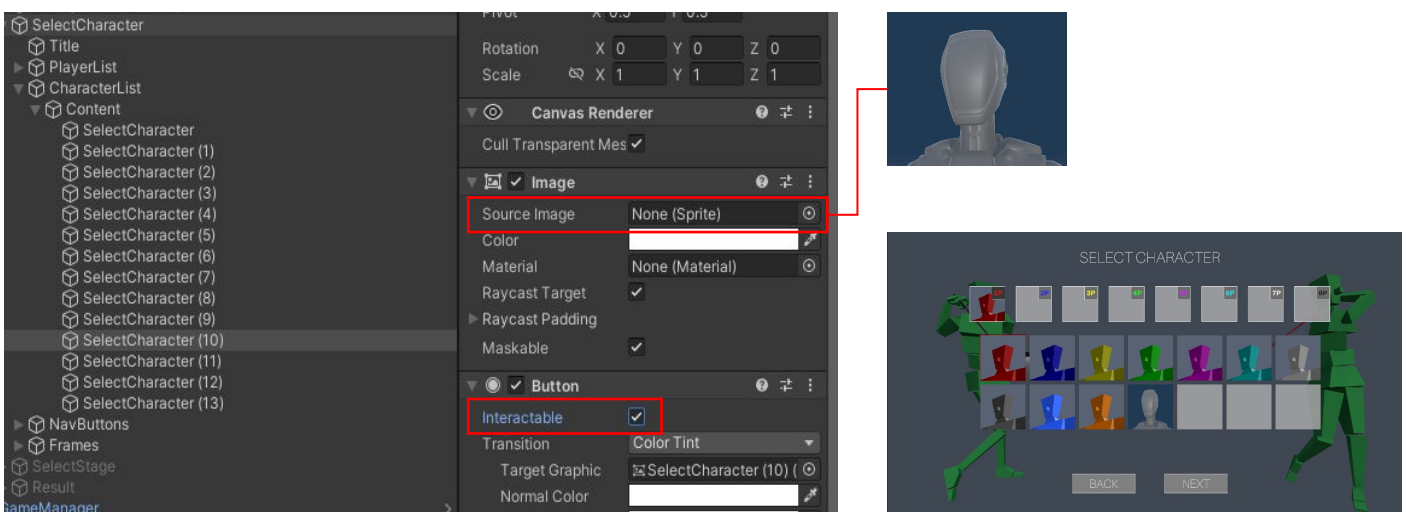
# How to add characters

Prefabricate the created player and assign it to Canvas>TitleUI>SelectCharacters.



From the child objects in Canvas>SelectCharacter>CharacterList>, check Interactable for the SelectCharacter with the same number as the one to which you just attached the player.

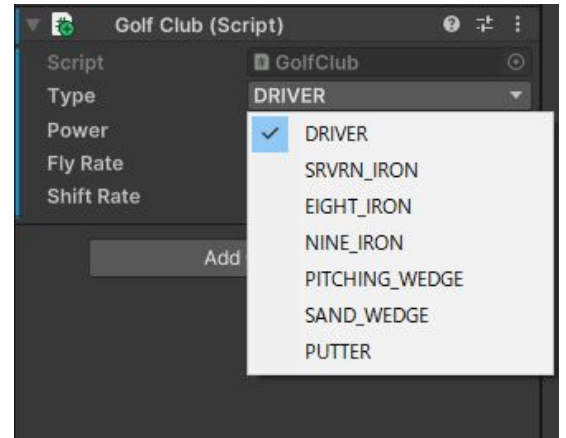
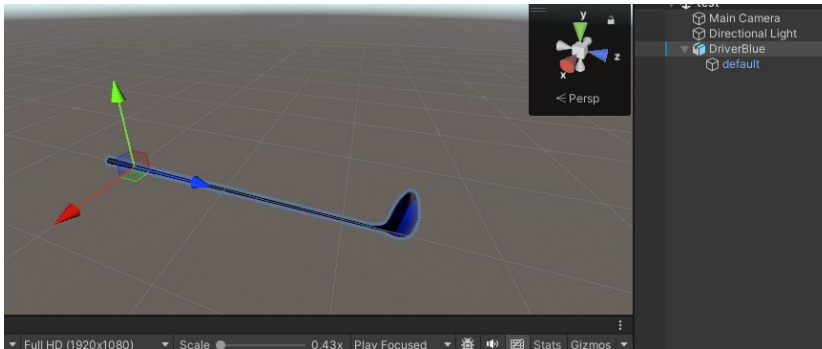
Set any image to Image and reflect it in the icon image.



# How to add golf clubs

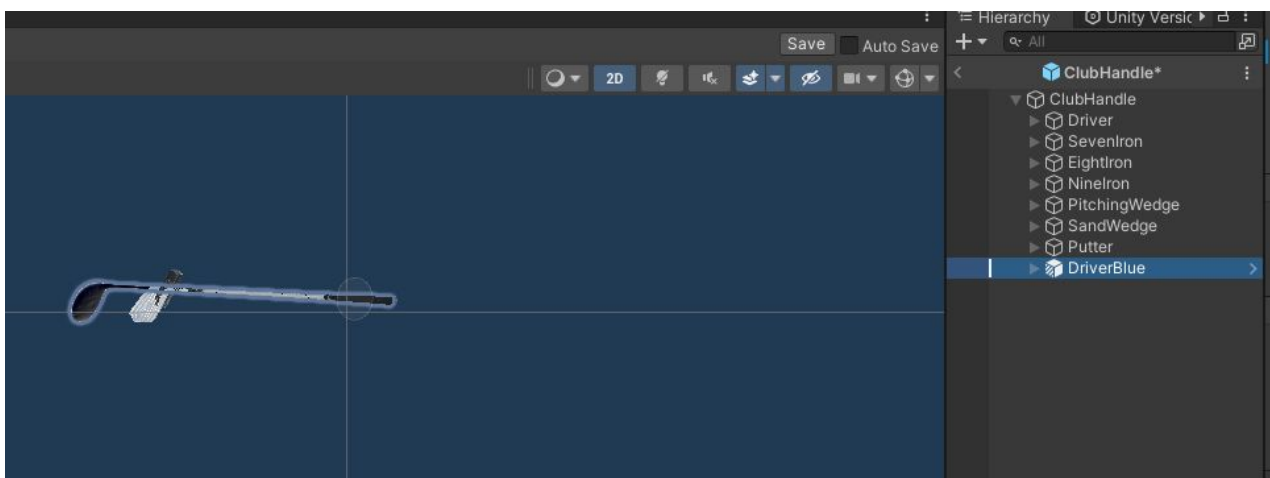
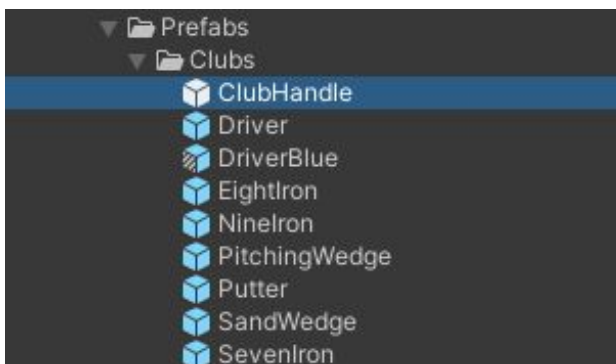
Attach GolfClub.cs to the root object of the golf club to be used.

Set Type, Power, FlyRate, and ShiftRate as desired.



Open Sorashiro>SimpleGolf>Prefabs>Clubs>ClubHandle and place the club you just created inside.

(Adjust the size, angle, etc.)

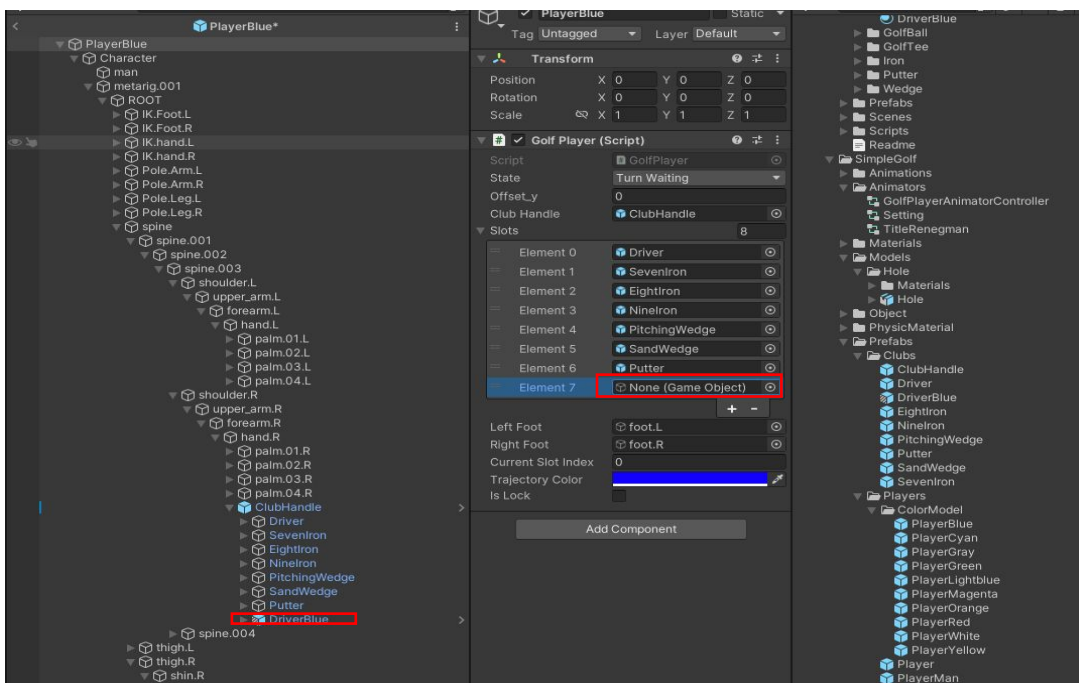


# How to add golf clubs

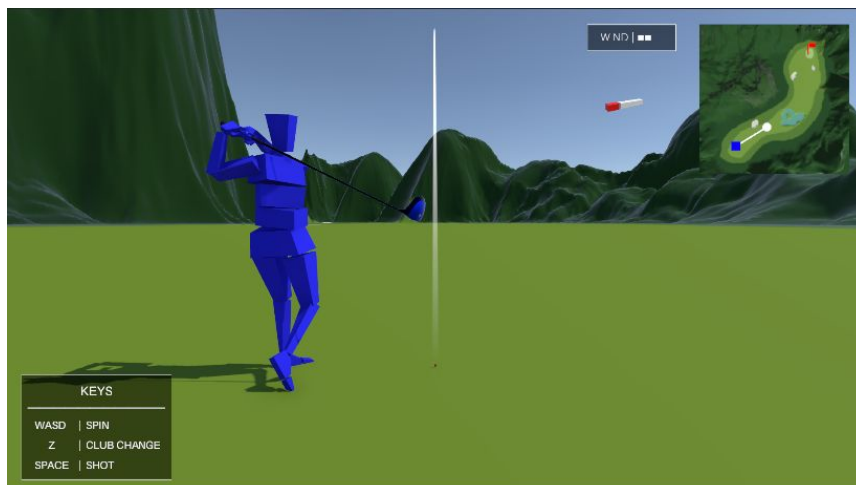
Make sure a golf club is added to each player's right hand ClubHandle.

Increase the GolfPlayer's slot by one and add the newly added clubs.

Add the newly added club.



Start the game, use the Z key to switch between clubs, and verify that the clubs have been added.



# How to add Course

1. Copy and name the scene "Stage\_0".

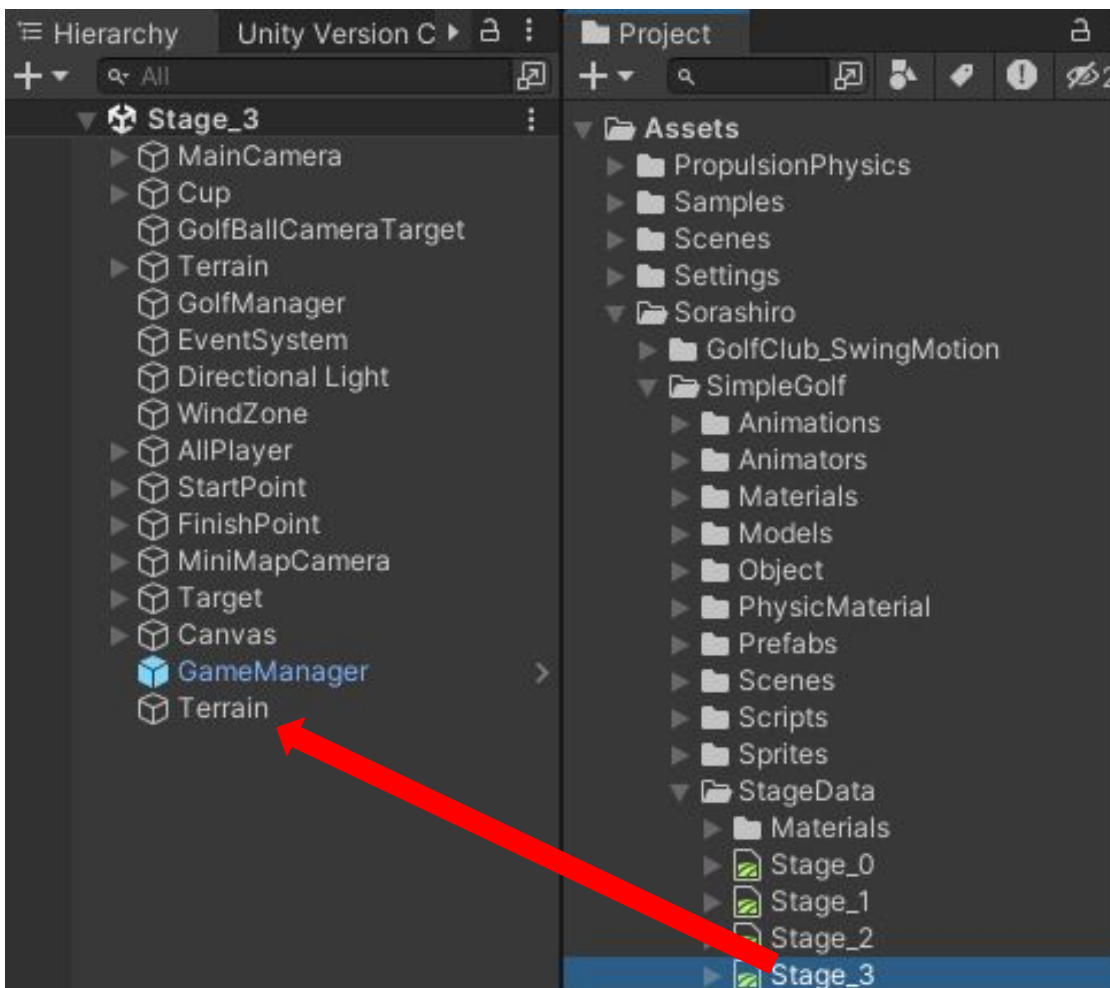
Stage\_ + numerical value is preferable.



2. Copy the terrain data.

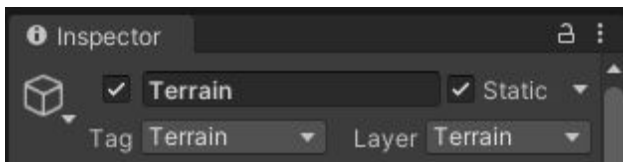
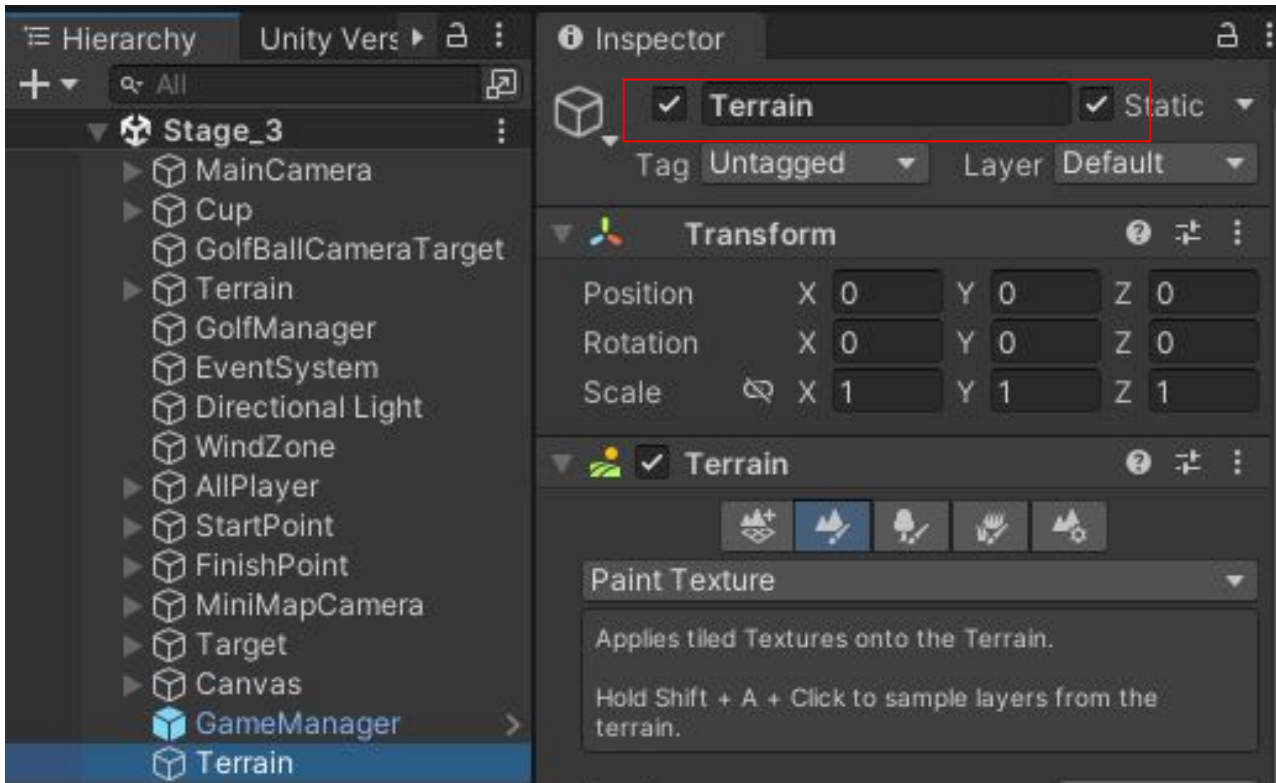


3. Drag the terrain data to the scene.

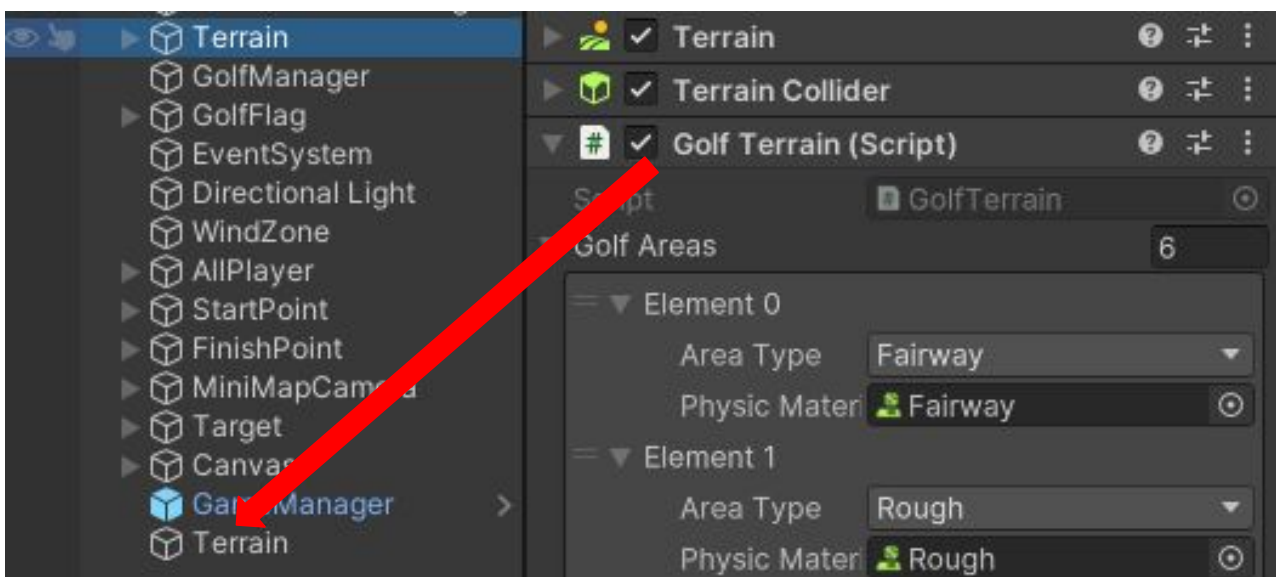


# How to add Course

4. Set the PhysicsMaterial and change the tag and layer to Terrain.



5. Copy GolfTerrain from the original Terrain and paste it into the new Terrain. Delete the original Terrain.





# How to add Course

6. Create the terrain of your choice.



The friction of the ball depends on the area.

Ball friction varies depending on the area.

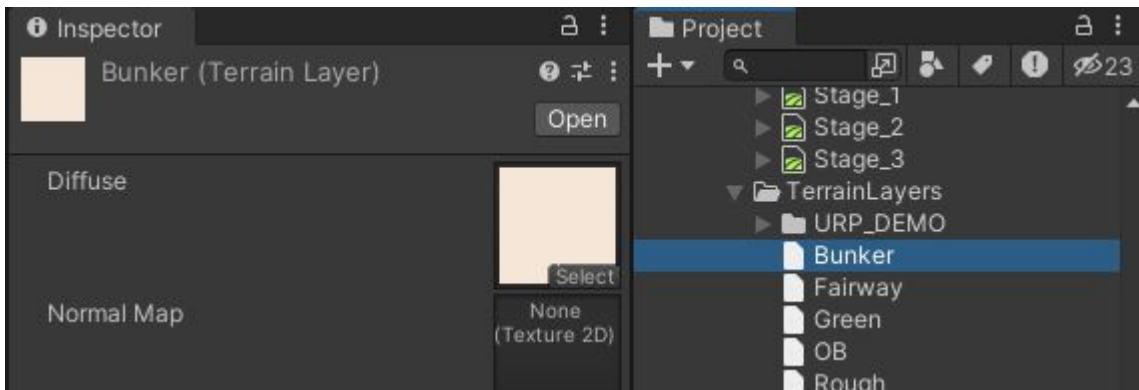
Fairway • • • Low friction

Rough • • • High friction

Green • • • Low friction

Outside OB area

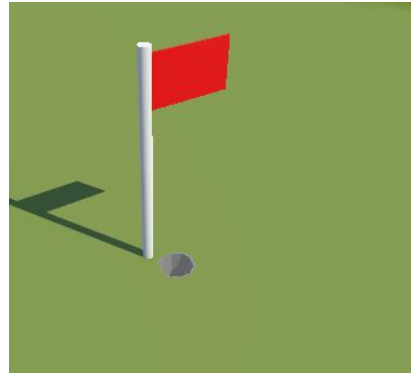
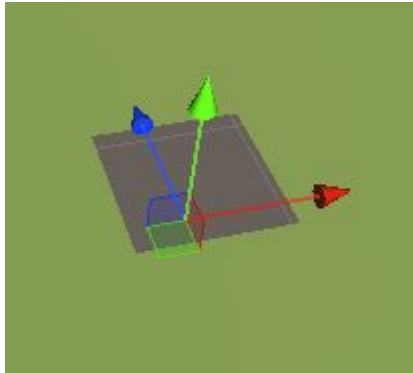
If you want to change the texture, replace the terrain layer image.



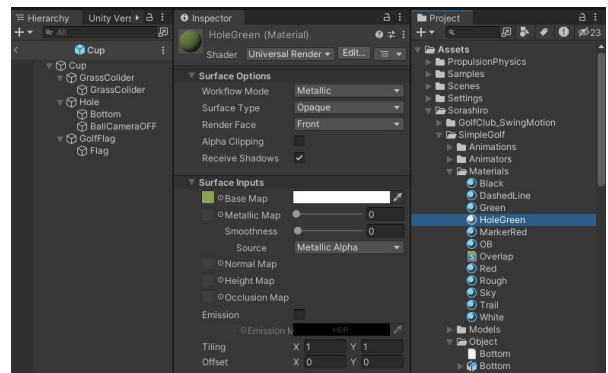
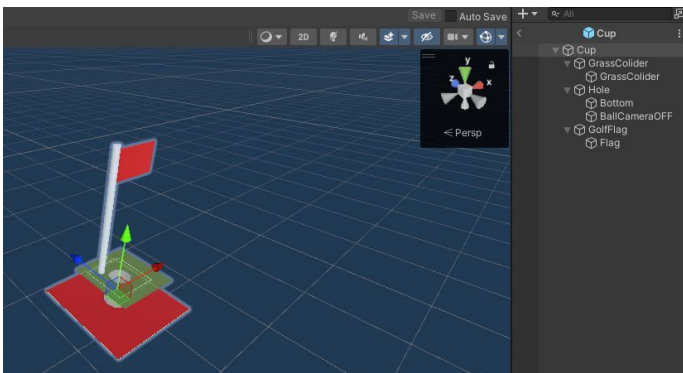
# How to add Course

7. Set a goal.

Paint one square hole in PaintHoles.



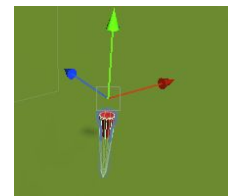
Place the prefab of the goal flag so that it matches the Terrain.



If you want to change the texture, change the BaseMap of the material "HoleGreen".

8. Decide the starting position.

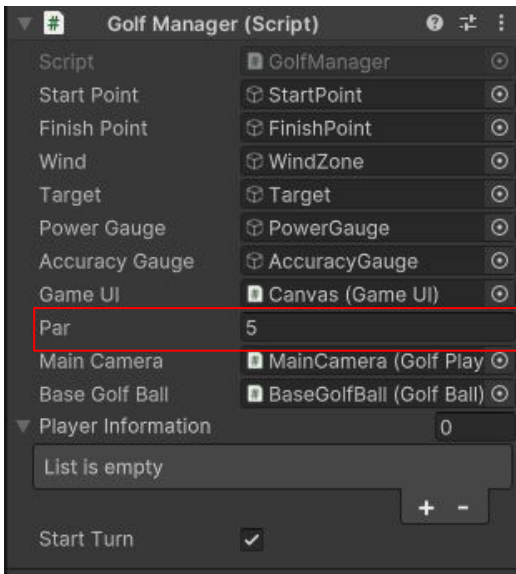
Place the StartPosition at the desired position.



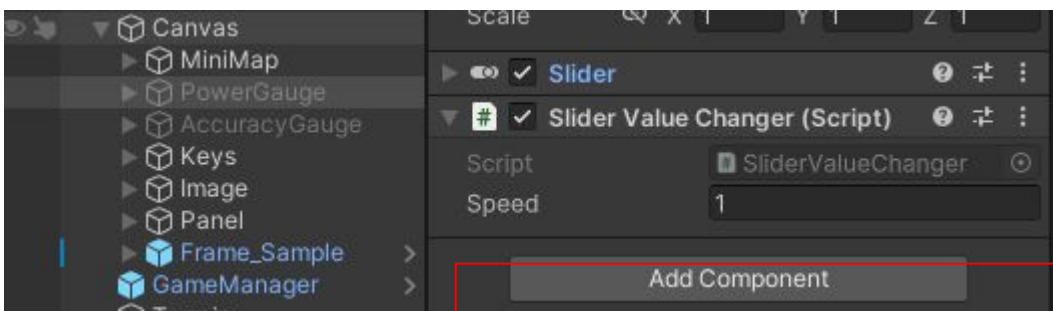
9. Completion

# Other

Par for each course can be set individually from the GolfManager inspector.



Power and angle gauge speeds can be changed from here.



Players play in order, starting with the person furthest from the goal.

However, everyone plays 1 shot at the beginning.

OB is score +2.

You can determine in which area the ball stopped.

Green is not displayed consecutively.

When all players have finished scoring a goal, the game moves to the ranking scene.