

- Groups
- Group 1 Delete Edit

Group 1 Settings

Group Settings

Crowd Name:

Amount of characters:


Space in between:

Optional Settings


Spawn Area:

None (Object)

Spawn Random %:



Spawn Random %



Spawn Random %

- Scripts**
- None (Mono Script)
-
- | | | | |
|---------------------------|----------------------------------|-------------------------------------|---------------------------------------|
| Group 1 (Character) | <input type="button" value="⊙"/> | <input type="button" value="Edit"/> | <input type="button" value="Delete"/> |
| Group 1 (Player Movement) | <input type="button" value="⊙"/> | <input type="button" value="Edit"/> | <input type="button" value="Delete"/> |

- Components**
- None (Component)
-
- Components:
- | | | | |
|------------------------|----------------------------------|-------------------------------------|---------------------------------------|
| Group 1 (Rigidbody) | <input type="button" value="⊙"/> | <input type="button" value="Edit"/> | <input type="button" value="Delete"/> |
| Group 1 (Box Collider) | <input type="button" value="⊙"/> | <input type="button" value="Edit"/> | <input type="button" value="Delete"/> |

Edit your values

Script:

Portrait:

Nickname:

Color:

Player Movement:

Crowd Maker

Crowd Maker is a tool developed to Unity that with the objective of helping developers create crowds on their own games.

Features include:

- Crowd Creation
- Multi Crowd management
- Script Attachment/management
- Components Attachment/management

Description

Crowd Maker will let the developer divide the crowds into groups with their **Models**, **Components**, and **Scripts**. Its functionality is to assign the components to the group and manage the crowd's scripts, AI and models. **All of the assets need to be provided by the developer and imported to the tool when creating the group.**

Objective

The main objective of this tool is to be easy to use and fill the user needs. As a developer using this tool you will have a lot of liberty, you will be able to easily fill spaces and create busy environments or create armies with different behaviours and abilities.

Due to how abstract the tool is, it can be easily manipulated and repurposed by the user to do groups of different things like rocks or trees, depending on the models and assets you use, making it versatile and powerful as well.

Goup Settings

Crowd Name

Amount of characters

Space in between

✓ **Optional Stettings** Spawn Area

None (Object)

Spawn Random %

Add Model



Spawn Random %



Spawn Random %



Spawn Random %



Spawn Random %

None (Mono Script)

Add Script

- GoupMakerExemple (Character)
- GoupMakerExemple (Player Movement)

None (Component) **Add Componet**

Components

- GoupMakerExemple (Rigidbody)
- GoupMakerExemple (Box Collider)

Create Crowd

