PlayerInteractorResources.cs

# Overview

Player Interactor Resources script is attached to the Player prefab and controls interactions with any resource objects in the scene - that have their layer set to “Resource”. It shoots raycasts into nearby objects and will trigger the harvesting mechanic. Currently there is also similar functionality for the Crafting layer, but this may be removed.

TODO: Possibly change this to work with any layer name and rename to object interactor or something similar.

# Setup

1. Add the script to your Player object (is currently already added in player prefab).

# Methods

## Start():

* Initializes layerMasks and the interactor controller object

## Update():

* Shoots raycast forward until it hits an object within the scene
  + If raycast does not hit anything, nothing will happen
  + If raycast does hit an object, it will check if it has the correct layer name and if it contains an Outline script.
    - If it does have correct layer name, it will start a harvesting timer in which will destroy the object at the end of the timer and begin harvesting
    - If it does contain Outline script, it will highlight it.
* Routinely checks if harvesting boolean has been triggered
  + If harvesting is true, will trigger drop resource to spawn the correlated prefab items.
  + It will also enable all interactors (TODO: Clarify with Esteban on what this is doing)