PlayerAreaDetector Script Documentation

The PlayerAreaDetector is a script that checks the amount of players inside an area

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1. Variables

private PlayerInputManager PlayerInputManager: A reference to the PlayerInputManager.

private list<GameObject> PlayersInArea = new List<GameObject>() : List of the players that are currently in the area.

2. Methods

void OnTriggerEnter(Collider other): This method checks and adds the amount of players inside the collider and adds them to the PlayersInArea list.

void OnTriggerExit(Collider other): This method checks and removes the amount of players inside the collider and removes them from the PlayersInArea list.Bovenkant formulier

3. Code Explanation

In the OnTriggerEnter() method, the script checks if a player enters the collider and checks if the player is already in the PlayersInArea list, if not, it adds the player to the PlayersInArea list and checks if the required amount of players are in the area. This number depends on how many players are currently playing the game.

Afbeelding met tekst, schermopname, Lettertype

Automatisch gegenereerde beschrijving

In the OnTriggerExit() method, the script checks if a player exits the collider and removes the player from the PlayersInArea list and checks if the required amount of players are not in the area. This number depends on how many players are currently playing the game.

Afbeelding met tekst, schermopname, Lettertype

Automatisch gegenereerde beschrijving

4. Conclusion

The PlayerAreaDetector is a handy way to see the amount of players that are in a certain area.