

Simple QTE (Quick time event)

Simple QTE system for Unity (Quick time event)

Tested on versions: 2018.3.14f1, 2019.4.17f1. Other versions should also work. If you use old input system you don't need any changes. If you use New Input System your scripting define symbols should contain ENABLE_INPUT_SYSTEM. If you use New Input System version \geq 1.1 and Unity 2019.4+ you should import 'Unity2019.4 package' from asset folder.

Contains:

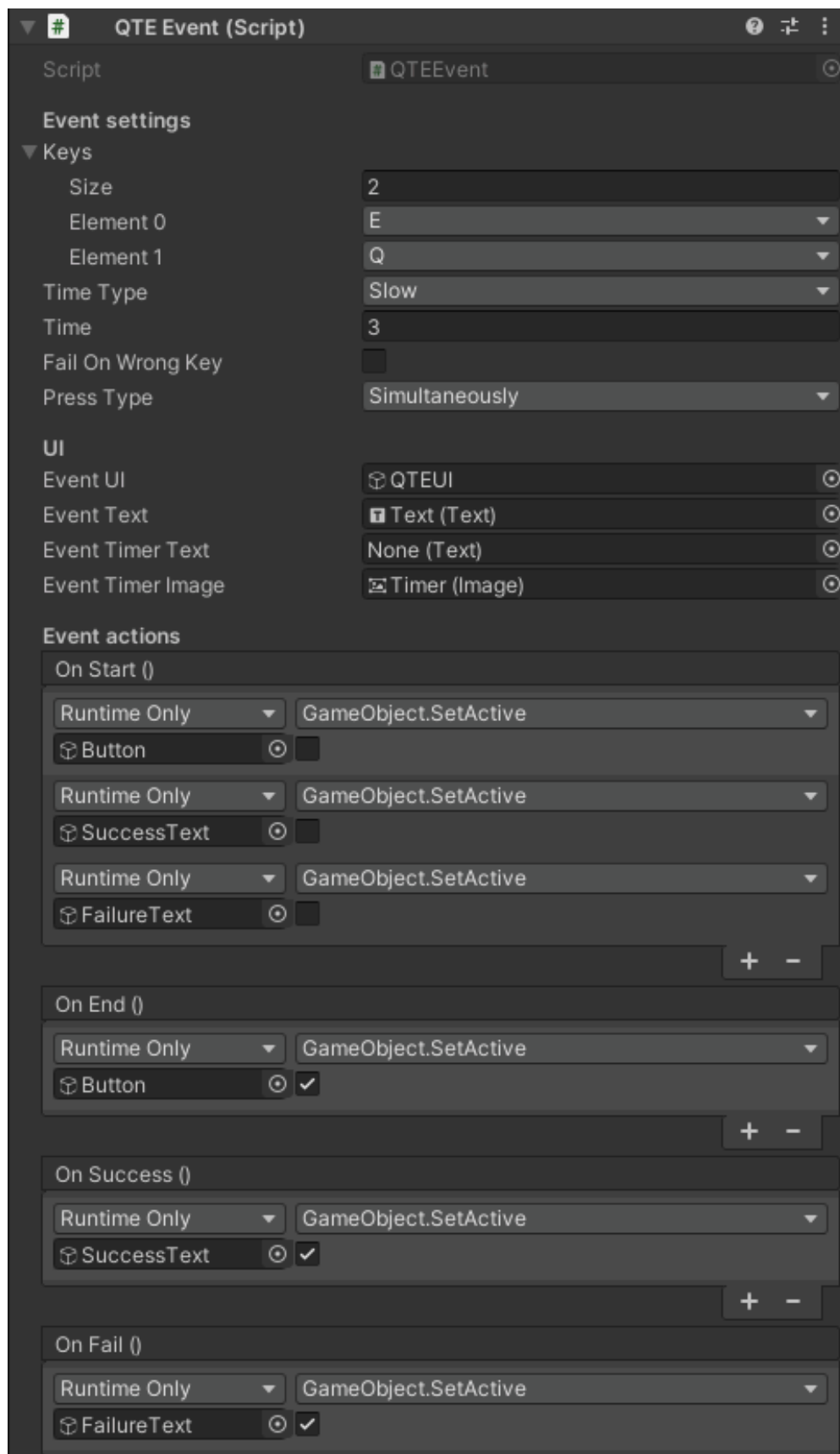
- QTEManager
 - Main script for processing events
- QTEvent
 - Event class with settings

Demo scene contains simple example of usage.

How to use:

1. Attach QTEManager script to any gameobject. Set Slow motion time scale param, QTE ui object, Text component and Image component
 - Slow motion time scale
 - If event time type set to 'Slow', this param will be used as Unity time scale
2. Attach QTEvent script to any object. Set all settings you want:
 - Keys
 - List of keyboard keys, which player should press
 - Time type
 - Used for setting Unity time scale
 - If normal, time scale = 1. If slow, QTEManager's 'Slow motion time scale' param will be used as time scale. If pause, time scale = 0
 - Time
 - Time in seconds for which all keys should be pressed
 - Fail on wrong key
 - If this set to true, event will be failed when player press keys, which are not in 'Keys' list
 - Press type
 - Single
 - Player should just press keys at least once. Keys can be released after press
 - Simultaneously

- Player should press all keys simultaneously, i.e. player should hold all needed keys. If some keys are released, event won't complete
- UI
 - Event UI (Optional)
 - Main UI for event. Will shown on event start and hide on end.
 - Event Text (Optional)
 - On event start it will filled with key codes, which should be pressed
 - Event Timer Image (Optional)
 - Used for time indication. You can set any sprite for this
 - Event Timer Text (Optional)
 - Used for time indication. Will contain event countdown
- Event actions (Optional)
 - On Start, On End
 - Will be called in any case
 - On Success
 - Will be called only if all keys were pressed
 - On Fail
 - Will be called if player failed event, i.e. time is up or wrong key was pressed (if 'fail on wrong key' enabled)



3. Create any trigger, action or use script to call `QTEManager.startEvent(QTEEvent)` method to start your QTE event

