Unfortunate Wizard In-depth Rules

# Cards System

There is a collection of objects that are able to be spawned. The Card system draws cards with pictures of the objects and their names on the cards. The cards will use a horizontal layout group to center the cards at the bottom of the screen. When an object is spawned, the card that the object came from will disappear. If the last card in the hand disappears, 3 new cards will appear or get animated from a deck icon on the bottom left or right of the screen.

# Summoning

When the player drags the card into the game level, an indicator will appear to show what the object will look like once spawned into the game.

Controls: Click on a card to select the object on the card to summon. You can click on the selected card again to deselect it. If another card is clicked on, the selection will switch to that card. When a card is selected, the indication of what the object looks like when it spawns will appear and follow the cursor. If you click again in the level on a valid position (i.e. on a place where the object colliders won’t intersect with other colliders) the object will be spawned or summoned.

# Summon Object Indicator

The indicator has about 50% opacity. The indicator object is a prefab variant of the actual summon object. Or it could be its own prefab. The indicator object has a trigger collider that is the same shape as the collider of the actual summon object. This trigger collider is used to detect if the object is inside the collider of other objects in the level. If it is inside other colliders, the color of the indicator material will turn red, and the object can’t be spawned.

# Summon Object properties

* Name
* Image (to be displayed on the card)
* Unity object prefab
* Object ID
* Mass

# Summon Object Rotation

Maybe the R button can be used to rotate the object indicator clockwise 90 degrees each time R is pressed. When the object spawns, it will spawn at the same rotation angle as the indicator.

# Ending the Level

When the player collides with the trigger collider of the door, an animation can play or some form of feedback that the player is going to the next level.

# Restart Level

The Z key can be used to restart the level.