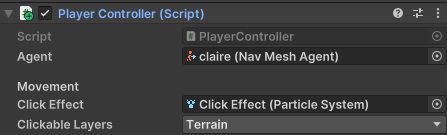
**Toolkit Guide**

Character Controller

The character controller works by having a simple code that allows you to move by clicking somewhere on the Nav Mesh Agent layer and the animator that has the animations for the movements, so it is not just a character floating and looks like it is gliding across the map.A screenshot of a video game

Description automatically generated

The character controller just has a few things put into it like the player called Claire and an effect for the clicking, so if you click somewhere on the map then you see a little effect appear and adding the layer that you can click on being just a simple Terrain layer.



There is a Mini Map as well that uses a second camera that follows the character with a simple code, and it has a Rendering Texture which allows you to see the Mini Map work and it shows an aerial view.

A screenshot of a computer

Description automatically generated

The map is just made up of imported items and just placed down on the map.

A video game screen with a cartoon character

Description automatically generated

The enemy that follows the player works by having simple script that allows you to change the radius of the enemy’s range that would allow it to spot the player and it also has an animator, so it does not just do a T-Pose glide across the map.

A screenshot of a computer

Description automatically generated

Physics Based Game

The Physics Based Game works by just making a simple platform and the adding multiple children objects to it so they are all snaped to each other and when you apply the code to it that allows you to move the platform around so that the ball can escape the maze.

A screenshot of a computer

Description automatically generated

Once you have added the script to the main object being the “Terrain” in this you can change the turning speed if you feel like it is too slow or fast, also in the code you can change the rotation limit if you think it rotates too far.

A screenshot of a computer program

Description automatically generated

A screen shot of a computer program

Description automatically generated

You can also add an Exit Trigger if you want to make it so a text appears on the screen, and this will only appear if you go through the trigger point and you would need to make a canvas that then you would apply the text from the canvas to the script UI Object that you can see in the image below.

A screenshot of a computer

Description automatically generated

You would also want to make it, so the canvas is a child of the ball so when the ball goes through the trigger then the trigger point will know to only show the text if the ball goes through it but if anything, else would go through the trigger point then nothing would happen, and no text would appear.

A blue and grey text

Description automatically generated with medium confidence

You can also add more the game if you want to but as of right now it does not work in my game because I forgot to finish it after the class ended and totally just left it how it is in an unfinished stat but if want you can still add extra to the game like what I was doing. The red parts are not working as of right now. To make it work you would want to have a canvas and add the ScoreManager.sc to it and apply the Skittles.sc to the little pins you can see on the image below.

A screenshot of a computer

Description automatically generated

Tile Based Game

This version of the tile-based game is most likely the most simply way of making a quick tile map, but this version only makes a random colour tile map that is made up of six different colours this works by having an array that chooses six colours at random and if you start it up in unity then you would see something like this in the image below.

A colorful square box with squares

Description automatically generated with medium confidence

But if you stop it and start it again then you would get distinct colours like the image below.

A colorful squares on a surface

Description automatically generated

This works by having a very simple code that you apply to an empty game object in your Hierarchy and then you would want to make a cube and make it a Prefab so when you have done the code then you will see something like this on the empty game object. After that you would want to apply the Prefab to the “Prefab To Spawn” section, also you can change the size of the tile map if you want it bigger or smaller.

A screenshot of a computer

Description automatically generated

The code is remarkably simple as you can see. A screenshot of a computer program

Description automatically generated

Dialog System

For the dialog system first you want to make a canvas and then add two images and resize them to your likeing and also add a button that will start the dialogs like the image below. A screenshot of a computer

Description automatically generated

Then you would want to make a dialog to the Project part which is quite simple you right click in the assets tab and then navigate to “Create” and the to “Dialog.”

A screenshot of a computer

Description automatically generated

Once you have done that you should get a script called “Dialog” and it should have this in the SC which should be applied to the dialogs already by default.

A screen shot of a computer program

Description automatically generated

After you just make an empty game object and call it something like “GameSceneManager” and then you would apply the two extra scripts you would make, one being a “Dialog Manager” and the second one being “Game State Manager.”

A screenshot of a computer program

Description automatically generated

Once done with all of that then you would have a simple Dialog system that works but in the two scripts you would have to add a bit of code, but you would want to change somethings and so it does not give errors or warning.

A screenshot of a computer program

Description automatically generated

A screenshot of a computer program

Description automatically generated

Text Adventure Game

The Text Adventure Game is just a visual studio code project that works by having a simple code something like this.

A screen shot of a computer

Description automatically generated