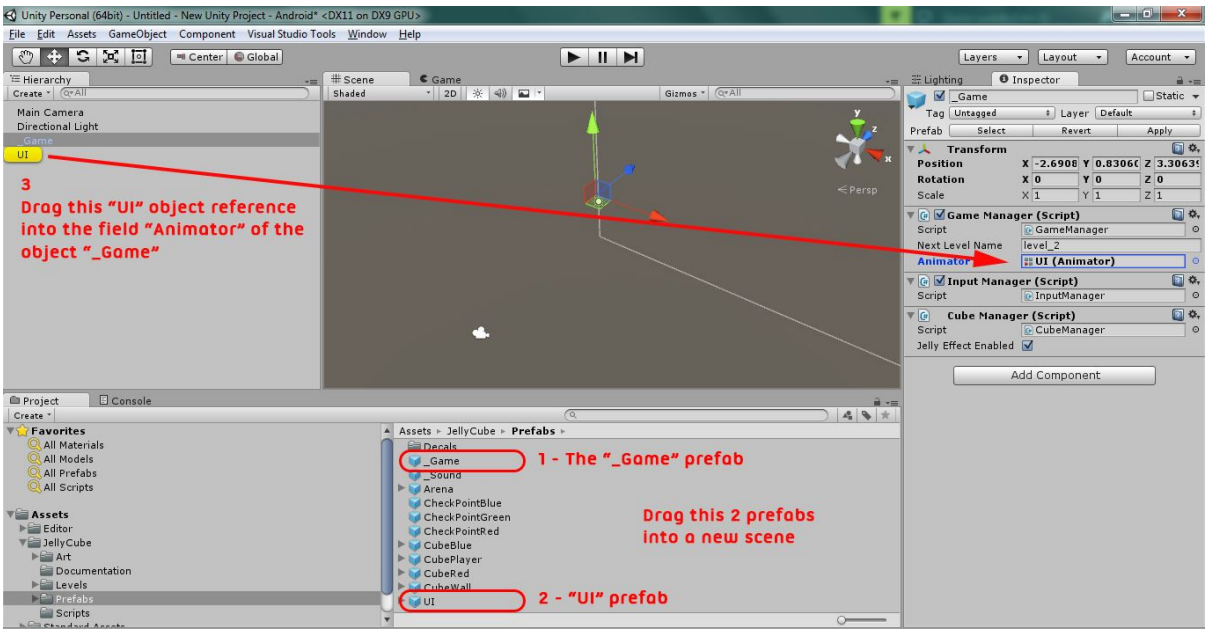
Jelly Cube - Basic Guide

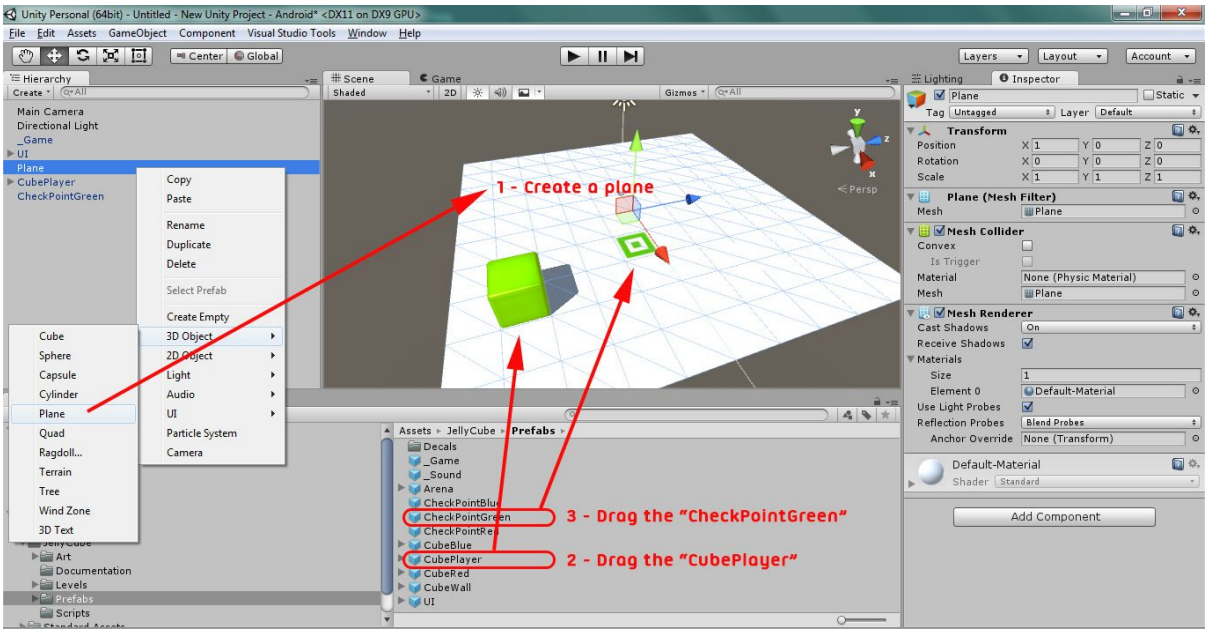
How it works

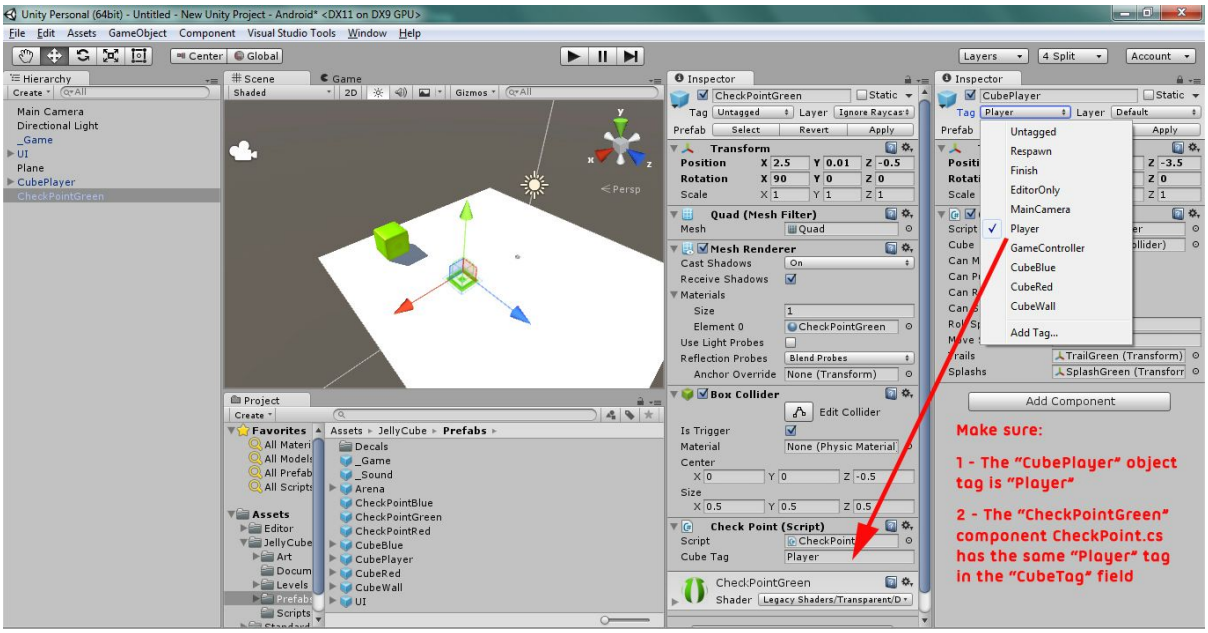
Let´s suppose you have 3 checkpoints into a scene: 1 green, 1 red, 1 blue.
So it´s necessary to have at least 3 cubes, with the same colors on the scene.
When the user pull cubes over the respective checkpoints colors, the system checks if the tag name of the cube object is compatible with the checkpoint “CubeTag” propertie. Once all cubes are over the respective checkpoints, the level is completed.

How to setup a new scene from scratch

1 - Create a new scene
2 - Drag the prefabs “_Game”,”UI”,”CubePlayer”,”CheckPointGreen”
3 - Select the “UI” object in the Hierarchy and drag into the field “Animator”, inside the “_Game” properties
4 - Create a plane, setup your camera, and press play!

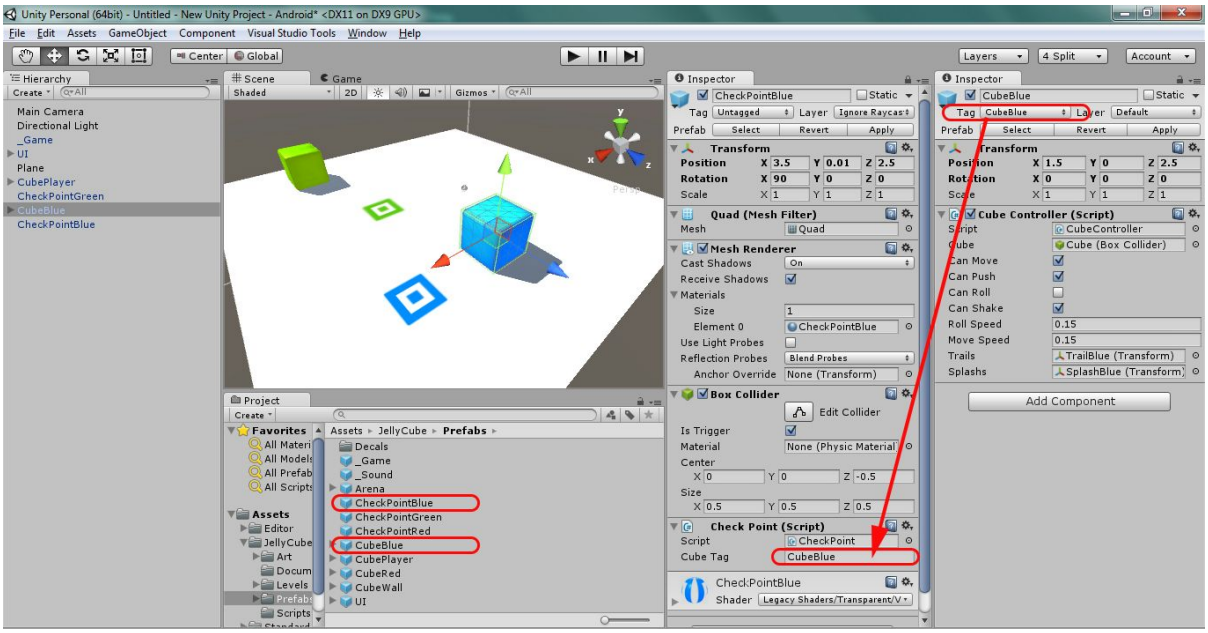






How to setup different cubes

1 - Drag the “CubeBlue” and “CheckPointBlue” prefabs into your scene.
The “CubeBlue” tag name needs to be the same to its respective “CubeTag” name in the “CheckPointBlue” object. The tag name only need to be relative to the cube color. This means you can have multiple blue cubes with the “CubeBlue” tag selected.



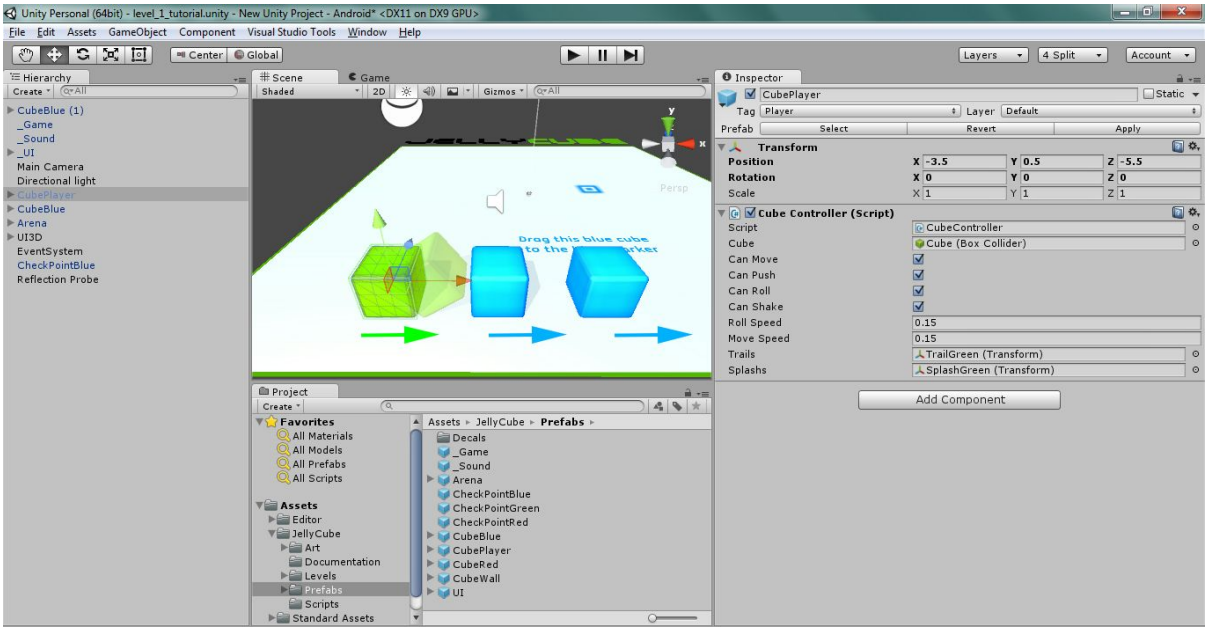
Note: *you only need to set a tag for a cube if you wants the player pulls this cube into a checkpoint. So if you just need a helper cube (a cube to pull, roll, or an obstacle) you don´t need a checkpoint.*

Cube Behaviours

The CubeController has 4 basic options:

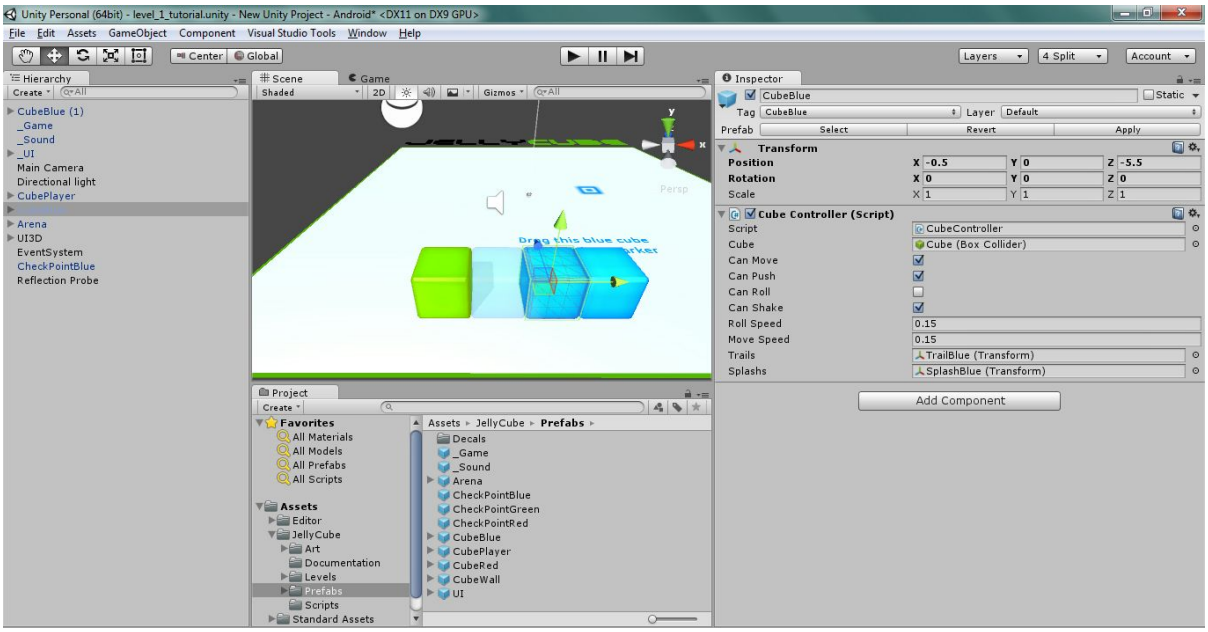
1. Can Move - the cube can be pushed by another cube
2. Can Push - the cube can push another cube
3. Can Roll - the cube can roll (player cube) after interaction (keyboard or touch)
4. Can Shake - the cube shakes when hits another cube

Situation 1:



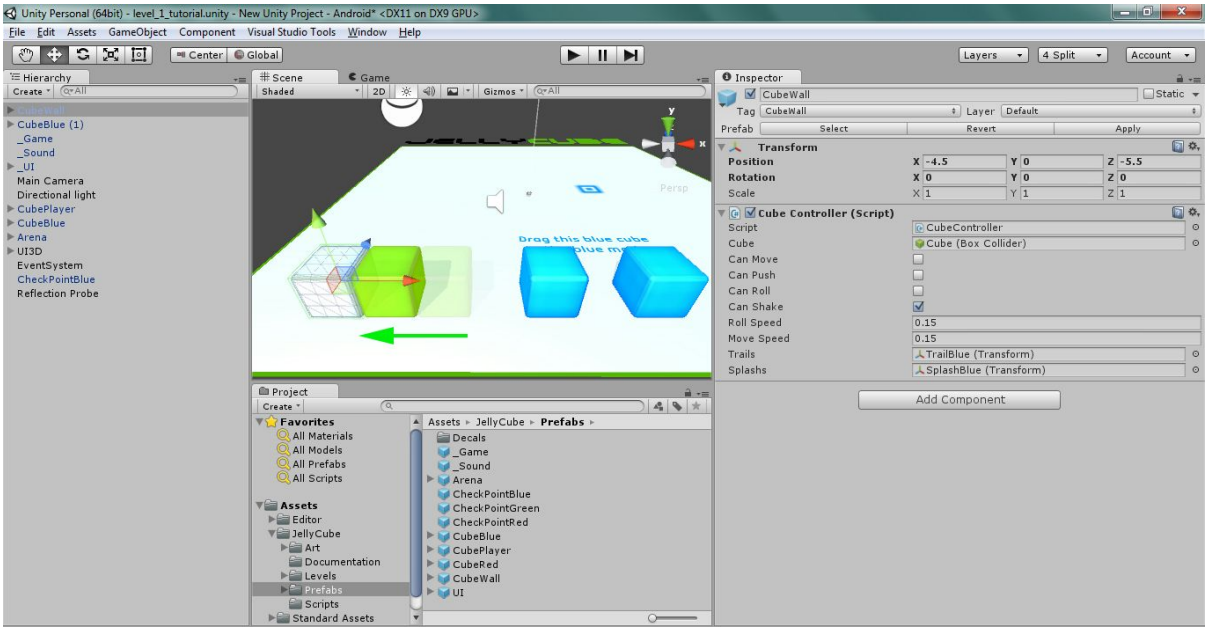
The player (green) cube has the option CanRoll enabled. After keyboard or touch interaction, it will roll in the desired direction. Not it will collide with the blue cube. The player cube will try to push this blue cube, because its option “CanPush” is enabled.

Situation 2:



The green cube collides with the blue cube. The blue cube has the option “CanMove” enabled, so it will move to right side and collide with another blue cube. Note the selected blue cube on picture has the option “CanPush” enabled, like the green cube. So it will try to push the next blue cube.

Situation 3:



The white cube (CubeWall) only has the option “CanShake” enabled. After detect the green cube collision and trying to push it, this white cube will only shake, but will stay in same place. This cube can´t move or push any other cubes.

You can use a cube with a BoxCollider with you just need a static wall.