



FindIt - Online Documentation

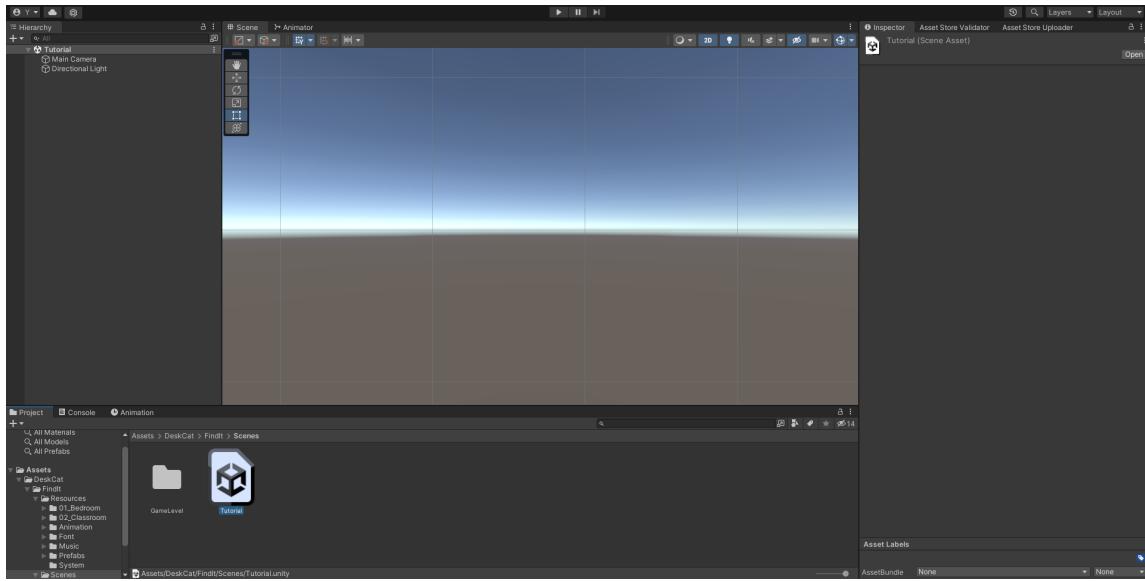
🔍 Welcome To **FindIt** Unity Plugins :)

FindIt is a finding hidden object game plugins template for unity. It allows you to quickly implement the game like **Hidden Folks**, **Scavenger Hunt**, **Grim Legends** and other dinding hidden object based games without need to writting any code.

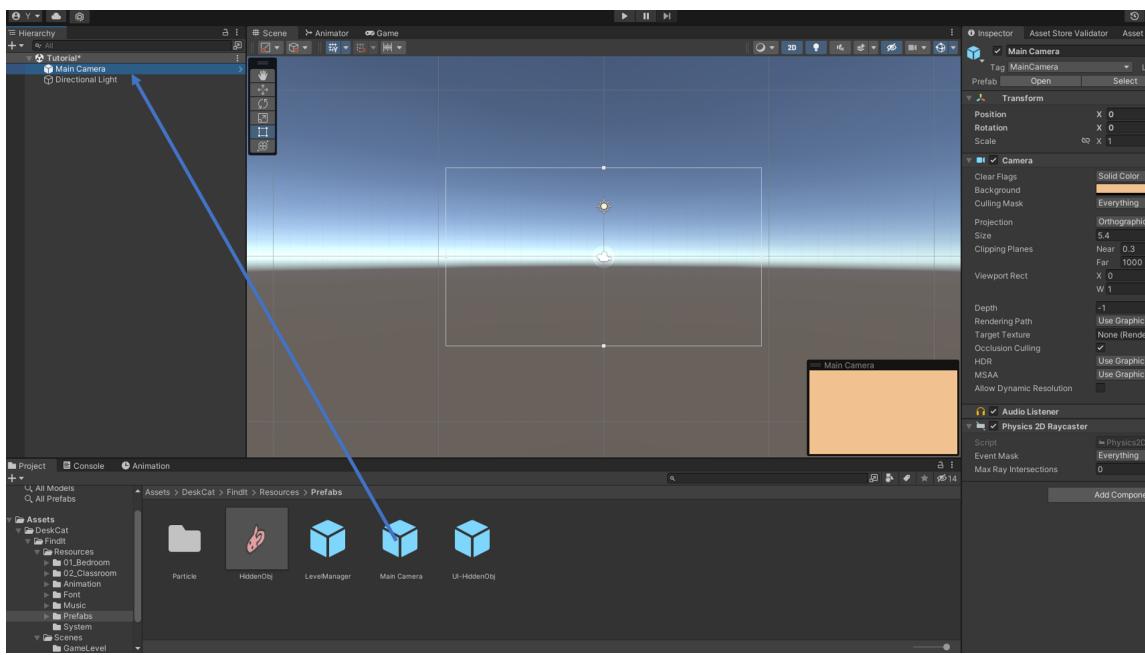
[Unity Asset Store](#) | [WebGL Demo](#) | [Online Documentation](#)

▼ 🍀 Getting Start

1. Create A New Empty Scene (**We suggest to create your project outside the FindIt Folder to avoid the update conflict in the future**)



2. Delete Main Camera and drag the new **Main Camera** Prefab into Scene.
Or Manually change the Projection to **Orthographic** and attach **Physics 2D Raycaster**.



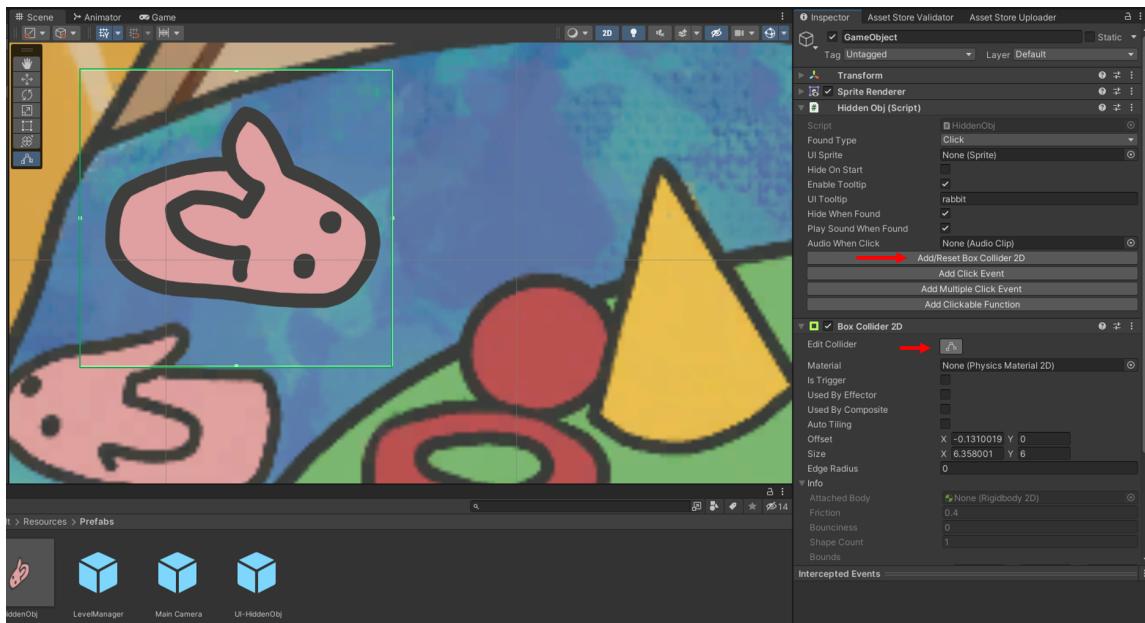
3. Create a new Sprite Renderer Background Image, and set-up the scene as you like.



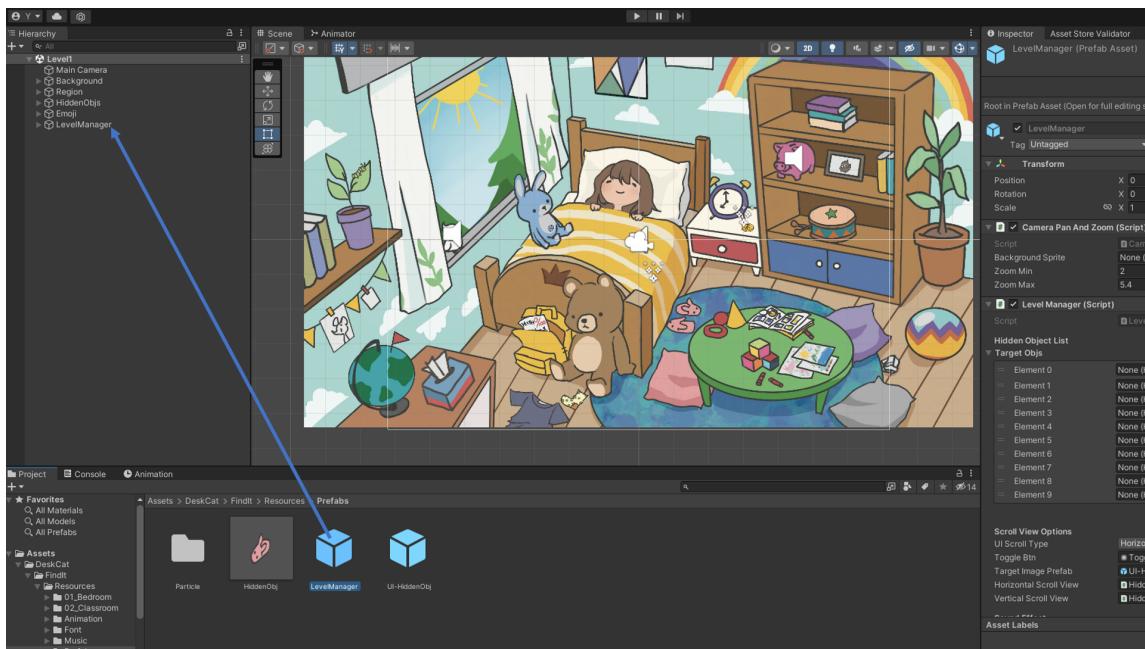
4. Create a Sprite Renderer Game Object, Attach “**Hidden Obj**” Script.



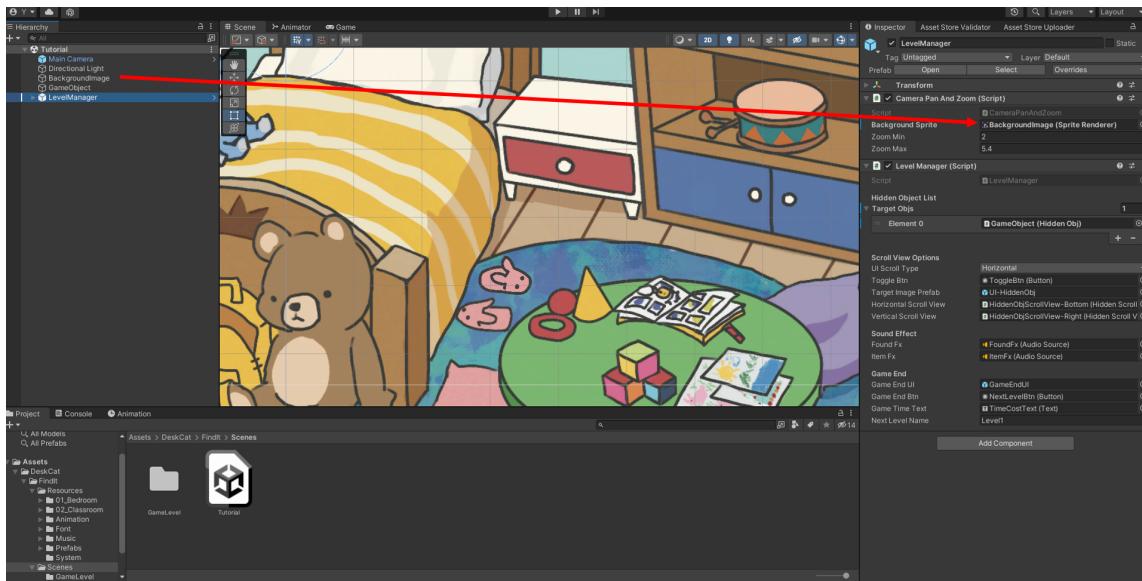
2. Click **Add/Reset Box Collider 2D** button, and adjust the click region collider.



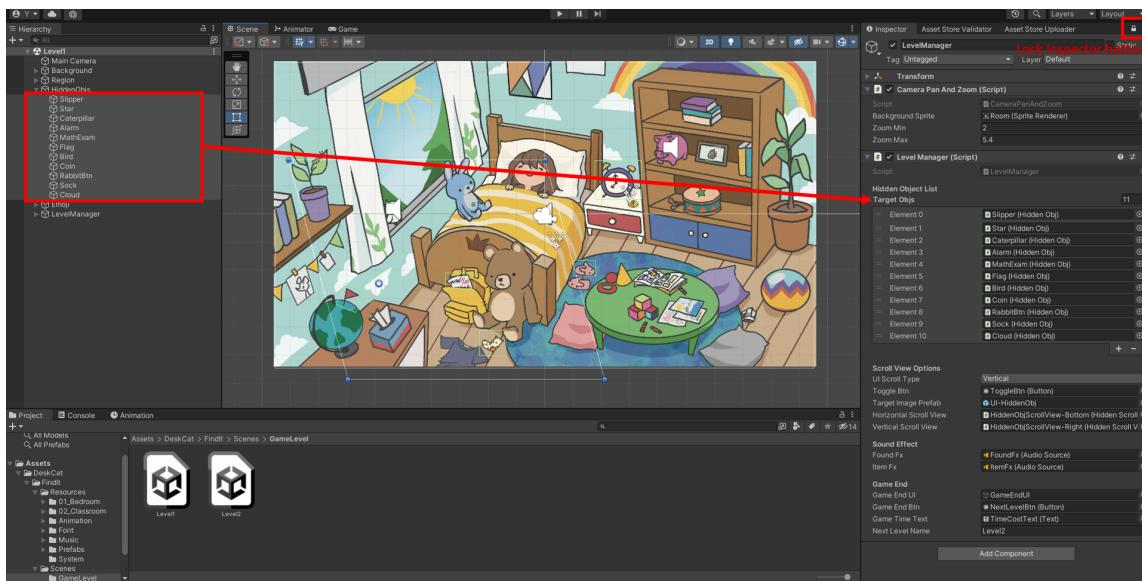
2. Drag the **LevelManager** (at *DeskCat/FindIt/Resources/Prefs*) Prefab Into The Scene.



2. Drag the background sprite renderer to the **Background Sprite** slot.



2. Drag and Drop all the Hidden Object Into Level Manager Target Obs Array.



9. Done and hit play :)

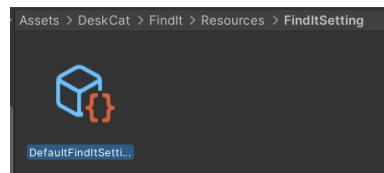
▼ Step by step video:

<https://youtu.be/kBLaOSm7TQs>

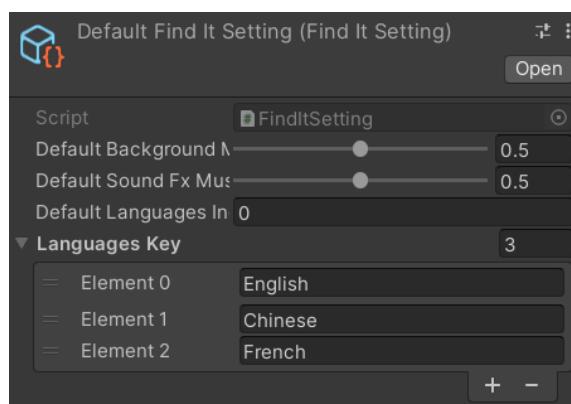


Find It Default Setting

Path: Deskcat > FindIt > Resources > FinditSetting



You can set the default setting on the FinditSetting Scriptable Object.



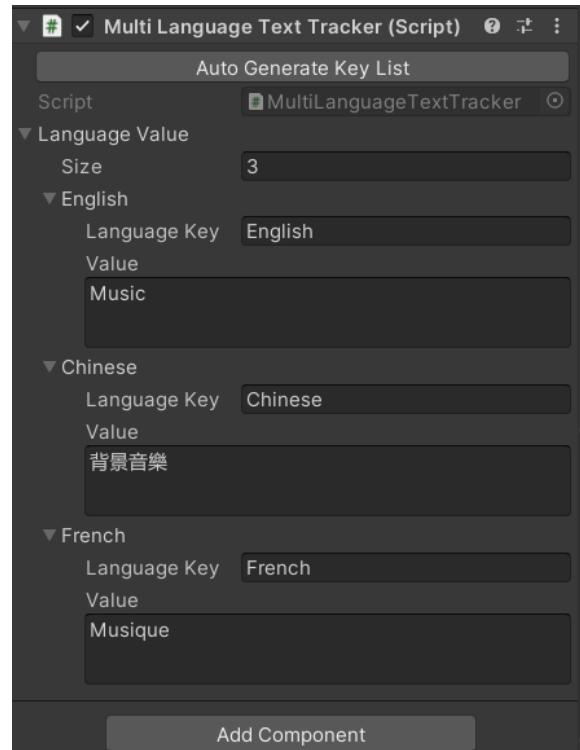
Default Variable

- Background Music
- Sound Fx Music
- Default Languages Index
- Languages Key
 - Add Your Custom Languages Key As You Like.

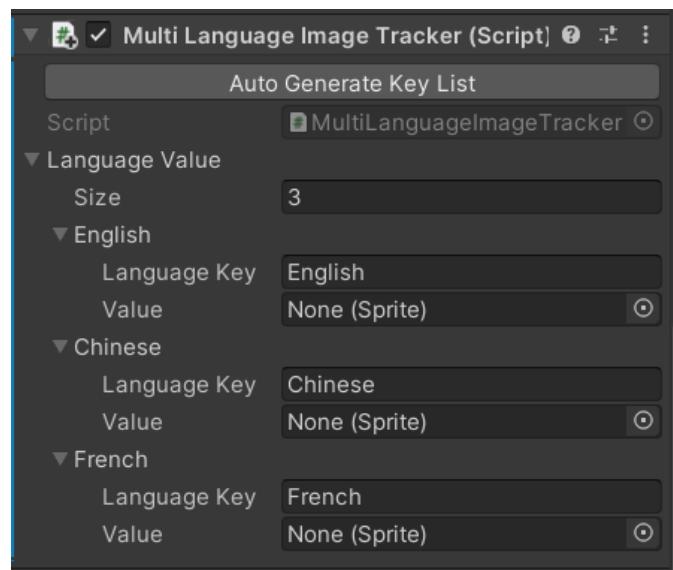


Multi-Languages Set-up

1. Be sure you set-up the default languages on FinditSetting above.
2. For the Text component you want to localization, add the "MultiLanguageTextTracker" scripts.

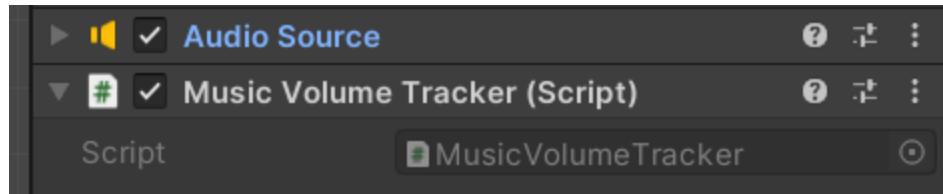


3. Click Auto Generate Key List Button and then define the language key you want to display.
4. You can use “**MultiLanguelmageTracker**” scripts if you want display different sprite UI.

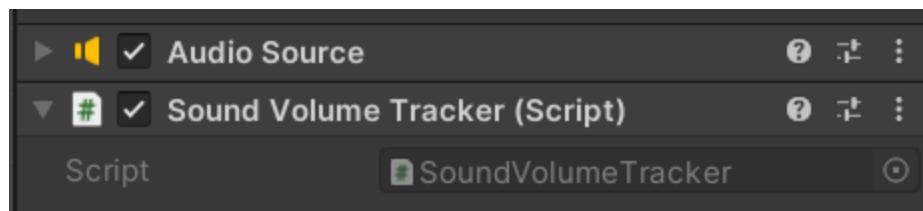


▼ ♪ Sound Tracker Set-up

1. For the Background music you want to track global setting, add the **Music Volume Tracker**.



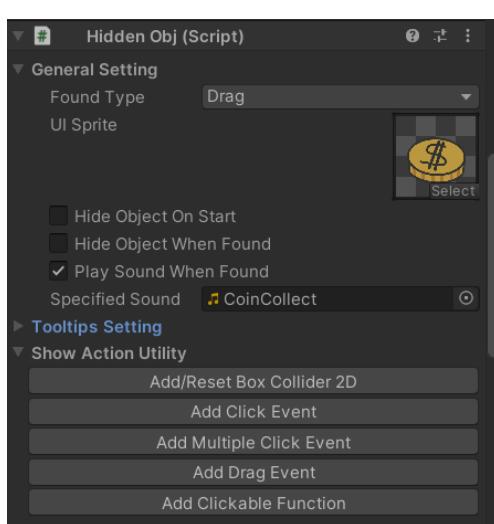
2. For the Sound Fx you want to track global setting, add the **Sound Volume Tracker**.



Btw, we already do that for you in the level manager prefab.

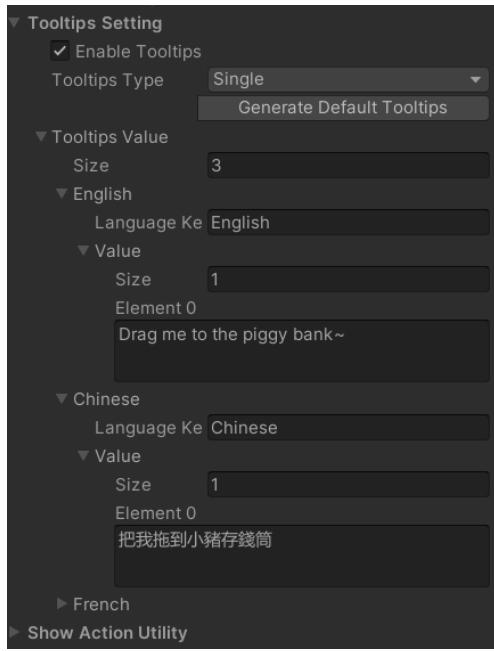
▼ Hidden Obj Setting

- **Hidden Obj**



▼ General Setting

- **FoundType** : Click or Drag to region to trigge found action.
- **UI Sprite**: Define the sprite to display on the Ui Docker.
- **Hide On Start** : Invisible on start scene.
- **Hide When Found**: Set object Invisible when found.



- **Play Sound When Found:** Play specified sound when found. (remain null will play default sound)

▼ Tooltips Setting

- **Enable Tooltip:** Display tooltips when click on the ui docker image.

- **Tooltip Type:**

- Single - Display Element 0 tooltip.
- Random - Display random tooltip.
- Incremental - Display with accsending.

- **Generate Default Tooltips Button:**

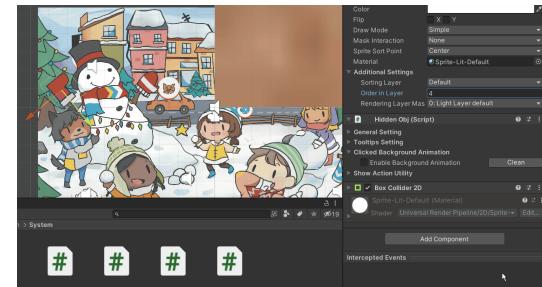
- This will auto generate the tooltips list with default languages key set-up.

▼ Clicked Background Animation



With Enable this options, you can have the background animation when clicked.

▼ How to use?



1. Enable Background Animation Toggle
2. Click Use Default Button
3. Click Add BG Object Button
4. Adjust The Size of Background Object
5. Done
6. Click the **Clean** button and unable the background animation if you want to remove this feature.

▼ Show Action Utility

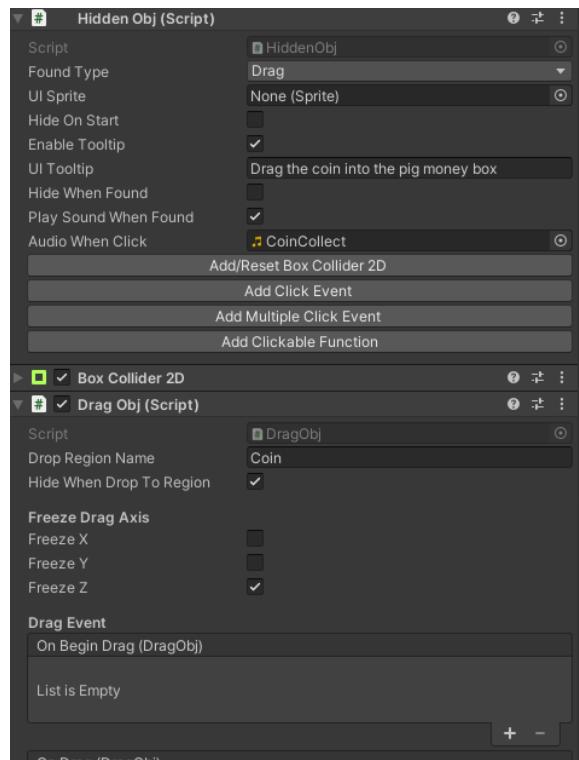
- **Add/Reset Box Collider 2D:** Quickly Add or Reset Box Collider 2D Button
- **Add Click Event:** Add a on click event, you can do more event when object is clicked.
- **Add Multiple Click Event:** Similar with click event, but with more click handler.

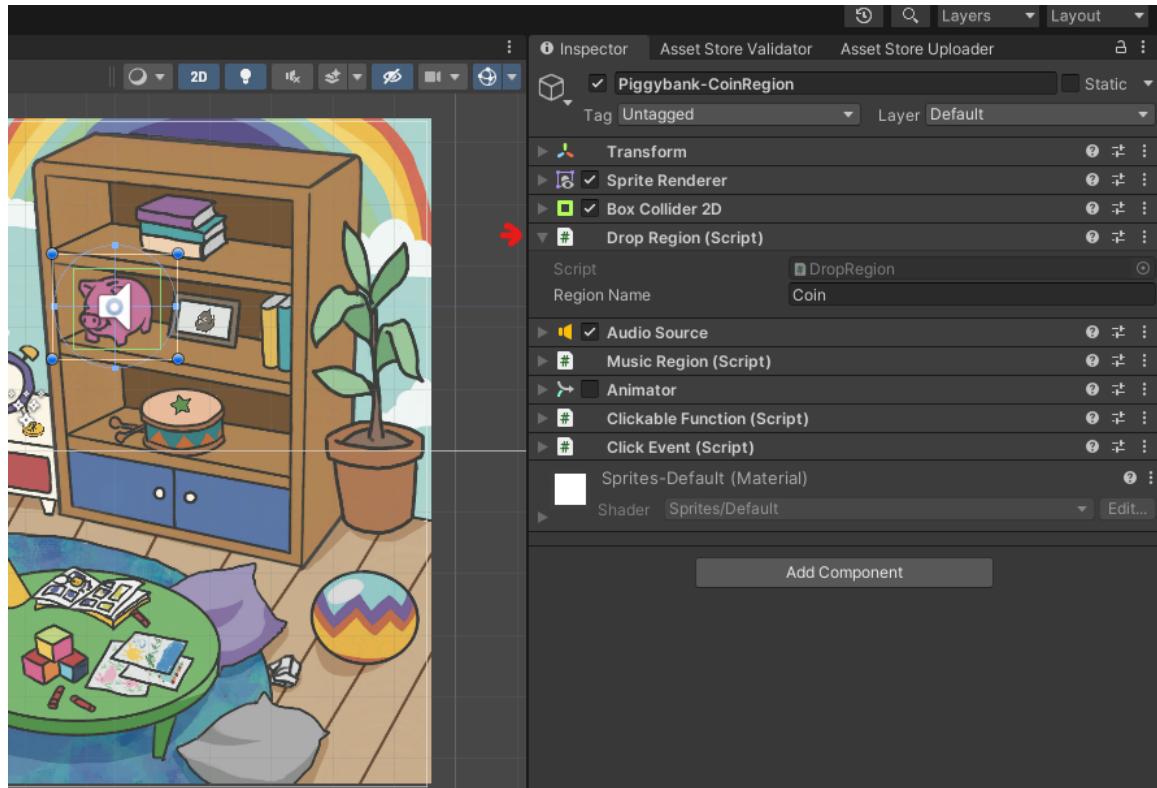
- **Add Clickable Function:** Some predefine public function, such as Disable Animator to use with.

▼ Hidden Obj (Drag To Region) - For 2D Sprite

If you are choosing Drag Found Type, here is the set-up tutorial.

1. Disable Hide When Found Trigger on Hidden Obj
2. Add Drag Obj Script, and given a drop region name.
3. Create another drop region game object (attach with box collider 2D and Drop Region scripts)
4. Fill in the Region Name in the drop region scripts.



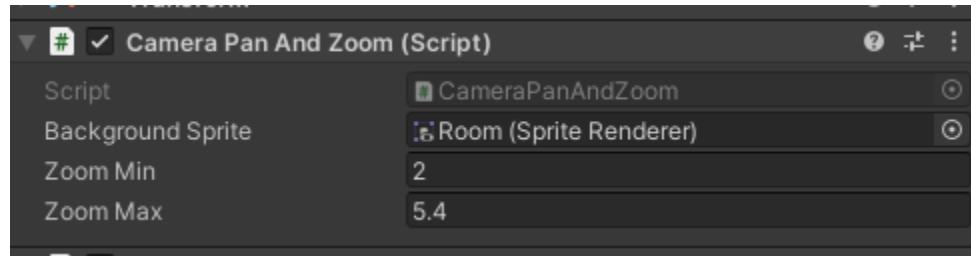


▼ Step by step video:

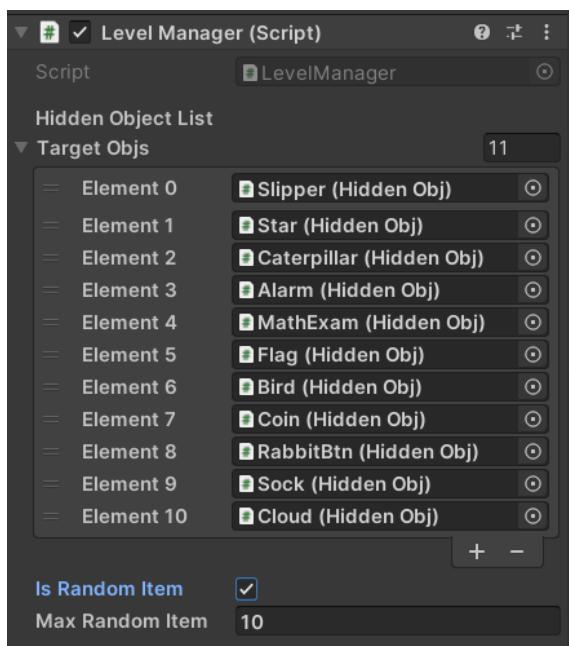
https://youtu.be/9t_LFEttvhg

▼ 🏠 Level Manager

▼ Camera Pan And Zoom - For 2D



You can set-up the camera maximum and minimum zoom here.



Target Objs: The list of hidden objects.

Is Random Item: Toggle To Random display hidden objects.

Max Random Item: Number of random item you want to display.

UI Scroll Type: Choosing UI Position.

Toggle Btn: Button to toggle UI Scroll Type.

Target Image Prefab: UI Prefab Generate on the UI Docker.

Horizontal/Vertical Scroll View: Scroll view reference scripts.

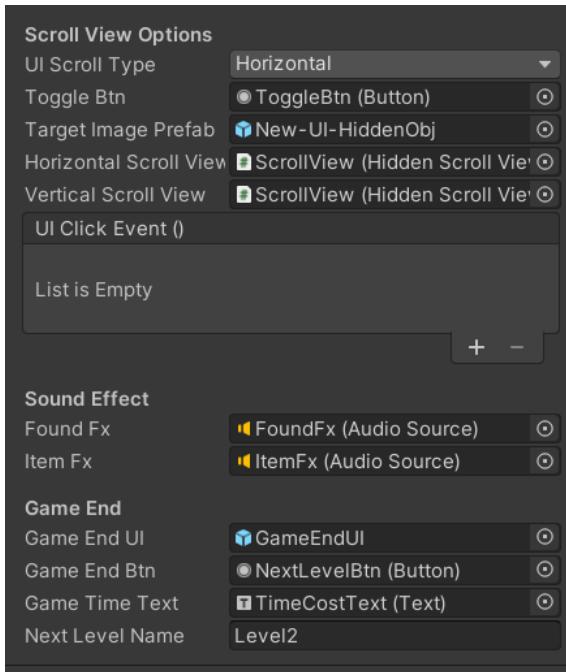
UI Click Event: Event callback when ui is clicked.

Found Fx: Default Sound Fx when found object.

Item Fx: The hidden object specified audio placeholder, simply ignore this usually.

Game End UI: UI Pop Out Object When Win.

Game End Btn: Jump Scene Button



Game Time Text: Time usage of this level

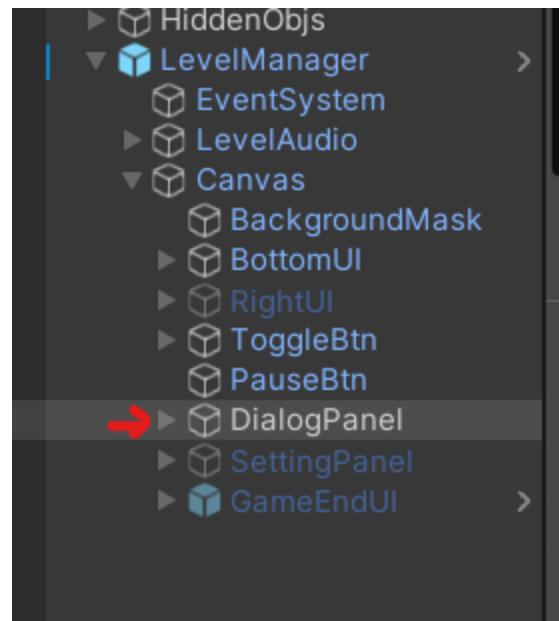
Next Level Name: Jump to this level when game end button clicked.

▼ Easy Dialog System

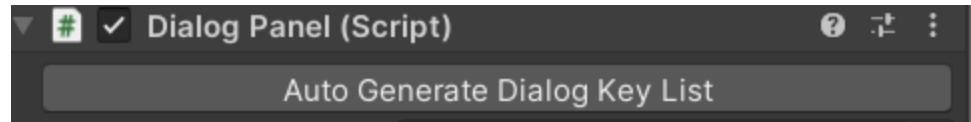


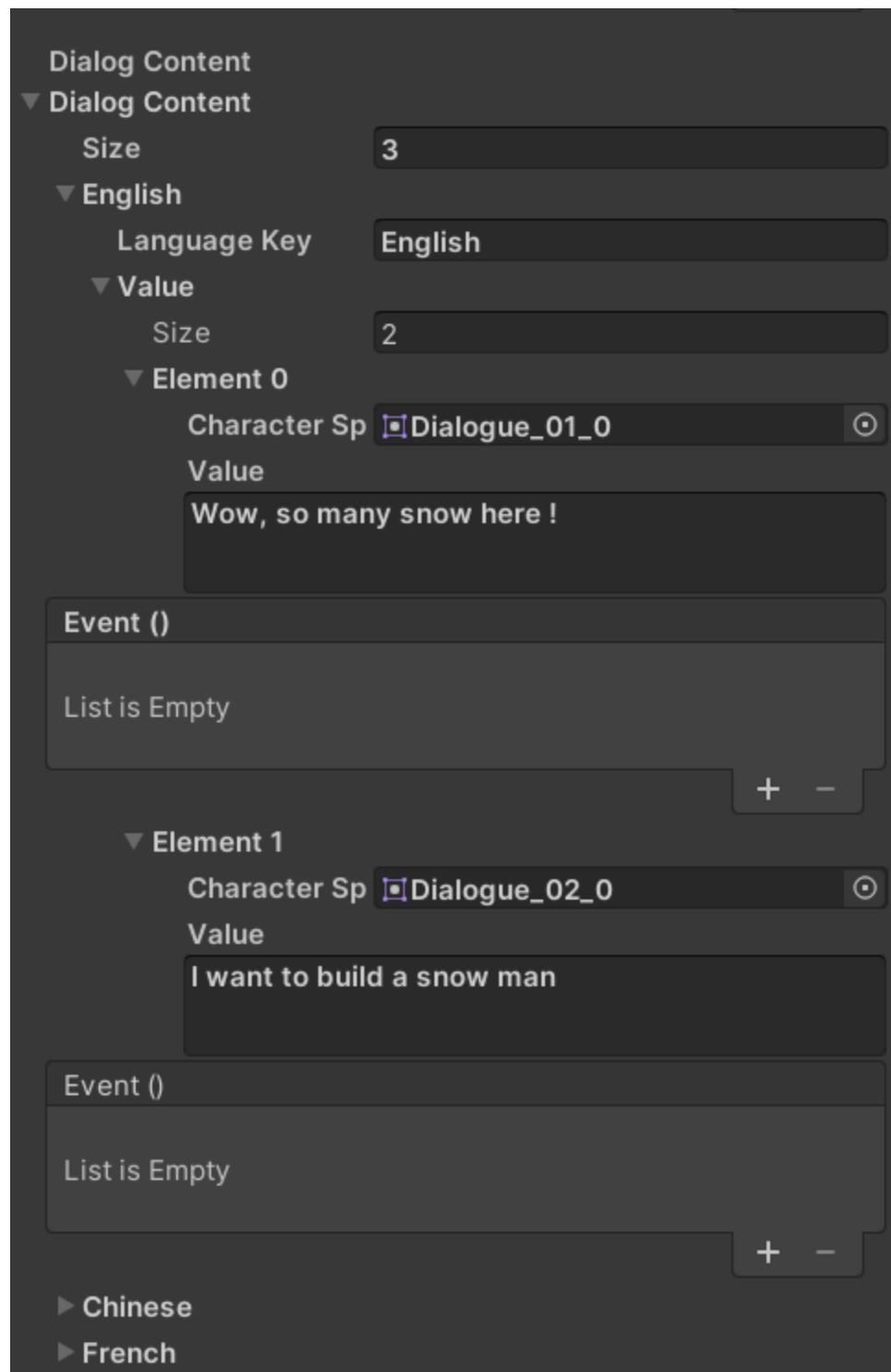
How To Use ?

1. The **Dialog System** is allocate at **LevelManager>DialogPanel**



2. On the attach scripts “**Dialog Panel**”, click on the Auto Generate Dialog Key List Button, will auto generate the dialog content based on the global languages.



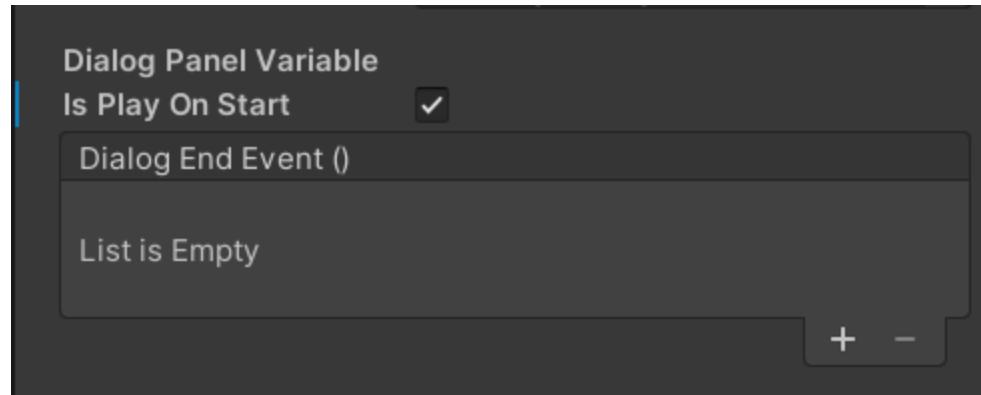


The **Value Size** is the dialog content sequence, you can expand as you want.

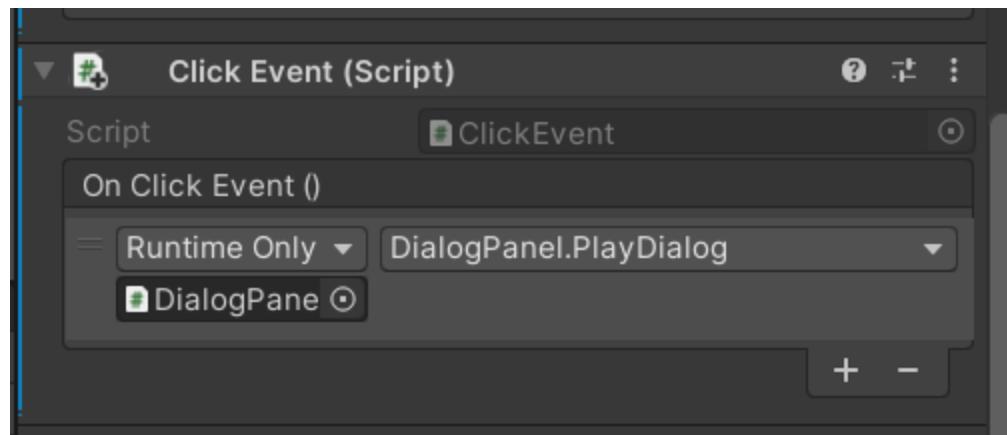
▼ Each dialog value contain 3 variable for you :

1. **Character Sprite** : Use to change different character sprite

2. **Value**: What to display inside the dialog text
 3. **Event**: Event Trigger when this dialog is occurs.
 - 4.
3. You has two way to enable the dialog system:
- a. Enable the “**Is Play On Start Bool**”, then the dialog will start when the scene loaded. (Ya, you have the event when dialog is end.)



- b. The second way is drag the dialog panel to the event and call **PlayDialog()** Function:

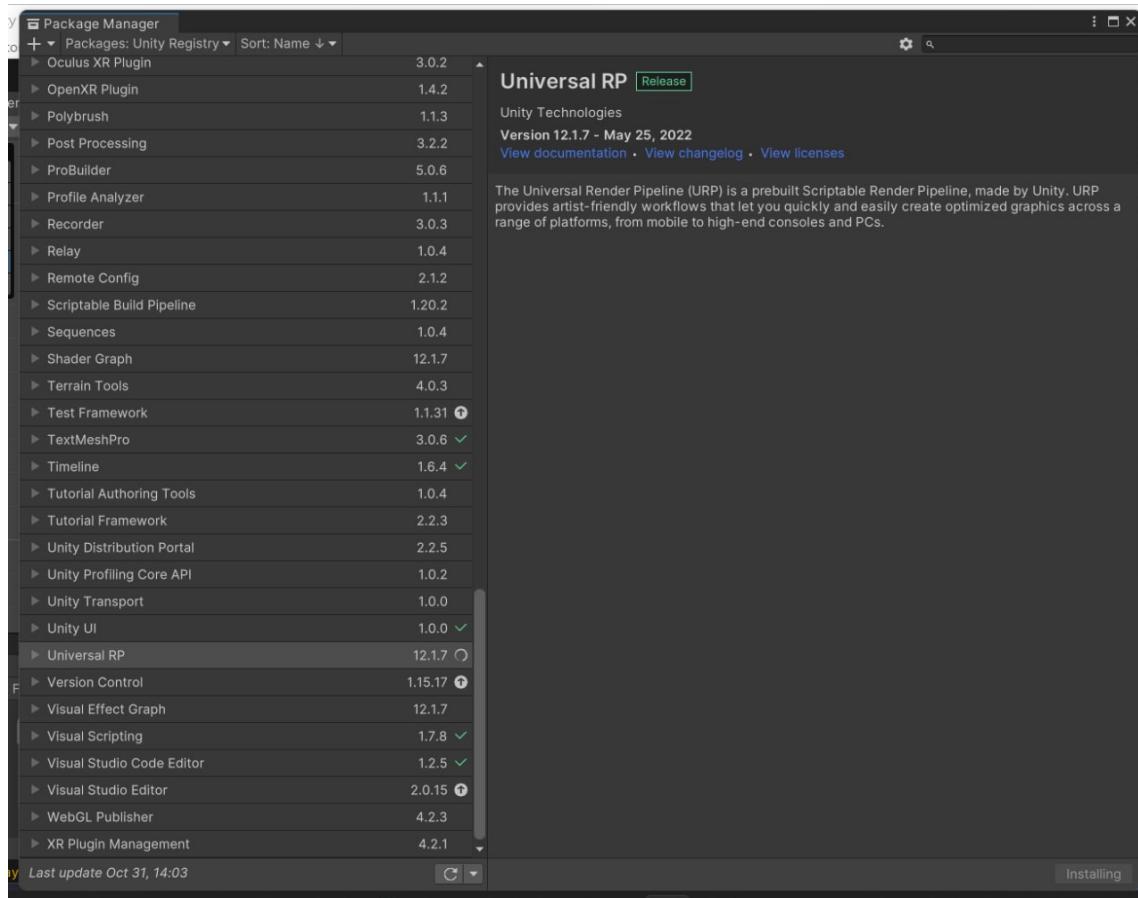


4. Check the **Christmas Scene** for the demo of dialog system.

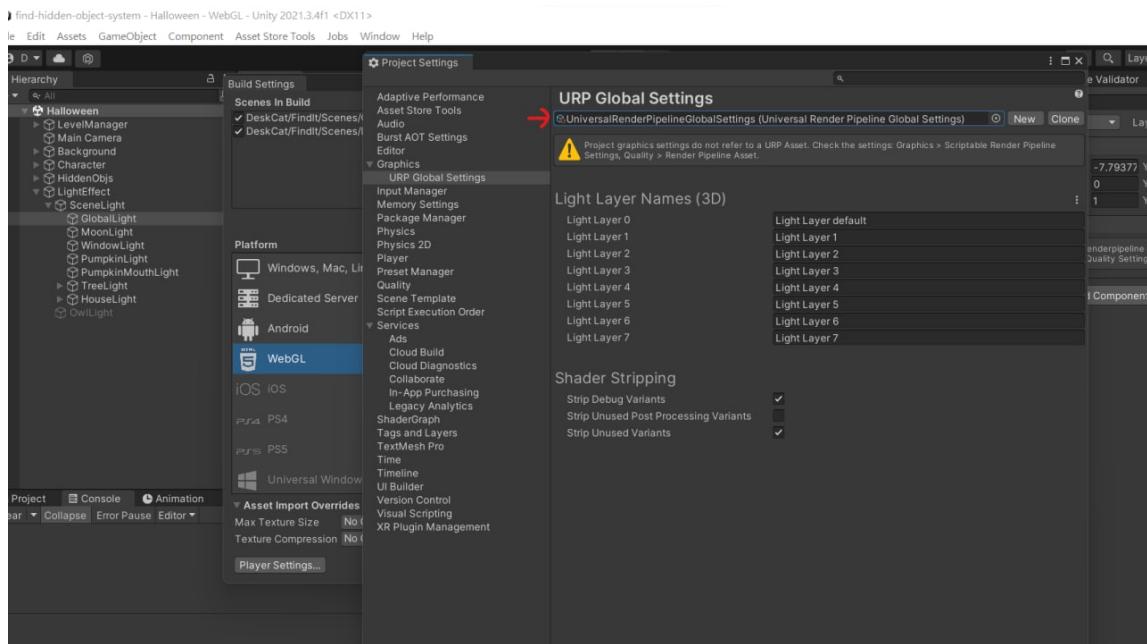
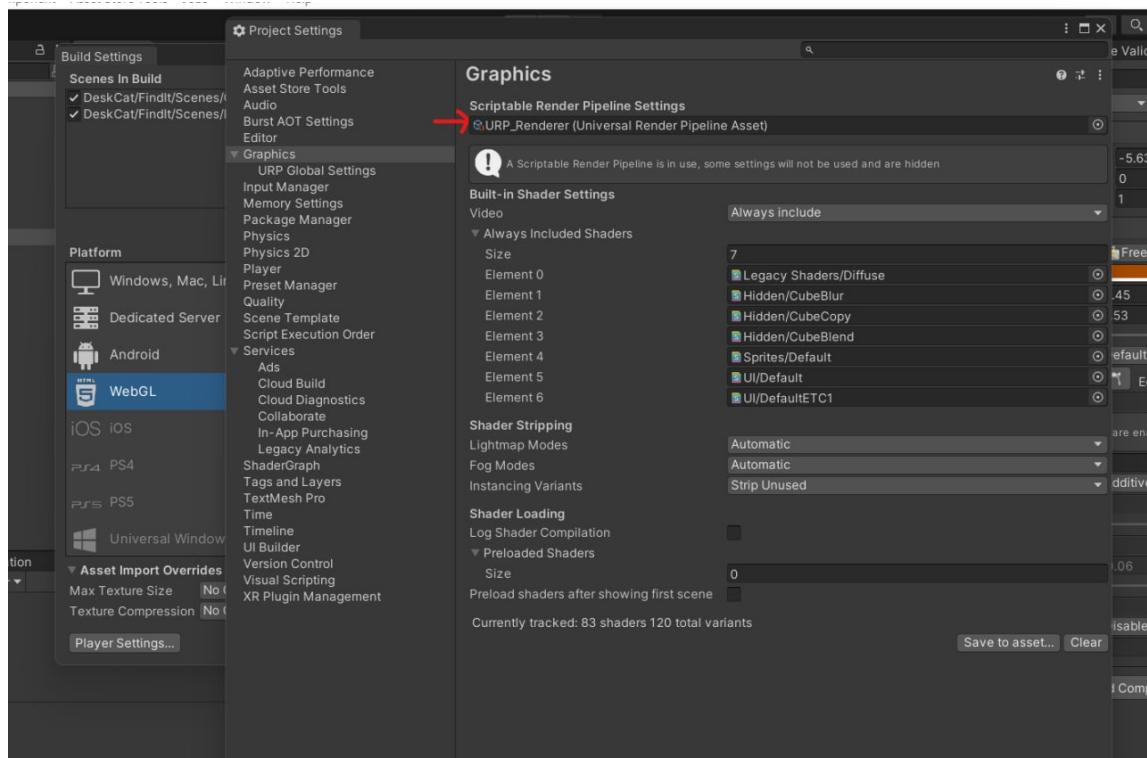
▼ URP Light Setting

If you found the material is pink color, and the scene does not look normal as well, you need to setup with URP setting.

- To use URP Light, you need to open package manager > Install Universal Render Pipeline.



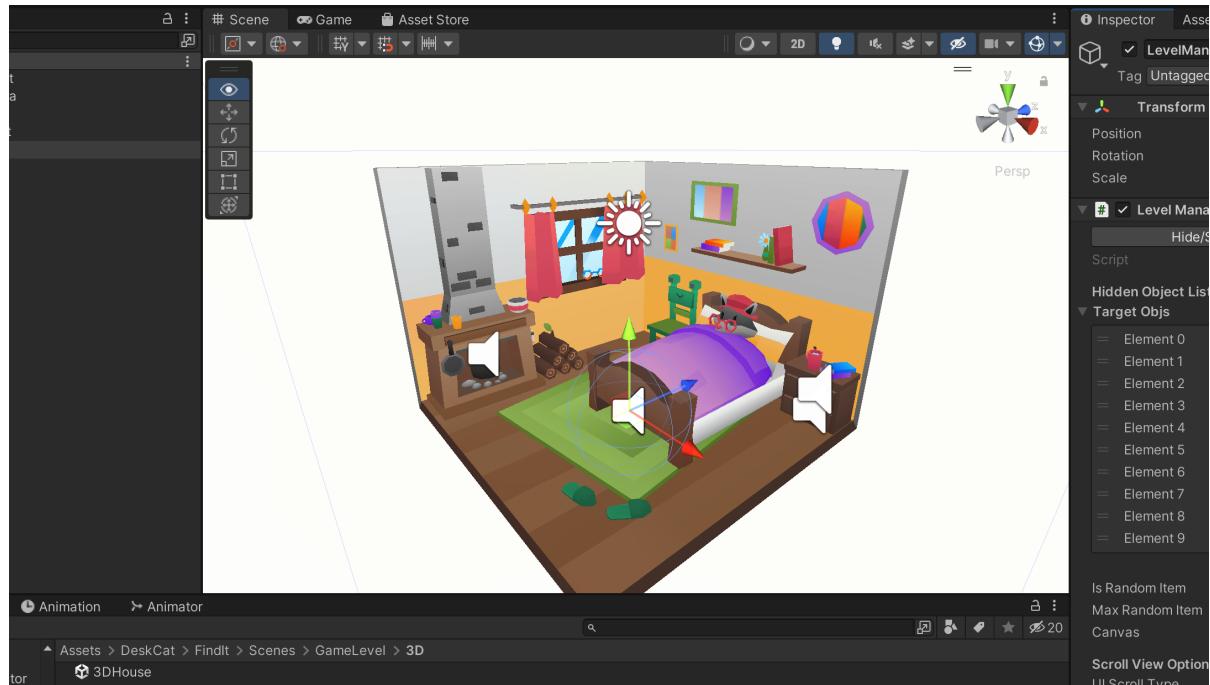
- Then, Go To Player Setting > Graphics , Selected the URP Assets Setting.



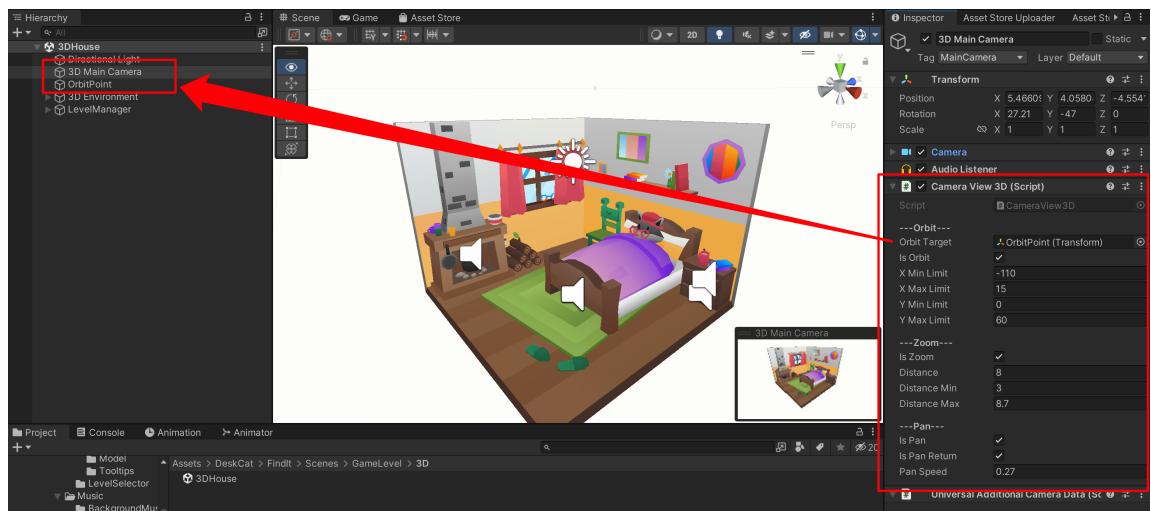
Then the URP scene should looks fine now :D

▼ 3D Scene Setup

Check the 3D Demo scene [Scenes/GameLevel/3D/3DHouse] for the demo.

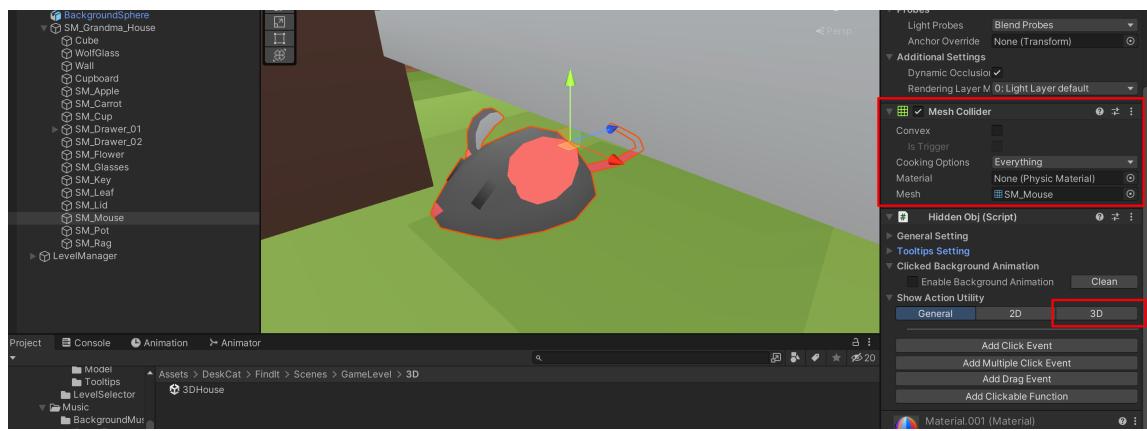


1. Setup 3D Camera



To use camera orbit system, you need to attach **Camera View 3D** script on the main camera and you need an **orbitPoint** game object to set the default orbit location.

2. 3D Hidden Obj



Setup 3D hidden object is similar with 2D sprite, attach the same **hidden obj** script, but you need to use the **mesh collider** instead of box collider 2D. We also separate the different tab to extend more features in the future.

3. Thats all for 3D set-up, more features of 3D scene will be keep update in the future :)